

NIVEAU 3

DIT DAMWERKBOEK

Niveau 3 Damdiploma's: WIT & ZWART

IS EEN

Naam

INKIJK

Versie: 2017

EXEMPLAAR

DAMWERKBOEK VOOR DE JEUGDDAMMER

DIT
IS EEN
INKIJK
EXEMPLAAR

Inleiding

Met dit werkboek verkrijg je de damkennis voor het behalen van je vierde en vijfde damdiploma Niveau 3: Wit en Zwart! Het is opgebouwd uit verschillende leerzame hoofdstukken. Bij elk hoofdstuk staat aangegeven waar het over gaat. De eerste twintig hoofdstukken staan gelijk aan Damdiploma Wit. De laatste negentien hoofdstukken staan gelijk aan Damdiploma Zwart. Het werkboek telt 568 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
	11		12	13
16		17	18	19
	21		22	23
26		27	28	29
	31		32	33
36		37	38	39
	41		42	43
46		47	48	49
				50

Wit

Hoe moet je een opdracht maken?

Wit speelt en wint

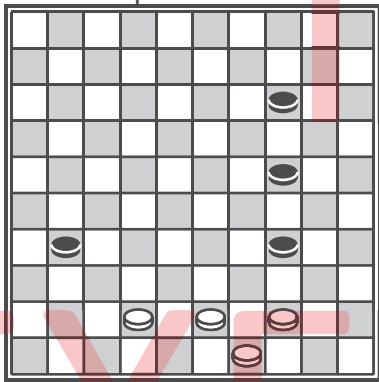


Diagram X
42-37, 43-38, 44-39

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	Haarlemmer	5
2	Coup Philippe	7
3	Kaatsingszet	9
4	Hielslag	11
5	Coup Royal	13
6	Zetje van Weiss	15
7	Herken de naam van de combinatie	17
8	Dwangzet	18
9	Dreiging	20
10	Basiskennis I: Formaties	21
11	Staart en vork	23
12	Stille zet	24
13	Lokzet	25
14	Aanvallen	27
15	Verdedigen	28
16	Ruilen	29
17	Offer	30
18	Positiespel I: Zoek de beste zet	31
19	Positiespel II: Tegenstander vastzetten	32
20	Combineren I: Slagjes met schijf	32
21	Combineren II: Slagjes met schijf	33
22	Doorbreken	36
23	Doorbraakcombinaties	39
24	Damcombinaties	43
25	Basiskennis II: Systemen	45
26	Positiespel III: Mooie plekjes	47
27	Combineren III: Slagjes met schijf	49
28	Combineren IV: Slagjes met schijf	50
29	Voorstellingsvermogen	52
30	Basiskennis III: De opbouw	54
31	Basiskennis IV: Een aanknopingspunt	56
32	Coup Napoleon	58
33	Achterlopen is gevaarlijk	60
34	Positiespel IV: Taxeren	61
35	Eindspiel I: Oppositie	62
36	Eindspiel II: De tric-trac	63
37	Eindspiel III: De lange lijn	65
38	Eindspiel IV: Overmacht	66
39	Rekenen	67
		68

1.1 Haarlemmer

Opdracht: In de volgende diagrammen wint wit met een Haarlemmer.

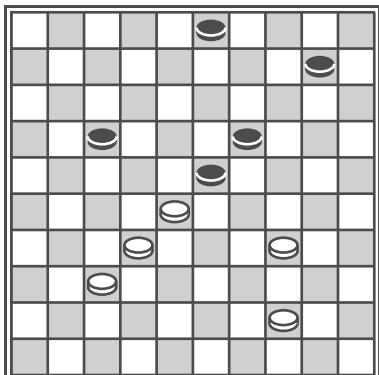


Diagram 1 [2]

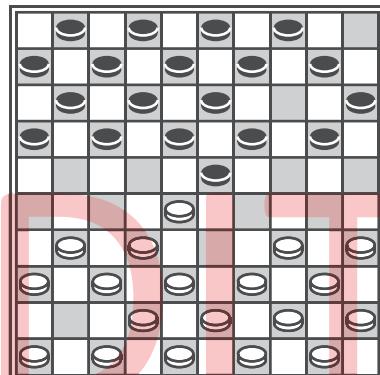


Diagram 2 [2]

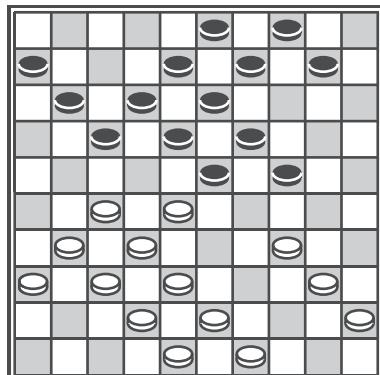


Diagram 3 [2]

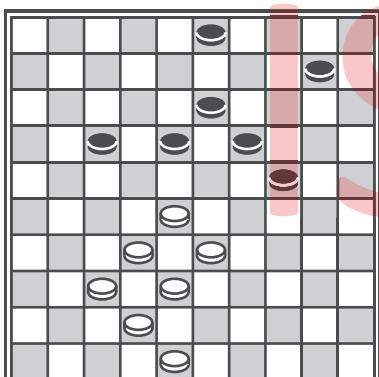


Diagram 4 [2]

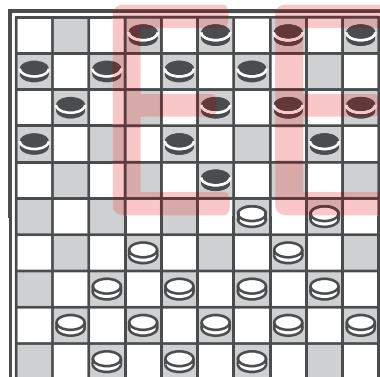


Diagram 5 [2]

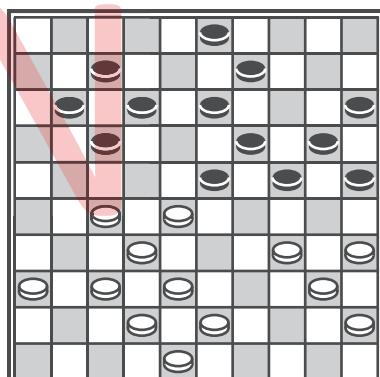


Diagram 6 [2]

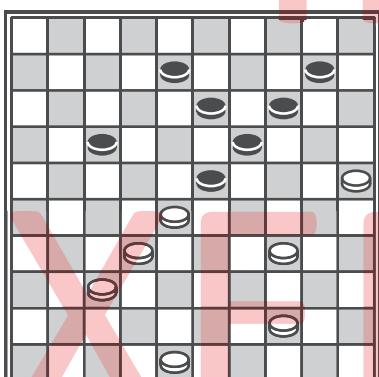


Diagram 7 [3]

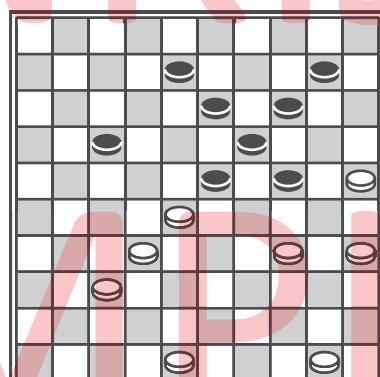


Diagram 8 [4]

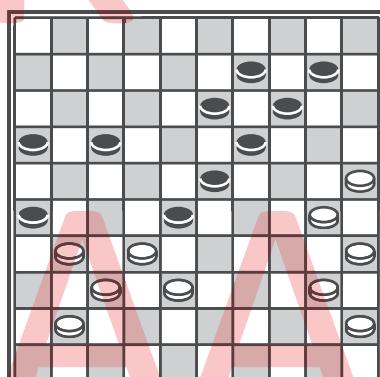


Diagram 9 [1]

1.2 Haarlemmer

Opdracht: Nu een paar moeilijke combinaties. Gebruik eventueel een bord.

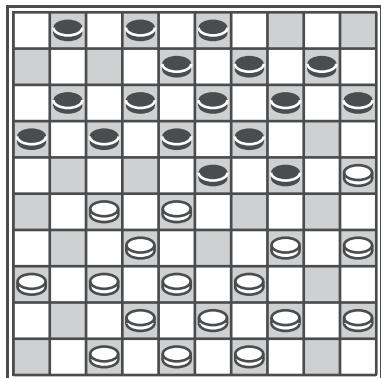


Diagram 10 [4]

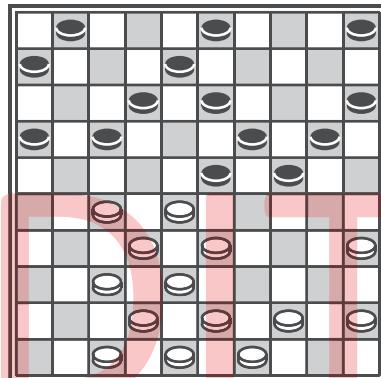


Diagram 11 [4]

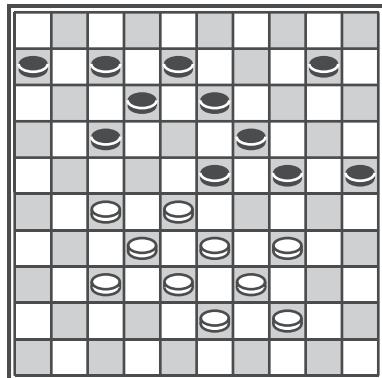


Diagram 12 [3]

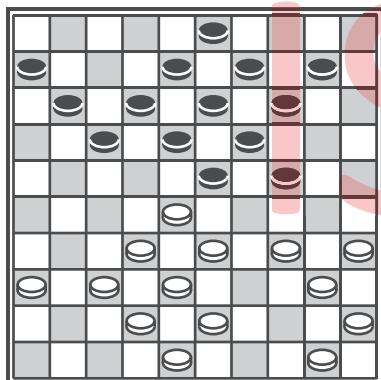


Diagram 13 [4]

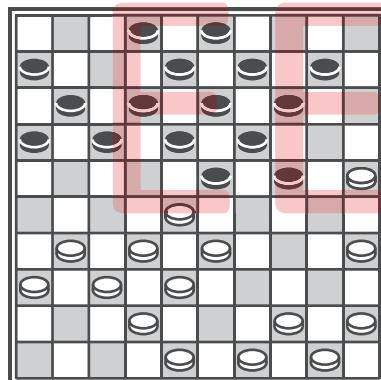


Diagram 14 [4]

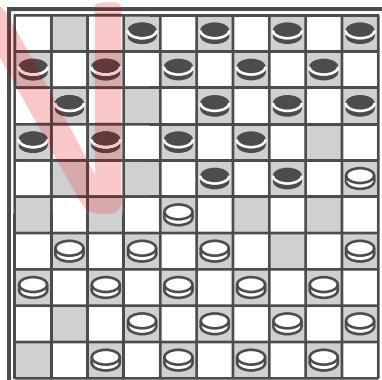


Diagram 15 [3]

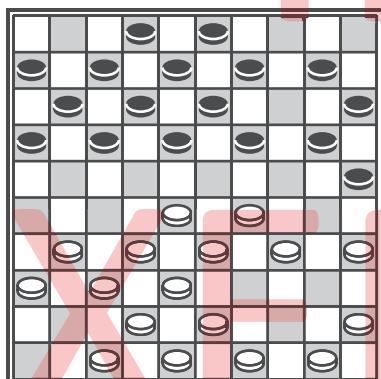


Diagram 16 [3]

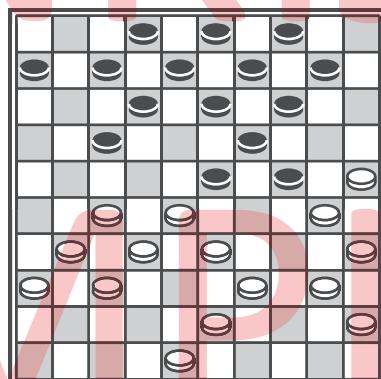


Diagram 17 [4]

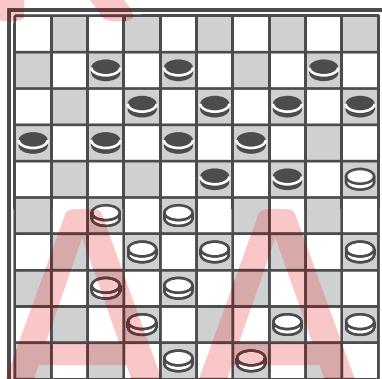


Diagram 18 [5]

2.1 Coup Philippe

Opdracht: In de volgende diagrammen wint wit met een Coup Philippe.

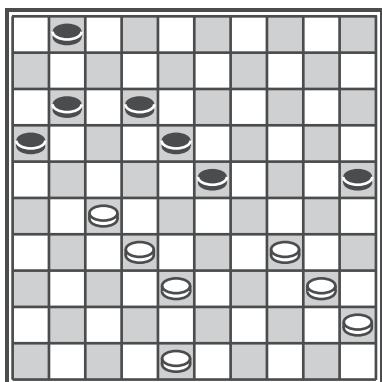


Diagram 19 [2]

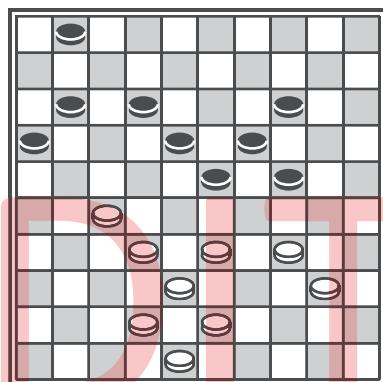


Diagram 20 [2]

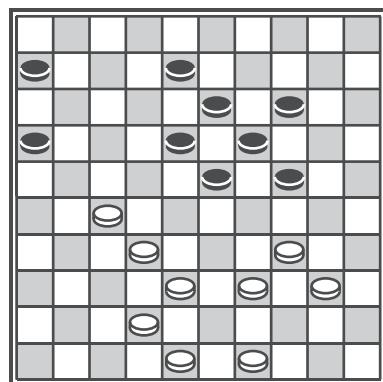


Diagram 21 [2]

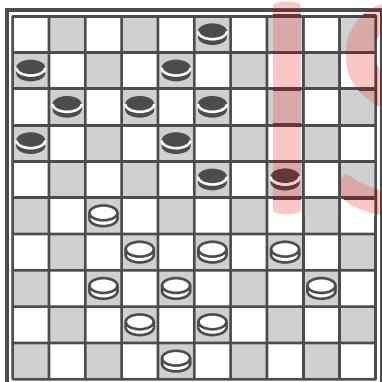


Diagram 22 [2]

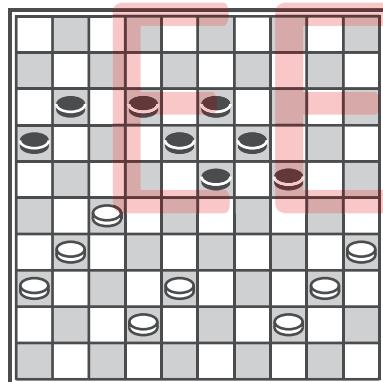


Diagram 23 [3]

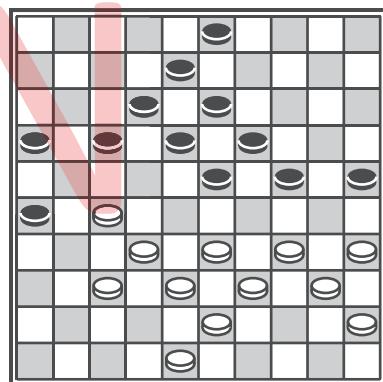


Diagram 24 [2]

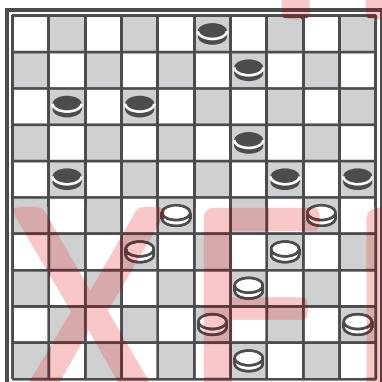


Diagram 25 [2]

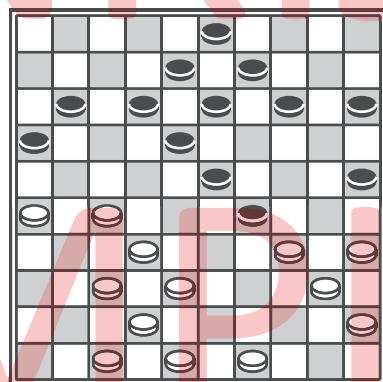


Diagram 26 [3]

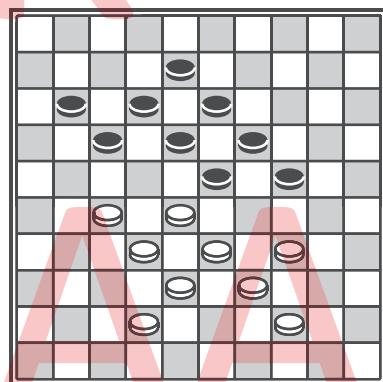


Diagram 27 [3]

2.2 Coup Philippe

Opdracht: Nu een paar moeilijke combinaties. Gebruik eventueel een bord.

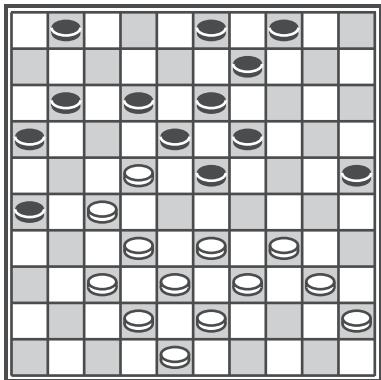


Diagram 28 [2]

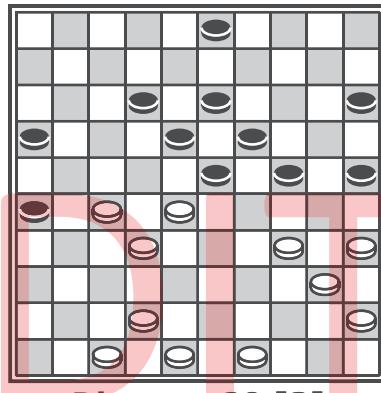


Diagram 29 [3]

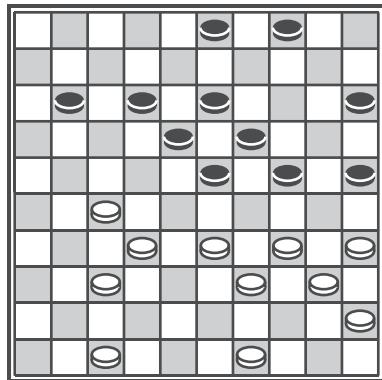


Diagram 30 [3]

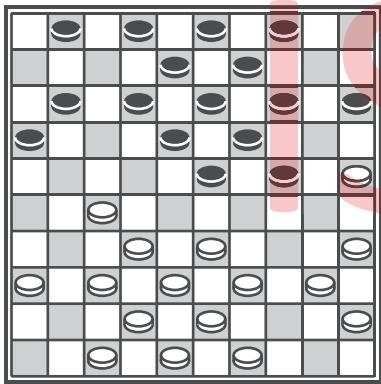


Diagram 31 [3]

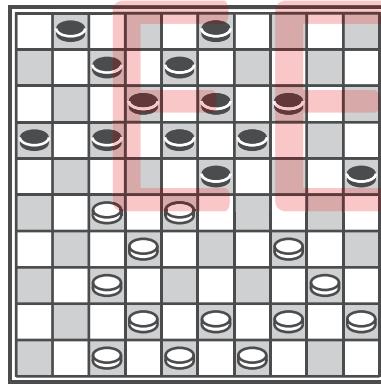


Diagram 32 [3]

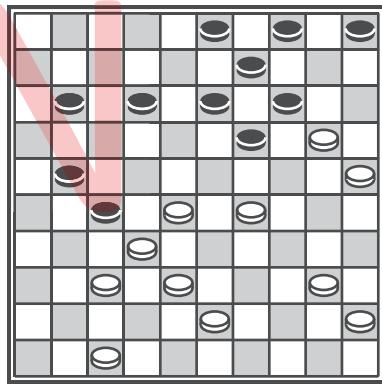


Diagram 33 [4]

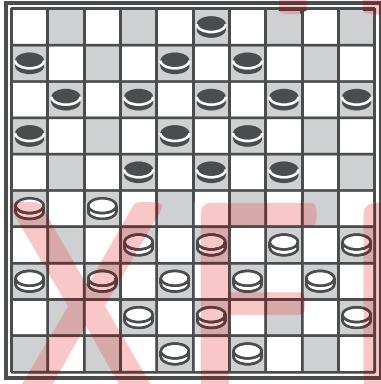


Diagram 34 [3]

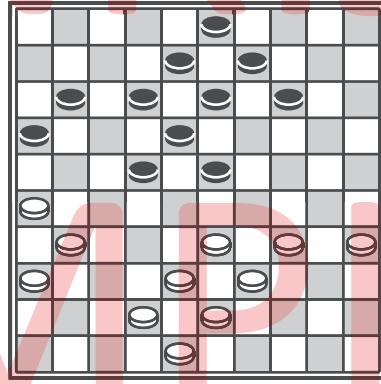


Diagram 35 [3]

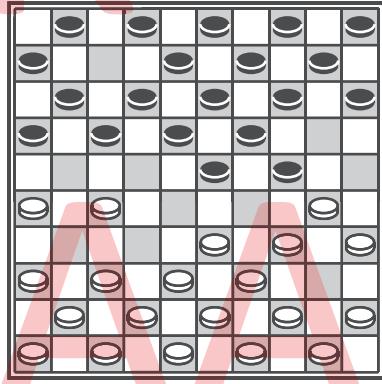


Diagram 36 [4]

3.1 Kaatsingszet

Opdracht: In de volgende diagrammen wint wit met een Kaatsingszet.

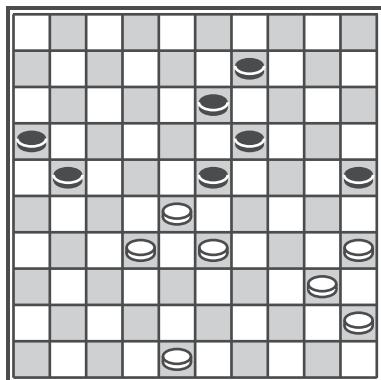


Diagram 37 [1]

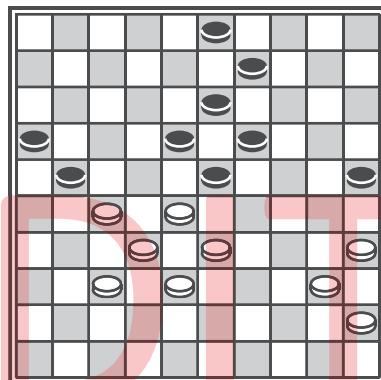


Diagram 38 [2]

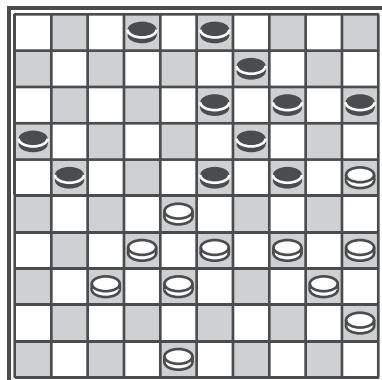


Diagram 39 [2]

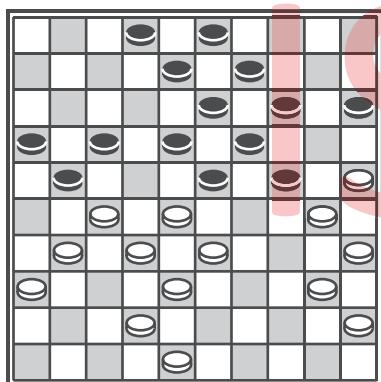


Diagram 40 [2]

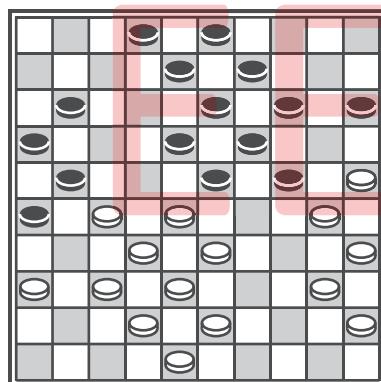


Diagram 41 [2]

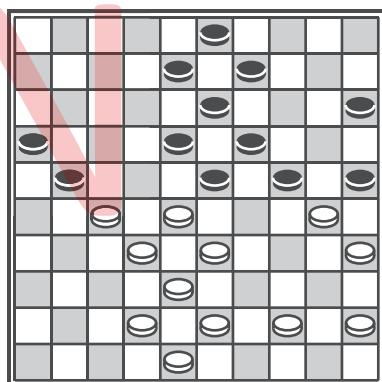


Diagram 42 [2]

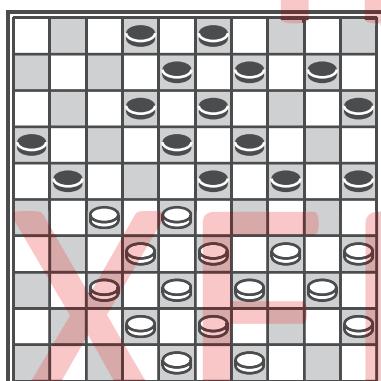


Diagram 43 [3]

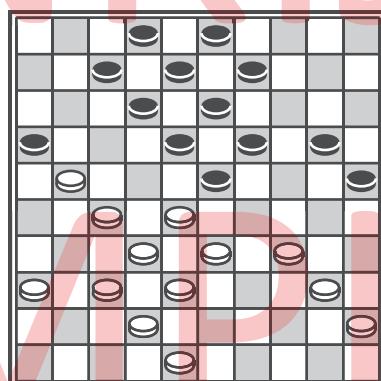


Diagram 44 [3]

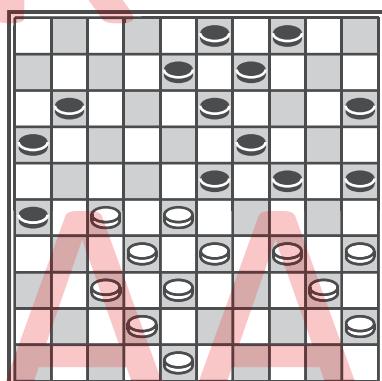


Diagram 45 [2]

3.2 Kaatsingszet

Opdracht: Nu een paar moeilijke combinaties. Gebruik eventueel een bord.

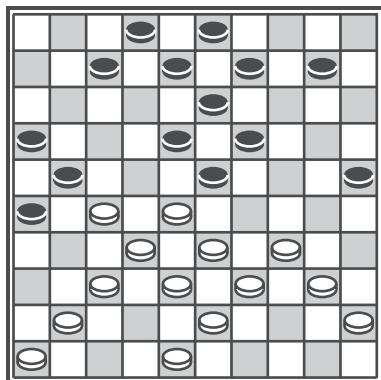


Diagram 46 [3]

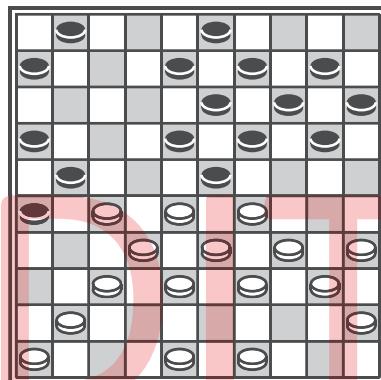


Diagram 47 [2]

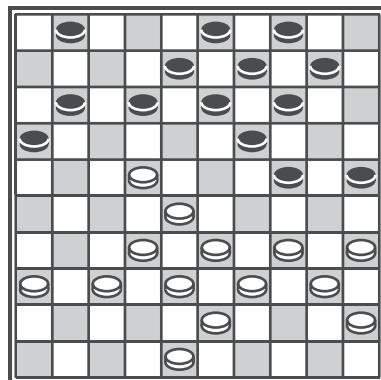


Diagram 48 [2]

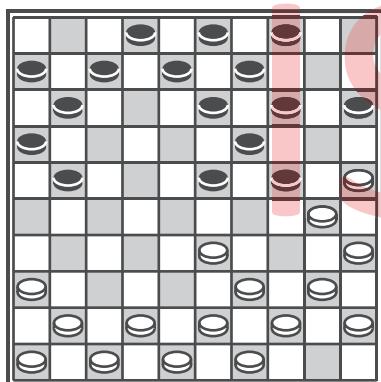


Diagram 49 [2]

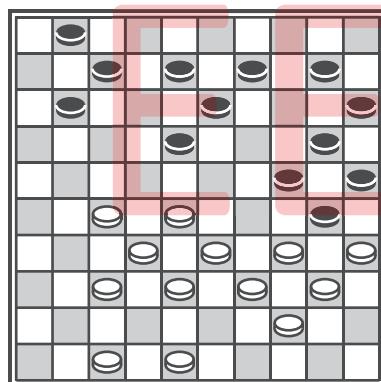


Diagram 50 [1]

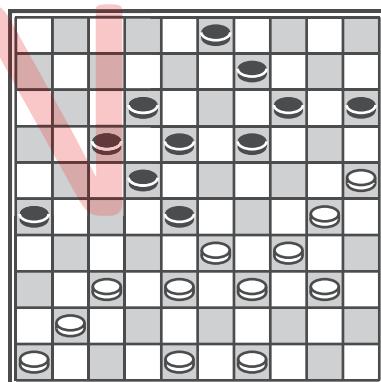


Diagram 51 [2]

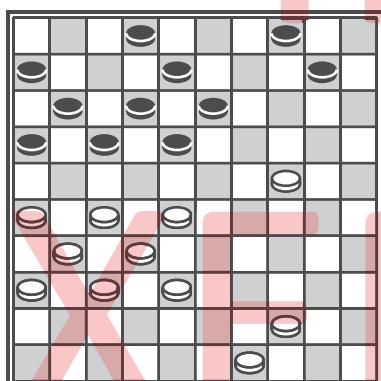


Diagram 52 [3]

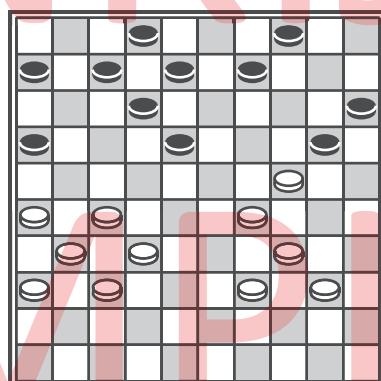


Diagram 53 [2]

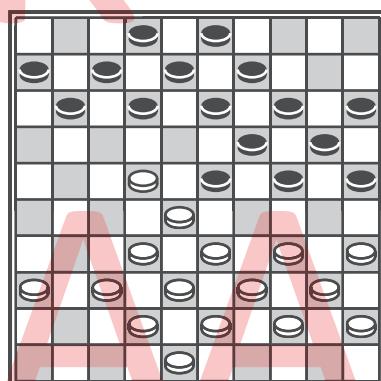


Diagram 54 [3]

4.1 Hielslag

Opdracht: In de volgende diagrammen wint wit met een Hielslag.

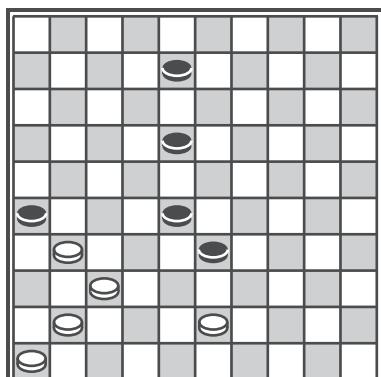


Diagram 55 [1]

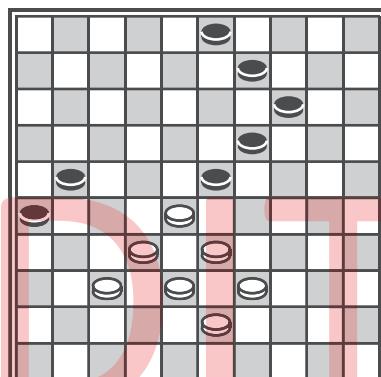


Diagram 56 [1]

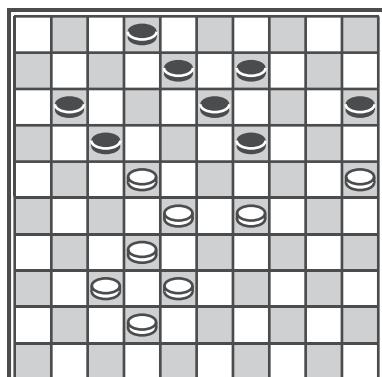


Diagram 57 [1]

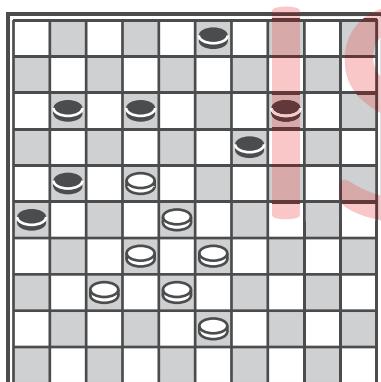


Diagram 58 [2]

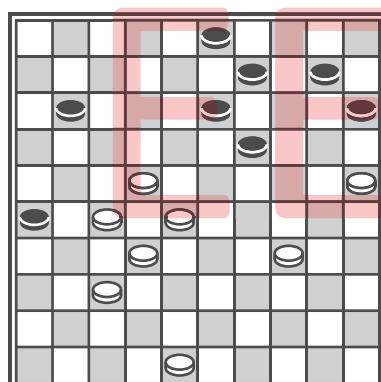


Diagram 59 [3]

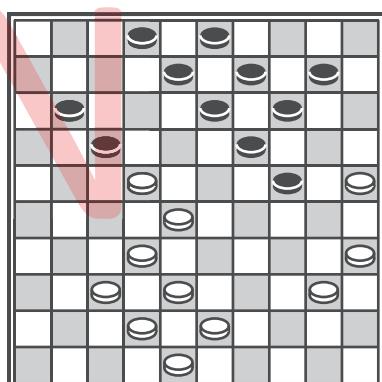


Diagram 60 [3]

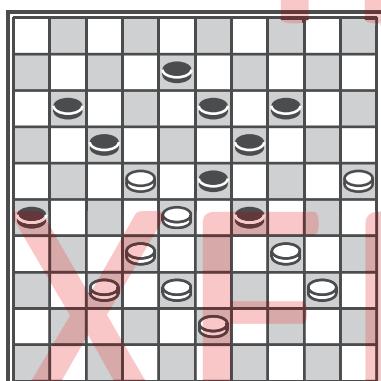


Diagram 61 [1]

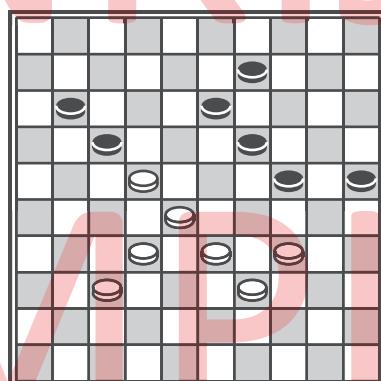


Diagram 62 [2]

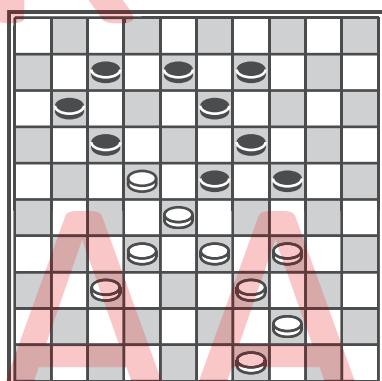


Diagram 63 [2]

4.2 Hielslag

Opdracht: Nu een paar moeilijke combinaties. Gebruik eventueel een bord.

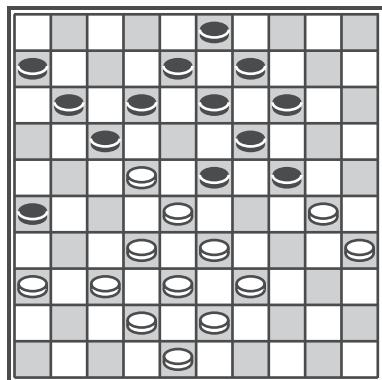


Diagram 64 [2]

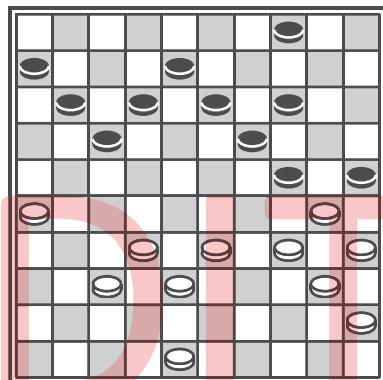


Diagram 65 [2]

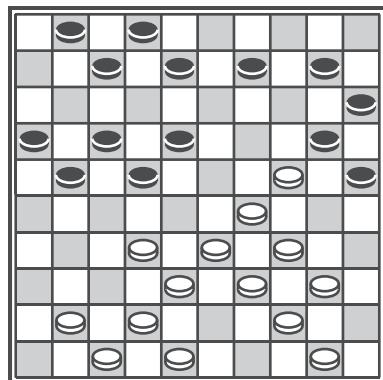


Diagram 66 [2]

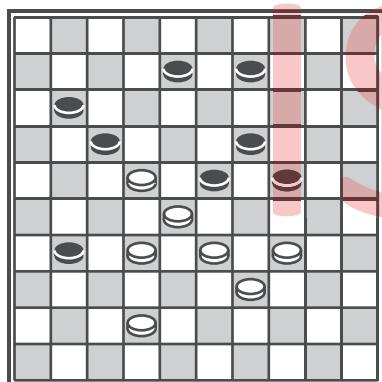


Diagram 67 [3]

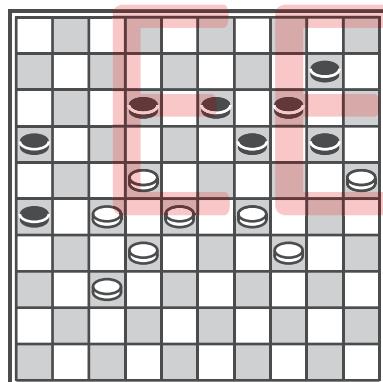


Diagram 68 [2]

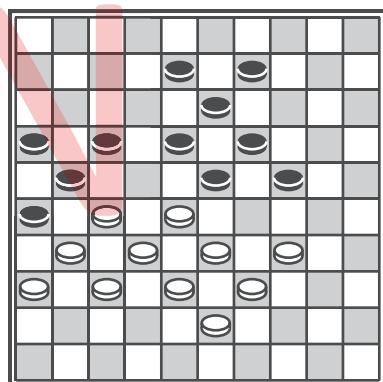


Diagram 69 [2]

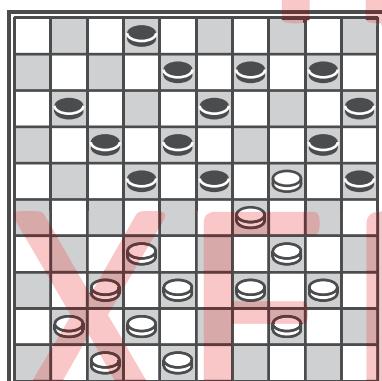


Diagram 70 [2]

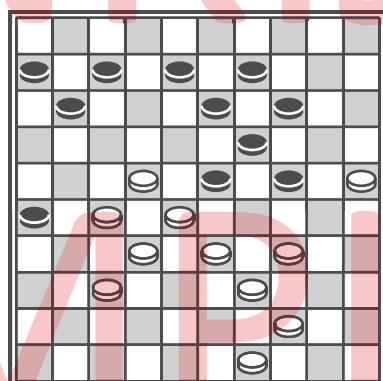


Diagram 71 [4]

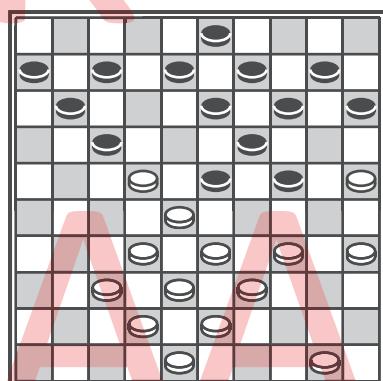


Diagram 72 [4]

5.1 Coup Royal

Opdracht: In de volgende diagrammen wint wit met een Coup Royal.

