

NIVEAU 4

# DIT DAMWERKBOEK

Niveau 4 Damdiploma's: WIT & ZWART

IS EEN

Naam

IN KIJK

EXEMPLAAR

Versie: 2017

DAMWERKBOEK VOOR DE JEUGDDAMMER

DIT  
IS EEN  
INKIJK  
EXEMPLAAR

## Inleiding

Met dit werkboek verkrijg je de damkennis voor het behalen van je zesde en zevende damdiploma Niveau 4: 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 552 opdrachten/diagrammen.

## Uitleg

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

## Bordnummering

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

Wit

## Hoe moet je een opdracht maken?



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

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## 1.1 Bomzet

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

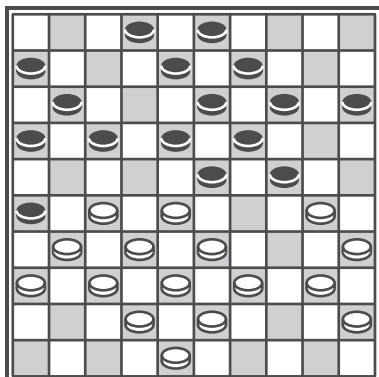


Diagram 1 [1]

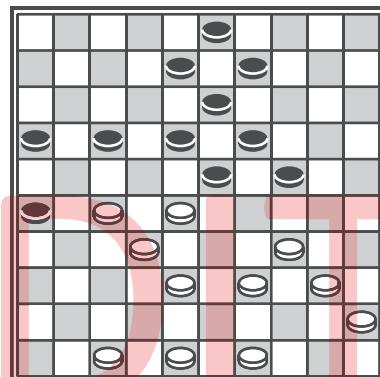


Diagram 2 [1]

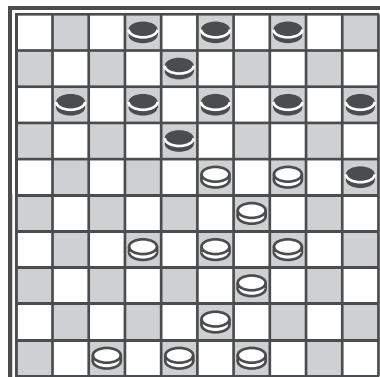


Diagram 3 [1]

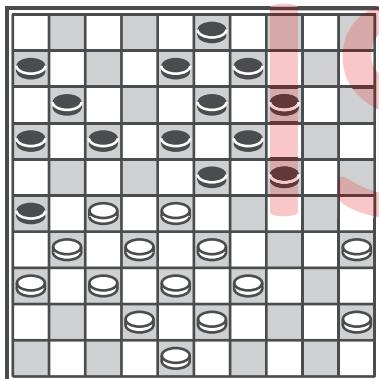


Diagram 4 [1]

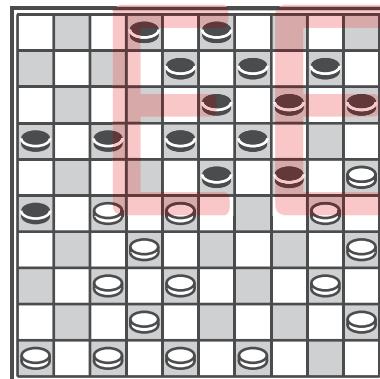


Diagram 5 [2]

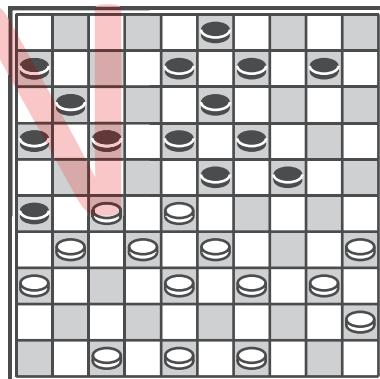


Diagram 6 [3]  
Ook slaan noteren

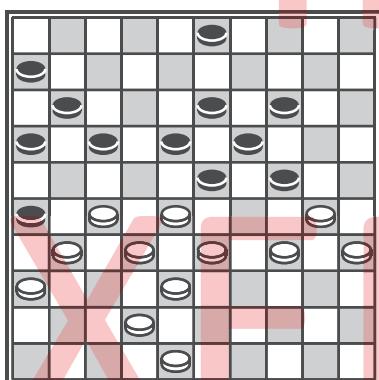


Diagram 7 [5]  
Ook slaan noteren

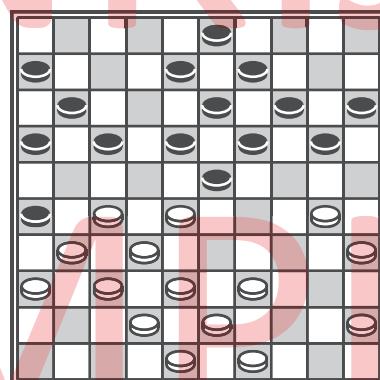


Diagram 8 [2]

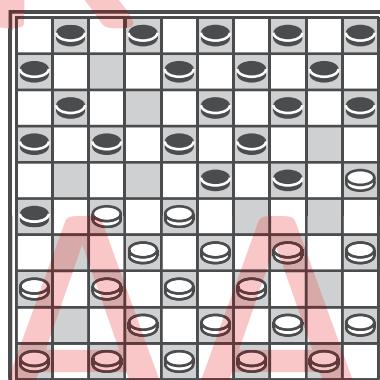


Diagram 9 [4]  
Schijfwinst

## 1.2 Bomzet

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

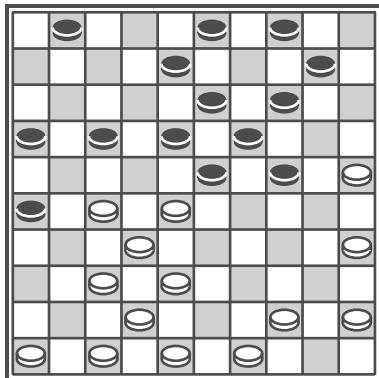


Diagram 10 [3]

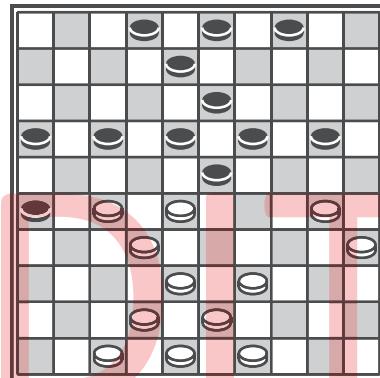


Diagram 11 [2]

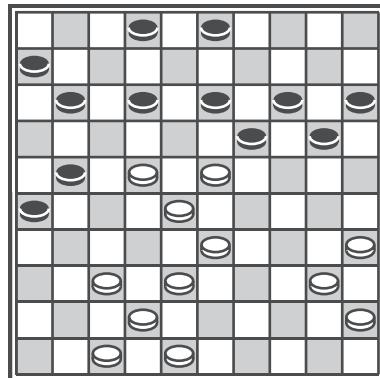


Diagram 12 [2]

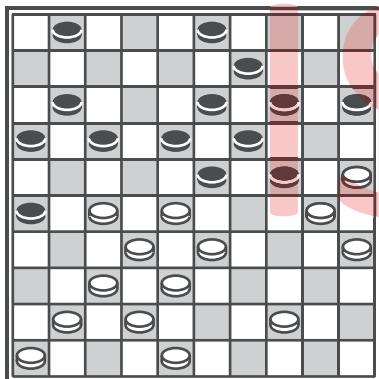


Diagram 13 [2]

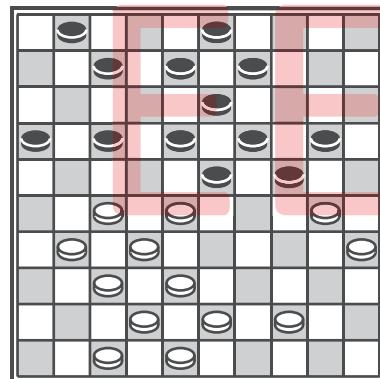


Diagram 14 [3]

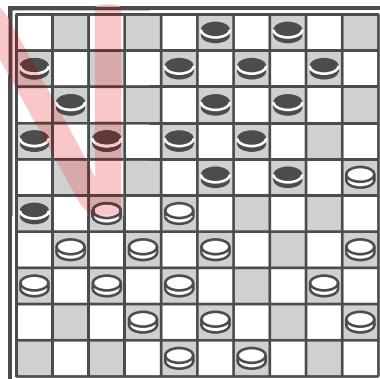


Diagram 15 [4]

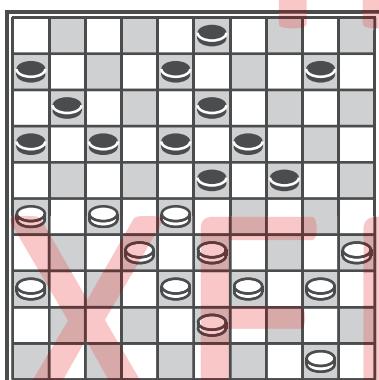


Diagram 16 [3]

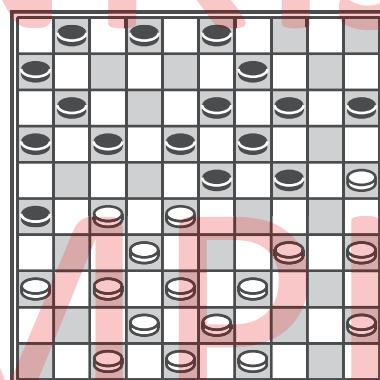


Diagram 17 [4]

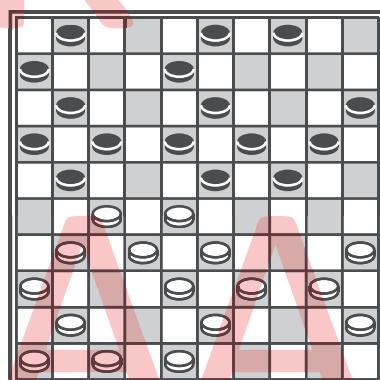


Diagram 18 [4]

(21-26?)

Na een ruil wint wit een schijf

## 2.1 Coup Springer

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

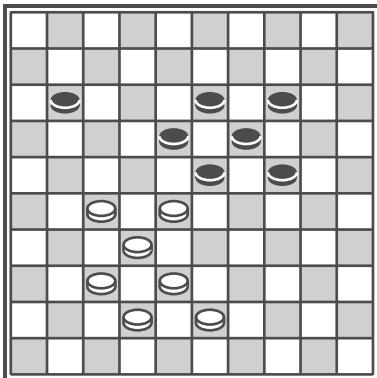


Diagram 19 [3]

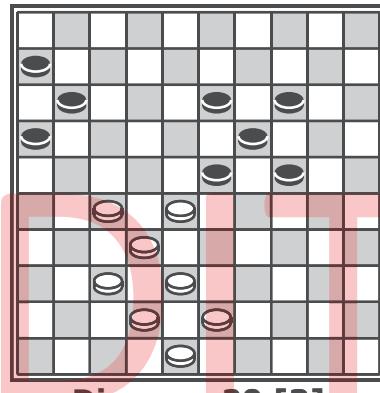


Diagram 20 [3]

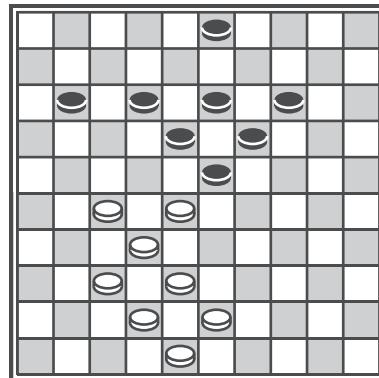


Diagram 21 [3]

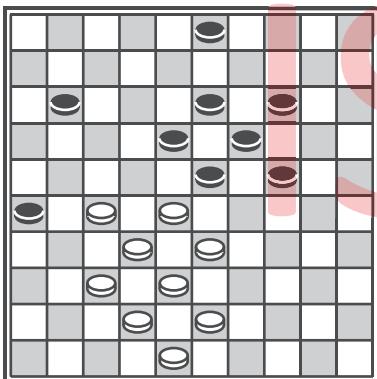


Diagram 22 [3]

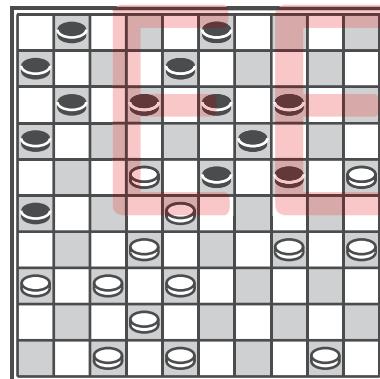


Diagram 23 [3]  
(12-18?)

