

NIVEAU 2

# DIT DAMWERKBOEK

Niveau 2 Damdiploma's: WIT & ZWART

## ISEEN

Naam

INKIJK

# EXEMPLAAR

Versie: 2017

DAMWERKBOEK VOOR DE JEUGDDAMMER

DIT  
IS EEN  
INKIJK  
EXEMPLAAR

## Inleiding

Met dit werkboek verkrijg je de damkennis voor het behalen van je tweede en derde damdiploma Niveau 2: Wit en Zwart! Het is opgebouwd uit verschillende leerzame hoofdstukken. Bij elk hoofdstuk staat aangegeven waar het over gaat. De eerste vijftien hoofdstukken staan gelijk aan Damdiploma Wit. De laatste negentien hoofdstukken staan gelijk aan Damdiploma Zwart. Het werkboek telt 558 opdrachten/diagrammen.

## Uitleg

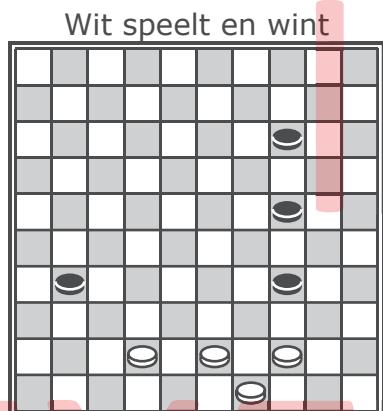
Er geldt in dit werkboek een notatieplicht voor de zetten (slaan is niet nodig om te noteren) van wit (of zwart, als dat gevraagd wordt). Gebruik dus geen pijltjes. Ga nauwkeurig te werk, zodat jouw jeugdleider – die de antwoorden nakijkt – weet wat je bedoelt. Kortom, noteer duidelijk en correct!

## Bordnummering

Zwart				
1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35
36	37	38	39	40
41	42	43	44	45
46	47	48	49	50

Wit

## Hoe maak je een opdracht?



**Diagram X**  
42-37, 43-38, 44-39

### Gebruikte tekens

- ? = Zwakke zet
- ! = Sterke zet
- ?! = Lokzet
- !? = Foutzet na lokzet
- ( ) = De zetten van zwart worden soms tussen haakjes geplaatst
- [2] = Het cijfer geeft aan dat wit (of zwart) in dat aantal notatiezetten gaat winnen.

**Voor alle standen geldt: wit speelt en wint, tenzij anders vermeld.**

## Inhoud

<u>Hoofdstuk</u>	<u>Thema</u>	<u>Paginanummer</u>
1	Basiskennis I: Leren noteren	5
2	Meerslag	9
3	Slaan met de dam	10
4	Basiskennis II: Vier dammen tegen één dam	11
5	Combineren I: Eenvoudig	12
6	Combineren II: Combineren met de dam	16
7	Aanvallen	19
8	Verdedigen	21
9	Basiskennis III: Bordindeling	23
10	Combineren III: Meerslag	25
11	Combineren IV: Slagkeus	28
12	Ruilen	31
13	Doortrekken	32
14	Combineren V: Vrij tempo	33
15	Combineren VI: Een plakker	36
16	Positiespel I: Tegenstander vastzetten	39
17	Positiespel II: Wie staat er beter?	40
18	Dreiging	41
19	Offeren	42
20	Combineren VII: Verschillende tweezetters	43
21	Combineren VIII: Dam geven	46
22	Positiespel III: Mooie plekjes	49
23	Positiespel IV: Spelen met een plan	50
24	Combineren IX: Opentrekken	52
25	Combineren X: Ontruimen	54
26	Eerst ruilen, dan aanvallen	56
27	Analyseren	57
28	Combineren XI: Schommelstag	58
29	Combineren XII: Openingscombinaties	60
30	Eindspel I: Vangen van de dam	62
31	Eindspel II: Opsluiten van de dam	63
32	Eindspel III: Werken met de dam	64
33	Rekenen	65
34	Voor spel de uitslag	67

## 1.1 Basiskennis I: Leren noteren

Leren: In het werkboek werk je met notatie. Leer de notatie van het dambord goed!

Op te kunnen noteren, heeft elk speelveld zijn eigen nummer gekregen, waardoor we precies kunnen aangeven, op welke velden de schijven staan en naar welke velden ze verplaatst worden.

Je moet ze kennen om je toekomstige officiële partijen op te schrijven of om een damboek te kunnen lezen of maken.

Het lijkt erg moeilijk al die nummertjes te onthouden, maar als je er vaak mee werkt, kom je er snel achter dat het vrij eenvoudig is.

Bij het damspel zitten de spelers ieder aan een kant van het bord, vandaar dat we het bord hebben laten zien door de ogen van de witspeler (diagram 1), maar ook door de ogen van een zwartspeler (diagram 2). We gaan bij het aangeven van de zetten in dit werkboek altijd uit van diagram 1!

In **diagram 1** en **2** zie je alle 50 nummers bij elkaar. Er is een manier om de nummers snel uit je hoofd te leren:

- ❖ Leer de velden 1 tot en met 10 uit je hoofd.
- ❖ Onthoud dat velden recht onder elkaar steeds 10 verschillen.

In **diagram 3** zie je hoe dat gaat. Onder veld 1 liggen de velden 11, 21, 31 en 41. Ga je bij veld 9 omhoog, dan passeer je de velden 19, 29, 39 en 49.

Kortom, het verschil met de velden recht onder elkaar verschilt steeds 10.

Op de volgende pagina staan enkele oefenopgave over noteren. Zo kan je heel snel de velden van de notatie vinden. Probeer de opdrachten uit je hoofd te maken.

Noteren van een zet doe je door de volgende stappen uit te voeren:

- ❖ Eerst schrijf je het veld op waar de schijf vandaan komt.
- ❖ Dan zet je een streepje. Bij het slaan een kruisje.
- ❖ Daarachter noteer je het veld waar de schijf naar toe gaat.

Voorbeeld voor een zet 32-28 of een slag: 28x19.

Zwart					
1	2	3	4	5	
6	7	8	9	10	
11	12	13	14	15	
16	17	18	19	20	
21	22	23	24	25	
26	27	28	29	30	
31	32	33	34	35	
36	37	38	39	40	
41	42	43	44	45	
46	47	48	49	50	

Wit  
**Diagram 1**

Wit					
50	49	48	47	46	
45	44	43	42	41	
40	39	38	37	36	
35	34	33	32	31	
30	29	28	27	26	
25	24	23	22	21	
20	19	18	17	16	
15	14	13	12	11	
10	9	8	7	6	
5	4	3	2	1	

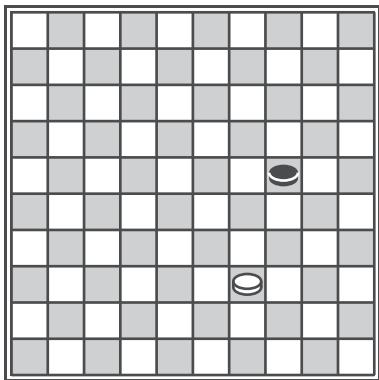
Zwart  
**Diagram 2**

Zwart					
1	2	3	4	5	
6	7	8	9	10	
11	12	13	14	15	
16	17	18	19	20	
21	22	23	24	25	
26	27	28	29	30	
31	32	33	34	35	
36	37	38	39	40	
41	42	43	44	45	
46	47	48	49	50	

**Diagram 3**

## 1.2 Basiskennis I: Leren noteren

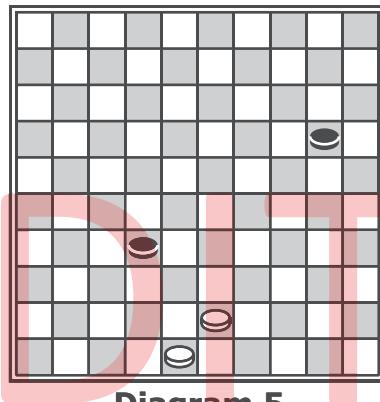
Opdracht: Noteer onder diagram 4-9 op welke velden de witte en zwarte schijven staan.



**Diagram 4**

Wit schijven op:

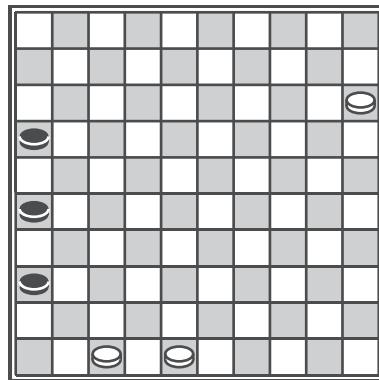
Zwart schijven op:



**Diagram 5**

Wit schijven op:

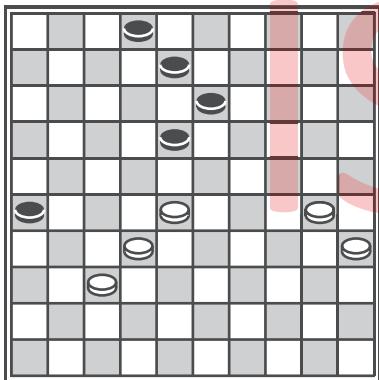
Zwart schijven op:



**Diagram 6**

Wit schijven op:

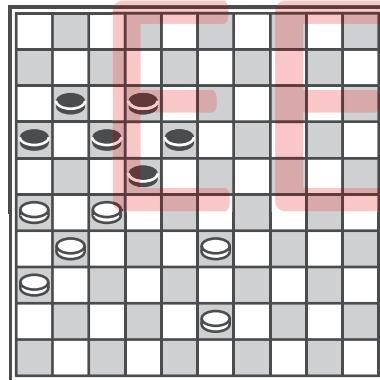
Zwart schijven op:



**Diagram 7**

Wit schijven op:

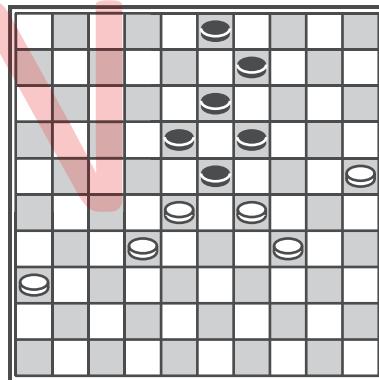
Zwart schijven op:



**Diagram 8**

Wit schijven op:

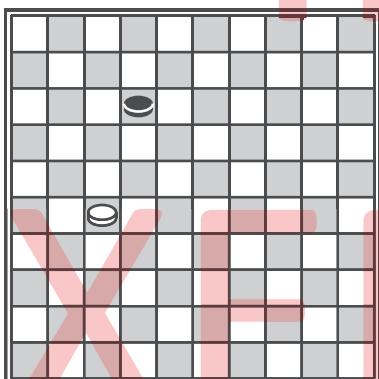
Zwart schijven op:



**Diagram 9**

Wit schijven op:

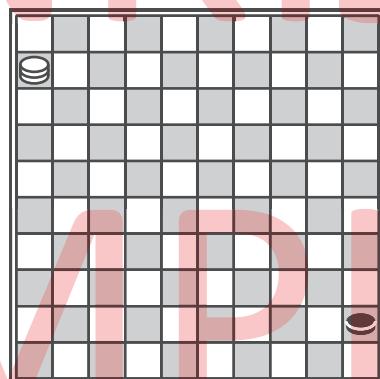
Zwart schijven op:



**Diagram 10 [1]**

Wit gaat winnen in één zet.

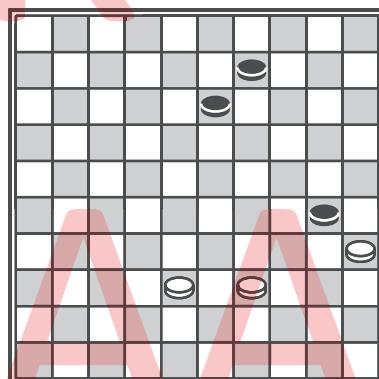
Noteer de winnende zet.



**Diagram 11 [1]**

Wit gaat winnen in één zet.

Noteer de winnende zet.



**Diagram 12 [1]**

Wit moet slaan.

Noteer de slag voor wit.

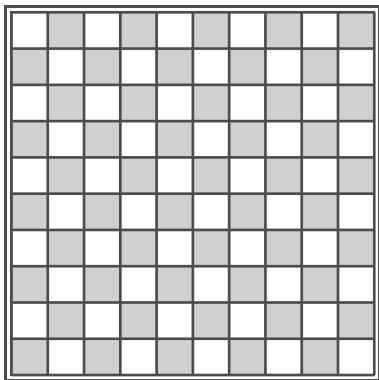
Notatie:

Notatie:

Notatie:

### 1.3 Basiskennis I: Leren noteren

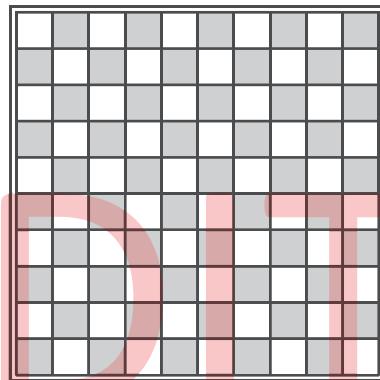
Opdracht: 9 cijferstanden. Wit wint. Vul elke stand in het lege diagram. O = wit X = zwart.



**Diagram 13 [1]**

Wit: 22, 43

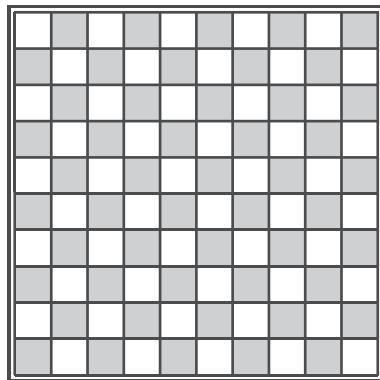
Zwart: 12, 23



**Diagram 14 [1]**

Wit: 33, 35, 43

Zwart: 19, 24, 30

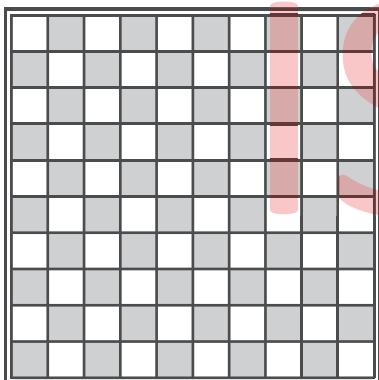


**Diagram 15 [1]**

Wit: 26, 31, 36

Zwart: 8, 16, 18

Beste zet wit:

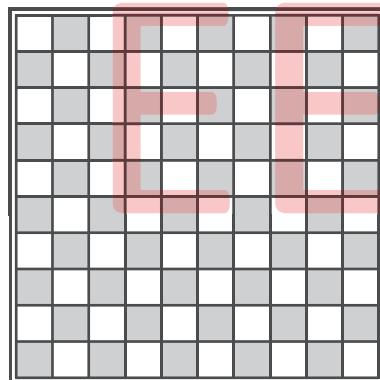


**Diagram 16 [1]**

Wit: 22, 42, 43, 49

Zwart: 11, 12, 23, 24

Beste zet wit:

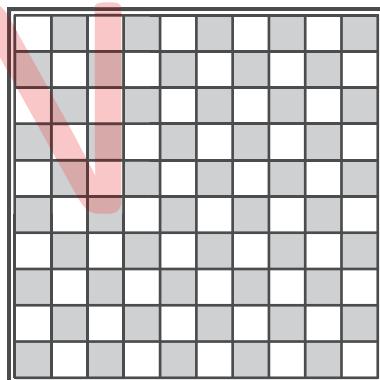


**Diagram 17 [1]**

Wit: 43

Zwart: 19

Beste zet wit:

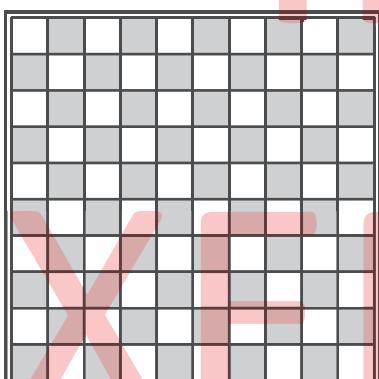


**Diagram 18 [1]**

Wit: 27, 29, 34, 37

Zwart: 12, 18, 19, 23

Beste zet wit:

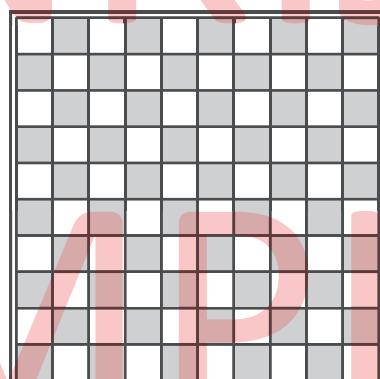


**Diagram 19 [1]**

Wit: 26, 38

Zwart: 17, 21

Beste zet wit:

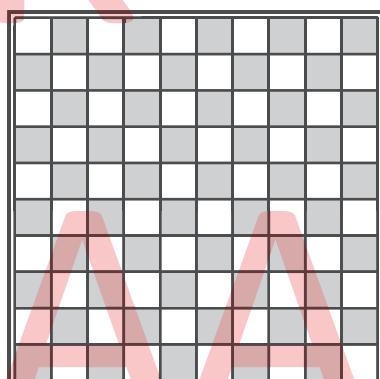


**Diagram 20 [1]**

Wit: 27, 28, 32, 37

Zwart: 7, 16, 17, 18

Beste zet wit:



**Diagram 21 [1]**

Wit: 28, 32, 33, 34, 35

Zwart: 8, 14, 16, 17, 19

Beste zet wit:

Beste zet wit:

Beste zet wit:

## 1.4 Basiskennis I: Leren noteren

Opdracht: Ditmaal speel je met zwart. Zwart aan zet en wint. Let goed op je notatie!

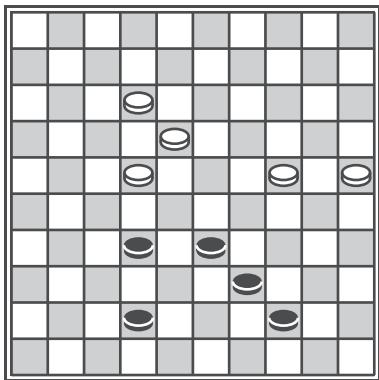


Diagram 22 [1]

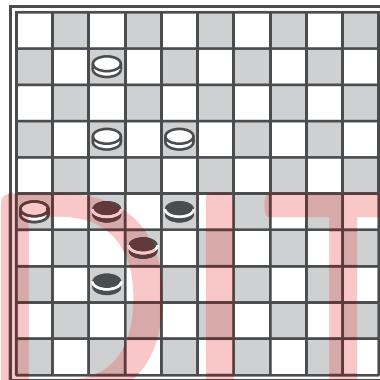


Diagram 23 [1]

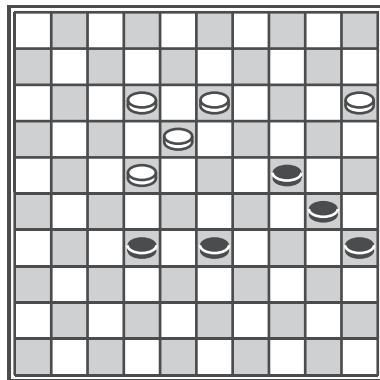


Diagram 24 [1]

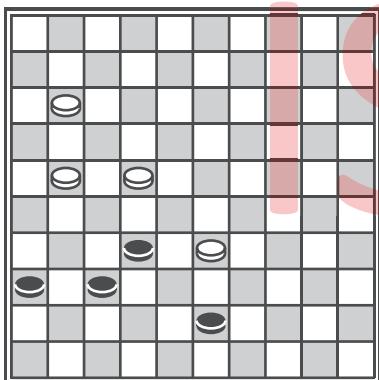


Diagram 25 [1]

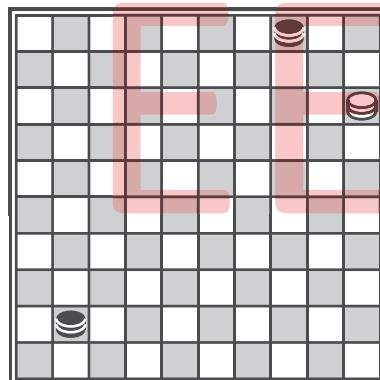


Diagram 26 [1]

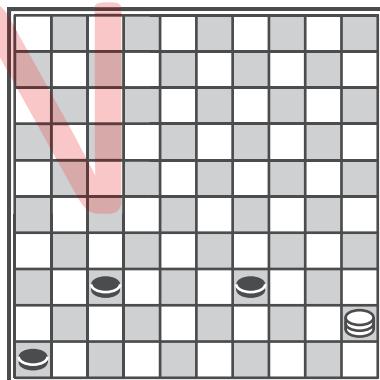


Diagram 27 [1]

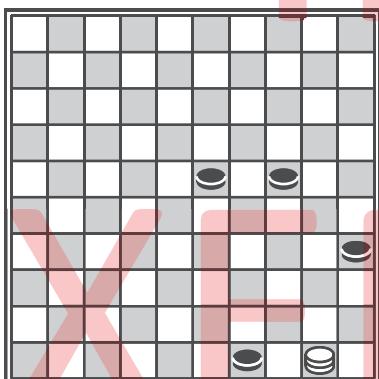


Diagram 28 [1]

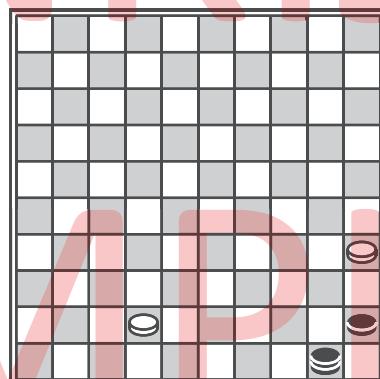


Diagram 29 [1]

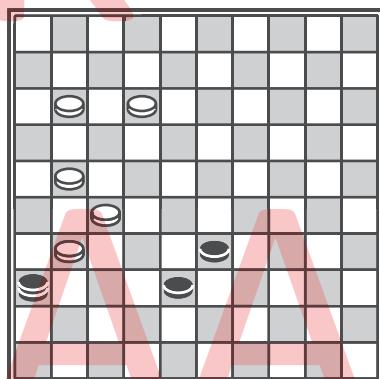


Diagram 30 [1]

## 2. Meerslag

Opdracht: Meerslag gaat voor. Hoe moet wit precies slaan? Noteer de slag van wit.

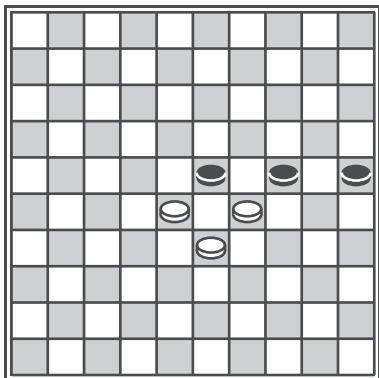


Diagram 31 [1]

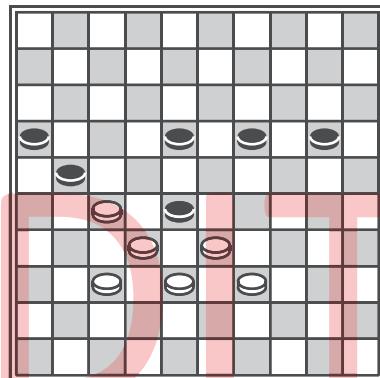


Diagram 32 [1]

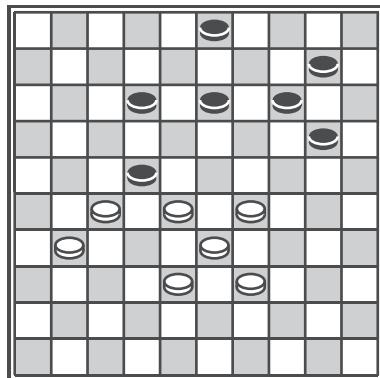


Diagram 33 [1]

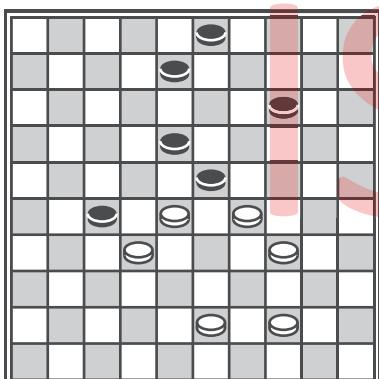


Diagram 34 [1]

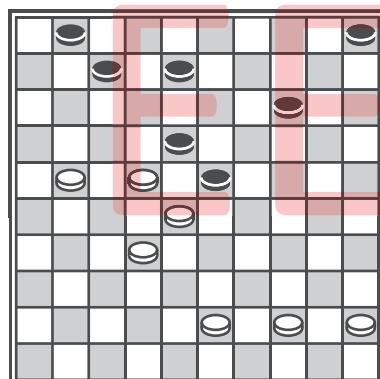


Diagram 35 [1]

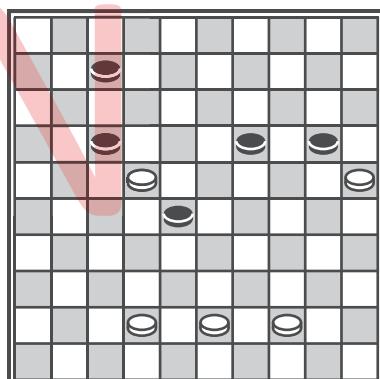


Diagram 36 [1]

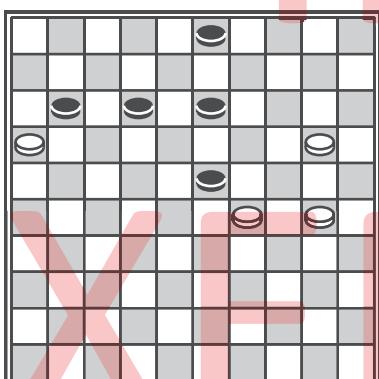


Diagram 37 [1]

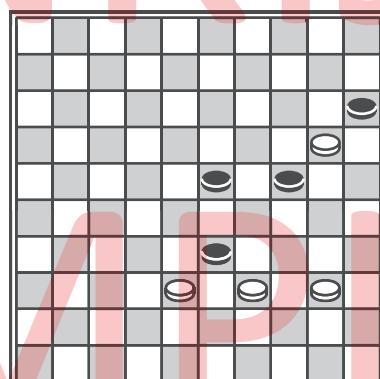


Diagram 38 [1]

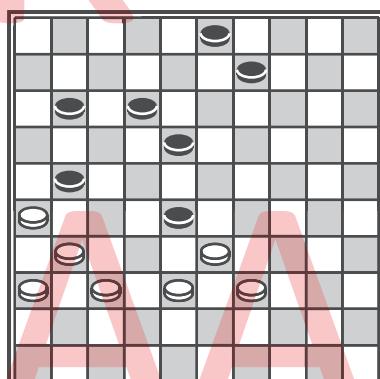


Diagram 39 [1]

### 3. Slaan met de dam

Opdracht: De dam staat op slag. Maar hoe moet de dam precies slaan? Noteer de slag.

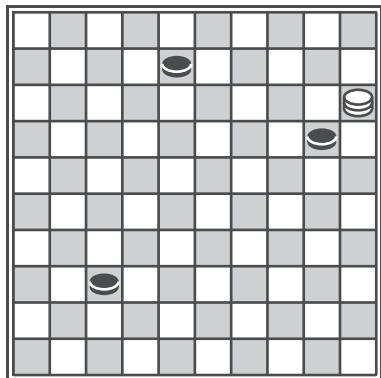


Diagram 40 [1]

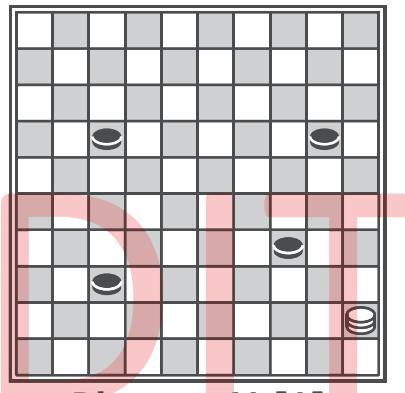


Diagram 41 [1]

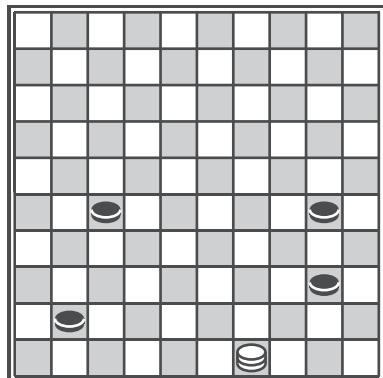


Diagram 42 [1]

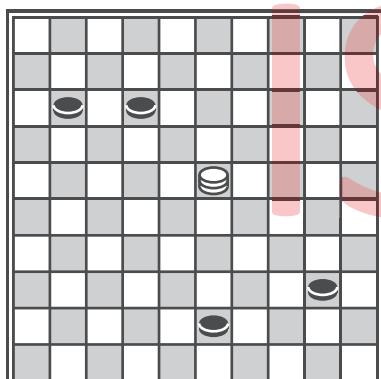


Diagram 43 [1]

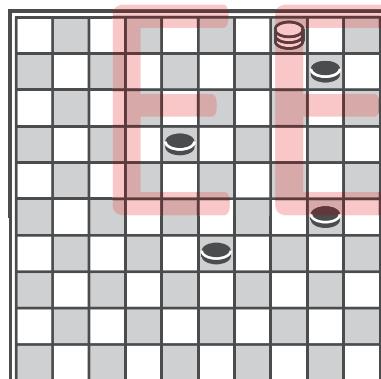


Diagram 44 [1]

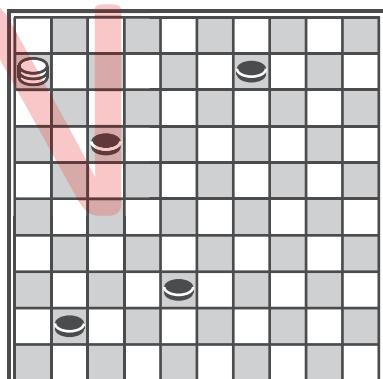


Diagram 45 [1]

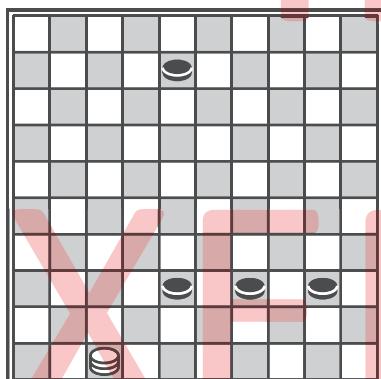


Diagram 46 [1]

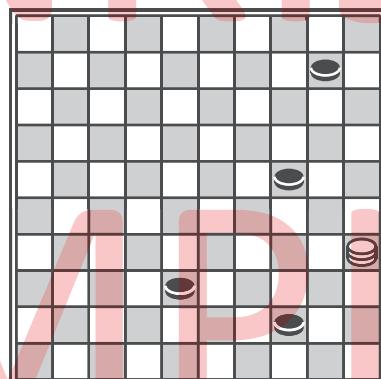


Diagram 47 [1]

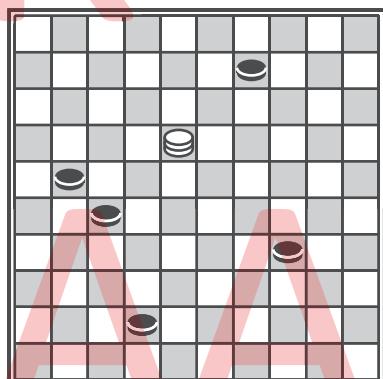


Diagram 48 [1]

#### 4. Basiskennis II: Vier dammen tegen één dam

Leren/Opdracht: Vier dammen tegen één dam wint altijd. Leer de twee vangstellingen goed.

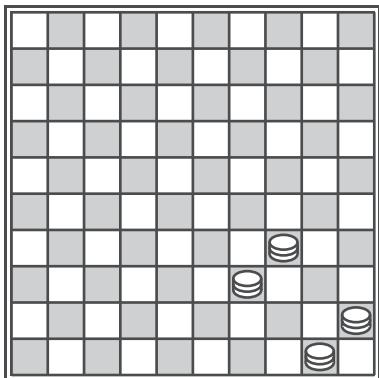


Diagram 49

Dit is één van de basisopstellingen in een vier om één eindspel met dammen. Waar de zwarte dam ook staat, wit wint altijd.

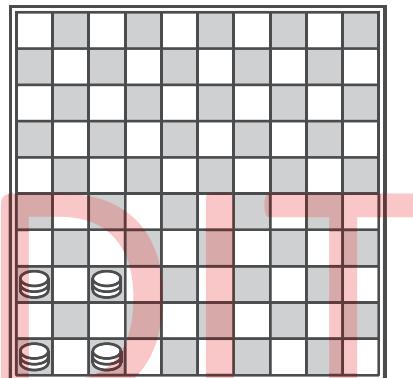


Diagram 50

Ook zo heb je een altijd winnende vangstelling opgebouwd. Kortom, bouw deze of de andere vangstelling en je wint.

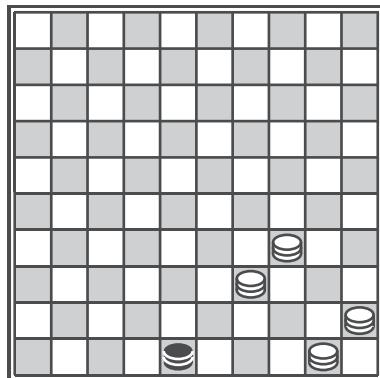


Diagram 51 [1]

Wit speelt en wint!

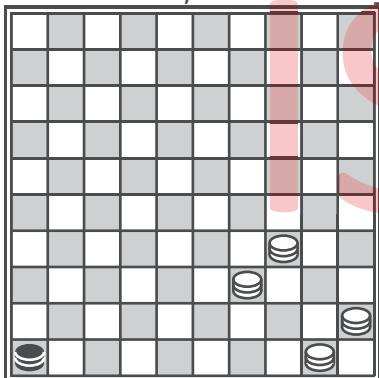


Diagram 52 [1]

Wit speelt en wint!

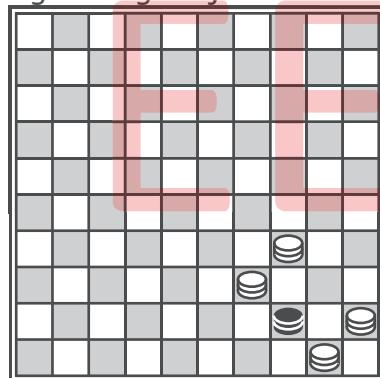


Diagram 53 [2]

Wit speelt en wint!

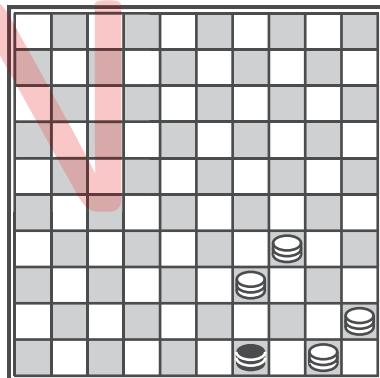


Diagram 54 [2]

Wit speelt en wint!

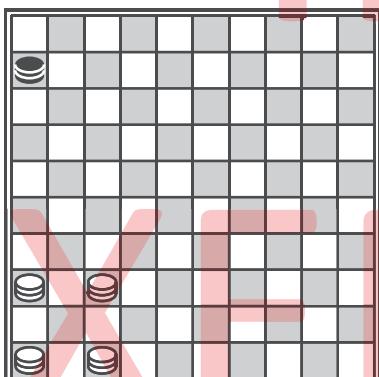


Diagram 55 [1]

Wit speelt en wint!

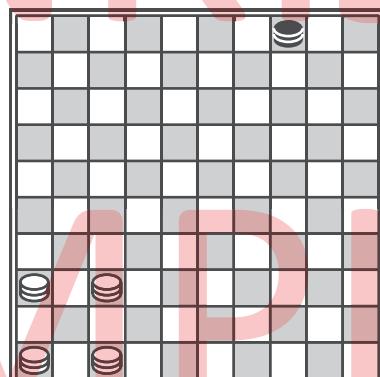


Diagram 56 [1]

Wit speelt en wint!

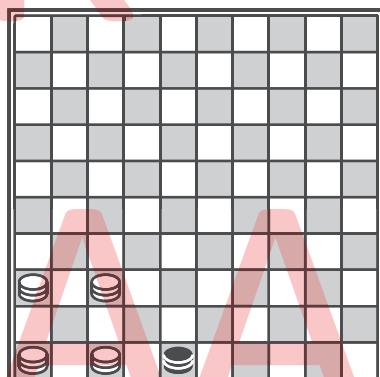


Diagram 57 [2]

Wit speelt en wint!

## 5.1 Combineren I: Eenvoudig

Opdracht: Wit gaat combineren. Noteer alleen de zetten van wit (slaan is niet nodig).

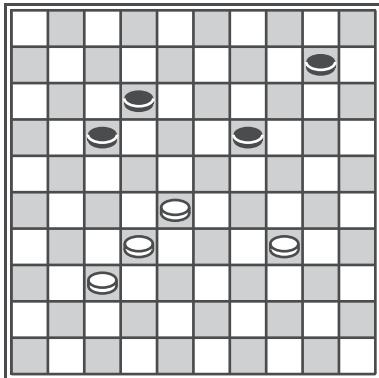


Diagram 58

Voorbeeld notatie

Goed: 28-22

Wat niet nodig is: 28-22  
(17x28) 32x5. Beide slagen  
hoef je niet te noteren!