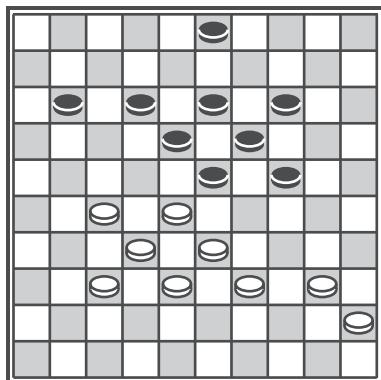


Diagram 73 [1]

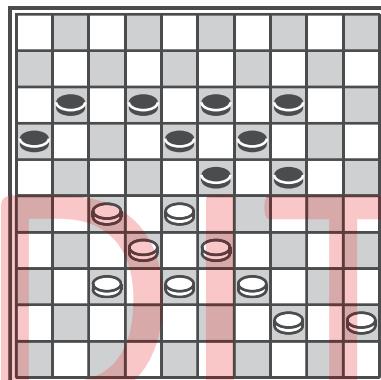


Diagram 74 [2]

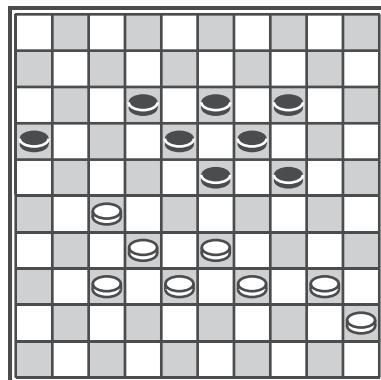


Diagram 75 [2]

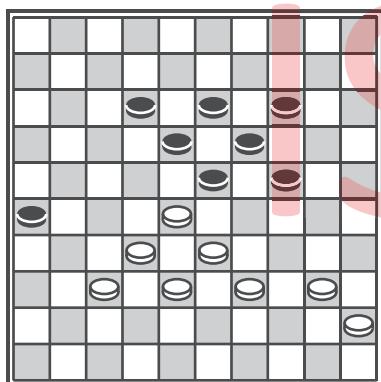


Diagram 76 [2]

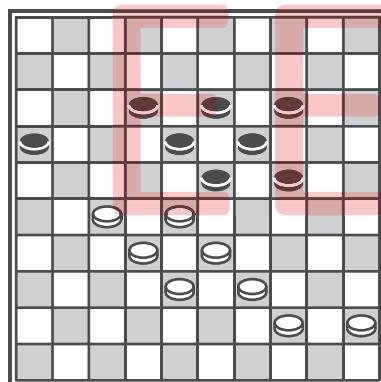


Diagram 77 [2]

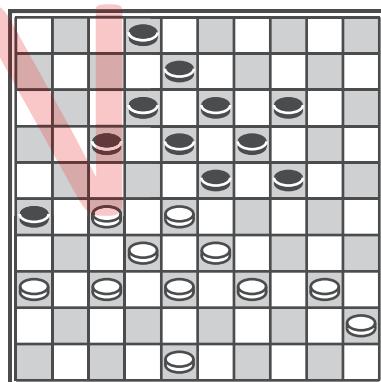


Diagram 78 [1]

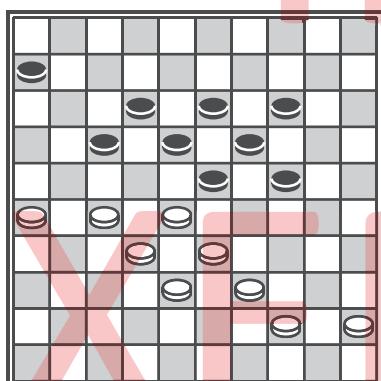


Diagram 79 [3]

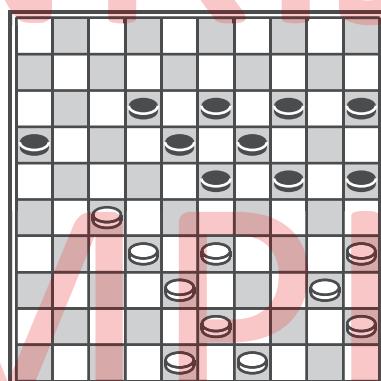


Diagram 80 [3]

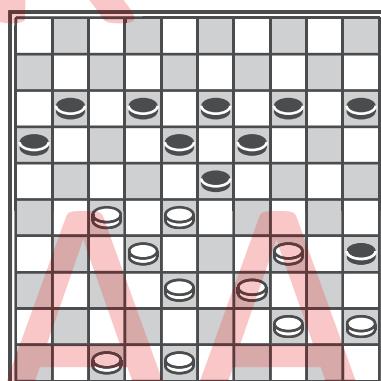
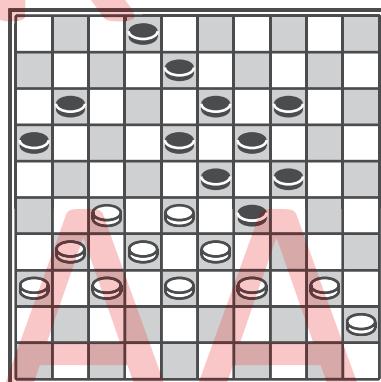
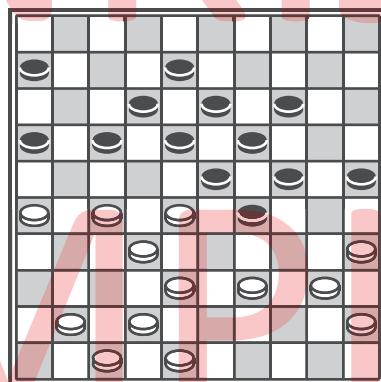
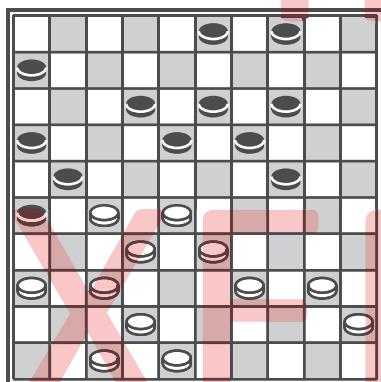
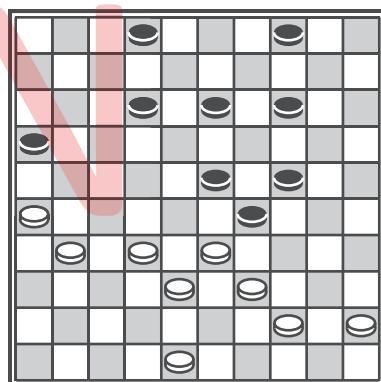
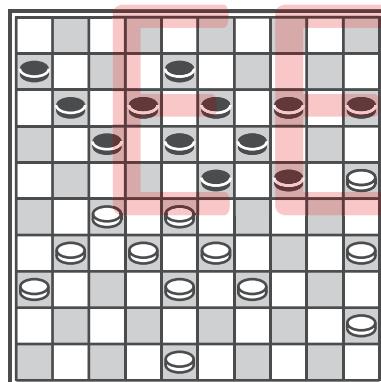
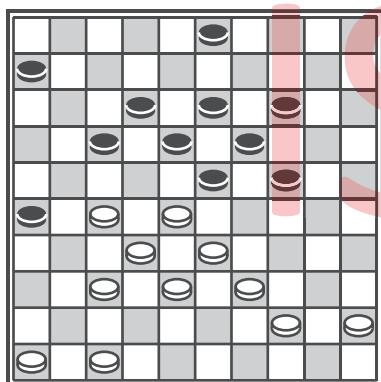
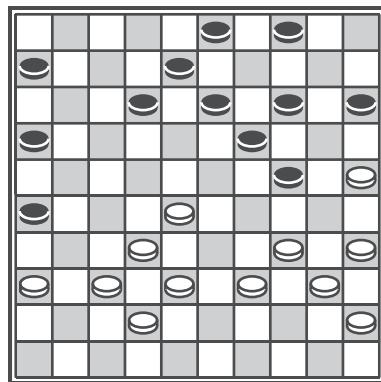
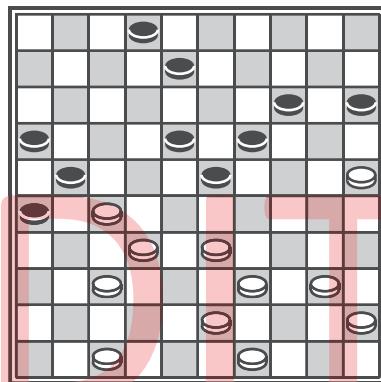
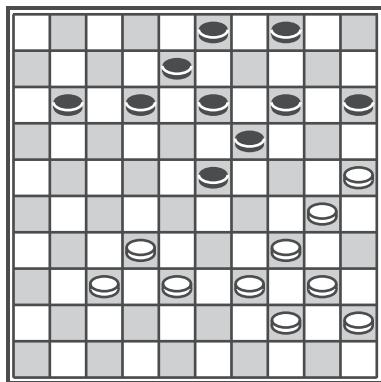


Diagram 81 [3]

5.2 Coup Royal

Opdracht: Nu een paar moeilijke combinaties. Gebruik eventueel een bord.



6.1 Zetje van Weiss

Opdracht: In de volgende diagrammen wint wit met een Zetje van Weiss.

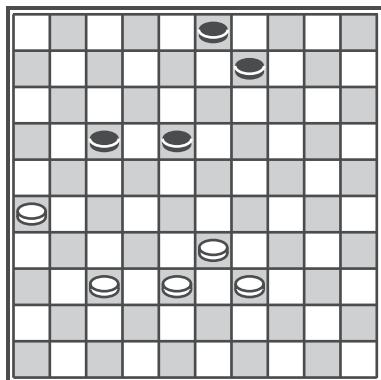


Diagram 91 [3]

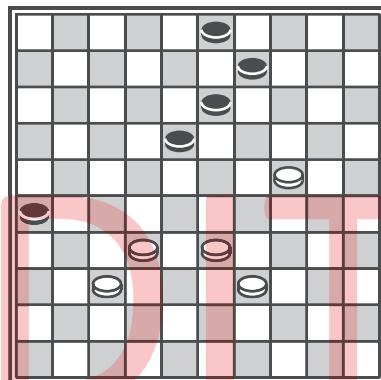


Diagram 92 [2]

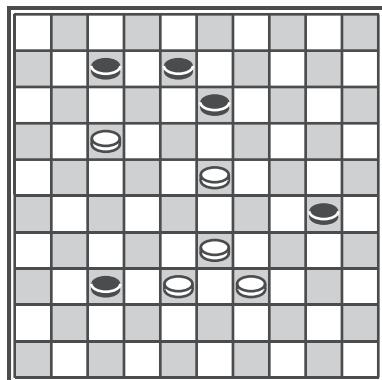


Diagram 93 [3]

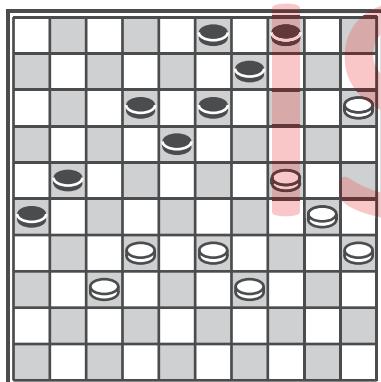


Diagram 94 [3]

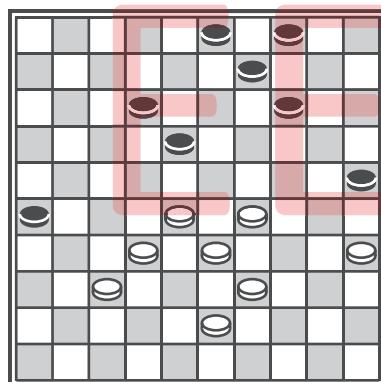


Diagram 95 [2]

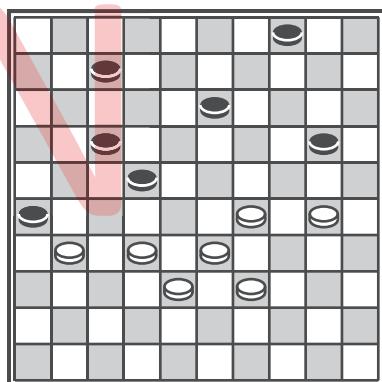


Diagram 96 [2]

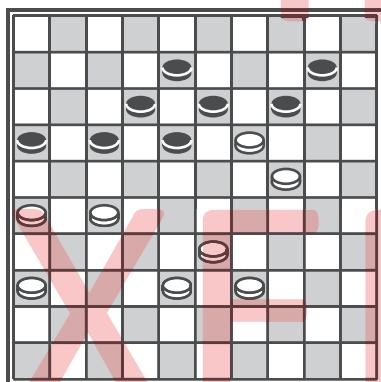


Diagram 97 [4]

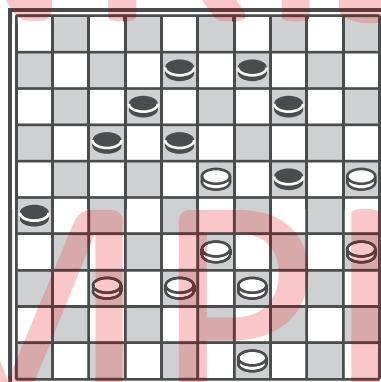


Diagram 98 [4]

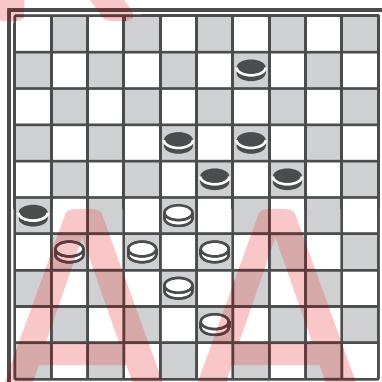


Diagram 99 [3]

6.2 Zetje van Weiss

Opdracht: Nu een paar moeilijke combinaties. Gebruik eventueel een bord.

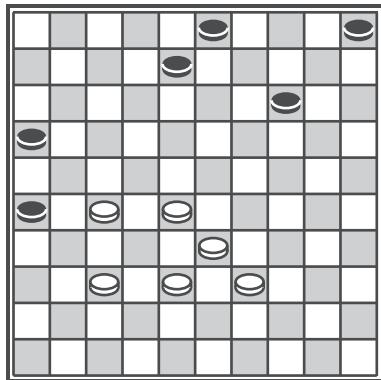


Diagram 100 [4]

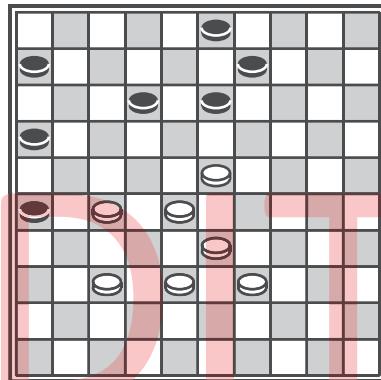


Diagram 101 [5]

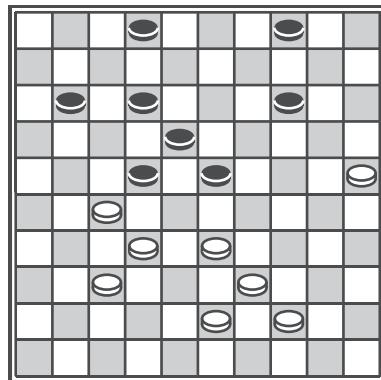


Diagram 102 [4]

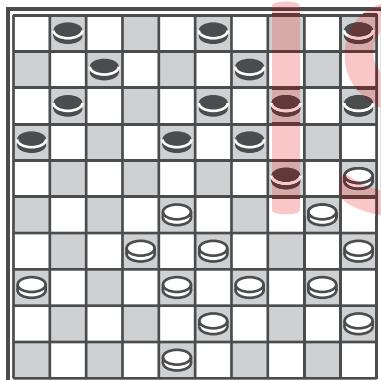


Diagram 103 [2]

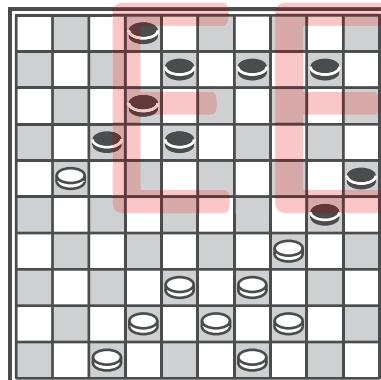


Diagram 104 [3]

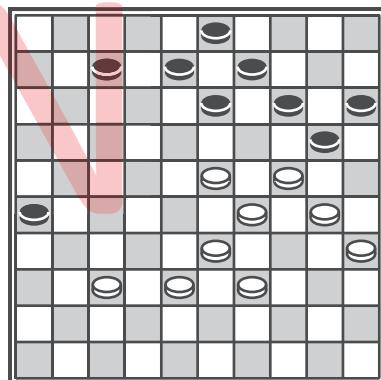


Diagram 105 [4]

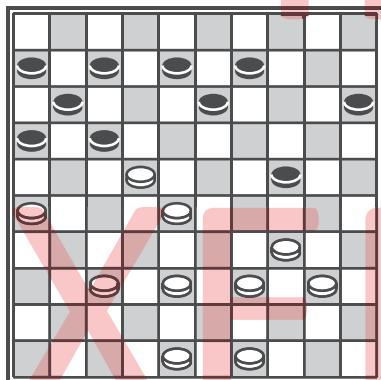


Diagram 106 [4]

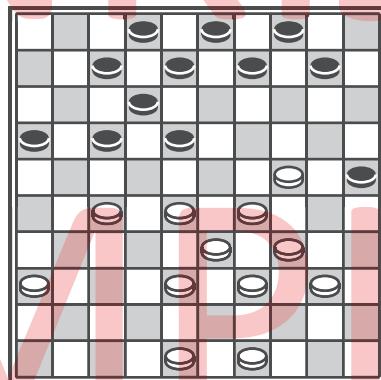


Diagram 107 [4]

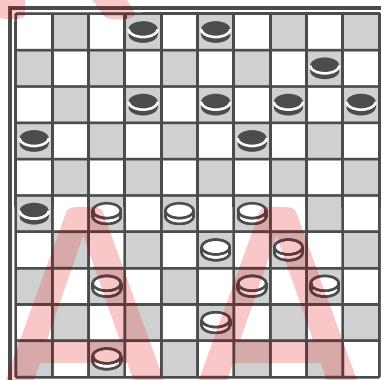


Diagram 108 [5]

7. Herken de naam van de combinatie

Opdracht: Weet je de namen nog? Probeer de juiste naam van het zetje te omcirkelen.

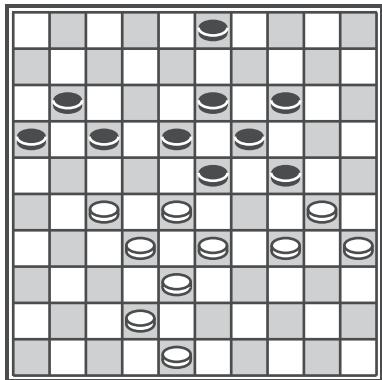


Diagram 109

1. 27-21 17x26
2. 28-22 18x27
3. 32x21 16x27
4. 33-29 24x33
5. 38x20

- A.** Coup Royal
B. Coup Philippe

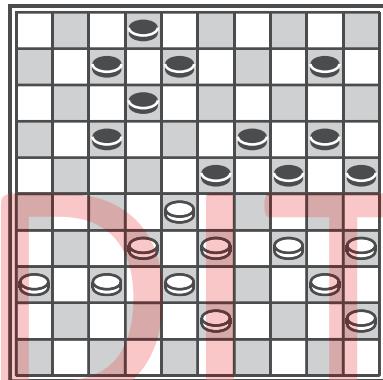


Diagram 110

1. 34-30 25x34
2. 40x18 12x23
3. 35-30 24x35
4. 33-29 23x34
5. 28-22 17x28
6. 32x05

- A.** Coup Philippe
B. Haarlemmer

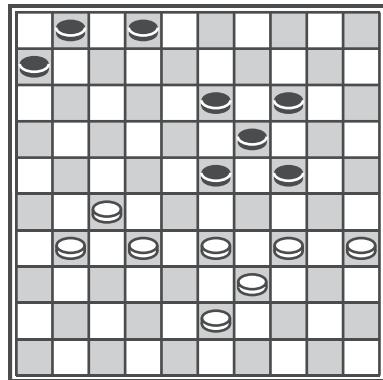


Diagram 111

1. 35-30 24x35
2. 34-29 23x34
3. 39x30 35x24
4. 33-29 24x33
5. 32-28 33x22
6. 27x29

- A.** Coup Royal
B. Zetje van Weiss

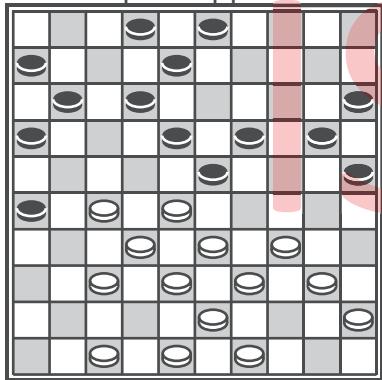


Diagram 112

1. 28-22 08-13
2. 27-21 26x28
3. 33x22 18x27
4. 32x21 16x27
5. 34-30 25x34
6. 40x16

- A.** Coup Philippe
B. Kaatsingszet

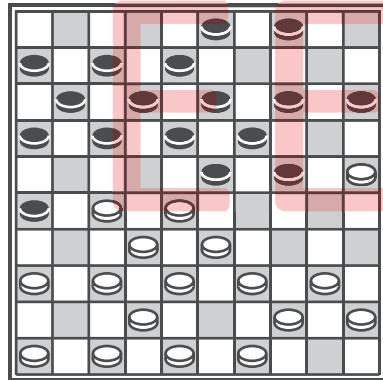


Diagram 113

1. 27-22 18x27
2. 32x21 23x34
3. 40x18 16x27
4. 47-41 12x23
5. 37-31 26x37
6. 41x01

- A.** Kaatsingszet
B. Coup Royal

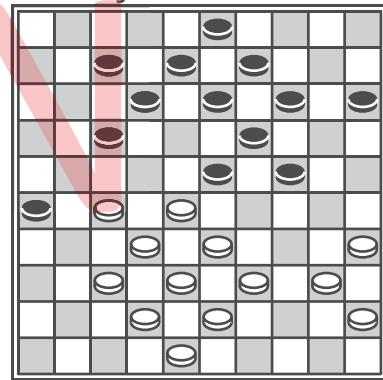


Diagram 114

1. 27-22 07-11
2. 22-18 13x22
3. 37-31 26x37
4. 32x41 23x32
5. 38x16

- A.** Hielslag
B. Kaatsingszet

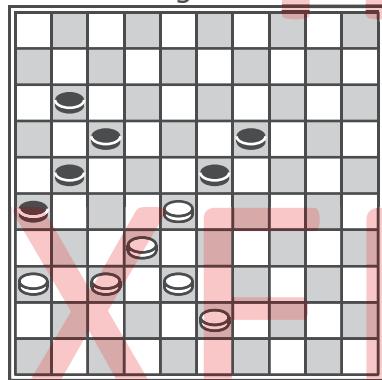


Diagram 115

1. 37-31 26x37
2. 32x41 23x32
3. 38x07

- A.** Zetje van Weiss
B. Hielslag

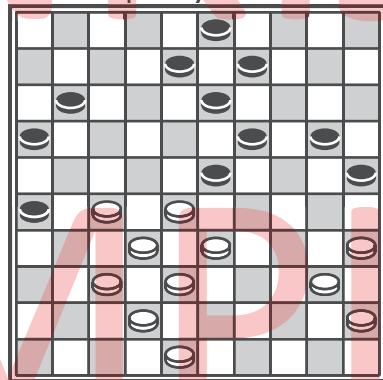


Diagram 116

1. 35-30 25x34
2. 40x18 13x31
3. 32-27 31x22
4. 28x06

- A.** Kaatsingszet
B. Coup Philippe

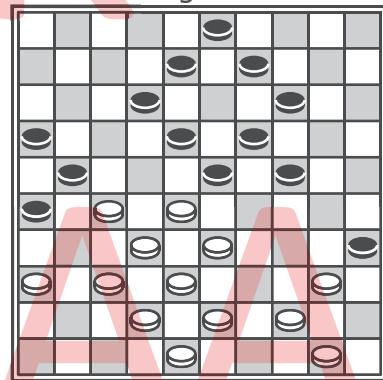


Diagram 117

1. 44-39 35x44
2. 27-22 18x27
3. 28-22 27x18
4. 37-31 26x28
5. 33x04 44x33
6. 38x07

- A.** Haarlemmer
B. Zetje van Weiss

8.1 Dwangzet

Opdracht: Wit aan zet en wint. Dwing zwart eerst in de juiste richting om dan toe te slaan.

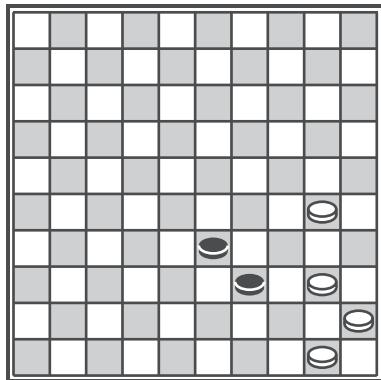


Diagram 118 [3]

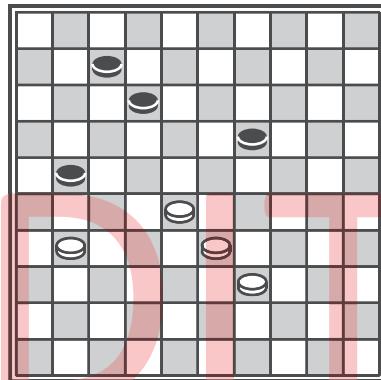


Diagram 119 [2]

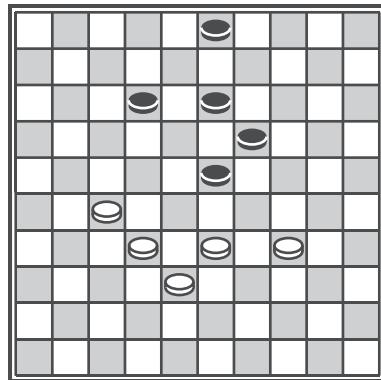


Diagram 120 [2]

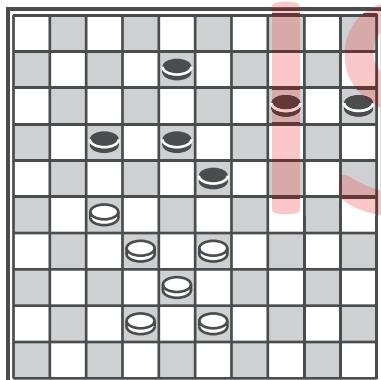


Diagram 121 [2]

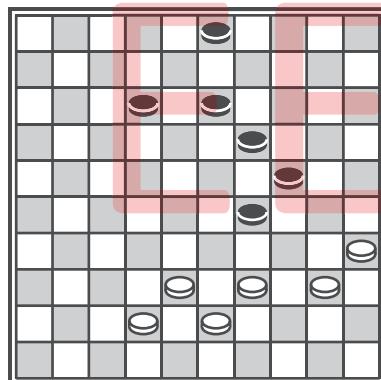


Diagram 122 [5]
Dubbele dwangzet

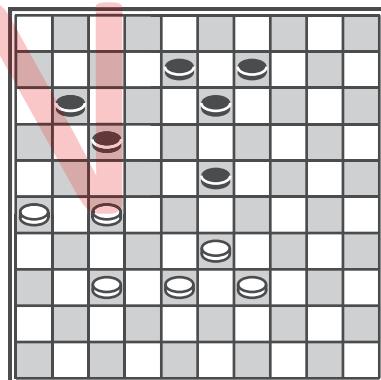


Diagram 123 [5]
Dubbele dwangzet

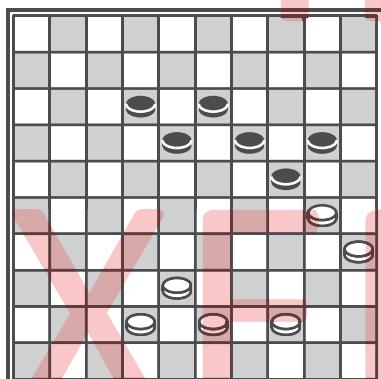


Diagram 124 [4]

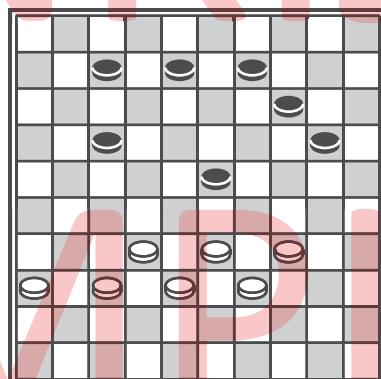


Diagram 125 [3]

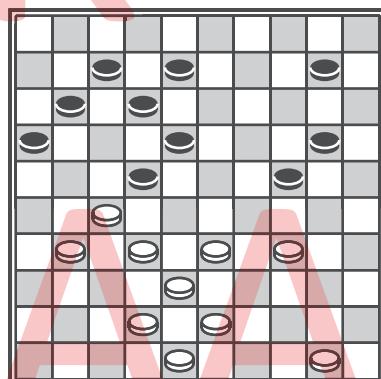


Diagram 126 [3]

8.2 Dwangzet

Opdracht: Nu wordt het iets lastiger. Zie jij ze allemaal? Dwing zwart tot actie!

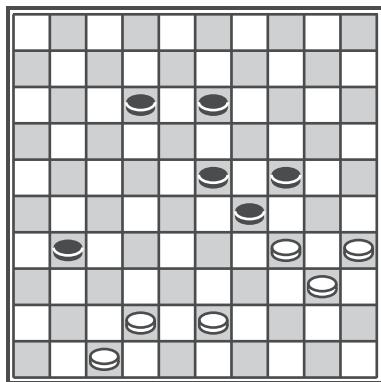


Diagram 127 [5]

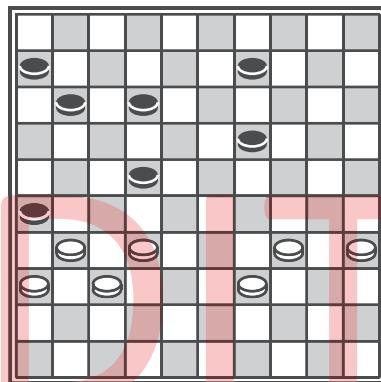


Diagram 128 [3]

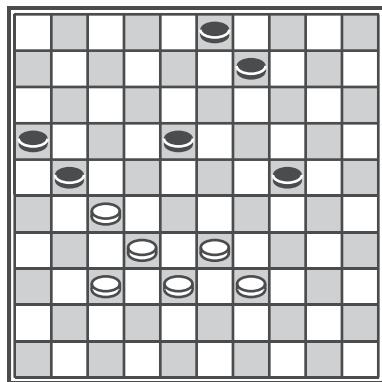


Diagram 129 [5]

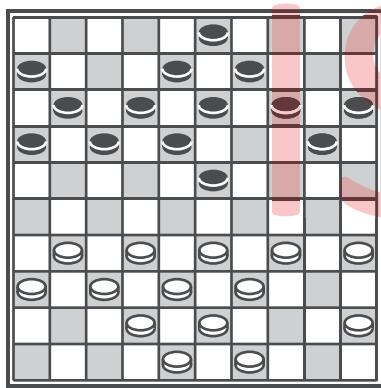


Diagram 130 [3]
Dubbele combinatie

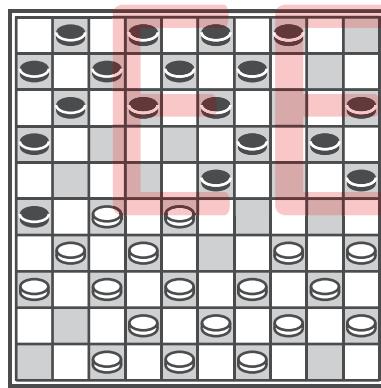


Diagram 131 [3]

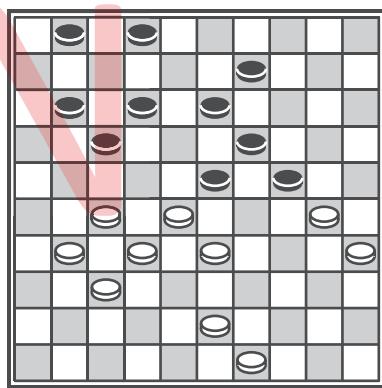


Diagram 132 [4]

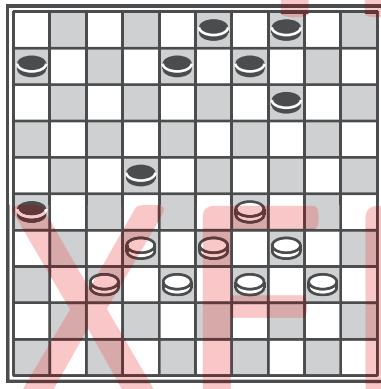


Diagram 133 [4]

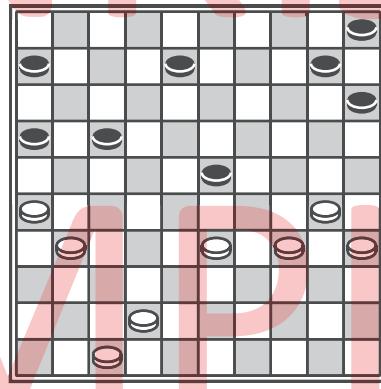


Diagram 134 [4]

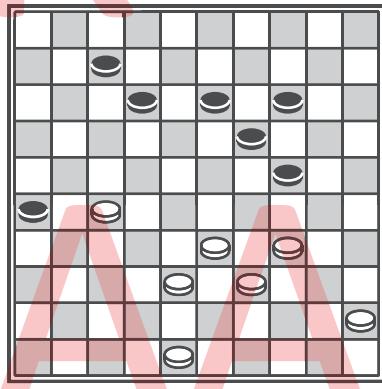


Diagram 135 [3]

9. Dreiging

Opdracht: Wit aan zet en wint. Wit brengt een dreiging in het spel, die voor zwart lastig is.

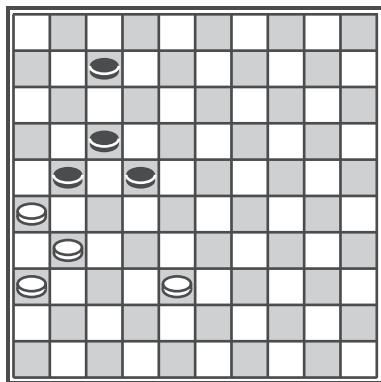


Diagram 136 [2]

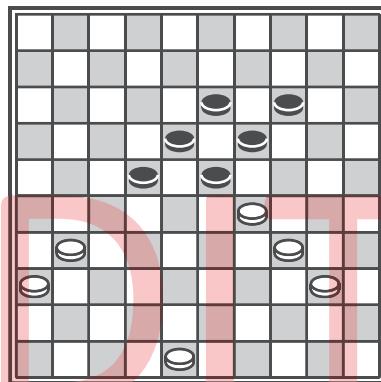


Diagram 137 [2]

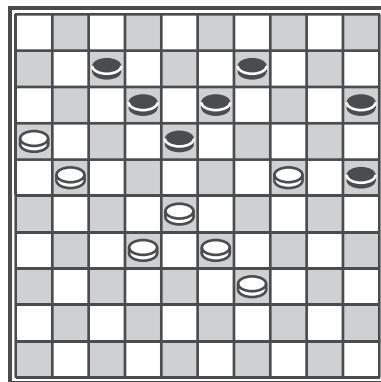


Diagram 138 [3]

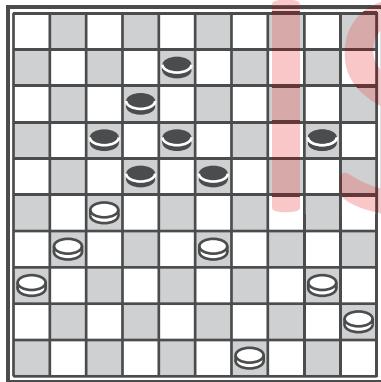


Diagram 139 [2]

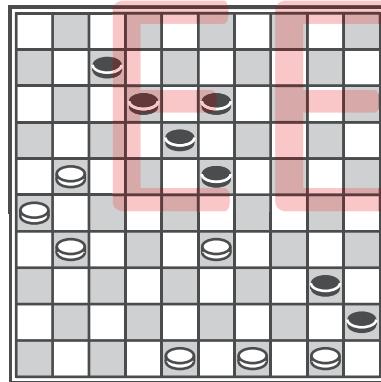


Diagram 140 [3]

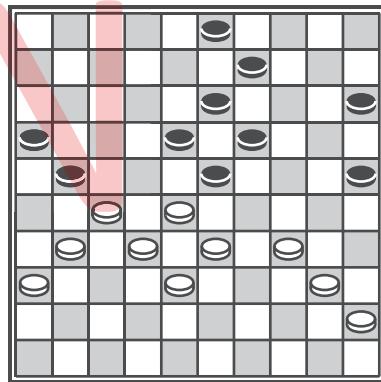


Diagram 141 [2]

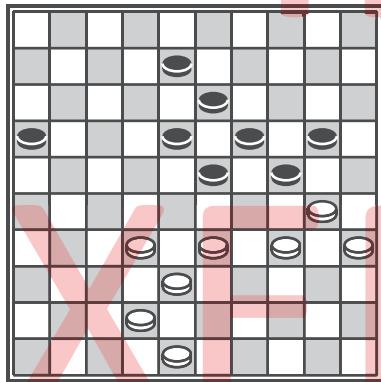


Diagram 142 [3]

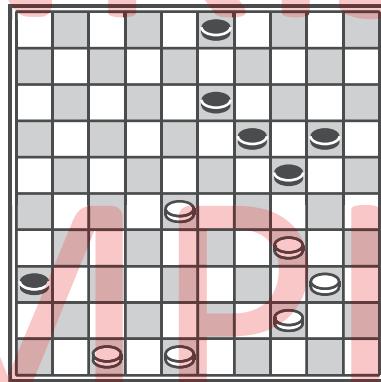


Diagram 143 [3]

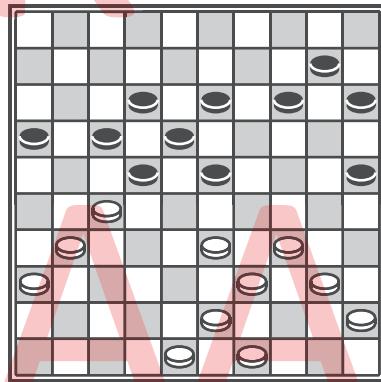


Diagram 144 [2]

10.1 Basiskennis I: Formaties

Leren: De onderstaande formaties zijn krachtige wapens voor tactiek en positiespel.

