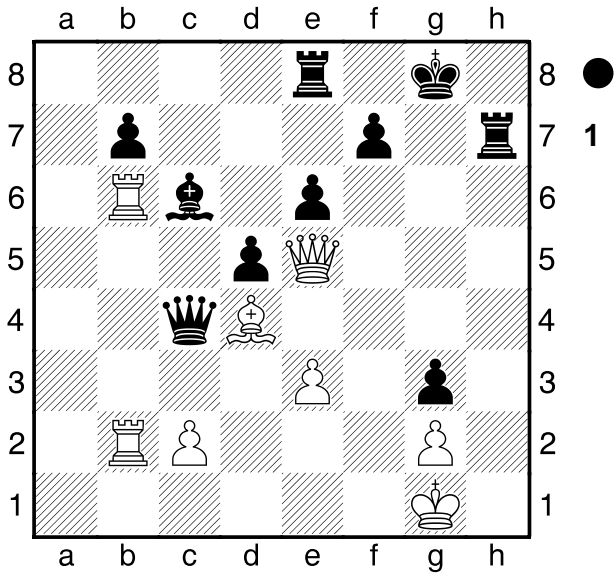


TACTICAL THEME: DECOY

EJERCICIO ATRACCIÓN 1

[Alvaro Van der Brule]



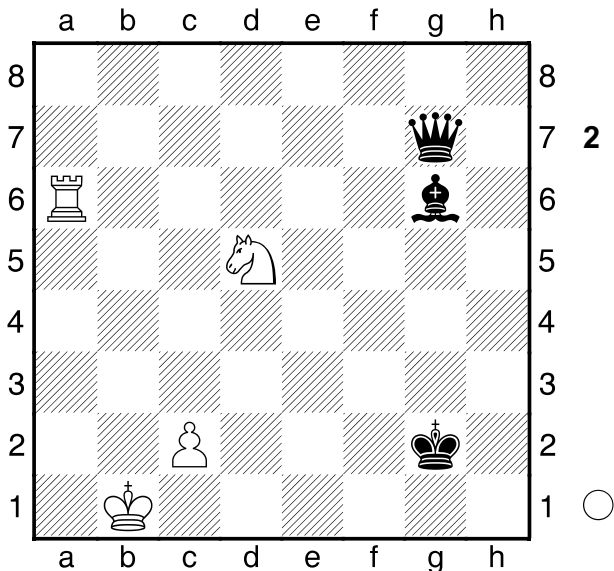
DECOY: This consists of attracting an opposing piece to a square on which we can execute a tactical threat. This can be an elementary case of decoy 1...♖h1!! Atrayendo al rey a una casilla donde recibirá mate.

2.♔xh1 ♕f1#

0-1

EJERCICIO ATRACCIÓN 2

[Alvaro Van der Brule]

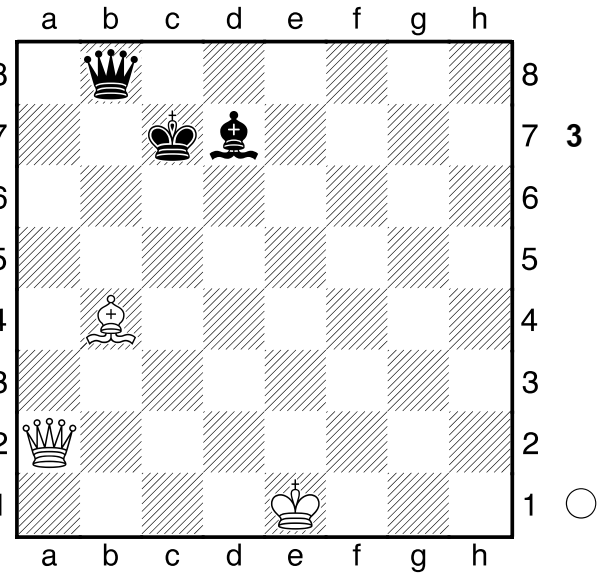


This would be another simple case of decoy. This time to obtain material 1.♖xg6! ♕xg6 2.♘f4+ ♔f3 3.♘xg6+-

1-0

EJERCICIO ATRACCIÓN 3

[Alvaro Van der Brule]

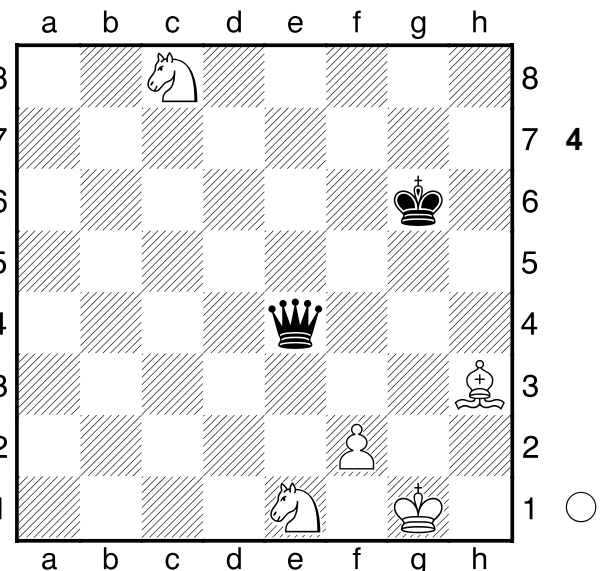


It is usual for tactical themes to be mixed up. Here White executes a move of decoy to an "enfilade", or "check across". 1.♙d6+! ♔xd6 2.♗h2+ (Mistakenly some authors call this "x-rays". This should be called "check traversing or enfilade", as x-rays are somewhat more complicated). 2...♔c6 3.♗xb8+-

1-0

EJERCICIO ATRACCIÓN 4

[Alvaro Van der Brule]



Another simple example. White lures the black king to a knight double. 1.♙f5+!! ♗xf5

[1...♔xf5 2.♘d6+-]

2.♘e7+-

1-0