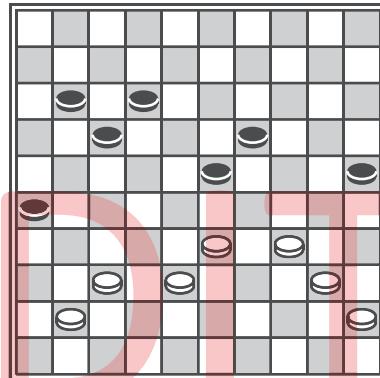


Diagram 59 [1]

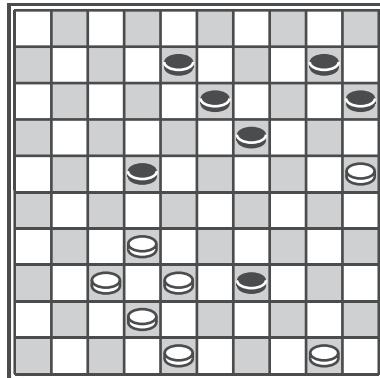


Diagram 60 [1]

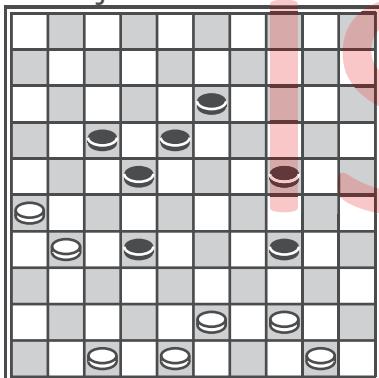


Diagram 61 [1]

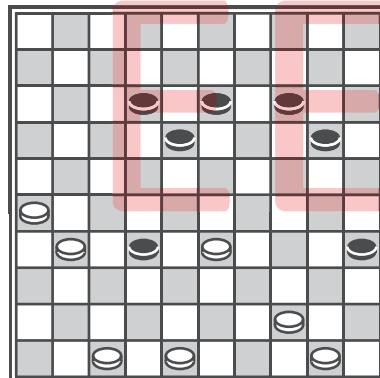


Diagram 62 [1]

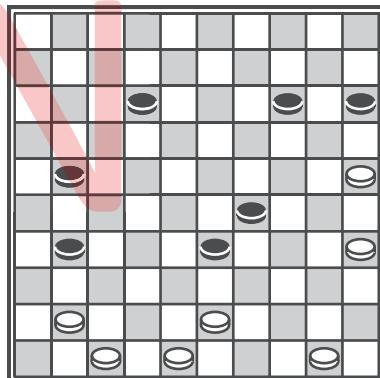


Diagram 63 [1]

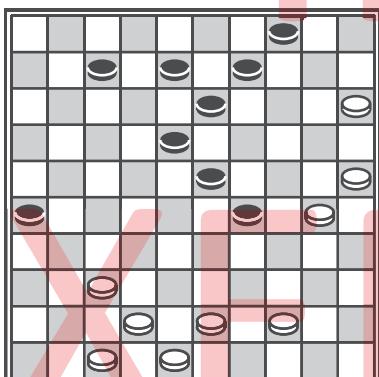


Diagram 64 [1]

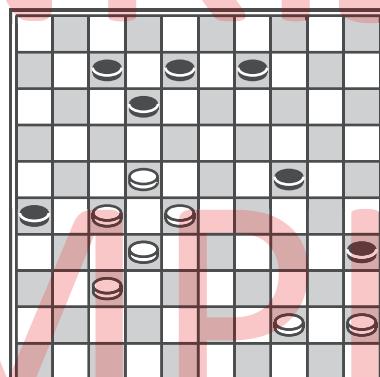


Diagram 65 [1]

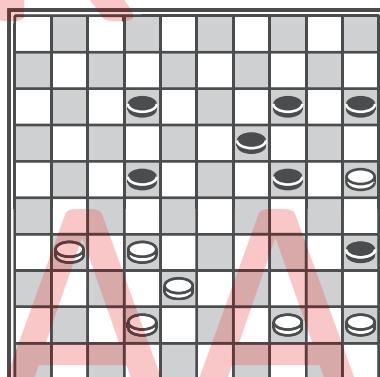


Diagram 66 [1]

## 5.2 Combineren I: Eenvoudig

Opdracht: Wit gaat combineren. Noteer alleen de zetten van wit (slaan is niet nodig).

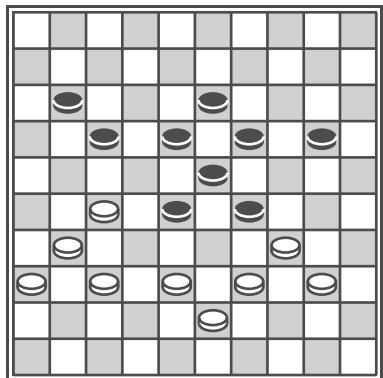


Diagram 67 [1]

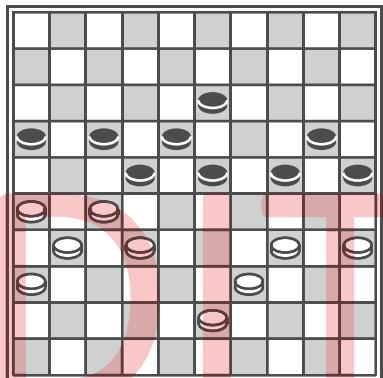


Diagram 68 [1]

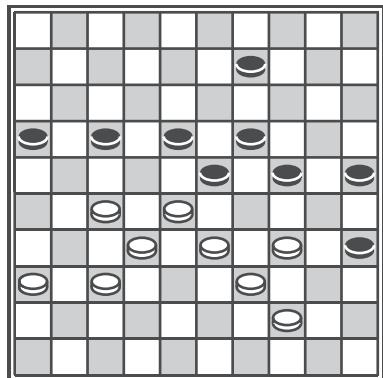


Diagram 69 [1]

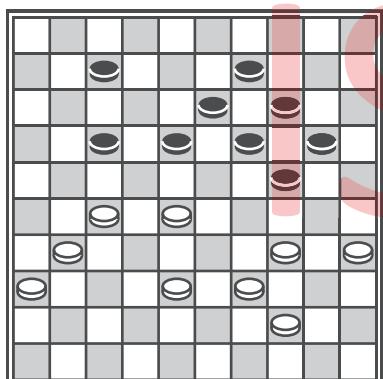


Diagram 70 [1]

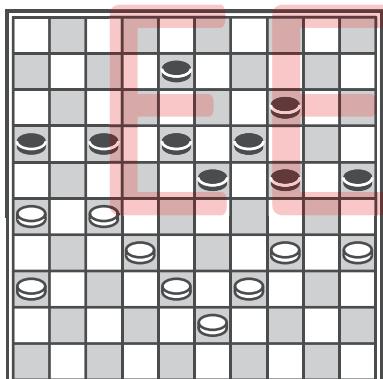


Diagram 71 [1]

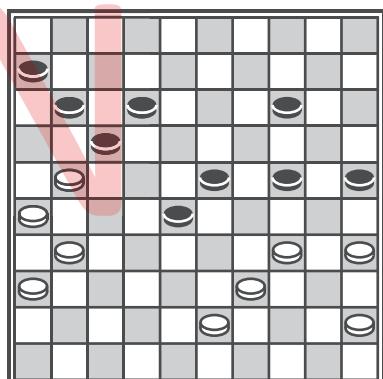


Diagram 72 [1]

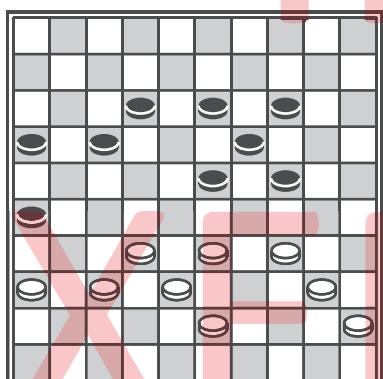


Diagram 73 [1]

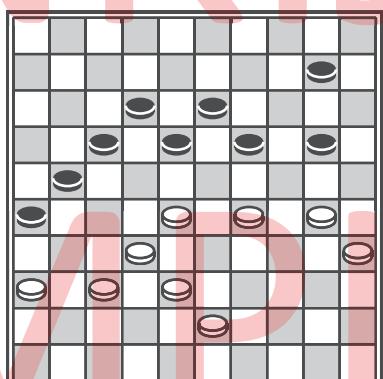


Diagram 74 [1]

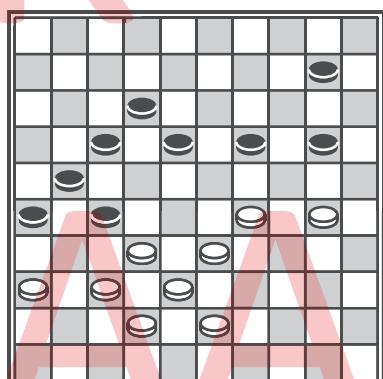


Diagram 75 [1]

### 5.3 Combineren I: Eenvoudig

Opdracht: Nog een reeks van eenvoudige combinaties. Zie jij hoe wit schijven gaat winnen?

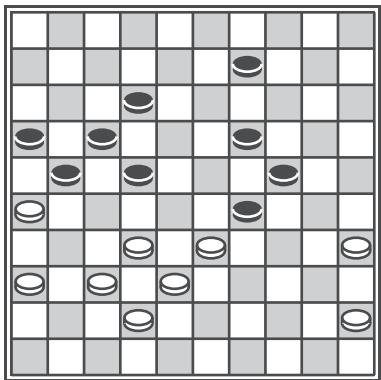


Diagram 76 [1]

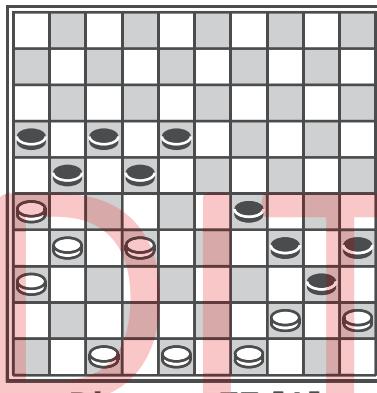


Diagram 77 [1]

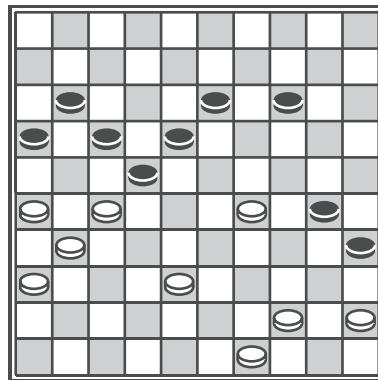


Diagram 78 [1]

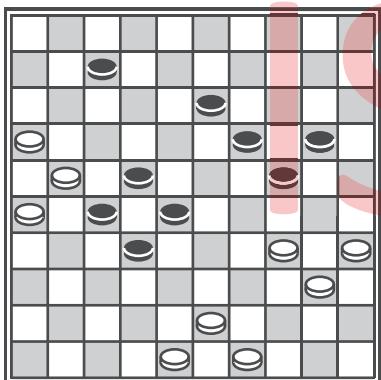


Diagram 79 [1]

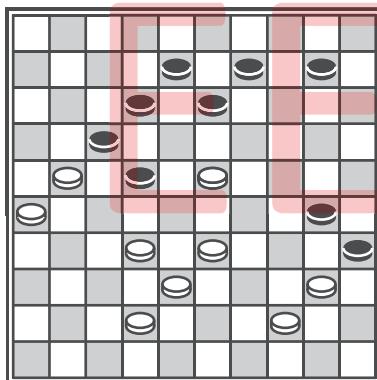


Diagram 80 [1]

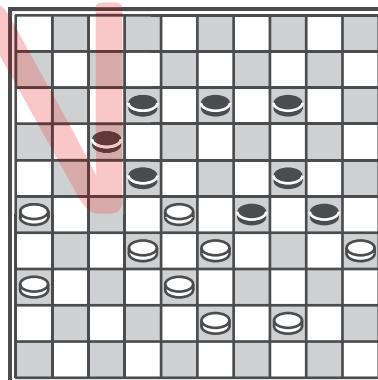


Diagram 81 [1]

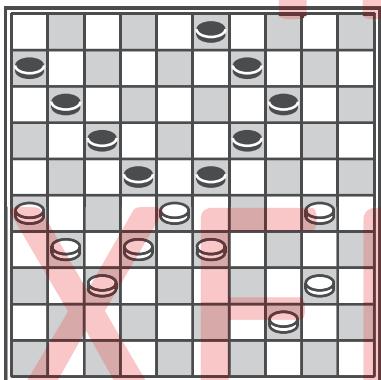


Diagram 82 [1]

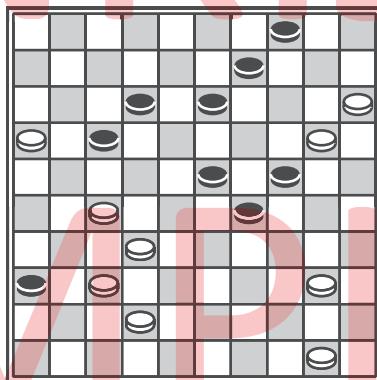


Diagram 83 [1]

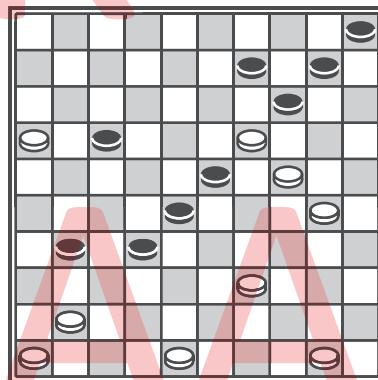


Diagram 84 [1]

## 5.4 Combineren I: Eenvoudig

Opdracht: De laatste serie van eenvoudige combinaties. Wit speelt en wint!

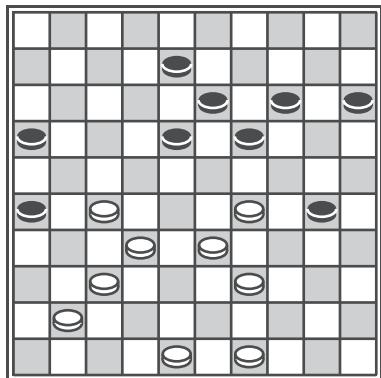


Diagram 85 [1]

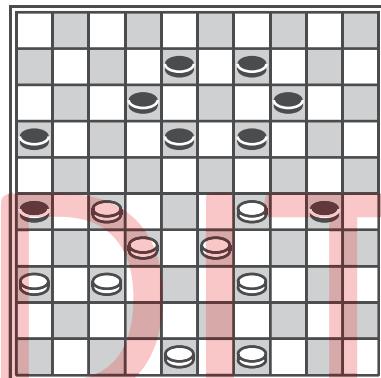


Diagram 86 [1]

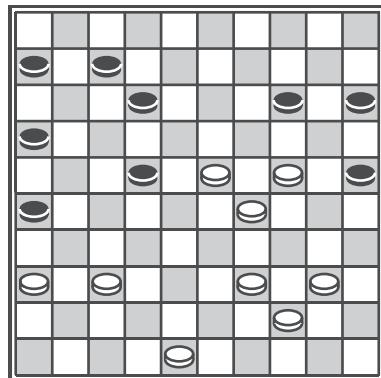


Diagram 87 [1]

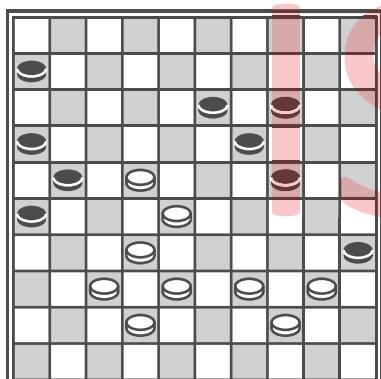


Diagram 88 [1]

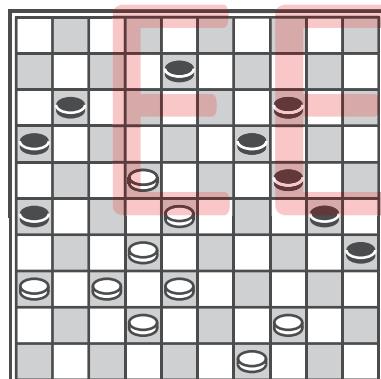


Diagram 89 [1]

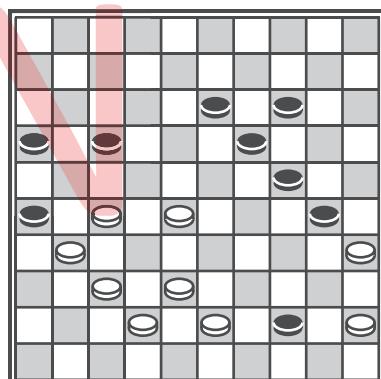


Diagram 90 [1]

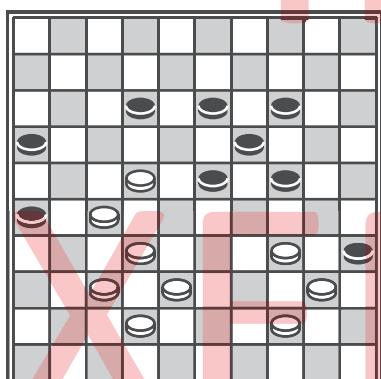


Diagram 91 [1]

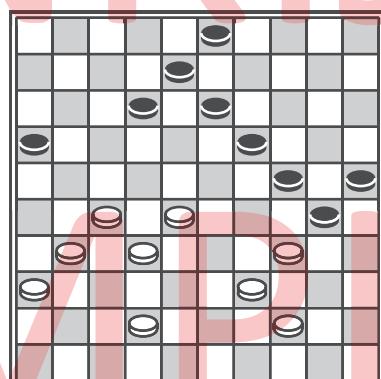


Diagram 92 [1]

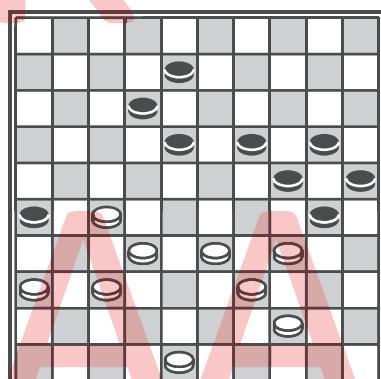


Diagram 93 [1]

## 6.1 Combineren II: Combineren met een dam

Opdracht: Wit speelt en wint en maakt leuke slagjes met zijn sterke dam.

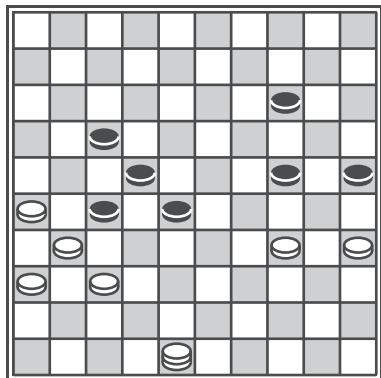


Diagram 94 [1]

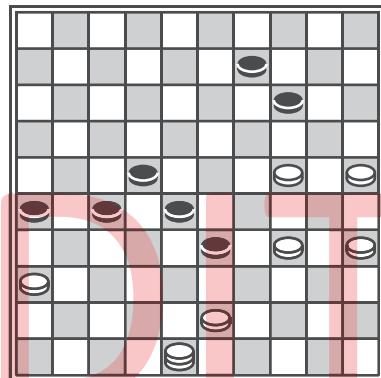


Diagram 95 [1]

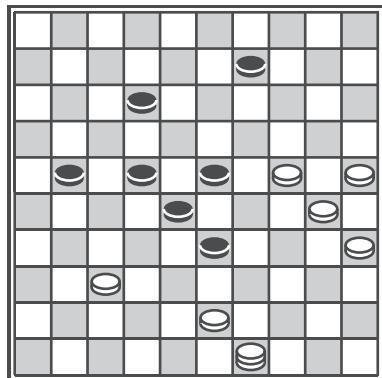


Diagram 96 [1]

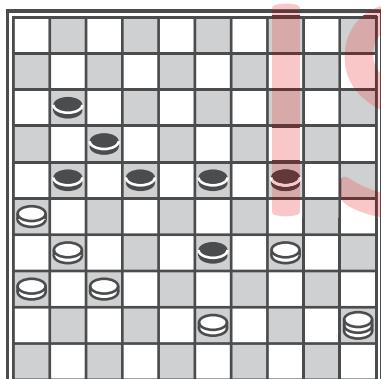


Diagram 97 [1]

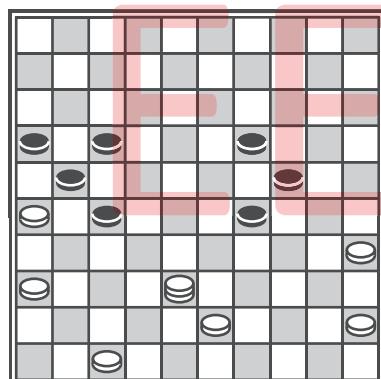


Diagram 98 [1]

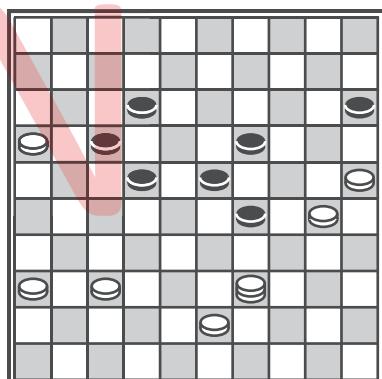


Diagram 99 [1]

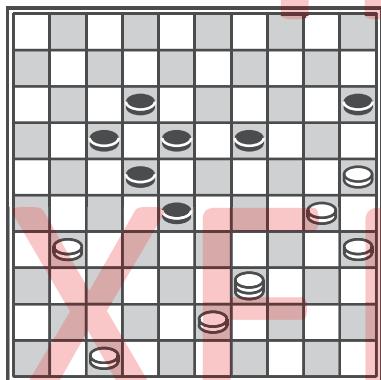


Diagram 100 [1]

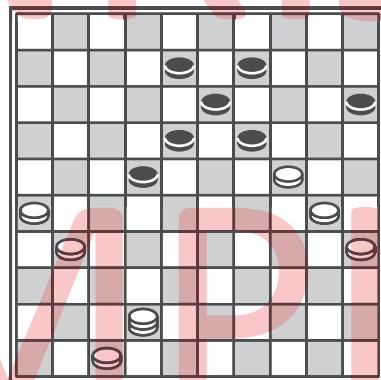


Diagram 101 [1]

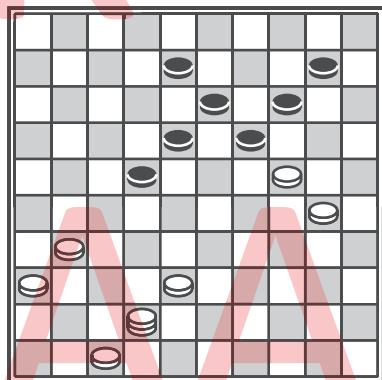


Diagram 102 [1]

## 6.2 Combineren II: Combineren met een dam

Opdracht: Nu wordt het iets moeilijker met meer schijven op het bord.

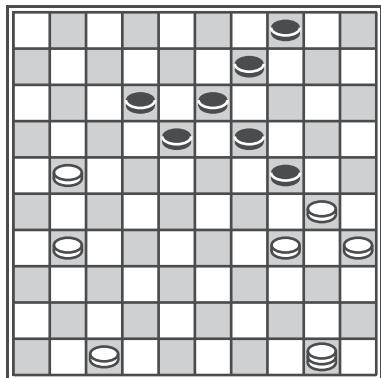


Diagram 103 [1]

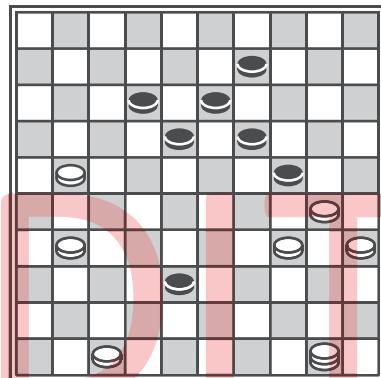


Diagram 104 [1]

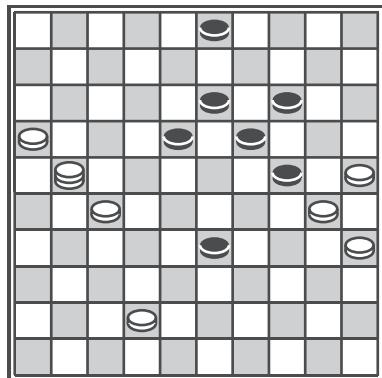


Diagram 105 [1]

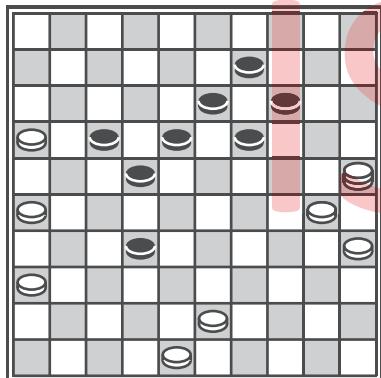


Diagram 106 [1]

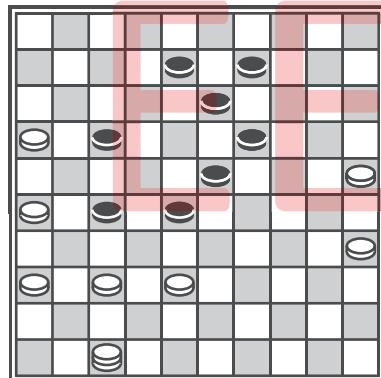


Diagram 107 [1]

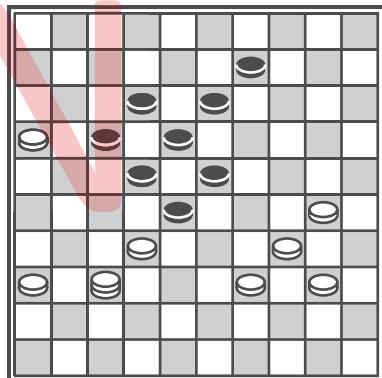


Diagram 108 [1]

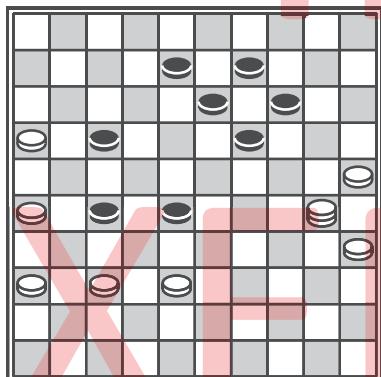


Diagram 109 [1]

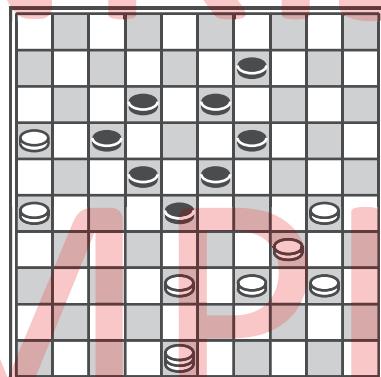


Diagram 110 [1]

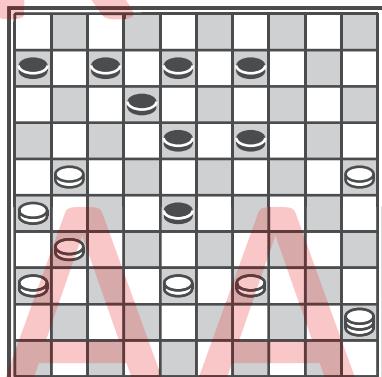


Diagram 111 [1]

### 6.3 Combineren II: Combineren met een dam

Opdracht: De laatste serie in de reeks van combineren met de dam. Zie jij ze allemaal?

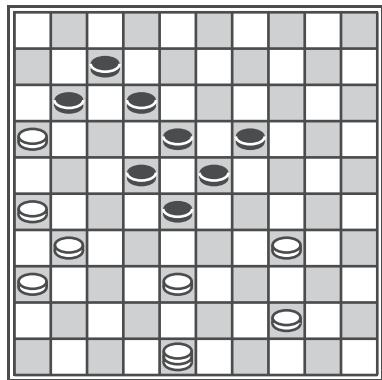


Diagram 112 [1]

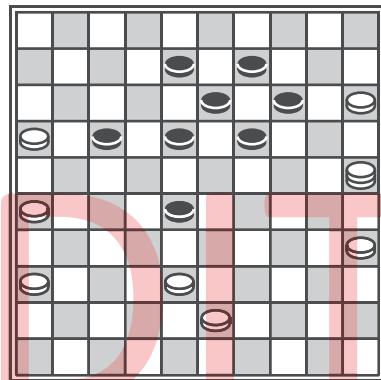


Diagram 113 [1]

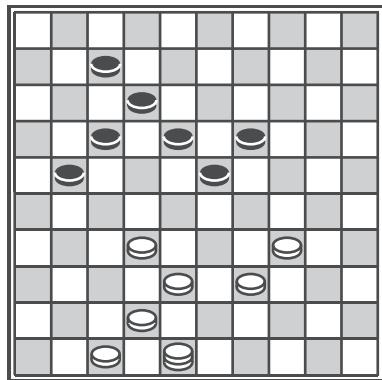


Diagram 114 [1]

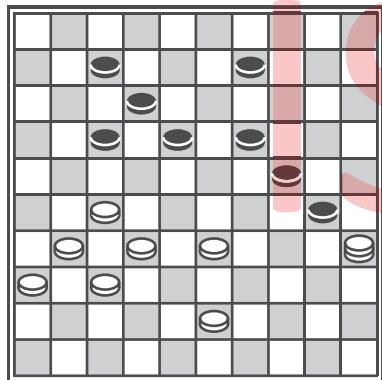


Diagram 115 [1]

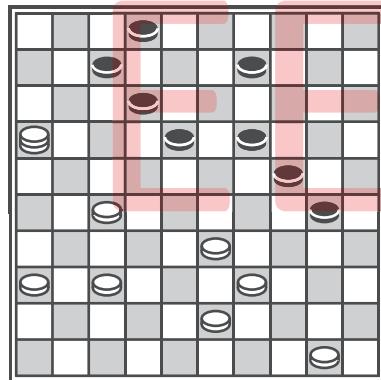


Diagram 116 [1]

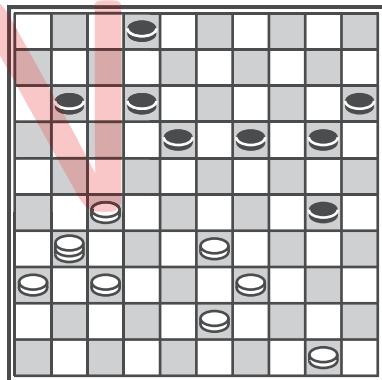


Diagram 117 [1]

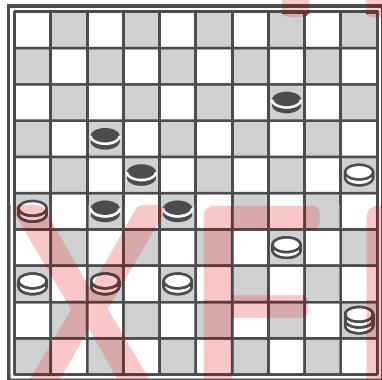


Diagram 118 [2]

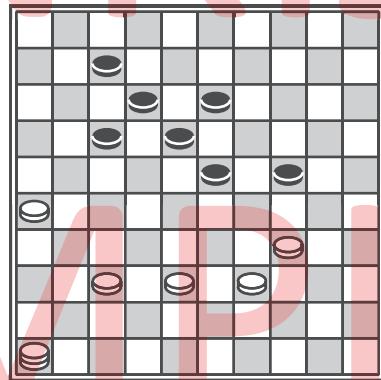


Diagram 119 [1]

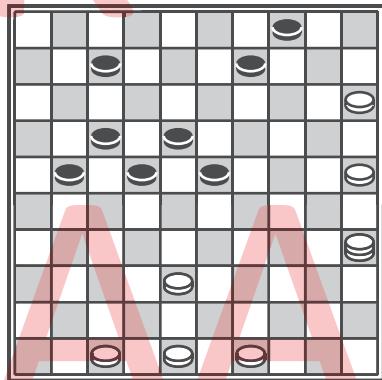
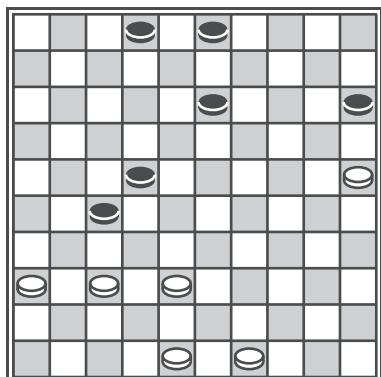


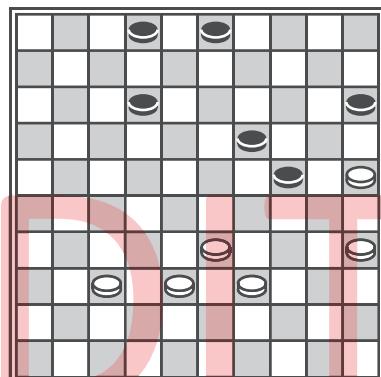
Diagram 120 [2]

## 7.1 Aanvallen

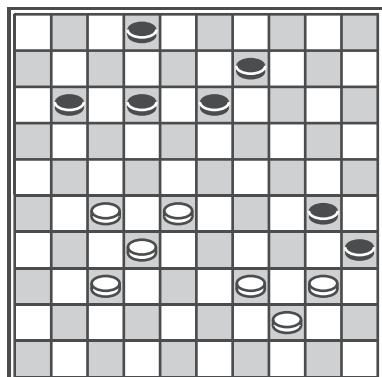
Opdracht: Wit kan winnen door een schijf van zijn tegenstander aan te vallen. Zie jij hoe?



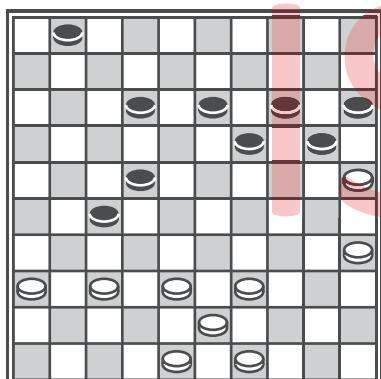
## Diagram 121 [1]



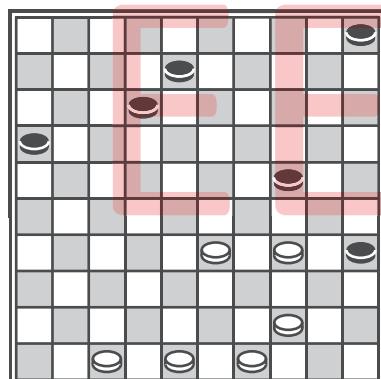
## Diagram 122 [1]



### Diagram 123 [1]



## Diagram 124 [1]



## Diagram 125 [1]

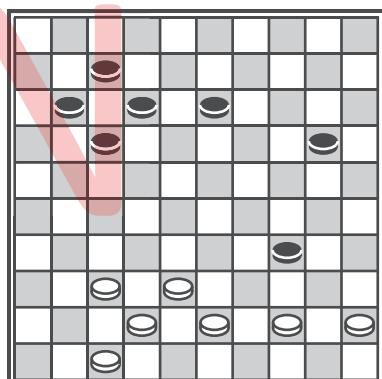
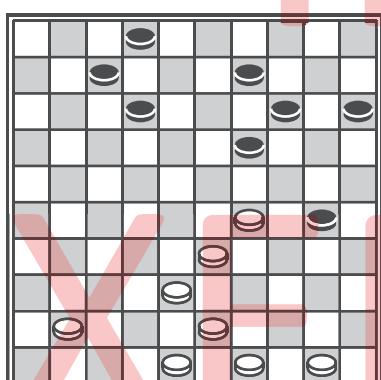
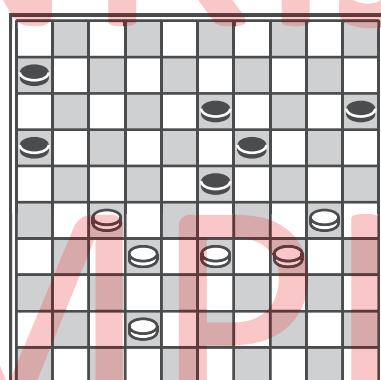


Diagram 126 [1]

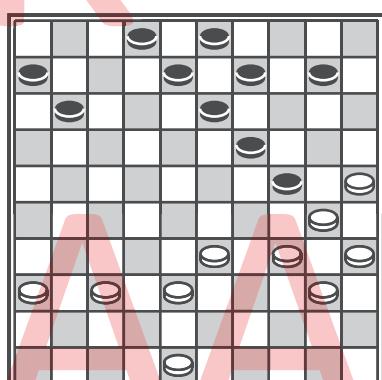


## Diagram 127 [1]



### Diagram 128 [2]

Wit wint twee zwarte schijven door twee sterke zetten!

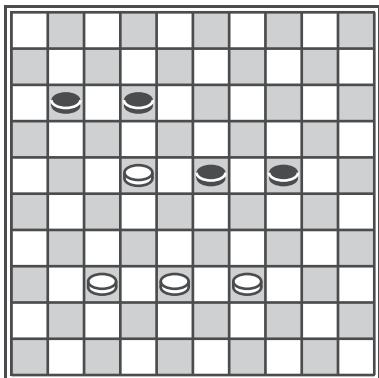


### Diagram 129 [3]

Wit wint een zwarte schijf door drie sterke zetten!

## 7.2 Aanvallen

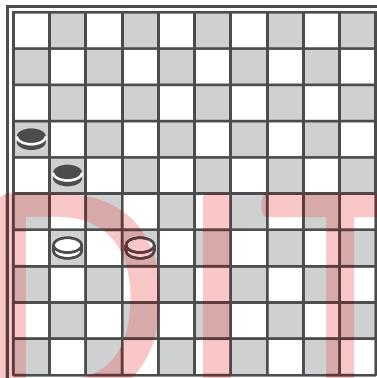
Opdracht: Is de aanval goed? Omcirkel het juiste antwoord wat volgens jou goed is.