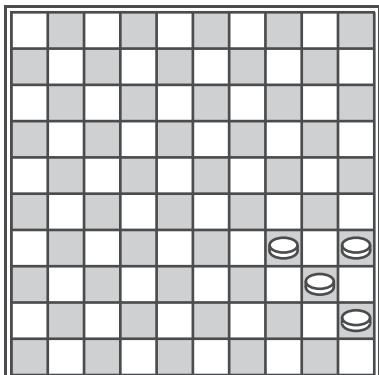


Diagram 145

Vork

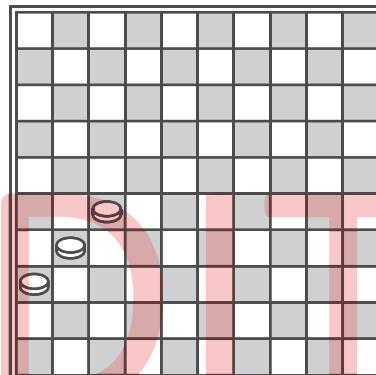


Diagram 146

Staart

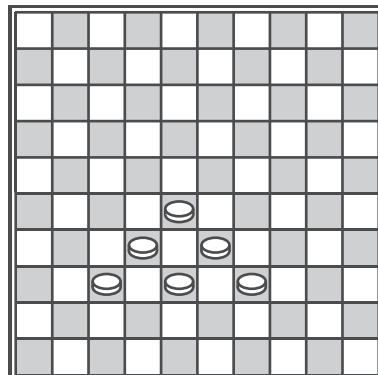


Diagram 147

Centrumpiramide

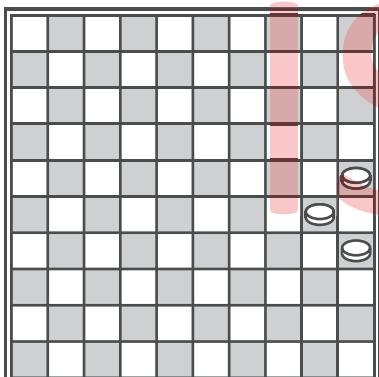


Diagram 148

Klaverblad

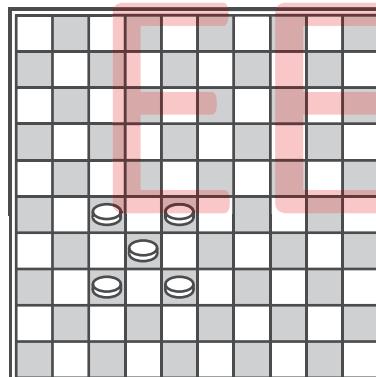


Diagram 149

Kruisformatie

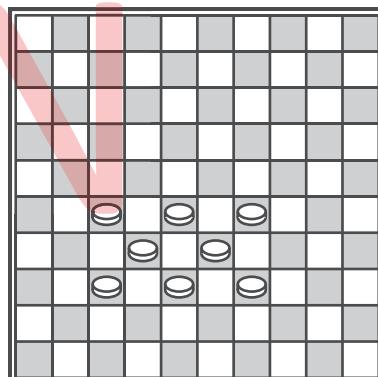


Diagram 150

Centrumblok

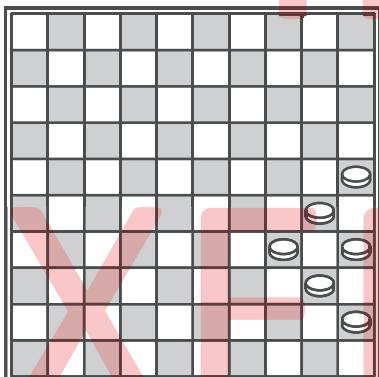


Diagram 151

Oostblok

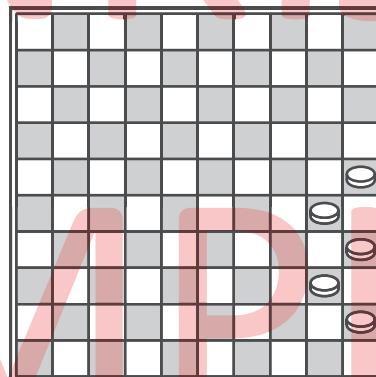


Diagram 152

Olympische formatie

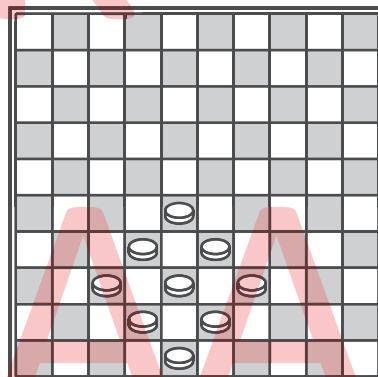


Diagram 153

Ruit

10.2 Basiskennis I: Formaties

Opdracht: Welke formatie(s) heeft de witte stelling op bord? Kruis de juiste formatie(s) aan.

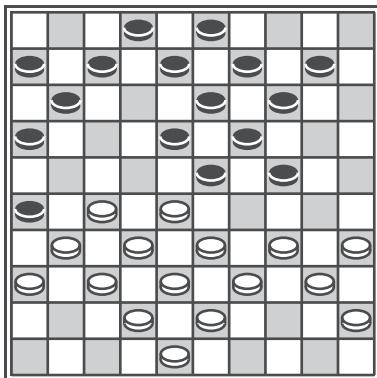


Diagram 154

- Ruit
- Vork
- Olympische formatie
- Piramide
- Klaverblad

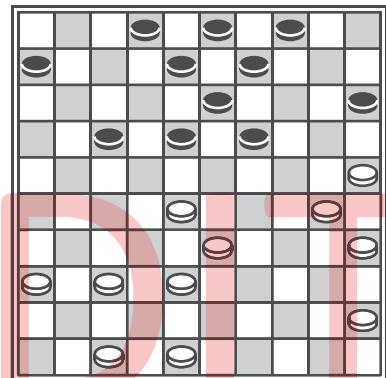


Diagram 155

- Piramide
- Vork
- Kruisformatie
- Klaverblad
- Oostblok

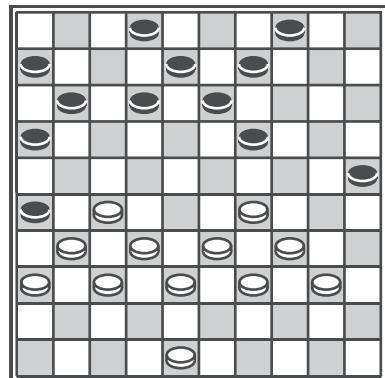


Diagram 156

- Piramide
- Staart
- Vork
- Centrumblok
- Klaverblad

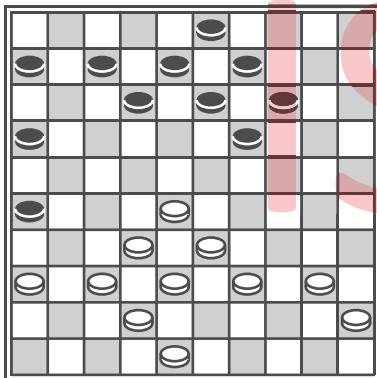


Diagram 157

- Ruit
- Vork
- Staart
- Piramide
- Klaverblad

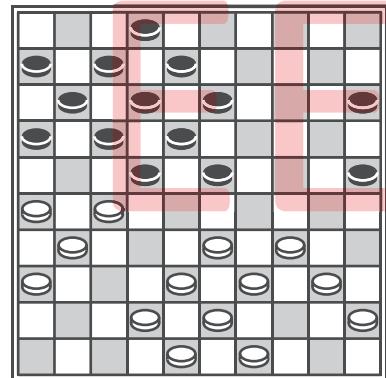


Diagram 158

- Ruit
- Vork
- Centrumblok
- Staart
- Klaverblad

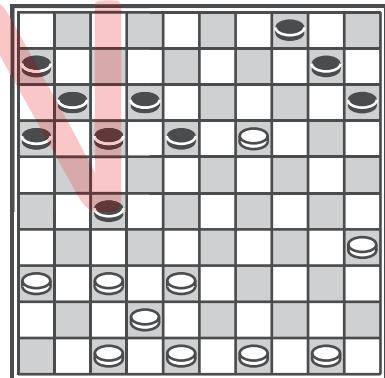


Diagram 159

- Ruit
- Vork
- Kruisformatie
- Piramide
- Klaverblad

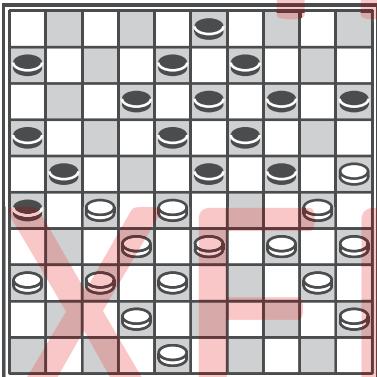


Diagram 160

- Ruit
- Oostblok
- Olympische formatie
- Staart
- Vork

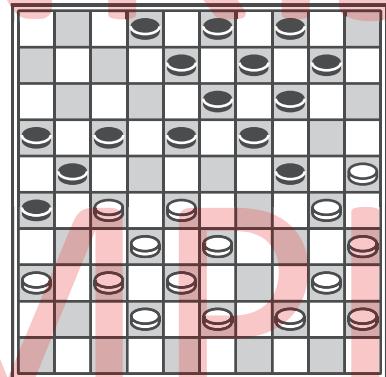


Diagram 161

- Ruit
- Vork
- Olympische formatie
- Piramide
- Klaverblad

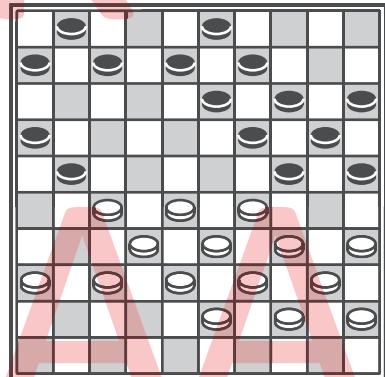


Diagram 162

- Centrumblok
- Vork
- Kruisformatie
- Oostblok
- Klaverblad

11. Staart en vork

Opdracht: Een staart en vork zijn krachtige formaties. Wit speelt en wint met deze formaties.

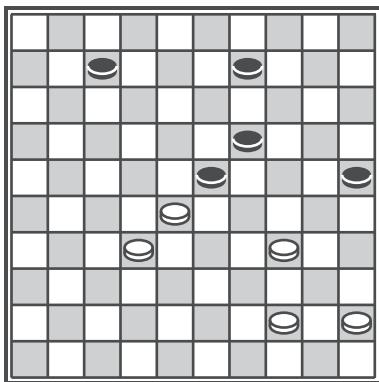


Diagram 163 [2]

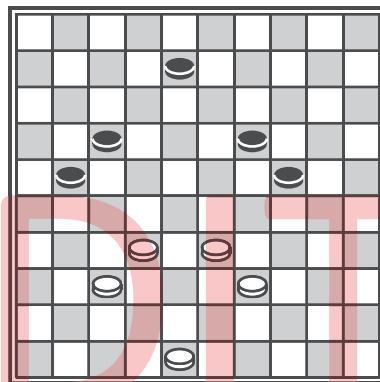


Diagram 164 [2]

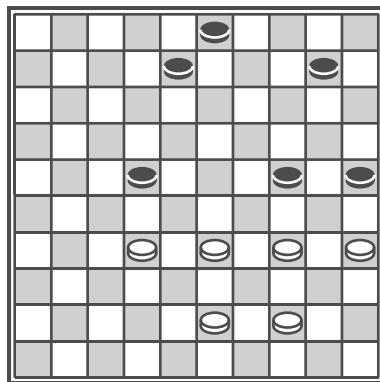


Diagram 165 [2]

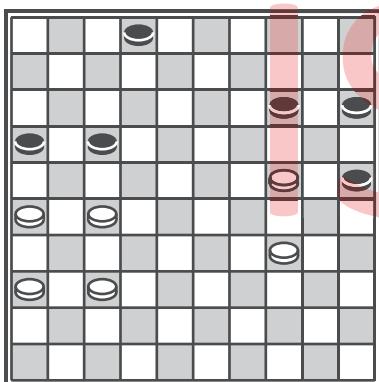


Diagram 166 [2]

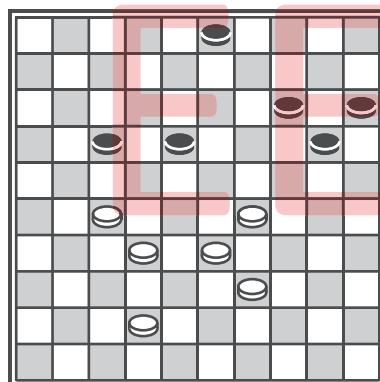


Diagram 167 [2]

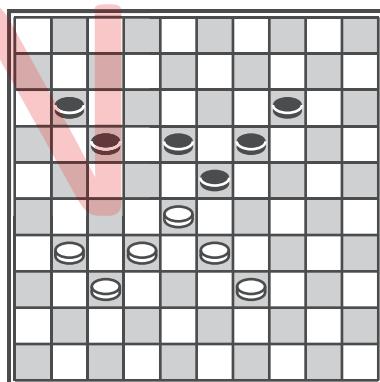


Diagram 168 [2]

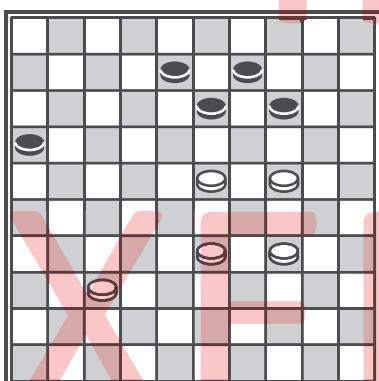


Diagram 169 [3]

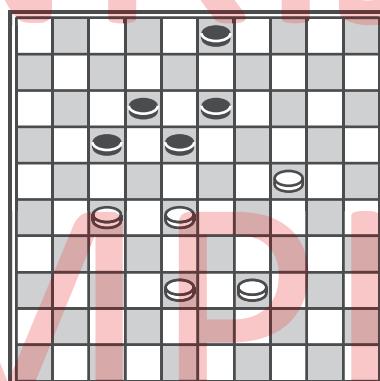


Diagram 170 [3]

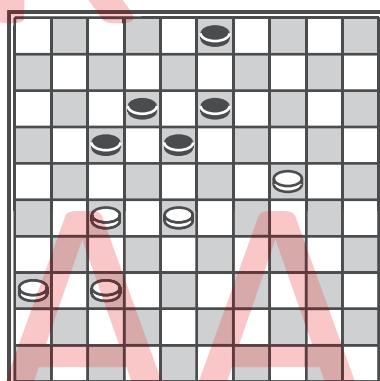


Diagram 171 [2]

12. Stille zet

Opdracht: Met een stille en sterke zet brengt wit zwart in moeilijkheden. Welke zet is juist?

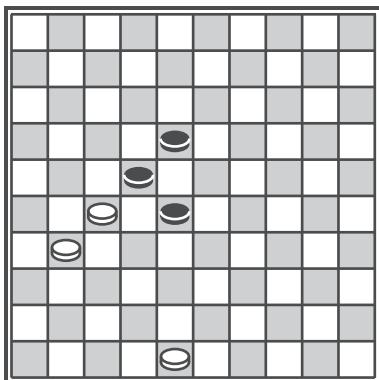


Diagram 172

- A. 31-26
- B. 48-43

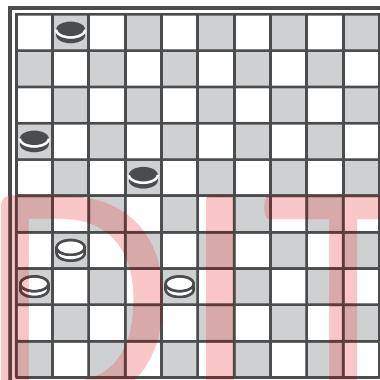


Diagram 173

- A. 38-32
- B. 31-26

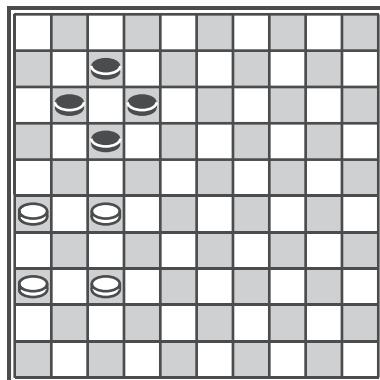


Diagram 174

- A. 27-21
- B. 37-31

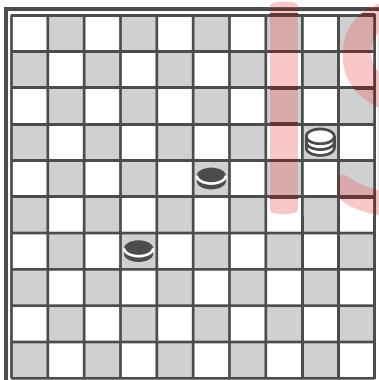


Diagram 175

- A. 20-14
- B. 20-15
- C. 20-42

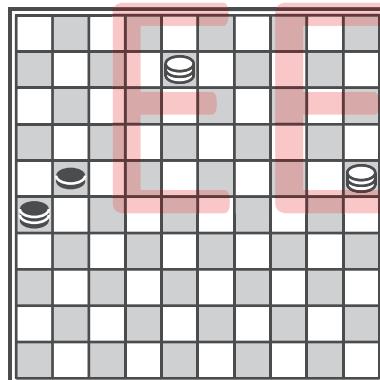


Diagram 176

- A. 08-12
- B. 25-03
- C. 25-43

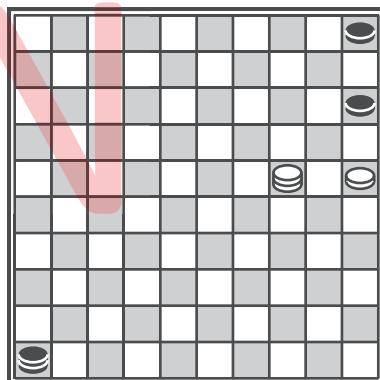


Diagram 177

- A. 25-20
- B. 24-35
- C. 24-47

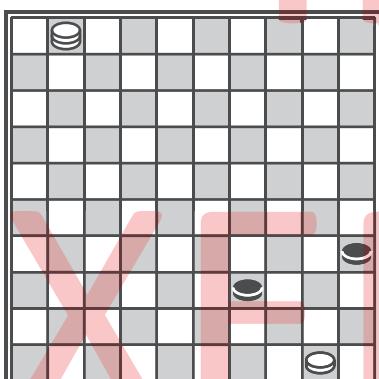


Diagram 178 [2]
Wit speelt en wint!

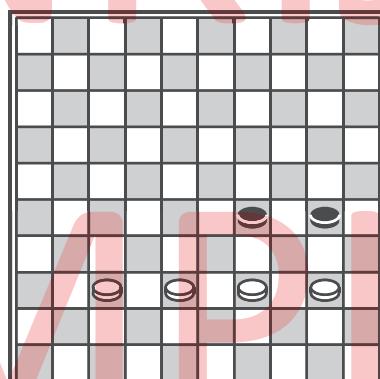


Diagram 179 [3]
Wit speelt en wint!

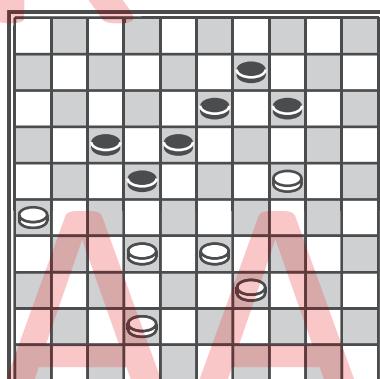


Diagram 180 [3]
Wit speelt en wint!
Moeilijk
Tip: damgeven + plakken

13.1 Lokzet

Opdracht: Wit plaatst een valstrik en zwart trapt erin. Hoe slaat wit toe?

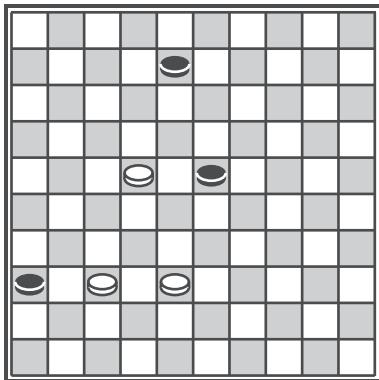


Diagram 181 [1]
38-33?!, (23-28!?)

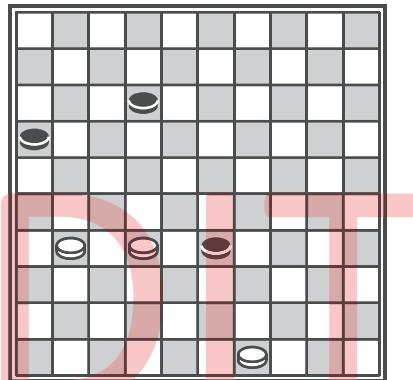


Diagram 182 [2]
49-43?!, (33-38!?)

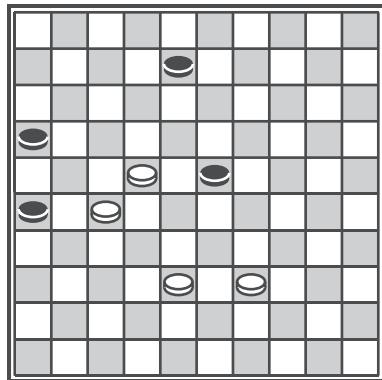


Diagram 183 [1]
39-33?!, (23-28!?)

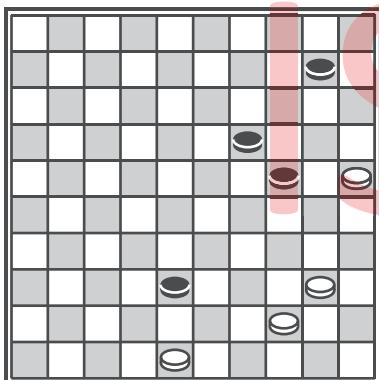


Diagram 184 [1]
40-34?!, (24-30!?)

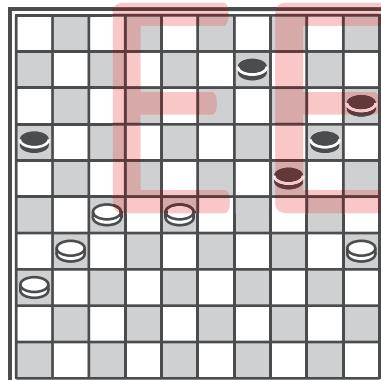


Diagram 185 [1]
28-23?!, (24-30!?)

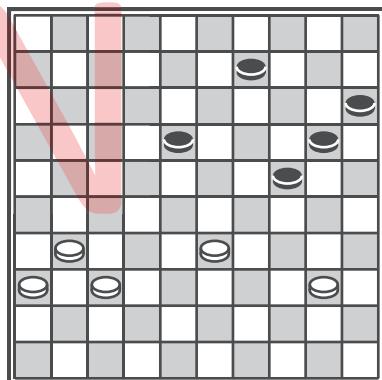


Diagram 186 [1]
40-35?!, (24-30!?)

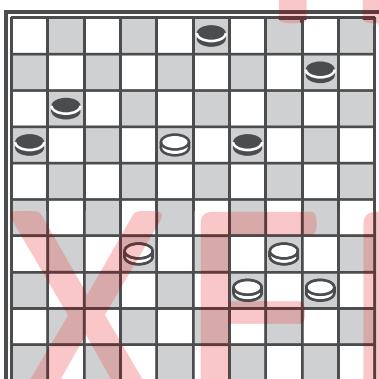


Diagram 187 [1]
18-12?!, (11-17!?)

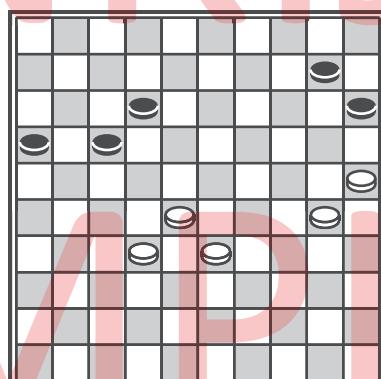


Diagram 188 [1]
28-23?!, (12-18!?)

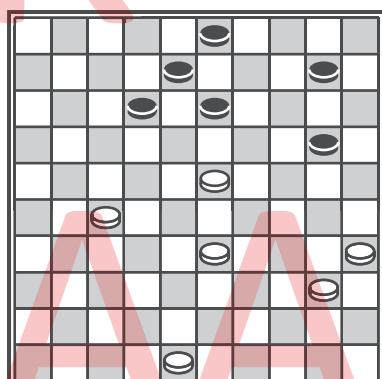


Diagram 189 [1]
27-22?!, (12-18!?)

13.2 Lokzet

Opdracht: Nu moet je zelf de lokzet vinden en zwart trapt erin! Noteer de hele lokzet.

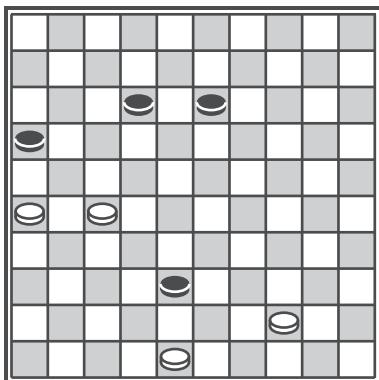


Diagram 190 [3]

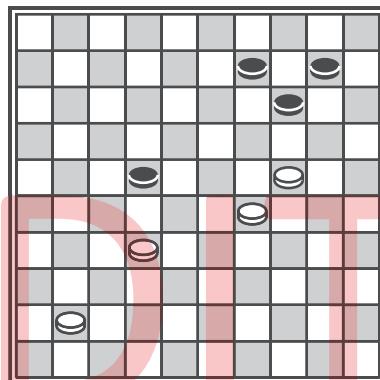


Diagram 191 [4]

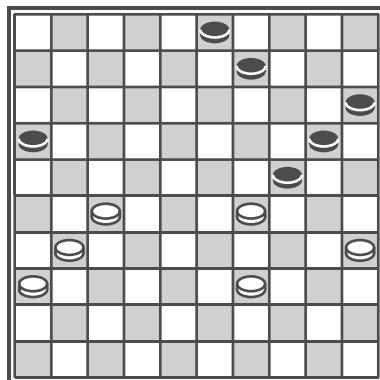


Diagram 192 [3]

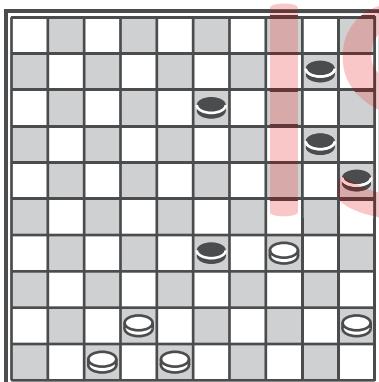


Diagram 193 [5]

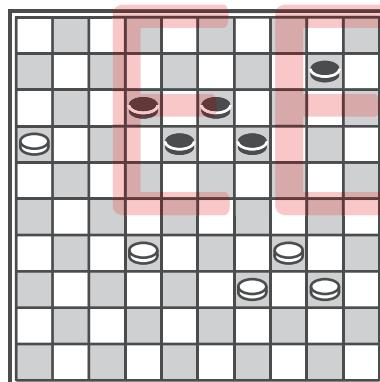


Diagram 194 [3]

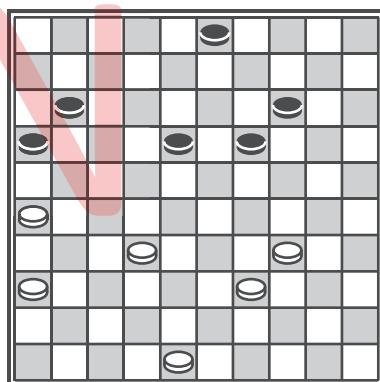


Diagram 195 [4]

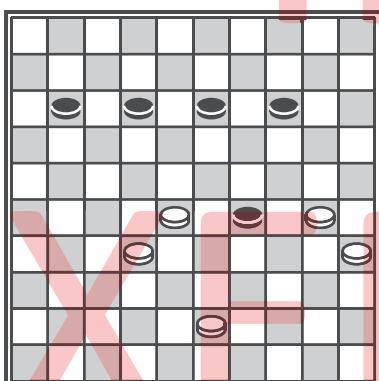


Diagram 196 [5]

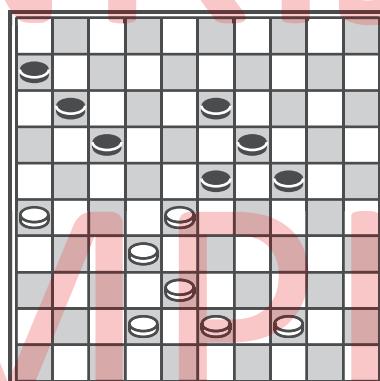


Diagram 197 [3]

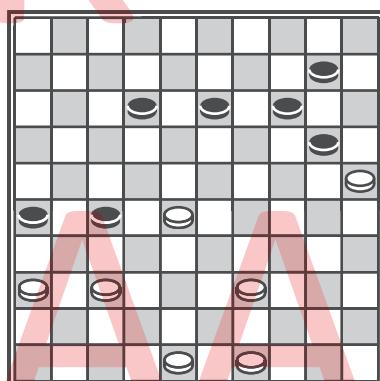


Diagram 198 [5]

Moeilijk

Tip: damgeven + plakken

14. Aanvallen

Opdracht: Wit creëert door aan te aanvallen materiaalwinst. Welk aanvalsplan zie jij?

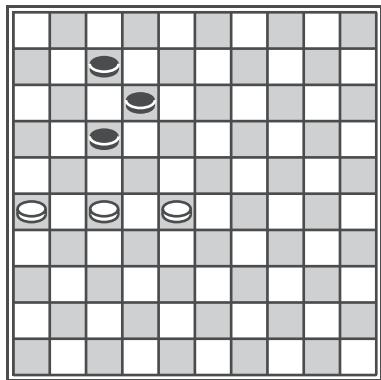


Diagram 199 [2]

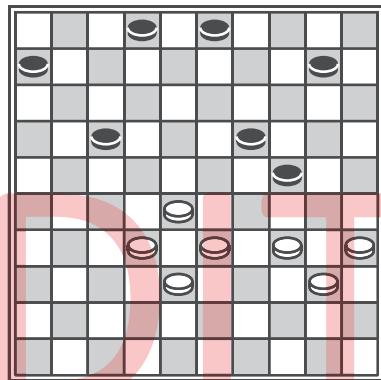


Diagram 200 [3]

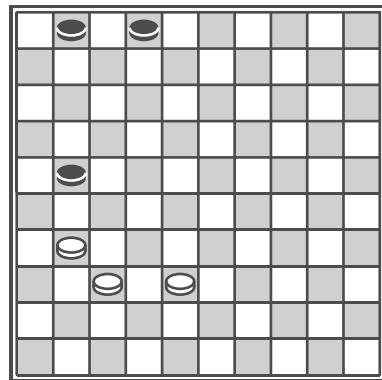


Diagram 201 [2]

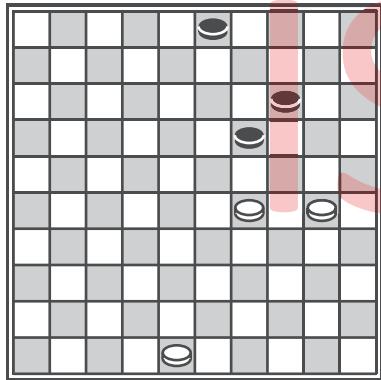


Diagram 202 [2]

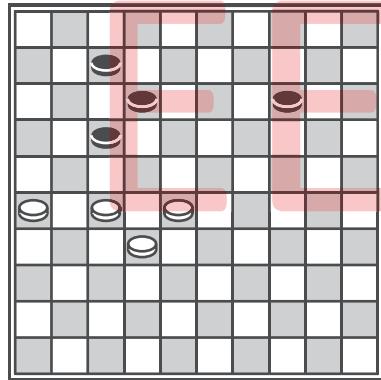


Diagram 203 [2]

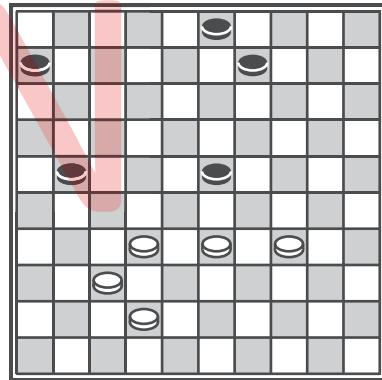


Diagram 204 [1]

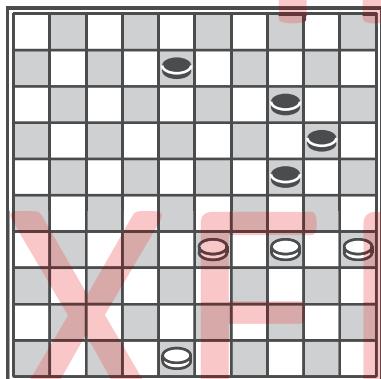


Diagram 205 [2]

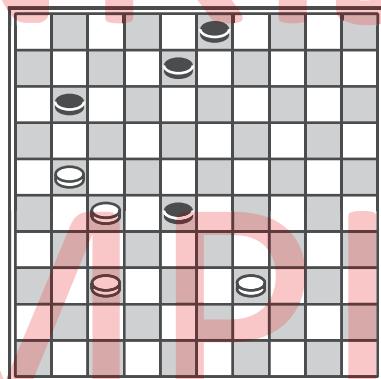


Diagram 206 [2]

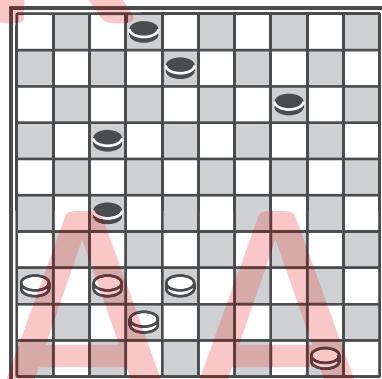


Diagram 207 [3]

15. Verdedigen

Opdracht: Zwart valt een witte schijf aan! Wit moet zich gaan verdedigen, maar hoe?

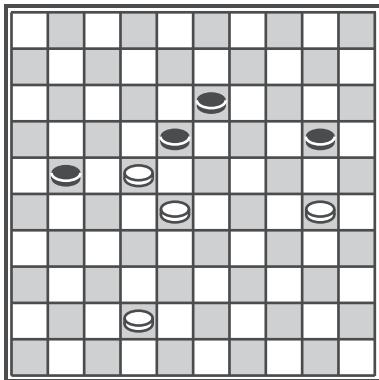


Diagram 208 [1]

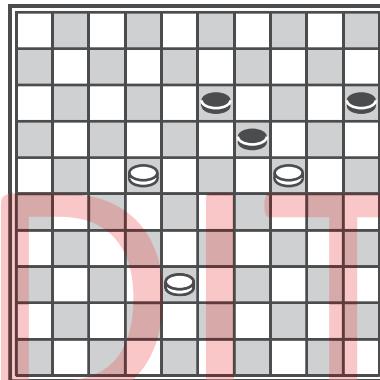


Diagram 209 [1]

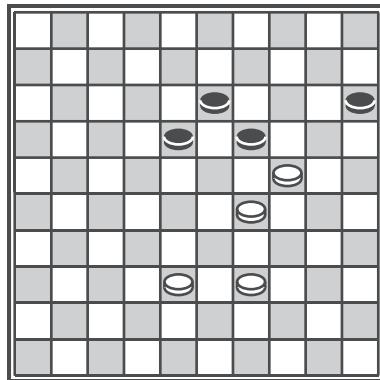


Diagram 210 [2]

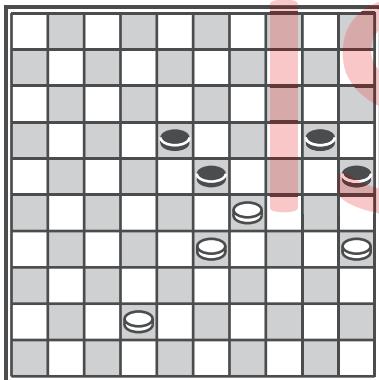


Diagram 211 [1]

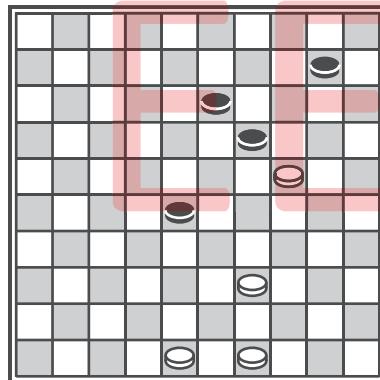


Diagram 212 [2]

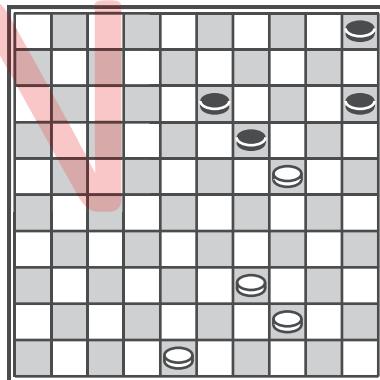


Diagram 213 [2]

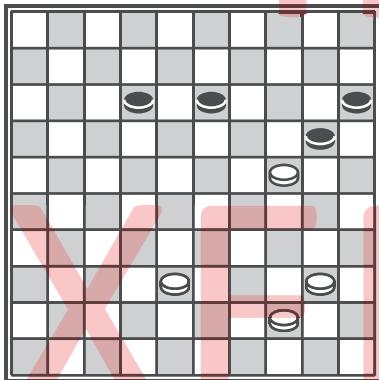


Diagram 214 [2]

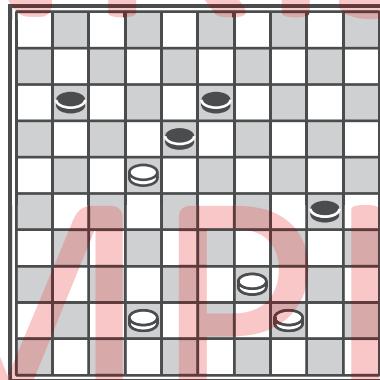


Diagram 215 [2]

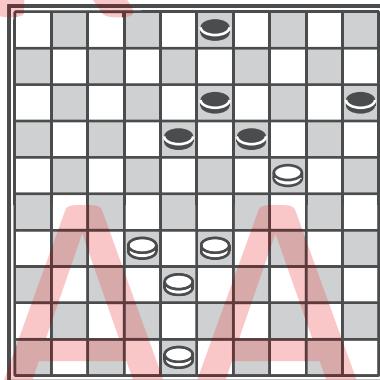


Diagram 216 [2]

16. Ruilen

Opdracht: Ook ruilen is een vorm van zetten. Hoe wint wit na het spelen van een sterke ruit?