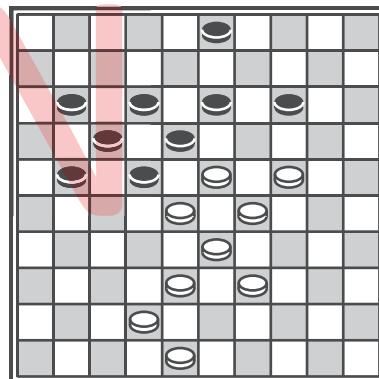


Diagram 24 [4]

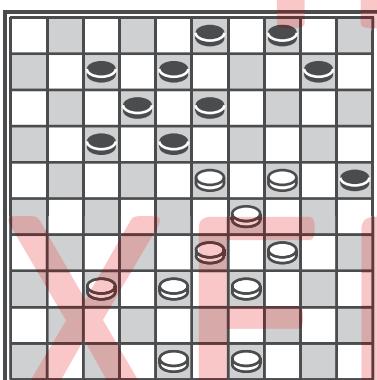


Diagram 25 [3]

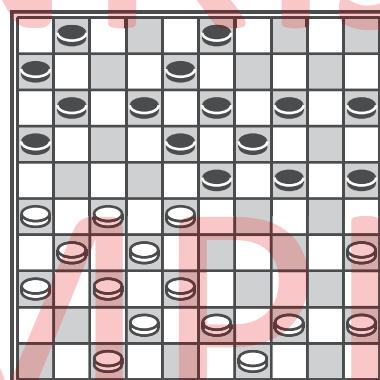


Diagram 26 [3]

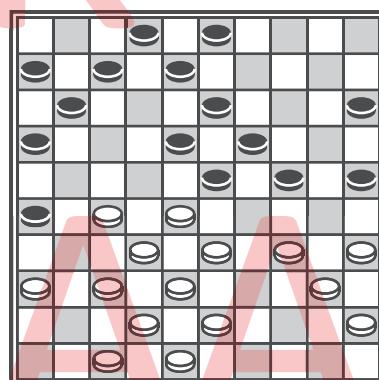
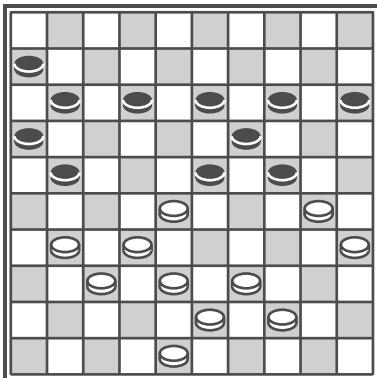


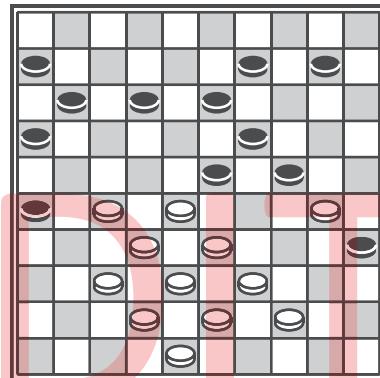
Diagram 27 [4]

## 2.2 Coup Springer

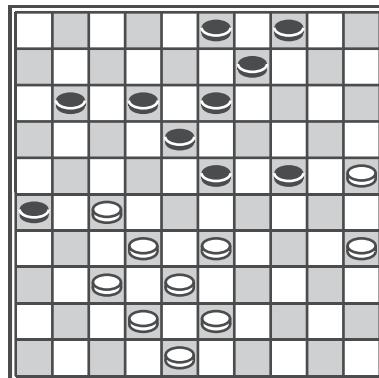
Opdracht: Nu een paar moeilijke combinaties. Gebruik eventueel een bord.



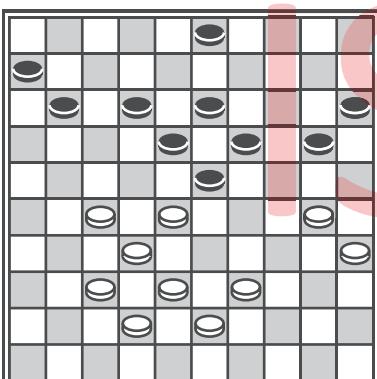
**Diagram 28 [3]**  
(21-27) en (12-18?)



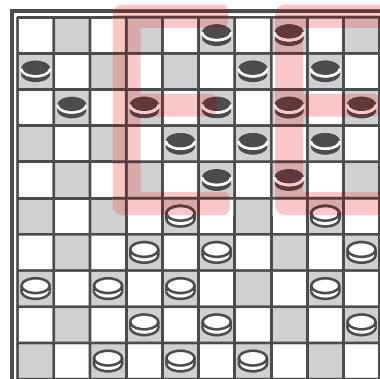
**Diagram 29 [3]**  
Dubbele combinatie



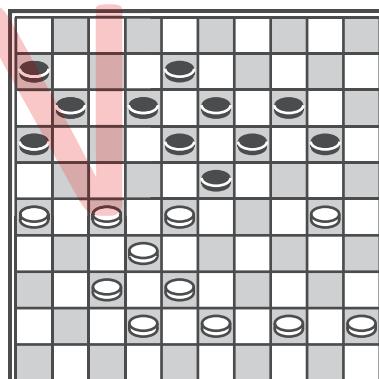
**Diagram 30 [4]**  
Forcing



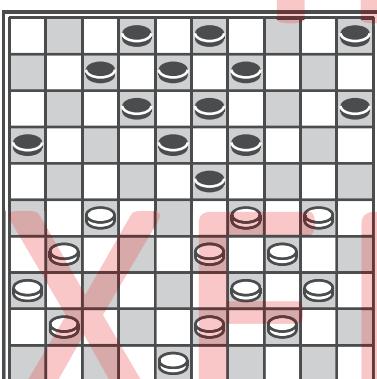
**Diagram 31 [4]**  
Forcing



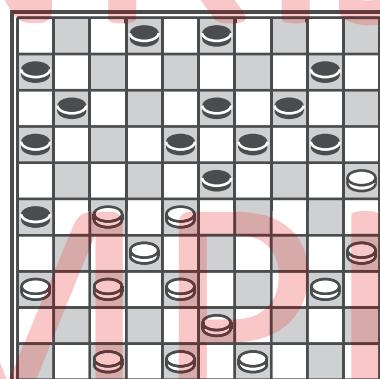
**Diagram 32 [4]**  
(20-25?)



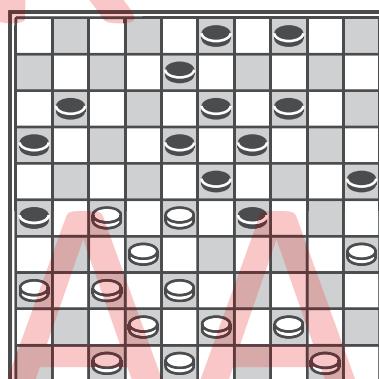
**Diagram 33 [4]**  
Dam op veld 2



**Diagram 34 [4]**



**Diagram 35 [4]**  
Forcing



**Diagram 36 [5]**  
Dam op veld 2

### 3.1 Maanslag

Opdracht: In de volgende diagrammen wint wit met een Maanslag (Coup Fabre).

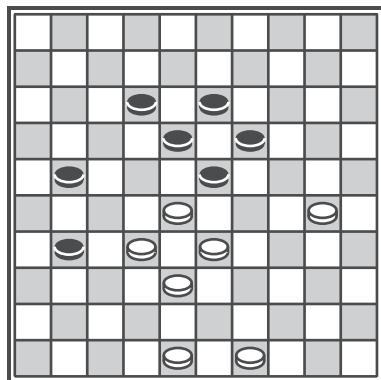


Diagram 37 [1]

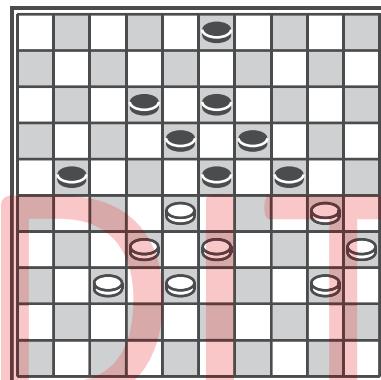


Diagram 38 [2]

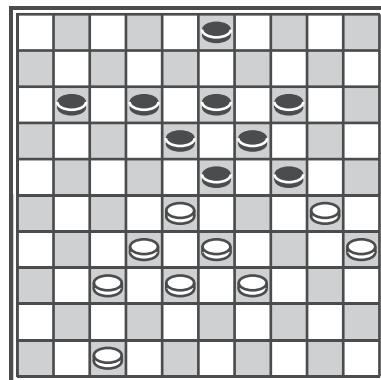


Diagram 39 [2]

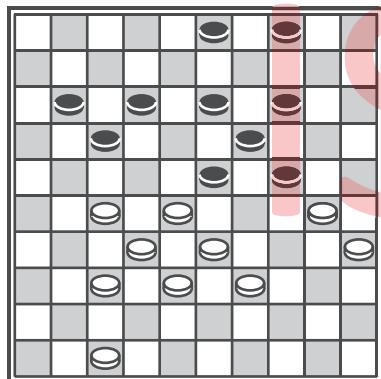


Diagram 40 [3]

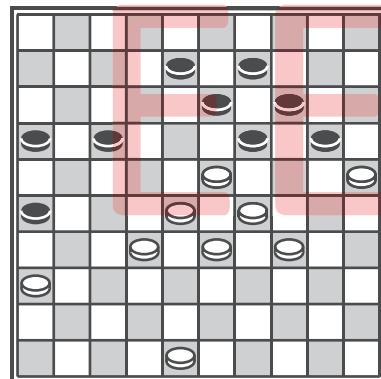


Diagram 41 [2]

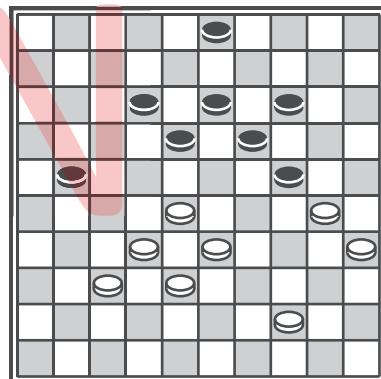


Diagram 42 [3]  
Forcing

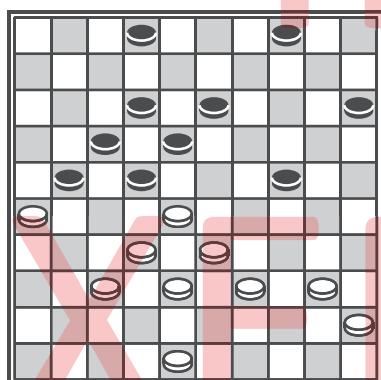


Diagram 43 [2]