**Diagram 130**

22-18

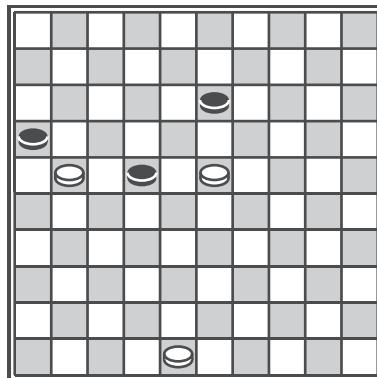
- A. Fout, zwart breekt door
- B. Goed, wit wint 1 schijf
- C. Goed, wit wint 2 schijven



**Diagram 131**

31-26

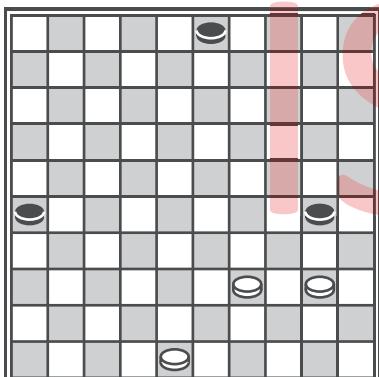
- A. Fout, zwart verdedigd
- B. Goed, wit wint 1 schijf
- C. Goed, wit breekt door



**Diagram 132**

23-18

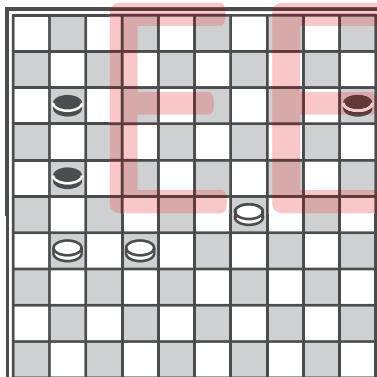
- A. Fout, wit verliest 1 schijf
- B. Fout, zwart combineert
- C. Goed, wit breekt door



**Diagram 133**

40-35

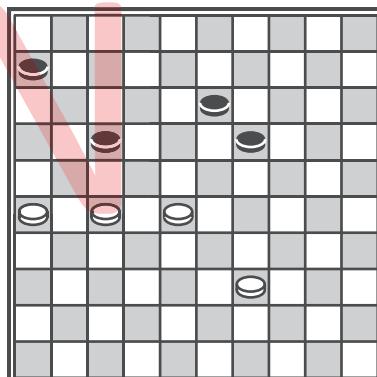
- A. Fout, zwart breekt door
- B. Goed, wit wint 1 schijf
- C. Fout, 40-34 is beter



**Diagram 134**

31-26

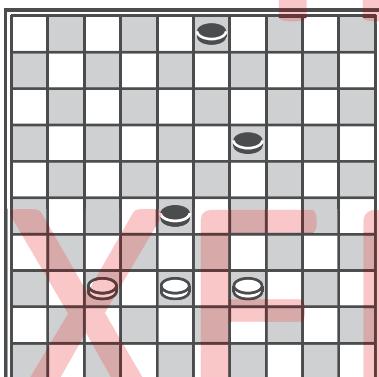
- A. Goed, wit wint een schijf
- B. Goed, wit zet zwart vast
- C. Fout, 31-27 is beter



**Diagram 135**

27-22

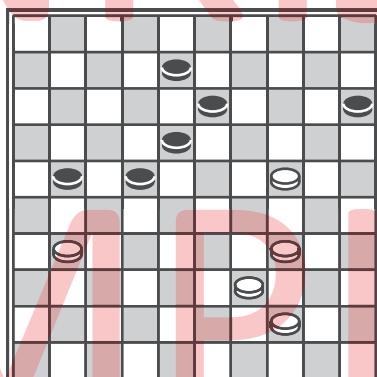
- A. Goed, wit wint een schijf
- B. Goed, wit zet zwart vast
- C. Fout, 27-21 is beter



**Diagram 136**

38-32

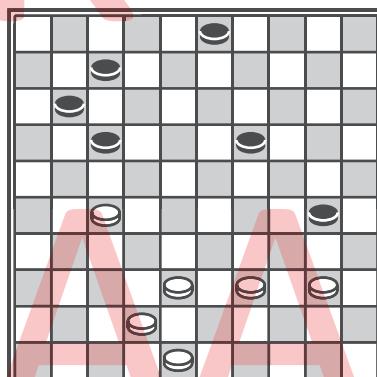
- A. Goed, wit wint een schijf
- B. Fout, 37-31 is beter
- C. Fout, 38-33 is beter



**Diagram 137**

31-26

- A. Fout, zwart speelt 21-27
- B. Fout, zwart kan plakken
- C. Goed, wit wint 1 schijf



**Diagram 138**

40-35

- A. Fout, 40-34 is beter
- B. Fout, zwart kan plakken
- C. Zowel A en B zijn goed

## 8.1 Verdedigen

Opdracht: Pas goed op je eigen schijven! Zoek de beste verdediging voor wit.

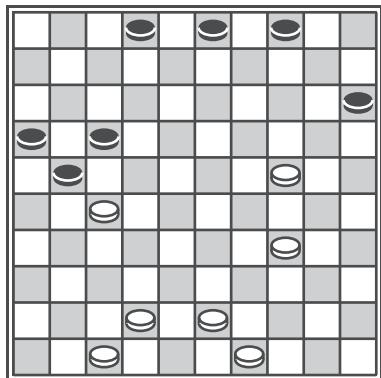


Diagram 139 [1]

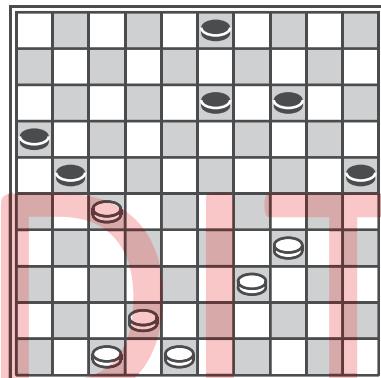


Diagram 140 [1]

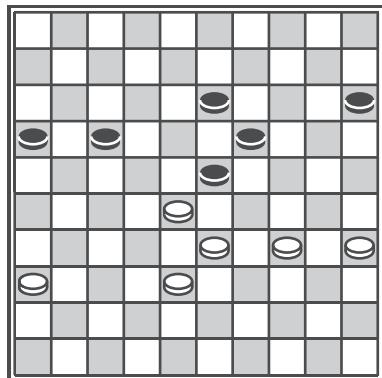


Diagram 141 [1]

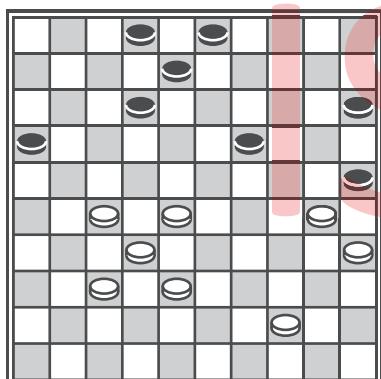


Diagram 142 [1]

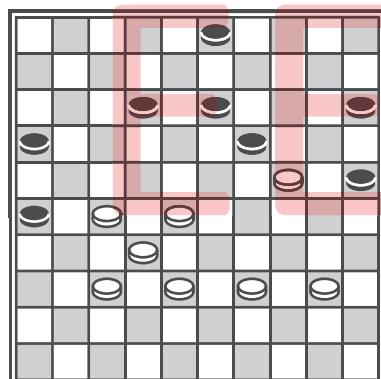


Diagram 143 [1]

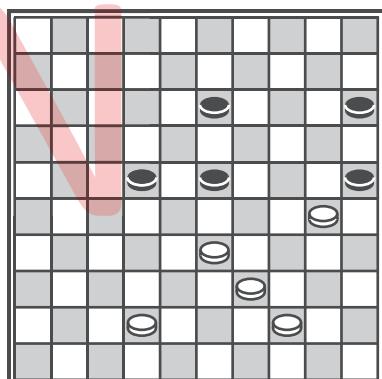


Diagram 144 [1]

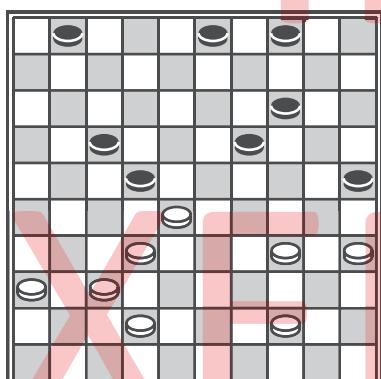


Diagram 145 [1]

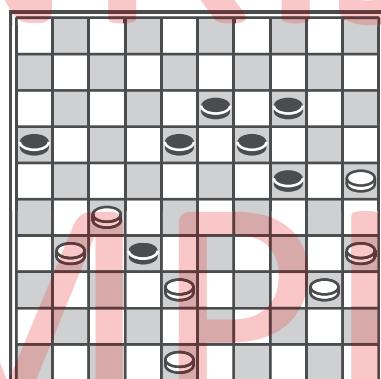


Diagram 146 [1]

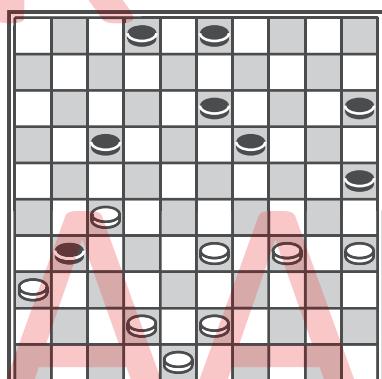


Diagram 147 [1]

## 8.2 Verdedigen

Opdracht: Ook nu gaan we verdedigen. Denk goed na, want het is al een stuk moeilijker nu!

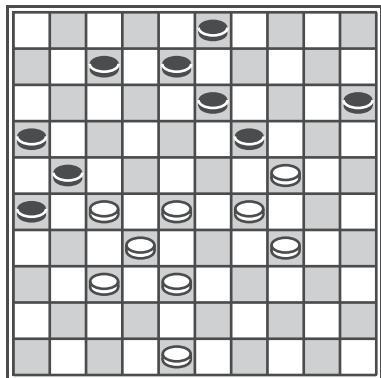


Diagram 148 [1]

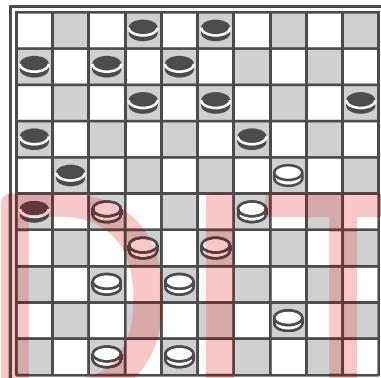


Diagram 149 [1]

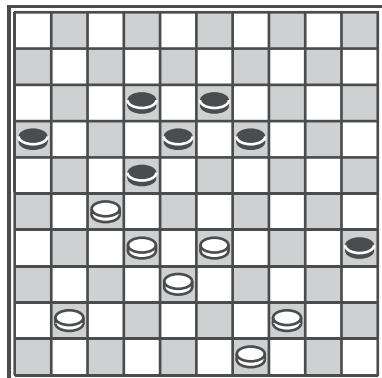


Diagram 150 [1]

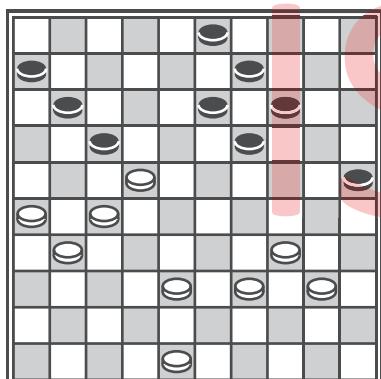


Diagram 151 [1]

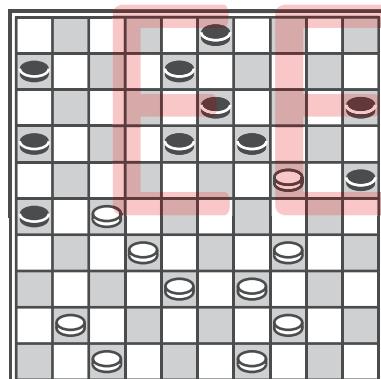


Diagram 152 [2]

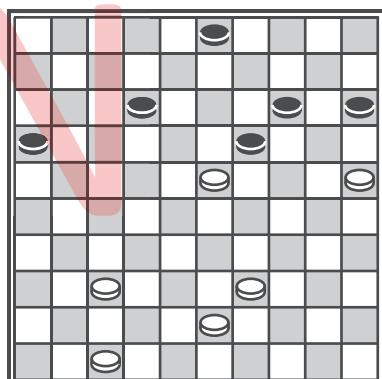


Diagram 153 [2]

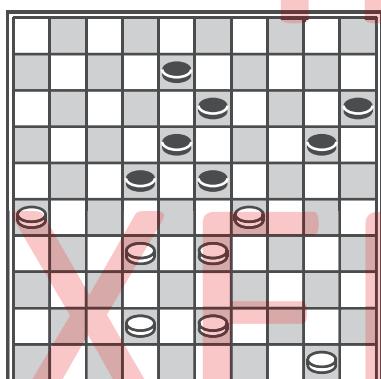


Diagram 154 [2]

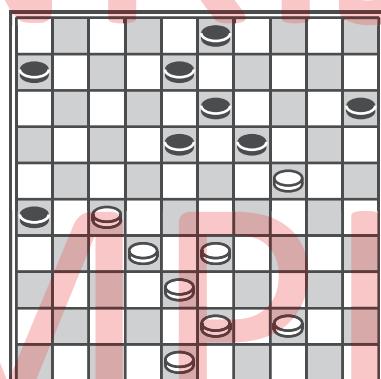


Diagram 155 [2]

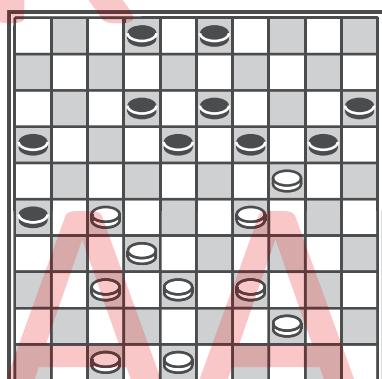
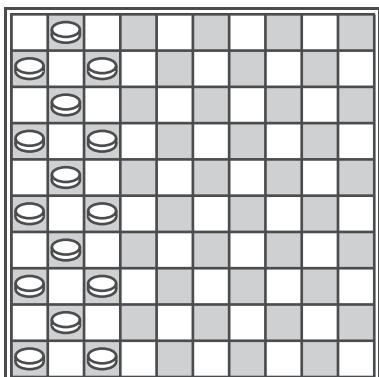


Diagram 156 [2]

## 9.1 Basiskennis III: Bordindeling

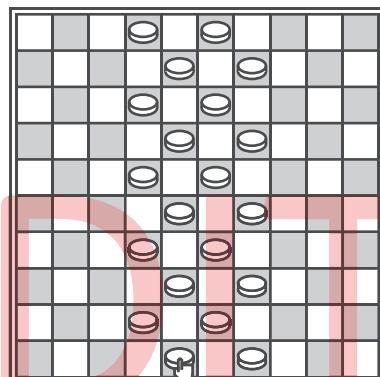
Leren: Leer de onderstaande termen van de bordindeling goed uit je hoofd.



**Diagram 157**

*Lange of linker vleugel*

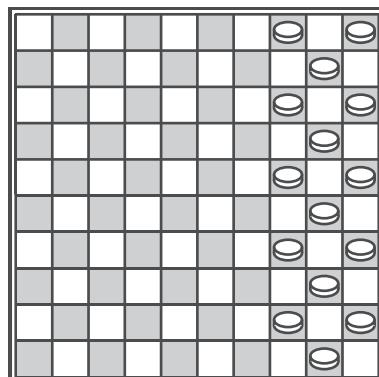
De witte schijven staan op de lange vleugel (staan op de lange lijn van wit) of linker vleugel.



**Diagram 158**

*Centrum en kroonschijf*

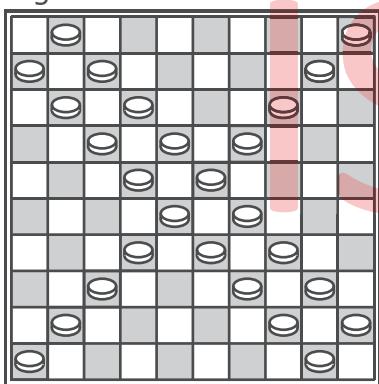
De witte schijven staan in het centrumgebied (in het midden). De schijf op 48 noemen we de kroonschijf.



**Diagram 159**

*Korte of rechter vleugel*

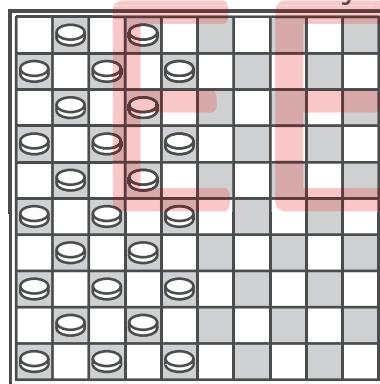
Helemaal rechts van het bord heb je de korte of rechter vleugel staan.



**Diagram 160**

*Lange lijn en tric-trac lijn*

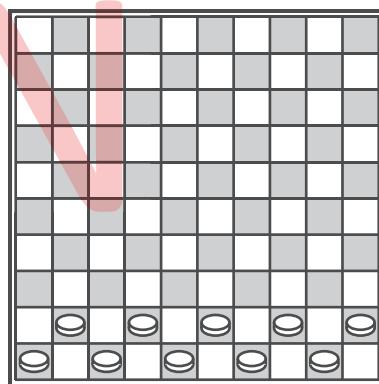
De schijven staan op de lange lijn (staan op de lange lijn 46-5) en tric-trac lijn (twee lijnen op de korte vleugel).



**Diagram 161**

*Schijvenverdeling*

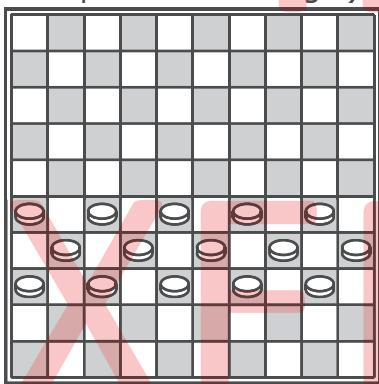
Zorg voor een goede schijvenverdeling. Dit doe je door het bord in tweeën te delen.



**Diagram 162**

*Basislinie*

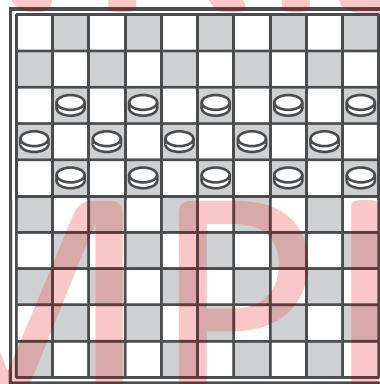
De eerste twee rijen vormen een basislinie, ook wel verdedigingslinie genoemd.



**Diagram 163**

*Middenlinie*

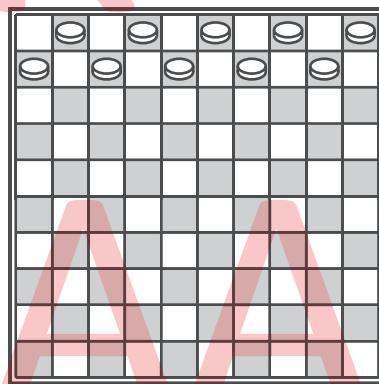
De rijen 3 t/m 5 staan in het midden en vormen een middenlinie.



**Diagram 164**

*Aanvalslinie*

De aanvalslinie worden gevormd door de rijen 6 t/m 8.



**Diagram 165**

*Damlinie*

Bij de laatste twee rijen ben je in het gebied van de damlinie.

## 9.2 Basiskennis III: Bordindeling

Opdracht: Probeer de onderstaande opdrachten en de bijbehorende vragen te maken.

### Opdracht 1

Maak de onderstaande vragen en lees nauwkeurig.

A. Hoeveel schijven staan er in het centrum voor wit?

.....

B. Hoeveel schijven heeft wit op de basislijn staan?

.....

C. Hoeveel schijven heeft wit op de lange vleugel staan?

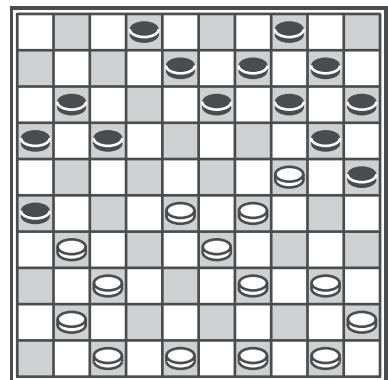


Diagram 166

### Opdracht 2

Kruis het juiste antwoord aan.

A. De witte schijf op 48 noemen we

- Koningsschijf
- Randschijf
- Kroonschijf

B. De witte schijven op 19 en 37 staan op de

- Basisrij
- Lange lijn
- Tric-trac lijn

C. De zwarte schijven op 4 en 15 staan in het/op de

- Centrum
  - Zwarte lange vleugel
  - Zwarte korte vleugel
- D. De witte schijf op 19 staat in/op de
- Aanvalslinie
  - Middenlinie
  - Korte vleugel
  - Lange vleugel

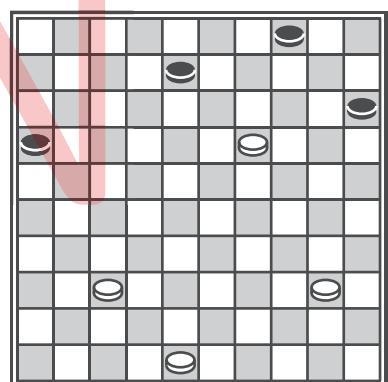


Diagram 167

E XEMPLAAR

## 10.1 Combineren III: Meerslag

Opdracht: Meerslag gaat voor! Wit wint met een combinatie en maakt gebruik van deze regel.

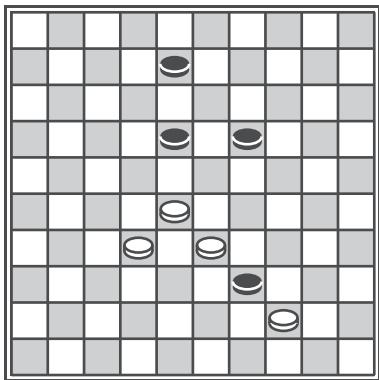


Diagram 168 [1]

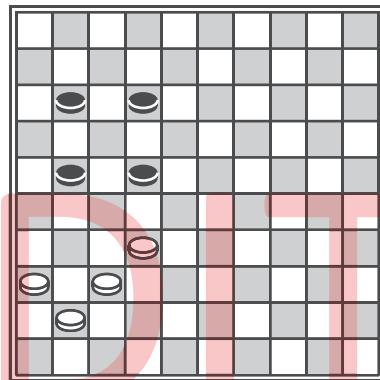


Diagram 169 [2]

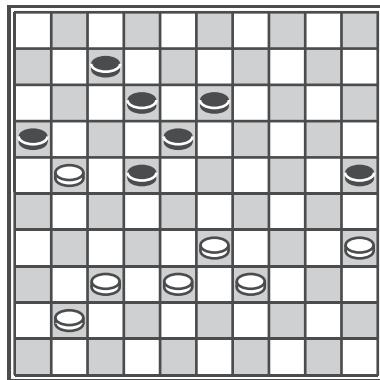


Diagram 170 [1]

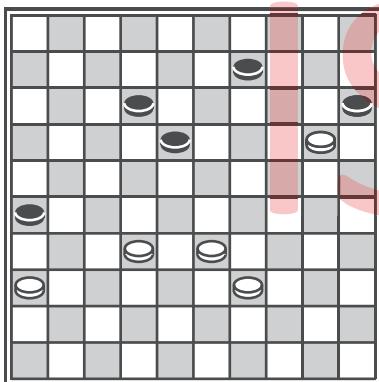


Diagram 171 [1]

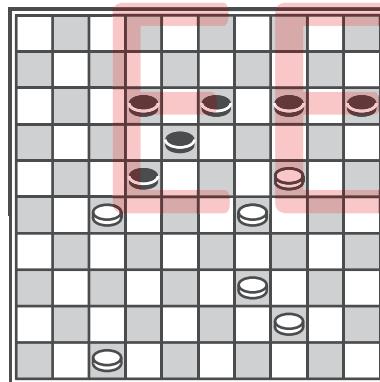


Diagram 172 [1]

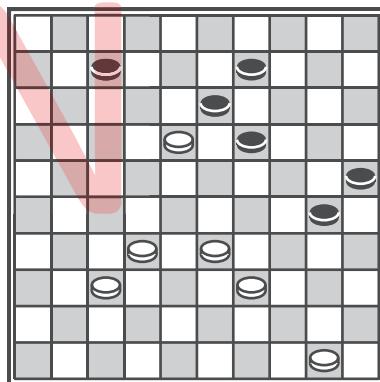


Diagram 173 [1]

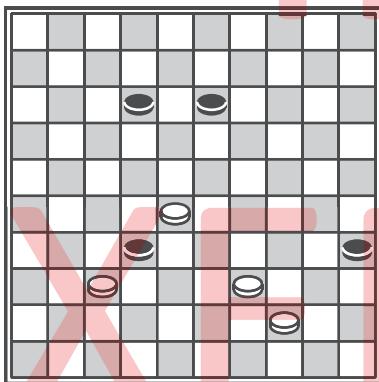


Diagram 174 [1]

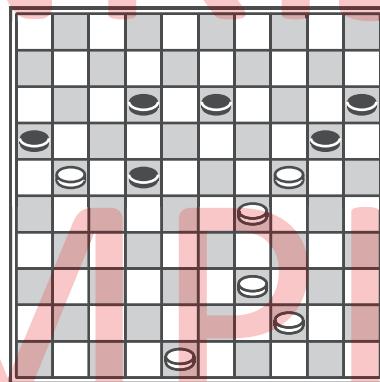


Diagram 175 [1]

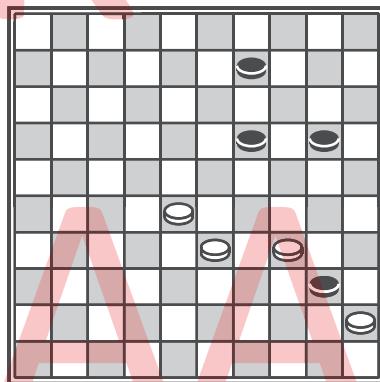


Diagram 176 [1]

## 10.2 Combineren III: Meerslag

Opdracht: De tweede deel van de meerslagcombinaties. Hoe gaat wit combineren?

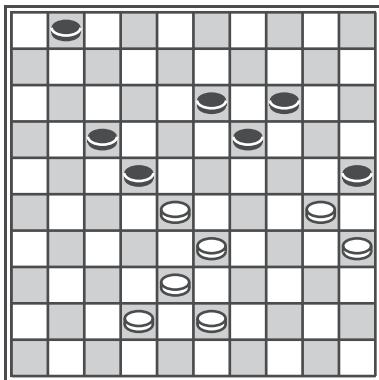


Diagram 177 [1]

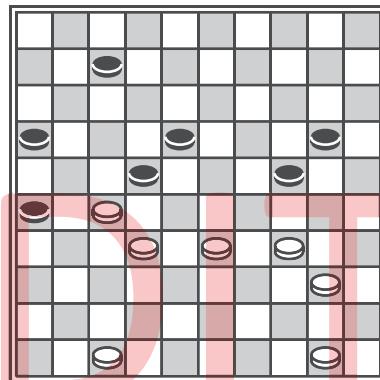


Diagram 178 [1]

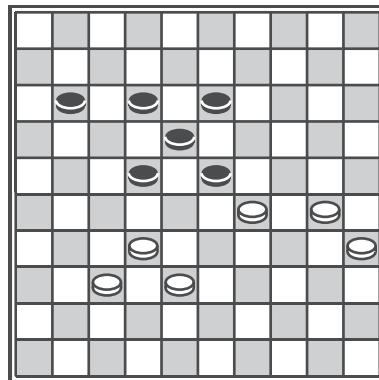


Diagram 179 [1]

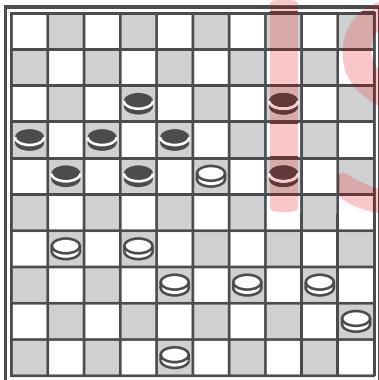


Diagram 180 [1]

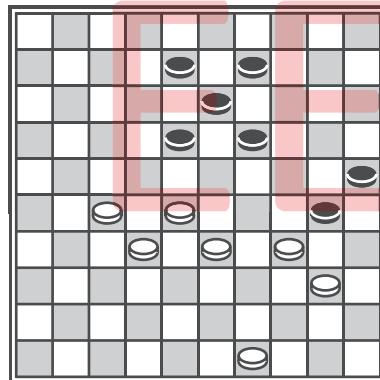


Diagram 181 [1]

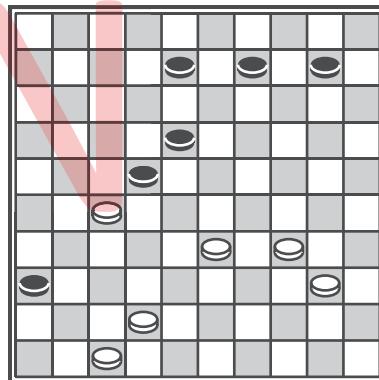


Diagram 182 [1]

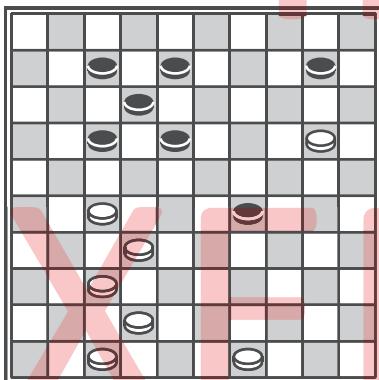


Diagram 183 [2]

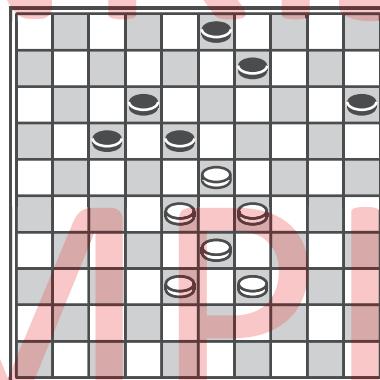


Diagram 184 [2]

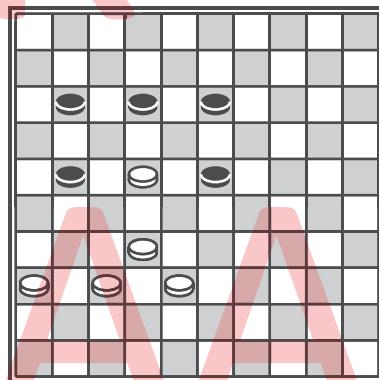


Diagram 185 [2]

### 10.3 Combineren III: Meerslag

Opdracht: Er staat nu meer schijven op het bord, maar zie jij als nog de meerslagcombinatie?

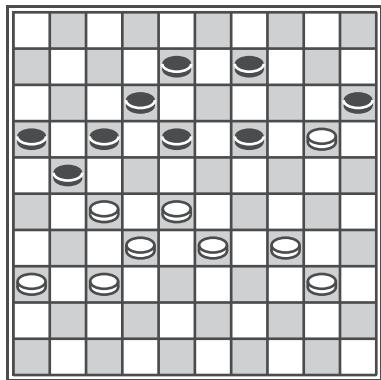


Diagram 186 [1]

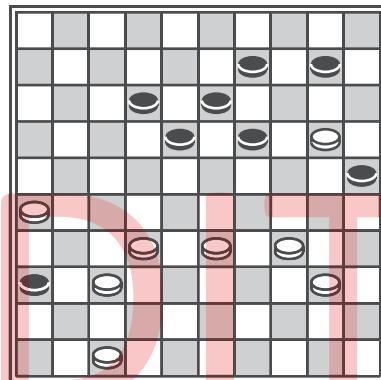


Diagram 187 [1]

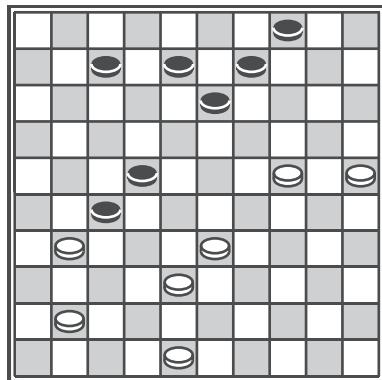


Diagram 188 [1]

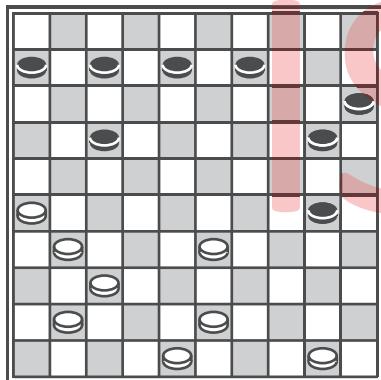


Diagram 189 [2]

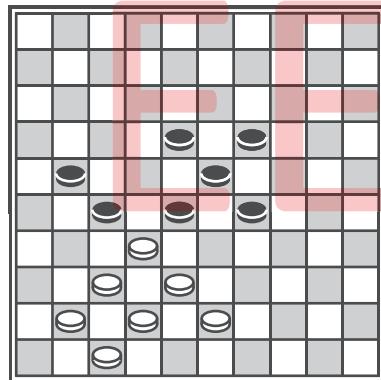


Diagram 190 [1]

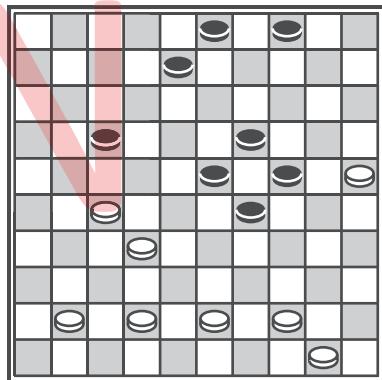


Diagram 191 [2]

Dam op veld 2

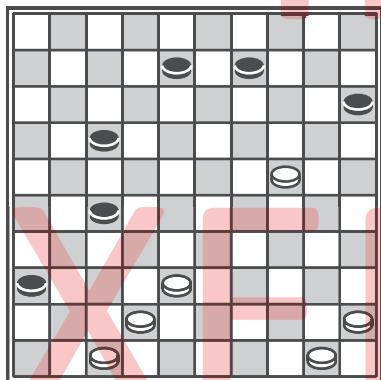


Diagram 192 [2]

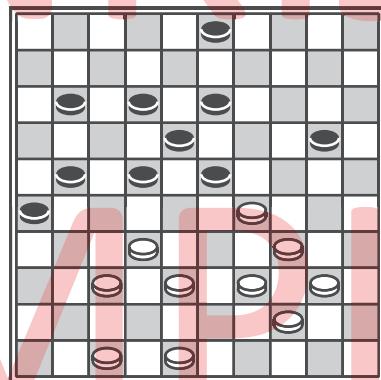
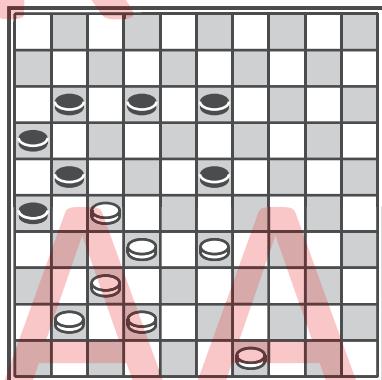


Diagram 193 [2]



Tip: Gebruik een vrij tempo

## 11.1 Combineren IV: Slagkeus

Opdracht: Soms kan zwart op twee manieren slaan, maar het maakt voor nu niet uit.