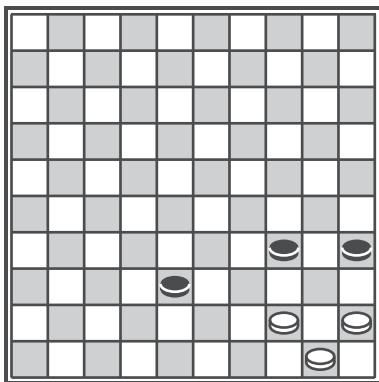


Diagram 217 [2]

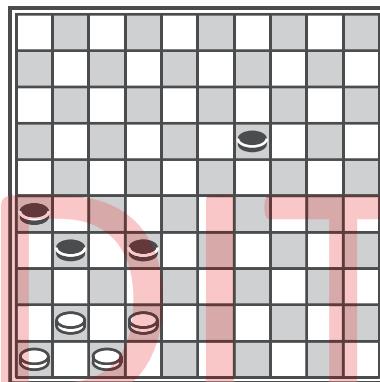


Diagram 218 [2]

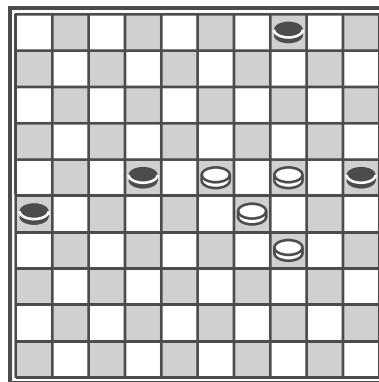


Diagram 219 [2]

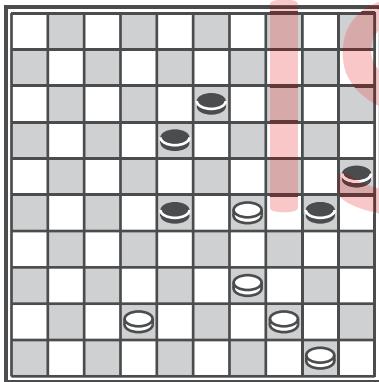


Diagram 220 [2]

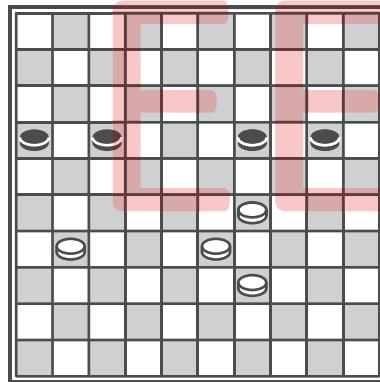


Diagram 221 [2]

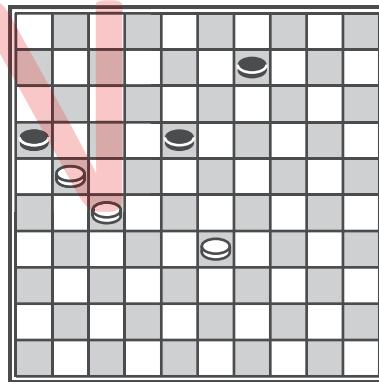


Diagram 222 [1]

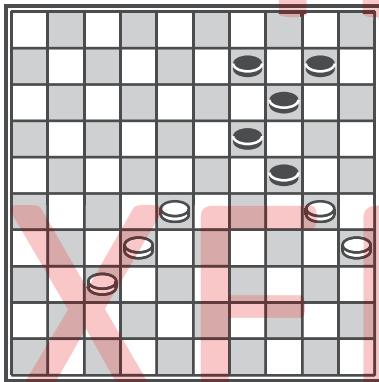


Diagram 223 [1]

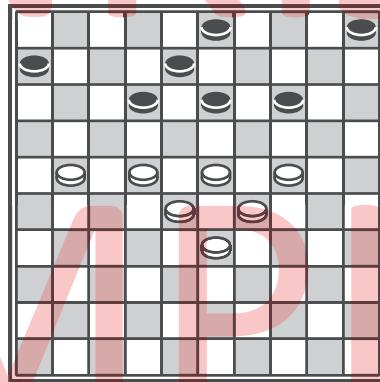


Diagram 224 [2]

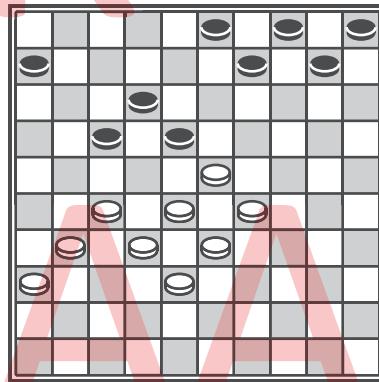


Diagram 225 [3]

17. Offer

Opdracht: Wit wint met een sterk offer. Noteer het offer en de winnende zet(ten) voor wit.

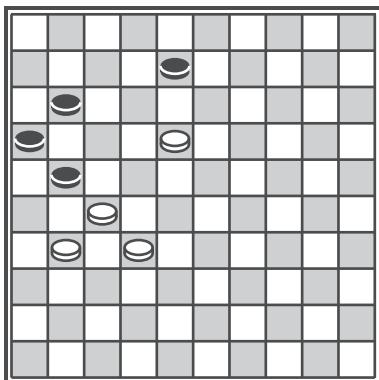


Diagram 226 [2]

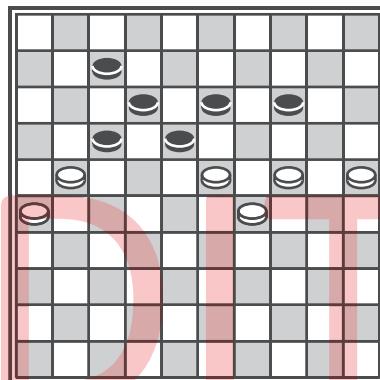


Diagram 227 [2]

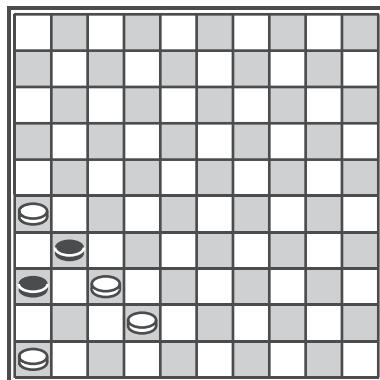


Diagram 228 [2]

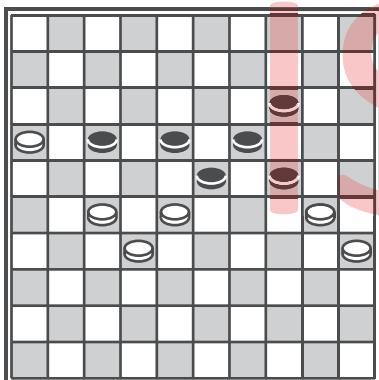


Diagram 229 [2]

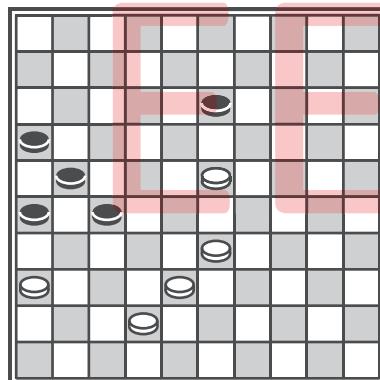


Diagram 230 [2]

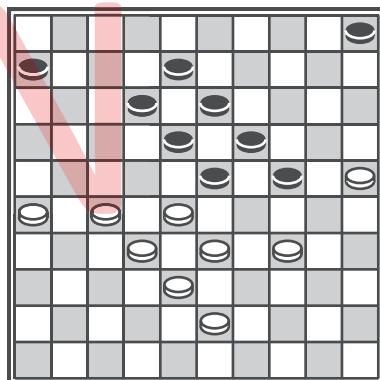


Diagram 231 [2]

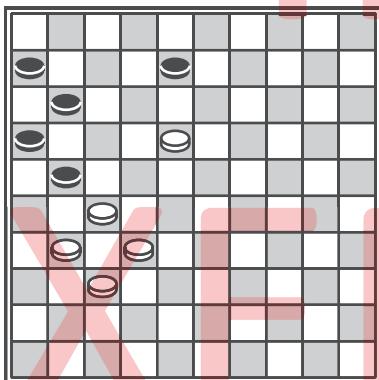


Diagram 232 [2]

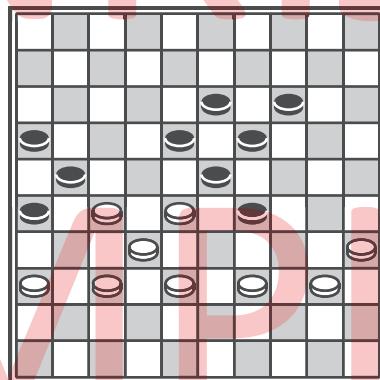


Diagram 233 [2]

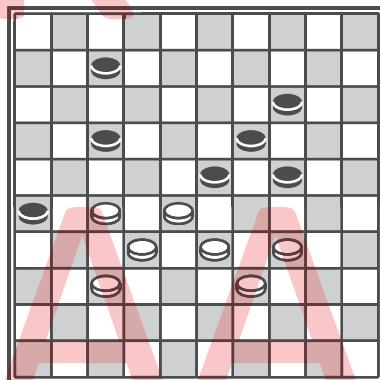


Diagram 234 [3]

Moeilijk

18. Positiespel I: Zoek de beste zet

Opdracht: Zoek de beste zet voor wit. Denk aan de formaties die je geleerd hebt!

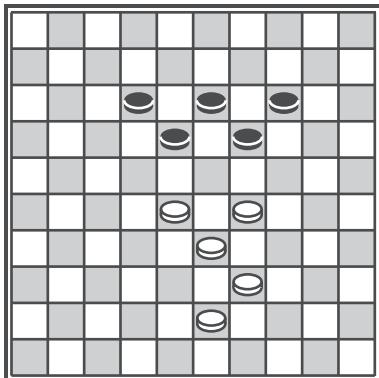


Diagram 235

Welke zet speel je?

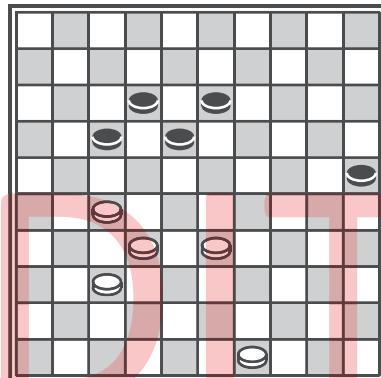


Diagram 236

Welke zet speel je?

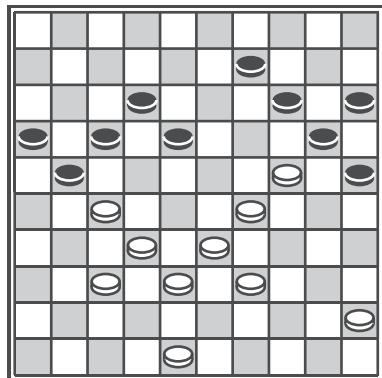


Diagram 237

- A. 33-28
- B. 39-34

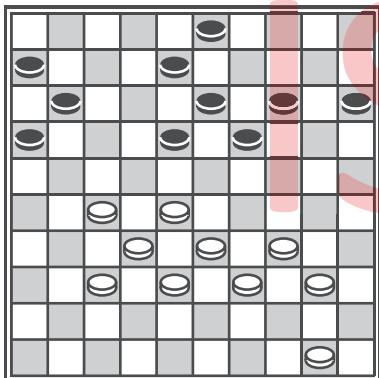


Diagram 238

- A. 28-22
- B. 34-29

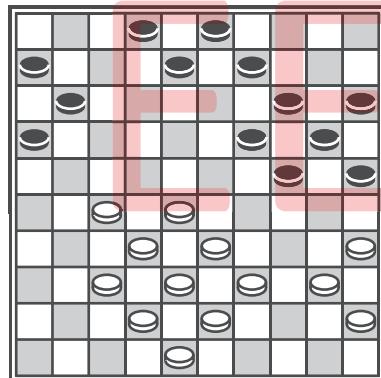


Diagram 239

- A. 37-31
- B. 40-34

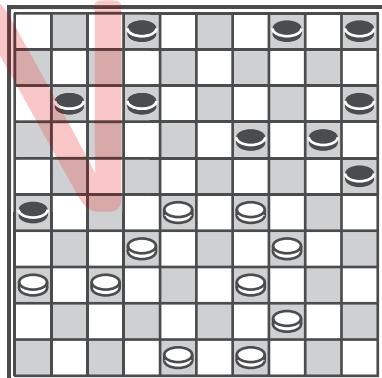


Diagram 240

- A. 36-31
- B. 32-27

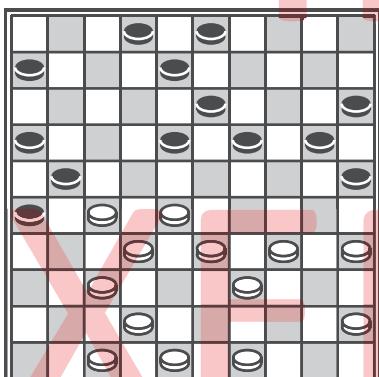


Diagram 241

- A. 48-43
- B. 42-38

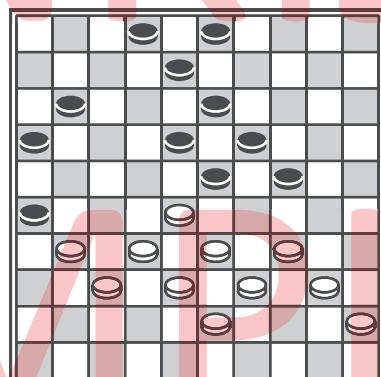


Diagram 242

- A. 31-27
- B. 40-35

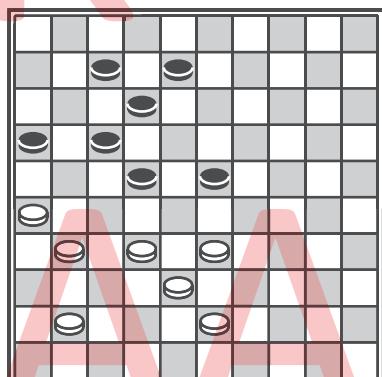


Diagram 243

- A. 41-36
- B. 41-37

19. Positiespel II: Tegenstander vastzetten

Opdracht: Niet altijd lukt het alle schijven te slaan. Met vastzetten schakelen we ze ook uit.

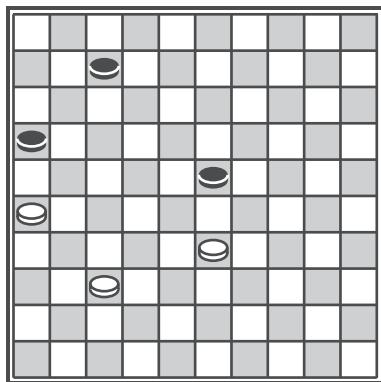


Diagram 244 [3]

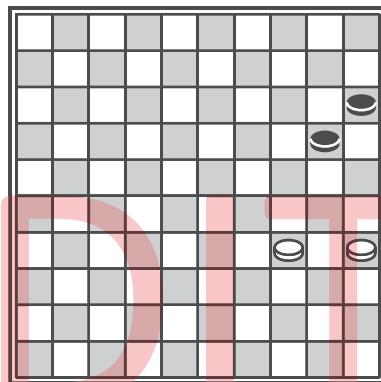


Diagram 245 [2]

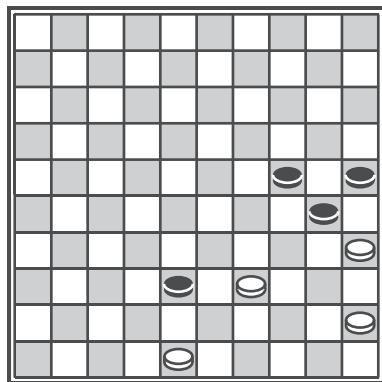


Diagram 246 [3]

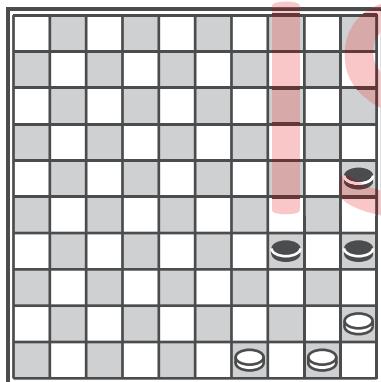


Diagram 247 [2]

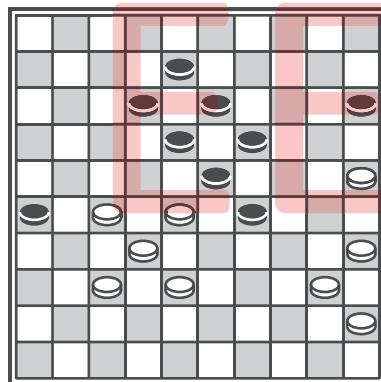


Diagram 248 [2]
Tip: gebruik een offer

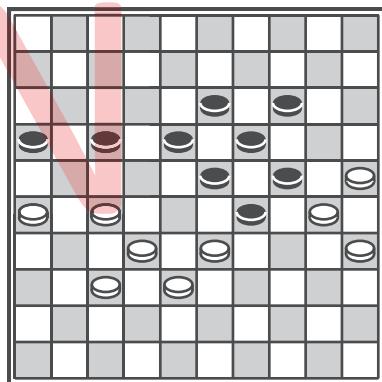


Diagram 249 [2]
Tip: gebruik een offer

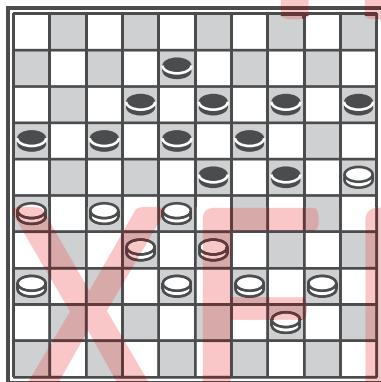


Diagram 250 [1]

Tip: laat zwart niet ruilen

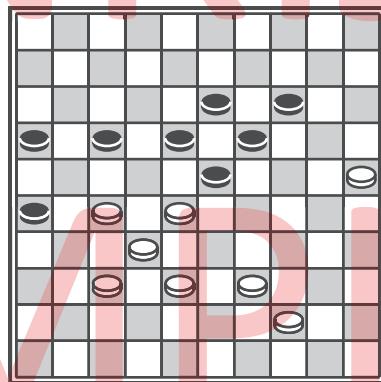


Diagram 251

Moeilijk

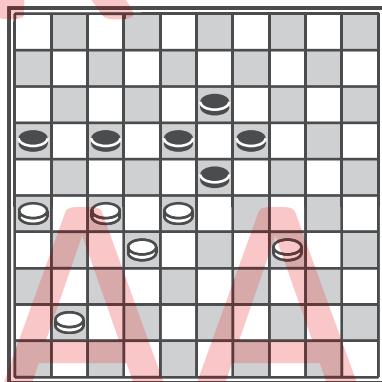


Diagram 252

Moeilijk

- A. 38-33
B. 39-33

- A. 41-36
B. 41-37

20.1 Combineren I: Slagjes met schijf 32

Opdracht: Wit speelt en haalt een combinatie uit met schijf 32 als eindslag.

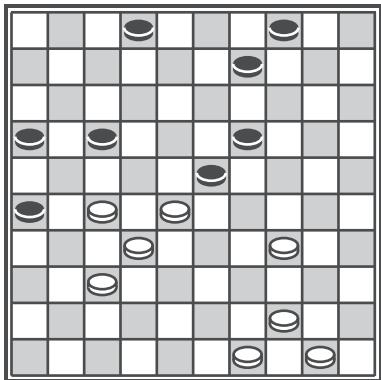


Diagram 253 [2]

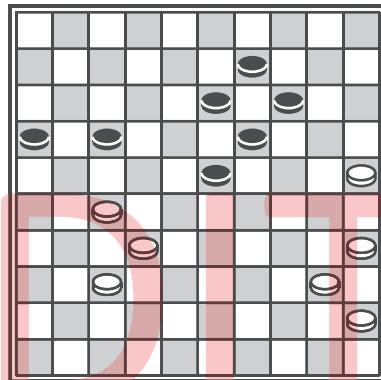


Diagram 254 [3]

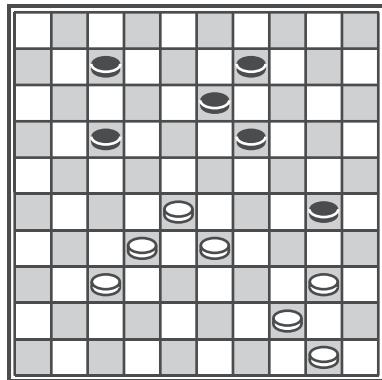


Diagram 255 [2]

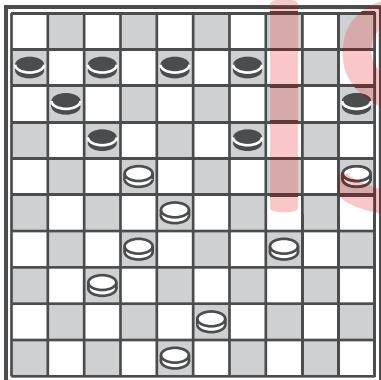


Diagram 256 [2]

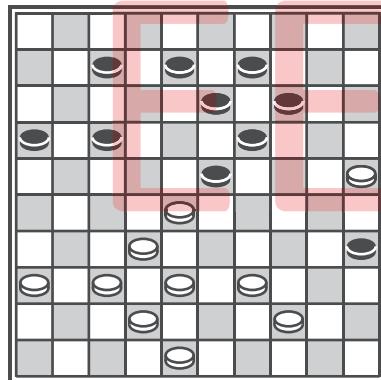


Diagram 257 [3]

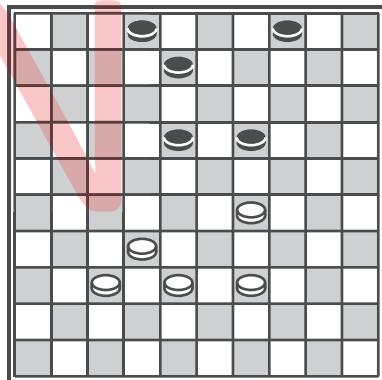


Diagram 258 [3]

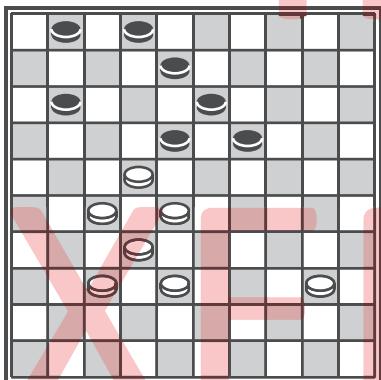


Diagram 259 [2]

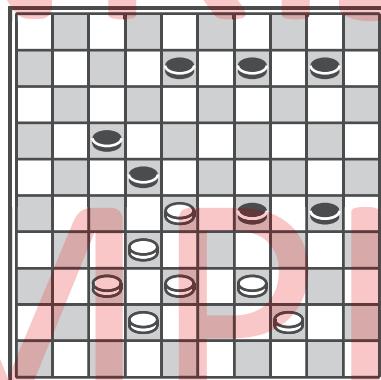


Diagram 260 [3]

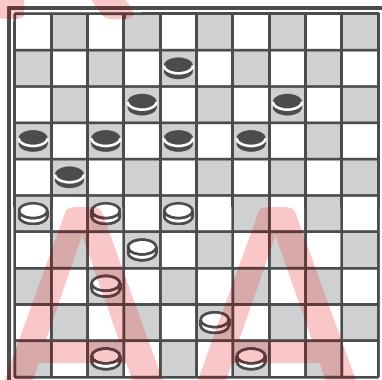


Diagram 261 [1]

20.2 Combineren I: Slagjes met schijf 32

Opdracht: Ook nu weer een serie combinaties met schijf 32. Succes met puzzelen!

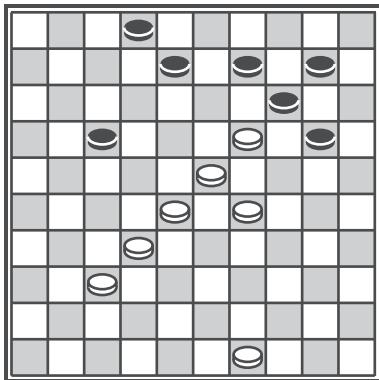


Diagram 262 [2]

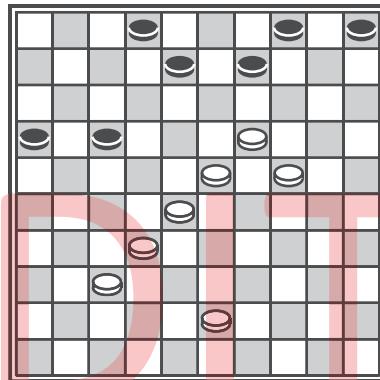


Diagram 263 [2]

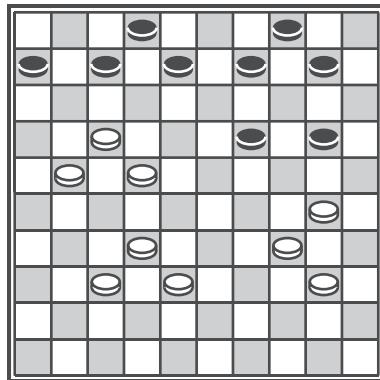


Diagram 264 [3]

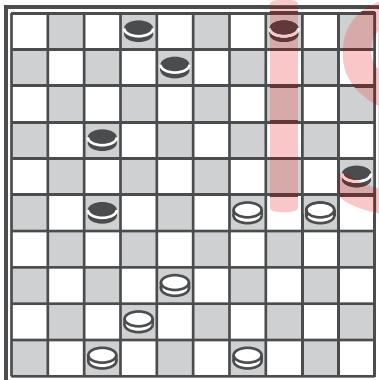


Diagram 265 [1]

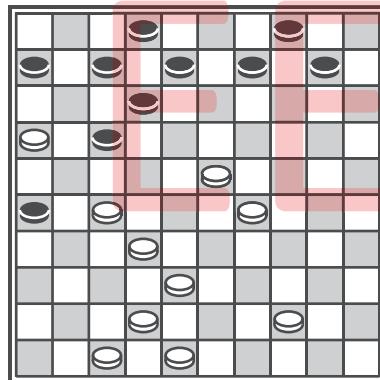


Diagram 266 [3]

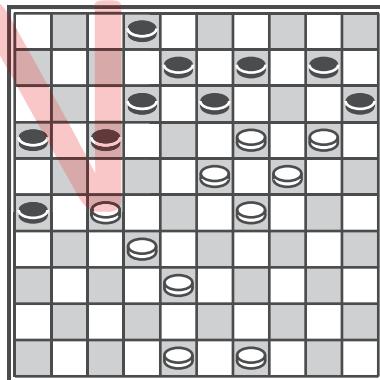


Diagram 267 [2]

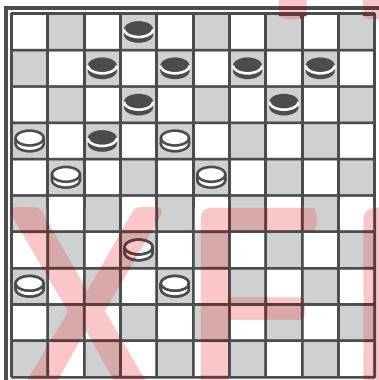


Diagram 268 [1]

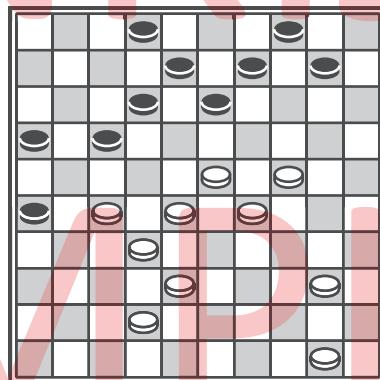


Diagram 269 [2]

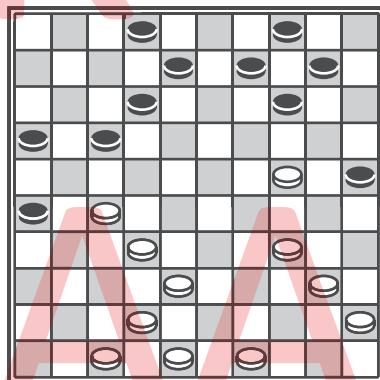


Diagram 270 [3]

20.3 Combineren I: Slagjes met schijf 32

Opdracht: Na deze bladzijde mag je officieel voor Damdiploma Wit gaan! Knap gedaan!

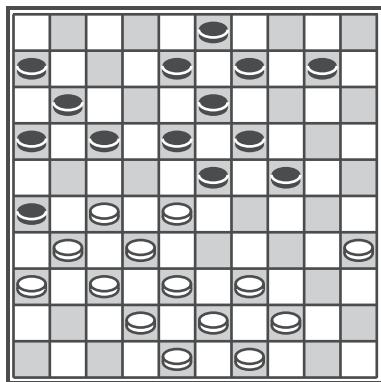


Diagram 271 [1]

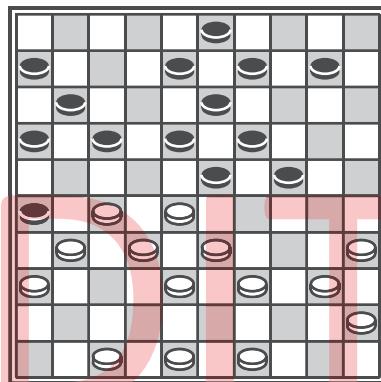


Diagram 272 [1]

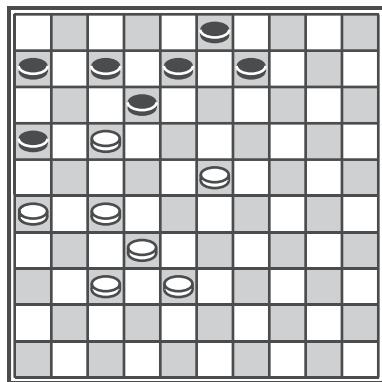


Diagram 273 [3]

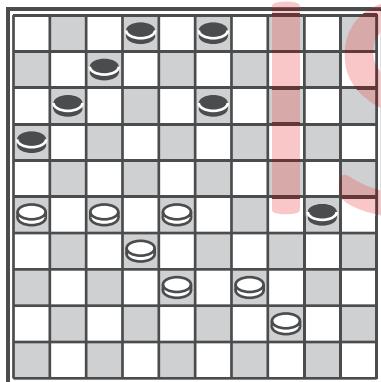


Diagram 274 [3]

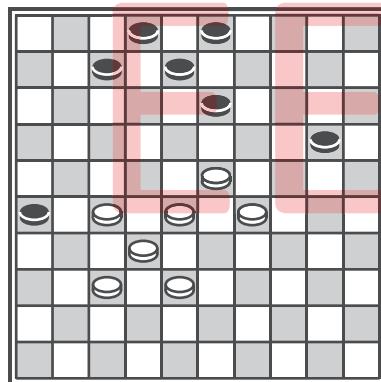


Diagram 275 [3]

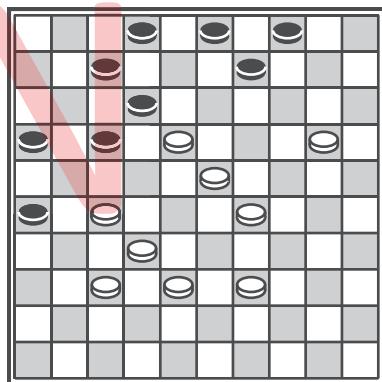


Diagram 276 [3]

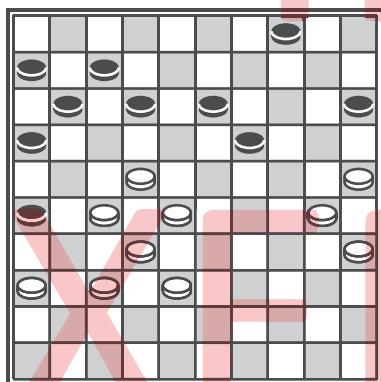


Diagram 277 [3]

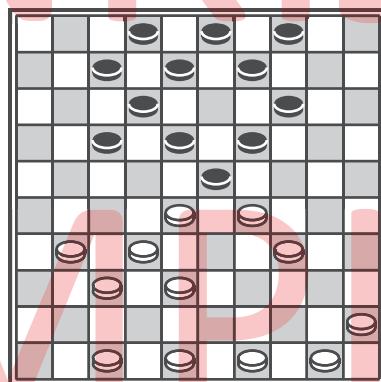


Diagram 278 [2]

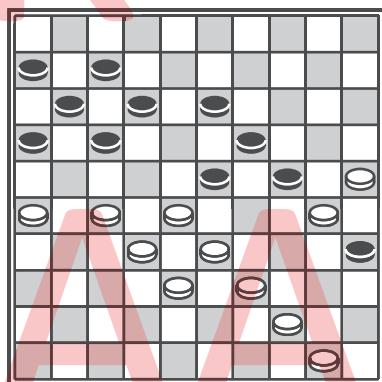


Diagram 279 [3]

21.1 Combineren II: Slagjes met schijf 33

Opdracht: Wit speelt en haalt een combinatie uit met schijf 33 als eindslag.

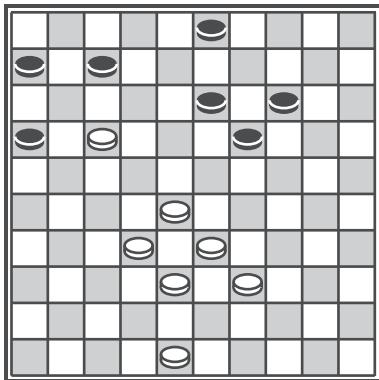


Diagram 280 [3]

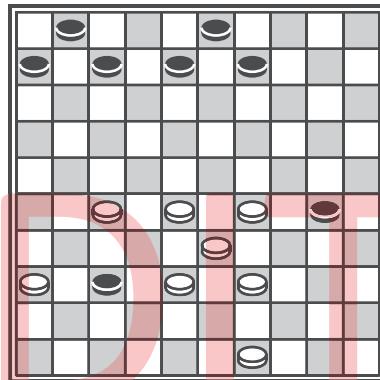


Diagram 281 [4]

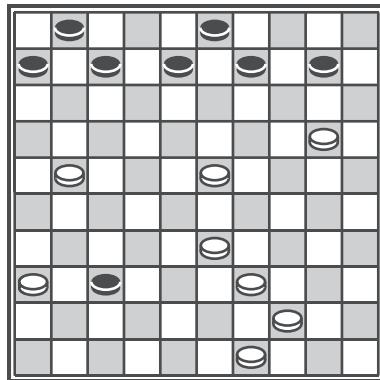


Diagram 282 [2]

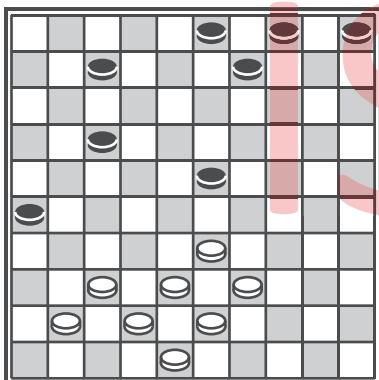


Diagram 283 [2]

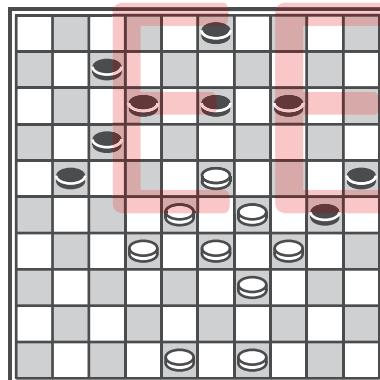


Diagram 284 [2]

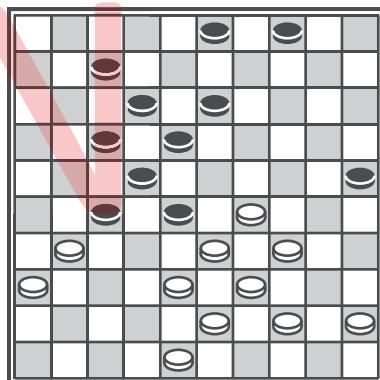


Diagram 285 [2]

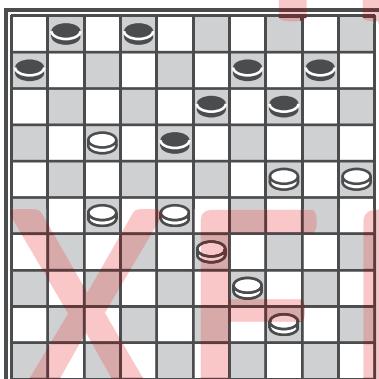


Diagram 286 [4]

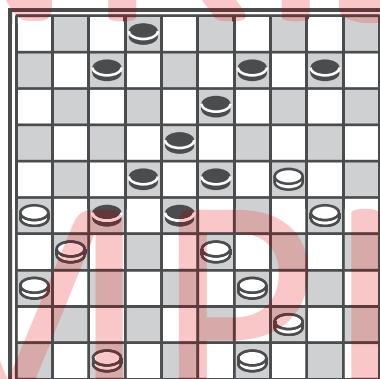


Diagram 287 [3]

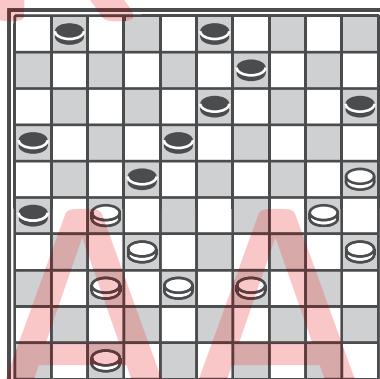


Diagram 288 [3]

21.2 Combineren II: Slagjes met schijf 33

Opdracht: Weer slaat wit toe met zijn schijf op 33. Denk goed na!

