

10

CHESS TIPS FOR JUNIORS

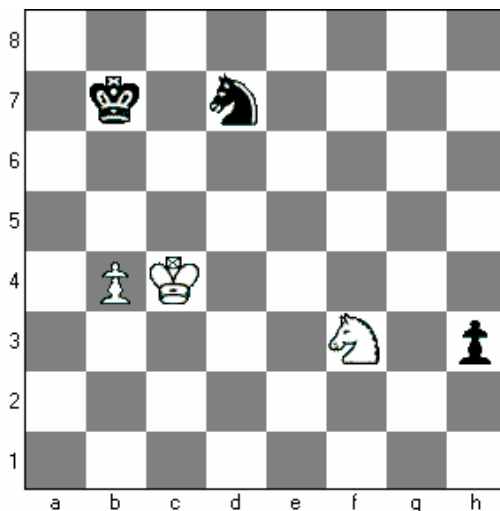
A series of leaflets for
young chess players

DEFLECTION

10 Deflection

In modern warfare, an enemy missile can be deflected so that it misses its original target.

A chess piece can also be deflected so that it can no longer perform the earlier task it was required to do. Consider this position:



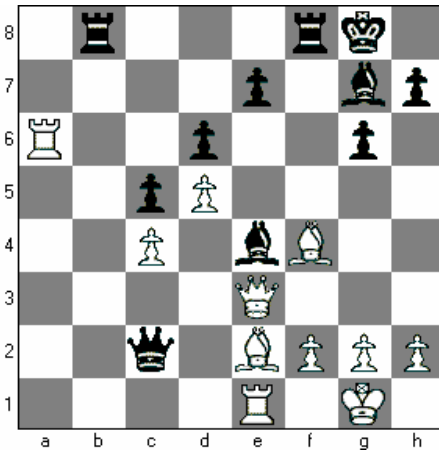
White's knight is preventing Black's pawn from queening. If the knight could be **deflected** then Black would win.

So Black plays 1... Ne5+. After 2. Nxe5 h2, the pawn queens and Black wins.

Try and recognise the weak link in your opponent's position and then take full advantage of it.

Often the **back rank** is the weakness, as this is where the king can be checkmated behind the pawns (*see next diagram*).

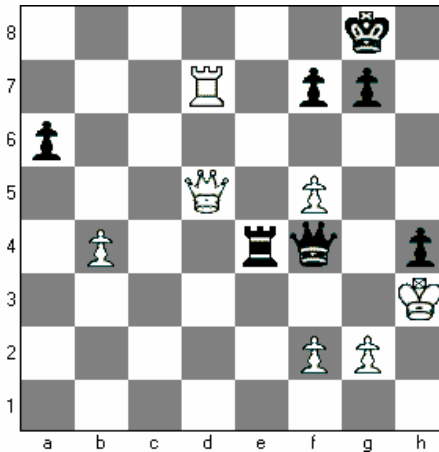
Back rank weakness (Black to play):



First, Black deflects the White queen with 1... Rxf4 2. Qxf4. Then he deflects the White rook with 2... Qxe2.

White resigns because if 3. Rxe2, ... Rb1+ leads to checkmate.

Sometimes a clever deflection can lead to a forced checkmate:

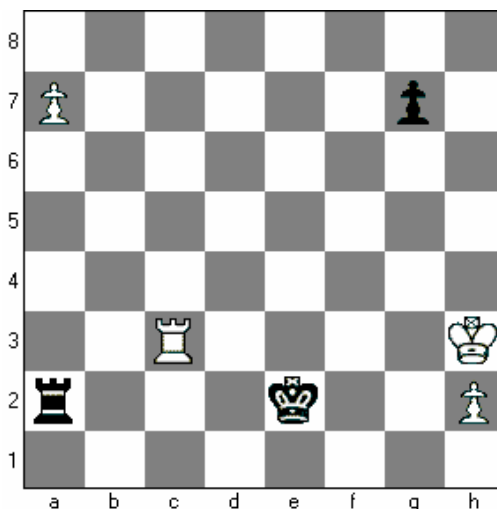


Black (Anatoly Karpov, former World Champion) played 1... Re3+. The pawn on f2 has to take the rook, when 2... Qg3 is checkmate.

The trick is to look for a move that you'd like to make, but can't, because something is either in the way, or protecting the square you want to move to.

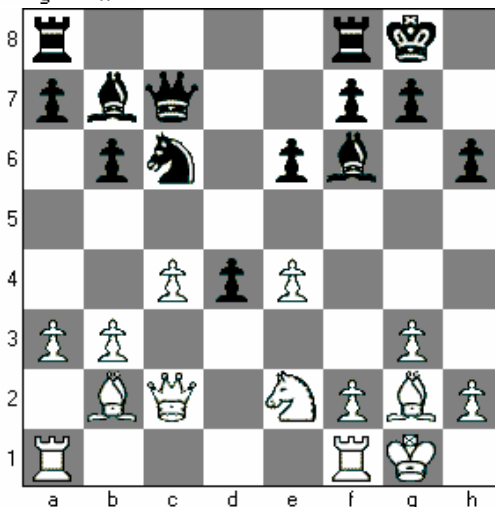
See if you can find the best moves in the following positions
(answers below).

1



White to play
and promote a
pawn.

2



Black to play
and win a
piece.

Answers:

1. Rc2+ (allows pawn to promote)
2. ... d3, forking queen and knight. After Qxd3, ... Bxb2.