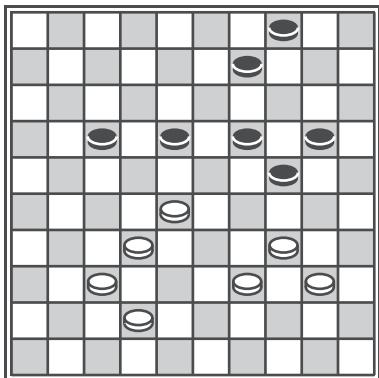


Diagram 195 [1]

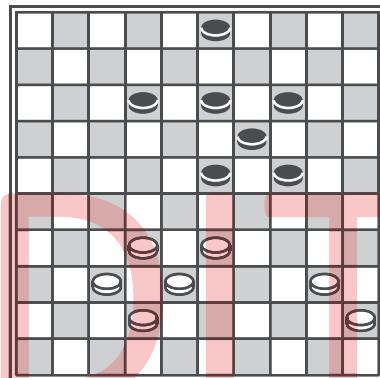


Diagram 196 [1]

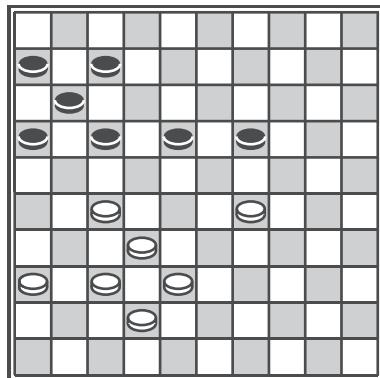


Diagram 197 [1]

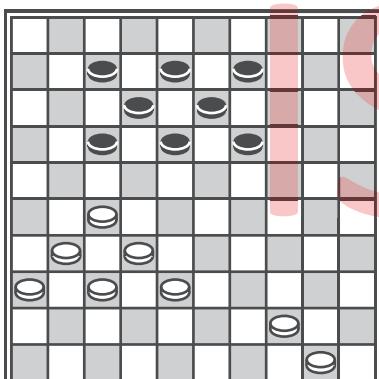


Diagram 198 [1]

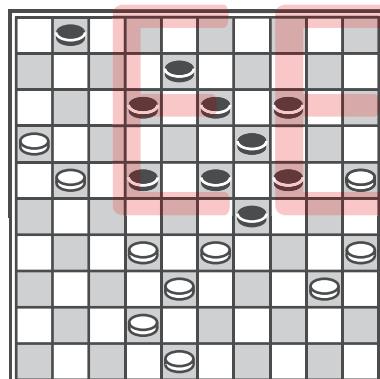


Diagram 199 [1]

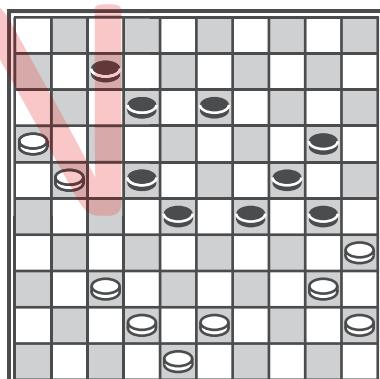


Diagram 200 [1]

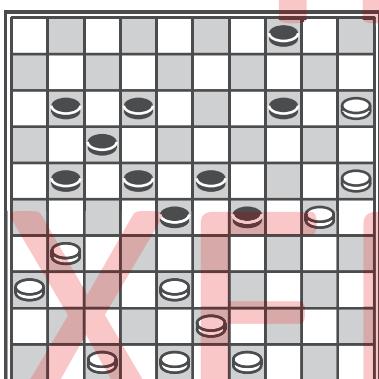


Diagram 201 [1]

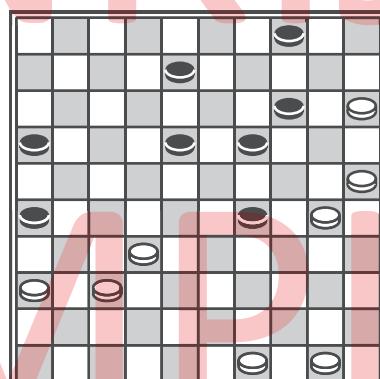


Diagram 202 [1]

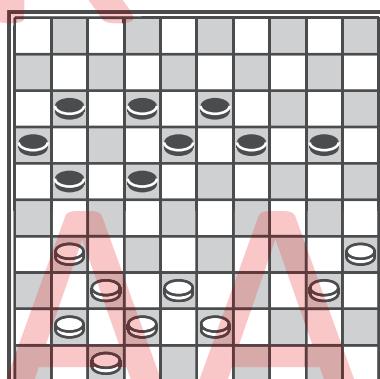
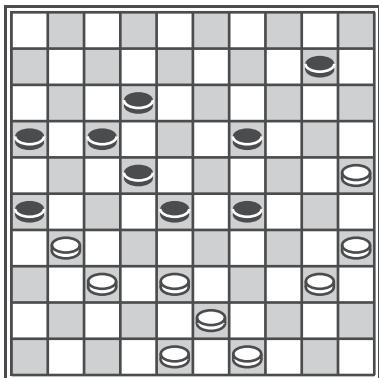


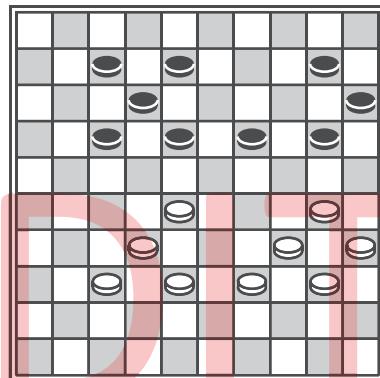
Diagram 203 [1]

## 11.2 Combineren IV: Slagkeus

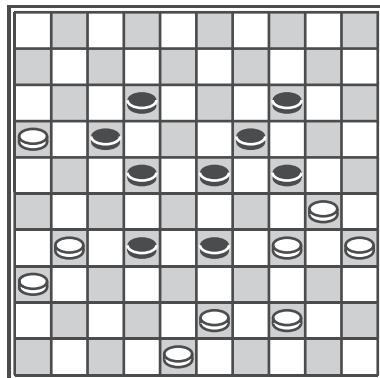
Opdracht: Weer slagkeuscombinaties, alleen nu zijn ze wat verborgen door de vele schijven.



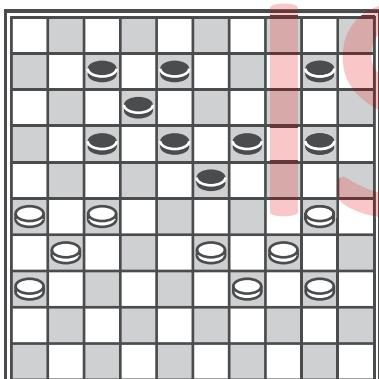
## Diagram 204 [1]



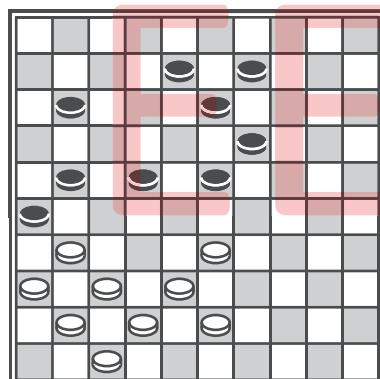
## Diagram 205 [1]



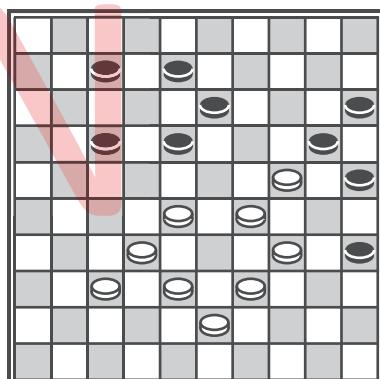
## Diagram 206 [1]



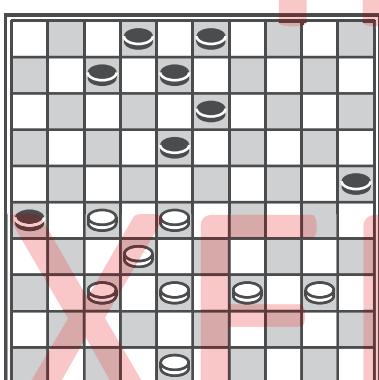
## Diagram 207 [1]



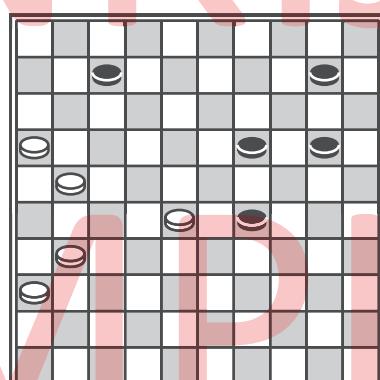
## Diagram 208 [1]



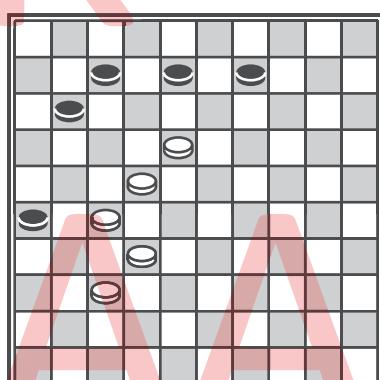
## Diagram 209 [1]



### Diagram 210 [2]



## Diagram 211 [2]



### Diagram 212 [2]

### 11.3 Combineren IV: Slagkeus

Opdracht: Ditmaal weer een slagkeus, maar het is wel twee zetten diep!

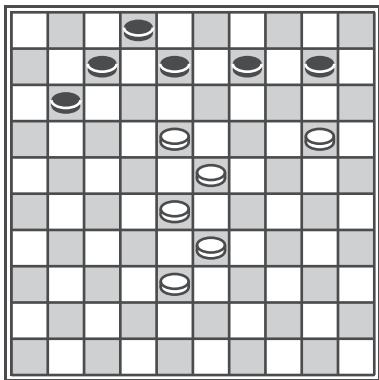


Diagram 213 [2]

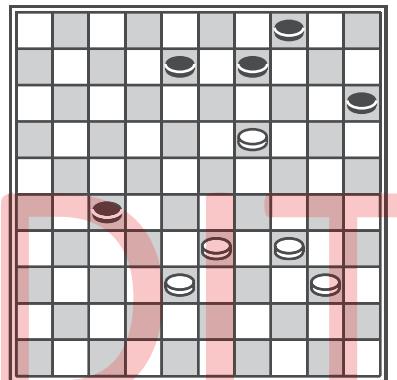


Diagram 214 [2]

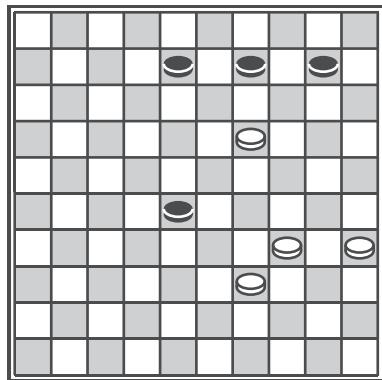


Diagram 215 [2]

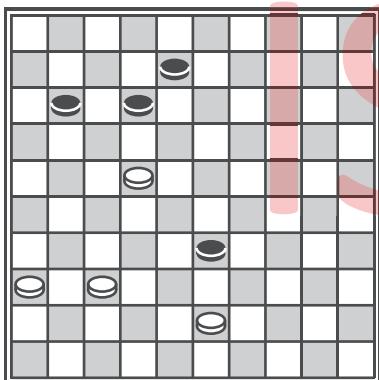


Diagram 216 [2]

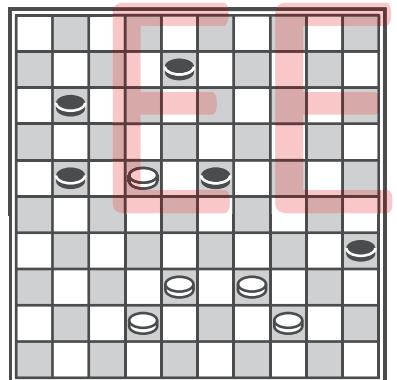


Diagram 217 [2]

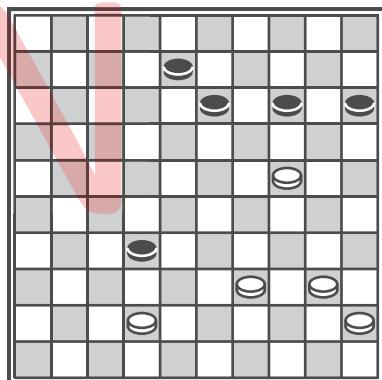


Diagram 218 [2]

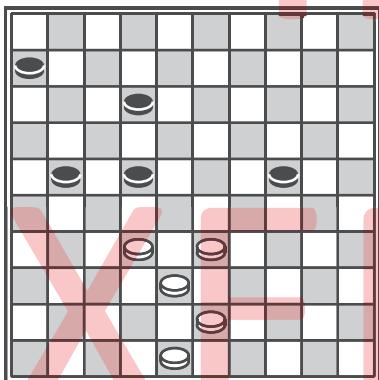


Diagram 219 [2]

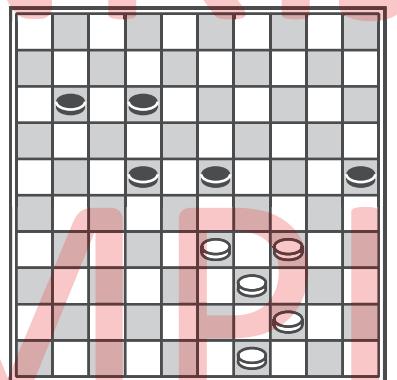


Diagram 220 [2]

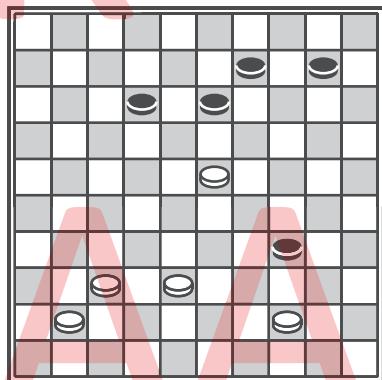


Diagram 221 [2]

## 12. Ruilen

Opdracht: Ruilen kan heel sterk zijn. Wit speelt en wint door gebruik te maken van ruilen.

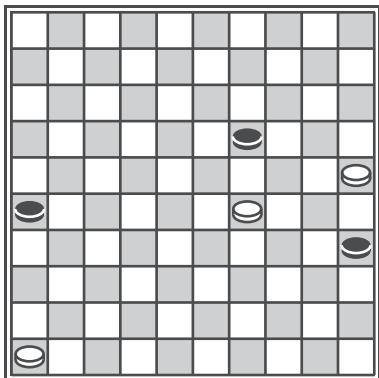


Diagram 222 [1]

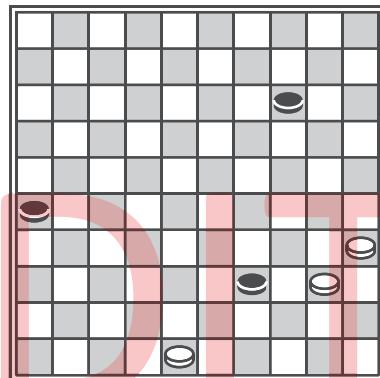


Diagram 223 [1]

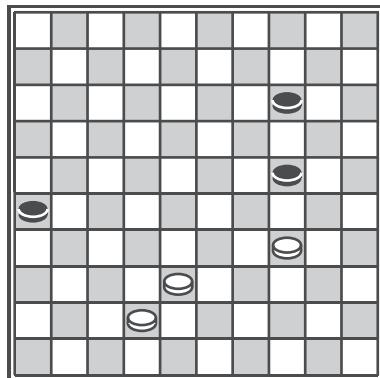


Diagram 224 [1]

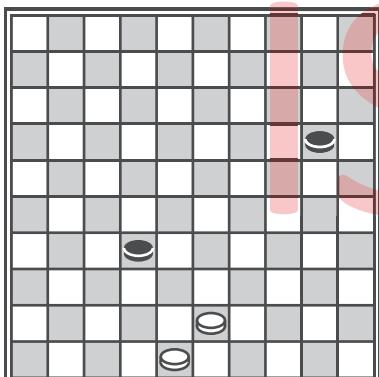


Diagram 225 [1]

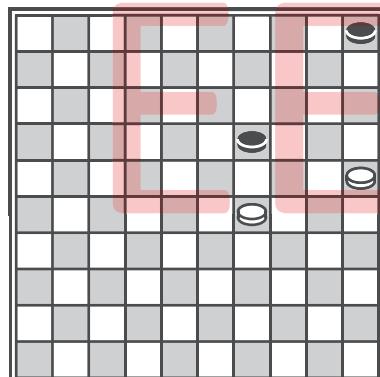


Diagram 226 [1]

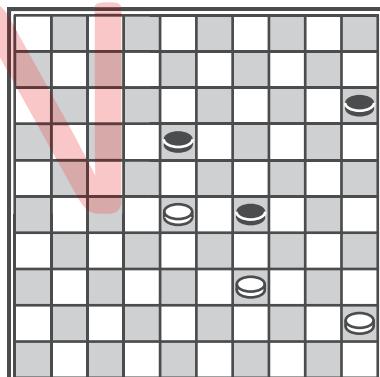


Diagram 227 [1]

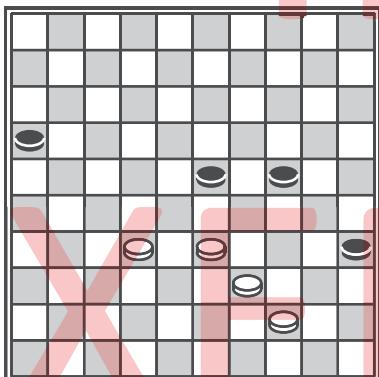


Diagram 228 [2]

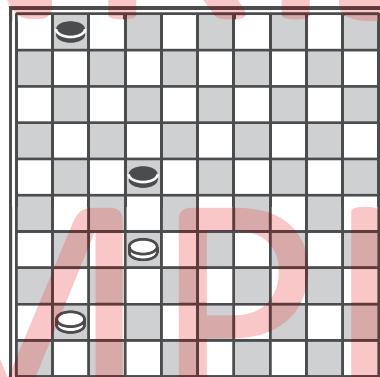


Diagram 229 [2]

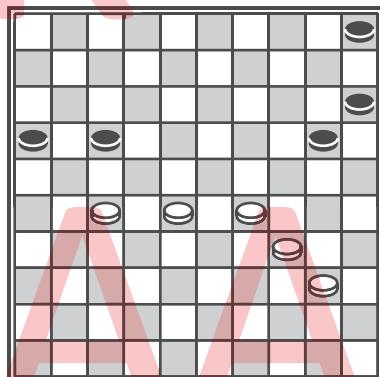


Diagram 230 [3]

### 13. Doorbreken

Opdracht: Doorbreken is slim om zo een sterke dam te kunnen halen. Wit breekt door!

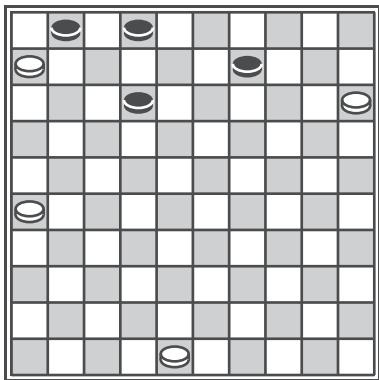


Diagram 231 [1]

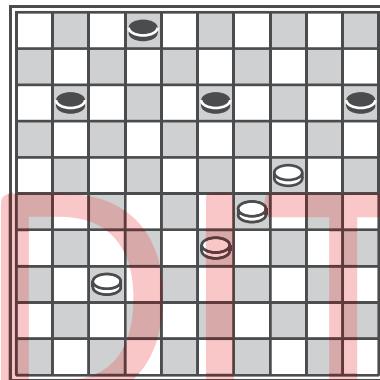


Diagram 232 [1]

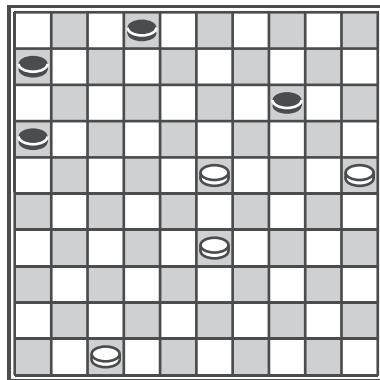


Diagram 233 [2]

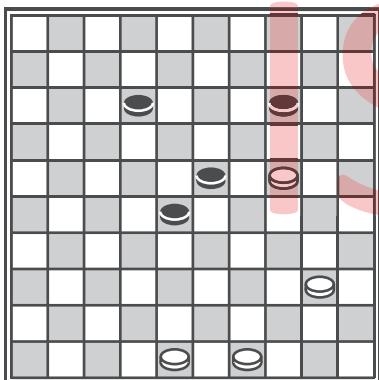


Diagram 234 [1]

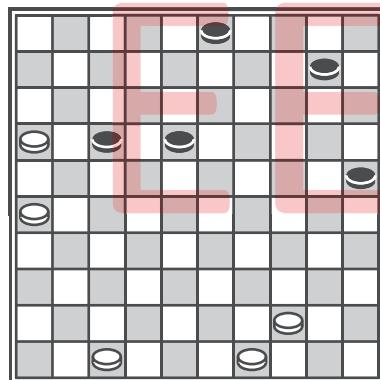


Diagram 235 [2]

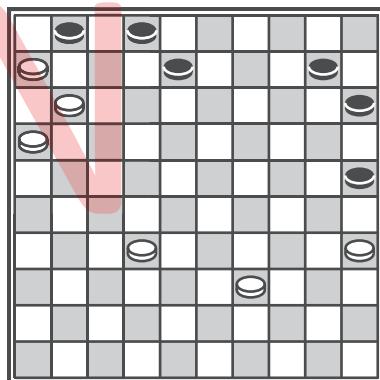


Diagram 236 [1]

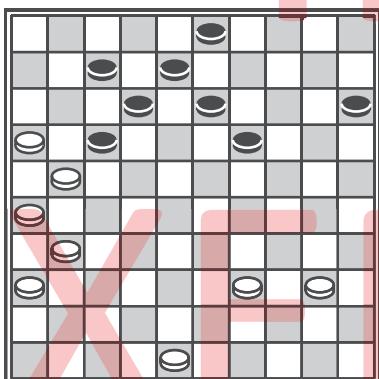


Diagram 237 [1]

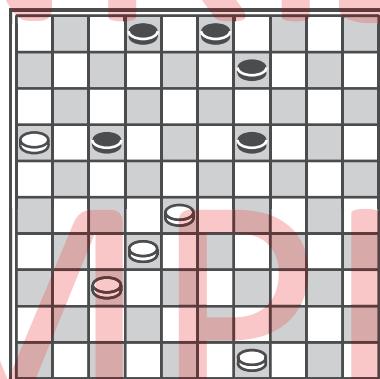


Diagram 238 [2]

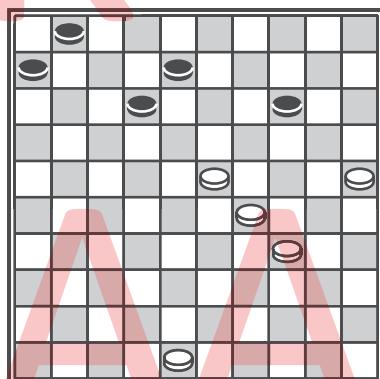


Diagram 239 [2]

## 14.1 Combineren V: Vrij tempo

Opdracht: Zwart staat op slag, dit geeft tijd om snel een slimme zet te bedenken!

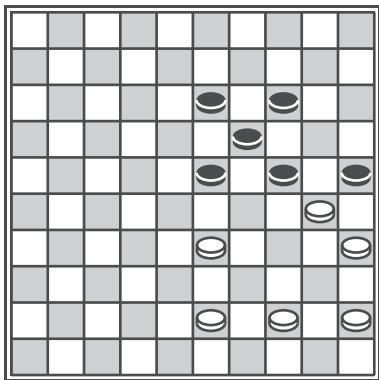


Diagram 240 [1]

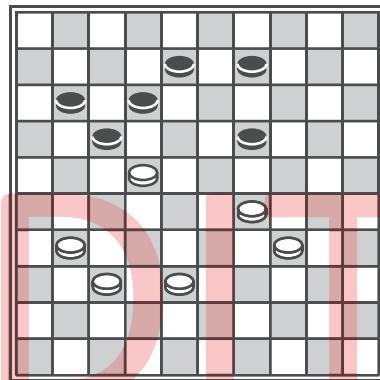


Diagram 241 [1]

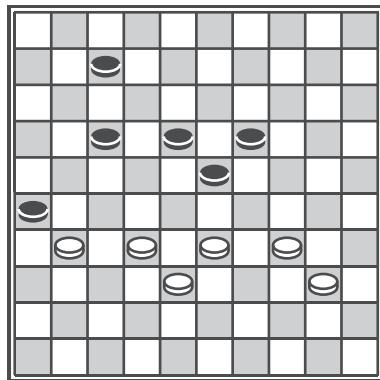


Diagram 242 [1]

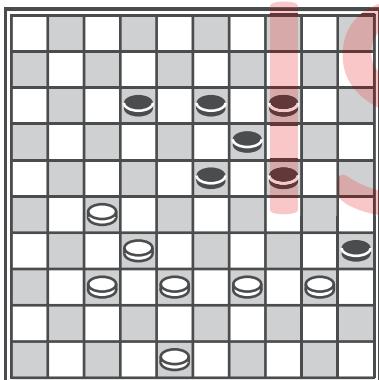


Diagram 243 [1]

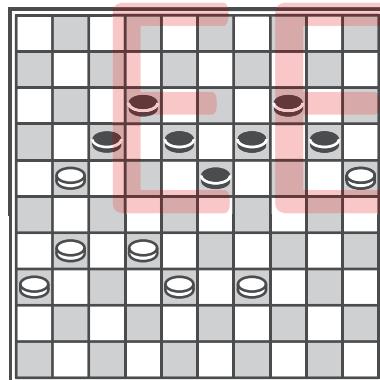


Diagram 244 [1]

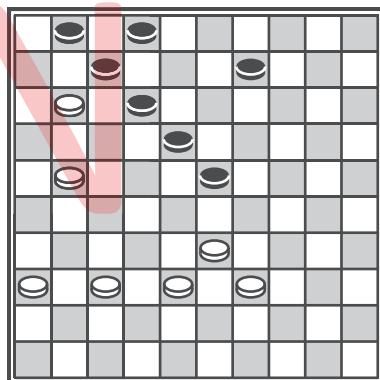


Diagram 245 [1]

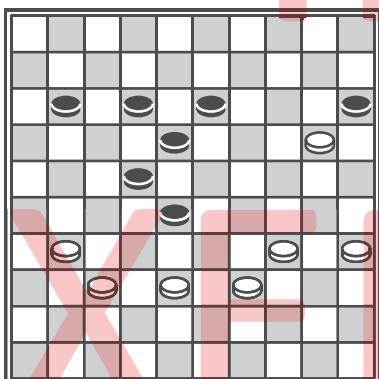


Diagram 246 [1]

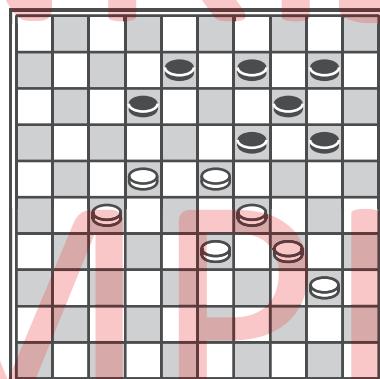


Diagram 247 [1]

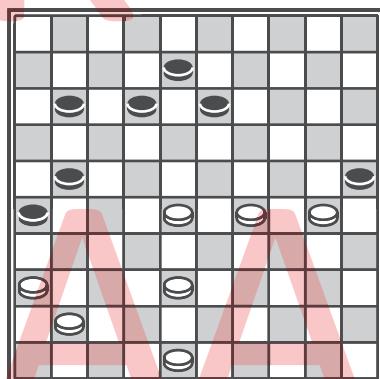


Diagram 248 [1]

## 14.2 Combineren V: Vrij tempo

Opdracht: Nu wordt het al lastiger. Zwart staat weer op slag, zie jij een slimme truc?

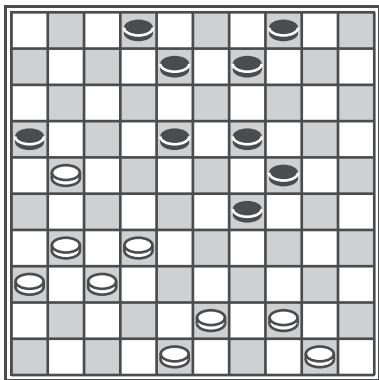


Diagram 249 [1]

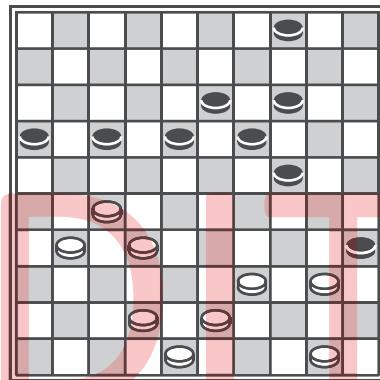


Diagram 250 [1]

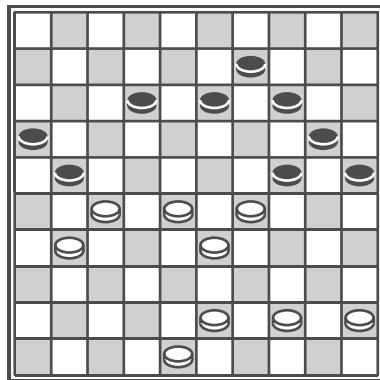


Diagram 251[1]

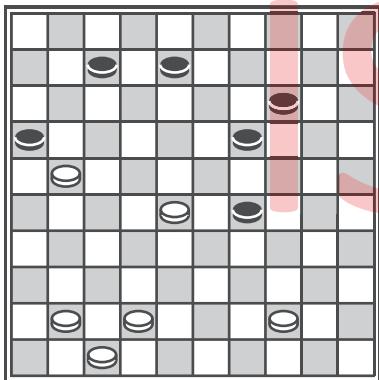


Diagram 252 [2]

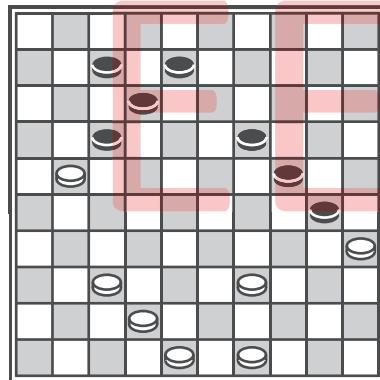


Diagram 253 [2]

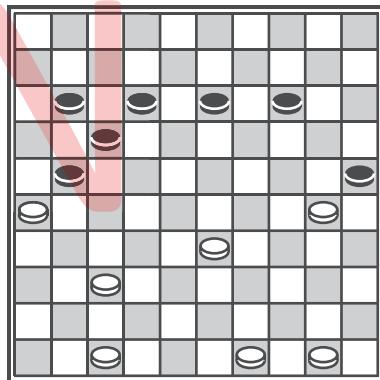


Diagram 254 [2]

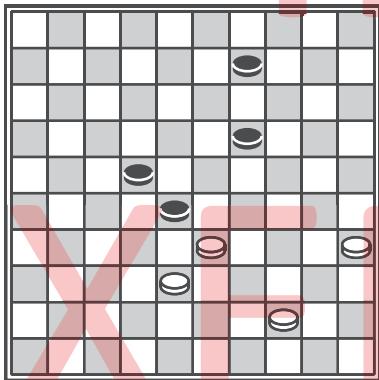


Diagram 255 [2]

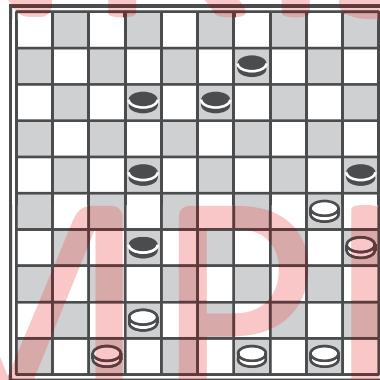


Diagram 256 [2]

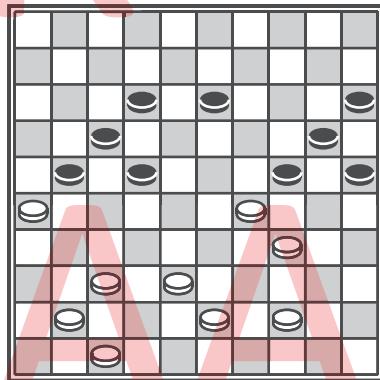


Diagram 257 [1]

### 14.3 Combineren V: Vrij tempo

Opdracht: De laatste negen diagrammen in het thema 'Vrij Tempo'. Zoek de winnende truc!

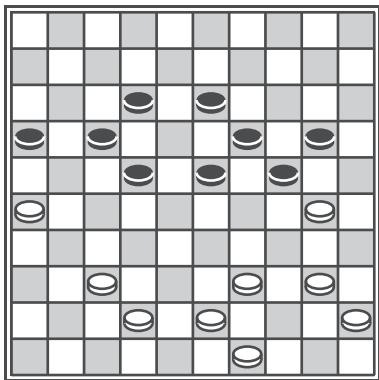


Diagram 258 [1]

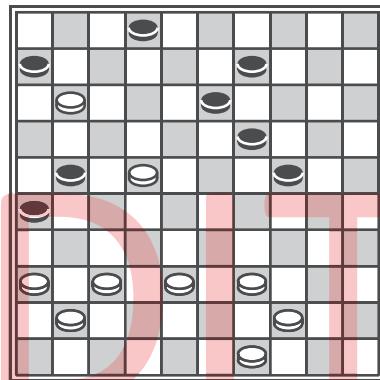


Diagram 259 [1]

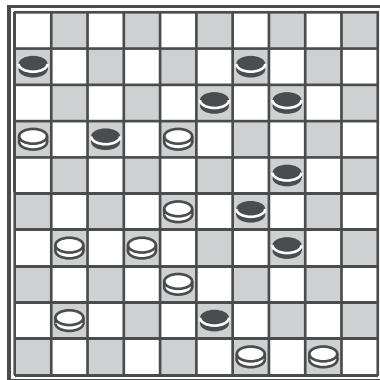


Diagram 260 [1]

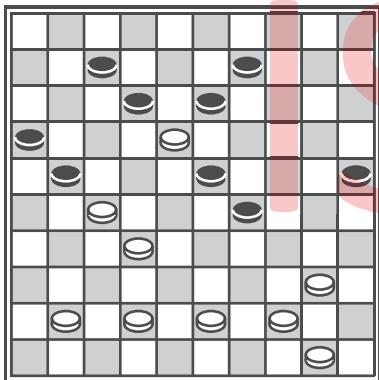


Diagram 261 [1]

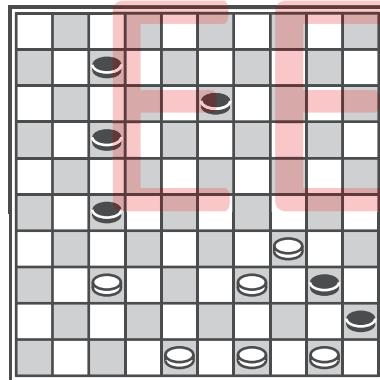


Diagram 262 [2]

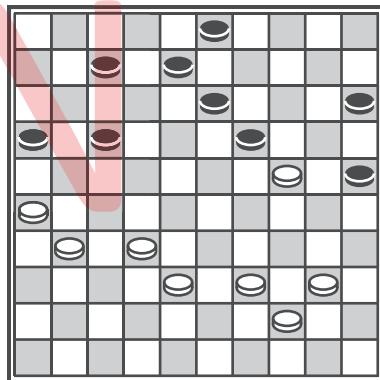


Diagram 263 [2]

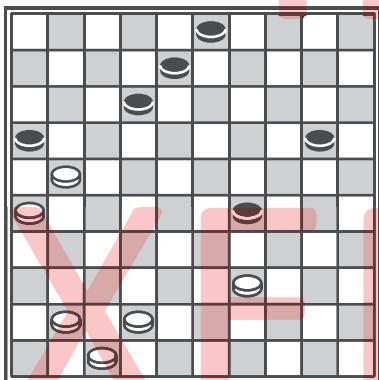


Diagram 264 [2]

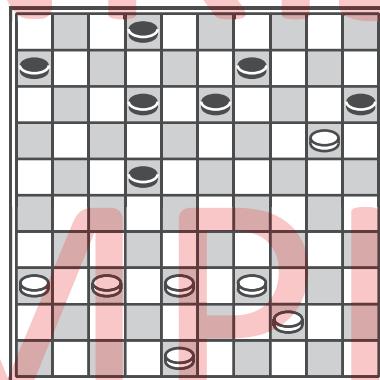


Diagram 265 [2]

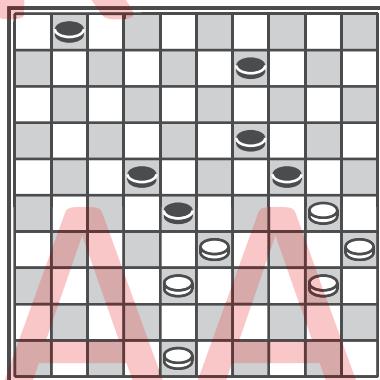


Diagram 266 [3]

## 15.1 Combineren VI: Een plakker

Opdracht: Zwart staat op meerslag! Wit wint door tegen een zwarte schijf aan te plakken.

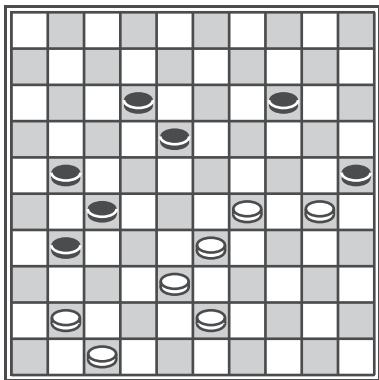


Diagram 267 [1]

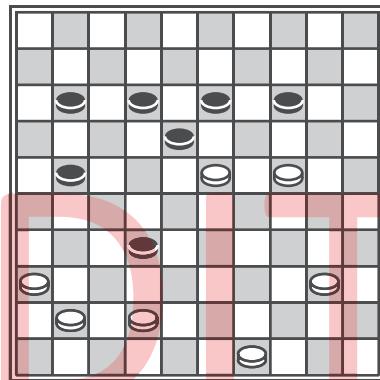


Diagram 268 [1]

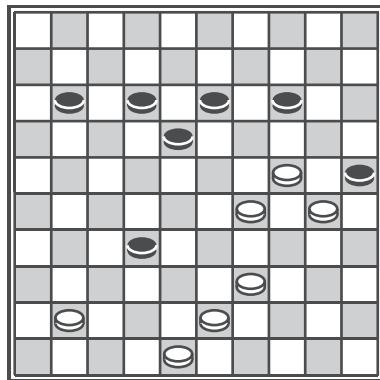


Diagram 269 [1]

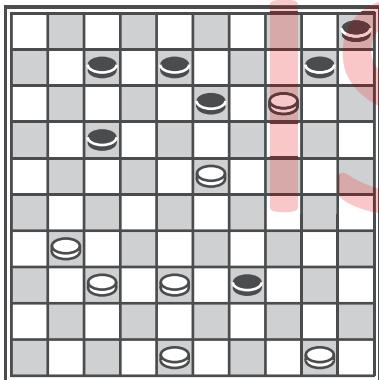


Diagram 270 [1]

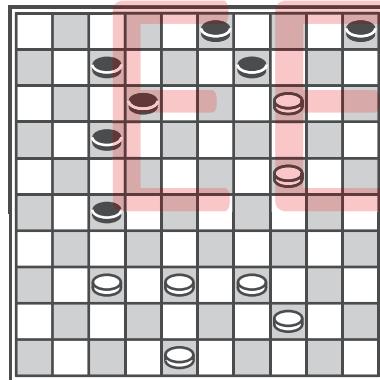


Diagram 271 [1]

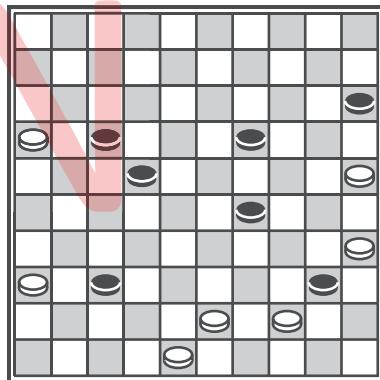


Diagram 272 [1]

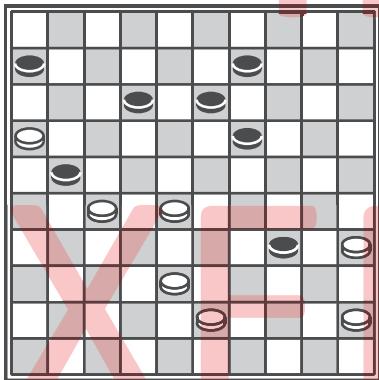


Diagram 273 [1]

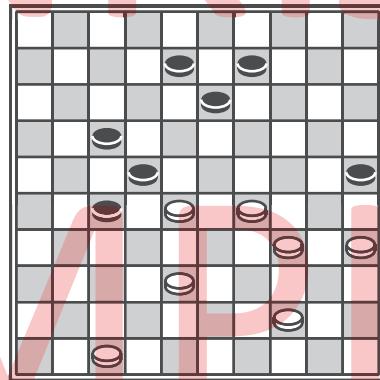


Diagram 274 [1]

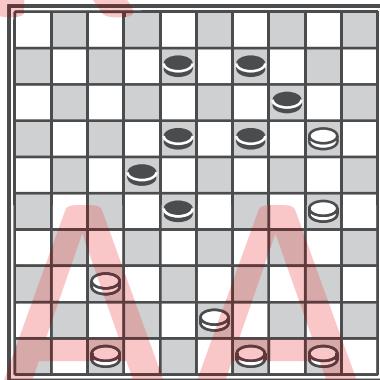


Diagram 275 [1]

## 15.2 Combineren VI: Een plakker

Opdracht: Ook nu vindt er een plakker plaats. Sommige zitten goed verborgen!