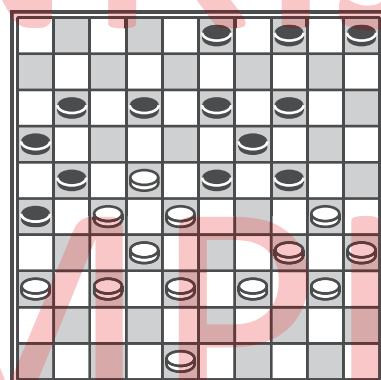


Diagram 44 [2]

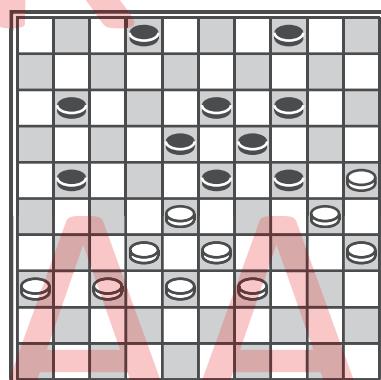


Diagram 45 [2]

### 3.2 Maanslag

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

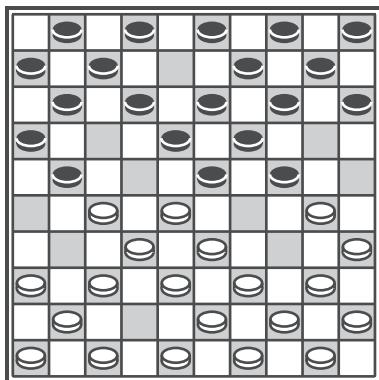


Diagram 46 [3]

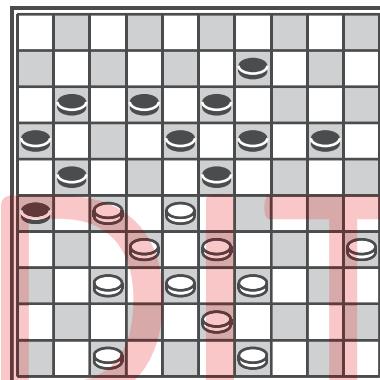


Diagram 47 [4]

Forcing

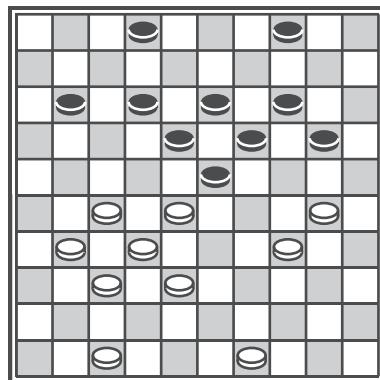


Diagram 48 [3]

(20-24?)

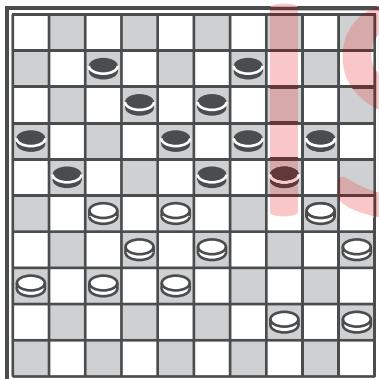


Diagram 49 [3]

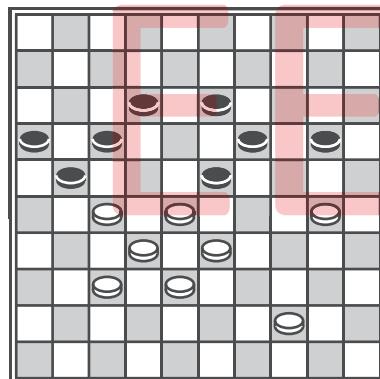


Diagram 50 [3]

Forcing

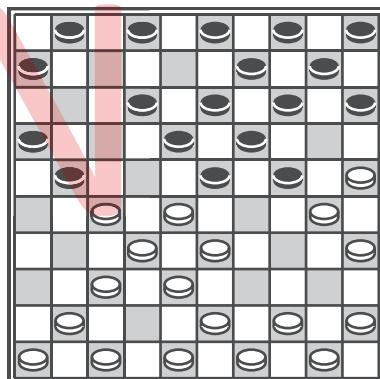


Diagram 51 [3]

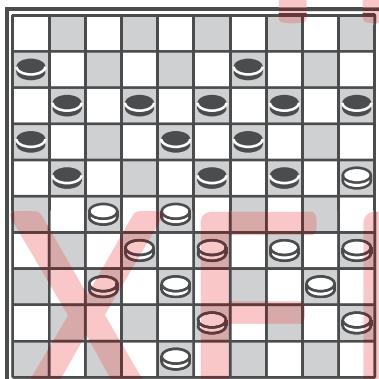


Diagram 52 [6]  
Halve Maanslag

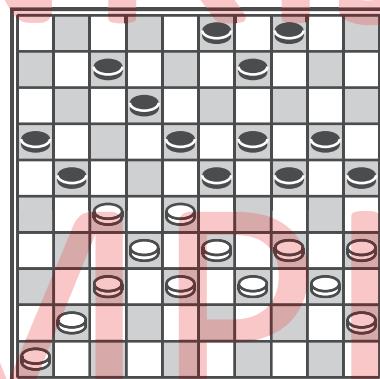


Diagram 53 [5]  
Halve Maanslag

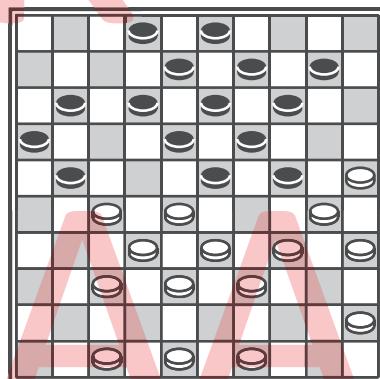


Diagram 54 [6]  
Halve Maanslag

#### 4. Coup Raichenbach

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

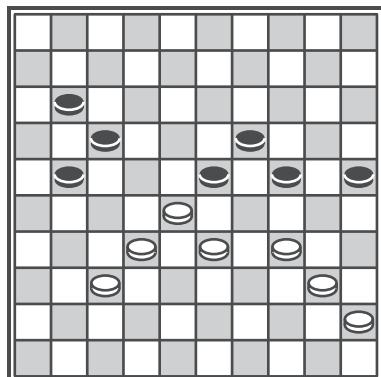


Diagram 55 [2]

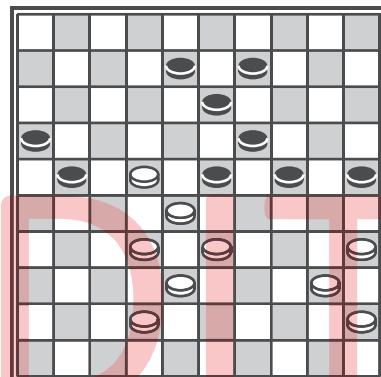


Diagram 56 [3]

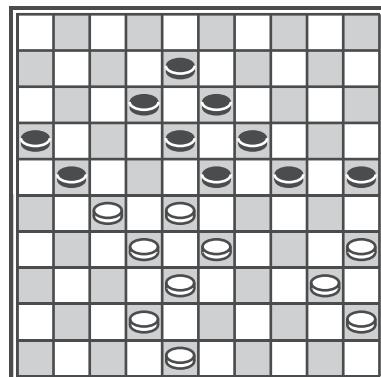


Diagram 57 [3]

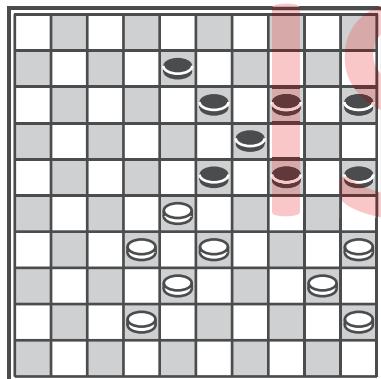


Diagram 58 [3]

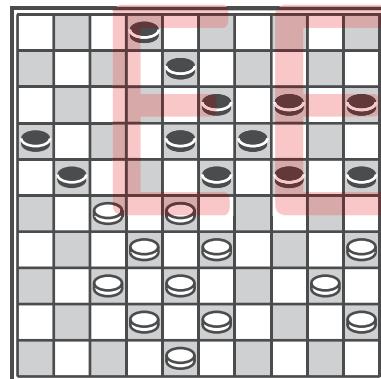


Diagram 59 [4]

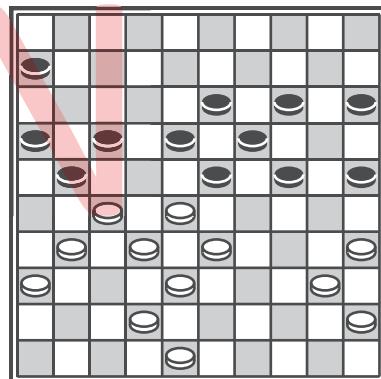


Diagram 60 [4]

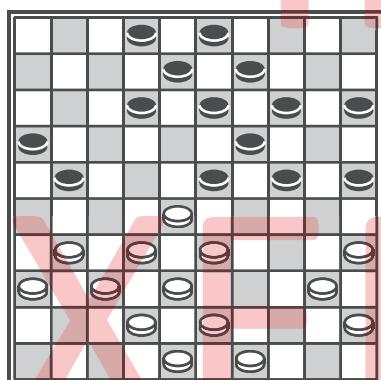


Diagram 61 [3]

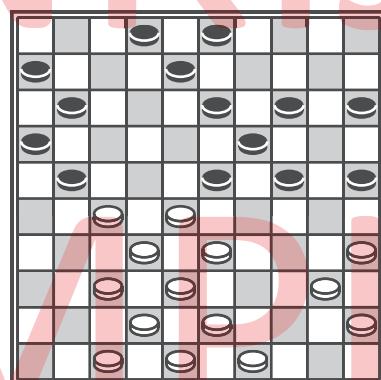


Diagram 62 [3]

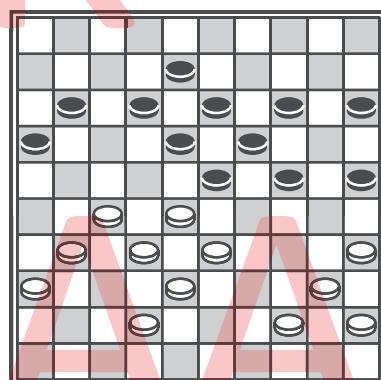


Diagram 63 [4]  
(11-17?)

## 5.1 Klemcombinatie

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

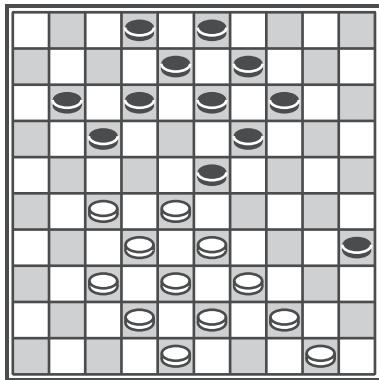


Diagram 64 [2]

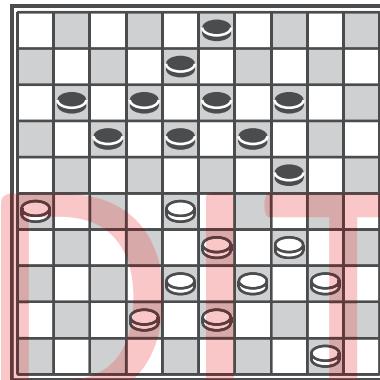


Diagram 65 [2]

(18-23?)

