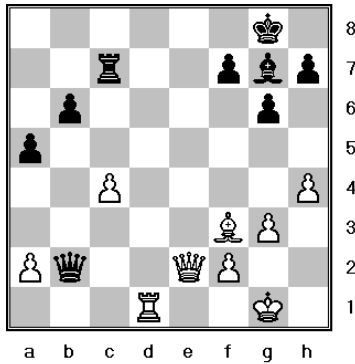


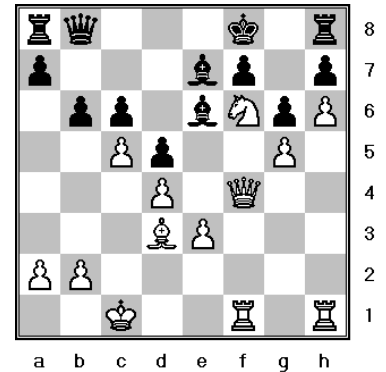
## Deflection

A deflection is similar to a decoy. A deflection is where an enemy piece is forced away from a certain square. The idea is to move the piece away from where it is defending. It's a drawing away.

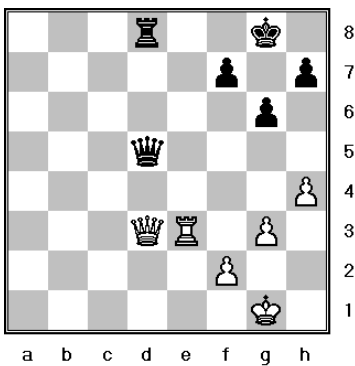
White to move. The key is Black's queen and bishop. After White's rook moves to d8 for check, the bishop must block, and leave Black's queen unprotected so White's queen can capture it.



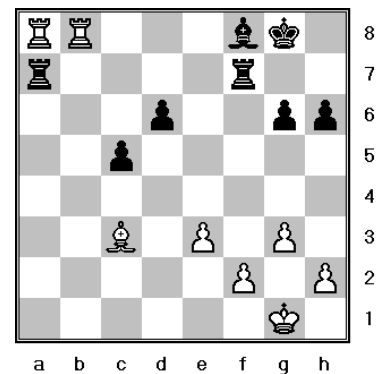
White moves their knight to d7 creating a fork of the king and queen. If Black's bishop captures the knight, removing it from guarding f7, then White's queen can capture the f7 pawn for checkmate.



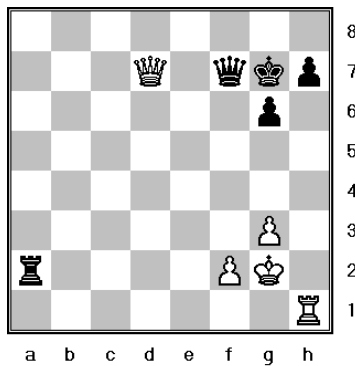
Notice Black's rook and queen on the d file. White's rook can check at e8. If Black's rook captures White wins the queen. If Black's king moves, White simply captures the rook and wins material!



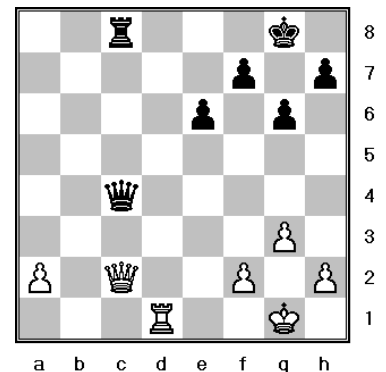
Some might trade rooks here, but if White's rook captures the bishop on f8, White wins a piece after RxR and RxR. Black's rook is deflected from its defending the a7 rook.



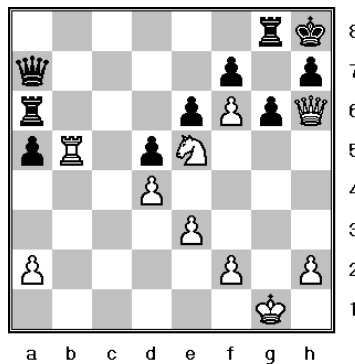
Can you see this one? White's rook captures the h7 pawn deflecting the Black king from its defense of the queen. After the king captures the rook White's queen captures Black's.



This one never seems to get old. White's rook moves to d8 for check. The king moves to g7, (if Black captures the rook, they lose their queen). Now White's rook captures Black's rook!



White's rook moves to b8 to deflect the queen from defending the f7 square. After the queen captures the rook, White's knight can safely capture the f7 pawn for checkmate!



We finish off with a queen sacrifice. White moves their queen to h6, forcing the bishop to capture and deflect. Now White's knight can move to e7 to checkmate the king!