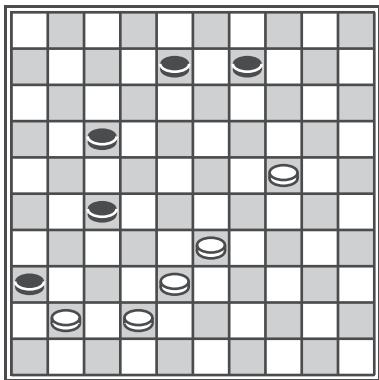


Diagram 276 [1]

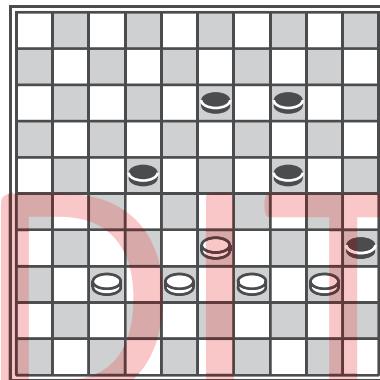


Diagram 277 [1]

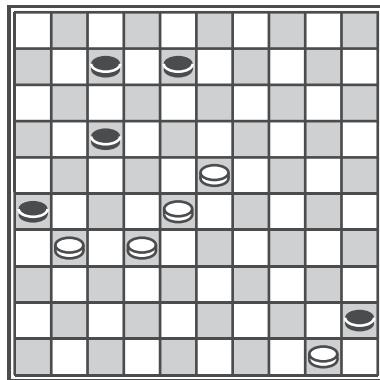


Diagram 278 [1]

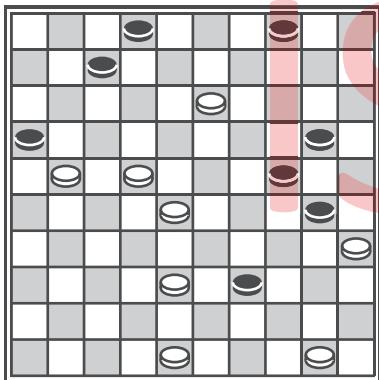


Diagram 279 [1]

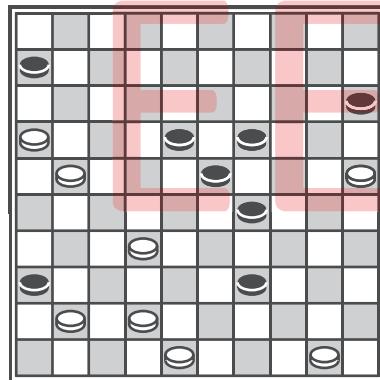


Diagram 280 [1]

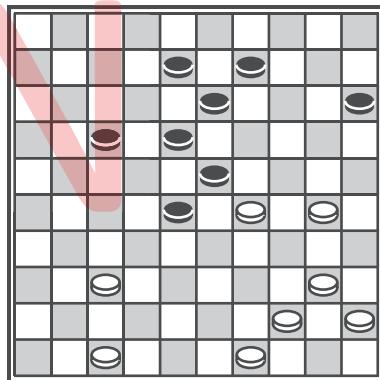


Diagram 281 [1]

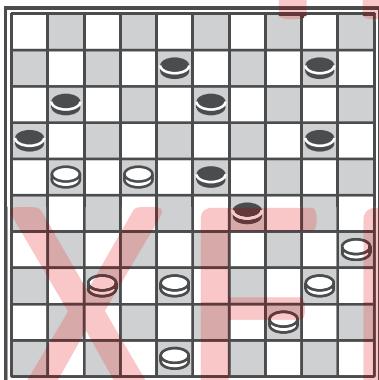


Diagram 282 [1]

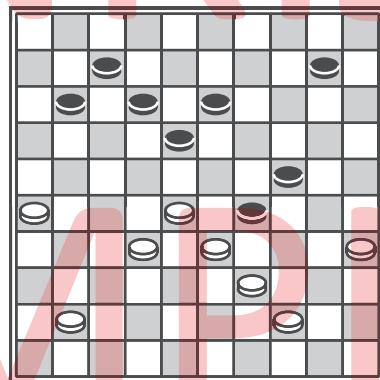


Diagram 283 [1]

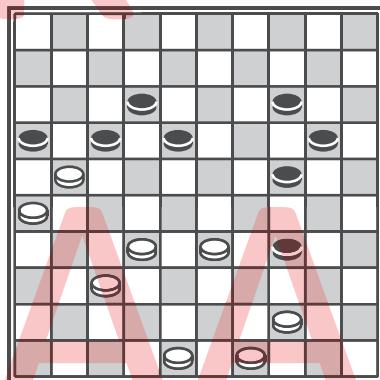


Diagram 284 [1]

### 15.3 Combineren VI: Een plakker

Opdracht: Als je deze bladzijde af hebt, dan mag je officieel voor Damdiploma Wit!

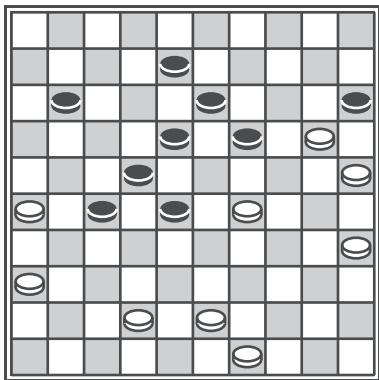


Diagram 285 [1]

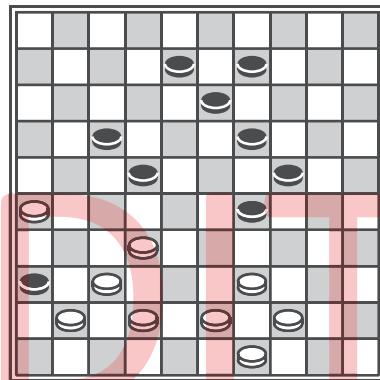


Diagram 286 [1]

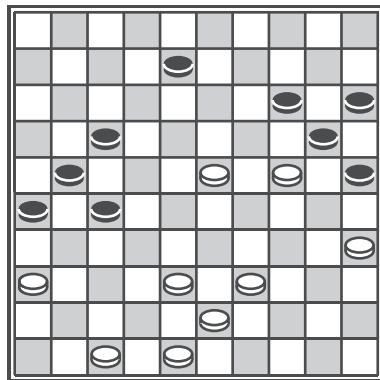


Diagram 287 [1]

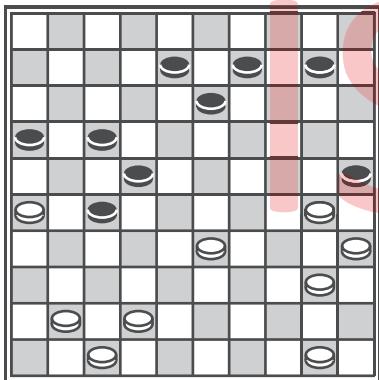


Diagram 288 [1]

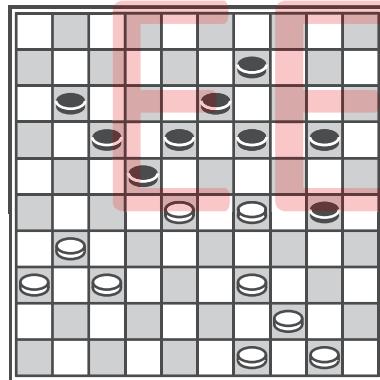


Diagram 289 [1]

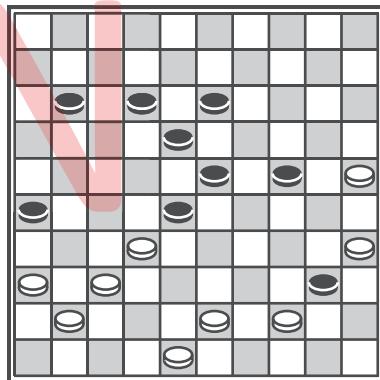


Diagram 290 [1]

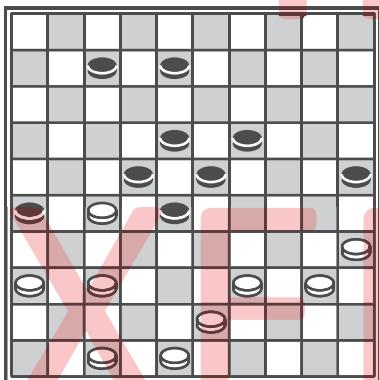


Diagram 291 [1]

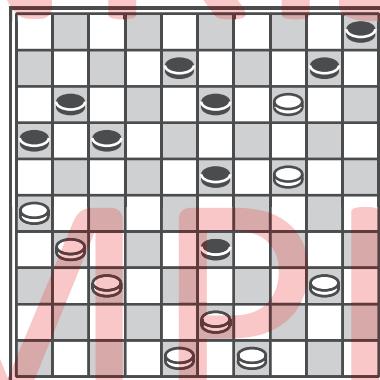


Diagram 292 [1]

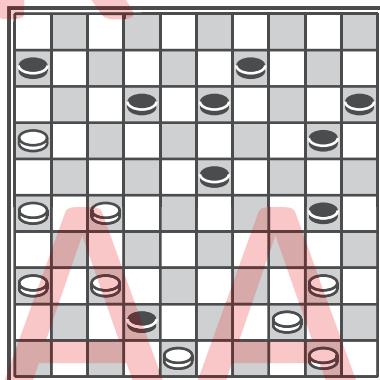
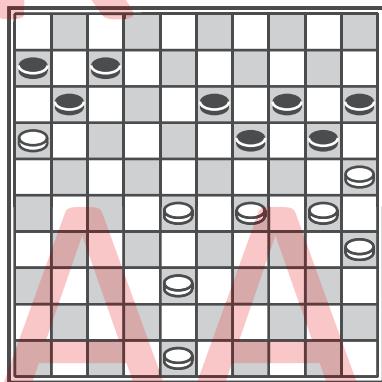
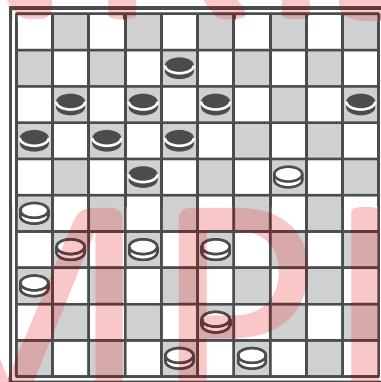
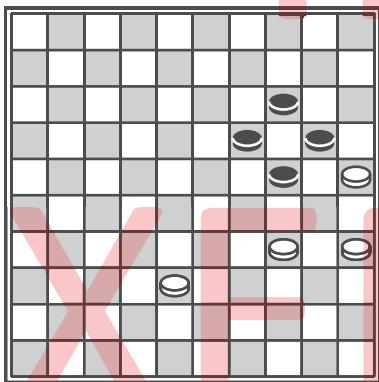
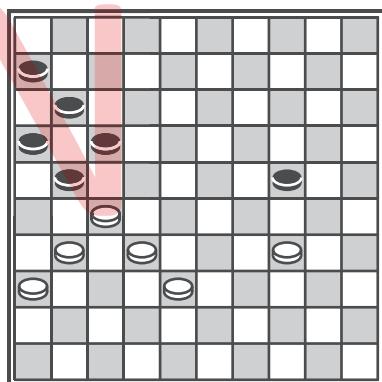
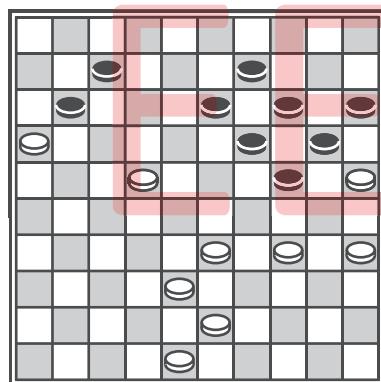
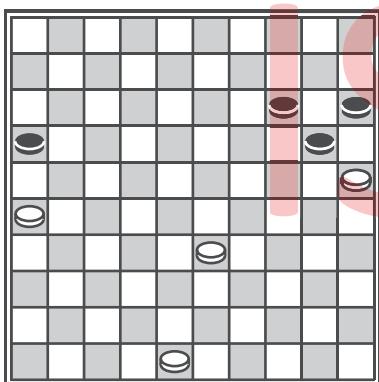
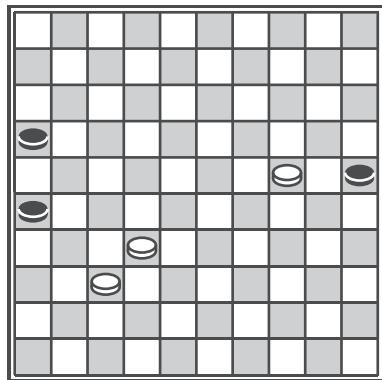
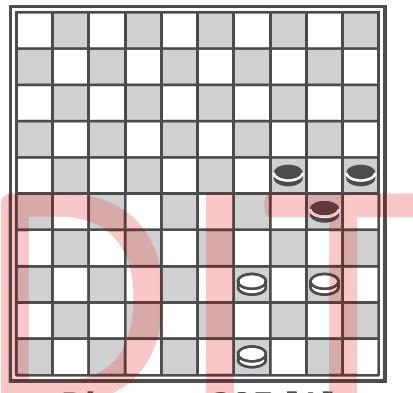
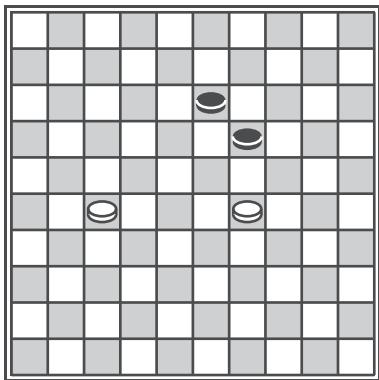


Diagram 293 [1]

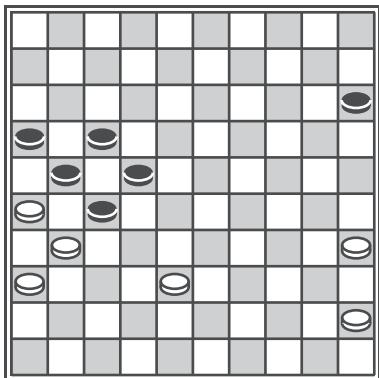
## 16. Positiespel I: Tegenstander vastzetten

Opdracht: Als je je tegenstander kan vastzetten, win je ook de partij. Hoe zet je zwart vast?



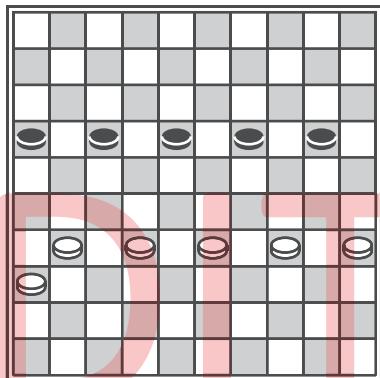
## 17. Positiespel II: Wie staat er beter?

Opdracht: Kijk naar aantal schijven, ruimte of een doorbraak. Omcirkel het juiste antwoord.



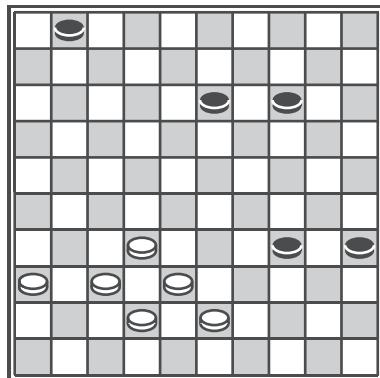
**Diagram 303**

- A. Wit, meer speelruimte
- B. Wit, schijf voor
- C. Zwart, meer speelruimte
- D. Zwart, schijf voor



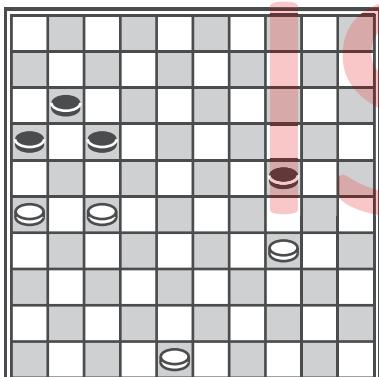
**Diagram 304**

- A. Wit, meer speelruimte
- B. Wit, schijf voor
- C. Zwart, meer speelruimte
- D. Zwart, schijf voor



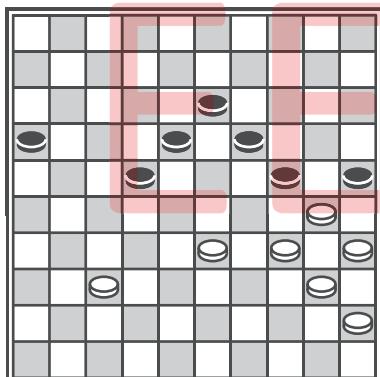
**Diagram 305**

- A. Wit, meer speelruimte
- B. Wit, schijf voor
- C. Zwart, doorbraak
- D. Zwart, meer speelruimte



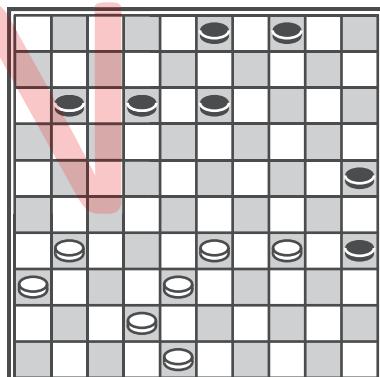
**Diagram 306**

- A. Wit, meer speelruimte
- B. Wit, doorbraak
- C. Zwart, meer speelruimte
- D. Zwart, doorbraak



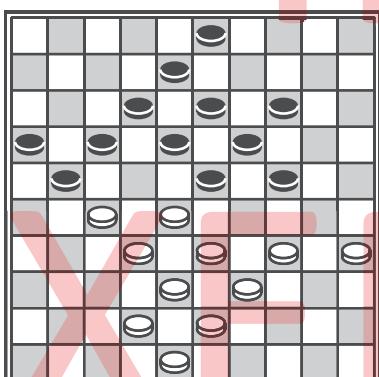
**Diagram 307**

- A. Wit, meer speelruimte
- B. Wit, doorbraak
- C. Zwart, meer speelruimte
- D. Zwart, doorbraak



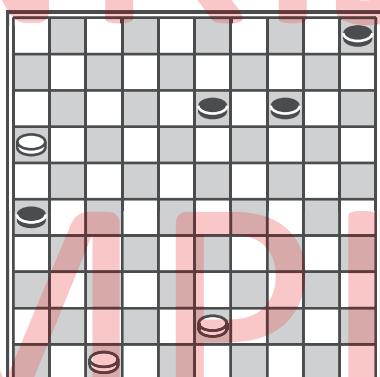
**Diagram 308**

- A. Wit, meer speelruimte
- B. Wit, doorbraak
- C. Zwart, meer speelruimte
- D. Zwart, doorbraak



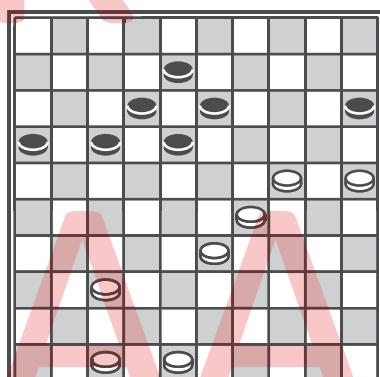
**Diagram 309**

- A. Wit, doorbraak
- B. Wit, schijf voor
- C. Zwart, doorbraak
- D. Zwart, schijf voor



**Diagram 310**

- A. Wit, doorbraak
- B. Wit, schijf voor
- C. Zwart, doorbraak
- D. Zwart, schijf voor

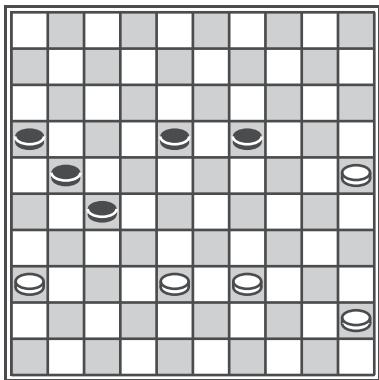


**Diagram 311**

- A. Wit, meer speelruimte
- B. Wit, doorbraak
- C. Zwart, meer speelruimte
- D. Zwart, doorbraak

## 18. Dreiging

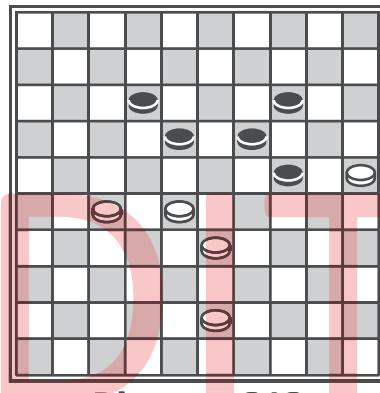
Opdracht: Zwart dreigt met een zetje, zie jij hoe? Wit zit in de problemen. Haal jij hem eruit?



**Diagram 312**

Dreiging:

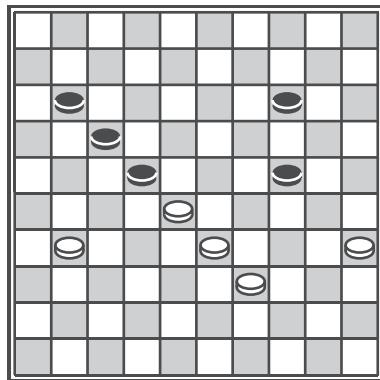
Ik speel:



**Diagram 313**

Dreiging:

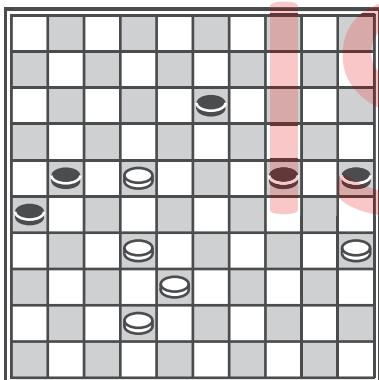
Ik speel:



**Diagram 314**

Dreiging:

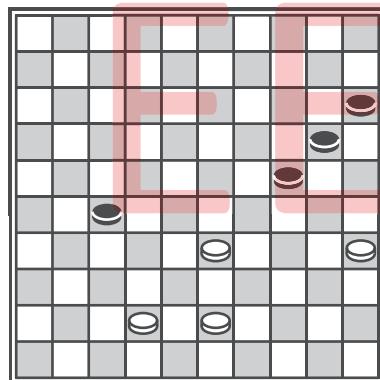
Ik speel:



**Diagram 315**

Dreiging:

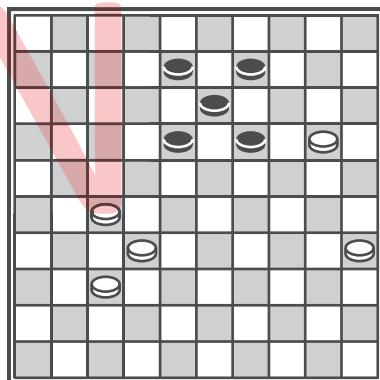
Ik speel:



**Diagram 316**

Dreiging:

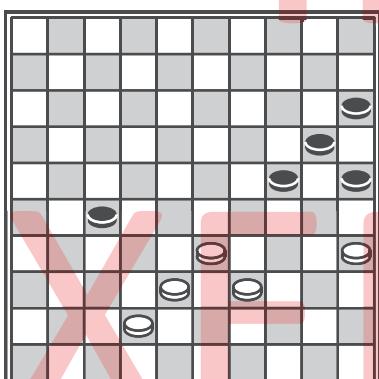
Ik speel:



**Diagram 317**

Dreiging:

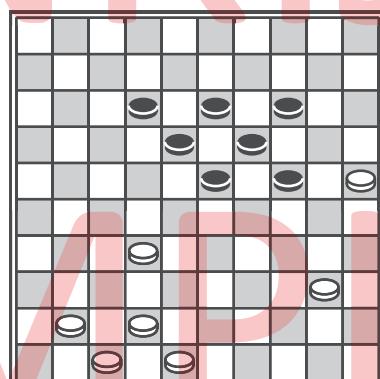
Ik speel:



**Diagram 318**

Dreiging:

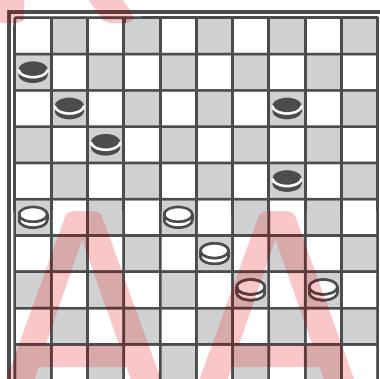
Ik speel:



**Diagram 319**

Dreiging:

Ik speel:



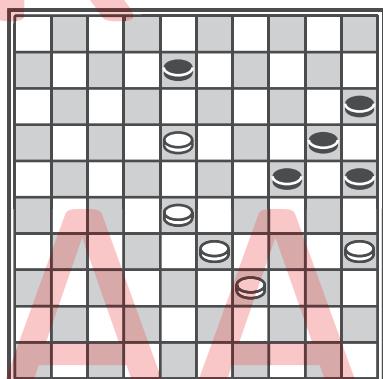
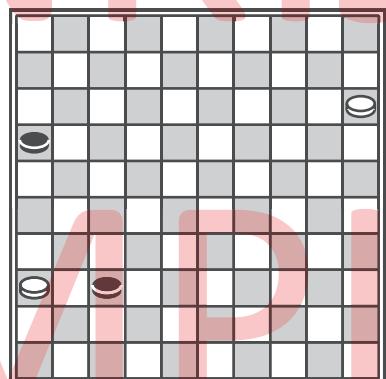
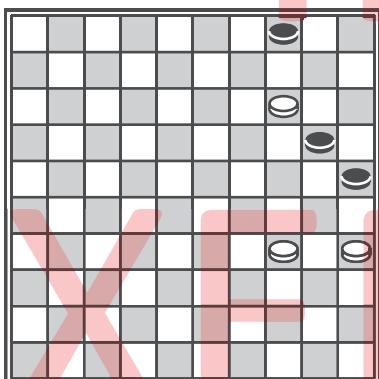
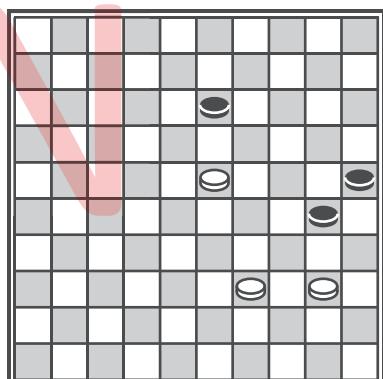
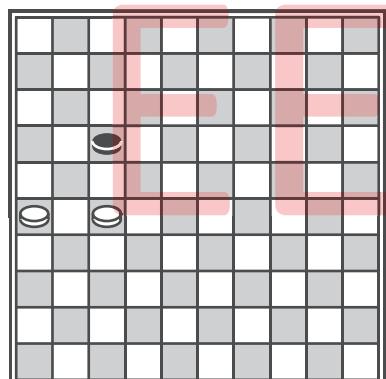
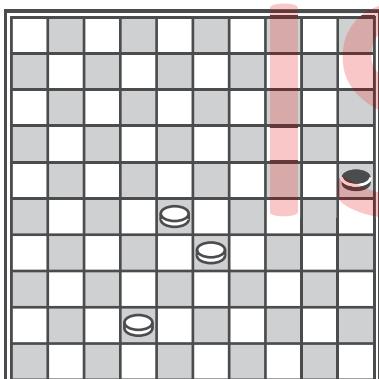
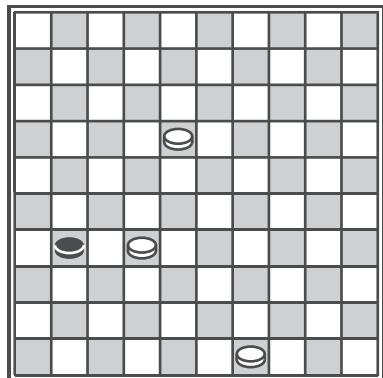
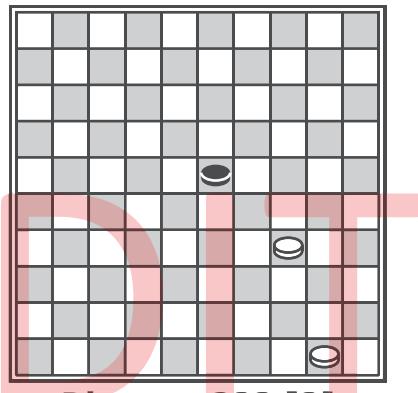
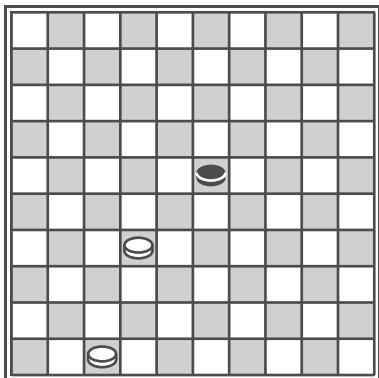
**Diagram 320**

Dreiging:

Ik speel:

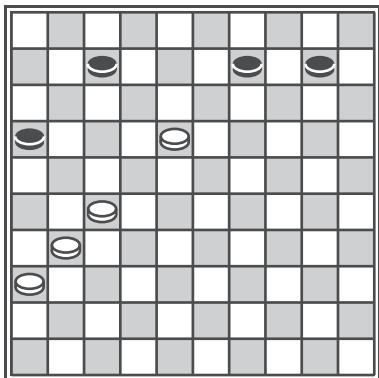
## 19. Offeren

Opdracht: Offeren betekent: expres een schijf weggeven. Wit wint met een verrassend offer.

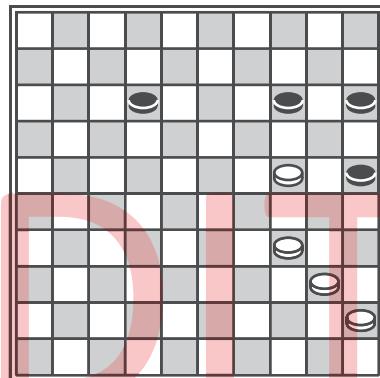


## 20.1 Combineren VII: Verschillende tweezetters

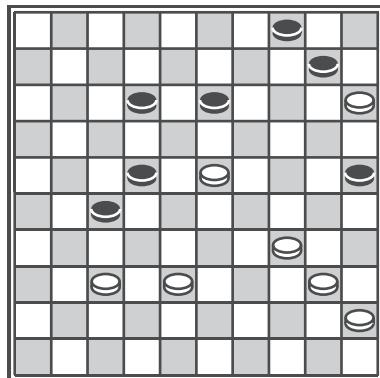
Opdracht: Wit speelt en wint en dat doet hij in twee zetten (zonder slaan). Zie jij hoe?



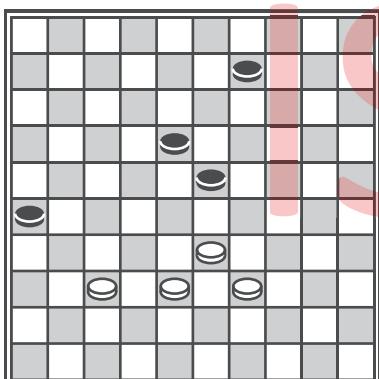
## Diagram 330 [2]



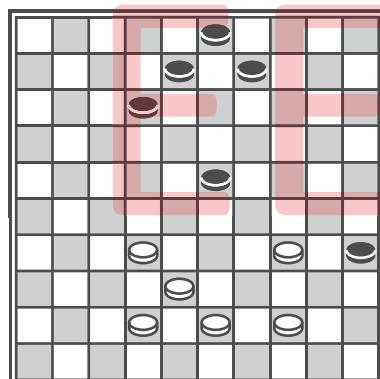
### Diagram 331 [2]



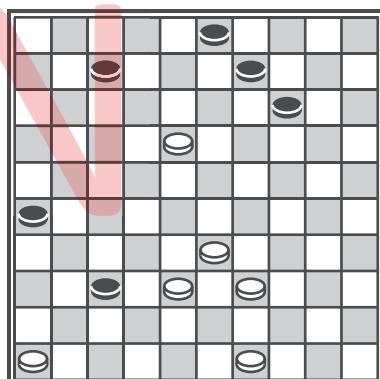
## Diagram 332 [2]



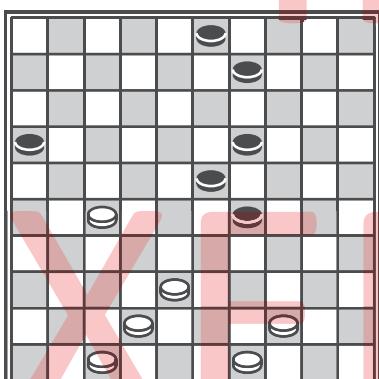
### Diagram 333 [2]



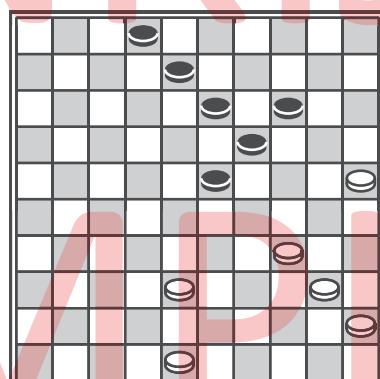
### Diagram 334 [2]



### Diagram 335 [2]



## Diagram 336 [2]



### Diagram 337 [2]

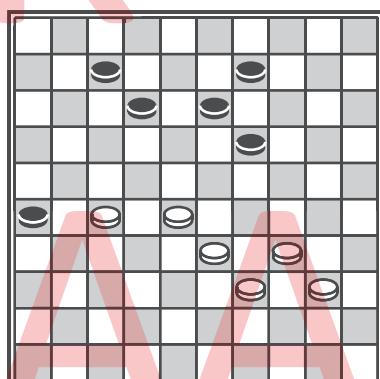
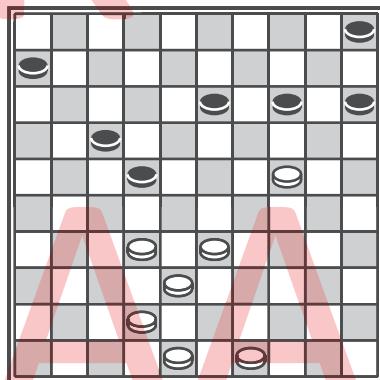
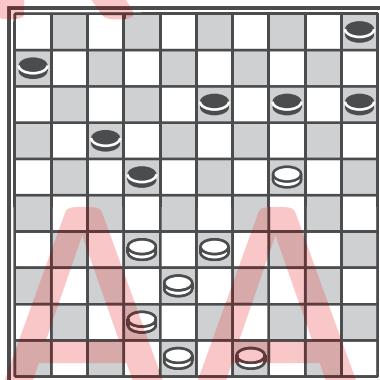
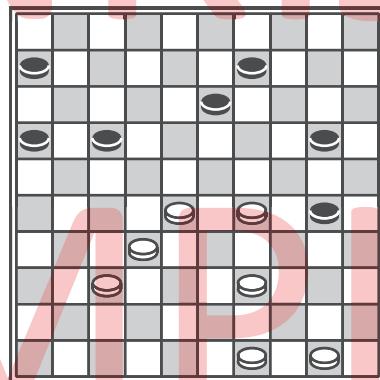
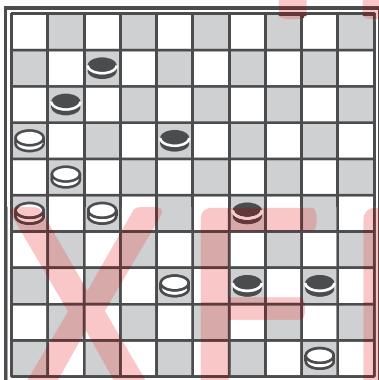
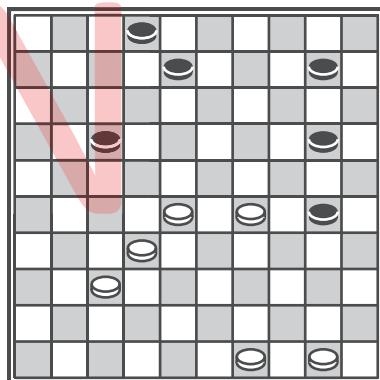
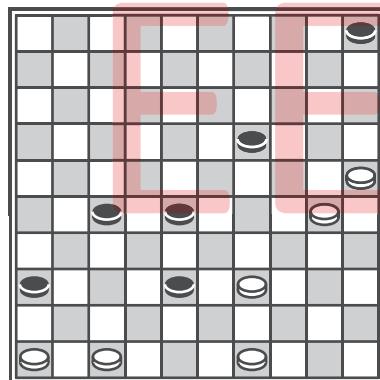
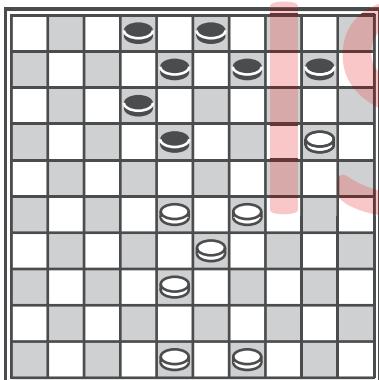
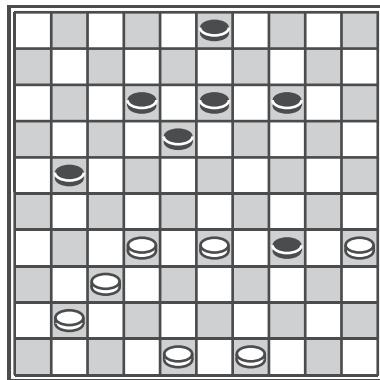
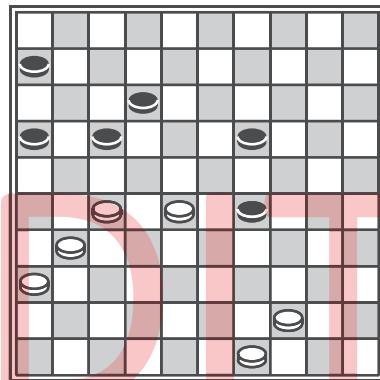
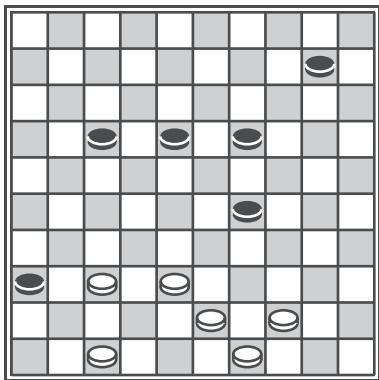


Diagram 338 [2]

## 20.2 Combineren VII: Verschillende tweezetters

Opdracht: We zijn nog niet klaar met oefenen. Weer een reeks van leerzame tweezetters!