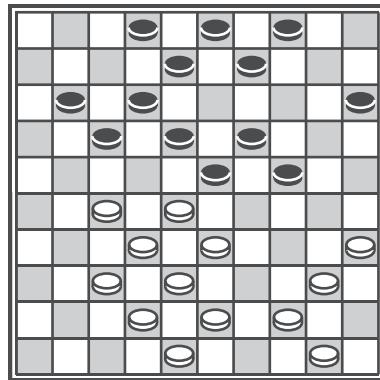


Diagram 66 [3]

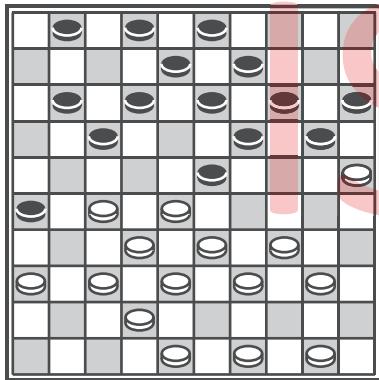


Diagram 67 [3]

Forcing

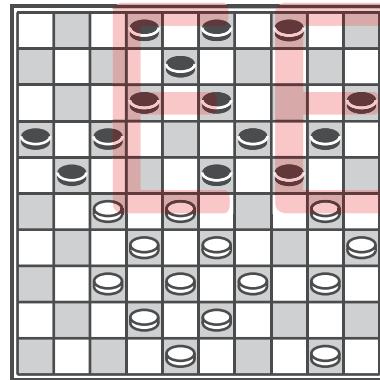


Diagram 68 [4]

Forcing

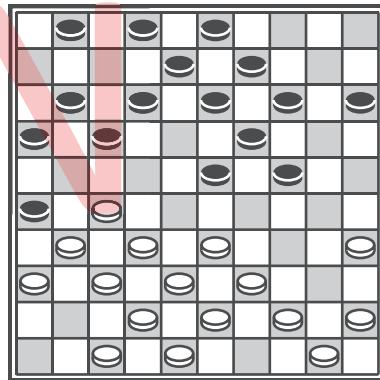


Diagram 69 [3]

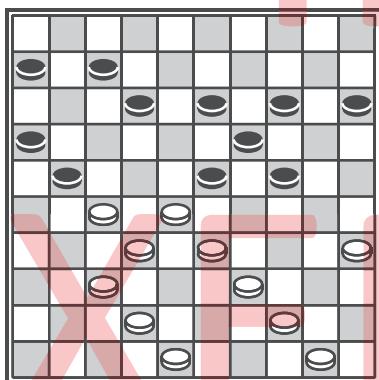


Diagram 70 [3]

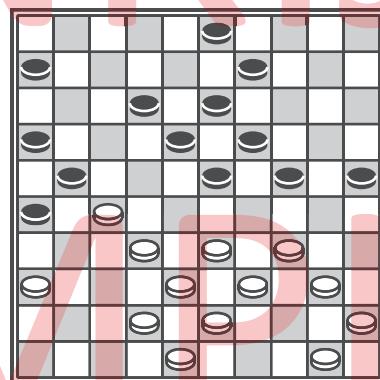


Diagram 71 [3]

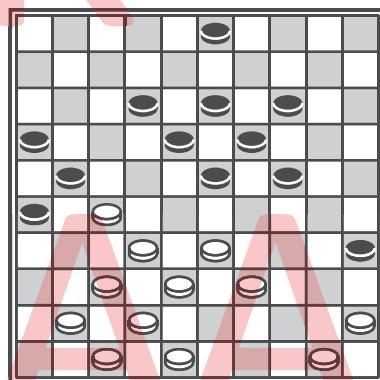
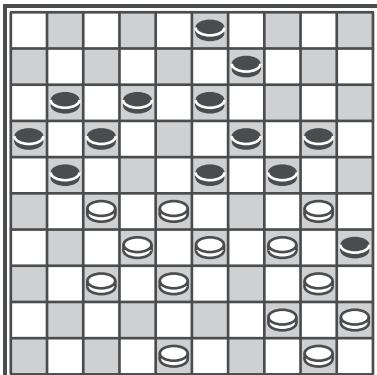


Diagram 72 [4]

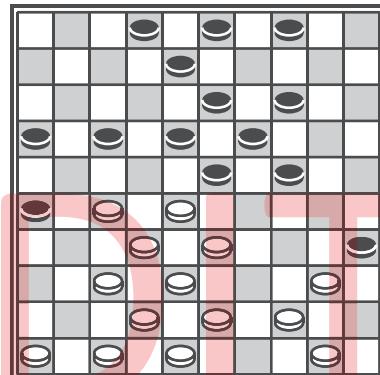
## 5.2 Klemcombinatie

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



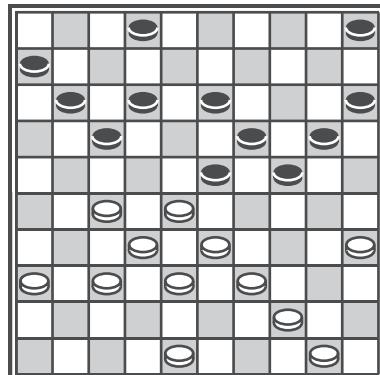
**Diagram 73 [3]**

Eindslag: 50x6



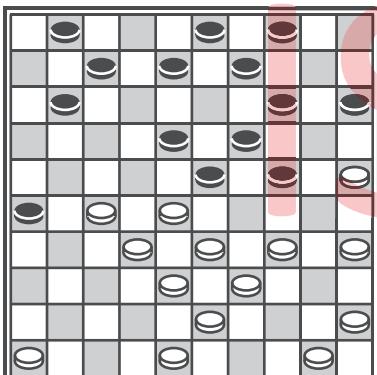
**Diagram 74 [2]**

Bomzet als hulpcombinatie



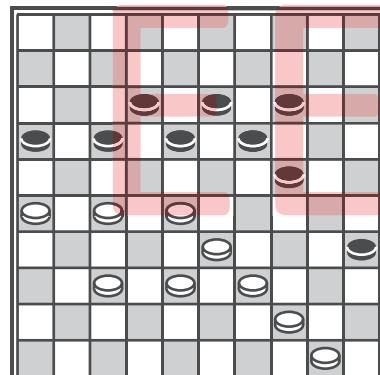
**Diagram 75 [4]**

Eindslag: 36x9



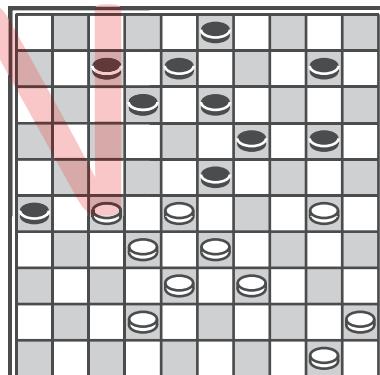
**Diagram 76 [5]**

Naslag met de dam



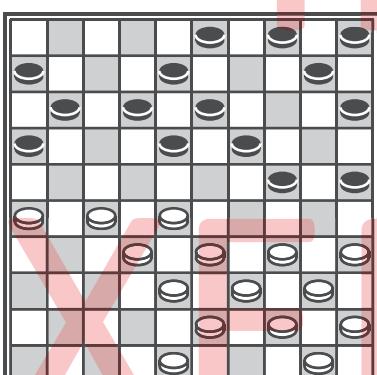
**Diagram 77 [5]**

Doorbraak naar veld 7



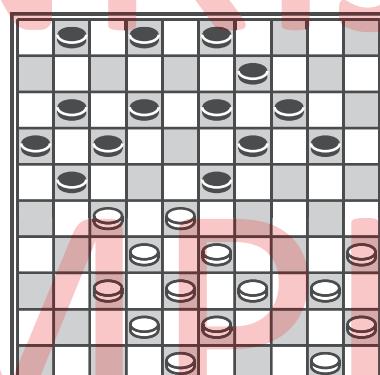
**Diagram 78 [4]**

(20-24?)



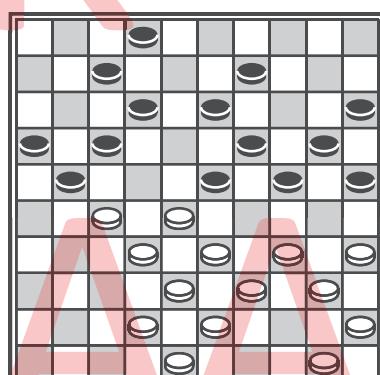
**Diagram 79 [5]**

Naslag met de dam



**Diagram 80 [5]**

Forcing

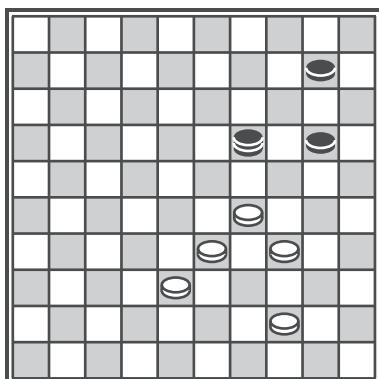


**Diagram 81 [6]**

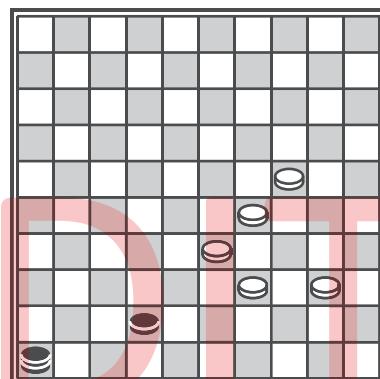
Dam op veld 2

## 6.1 Coup Turc

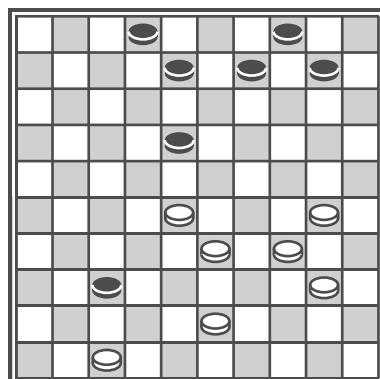
Opdracht: In de volgende diagrammen wint wit met een Coup Turc.



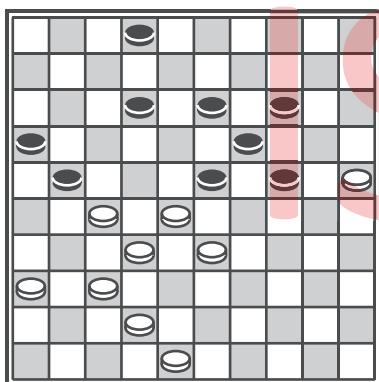
## Diagram 82 [1]



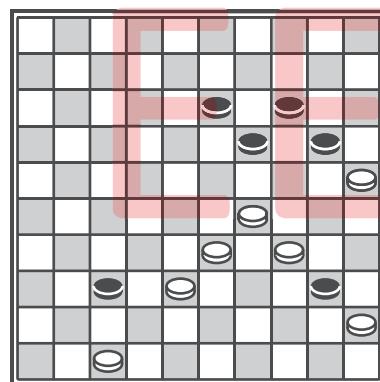
## Diagram 83 [1]



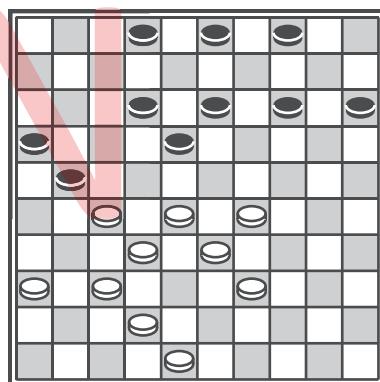
## Diagram 84 [2]



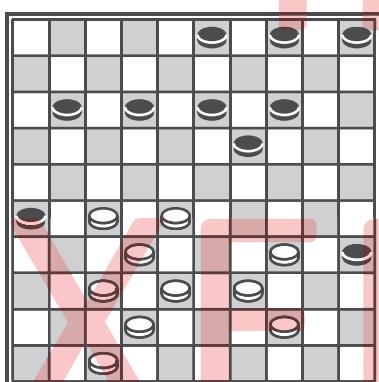
## Diagram 85 [2] (23-29?)



