When an error has been detected and corrected, it will be found to have been correct in the first place.

If your attack is going really well, it's an ambush.

If your flank march is going well, the enemy expects you to outflank him.

The enemy diversion you're ignoring is the main attack.

If your ambush is properly set, the enemy won't walk into it.

A retreating enemy is probably just falling back to regroup.

After things have gone from bad to worse, the cycle will repeat itself.