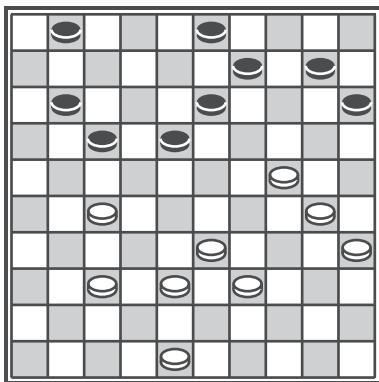


Diagram 289 [4]

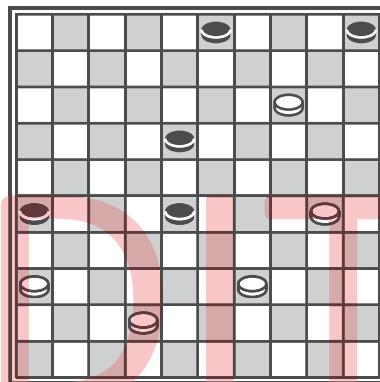


Diagram 290 [2]

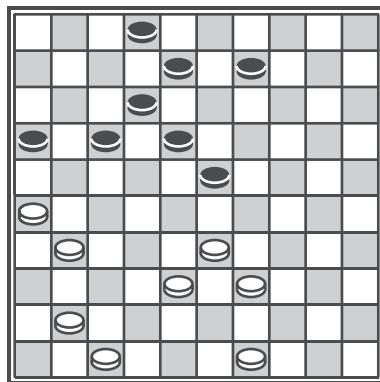


Diagram 291 [2]

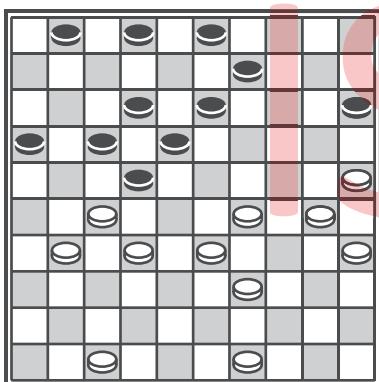


Diagram 292 [2]

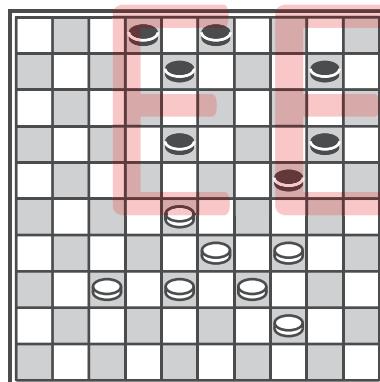


Diagram 293 [2]

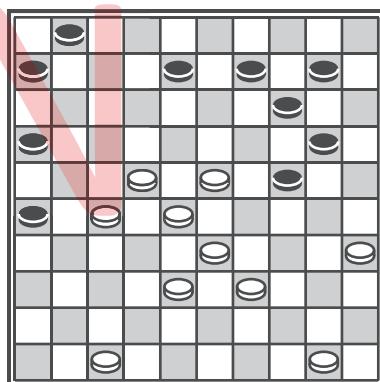


Diagram 294 [2]

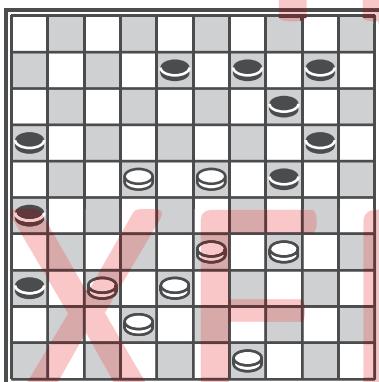


Diagram 295 [2]

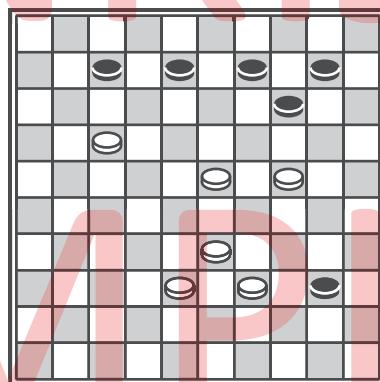


Diagram 296 [2]

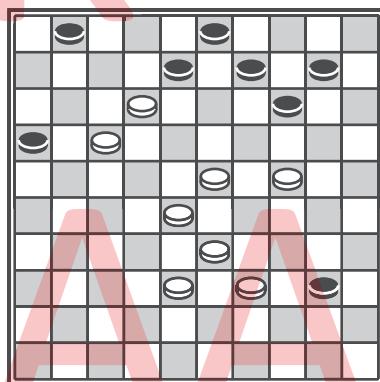


Diagram 297 [2]

21.3 Combineren II: Slagjes met schijf 33

Opdracht: Nog een paar lastige combinaties. Kan jij ze allemaal vinden?

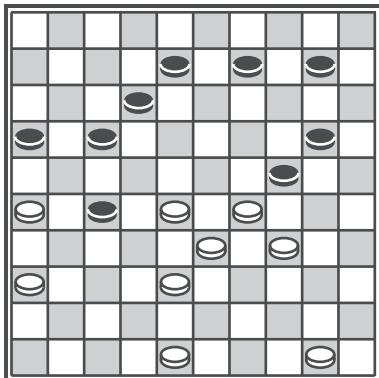


Diagram 298 [4]

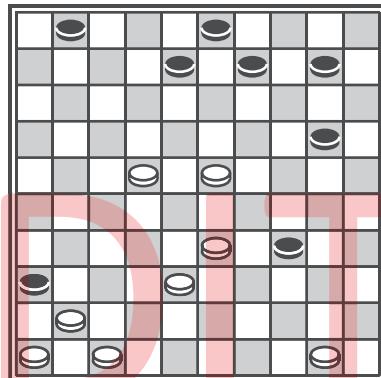


Diagram 299 [2]

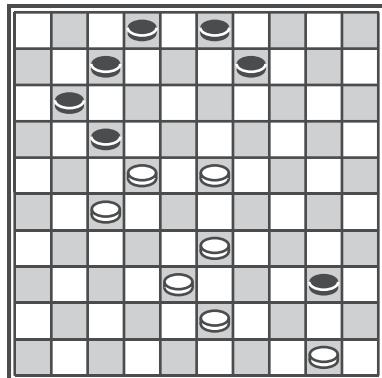


Diagram 300 [2]

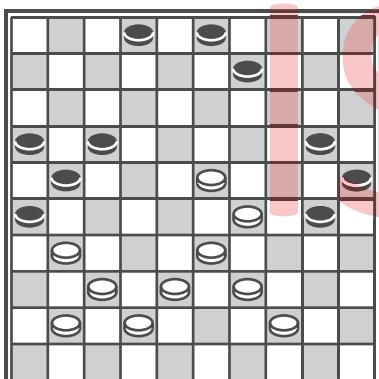


Diagram 301 [2]

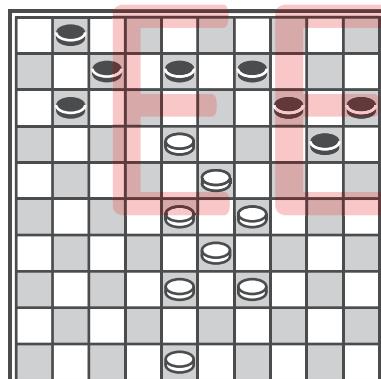


Diagram 302 [3]

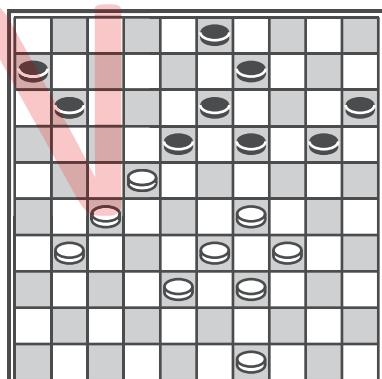


Diagram 303 [3]

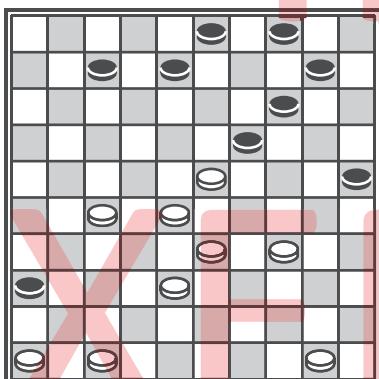


Diagram 304 [3]

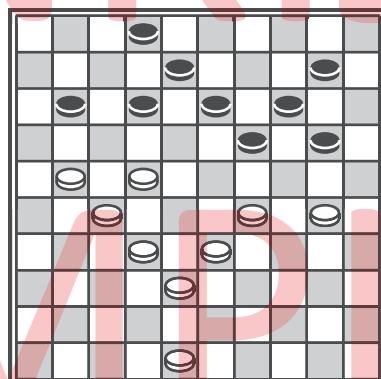


Diagram 305 [3]

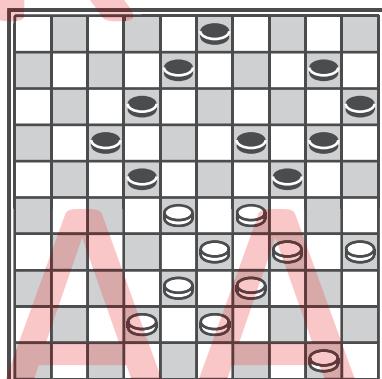


Diagram 306 [3]

22.1 Doorbreken

Opdracht: Wit gaat op de snelste en veiligste weg naar de damrij. Wat is de beste zet?

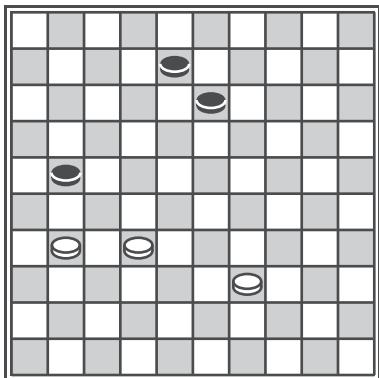


Diagram 307

- A. 31-26
- B. 32-28
- C. 39-34

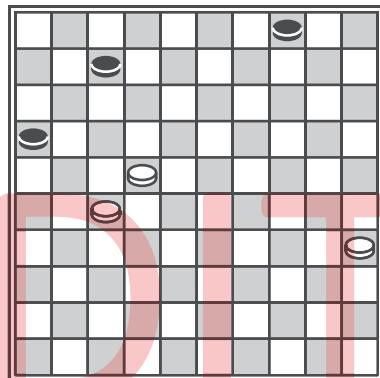


Diagram 308

- A. 22-17
- B. 22-18
- C. 35-30

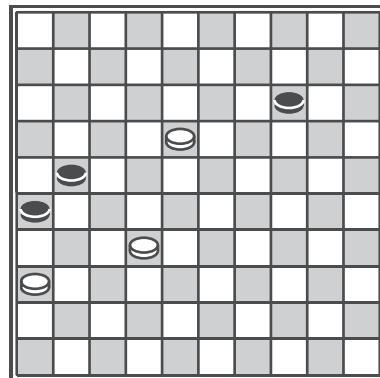


Diagram 309

- A. 18-12
- B. 18-13
- C. 32-28

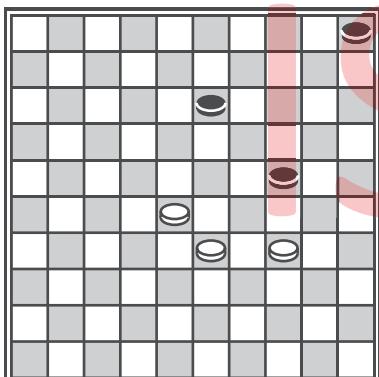


Diagram 310

- A. 28-22
- B. 28-23
- C. 34-29

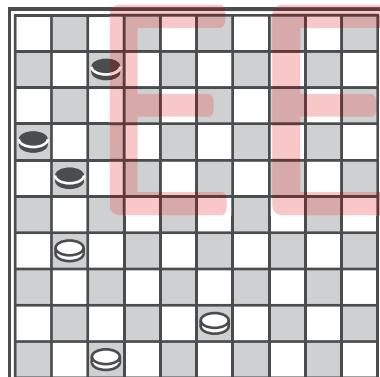


Diagram 311

- A. 31-26
- B. 43-39
- C. 47-41

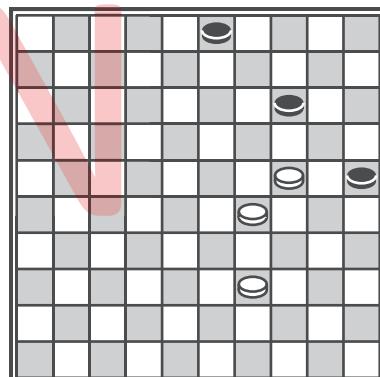


Diagram 312

- A. 24-20
- B. 29-23
- C. 39-33

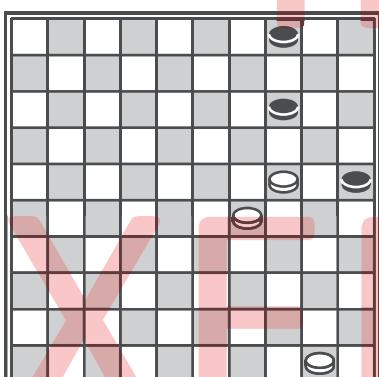


Diagram 313

- A. 24-20
- B. 29-23
- C. 50-44

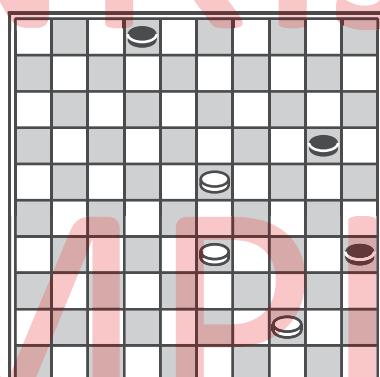


Diagram 314

- A. 23-18
- B. 23-19
- C. 33-29

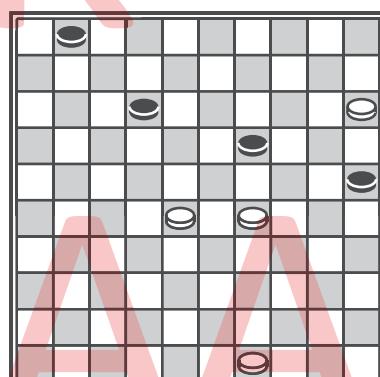


Diagram 315

- A. 15-10
- B. 28-22
- C. 29-23

22.2 Doorbreken

Opdracht: Nogmaals negen diagrammen. Kijk goed uit, want zwart aast ook op een dam.

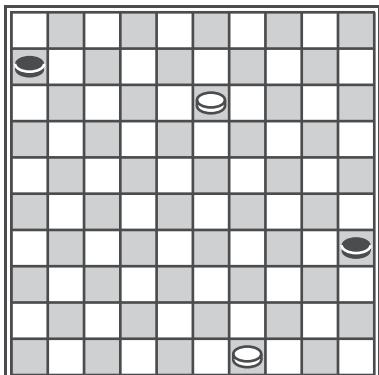


Diagram 316

- A. 13-08
- B. 49-43
- C. 49-44

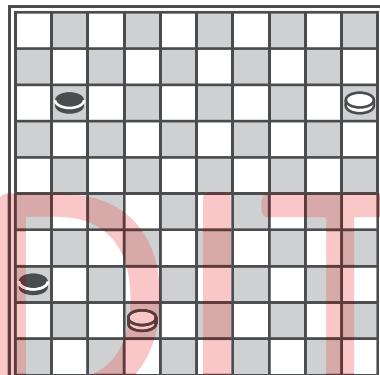


Diagram 317

- A. 15-10
- B. 42-37
- C. 42-38

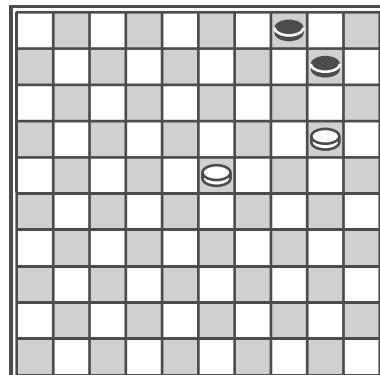


Diagram 318

- A. 20-15
- B. 23-18
- C. 23-19

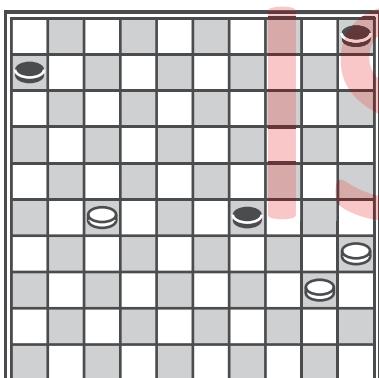


Diagram 319

- A. 27-22
- B. 35-30
- C. 40-34

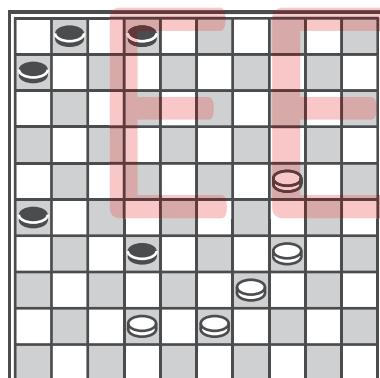


Diagram 320

- A. 34-30
- B. 42-38
- C. 43-38

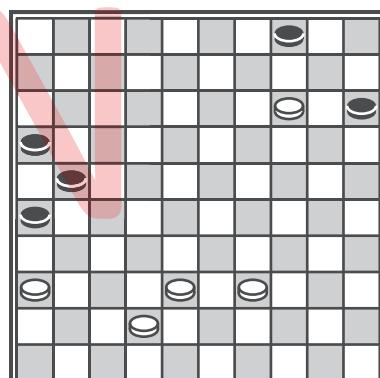


Diagram 321

- A. 14-10
- B. 38-33
- C. 42-37

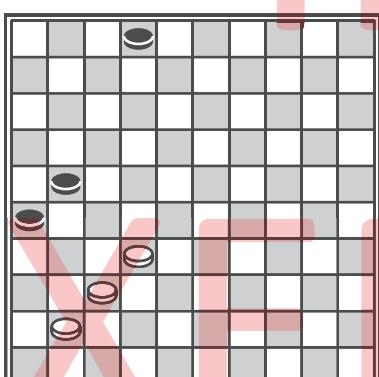


Diagram 322

- A. 32-27
- B. 32-28
- C. 41-36

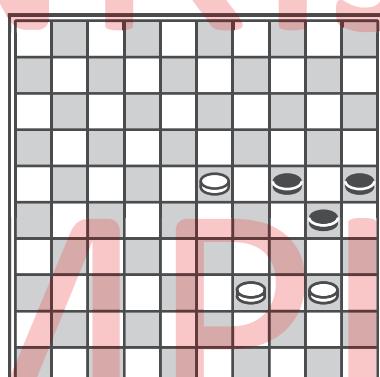


Diagram 323

- A. 23-18
- B. 39-33
- C. 40-35

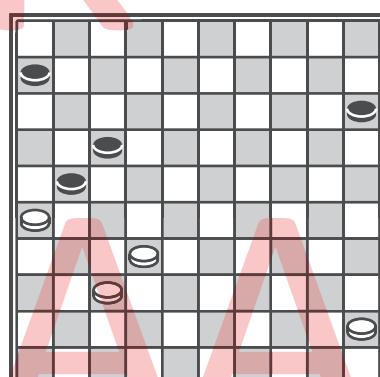


Diagram 324

- A. 32-28
- B. 37-31
- C. 45-40

22.3 Doorbreken | Twee handige hulpjes

Opdracht: Op weg naar dam kunnen we gebruik maken van de ruil en het offer.

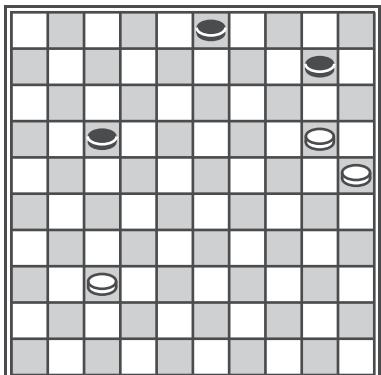


Diagram 325

- A. 20-14
- B. 20-15
- C. 37-32

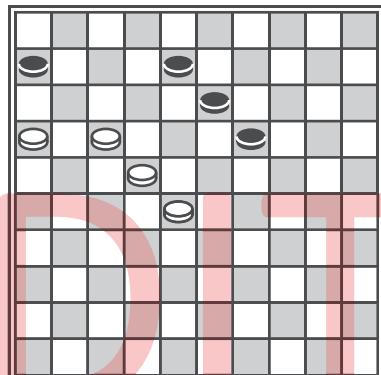


Diagram 326

- A. 16-11
- B. 17-11
- C. 28-23

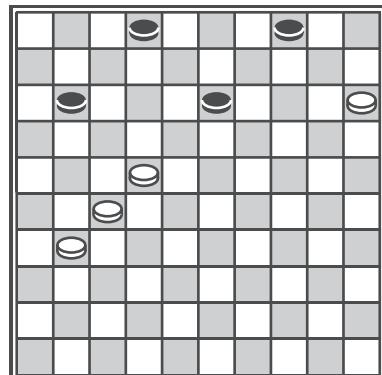


Diagram 327

- A. 22-17
- B. 22-18
- C. 27-21

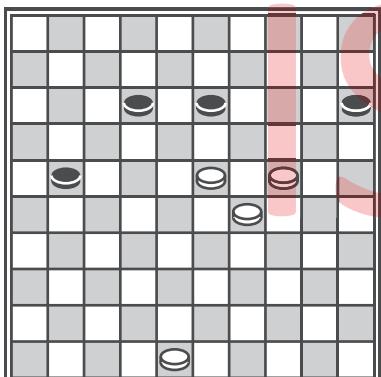


Diagram 328

- A. 23-19
- B. 48-42
- C. 48-43

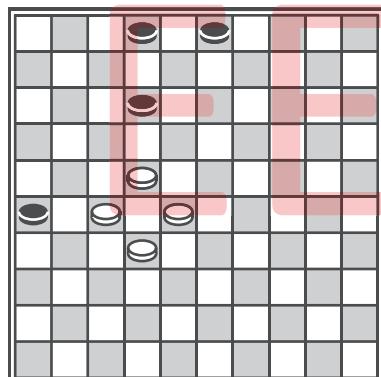


Diagram 329

- A. 22-17
- B. 22-18
- C. 27-21

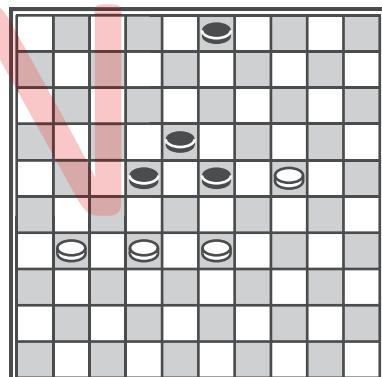


Diagram 330

- A. 24-19
- B. 31-26
- C. 32-27

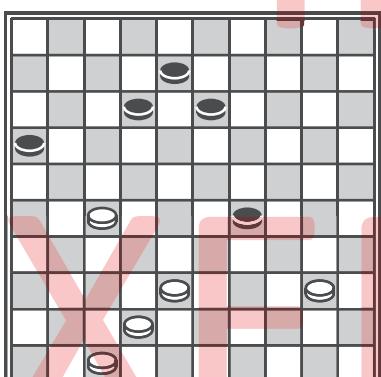


Diagram 331

- A. 27-21
- B. 38-33
- C. 40-35

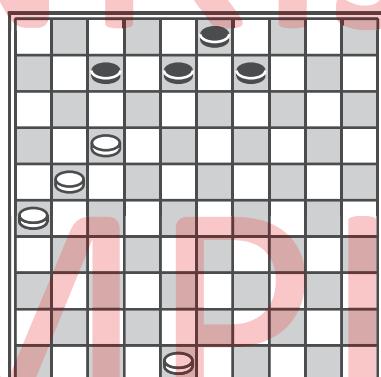


Diagram 332

- A. 17-12
- B. 21-16
- C. 48-42

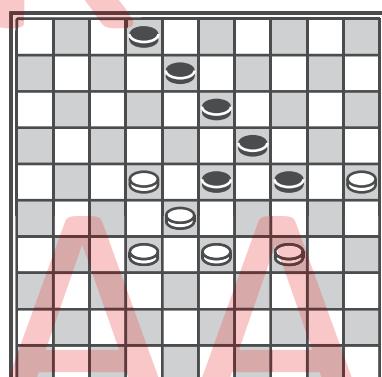


Diagram 333

- A. 22-17
- B. 25-20
- C. 34-30

22.4 Doorbreken | Naar dam of verdedigen?

Opdracht: Wat gaat wit doen? Denk aan zetten, ruilen, offeren en combineren. Kijk goed uit!

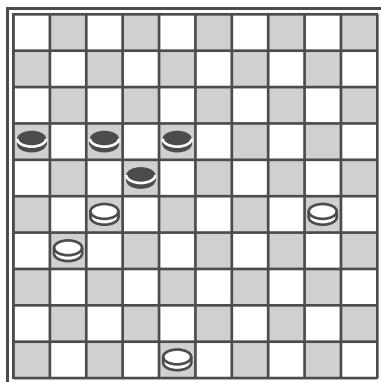


Diagram 334 [1]

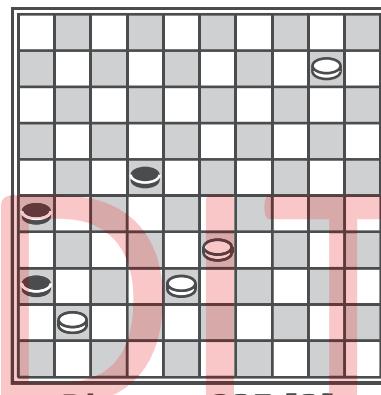


Diagram 335 [3]

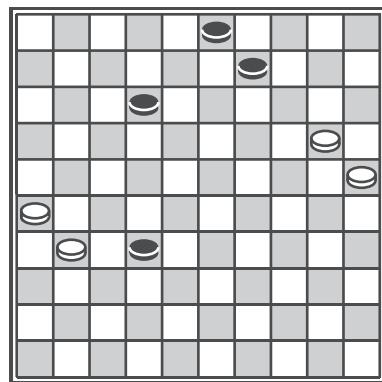


Diagram 336 [2]

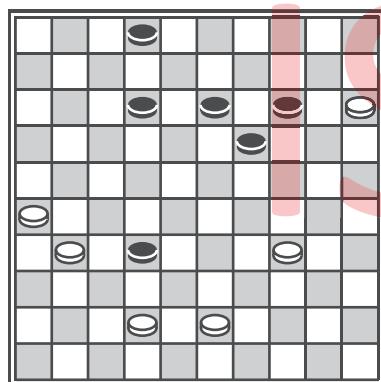


Diagram 337 [2]

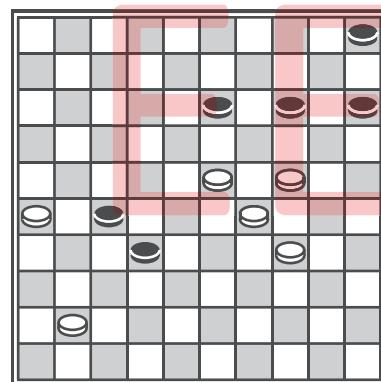


Diagram 338 [3]

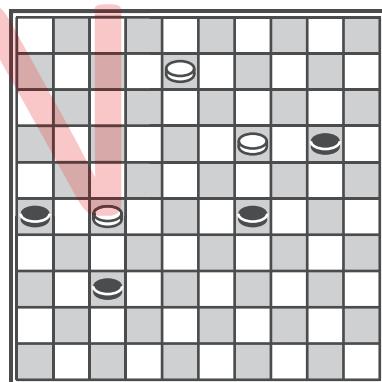


Diagram 339 [3]

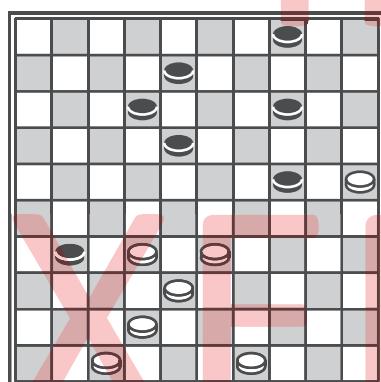


Diagram 340 [3]

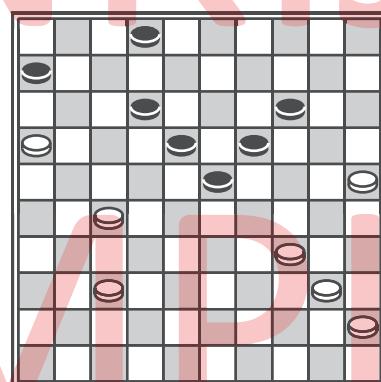


Diagram 341 [3]

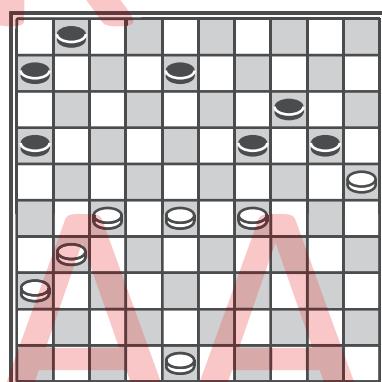


Diagram 342 [3]

23.1 Doorbraakcombinaties

Opdracht: Wit combineert en creëert een doorbraak naar de velden 6, 7, 8, 9 of 10.

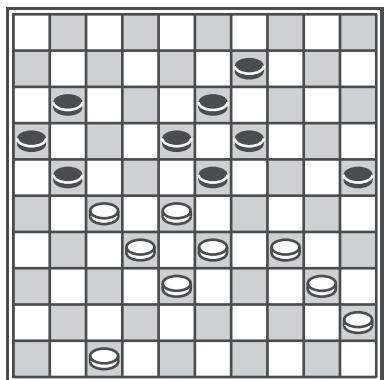


Diagram 343 [2]

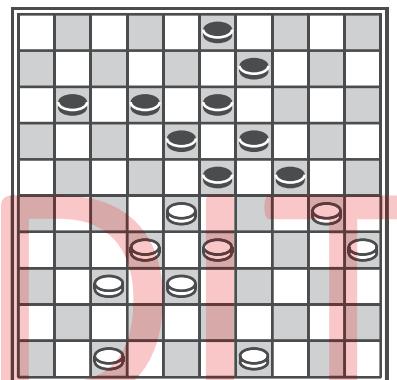


Diagram 344 [2]

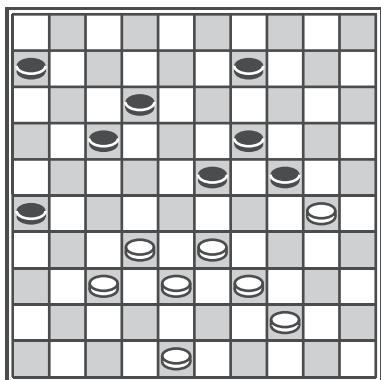


Diagram 345 [3]

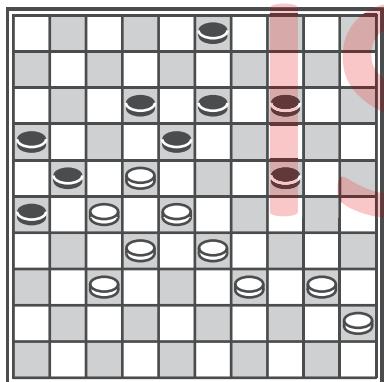


Diagram 346 [3]

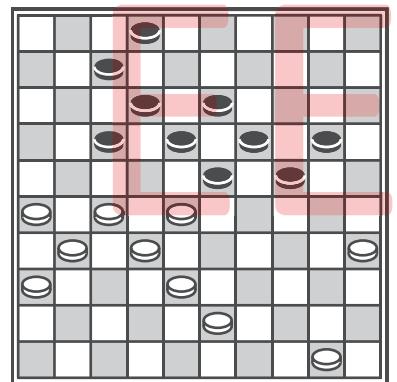


Diagram 347 [2]

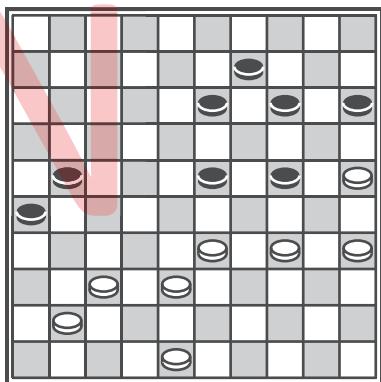


Diagram 348 [3]

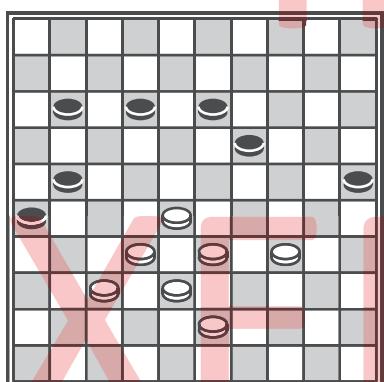


Diagram 349 [3]

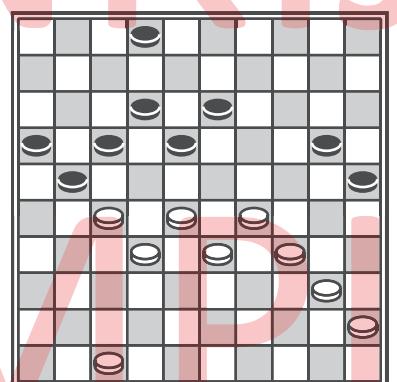


Diagram 350 [2]

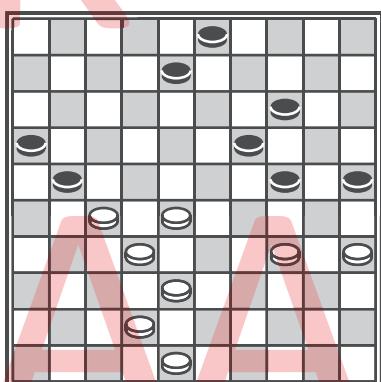


Diagram 351 [2]

23.2 Doorbraakcombinaties

Opdracht: Wit speelt en wint. Soms staat de laatste zwarte zet onder het diagram.

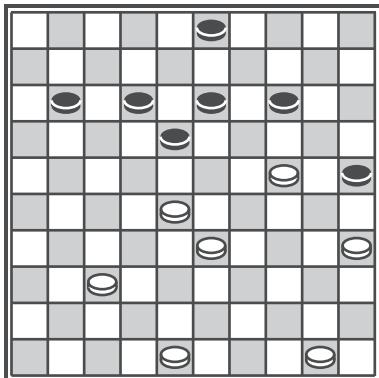


Diagram 352 [3]
(14-19?)

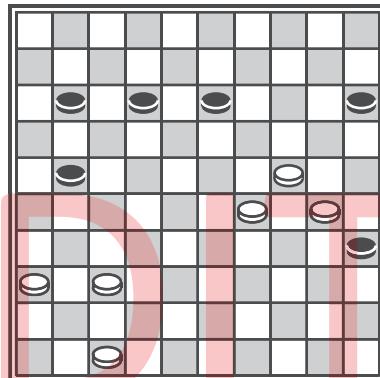


Diagram 353 [3]

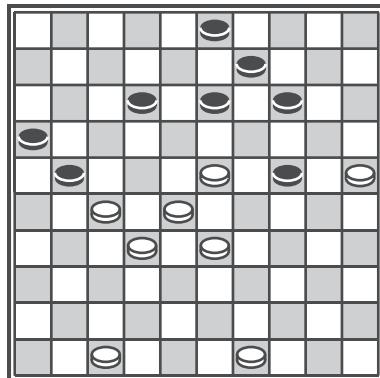


Diagram 354 [1]
(13-18?)

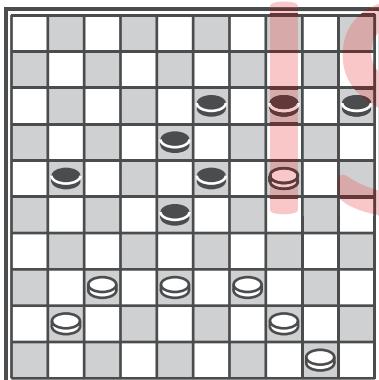


Diagram 355 [3]
(14-19?)

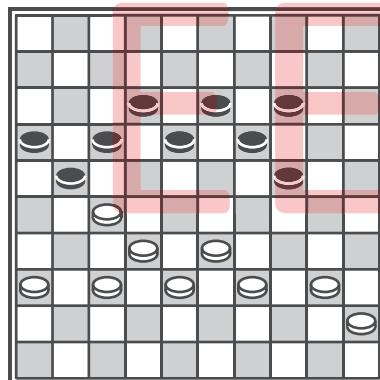


Diagram 356 [1]
(17-22?)

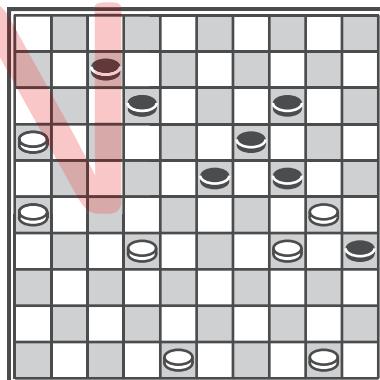


Diagram 357 [4]

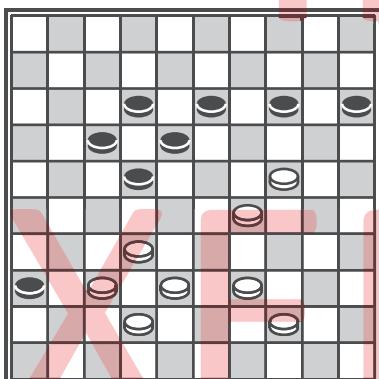


Diagram 358 [2]

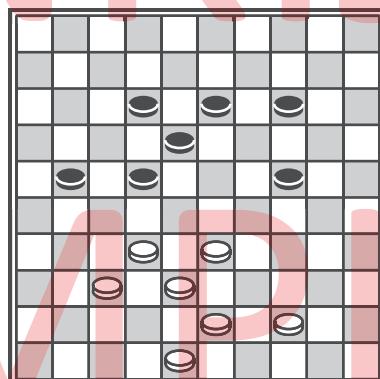


Diagram 359 [3]

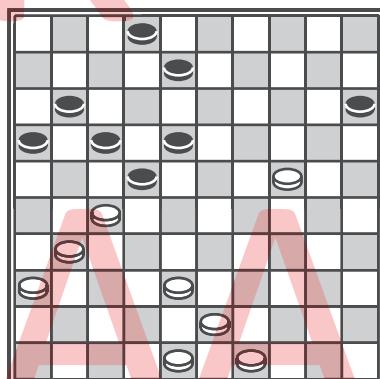


Diagram 360 [4]
(17-21?)

24.1 Damcombinaties

Opdracht: Altijd leuk om naar dam te slaan. Wit begint en combineert naar dam.