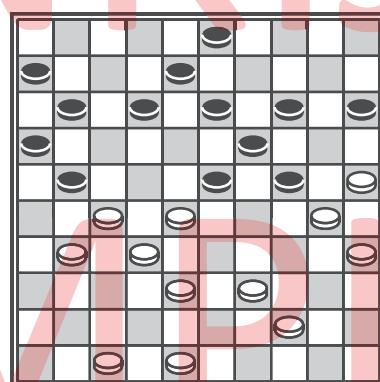
## Diagram 86 [2]



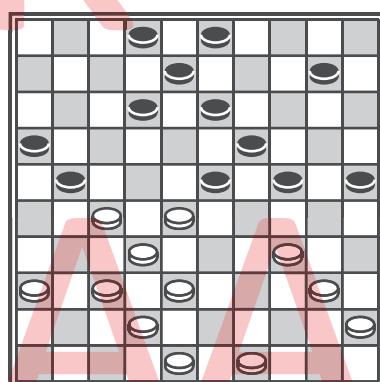
## Diagram 87 [2]



### Diagram 88 [3]



## Diagram 89 [2] (21-26?)



## Diagram 90 [3] (24-29?)

## 6.2 Coup Turc

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

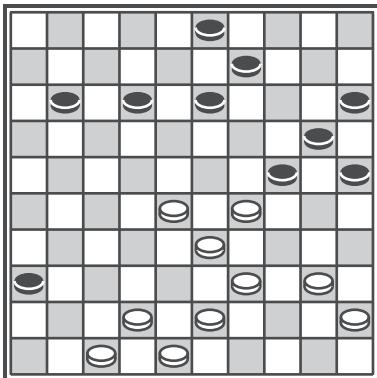


Diagram 91 [2]

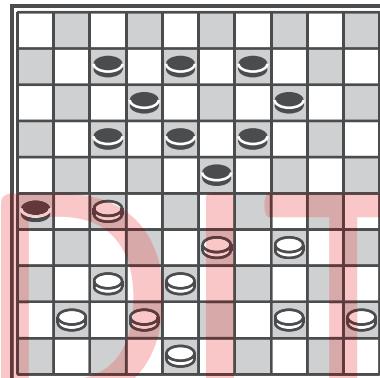


Diagram 92 [2]

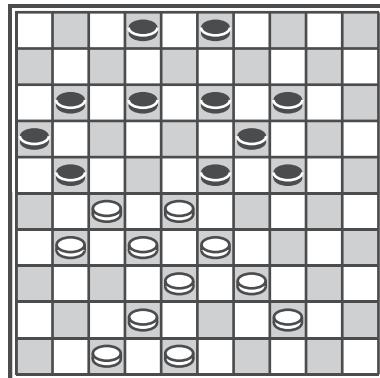


Diagram 93 [2]  
(21-26?)

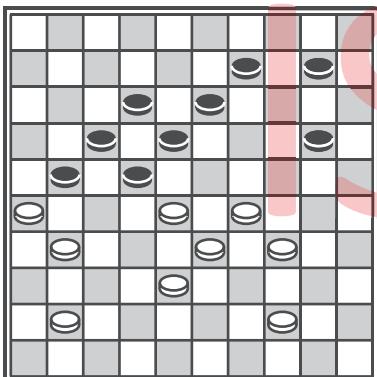


Diagram 94 [2]  
(21-27?)

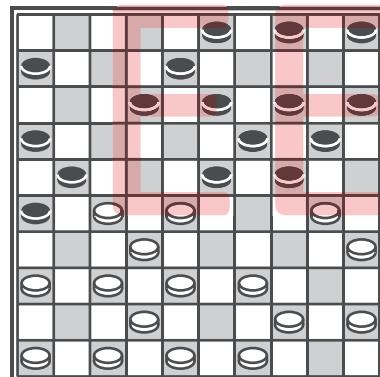


Diagram 95 [2]  
(20-25?)

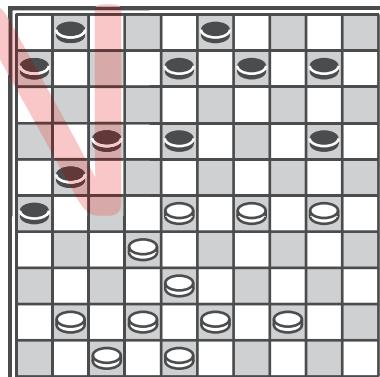


Diagram 96 [3]

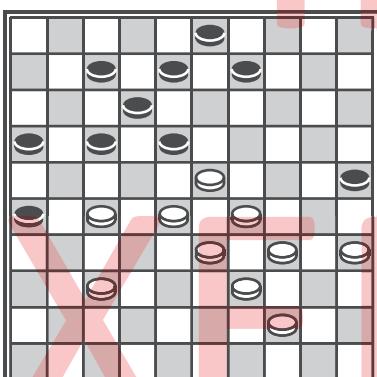


Diagram 97 [3]  
Eindslag: 33x4

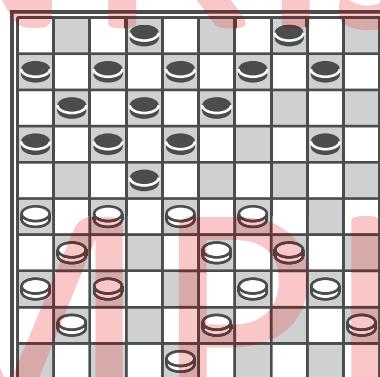


Diagram 98 [2]  
Dam op veld 5

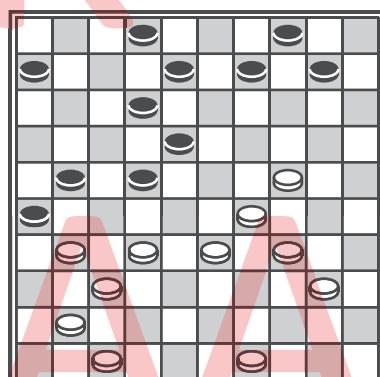
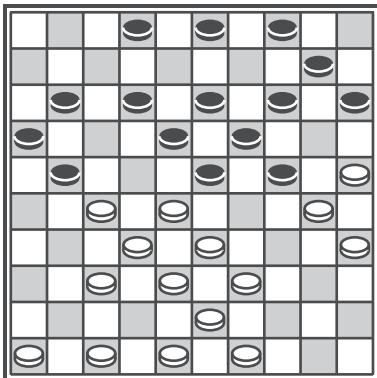


Diagram 99 [3]  
Verrassend!

## 7. Herken je de naam van de combinatie?

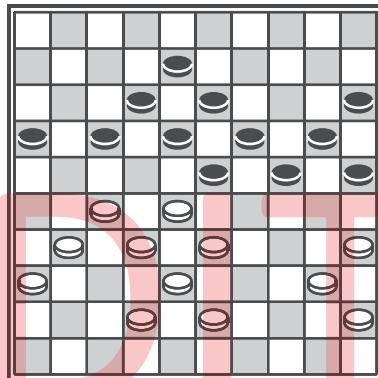
Opdracht: Weet je de namen nog? Probeer de juiste naam van het zetje te omcirkelen.



**Diagram 100**

1. 27-22 18x27 2. 33-29 24x31
3. 30-24 27x38 4. 43x32 19x30
5. 28x37

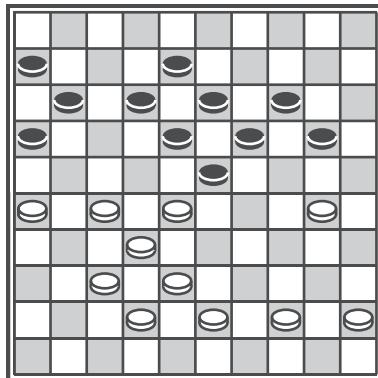
- A.** Coup Raichenbach  
**B.** Maanslag



**Diagram 101**

1. 27-22 18x27 2. 31x11 16x07
2. 33-29 24x22 3. 35-30 25x34
4. 40x09

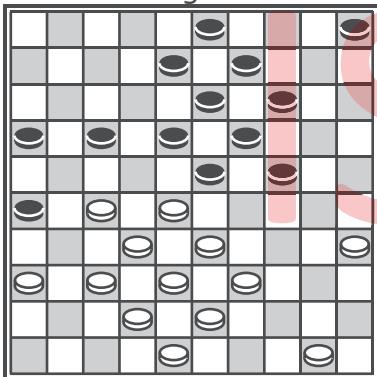
- A.** Coup Raichenbach  
**B.** Coup Springer



**Diagram 102**

1. 30-24 20x29 2. 27-22 18x27
3. 32x21 23x41 4. 21-17 11x22
4. 42-37 41x32 5. 38x09

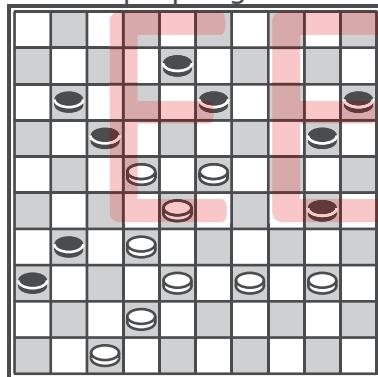
- A.** Bomzet  
**B.** Coup Springer



**Diagram 103**

1. 27-21 16x27 2. 32x12 23x41
3. 12x23 19x28 4. 36x47

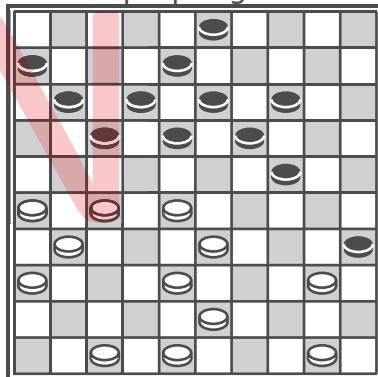
- A.** Coup Springer  
**B.** Bomzet



**Diagram 104**

1. 39-34 30x39 2. 47-41 36x47
3. 42-37 47x27 4. 32x03 31x42
5. 03x09

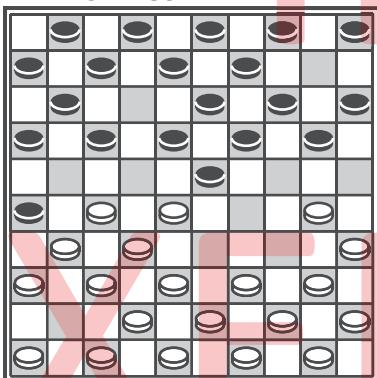
- A.** Coup Turc  
**B.** Klemcombinatie



**Diagram 105**

1. 43-39 35x44 2. 26-21 17x37
3. 27-22 18x27 4. 28-23 19x28
5. 33x42 44x33 6. 38x06

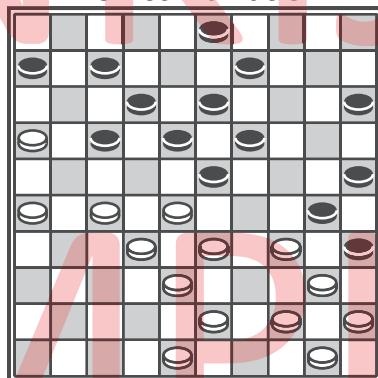
- A.** Klemcombinatie  
**B.** Maanslag



**Diagram 106**

1. 30-24 20x29 2. 27-21 16x27
3. 32x12 23x41 4. 12x34 26x37
5. 42x31

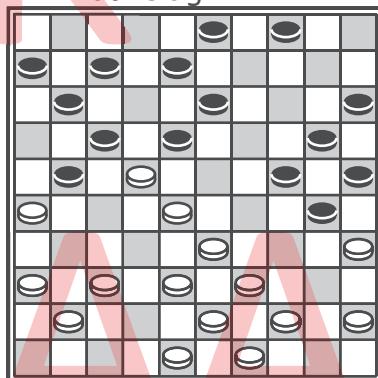
- A.** Bomzet  
**B.** Coup Springer



**Diagram 107**

1. 44-39 35x44 2. 34-29 23x34
3. 28-23 19x37 4. 38-32 37x28
5. 33x02 44x33 6. 02x47

- A.** Klemcombinatie  
**B.** Coup Turc



**Diagram 108**

1. 33-28 24x31 2. 36x16 18x22
3. 35x24 20x29 4. 39-33 29x38
5. 43x01

- A.** Klemcombinatie  
**B.** Coup Raichenbach

## 8.1 Forcing

Opdracht: In de volgende diagrammen wint wit met een forcing (dwangzet).