### 20.3 Combineren VII: Verschillende tweezetters

Opdracht: Zie jij de laatste negen tweezetters ook? Kijk ook hoe zwart moet slaan!

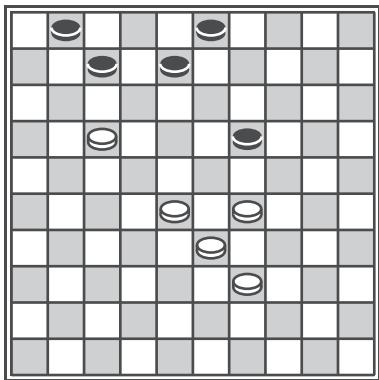


Diagram 348 [2]

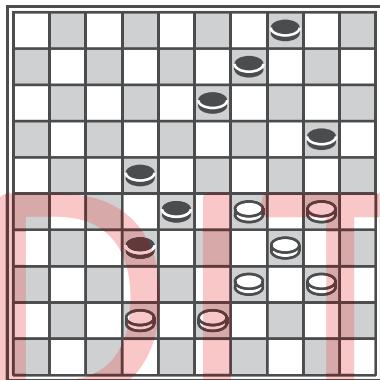


Diagram 349 [2]

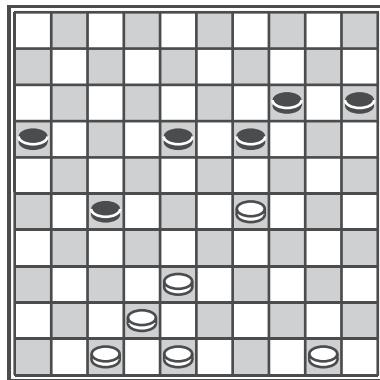


Diagram 350 [2]

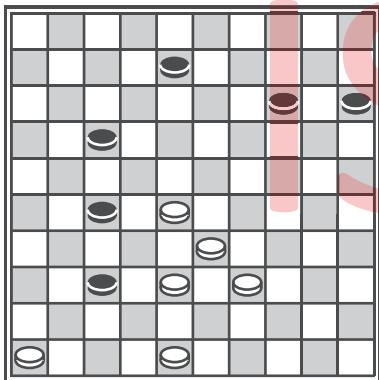


Diagram 351 [2]

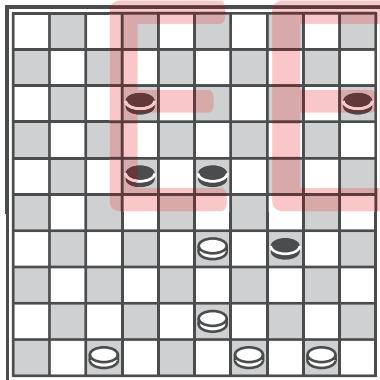


Diagram 352 [2]

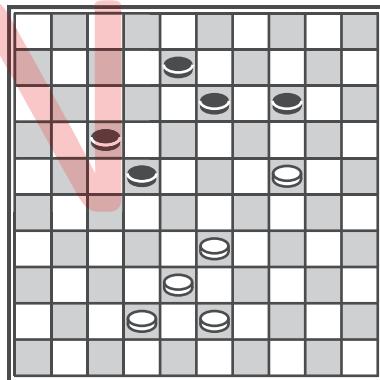


Diagram 353 [2]

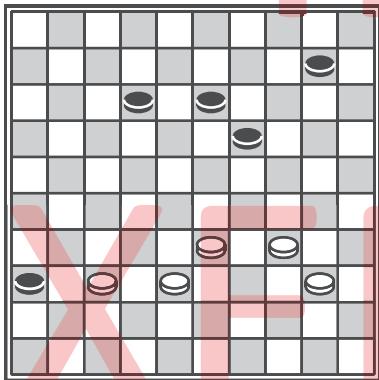


Diagram 354 [2]

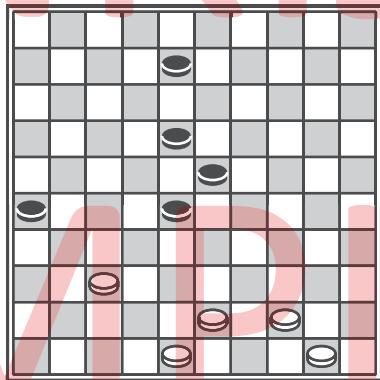


Diagram 355 [2]

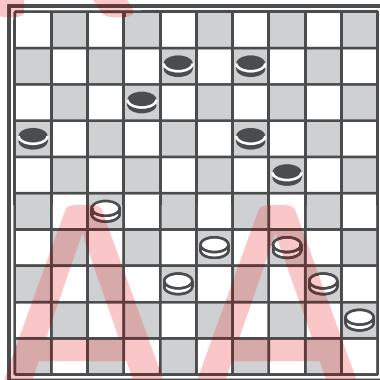


Diagram 356 [2]

## 21.1 Combineren VIII: Dam geven

Opdracht: Een dam kan ook als idee worden gebruikt om te combineren. Wit geeft dam.

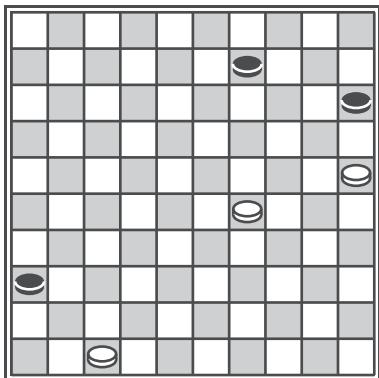


Diagram 357 [2]

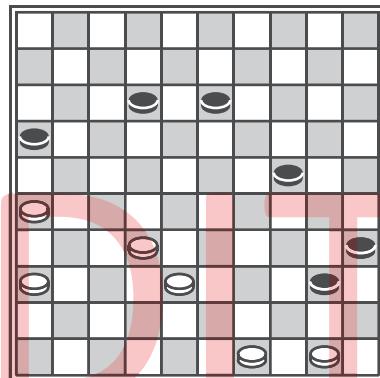


Diagram 358 [2]

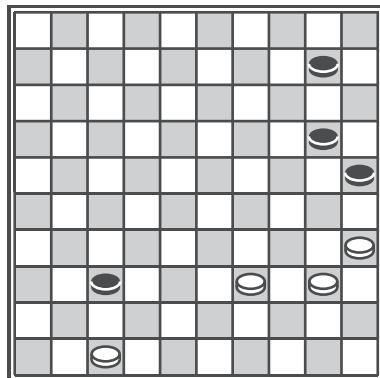


Diagram 359 [2]

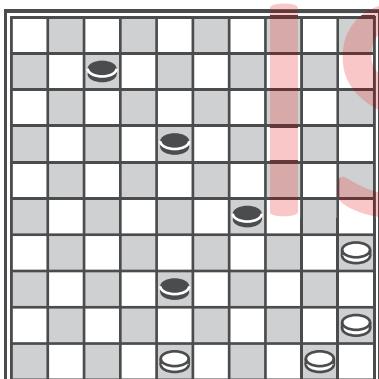


Diagram 360 [2]

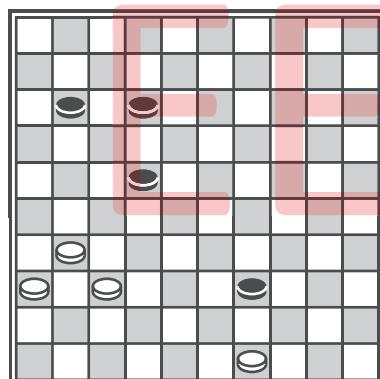


Diagram 361 [2]

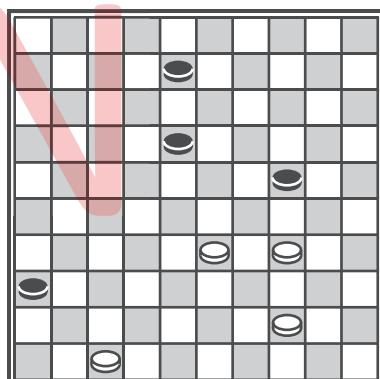


Diagram 362 [2]

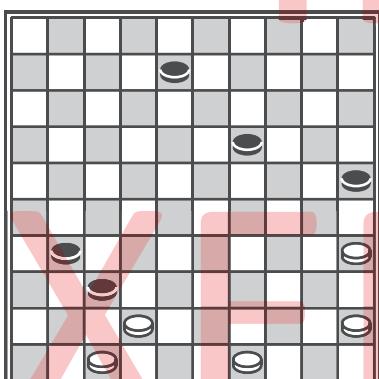


Diagram 363 [2]

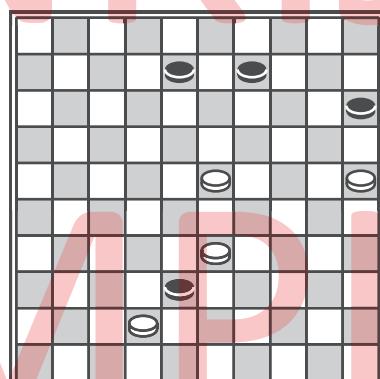


Diagram 364 [2]

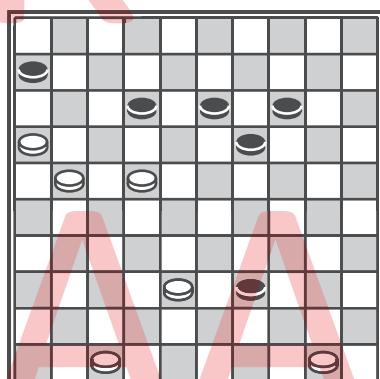


Diagram 365 [2]

## 21.2 Combineren VIII: Dam geven

Opdracht: Het wordt al iets moeilijker om met damgeven te combineren. Niet voor jou toch!?

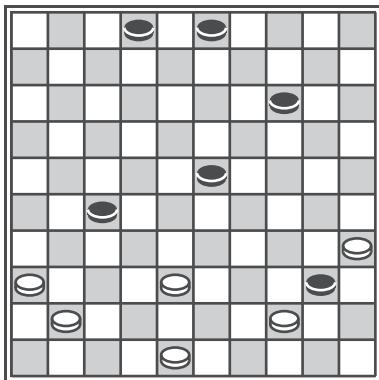


Diagram 366 [2]

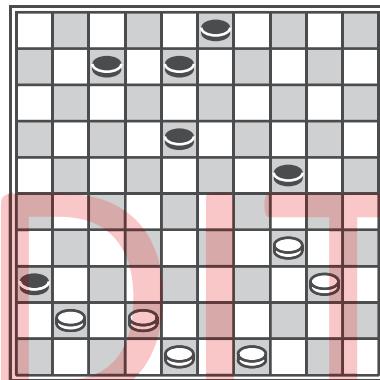


Diagram 376 [2]

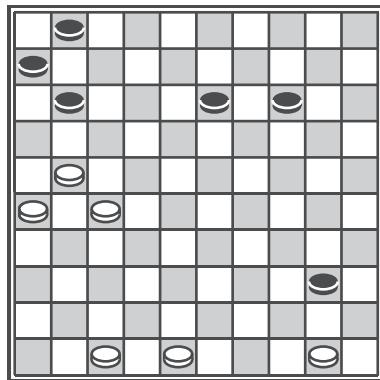


Diagram 368 [2]

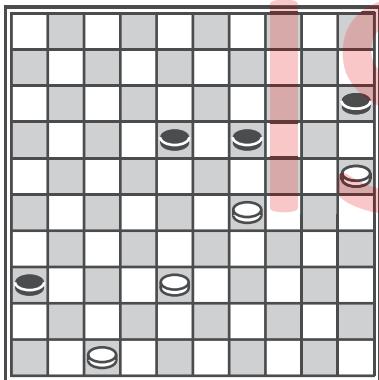


Diagram 369 [2]

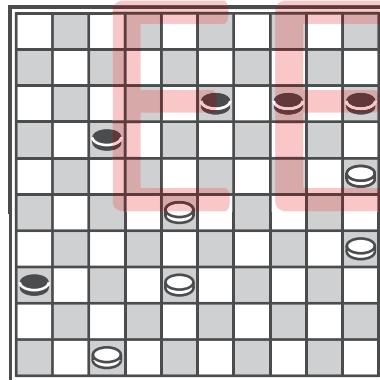


Diagram 370 [2]

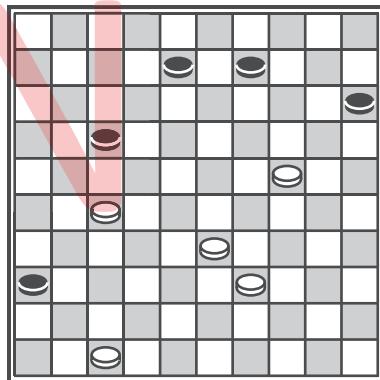


Diagram 371 [2]

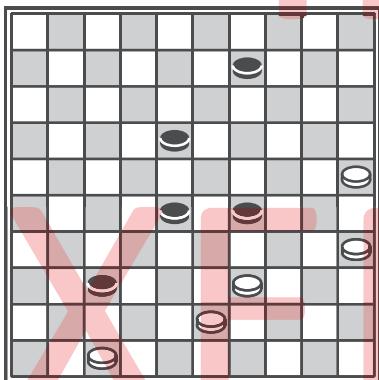


Diagram 372 [2]

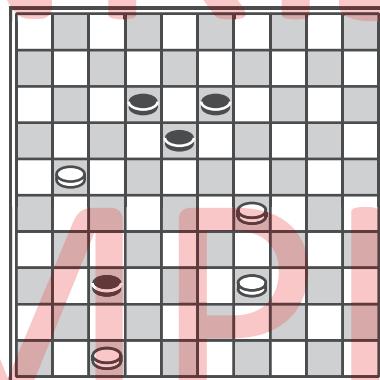


Diagram 373 [2]

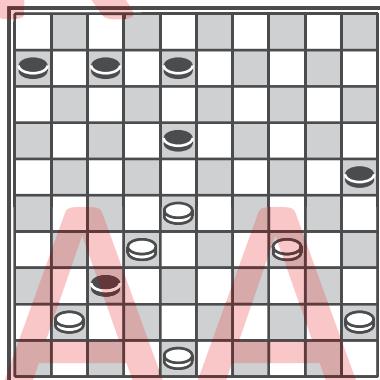


Diagram 374 [2]

### 21.3 Combineren VIII: Dam geven

Opdracht: De laatste serie met 'Dam geven'. Ze kunnen best moeilijk zijn!

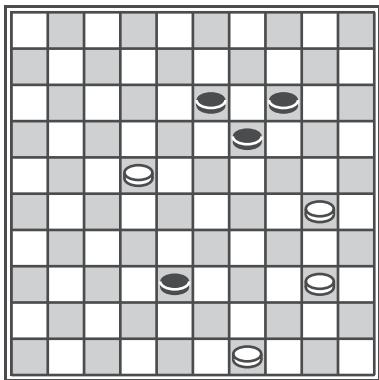


Diagram 375 [2]

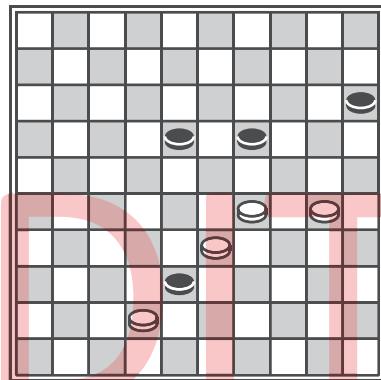


Diagram 376 [2]

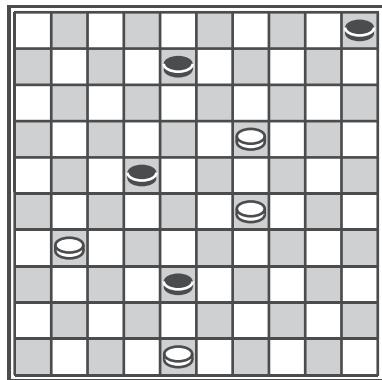


Diagram 377 [2]

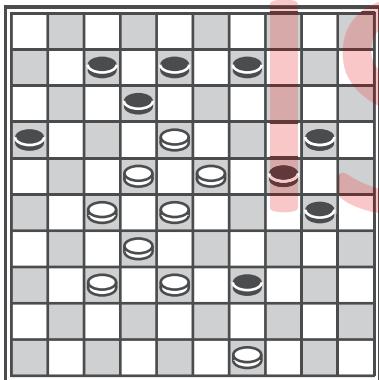


Diagram 378 [2]

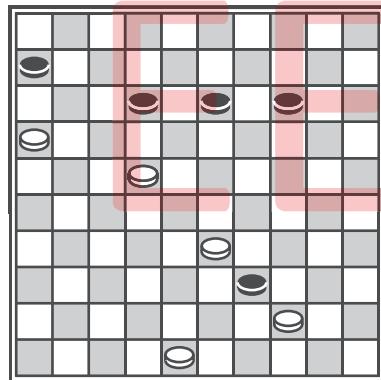


Diagram 379 [2]

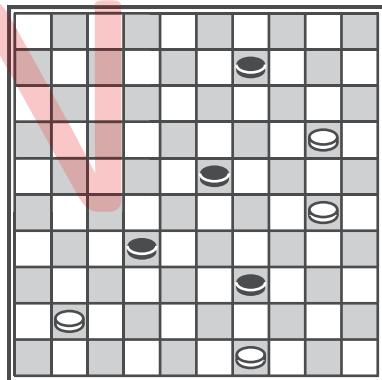


Diagram 380 [2]

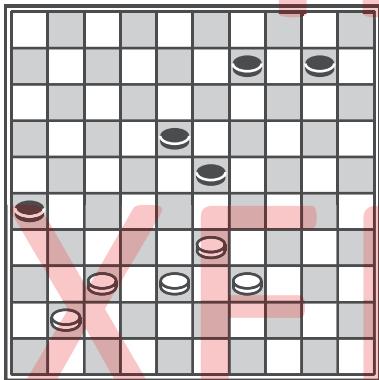


Diagram 381 [2]

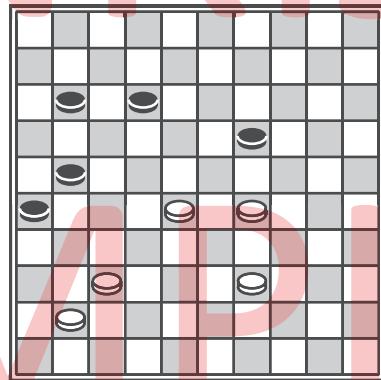


Diagram 382 [2]

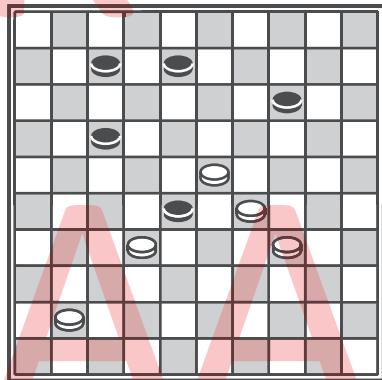


Diagram 383 [2]

## 22. Positiespel III: Mooie plekjes

Opdracht: Plaats de witte schijven zo, dat zwart vast staat en alleen schijven kan geven.

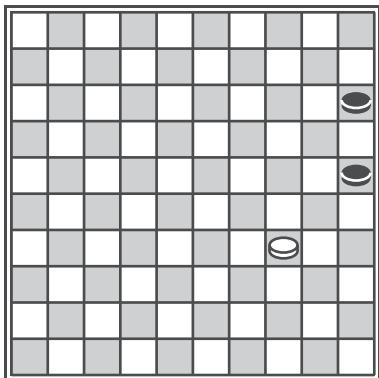


Diagram 384

Een witte schijf

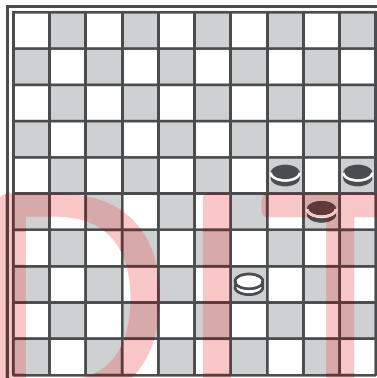


Diagram 385

Twee witte schijven

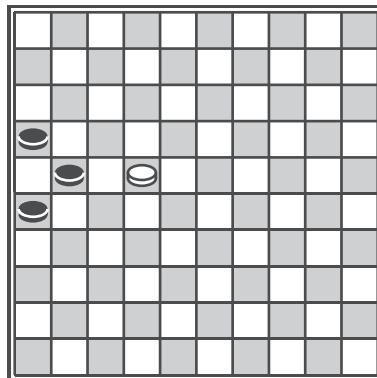


Diagram 386

Twee witte schijven

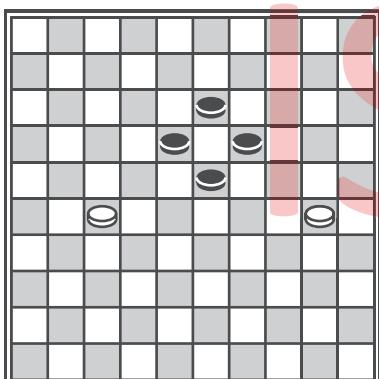


Diagram 387

Twee witte schijven

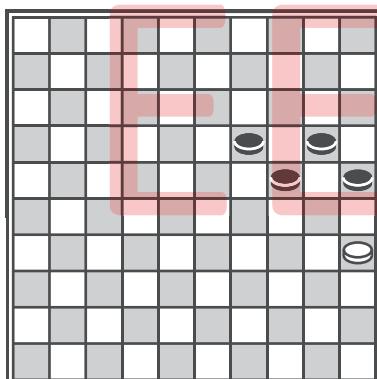


Diagram 388

Drie witte schijven

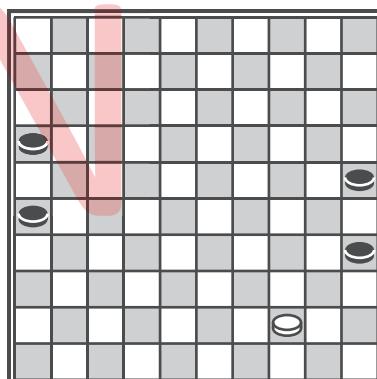


Diagram 389

Drie witte schijven

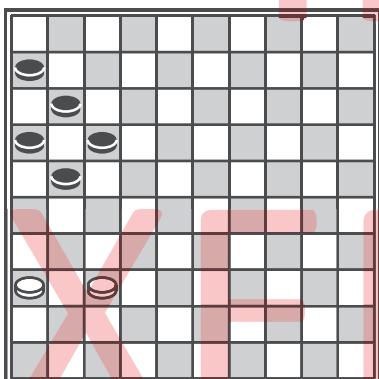


Diagram 390

Drie witte schijven

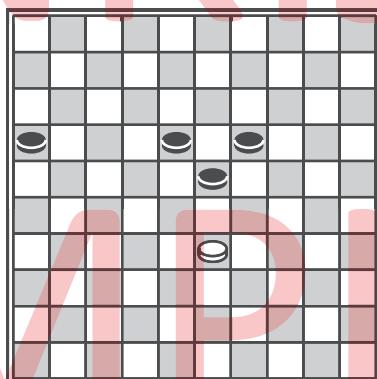


Diagram 391

Drie witte schijven

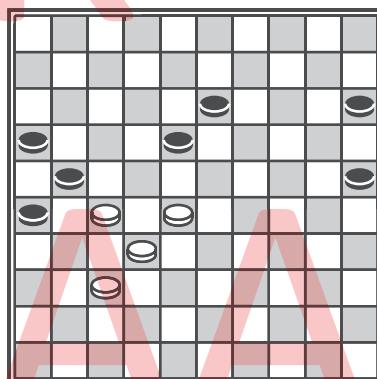


Diagram 392

Drie witte schijven

### 23.1 Positiespel IV: Spelen met een plan

Opdracht: **Noteer** de winnende zet(ten) voor wit en omcirkel om welke actie het gaat.

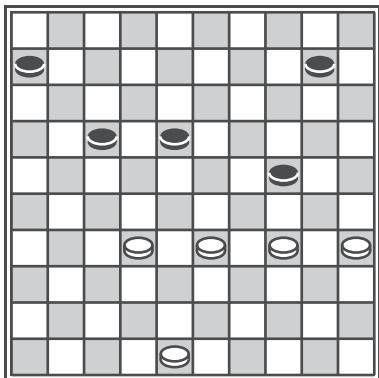


Diagram 393 [1]

Zet:

- A. Aanvallen
- B. Vastzetten
- C. Doorbreken

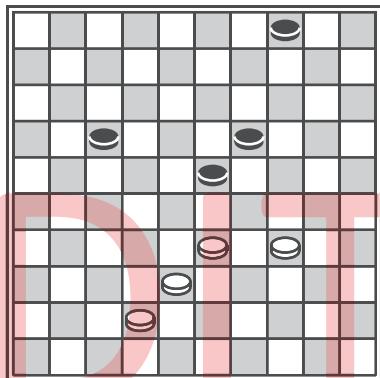


Diagram 394 [2]

Zet:

- A. Aanvallen
- B. Vastzetten
- C. Doorbreken

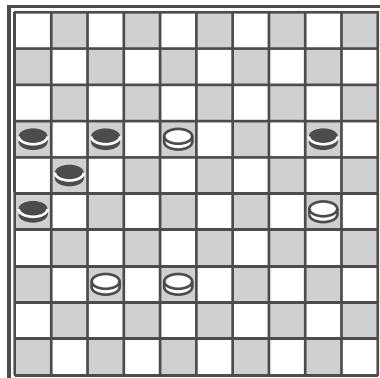


Diagram 395 [1]

Zet:

- A. Aanvallen
- B. Vastzetten
- C. Doorbreken

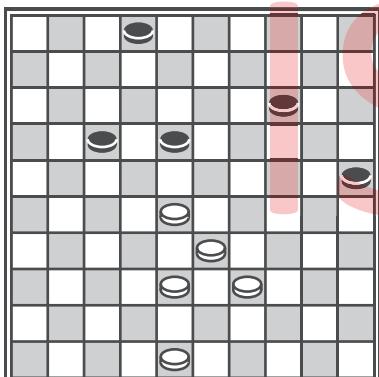


Diagram 396 [2]

Zet:

- A. Aanvallen
- B. Vastzetten
- C. Doorbreken

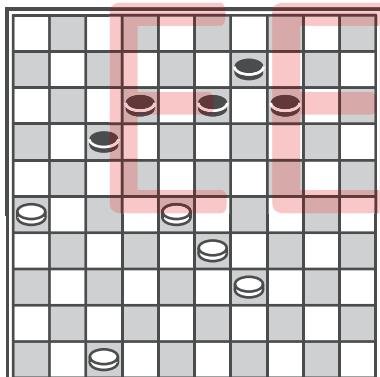


Diagram 397 [2]

Zet:

- A. Aanvallen
- B. Vastzetten
- C. Doorbreken

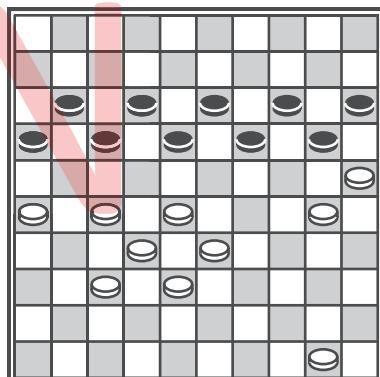


Diagram 398 [1]

Zet:

- A. Aanvallen
- B. Vastzetten
- C. Doorbreken

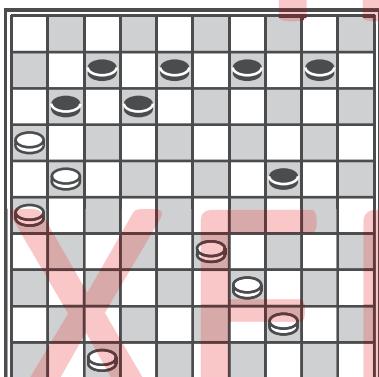


Diagram 399 [2]

Zet:

- A. Aanvallen
- B. Vastzetten
- C. Doorbreken

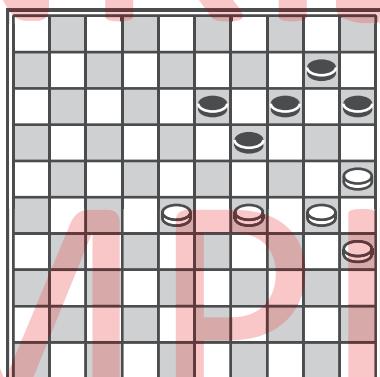


Diagram 400 [1]

Zet:

- A. Aanvallen
- B. Vastzetten
- C. Doorbreken

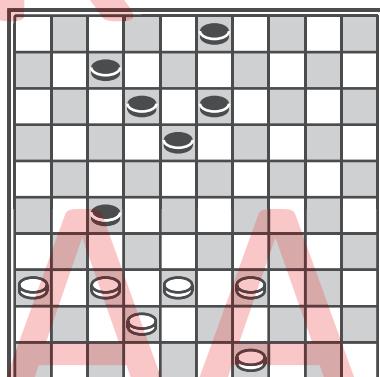


Diagram 401 [1]

Zet:

- A. Aanvallen
- B. Vastzetten
- C. Doorbreken



## 24.1 Combineren IX: Opentrekken

Opdracht: Door schijven van zwart te verwijderen, creëer je een weggetje voor een zetje.

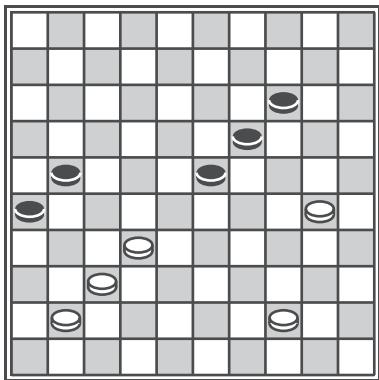


Diagram 411 [2]

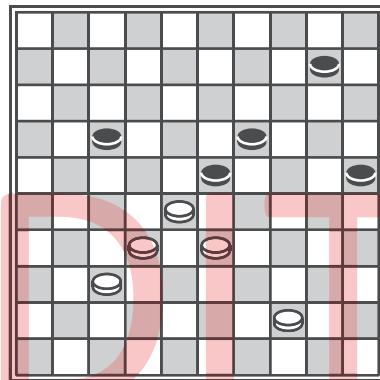


Diagram 412 [2]

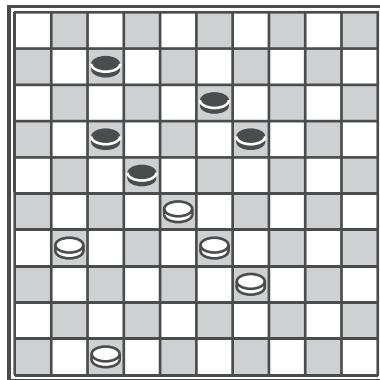


Diagram 413 [2]

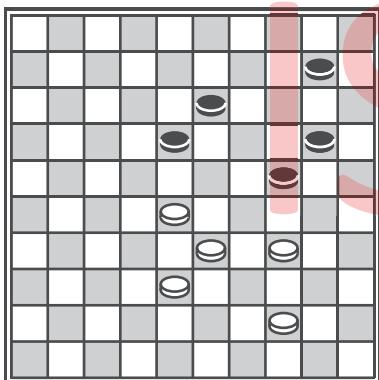


Diagram 414 [2]

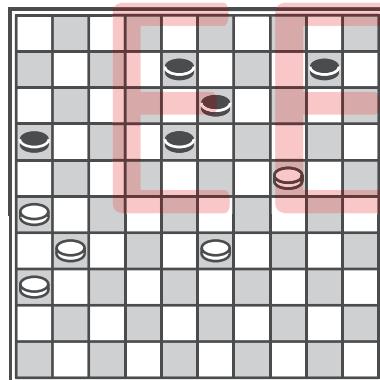


Diagram 415 [2]

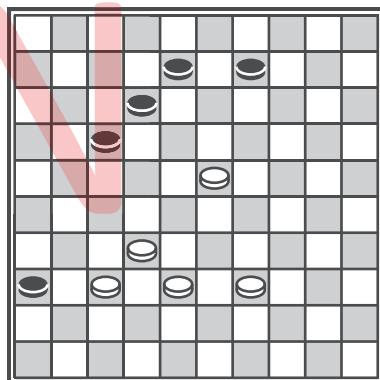


Diagram 416 [2]

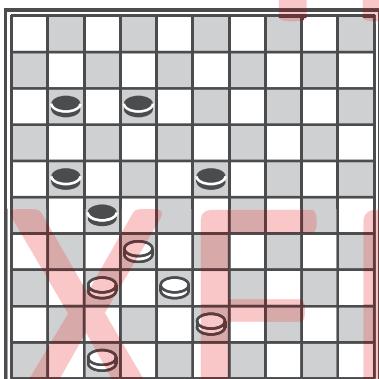


Diagram 417 [2]

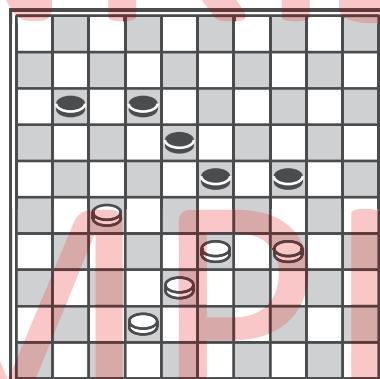


Diagram 418 [2]

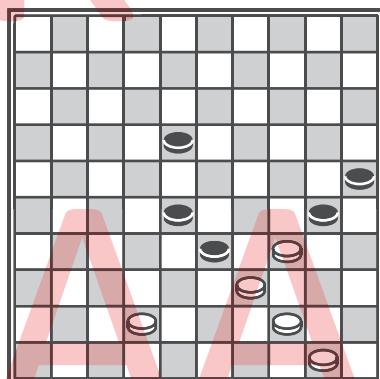


Diagram 419 [2]

## 24.2 Combineren IX: Opentrekken

Opdracht: Nogmaals gaan we proberen een schijf van zwart open te trekken.