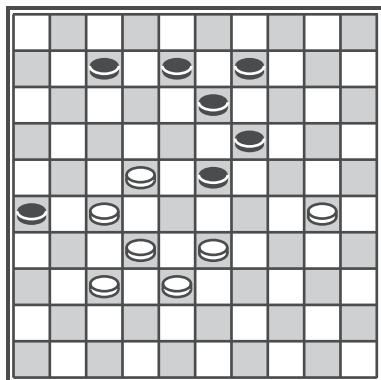


Diagram 361 [2]

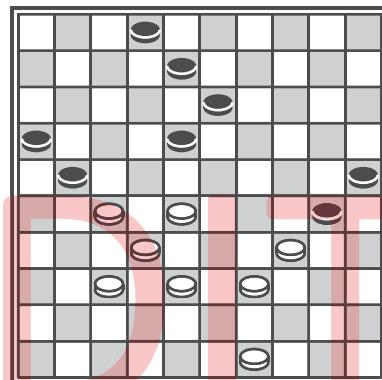


Diagram 362 [3]

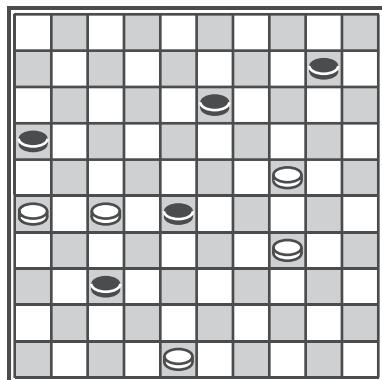


Diagram 363 [3]

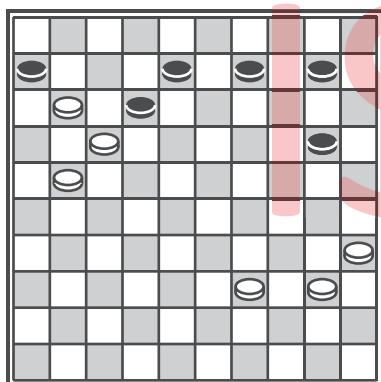


Diagram 364 [4]

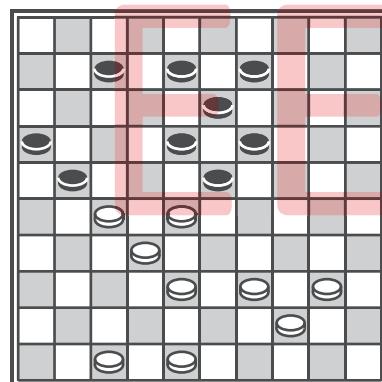


Diagram 365 [3] Boogzet

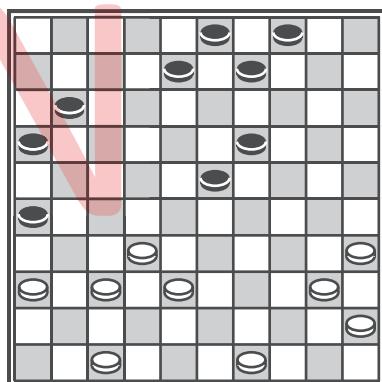


Diagram 366 [3]

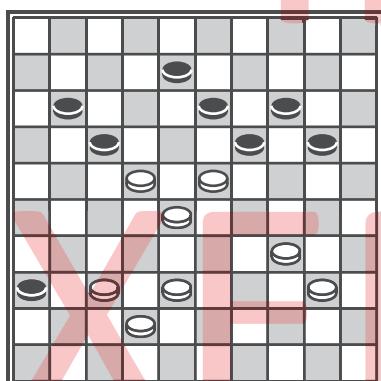


Diagram 367 [3]

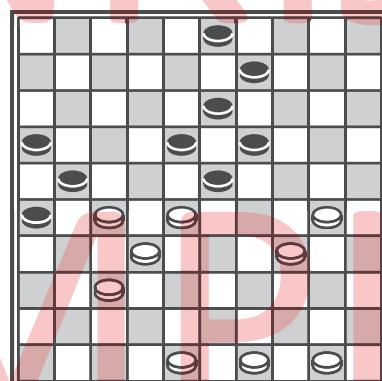


Diagram 368 [3]

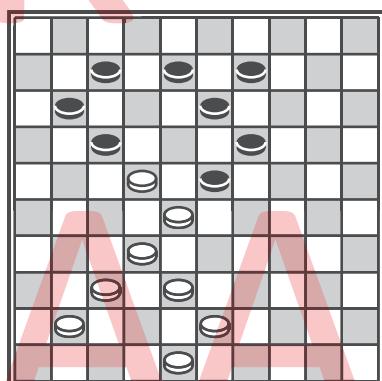


Diagram 369 [2]

24.2 Damcombinaties

Opdracht: Nog negen verrassende damcombinaties.

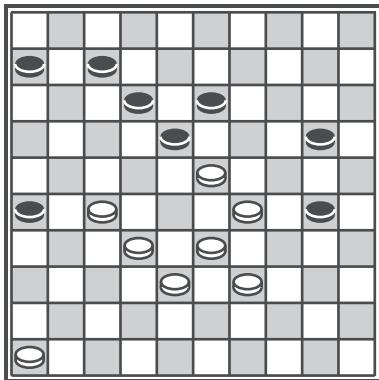


Diagram 370 [3]

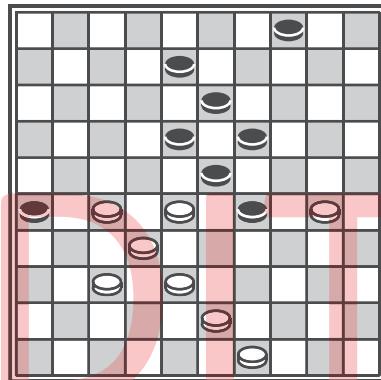


Diagram 371 [3]

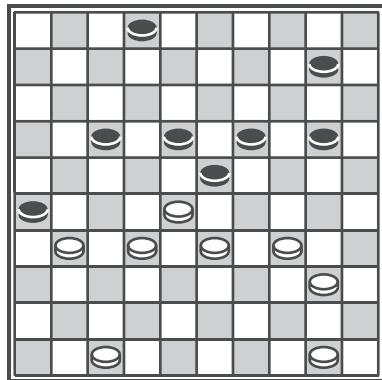


Diagram 372 [2]

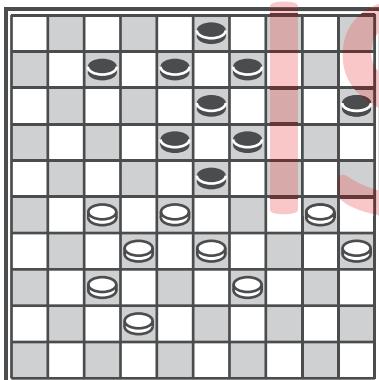


Diagram 373 [2]

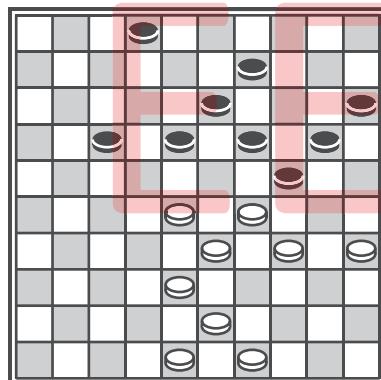


Diagram 374 [4]

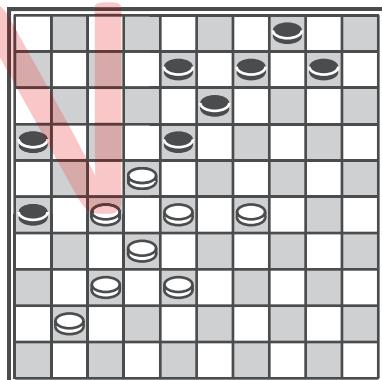


Diagram 375 [3]

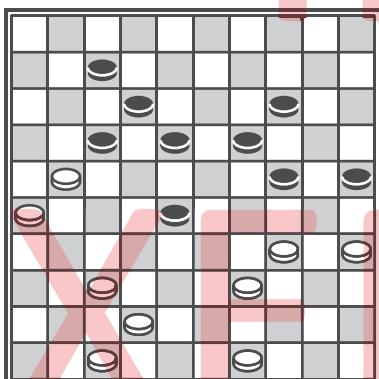


Diagram 376 [3]

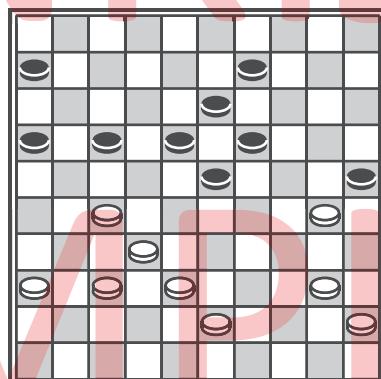


Diagram 377 [3]

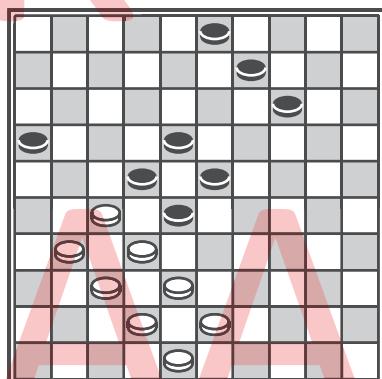


Diagram 378 [3]

Valluikslag

25.1 Basiskennis II: Systemen

Leren: De onderstaande systemen kunnen erg sterk zijn, dus leer ze goed uit je hoofd.

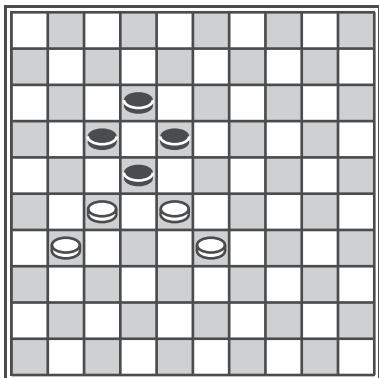


Diagram 380

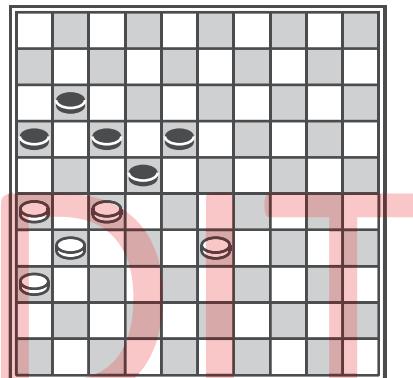


Diagram 381

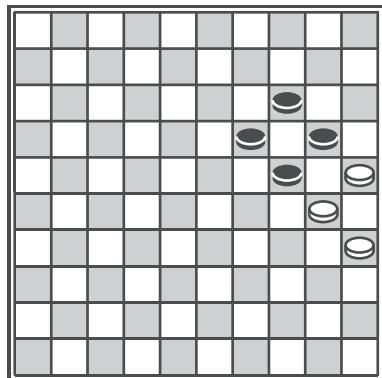


Diagram 382

Wit heeft een kettingstelling.
Zwart aan zet staat vast.

Wit heeft een hekstelling.
Opstelling: 26, 27, 31 en 36.

Wit heeft een klaverblad-opsluiting. Zwart staat vast.

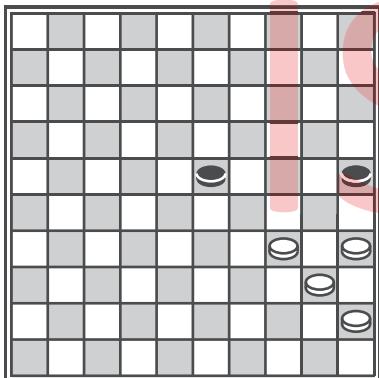


Diagram 383

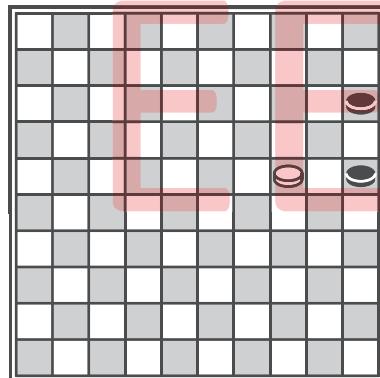


Diagram 384

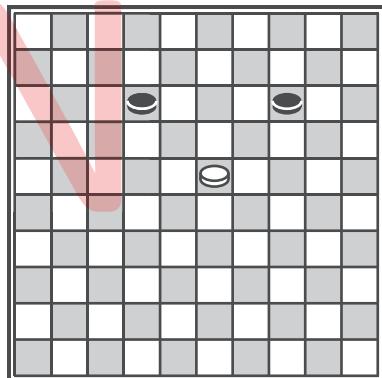


Diagram 385

Zwart heeft een zwakke
binding 23 en 25.

Wit heeft een voorpost.

Wit heeft een centrumaanval.

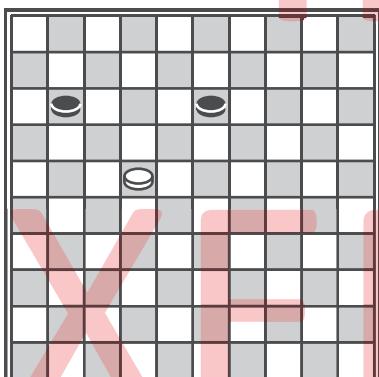


Diagram 386

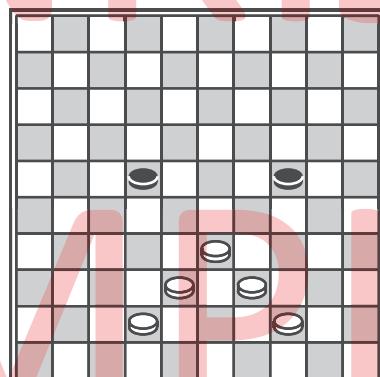


Diagram 387

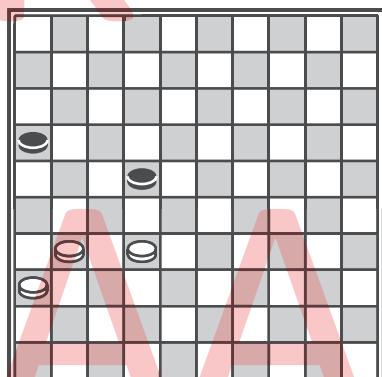


Diagram 388

Wit heeft een hooglandaanval

Zwart heeft een zwakke
binding 22 en 24.

Zwart heeft een zwakke
binding 16 en 22.

25.2 Basiskennis II: Systemen

Opdracht: Met welk systeem speelt wit? Omcirkel het juiste antwoord.

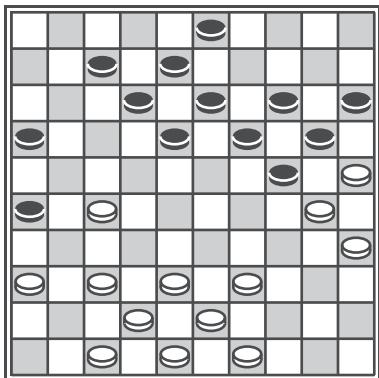


Diagram 389

- A. Hekstelling
- B. Hooglandaanval
- C. Klaverbladopsluiting

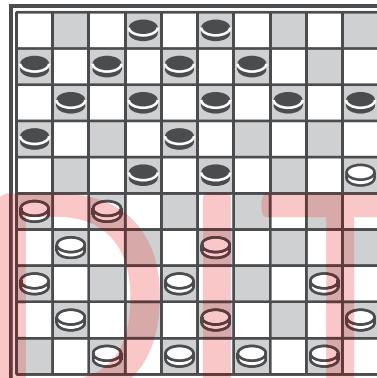


Diagram 390

- A. Hekstelling
- B. Kettingstelling
- C. Klaverbladopsluiting

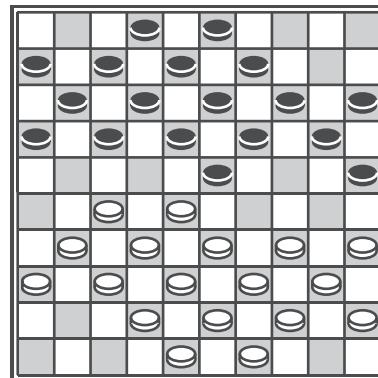


Diagram 391

- A. Sterke binding 23/25
- B. Zwakke binding 23/25
- C. Flankaanval

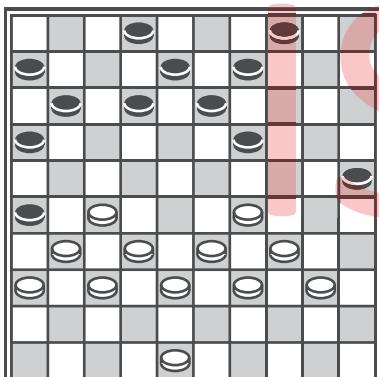


Diagram 392

- A. Sterke binding 27/29
- B. Zwakke binding 27/29
- C. Centrumaanval

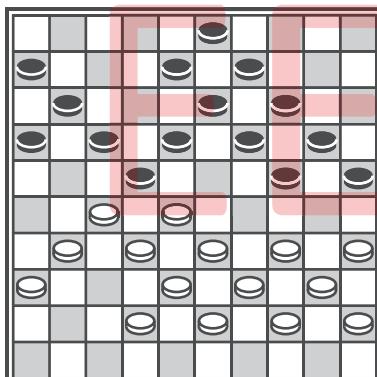


Diagram 393

- A. Hekstelling
- B. Kettingstelling
- C. Sterke binding 16/22

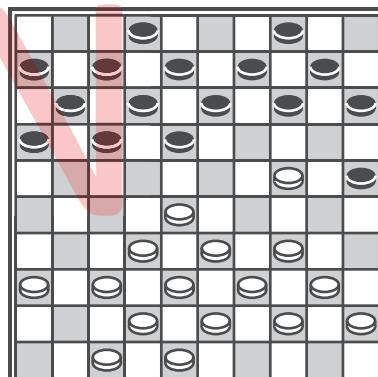


Diagram 394

- A. Centrumaanval
- B. Hooglandaanval
- C. Voorpost

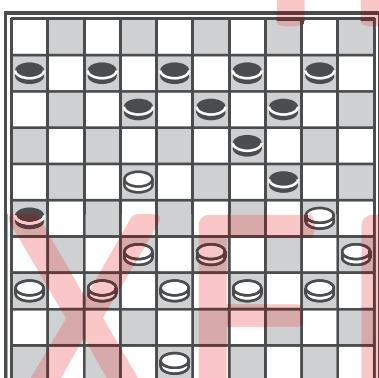


Diagram 395

- A. Centrumaanval
- B. Hooglandaanval
- C. Voorpost

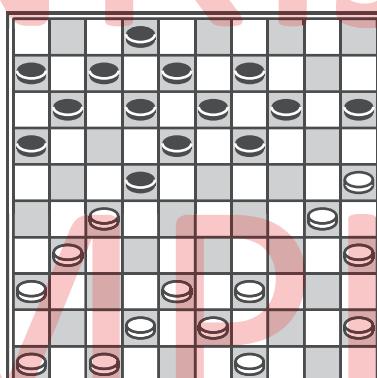


Diagram 396

- A. Sterke binding 16/22
- B. Zwakke binding 16/22
- C. Hekstelling

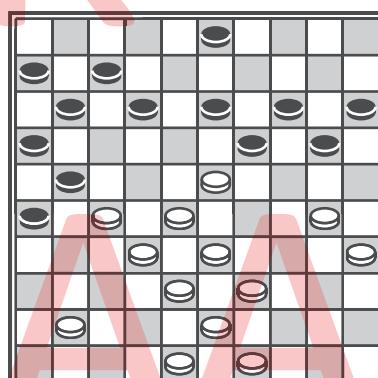


Diagram 397

- A. Centrumaanval
- B. Hooglandaanval
- C. Voorpost

26. Positiespel III: Mooie plekjes

Opdracht: Plaats de weggevallen witte schijven zo, dat zwart schijven moet gaan geven.

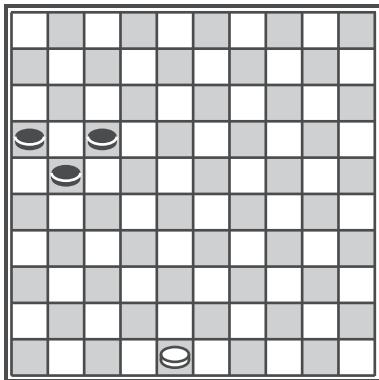


Diagram 398

Twee witte schijven

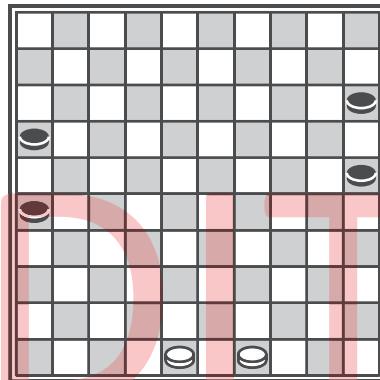


Diagram 399

Twee witte schijven

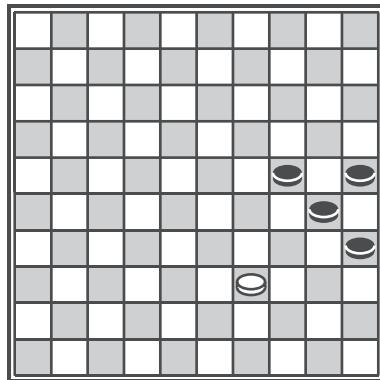


Diagram 400

Drie witte schijven

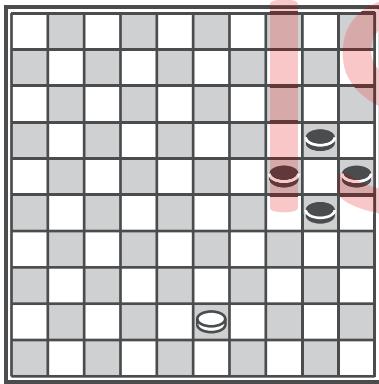


Diagram 401

Drie witte schijven

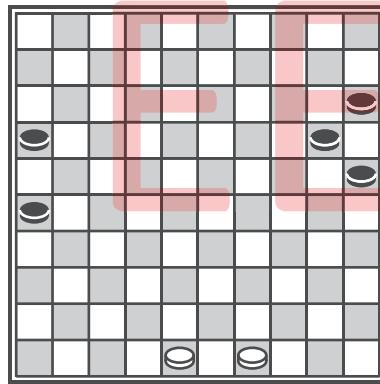


Diagram 402

Drie witte schijven

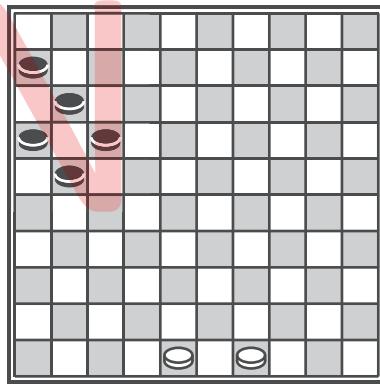


Diagram 403

Drie witte schijven

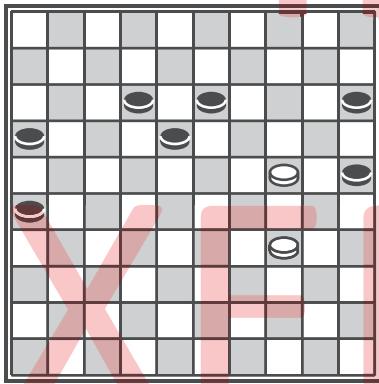


Diagram 404

Vijf witte schijven

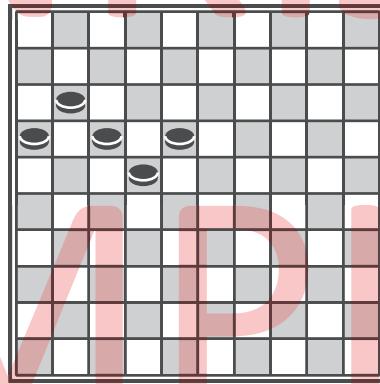


Diagram 405

Vijf witte schijven

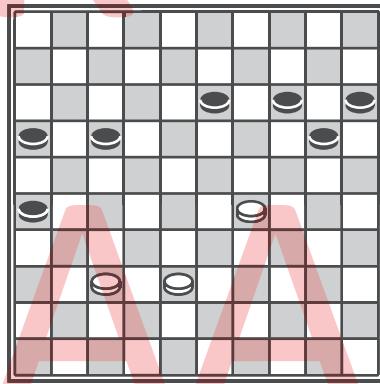


Diagram 406

Vier witte schijven

27.1 Combineren III: Slagjes met schijf 34

Opdracht: Wit speelt en haalt een combinatie uit met schijf 34 als eindslag.

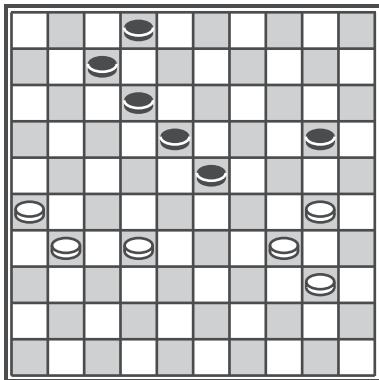


Diagram 407 [3]

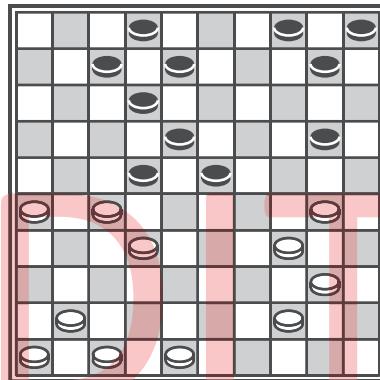


Diagram 408 [4]

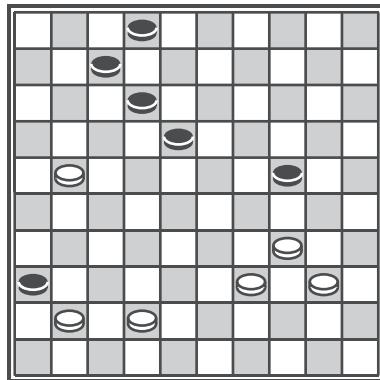


Diagram 409 [2]

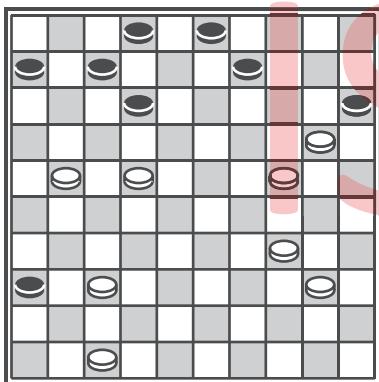


Diagram 410 [3]

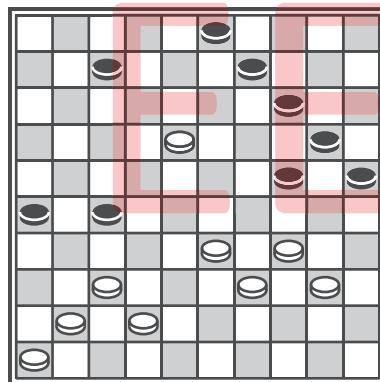


Diagram 411 [2]

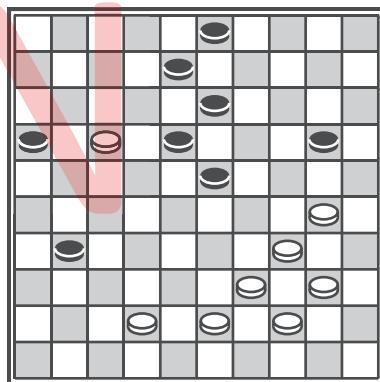


Diagram 412 [4]

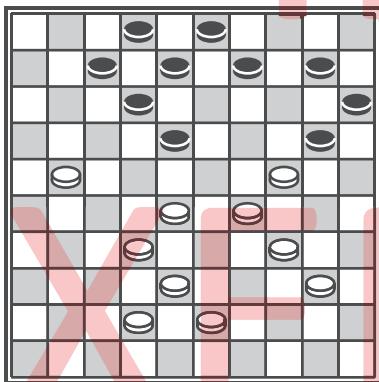


Diagram 413 [4]

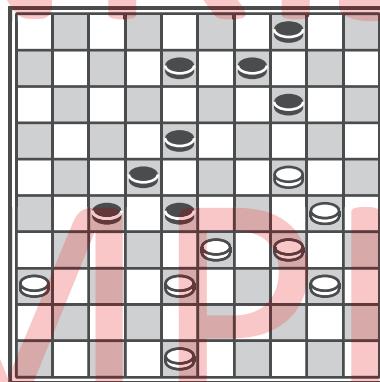


Diagram 414 [2]

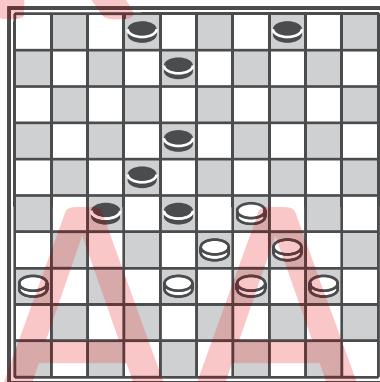


Diagram 415 [2]

27.2 Combineren III: Slagjes met schijf 34

Opdracht: Ook nu gaat wit weer winnen met zijn combinatieve schijf 34. Zie jij het?

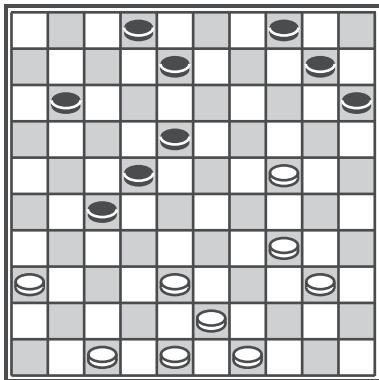


Diagram 416 [4]

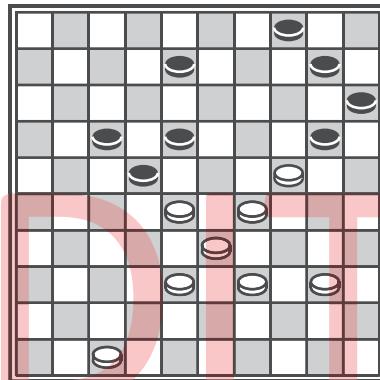


Diagram 417 [3]

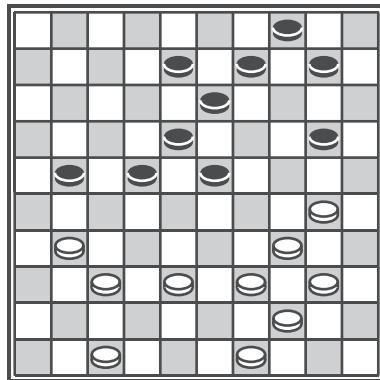


Diagram 418 [2]

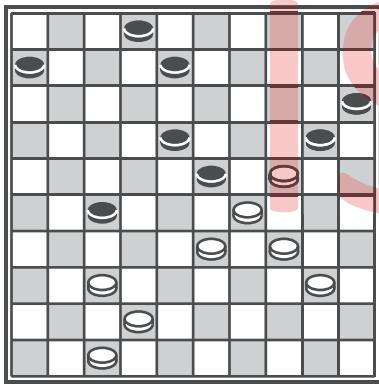


Diagram 419 [3]

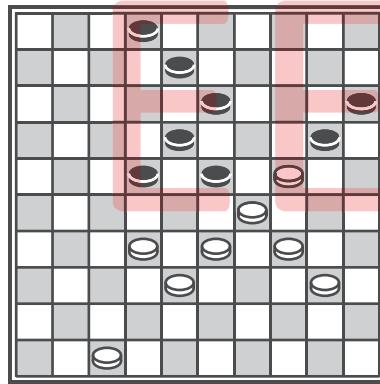


Diagram 420 [2]

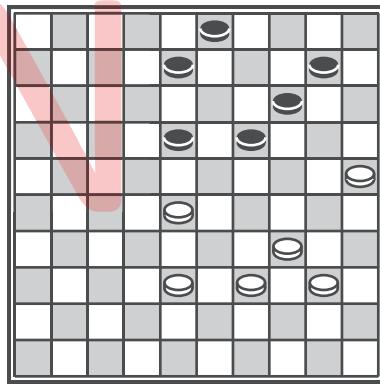


Diagram 421 [4]

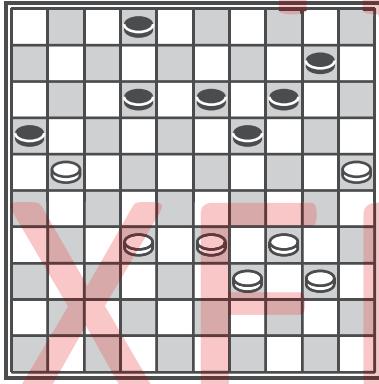


Diagram 422 [1]

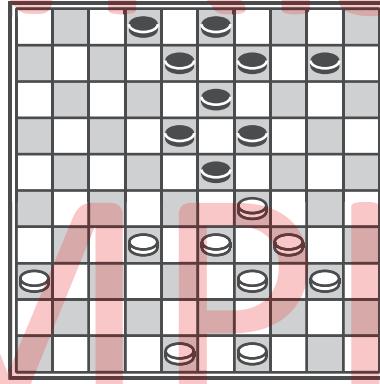


Diagram 423 [3]

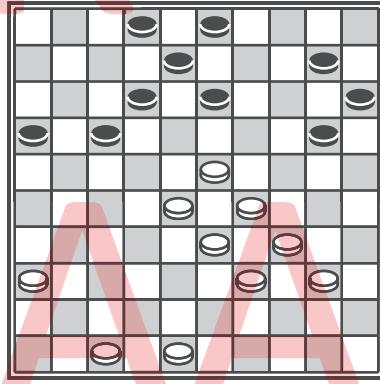


Diagram 424 [3]

28.1 Combineren IV: Slagjes met schijf 35

Opdracht: Wit speelt en haalt een combinatie uit met schijf 35 als eindslag.

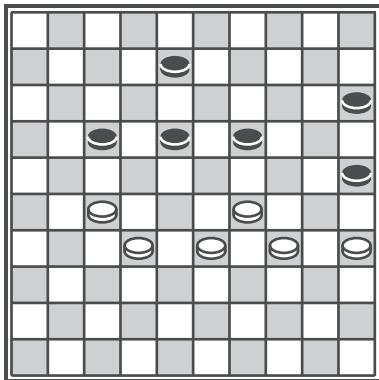


Diagram 425 [1]

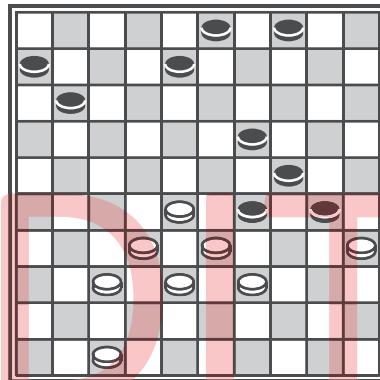


Diagram 426 [2]

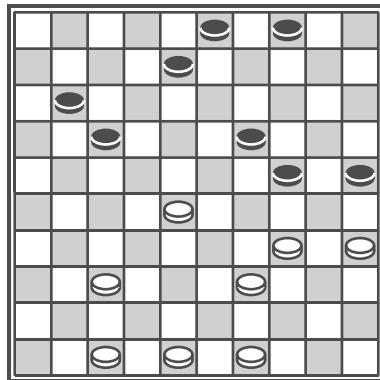


Diagram 427 [5]

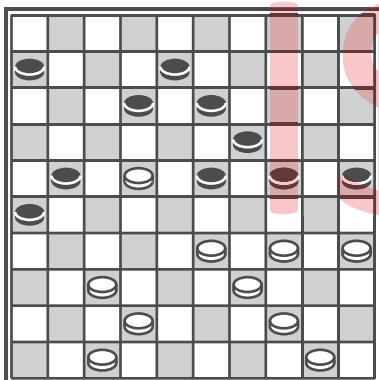


Diagram 428 [3]

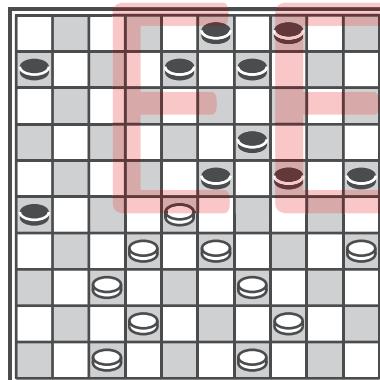


Diagram 429 [3]

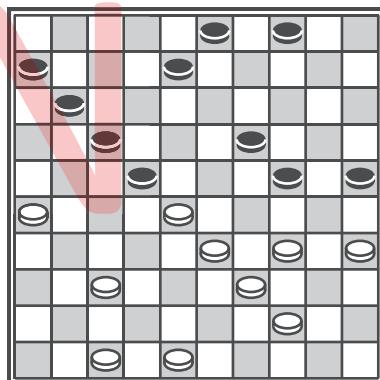


Diagram 430 [4]

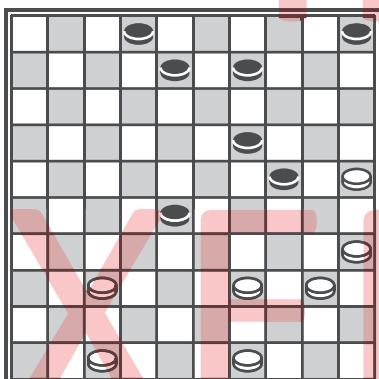


Diagram 431 [3]

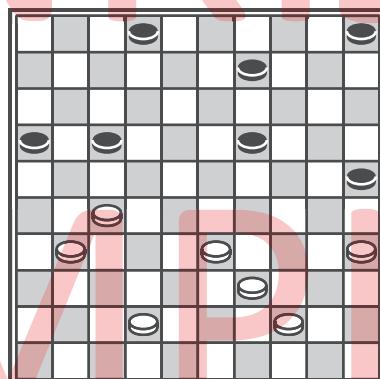


Diagram 432 [2]

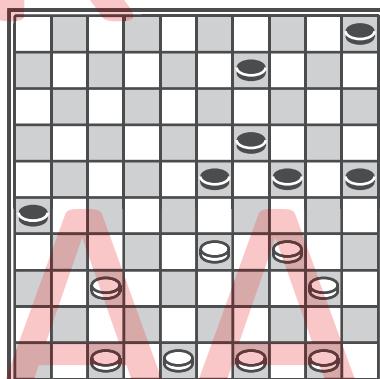


Diagram 433 [4]

28.2 Combineren IV: Slagjes met schijf 35

Opdracht: 35 blijft een mooie schijf om te combineren, vaak naar dam.