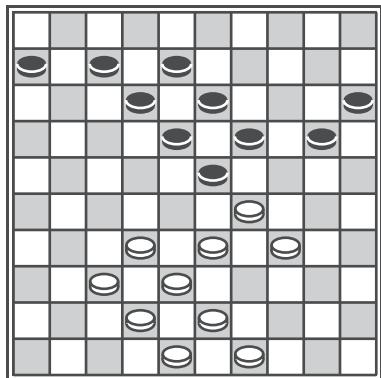


Diagram 109 [4]

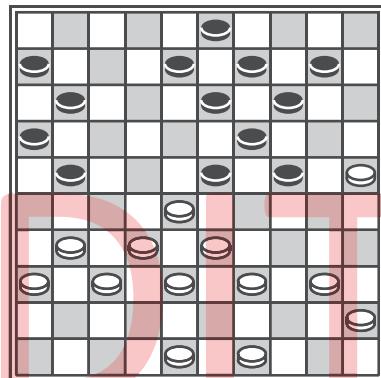


Diagram 110 [2]

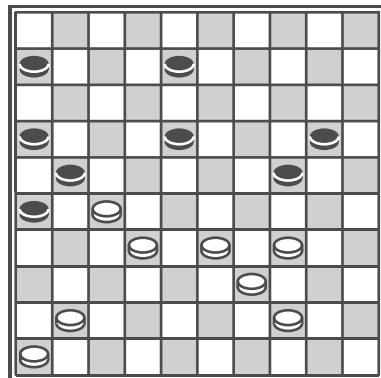


Diagram 111 [3]

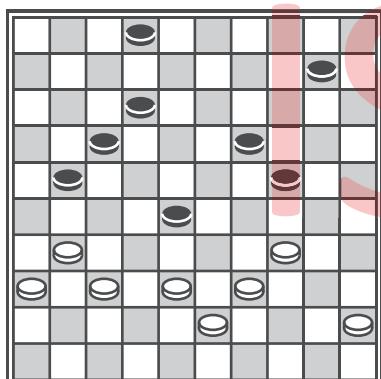


Diagram 112 [4]

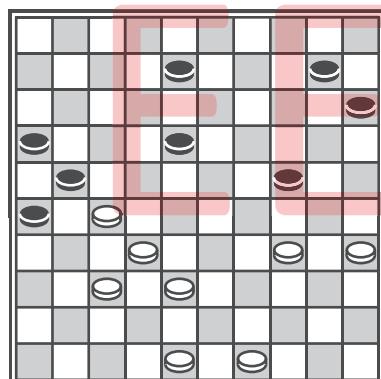


Diagram 113 [3]

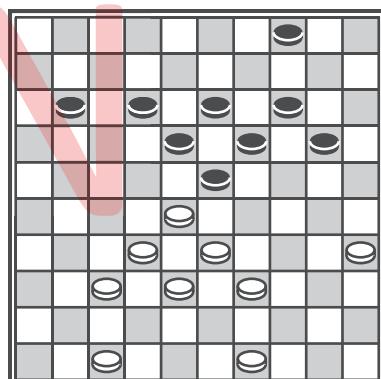


Diagram 114 [3]

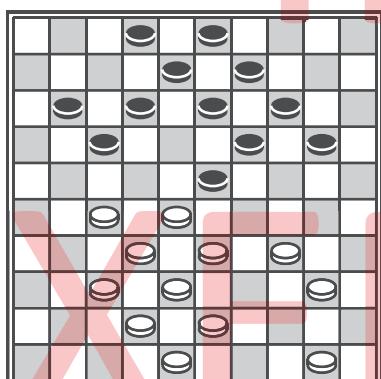


Diagram 115 [3]

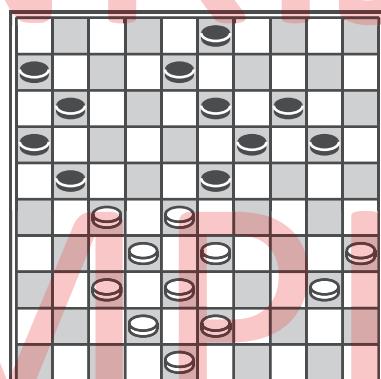


Diagram 116 [3]

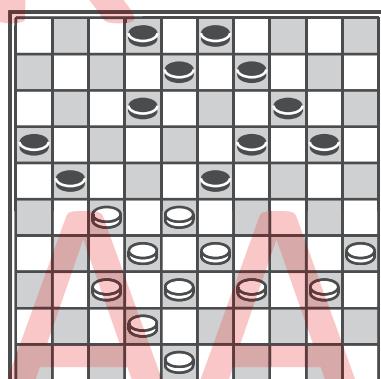


Diagram 117 [2]

## 8.2 Forcing

Opdracht: Ook nu forceert wit de winst. De opgaven kunnen best lastig zijn! Denk goed na!

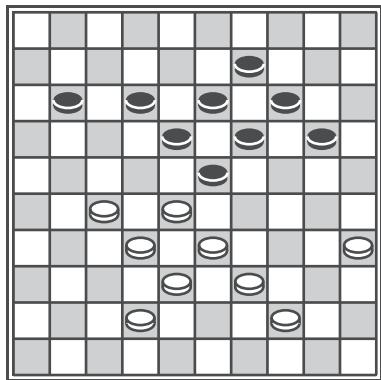


Diagram 118 [4]

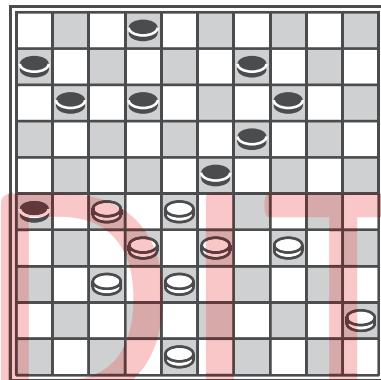


Diagram 119 [4]

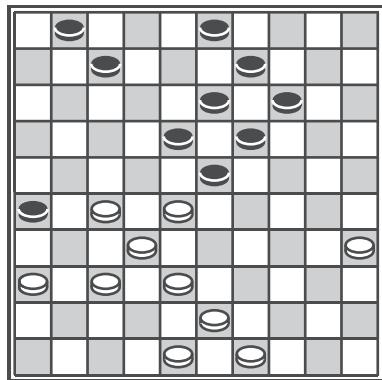


Diagram 120 [5]  
Dubbele combinatie

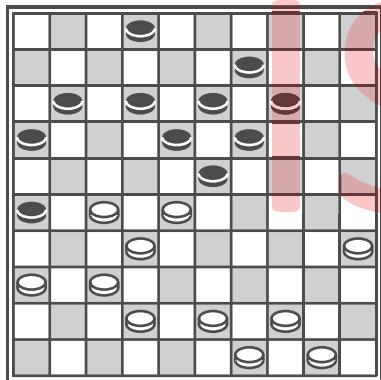


Diagram 121 [3]

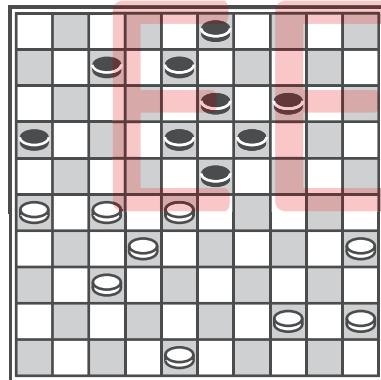


Diagram 122 [4]

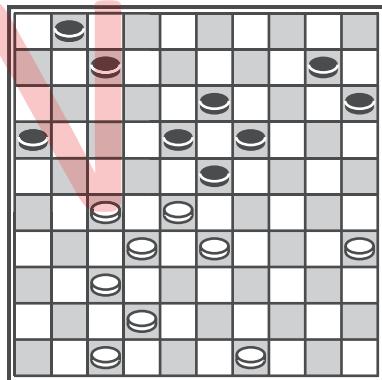


Diagram 123 [4]

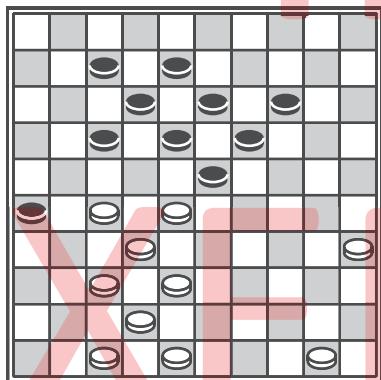


Diagram 124 [6]  
Dubbele combinatie

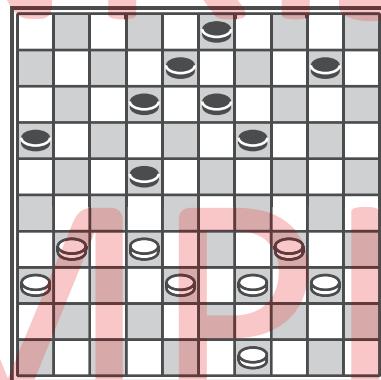


Diagram 125 [4]

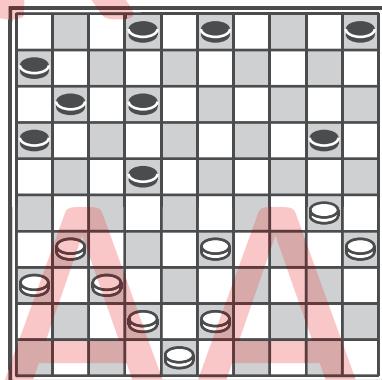


Diagram 126 [4]

## 9. Vrij tempo

Opdracht: Een schijf aanvallen geeft de tegenstander een vrij tempo; dat kan gevaarlijk zijn!

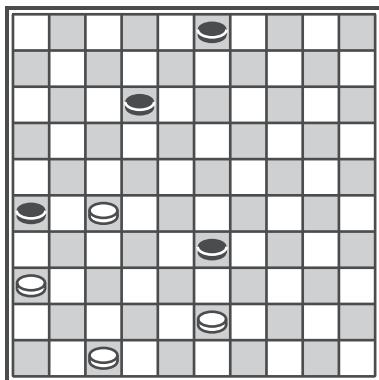


Diagram 127 [3]  
(26-31?)