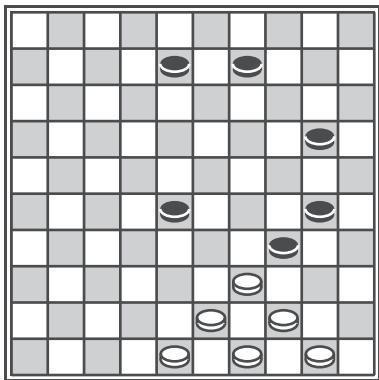


Diagram 420 [2]

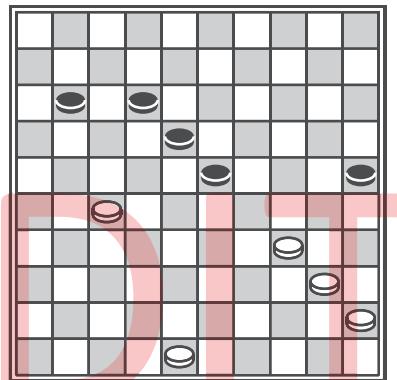


Diagram 421 [2]

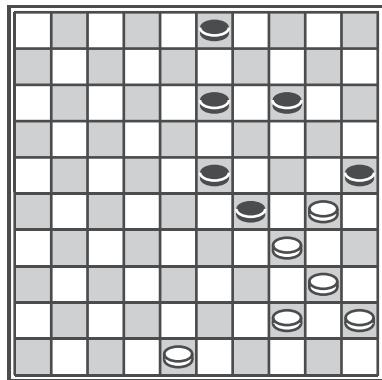


Diagram 422 [2]

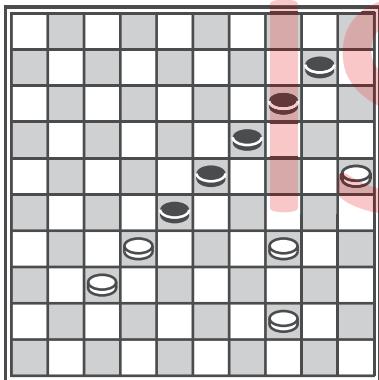


Diagram 423 [2]

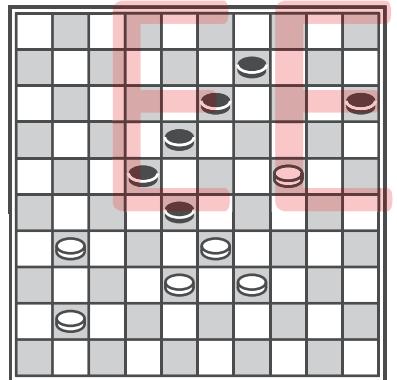


Diagram 424 [2]

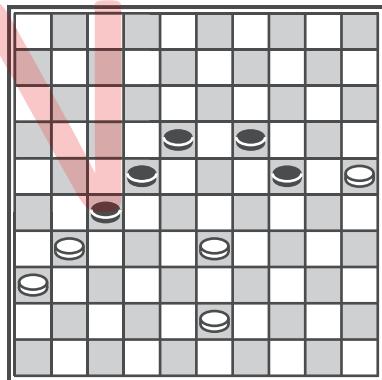


Diagram 425 [2]

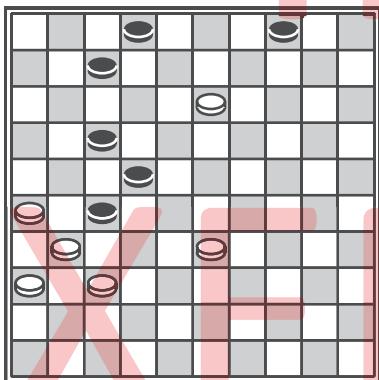


Diagram 426 [2]

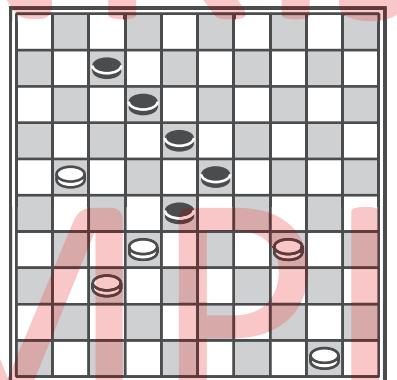


Diagram 427 [2]

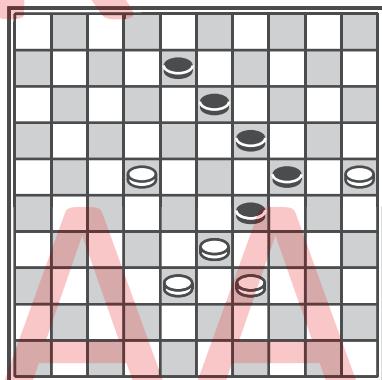


Diagram 428 [2]

## 25.1 Combineren X: Ontruimen

Opdracht: Wit maakt de weg vrij voor een zetje door bepaalde zwarte schijven te ontruimen.

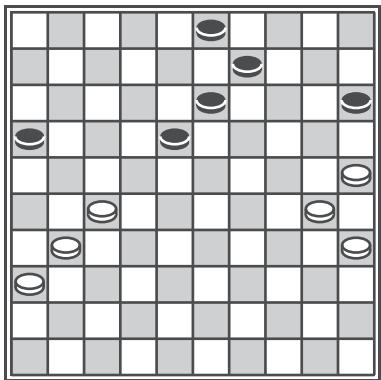


Diagram 429 [2]

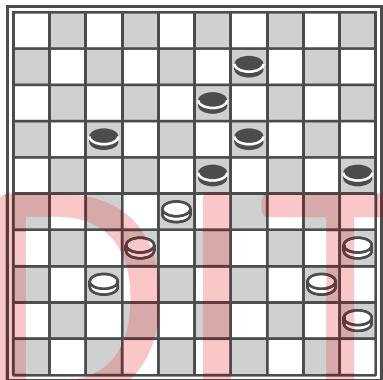


Diagram 430 [2]

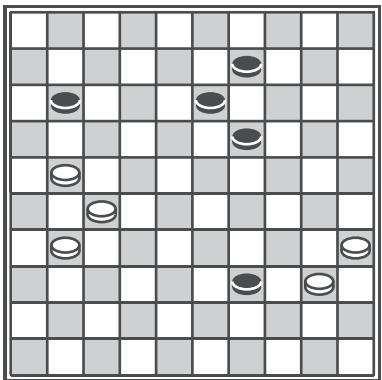


Diagram 431 [2]

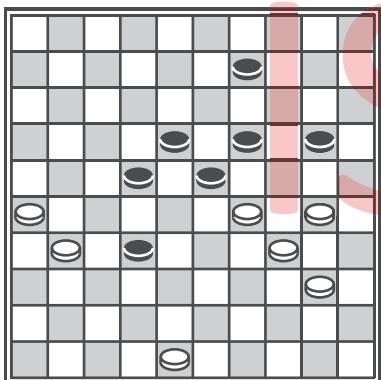


Diagram 432 [2]

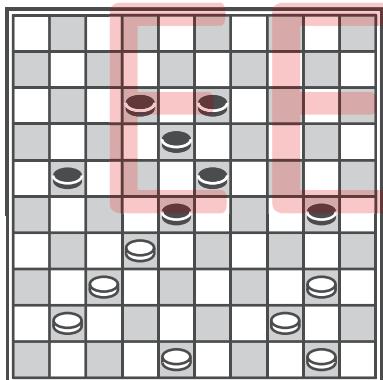


Diagram 433 [2]

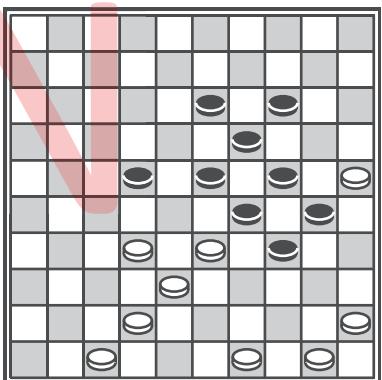


Diagram 434 [2]

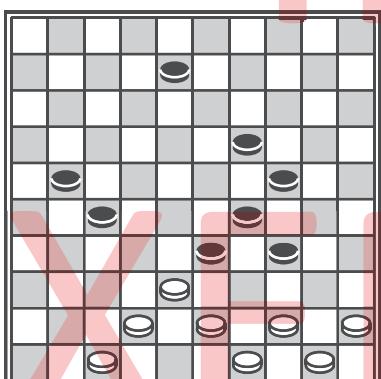


Diagram 435 [2]

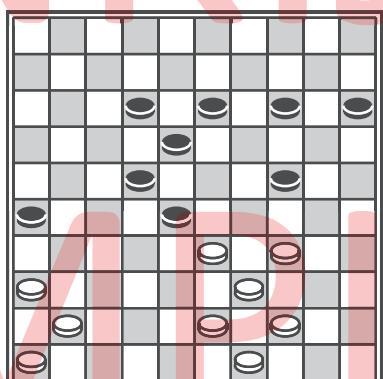


Diagram 436 [2]

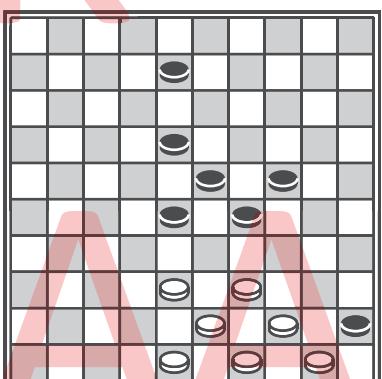


Diagram 437 [2]

## 25.2 Combineren X: Ontruimen

Opdracht: Verwijder nogmaals een aantal zwarte schijven en combineer!

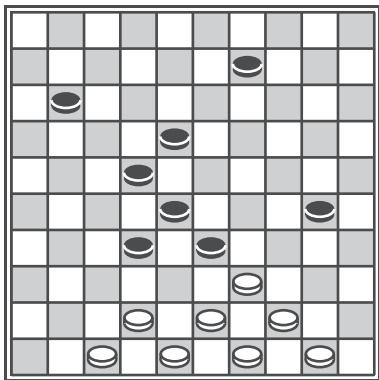


Diagram 438 [2]

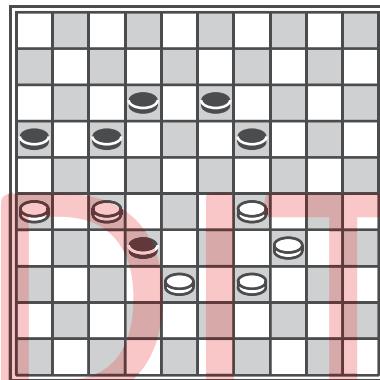


Diagram 439 [2]

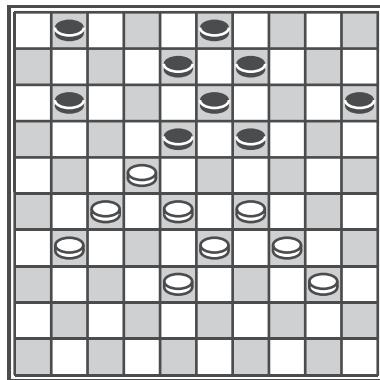


Diagram 440 [2]

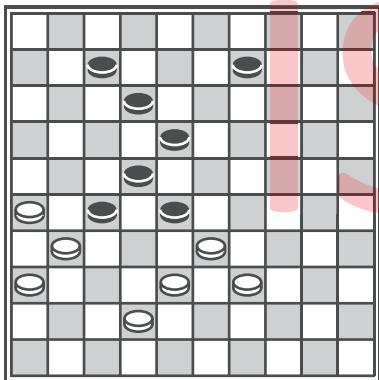


Diagram 441 [2]

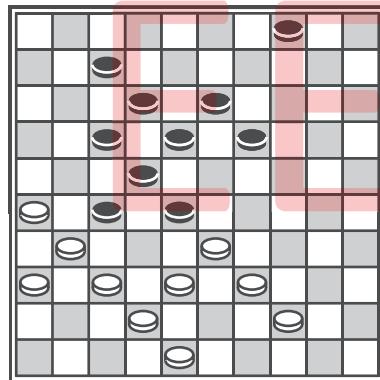


Diagram 442 [2]

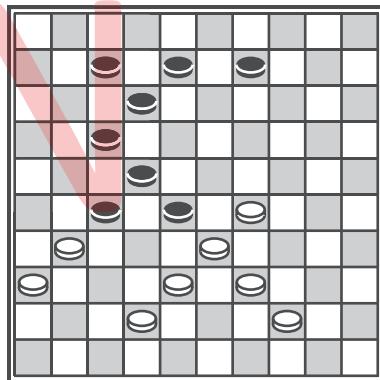


Diagram 443 [2]

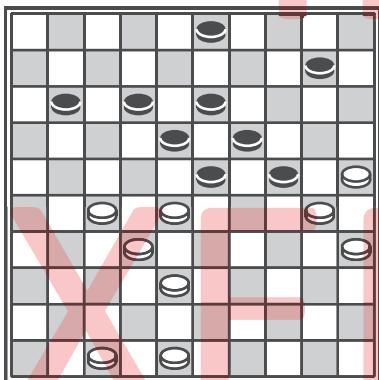


Diagram 444 [2]

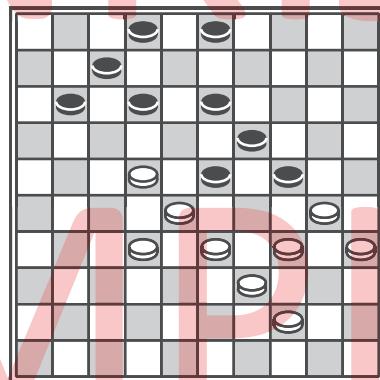


Diagram 445 [2]

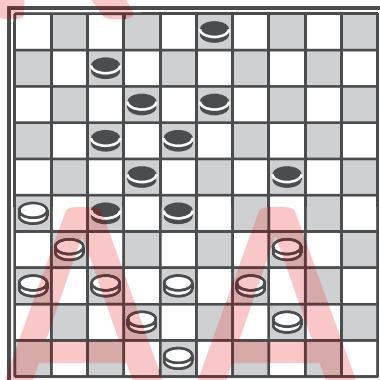


Diagram 446 [2]

## 26. Eerst ruilen, dan aanvallen

Opdracht: Soms moet je eerst een sterke ruil doen om vervolgens een schijf aan te vallen.

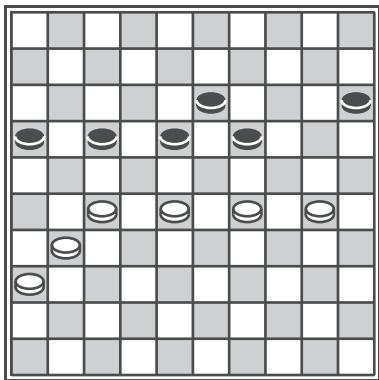


Diagram 447 [2]

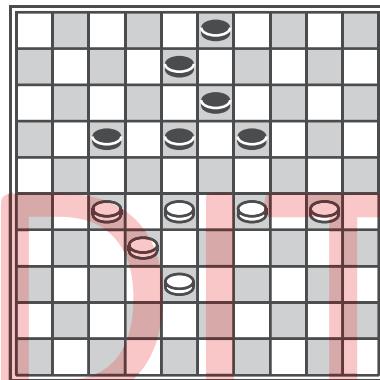


Diagram 448 [2]

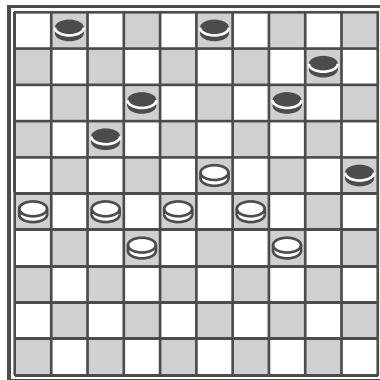


Diagram 449 [2]

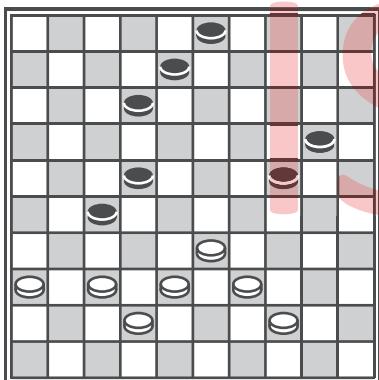


Diagram 450 [2]

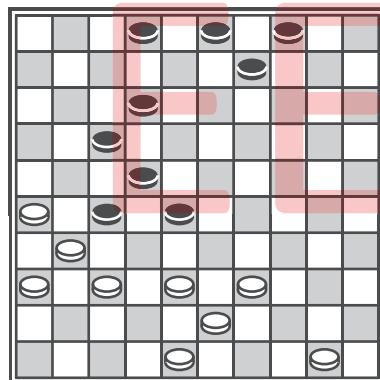


Diagram 451 [2]

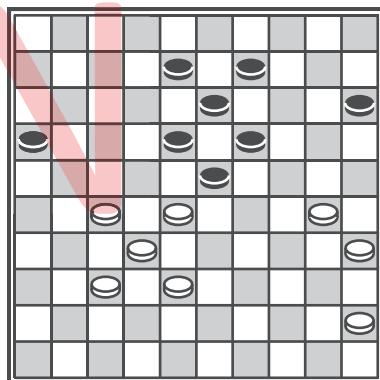


Diagram 452 [2]

Noteer ook de slag!

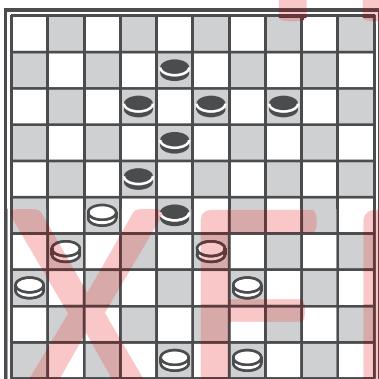


Diagram 453 [2]

Noteer ook de slag!

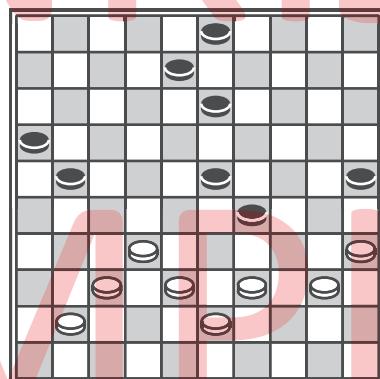


Diagram 454 [2]

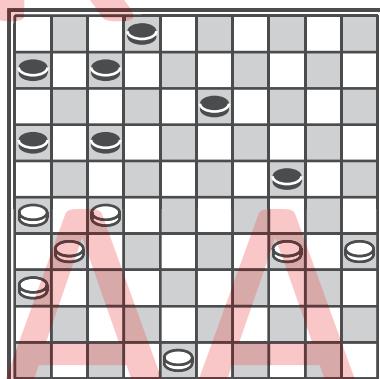


Diagram 455 [3]

## 27. Analyseren

Opdracht: Onderzoek wat er in de onderstaande diagrammen mogelijk is. Wit speelt en wint!

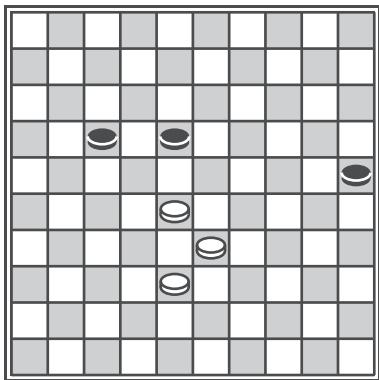


Diagram 456 [2]

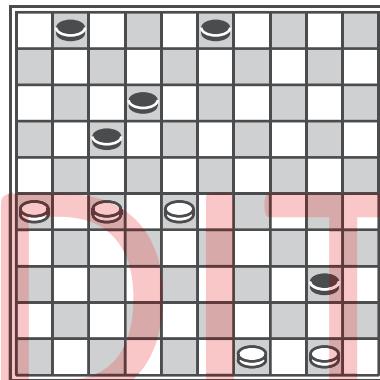


Diagram 457 [1]

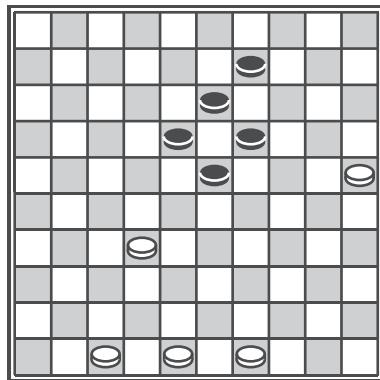


Diagram 458 [1]

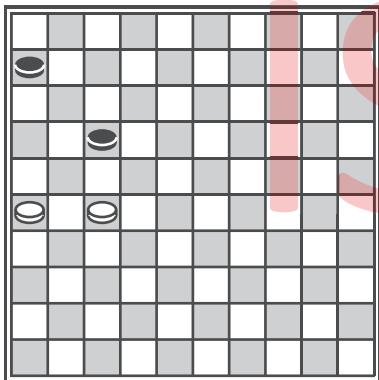


Diagram 459 [4]

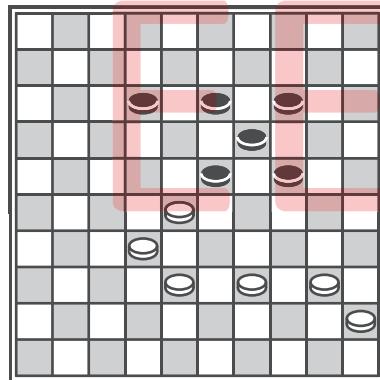


Diagram 460 [1]

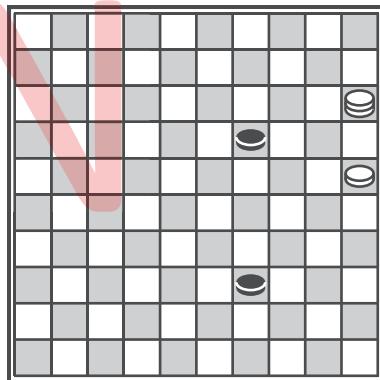


Diagram 461 [1]

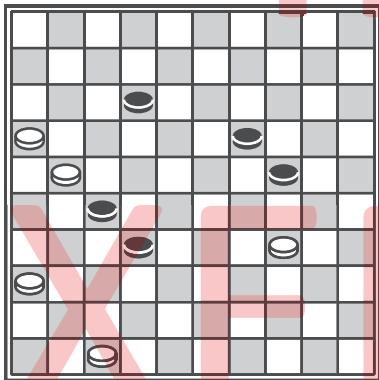


Diagram 462 [3]

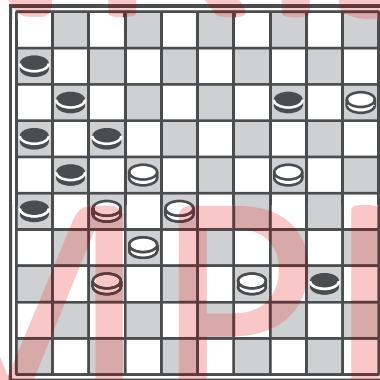


Diagram 463 [1]

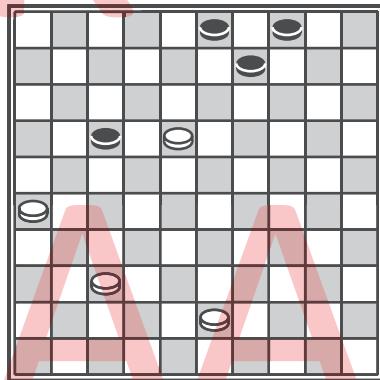
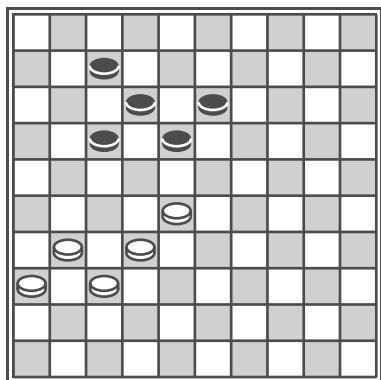


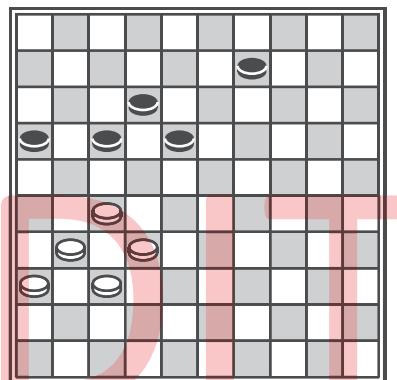
Diagram 464 [2]

## 28.1 Combineren XI: Schommel slag

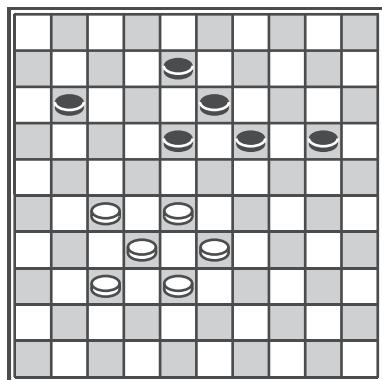
Opdracht: Wit haalt een zetje uit door een zwarte schijf heen en weer te gooien.



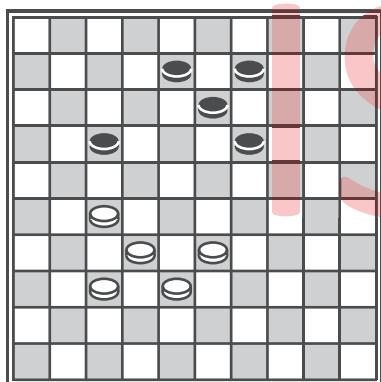
## Diagram 465 [2]



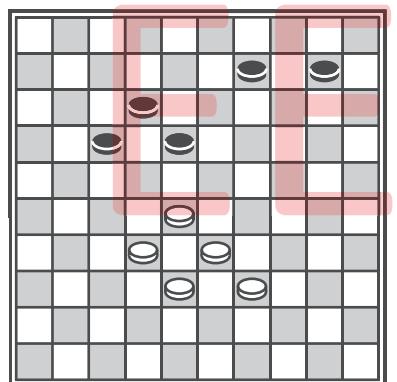
## Diagram 466 [2]



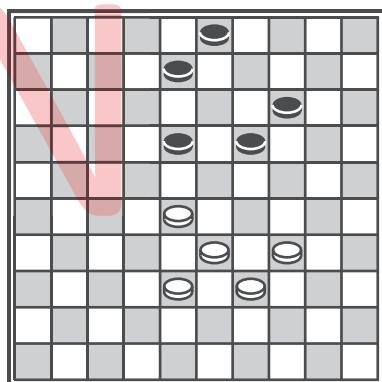
## Diagram 467 [2]



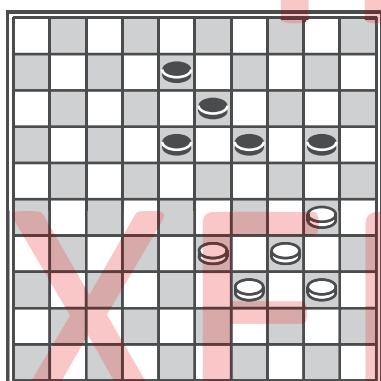
## Diagram 468 [2]



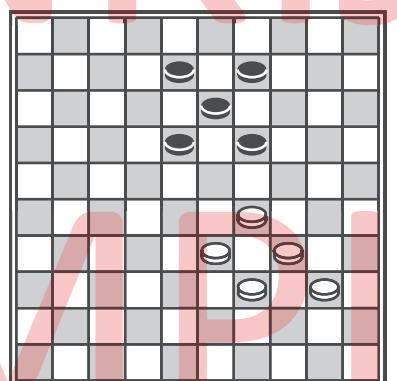
### Diagram 469 [2]



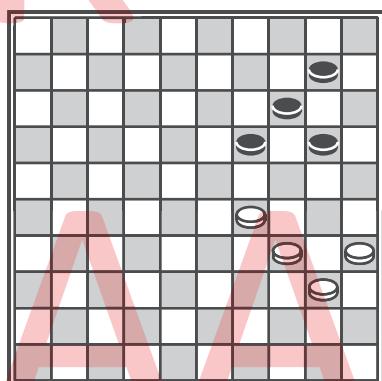
## Diagram 470 [2]



## Diagram 471 [2]



### Diagram 472 [2]



## Diagram 473 [2]

## 28.2 Combineren XI: Schommel slag

Opdracht: Ook nu gaan we één bepaalde schijf gebruiken als een boomerang.

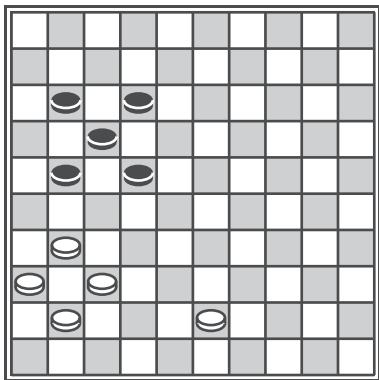


Diagram 474 [2]

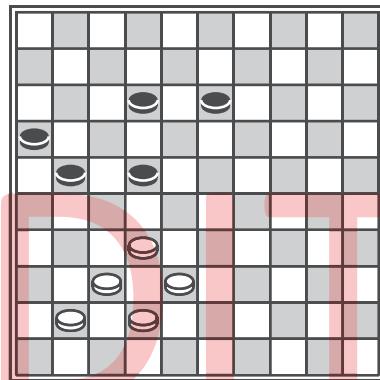


Diagram 475 [2]

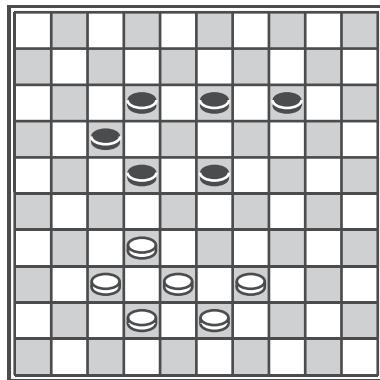


Diagram 476 [2]

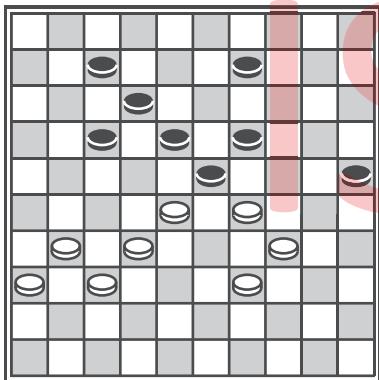


Diagram 477 [2]

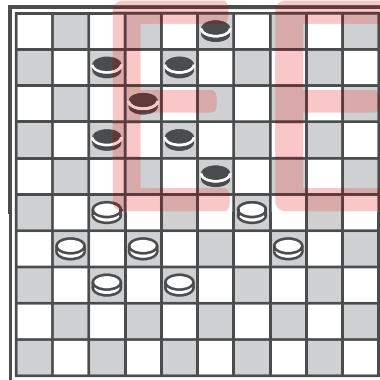


Diagram 478 [2]

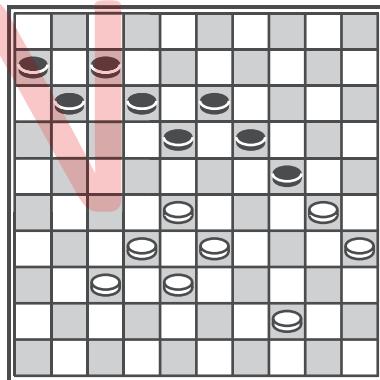


Diagram 479 [2]

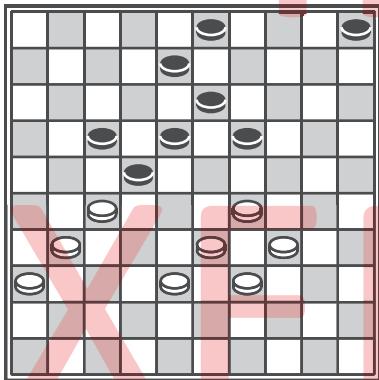


Diagram 480 [2]

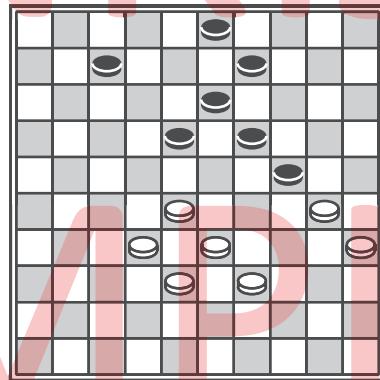


Diagram 481 [2]

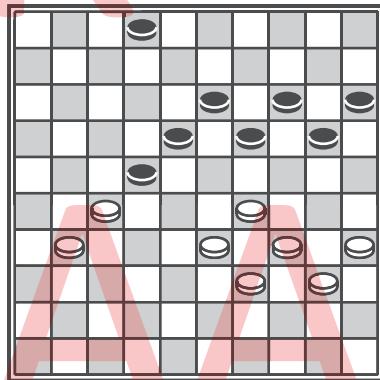


Diagram 482 [2]

## 29.1 Combineren XII: Openingscombinaties

Opdracht: De partij is nog maar net begonnen. Zie jij hoe wit al materiaalwinst neemt?

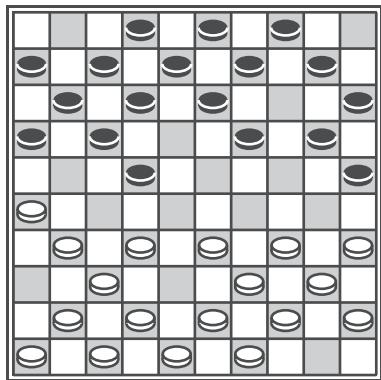


Diagram 483 [1]

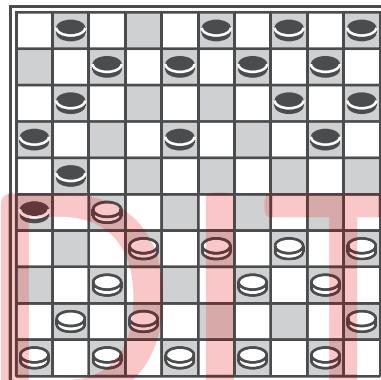


Diagram 484 [1]

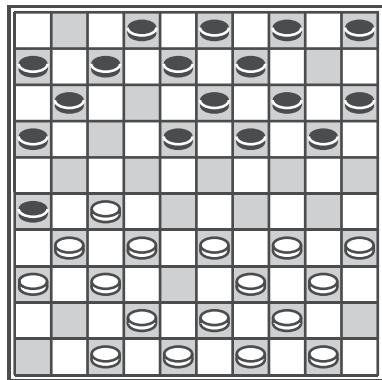


Diagram 485 [1]

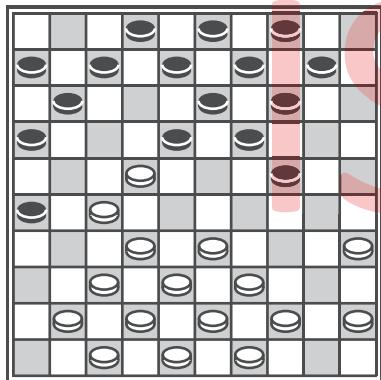


Diagram 486 [1]

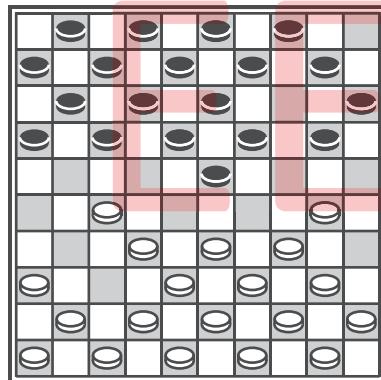


Diagram 487 [2]

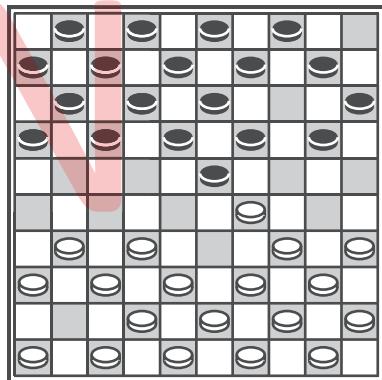


Diagram 488 [2]

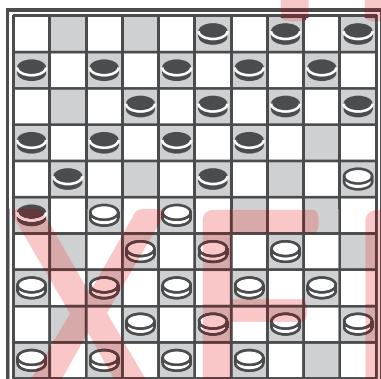


Diagram 489 [2]

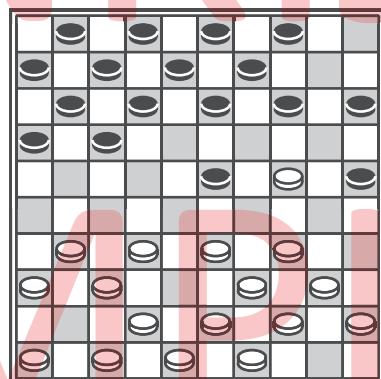


Diagram 490 [2]

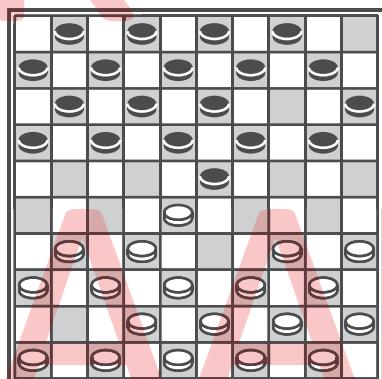


Diagram 491 [2]

## 29.2 Combineren XII: Openingscombinaties

Opdracht: Nu is zwart aan de beurt en gaat schijfwinst(en) nemen. Niet het boek omdraaien!