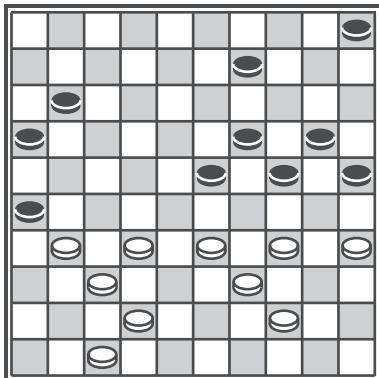


Diagram 434 [2]

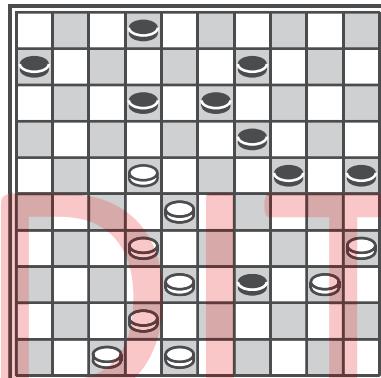


Diagram 435 [2]

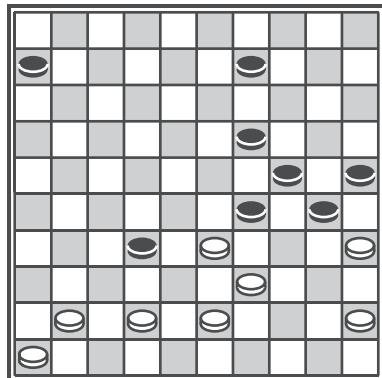


Diagram 436 [2]

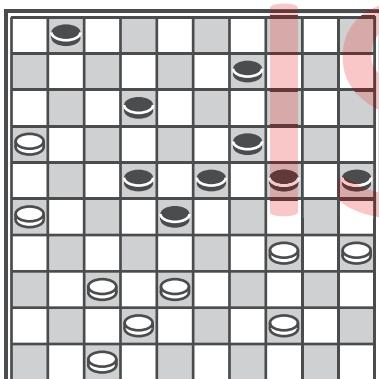


Diagram 437 [3]

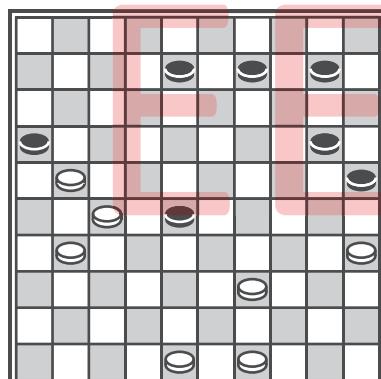


Diagram 438 [3]

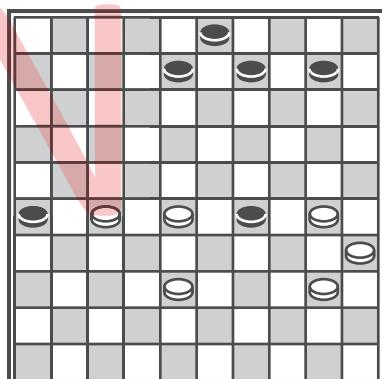


Diagram 439 [5]

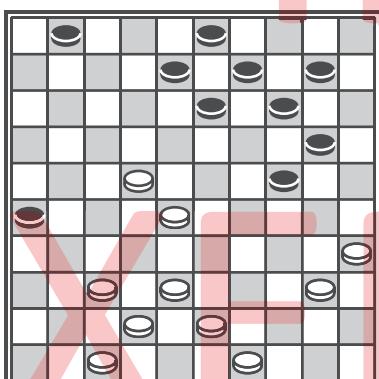


Diagram 440 [3]

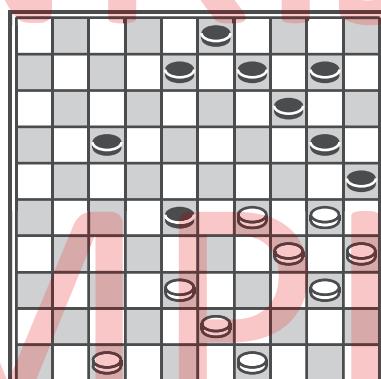


Diagram 441 [3]

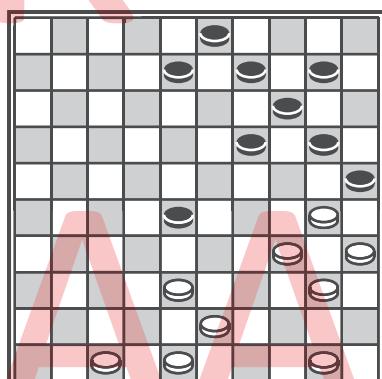


Diagram 442 [4]

29.1 Voorstellingsvermogen

Opdracht: Noteer de overgebleven stand na het zetje in het lege diagram. O=wit X=zwart.

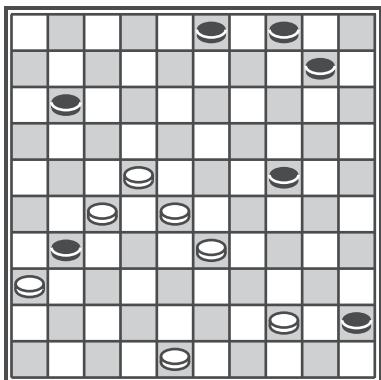


Diagram 443
44-40, 33-29

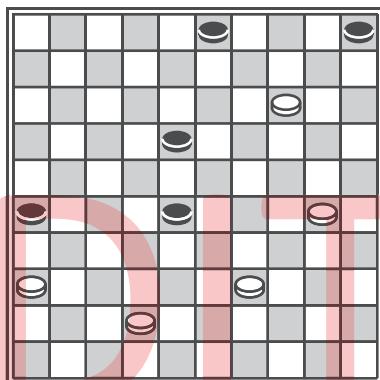


Diagram 444
36-31, 39-33

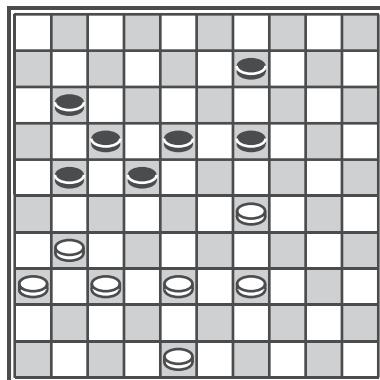


Diagram 445
29-24, 39-34, 48-43, 31-26

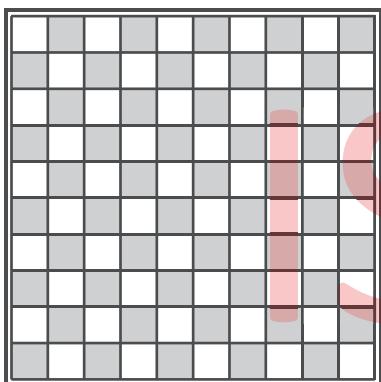


Diagram 446
38-32, 42-38, 31-26

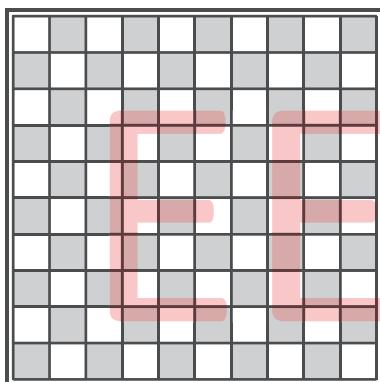


Diagram 447
38-32, 47-41, 48-42, 42-38

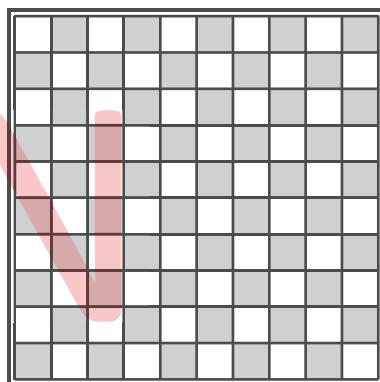
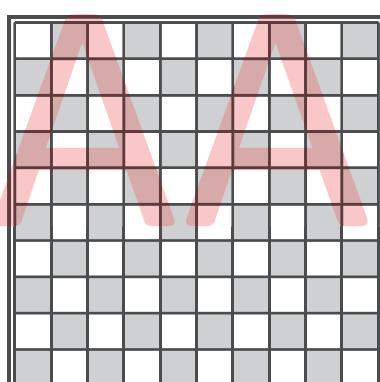
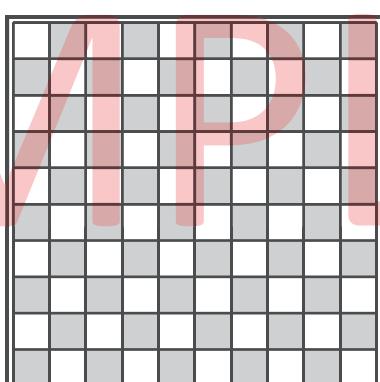
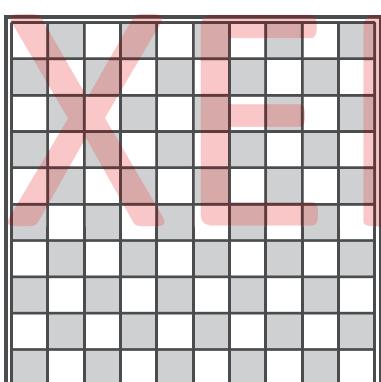


Diagram 448
32-28, 39-33



29.2 Voorstellingsvermogen

Opdracht: Ook nu gaan we je voorstellingsvermogen weer testen. O=wit X=zwart.

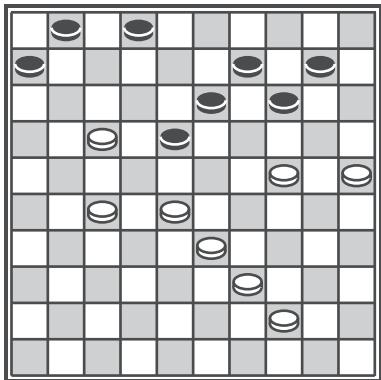


Diagram 449

25-20, 24-19, 17-11, 28-22

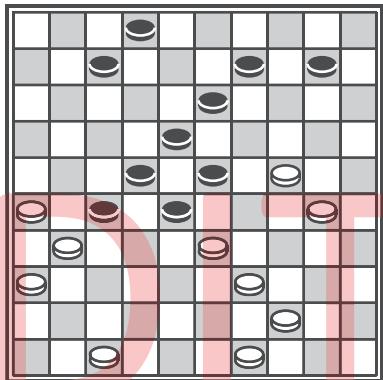


Diagram 450

24-19, 26-21, 31-27

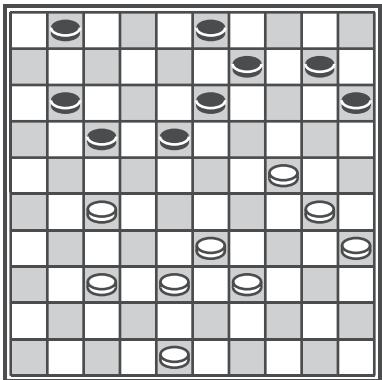


Diagram 451

24-20, 27-21, 37-31, 38-32

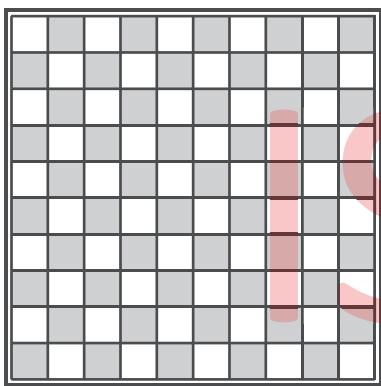


Diagram 452

37-31, 25-20, 38-33

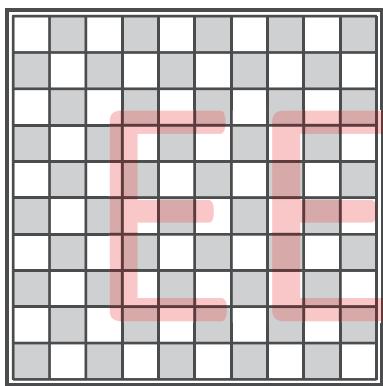


Diagram 453

34-30, 29-23

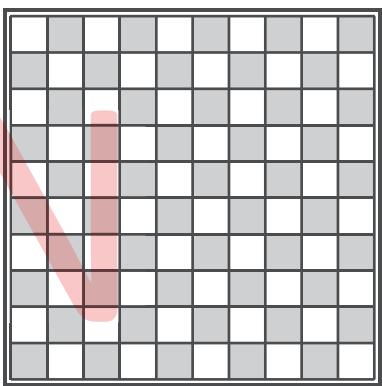
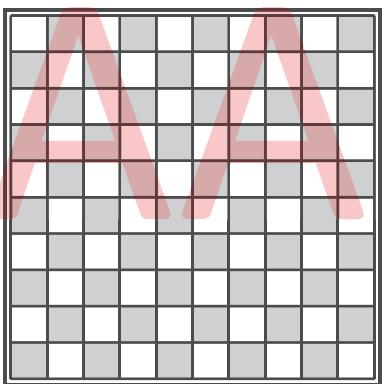
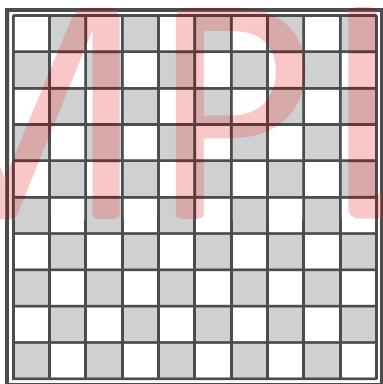
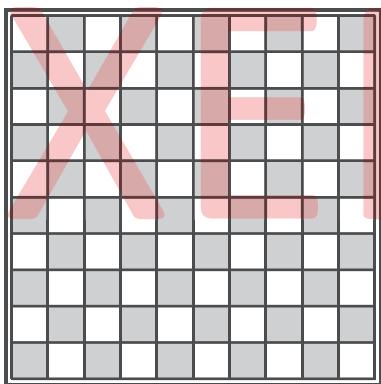


Diagram 454

26-21, 38-32



30.1 Basiskennis III: De opbouw

Leren: Hieronder staan sterke opbouwstanden. Kenmerkend voor alle standen: formaties!

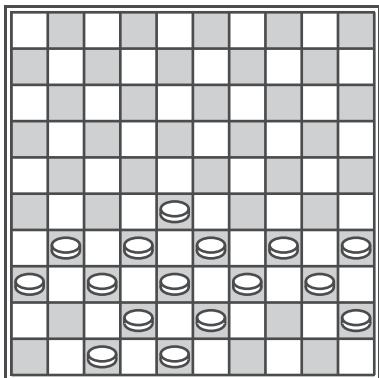


Diagram 455

Wits lange en korte vleugel zijn goed ontwikkeld. Wit heeft namelijk geen schijven op 46 en 50.

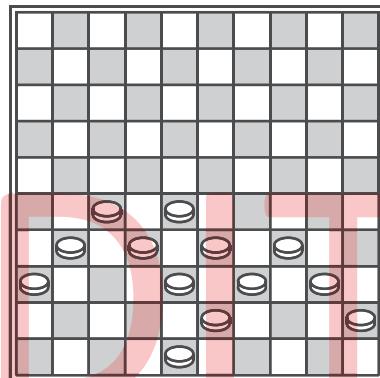


Diagram 456

Wit heeft twee sterke centrumvelden (27/28) bezet. Ter ondersteuning heeft wit sterke staart-formaties.

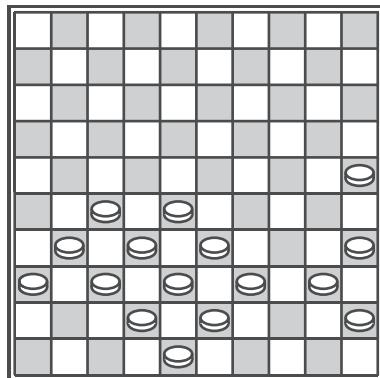


Diagram 457

Het massief blok in het centrum vormt een ruitformatie. Tevens heeft wit een Olympische formatie: schijven (40/45).

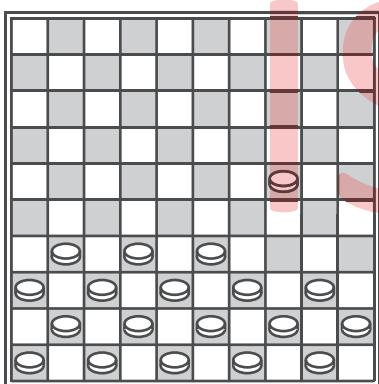


Diagram 458

Gelijk al in de opening heeft wit met schijf 24 een voorpost. De aanval wordt ondersteund met een massief blok.

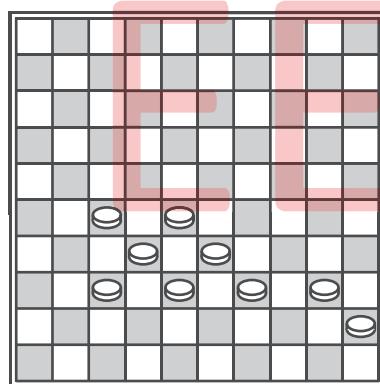


Diagram 459

Een stand uit het late middenspel. Wit heeft twee centrumvelden in handen, maar ook een krachtig centrumpiramide.

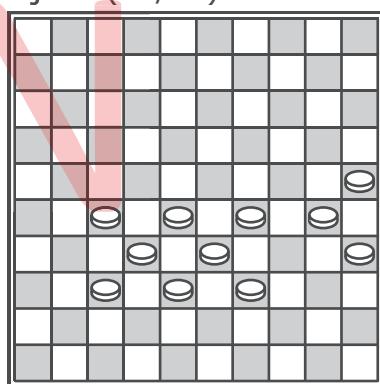


Diagram 460

Nogmaals een stand uit het late middenspel. Nu heeft wit drie centrumvelden en een krachtige formatie plus een klaverbladopstelling.

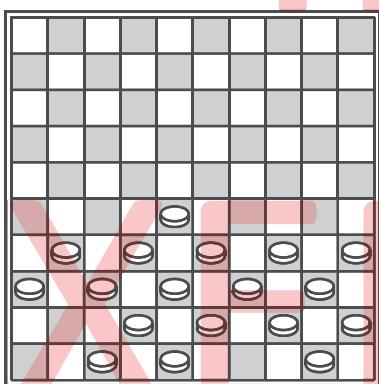


Diagram 461

De witte opbouw na de opening is ideaal om sterke (aanvals)velden in te nemen. Wit kan alle kanten op en heeft geen gatenkaas.

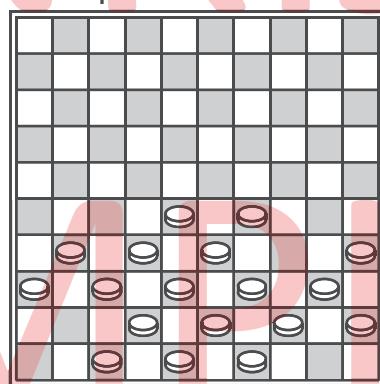


Diagram 462

Wit heeft twee centrumvelden (28/29) bezet en kan eventueel verder opbouwen (derde centrumveld) of anders aanvallen.

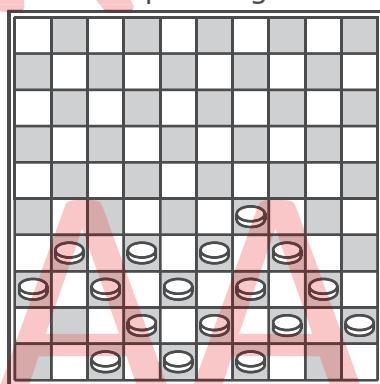


Diagram 463

Tot slot: wit heeft één centrumveld bezet (29). Ook heeft wit een rechterpiramide en zijn beide vleugels ontwikkeld.

30.2 Basiskennis III: De opbouw

Opdracht: Wat is de sterkste opbouwzet voor wit? Weet jij waar het om draait?

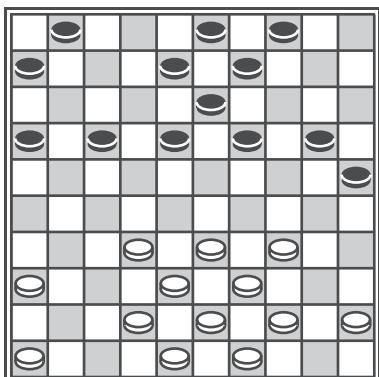


Diagram 464

- A. 45-40
- B. 46-41

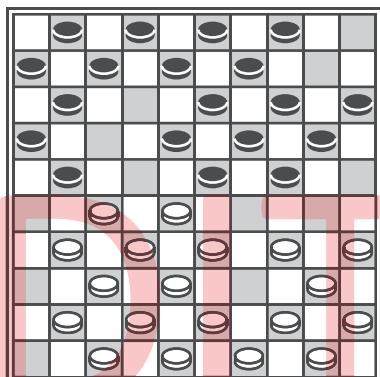


Diagram 465

- A. 31-26
- B. 41-36

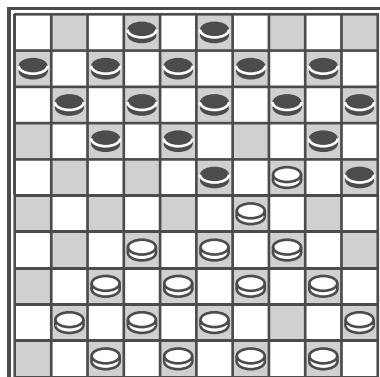


Diagram 466

- A. 49-44
- B. 50-44

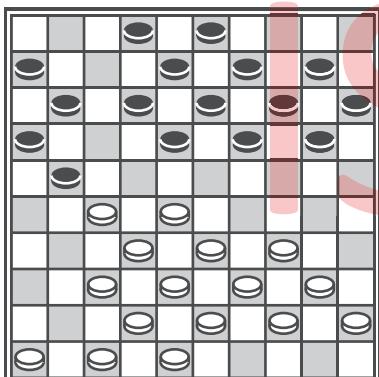


Diagram 467

- A. 46-41
- B. 47-41

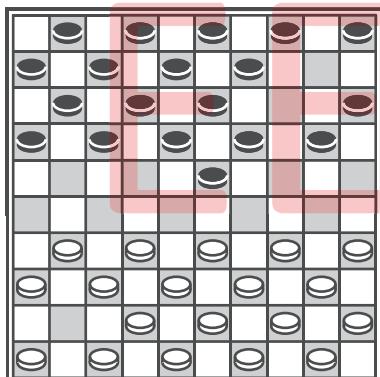


Diagram 468

- A. 46-41
- B. 47-41

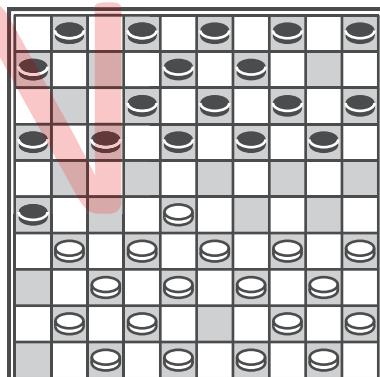


Diagram 469

- A. 48-43
- B. 49-43

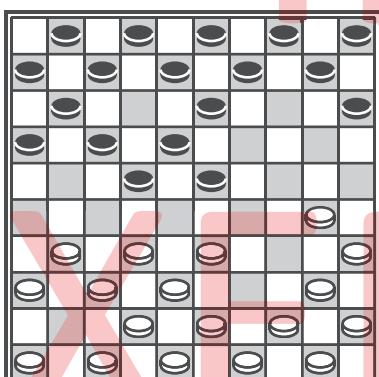


Diagram 470

- A. 32-27
- B. 46-41

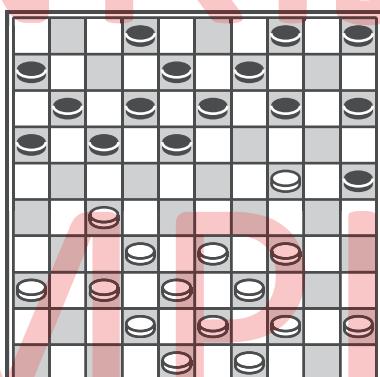


Diagram 471

- A. 44-40
- B. 45-40

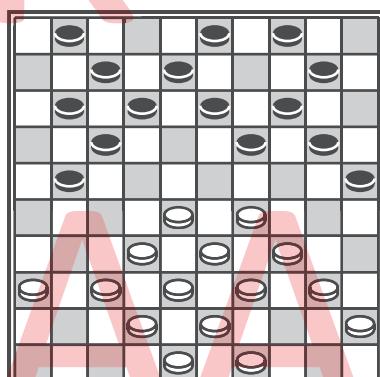


Diagram 472

- A. 36-31
- B. 40-35

31.1 Basiskennis IV: Een aanknopingspunt

Leren: Signaleren van aanknopingspunten is belangrijk. Dit vormt de basis voor je speelplan.

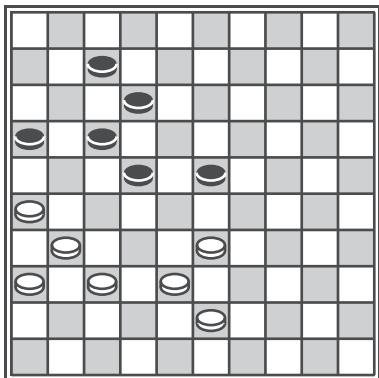


Diagram 473

Zwart heeft een zwakke binding: 16/22. Dit vormt een aanknopingspunt voor wit en de witspeler komt met een sterk plan: 37-32 en 32-28.

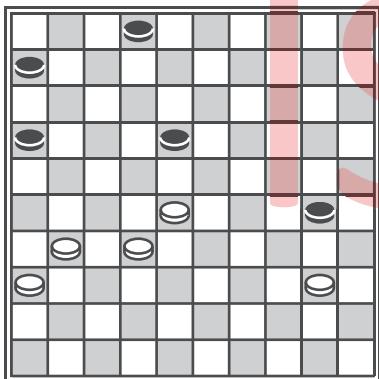


Diagram 476

Zwart heeft een zwakke binding, namelijk de schijven 16 en 18. Met een staartformatie vlecht wit een dreiging in: 32-27 en 27-21.

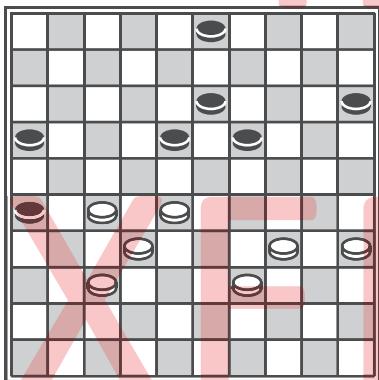


Diagram 479

Wit heeft een mooie centrumformatie. Zwart heeft veel randschijven, maar geen formatie. Wit gaat aanvallen: 34-30 (15-20?) en 30-24!

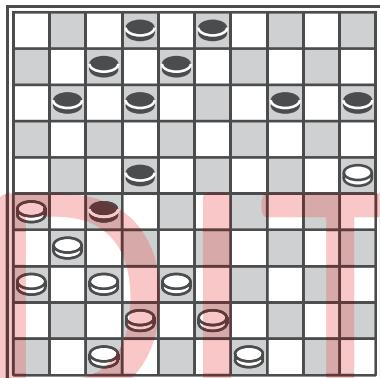


Diagram 474

De zwarte aanval op 27 vormt een aanknopingspunt. Wit gaat de aanval bedreigen: 47-41! en vervolgens drie keer oplopen.

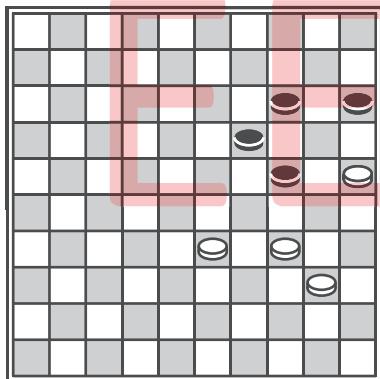


Diagram 477

De zwarte schijf op 15 vormt een aanknopingspunt: vastzetten. Dit doet wit via 34-29 en zwart moet sluiten met winst voor wit.

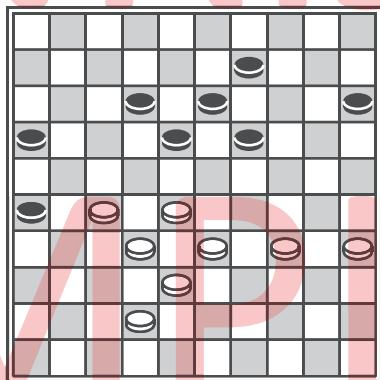


Diagram 480

Nogmaals een manier om te gaan aanvallen: 34-30 (09-14), 33-29 (14-20), 30-24 en wit staat positioneel gewonnen.

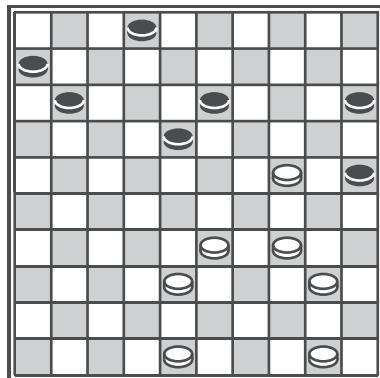


Diagram 475

Wit heeft een voorpost. De zwarte lange vleugel is leeg gespeeld. Wit maakt daar gebruik van: 50-45, 34-30 en 24-20, een doorbraakactie.

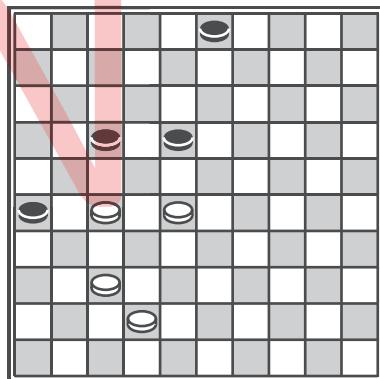


Diagram 478

De koppelschijven 17/18 staan er alleen voor. Wit formeert een vork met winst: 42-38 (03-08), 38-32 (08-12) en 37-31!

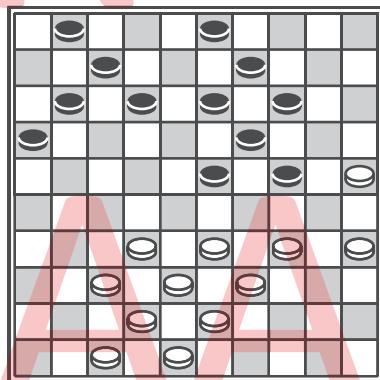


Diagram 481

Het aanknopingspunt in deze stand is de kale lange vleugel van zwart. 34-29 (23x34), 39x30 (12-18), 32-28 (18-23), 47-41 en 28-23.

31.2 Basiskennis IV: Een aanknopingspunt

Opdracht: Wit speelt en wint met een ijzersterk plan. Signaleer eerst het aanknopingspunt.

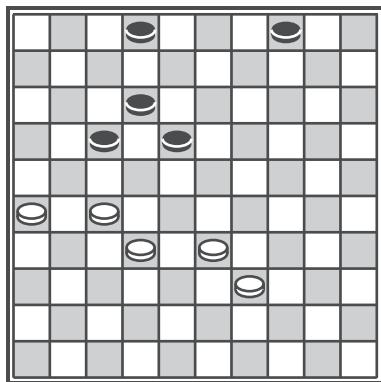


Diagram 482 [2]

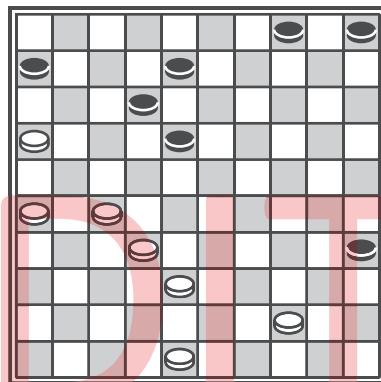


Diagram 483 [2]

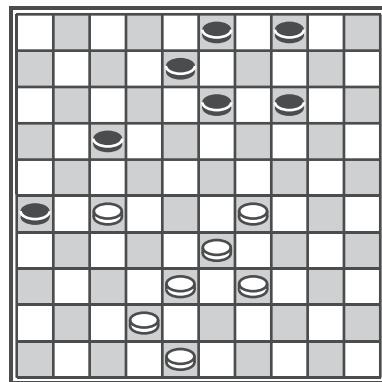


Diagram 484 [3]

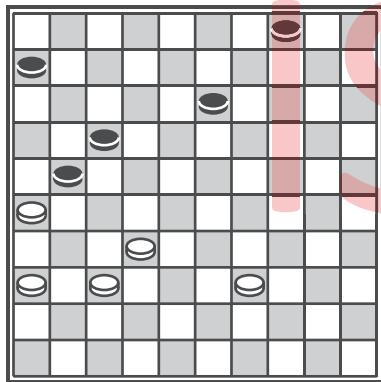


Diagram 485 [3]

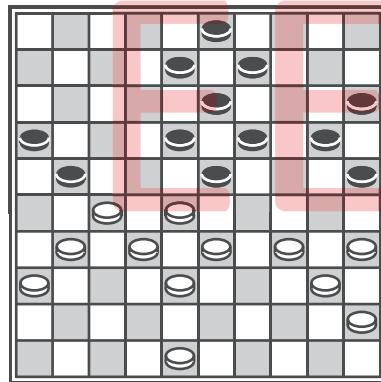


Diagram 486 [2]

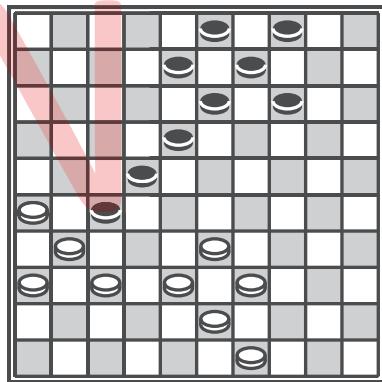


Diagram 487 [2]

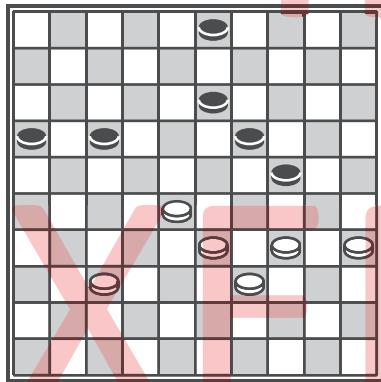


Diagram 488 [3]

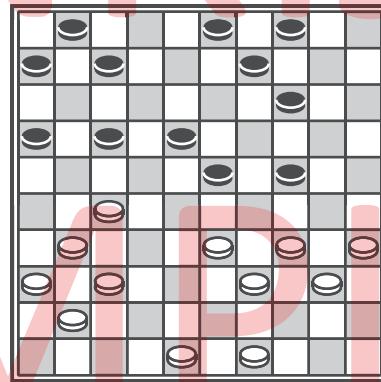


Diagram 489 [3]

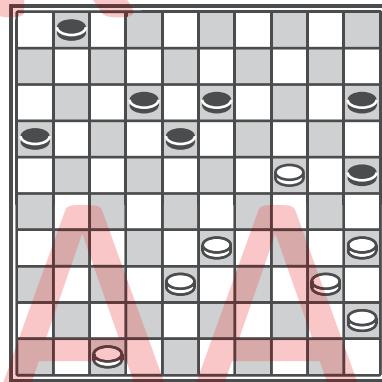


Diagram 490 [2]

32. Coup Napoleon

Opdracht: Wit speelt en wint met het slagmechanisme van de Coup Napoleon.

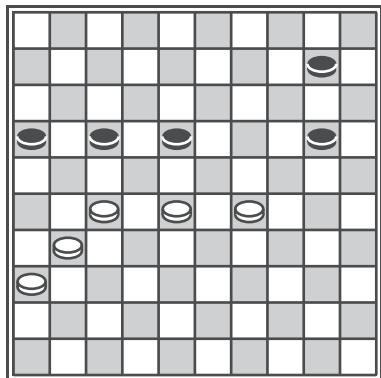


Diagram 491 [3]

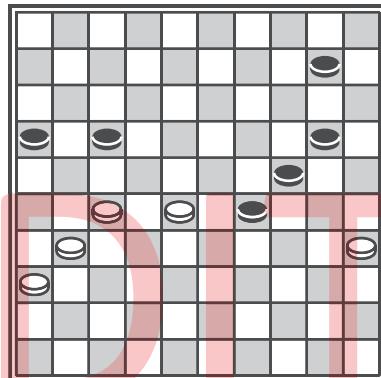


Diagram 492 [3]

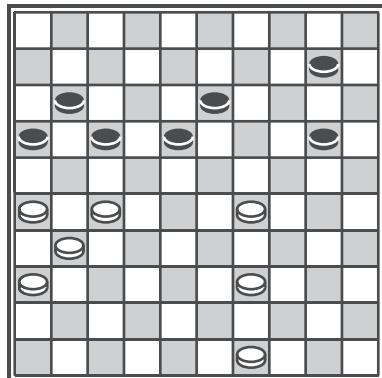


Diagram 493 [3]

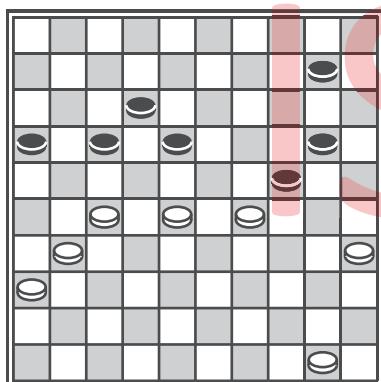


Diagram 494 [4]

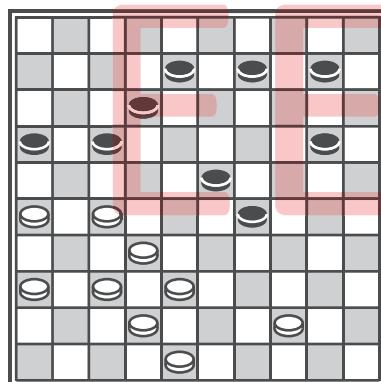


Diagram 495 [4]

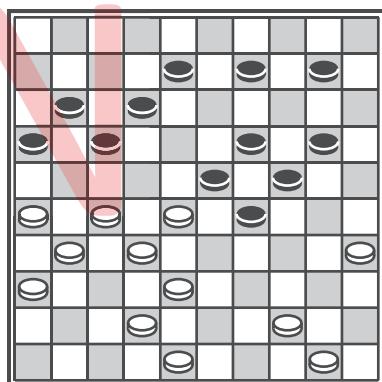


Diagram 496 [4]

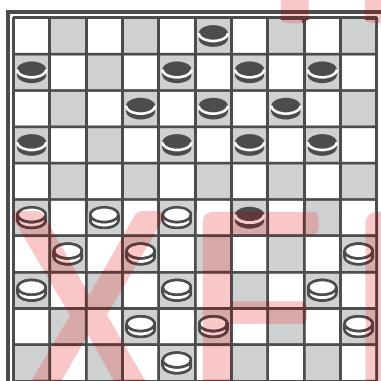


Diagram 497 [3]

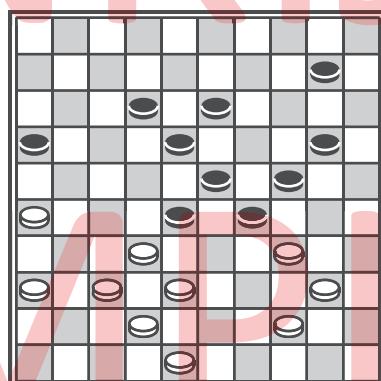


Diagram 498 [4]

Moeilijk

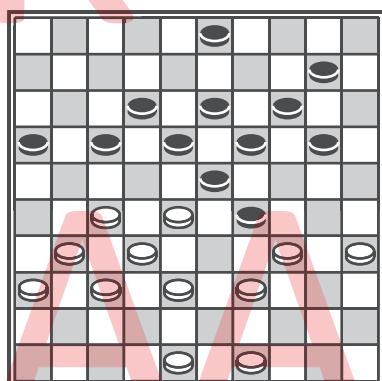


Diagram 499 [4]

Moeilijk

33. Achterlopen is gevaarlijk

Opdracht: Zwart loopt achter een schijf, levensgevaarlijk! Wit kan daardoor winnen.