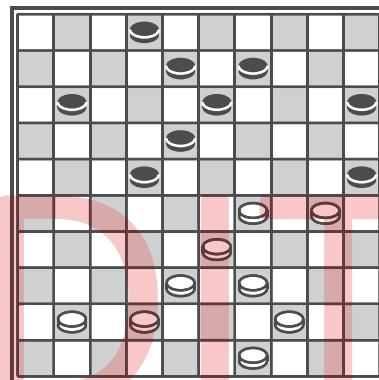


Diagram 128 [1]

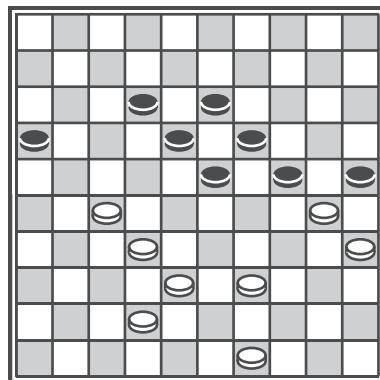


Diagram 129 [3]

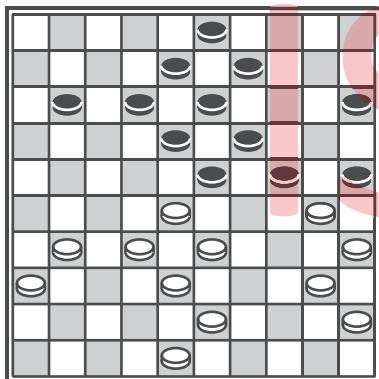


Diagram 130 [2]

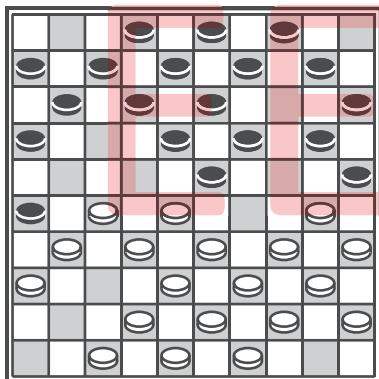


Diagram 131 [2]

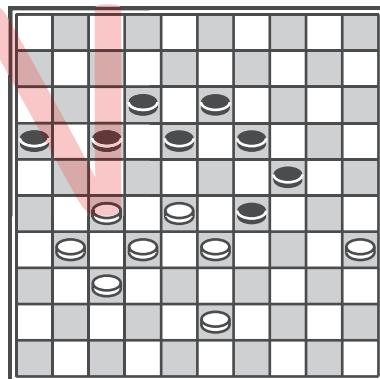


Diagram 132 [2]

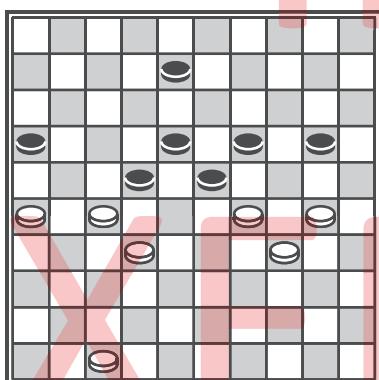


Diagram 133 [3]

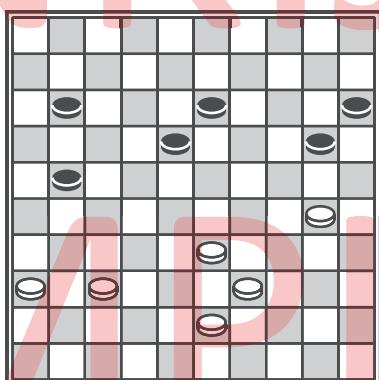


Diagram 134 [4]  
Forcing

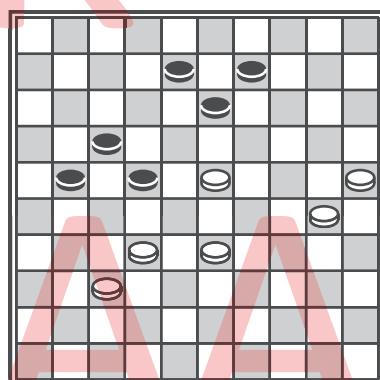


Diagram 135 [4]  
Forcing

## 10. De plakker

Opdracht: Als de tegenstander op slag staat over meerdere schijven, kan je soms plakken.

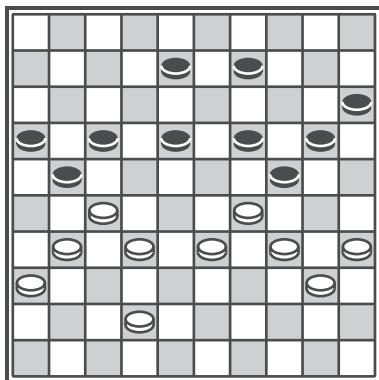


Diagram 136 [1]  
(21-26?)

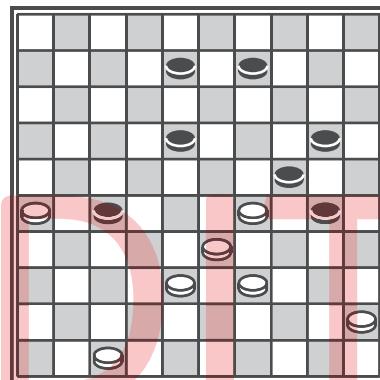


Diagram 137 [2]

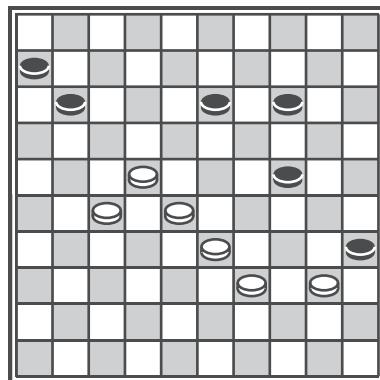


Diagram 138 [2]

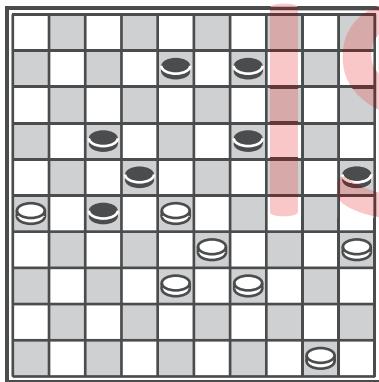


Diagram 139 [4]

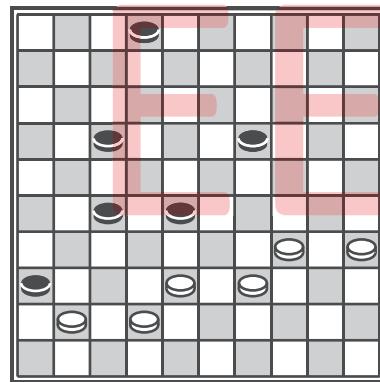


Diagram 140 [2]

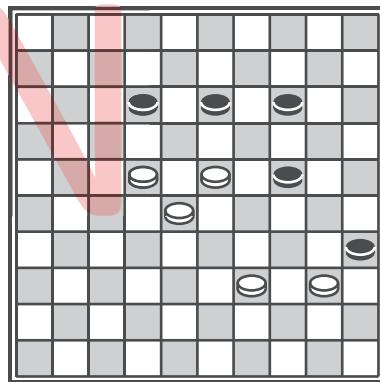


Diagram 141 [2]

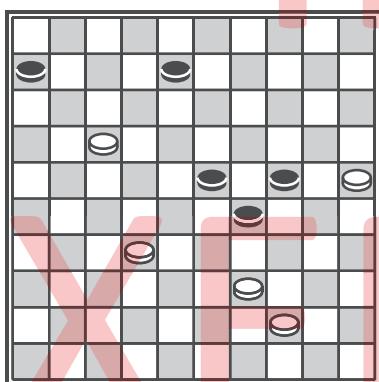


Diagram 142 [2]

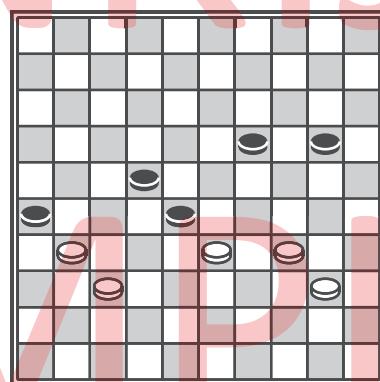


Diagram 143 [2]

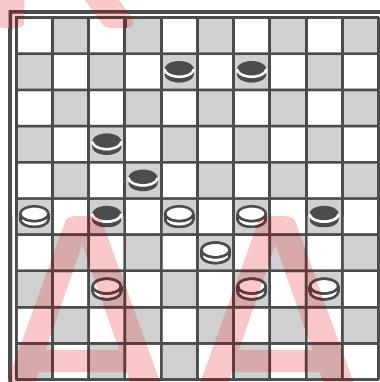


Diagram 144 [3]

## 11.1 Offer | Het positionele offer

Opdracht: Wit offreert een schijf en wint vervolgens door de tegenstander vast te zetten.

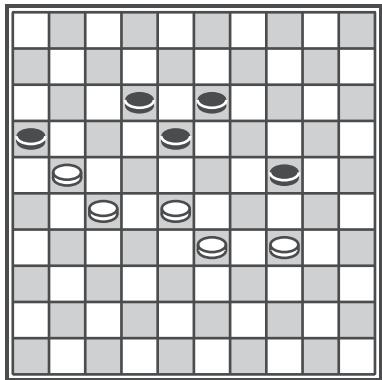


Diagram 145 [3]  
Forcing

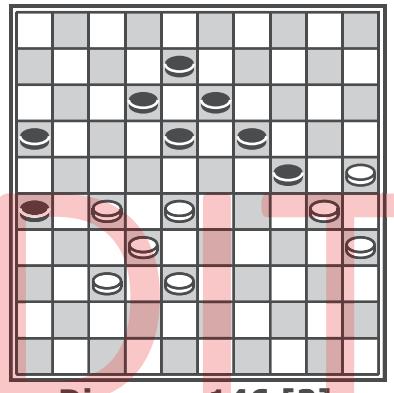


Diagram 146 [2]

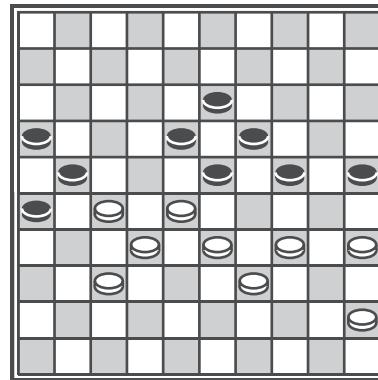


Diagram 147 [2]

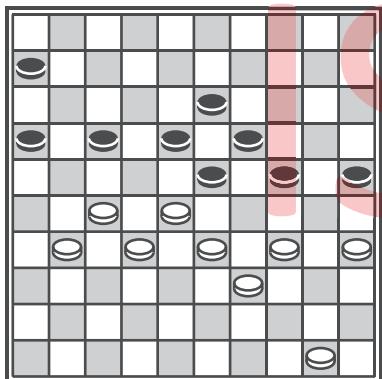


Diagram 148 [2]

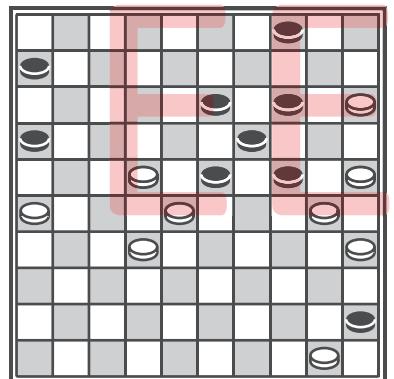


Diagram 149 [1]  
(04-09?)

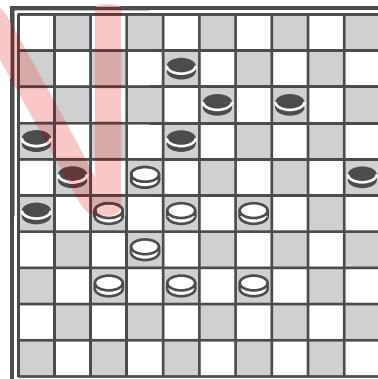


Diagram 150 [3]  
Forcing

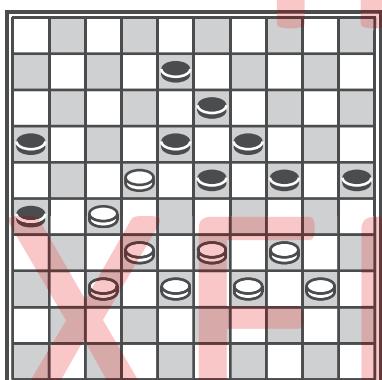


Diagram 151 [2]  
(08-12?)