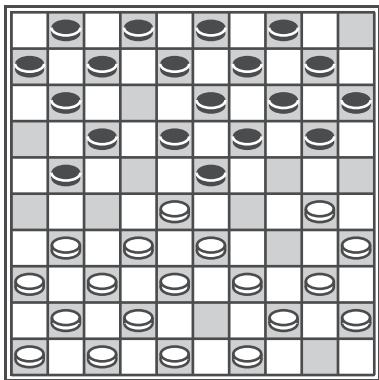


Diagram 492 [1]

Zwart wint

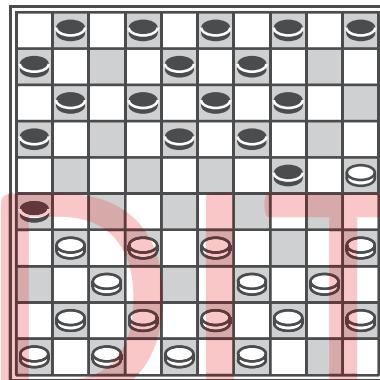


Diagram 493 [1]

Zwart wint

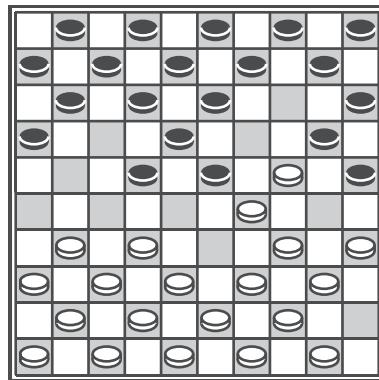


Diagram 494 [1]

Zwart wint

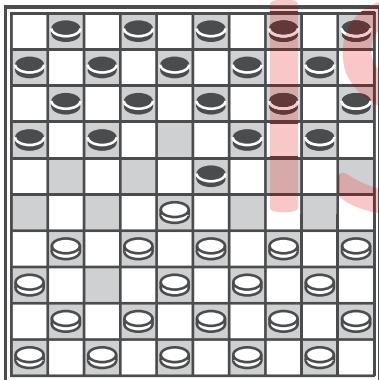


Diagram 495 [2]

Zwart wint

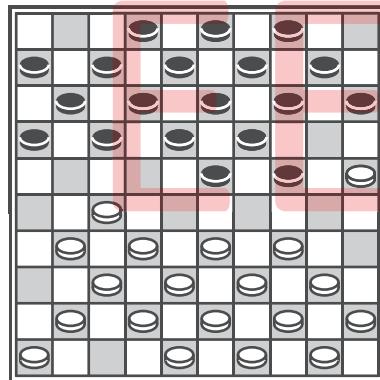


Diagram 496 [2]

Zwart wint

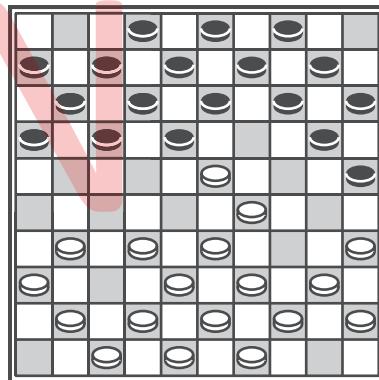


Diagram 497 [2]

Zwart wint

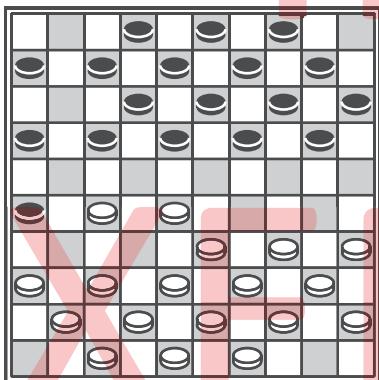


Diagram 498 [2]

Zwart wint

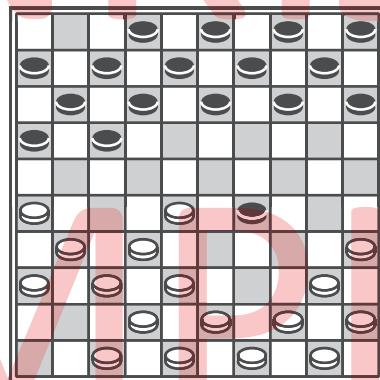


Diagram 499 [2]

Zwart wint

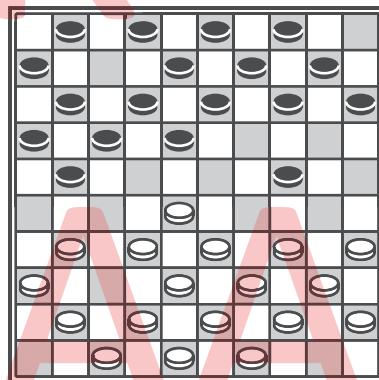


Diagram 500 [2]

Zwart wint

### 30. Eindspel I: Vangen van de dam

Opdracht: Al is een dam nog zo sterk, soms kan hij worden afgepakt. Zie jij hoe dat gaat?

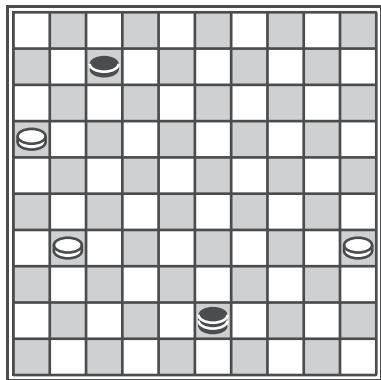


Diagram 501 [1]

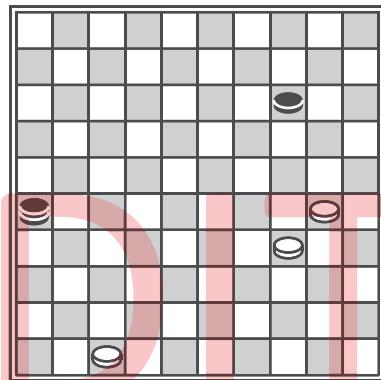


Diagram 502 [2]

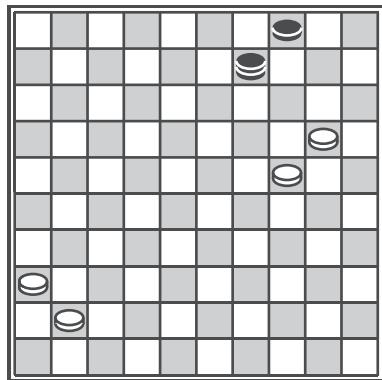


Diagram 503 [2]

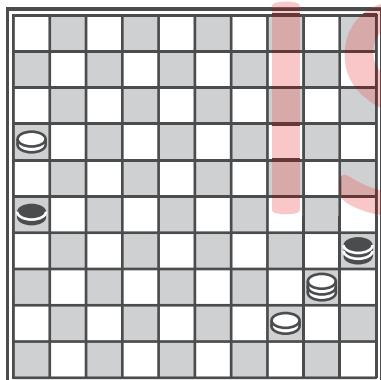


Diagram 504 [2]

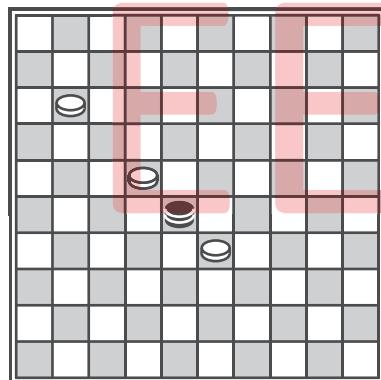


Diagram 505 [2]

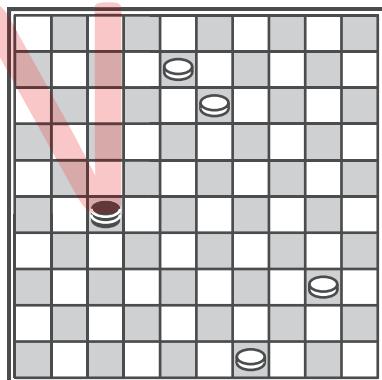


Diagram 506 [2]

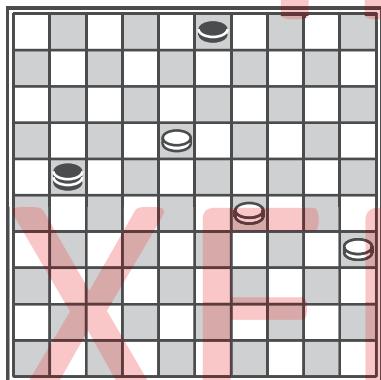


Diagram 507 [2]

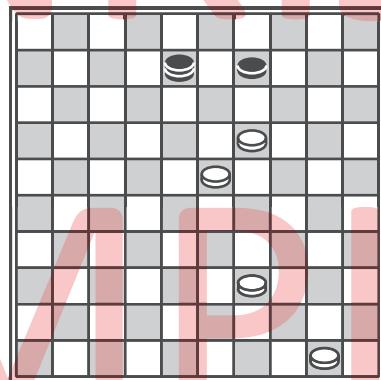


Diagram 508 [1]

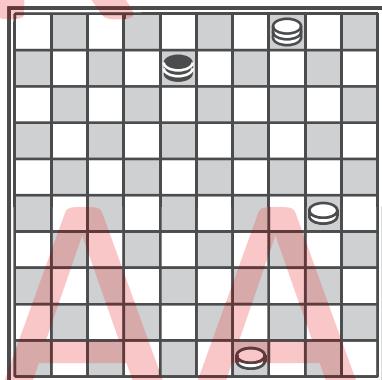


Diagram 509 [2]

### 31. Eindspel II: Opsluiten van de dam

Opdracht: Het is niet altijd nodig om de dam te vangen. Soms kan je de dam ook vastzetten!

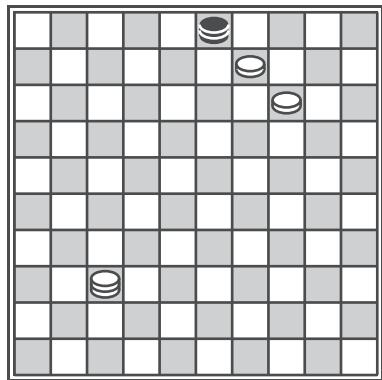


Diagram 510 [1]

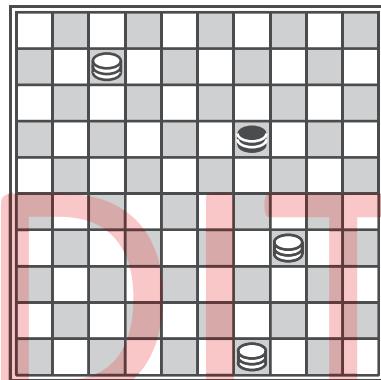


Diagram 511 [2]

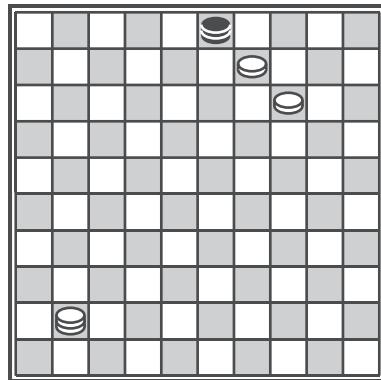


Diagram 512 [2]

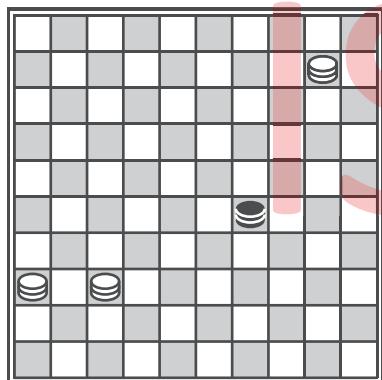


Diagram 513 [2]

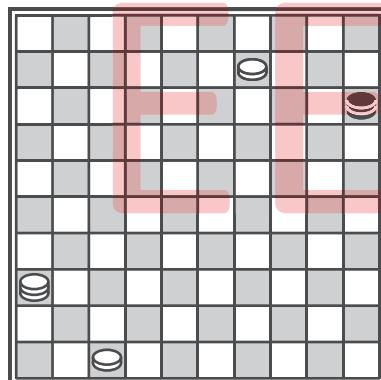


Diagram 514 [3]

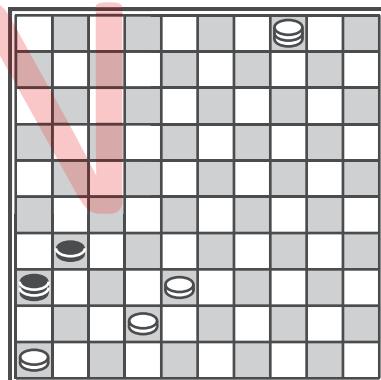


Diagram 515 [1]

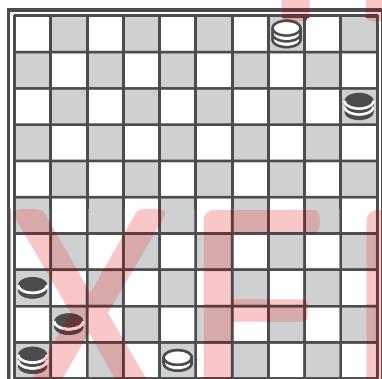


Diagram 516 [2]

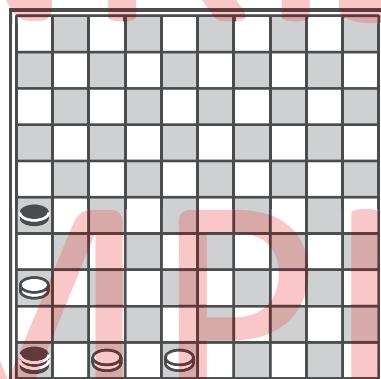


Diagram 517 [2]

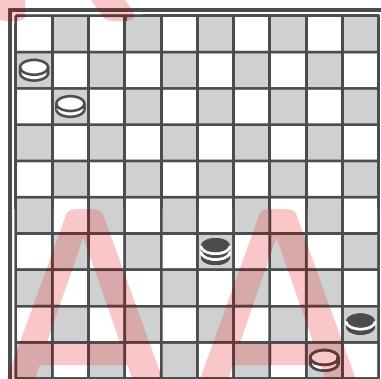


Diagram 518 [3]

## 32. Eindspel III: Werken met de dam

Opdracht: Een dam kan heel sterk zijn. In de volgende eindspelen werkt de dam goed mee.

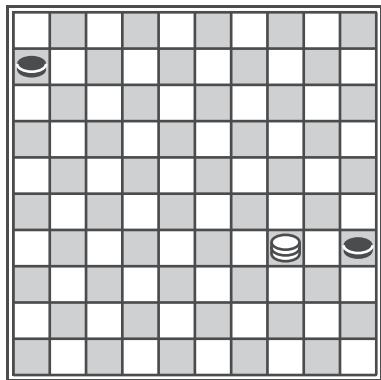


Diagram 519 [1]

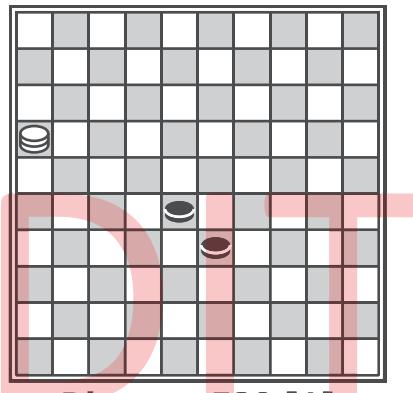


Diagram 520 [1]

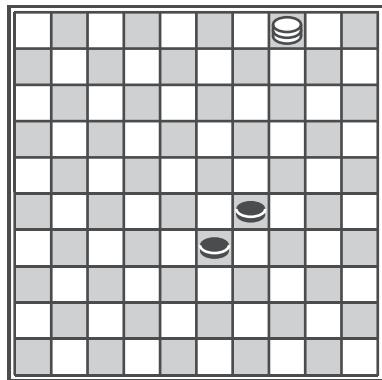


Diagram 521 [1]

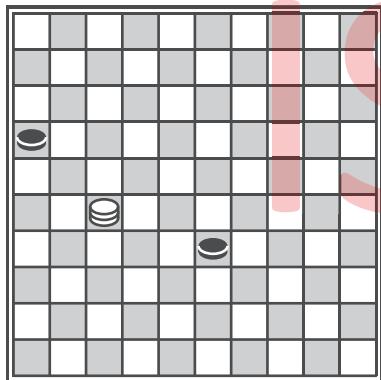


Diagram 522 [1]

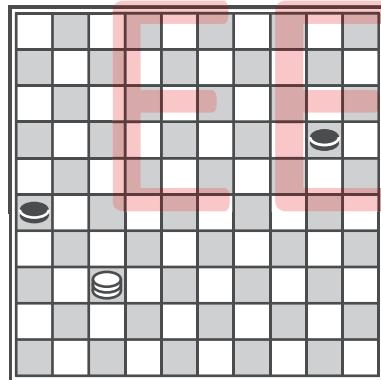


Diagram 523 [2]

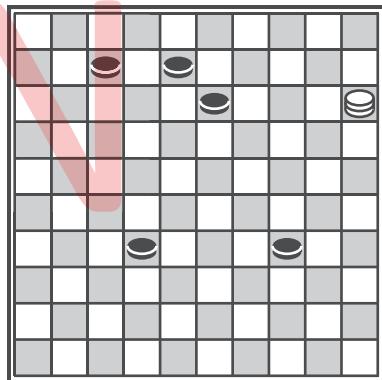


Diagram 524 [2]

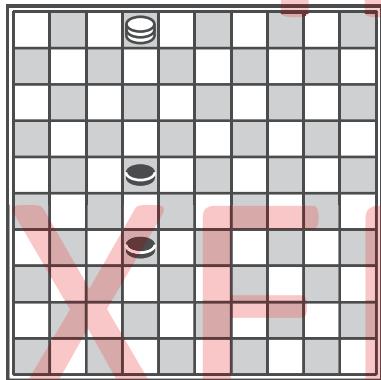


Diagram 525 [2]

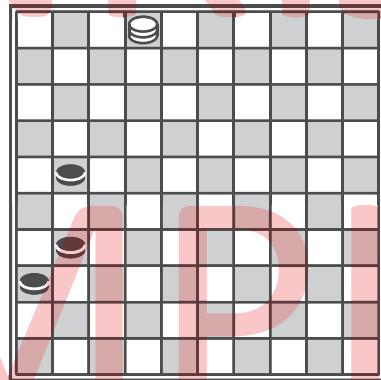


Diagram 526 [2]

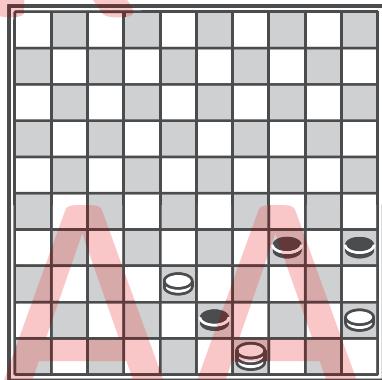


Diagram 527 [1]

### 33.1 Rekenen

Opdracht: Probeer de onderstaande opdrachten en de bijbehorende vragen te maken.

#### Opdracht 1

Maak de onderstaande vragen en lees nauwkeurig.

A. Hoeveel zetten kan wit doen?

.....

B. Op welke vier manieren kan wit hier ruilen?

.....

C. Wit kan deze partij winnen. Hoe doet hij dat dan?

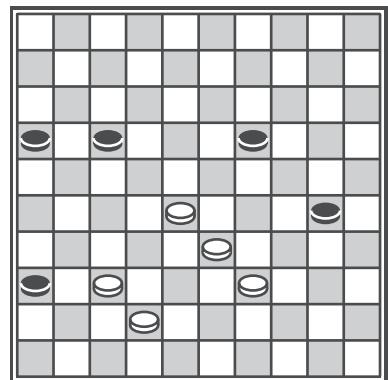


Diagram 528

#### Opdracht 2

Wit speelde hier een sterke zet **1. 33-29!**. Zwart heeft nu weinig speelruimte omdat hij opgesloten staat in een zogeheten kettingstelling.

A. Hoe wint wit na 1. ... 07-12?

.....

B. Hoe wint wit na 1. ... 08-12?

.....

C. Hoe wint wit na 1. ... 09-14?

.....

D. Hoe wint wit na 1. ... 11-17?

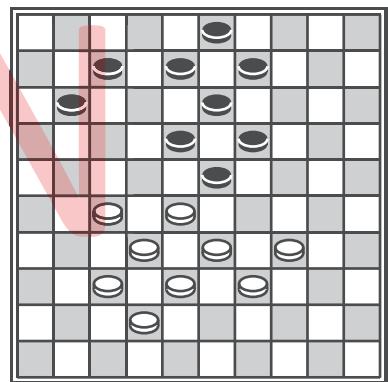


Diagram 529

Zwart speelde **1. ... 11-16**. Nu kan wit geen zetje uithalen. Wit vervolgde de partij met **2. 39-33!**.

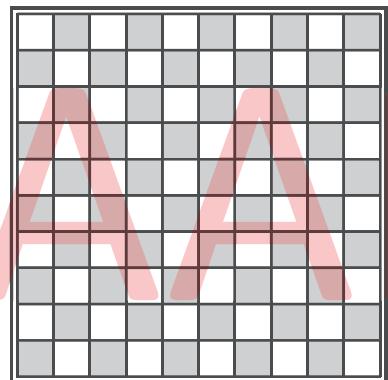
E. Teken de stand in het lege diagram.

.....

F. Hoe wint wit na 1. ... 07-11?

.....

G. Hoe wint wit na 1. ... 08-12?



### 33.2 Rekenen

Opdracht: Probeer de onderstaande opdrachten en de bijbehorende vragen te maken.

#### Opdracht 1

Maak de onderstaande vragen en lees nauwkeurig.

A. Hoeveel randschijven heeft zwart?

.....

B. Hoeveel schijven heeft wit in het centrum?

.....

C. Wat is de beste zet voor wit?

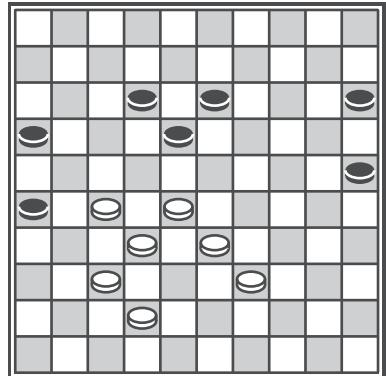


Diagram 530

28-22

42-38

39-34

#### Opdracht 2

Er is een lastig eindspel op bord gekomen. Wit probeert met zijn sterke dam de zwarte schijven vast te zetten.

A. De schijven 23 en 32 staan op de

Tric-trac lijn

Lange lijn

Aanvalslinie

B. De dam op 15 staat op de

Witte lange vleugel

Centrum

Witte korte vleugel

Wit speelt **1. 15-20!**. Een stille zet. Nu is het eindspel gewonnen.

C. Hoe wint wit na 1. ... 23-28?

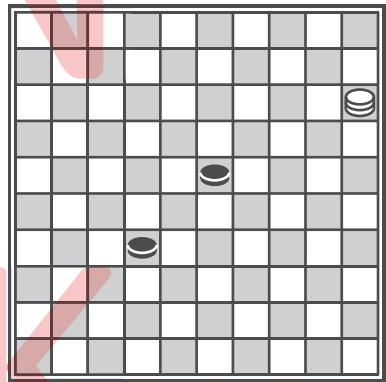
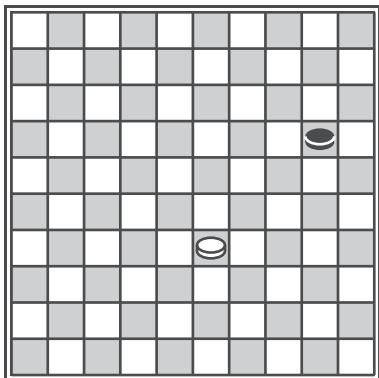


Diagram 531

D. Hoe wint wit na 1. ... 32-37?

### 34.1 Voorspel de uitslag

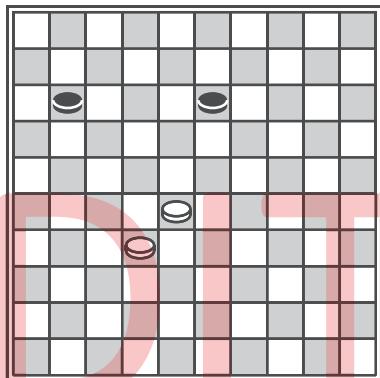
Opdracht: Wit is aan zet. Wat wordt de uitslag van de partij? Omcirkel het juiste antwoord.



**Diagram 532**

33-29 (20-25) 29-24 (25-30)

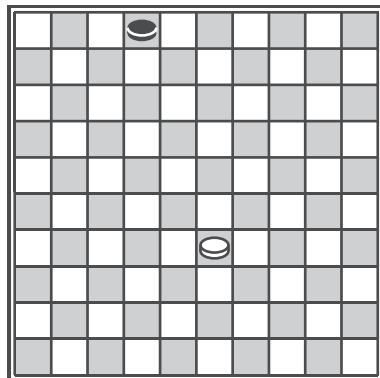
- A. 2-0
- B. 1-1
- C. 0-2



**Diagram 533**

28-23 (11-17) 32-27

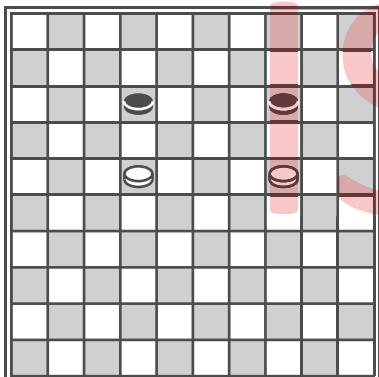
- A. 2-0
- B. 1-1
- C. 0-2



**Diagram 534**

33-28 (02-08) 28-22 (08-12)

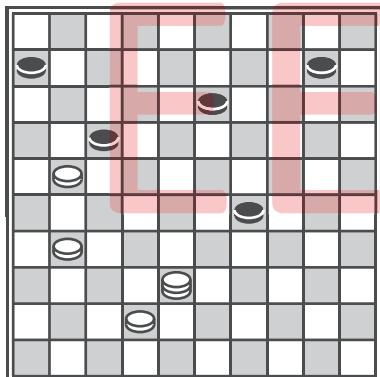
- A. 2-0
- B. 1-1
- C. 0-2



**Diagram 535**

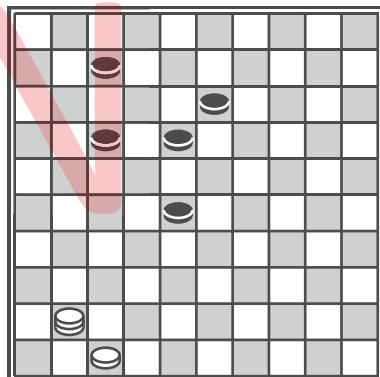
22-18 (12x23) 24-19 (14-20)

- A. 2-0
- B. 1-1
- C. 0-2



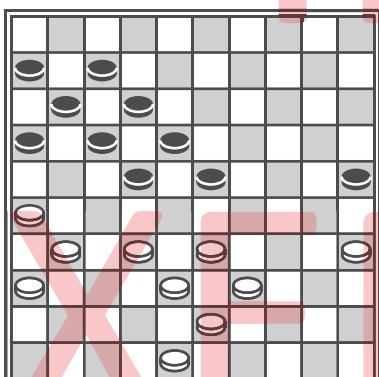
**Diagram 536**

- A. 2-0
- B. 1-1
- C. 0-2



**Diagram 537**

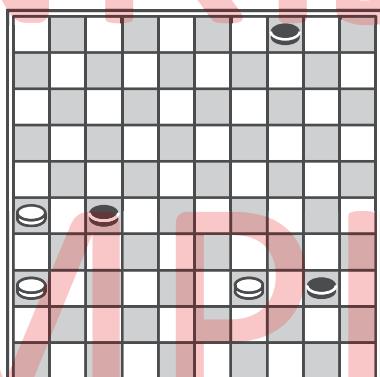
- A. 2-0
- B. 1-1
- C. 0-2



**Diagram 538**

32-28 (23x32) 38x27

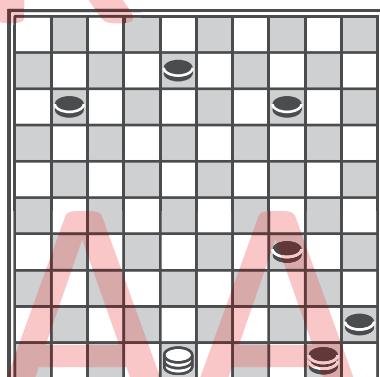
- A. 2-0
- B. 1-1
- C. 0-2



**Diagram 539**

1. 36-31 2. 39-34 3. 26-21

- A. 2-0
- B. 1-1
- C. 0-2

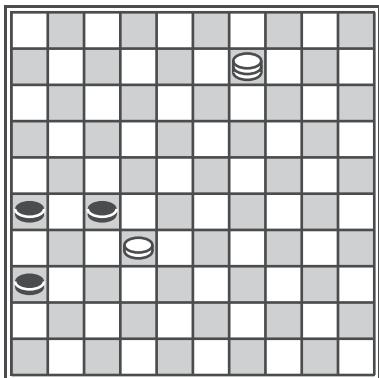


**Diagram 540**

- A. 2-0
- B. 1-1
- C. 0-2

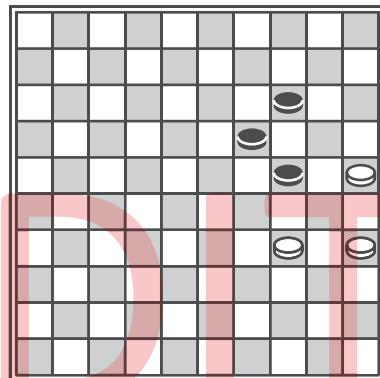
## 34.2 Voorspel de uitslag

Opdracht: We gaan nogmaals in de toekomst kijken wat de uitslag wordt. Denk goed na!



**Diagram 541**

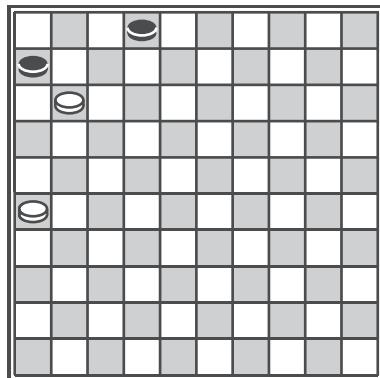
- A. 2-0
- B. 1-1
- C. 0-2



**Diagram 542**

35-30 (24x35) 34-29

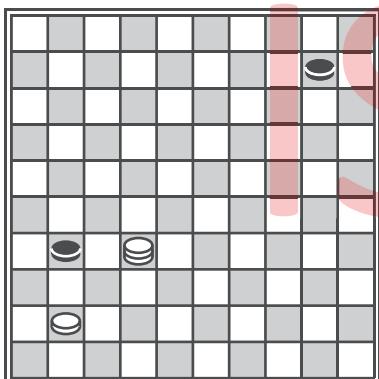
- A. 2-0
- B. 1-1
- C. 0-2



**Diagram 543**

11-07 (02x11) 26-21

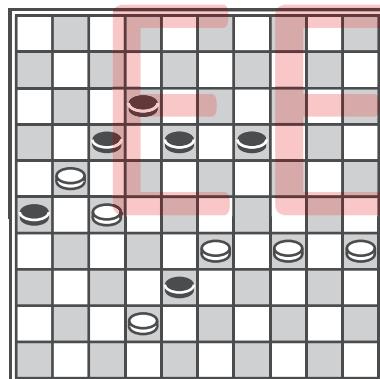
- A. 2-0
- B. 1-1
- C. 0-2



**Diagram 544**

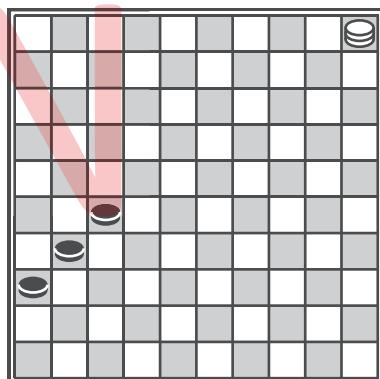
Zwart aan zet

- A. 2-0
- B. 1-1
- C. 0-2



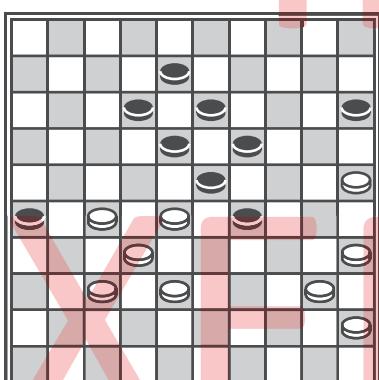
**Diagram 545**

- 27-22
- A. 2-0
- B. 1-1
- C. 0-2



**Diagram 546**

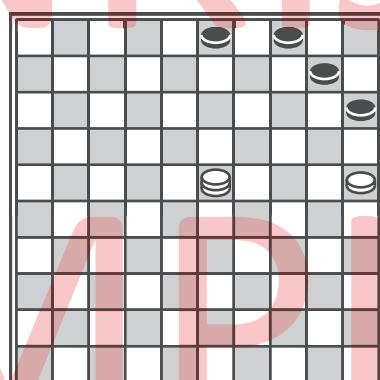
- 05-46
- A. 2-0
- B. 1-1
- C. 0-2



**Diagram 547**

25-20 (15x24) 28-22

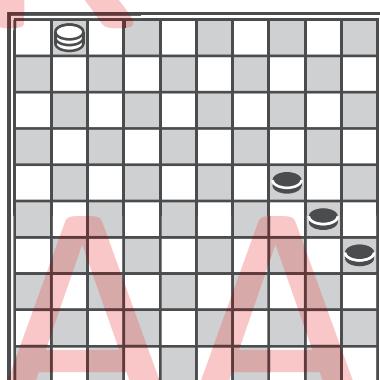
- A. 2-0
- B. 1-1
- C. 0-2



**Diagram 548**

23x5 (15-20) 25x14 (04-10)

- A. 2-0
- B. 1-1
- C. 0-2



**Diagram 549**

- 01-45
- A. 2-0
- B. 1-1
- C. 0-2

### 34.3 Voorspel de uitslag

Opdracht: De laatste bladzijde van het boek! Knap gedaan! Je kan voor Damdiploma Zwart!

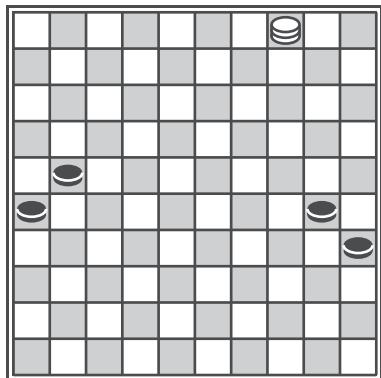


Diagram 550

04-18

- A. 2-0
- B. 1-1
- C. 0-2

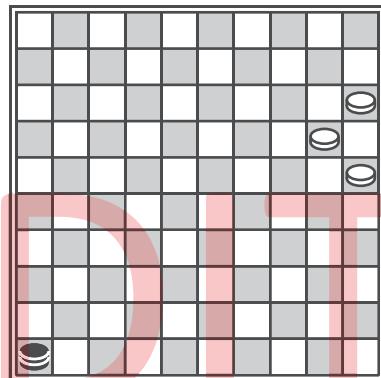


Diagram 551

- A. 2-0
- B. 1-1
- C. 0-2

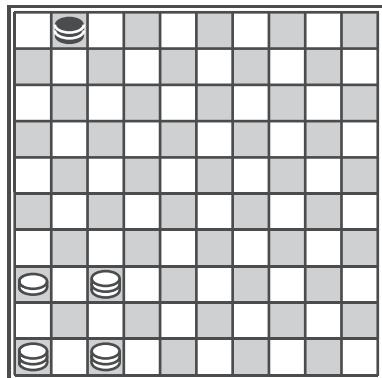


Diagram 552

- A. 2-0
- B. 1-1
- C. 0-2

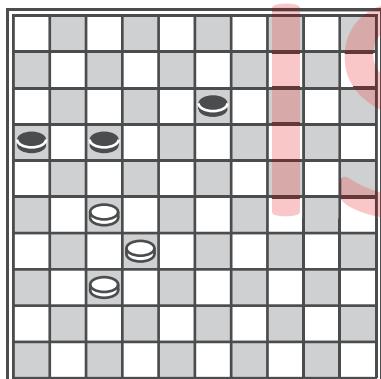


Diagram 553

27-22 (17x28) 2. 32x23

- A. 2-0
- B. 1-1
- C. 0-2

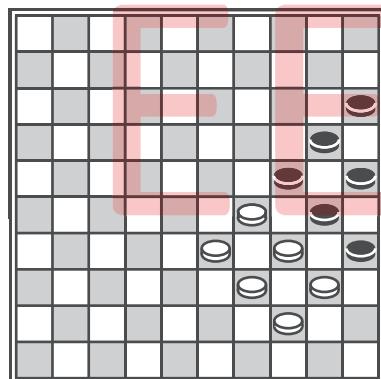


Diagram 554

- A. 2-0
- B. 1-1
- C. 0-2

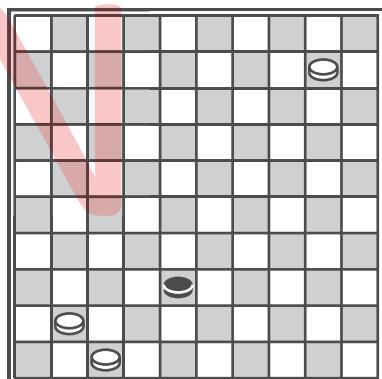


Diagram 555

- A. 2-0
- B. 1-1
- C. 0-2

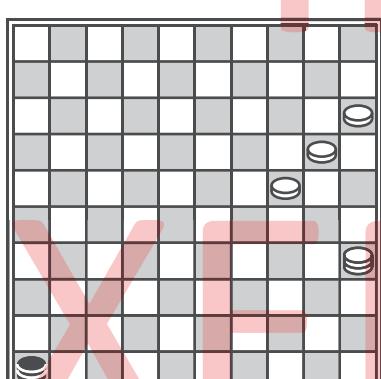


Diagram 556

- A. 2-0
- B. 1-1
- C. 0-2

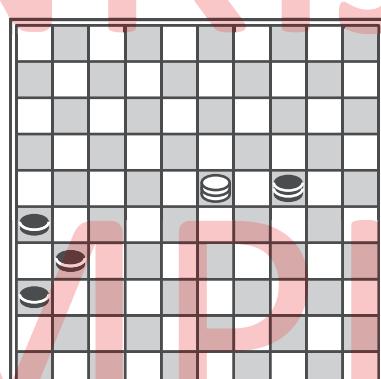


Diagram 557

- A. 2-0
- B. 1-1
- C. 0-2

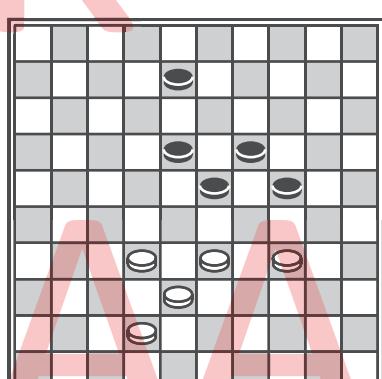


Diagram 558

- A. 2-0
- B. 1-1
- C. 0-2