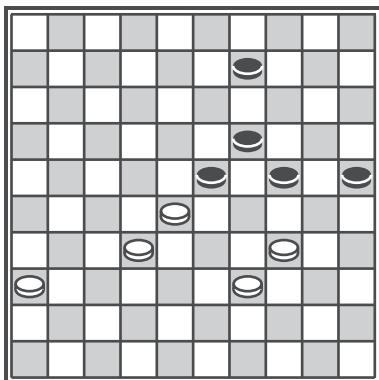


Diagram 500 [1]
(24-29?)

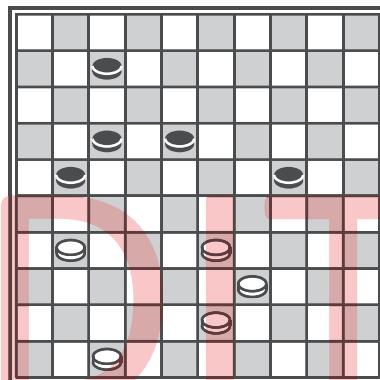


Diagram 501 [2]
(21-26?)

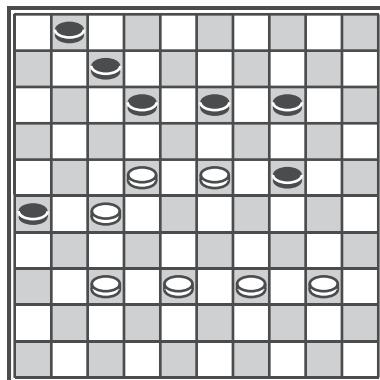


Diagram 502 [3]
(13-19?)

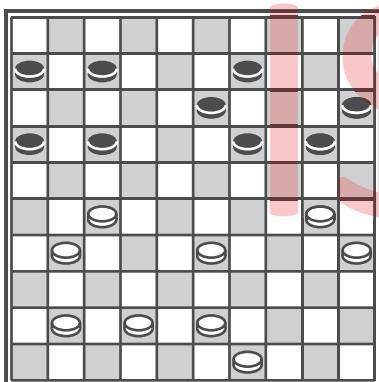


Diagram 503 [3]
(20-25?)

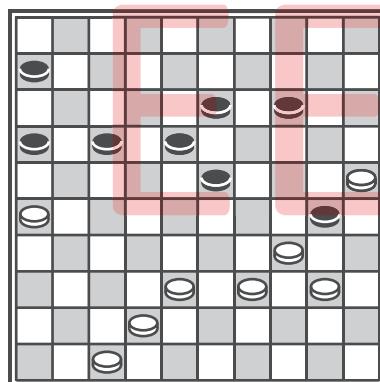


Diagram 504 [1]
(30-35?)

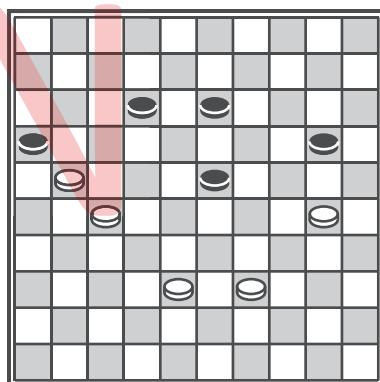


Diagram 505 [2]
(20-25?)

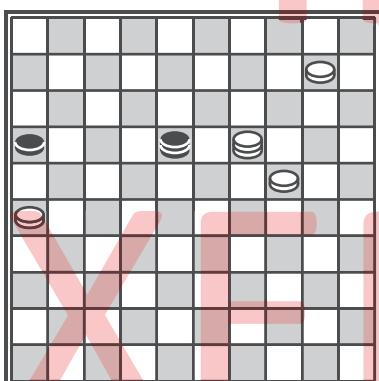


Diagram 506 [1]
(18-04?)
Verrassend!

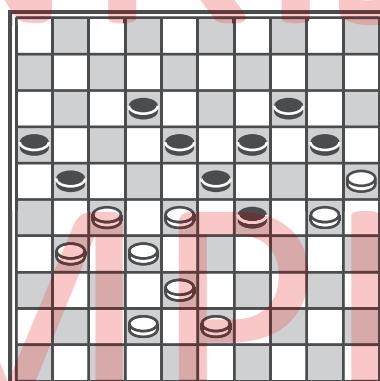


Diagram 507 [1]
(21-26?)
Moeilijk

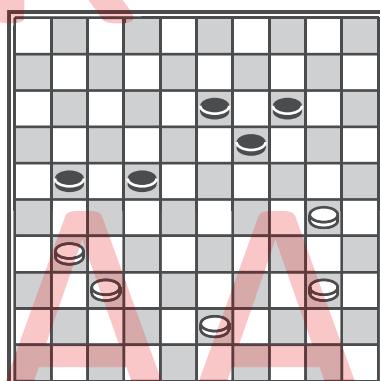


Diagram 508 [2]
(21-27?)
Moeilijk

34. Positiespel IV: Taxeren

Opdracht: Wie staat er beter, wit of zwart? Waarom vind jij dat? Leg het in woorden uit.

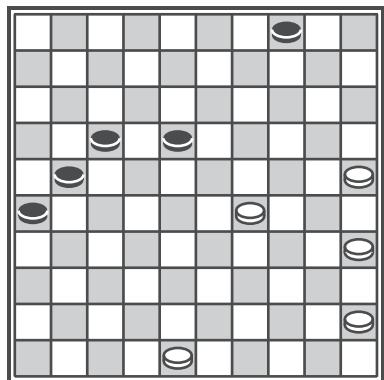


Diagram 509

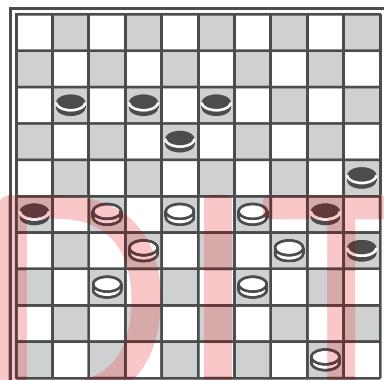


Diagram 510

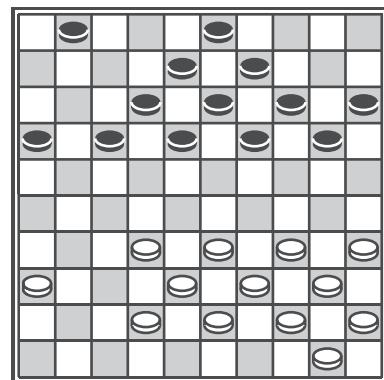


Diagram 511

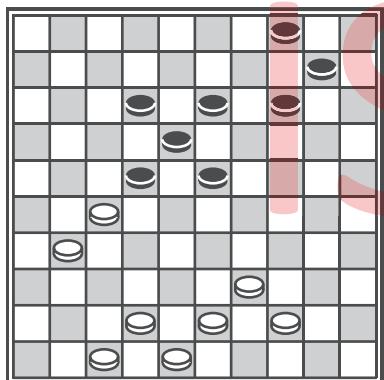


Diagram 512

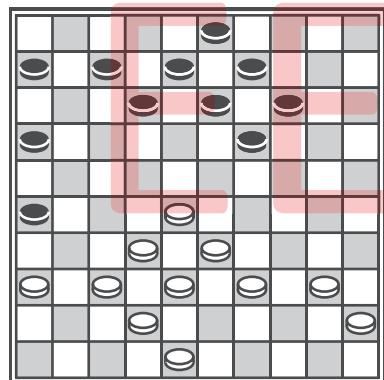


Diagram 513

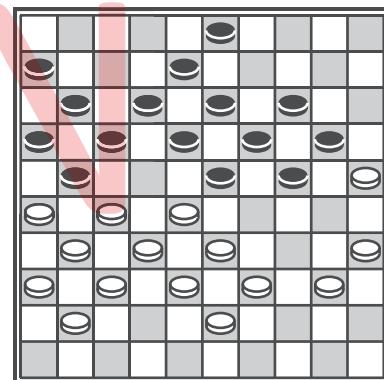


Diagram 514

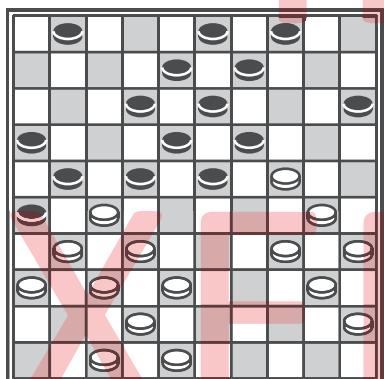


Diagram 515

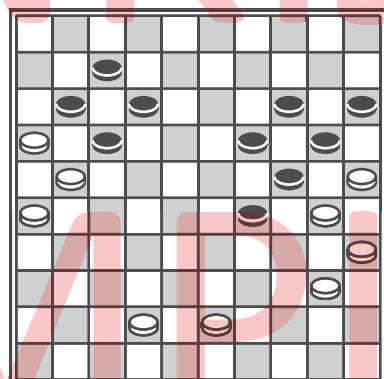


Diagram 516

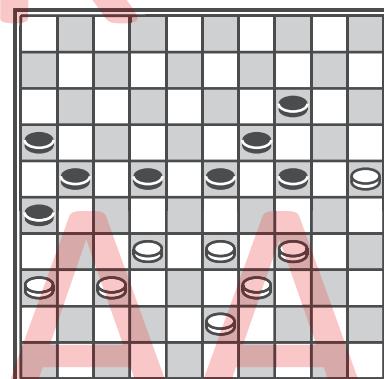


Diagram 517

35.1 Eindspel I: Oppositie

Opdracht: Zet de tegenstander vast met wit. Probeer alle posities naar oppositie te voeren.

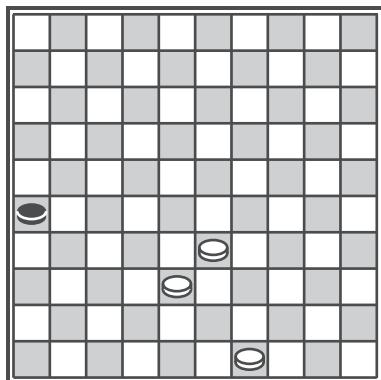


Diagram 518 [4]

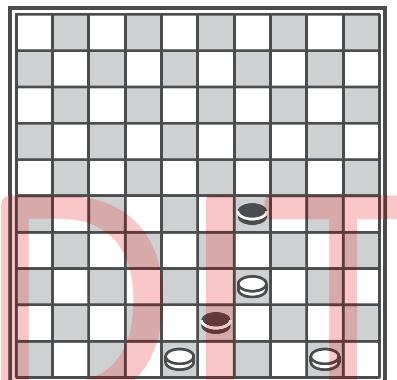


Diagram 519 [2]

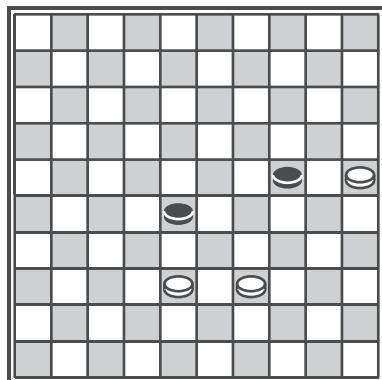


Diagram 520 [3]

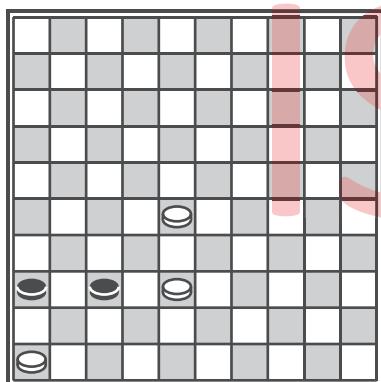


Diagram 521 [2]

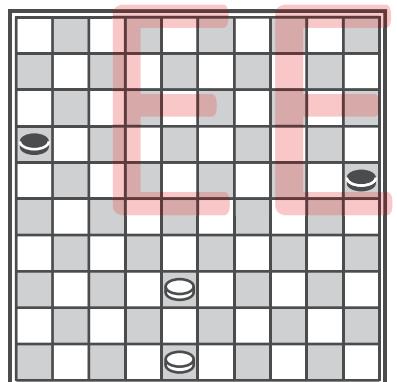


Diagram 522 [5]

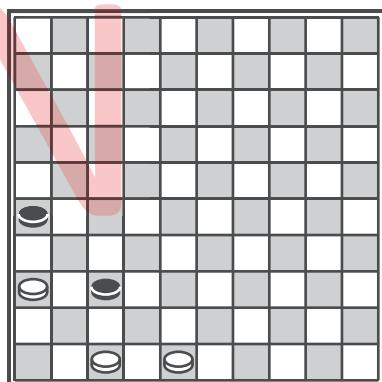


Diagram 523 [4]

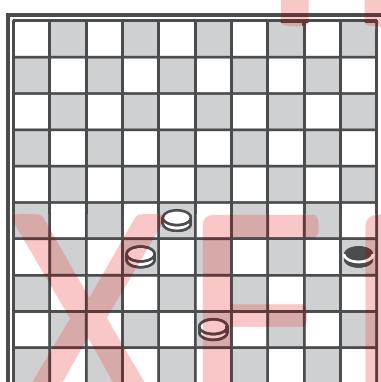


Diagram 524 [4]

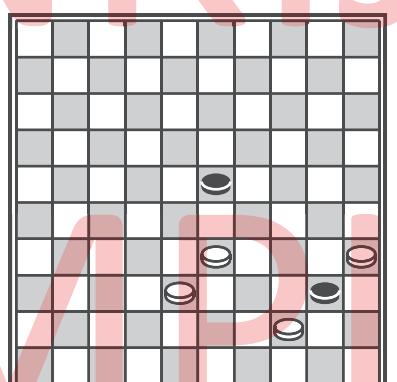


Diagram 525 [2]

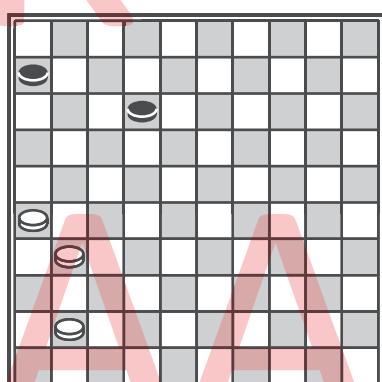


Diagram 526 [4]

35.2 Eindspel I: Oppositie

Opdracht: Nogmaals negen standen waarin wit met oppositie gaat winnen.

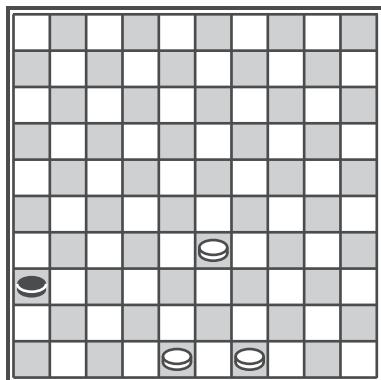


Diagram 527 [4]

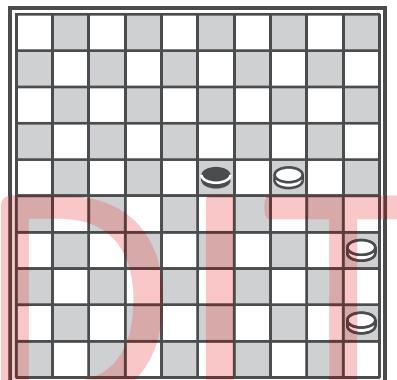


Diagram 528 [4]

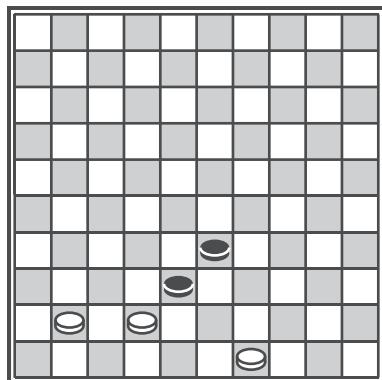


Diagram 529 [3]

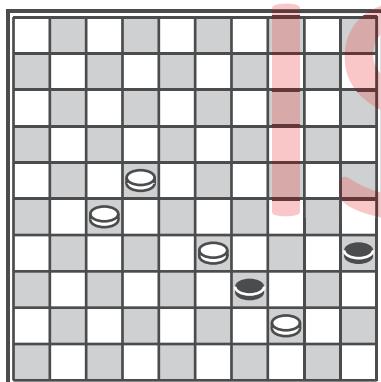


Diagram 530 [2]

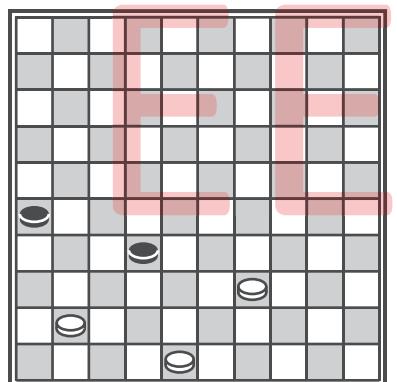


Diagram 531 [3]

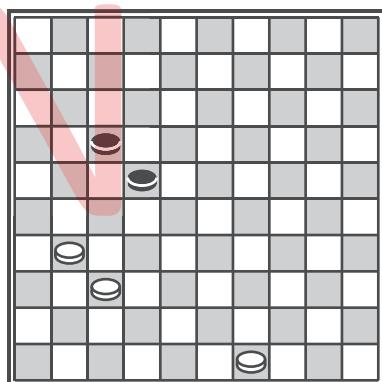


Diagram 532 [3]

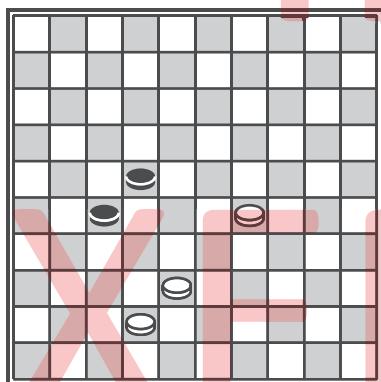


Diagram 533 [3]

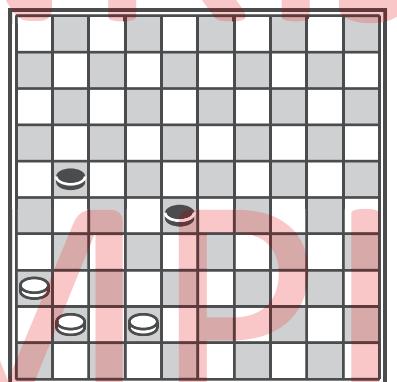


Diagram 534 [3]

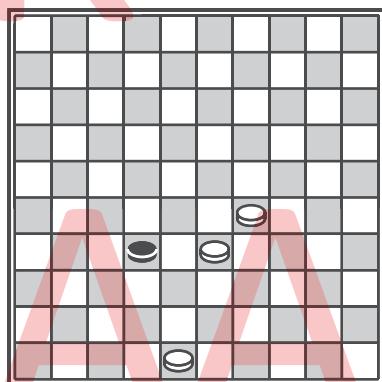


Diagram 535 [3]

36. Eindspel II: De tric-trac

Opdracht: Van rechts onder naar links boven zie je twee lijnen: de tric-trac. Wit wint.

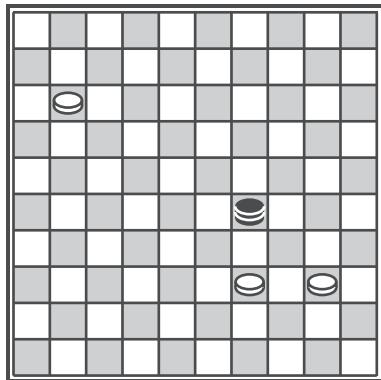


Diagram 536 [3]

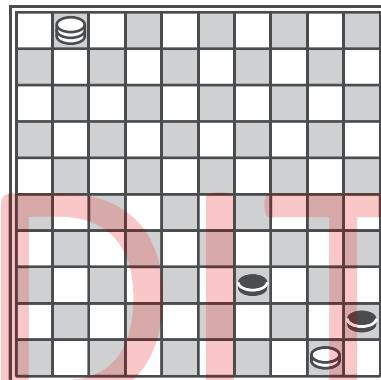


Diagram 537 [2]

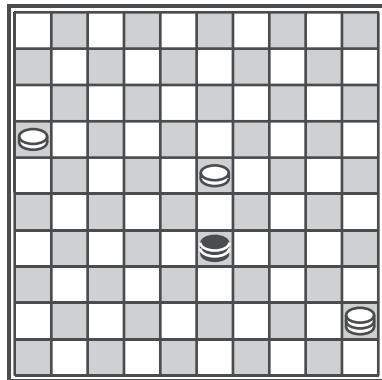


Diagram 538 [3]

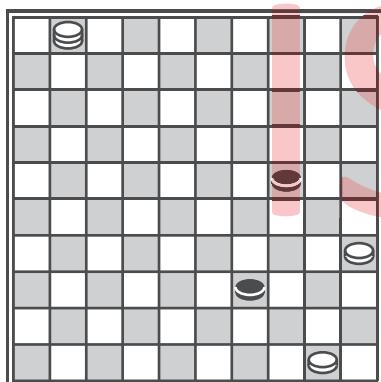


Diagram 539 [3]

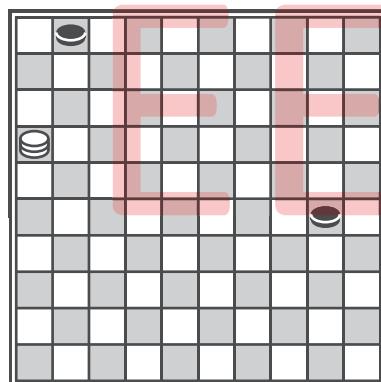


Diagram 540 [3]

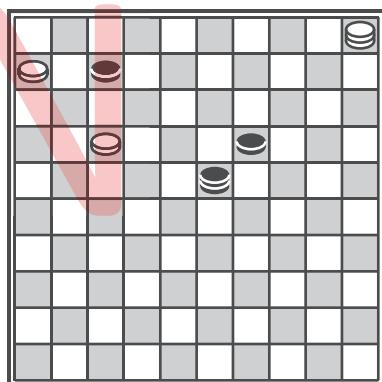


Diagram 541 [2]

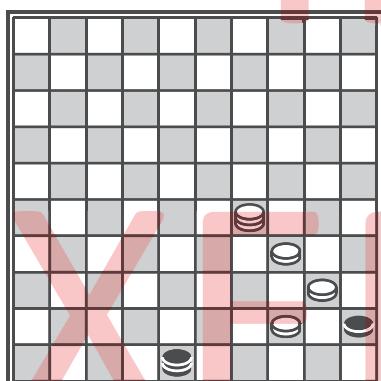


Diagram 542 [3]

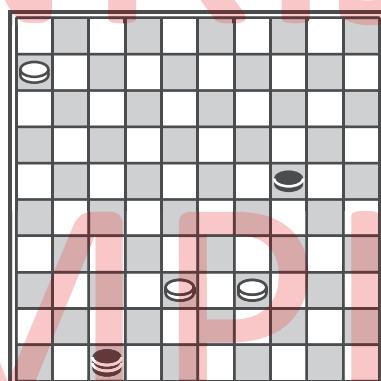


Diagram 543 [3]

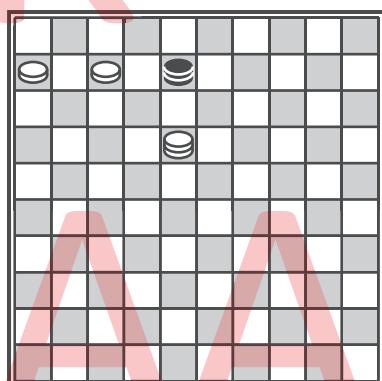


Diagram 544 [4]
(08-12?)

37. Eindspel III: De lange lijn

Opdracht: De lange lijn telt tien velden. Wit speelt en wint, tenzij anders vermeld.

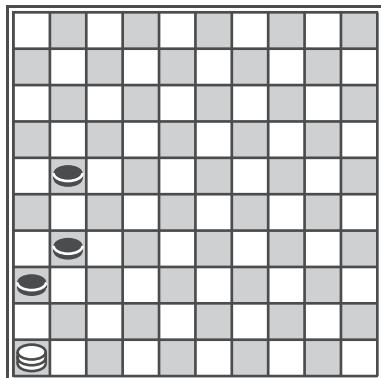


Diagram 545 [2]

Zwart aan zet

Hoe maakt zwart remise?

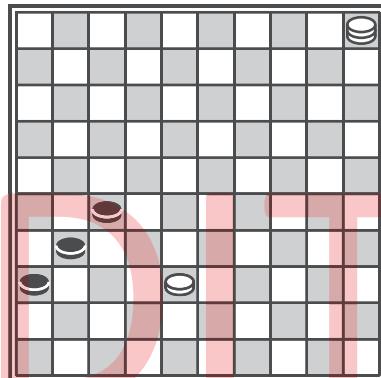


Diagram 546 [1]

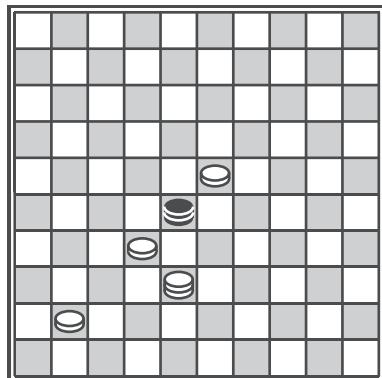


Diagram 547 [2]

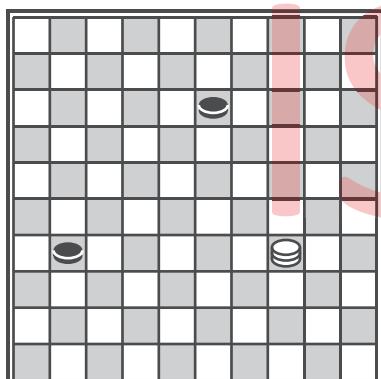


Diagram 548 [2]

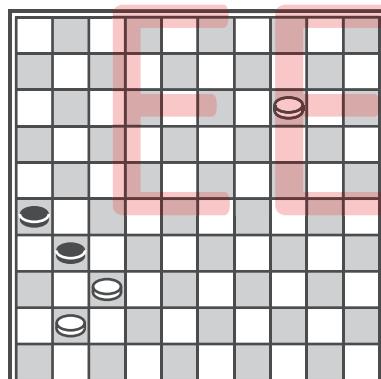


Diagram 549 [3]

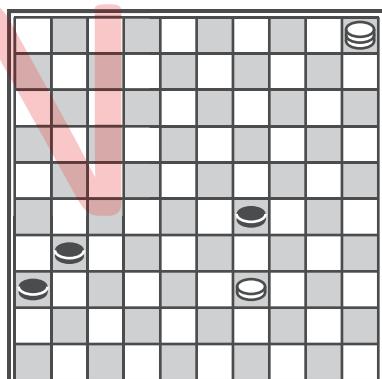


Diagram 550 [1]

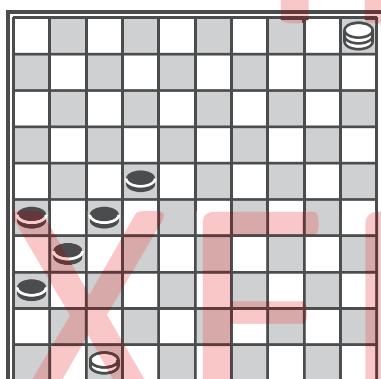


Diagram 551 [3]

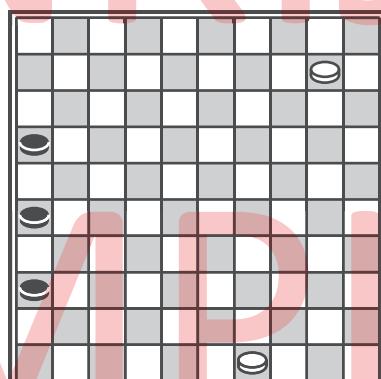


Diagram 552 [4]

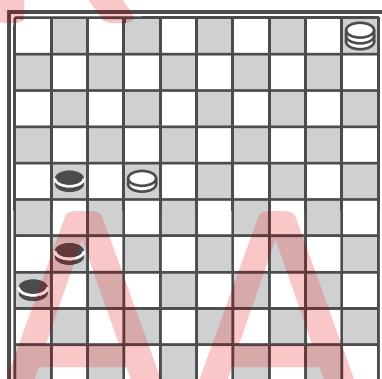


Diagram 553 [2]

38. Eindspel IV: Overmacht

Opdracht: Vier dammen tegen één dam wint gemakkelijk. Hoe wint wit in deze posities?

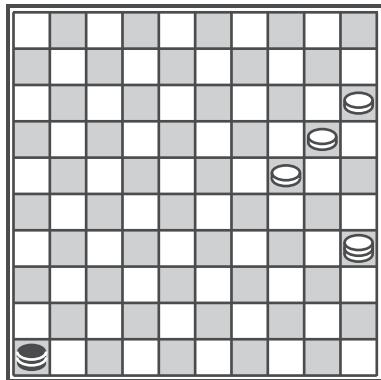


Diagram 554 [2]

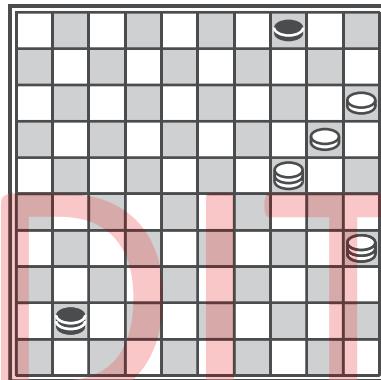


Diagram 555 [2]

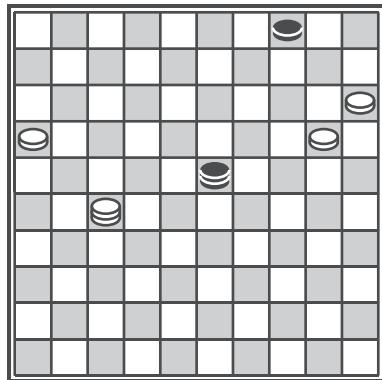


Diagram 556 [2]

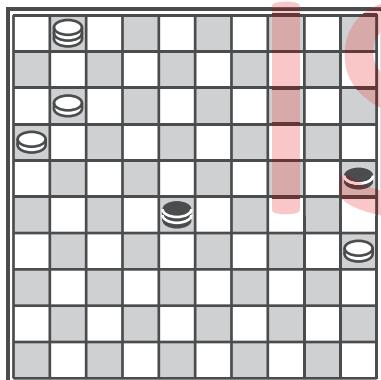


Diagram 557 [2]

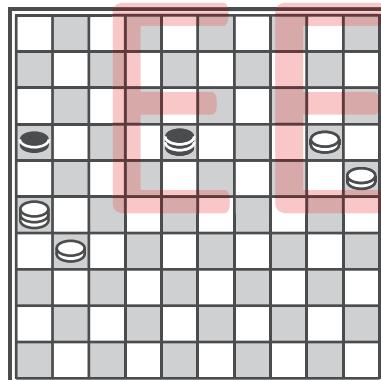


Diagram 558 [2]

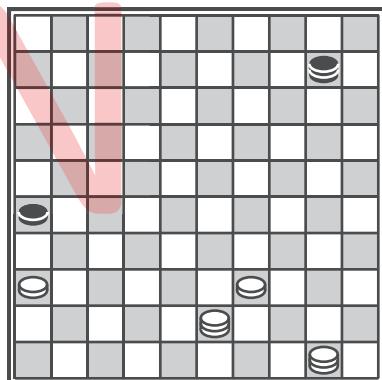


Diagram 559 [3]

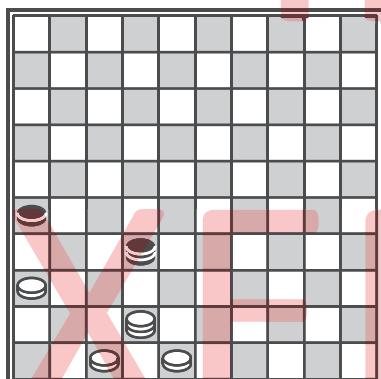


Diagram 560 [3]

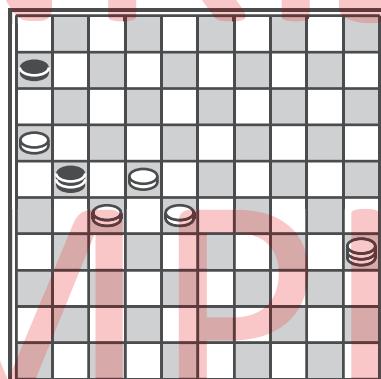


Diagram 561 [2]

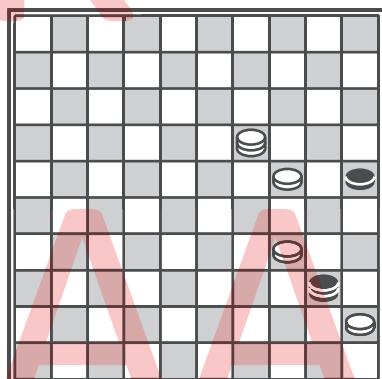


Diagram 562 [3]

39.1 Rekenen

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

Opdracht 1

Wit speelde in deze stand de ijzersterke zet **1. 39-34!**. Zwart is nu aan zet. Hij heeft nog drie zetten. Maar het loopt met alle drie zetten verkeerd af.

A. Hoe wint wit na 1. ... 06-11?

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

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

DIT

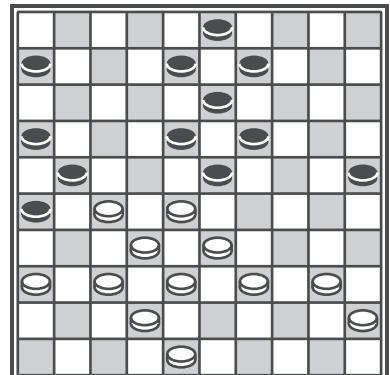


Diagram 563

Opdracht 2

In deze stand speelde wit **1. 48-43!**. Nu zijn er voor zwart vier zetten verboden.

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

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

C. Hoe wint wit na 1. ... 20-24?

D. Hoe wint wit na 1. ... 13-18?

ISEEN

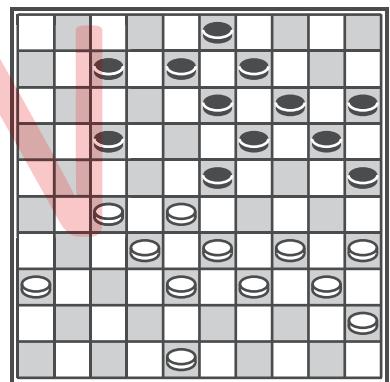


Diagram 564

Opdracht 3

A. Met welke zet dreigt zwart?

Wit weerlegt de dreiging met **1. 34-30**.

B. Welke combinatie kan zwart nu nemen?

C. Wat is de naam van de combinatie?

D. Maart zwart speelde **1. ... 17-21** waarop wit pardoos **2. 44-39** liet volgen. Welke combinatie kan zwart nu nemen en hoe loopt dat af?

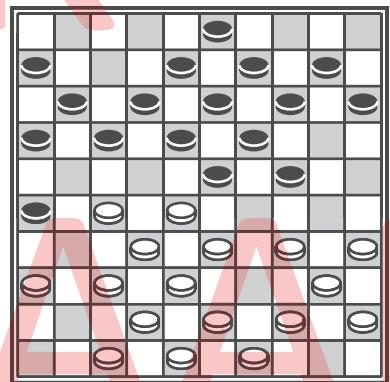


Diagram 565

39.2 Rekenen

Opdracht: De laatste bladzijde! Heel goed gedaan! Hierna mag je voor Damdiploma Zwart!

Opdracht 1

In deze positie speelde wit sterk **1. 43-39!**, want wat volgt nu op de volgende zwarte zetten?

A. 1. ... 10-15?

B. 1. ... 11-17?

C. 1. ... 12-17?

D. 1. ... 23-29?

DIT

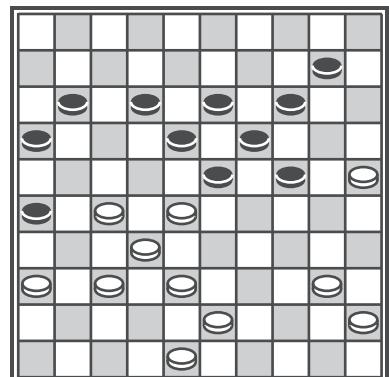


Diagram 566

Opdracht 2

Een vrij lastige stand. Wit kan winnen door een ruil, maar welke? Ga alle mogelijkheden bij langs en beslis daarna welk antwoord goed is.

A. 1. 28-23 19x28 2. 32x23

B. 1. 28-23 19x28 2. 33x22

C. 1. 34-30 25x34 2. 39x30

D. 1. 37-31 26x37 2. 32x41

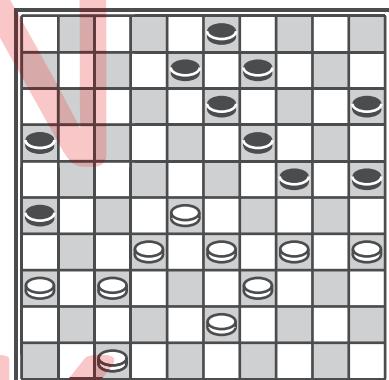


Diagram 567

Opdracht 3

Een mooie compositie waarin tempo, ruil en offer op fraaie wijze samenwerken.

A. Met welke zet dreigt zwart?

1. 29-24 18-23 2. 30-25 19x39 3. 28x08 09-13 4. 08x10 15x04.

Er staat nu een eindspel op het bord die wit met enkelvoudig oppositie wint!

B. Hoe wint wit het eindspel?

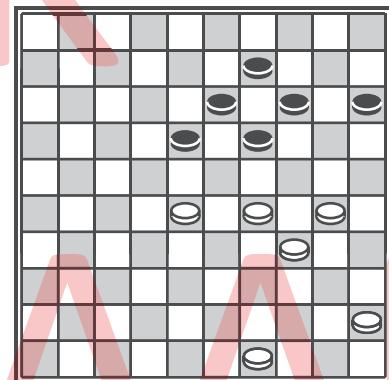


Diagram 568