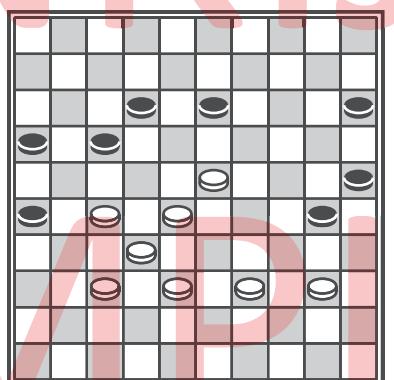


Diagram 152 [2]

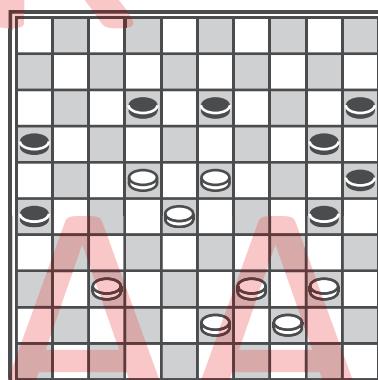


Diagram 153 [2]

## 11.2 Offer | Het combinatieve offer

Opdracht: Wit speelt en wint door eerst te offeren en vervolgens te combineren.

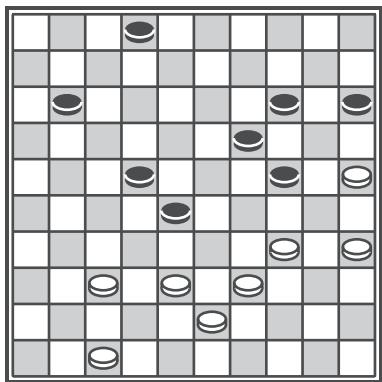


Diagram 154 [4]

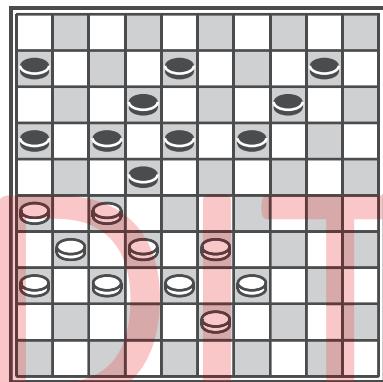


Diagram 155 [4]

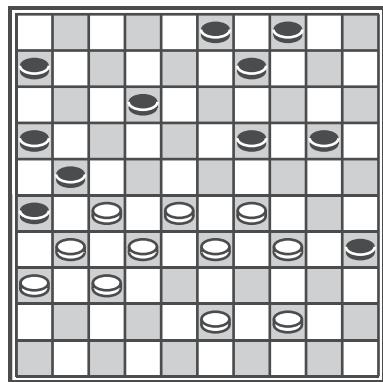


Diagram 156 [3]

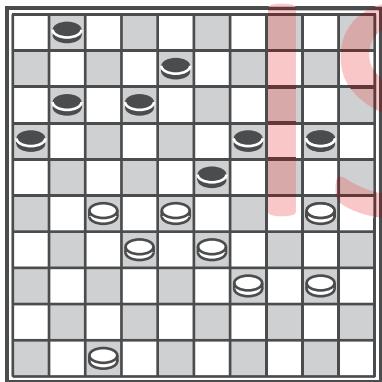


Diagram 157 [2]  
(20-24?)

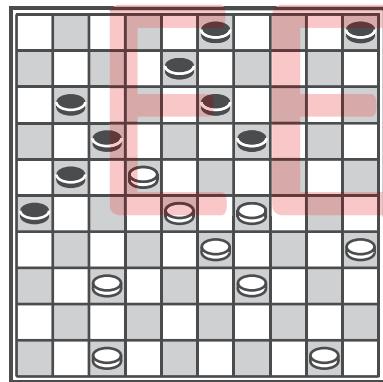


Diagram 158 [3]

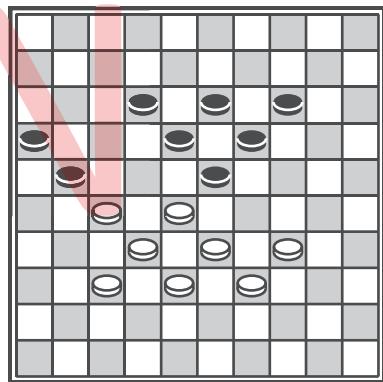


Diagram 159 [3]

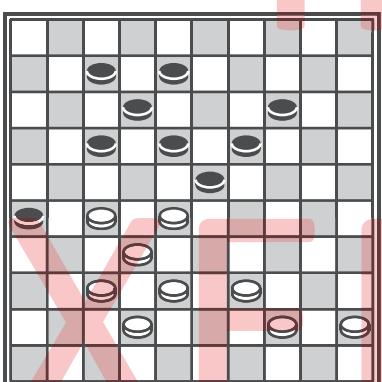


Diagram 160 [4]  
Dubbeloffer

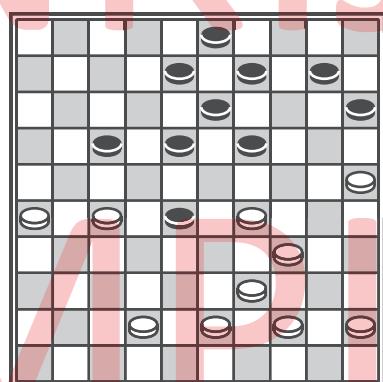


Diagram 161 [2]  
Briloffer

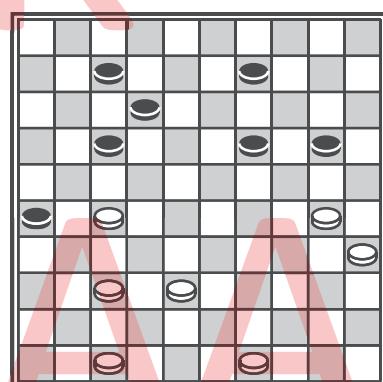
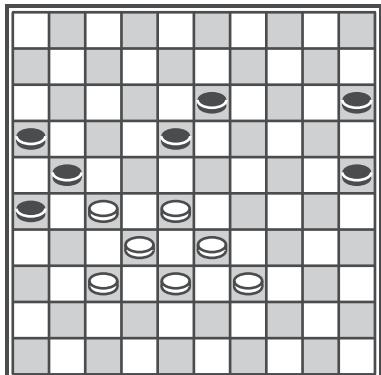


Diagram 162 [4]  
Briloffer

## 12.1 Basiskennis I: Strategieën

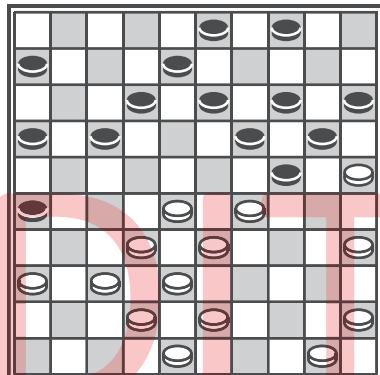
Leren: Onderstaand negen verschillende strategieën. Probeer ze te onthouden.



**Diagram 163**

Centrumspel

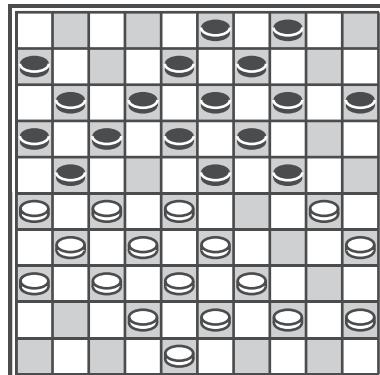
De witte schijven werken samen en die van zwart niet. Wit staat mooi in het midden en heeft geen gaten.



**Diagram 164**

Lange vleugel opsluiting (LVO)

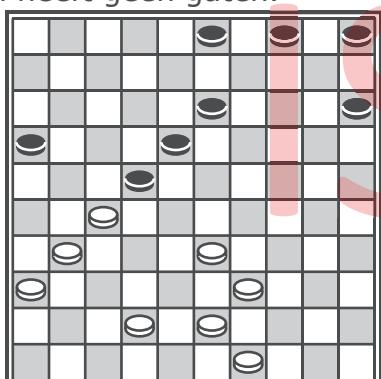
De linker piramide van zwart staat opgesloten door de schijven: 25/29/33. Wit staat ook nog sterk in het centrum.



**Diagram 165**

Korte vleugel opsluiting (KVO)

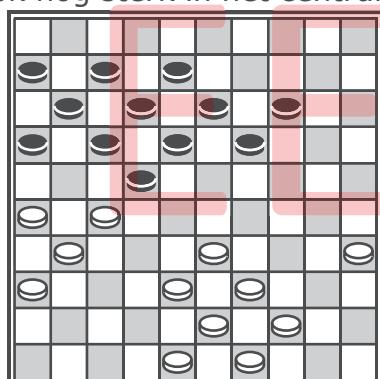
De korte vleugel van zwart staat helemaal opgesloten. Wit staat erg sterk.



**Diagram 166**

Halve hekstelling

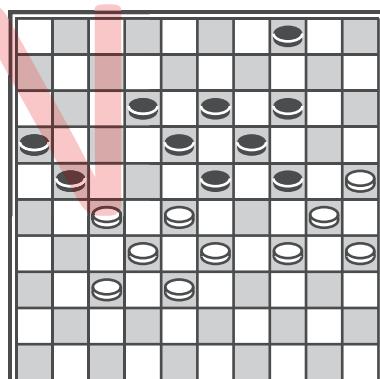
De witte formatie 27/31/36 in combinatie met de zwarte schijven 16/18/22 vormen een halve hekstelling.



**Diagram 167**

Hekstelling

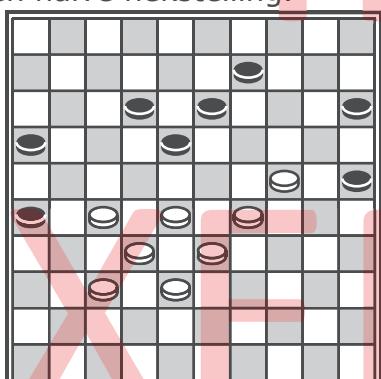
De formatie 26/27/31/36 in combinatie met de zwarte schijven 16/18/22 vormen een hekstelling.



**Diagram 168**

Klassiek

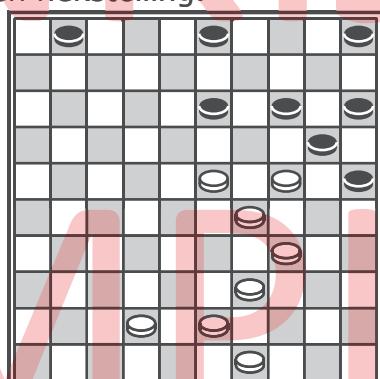
De witte schijven 27/28 en de zwarte schijven 23/24 vormen het klassieke speltype.



**Diagram 169**

Flankaanval

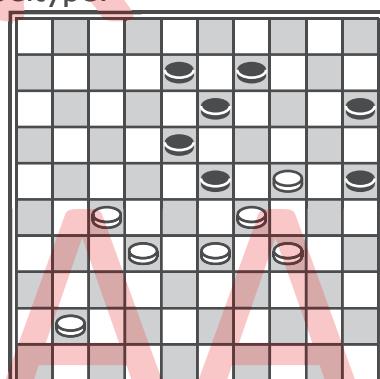
Het innemen van veld 24 (27 voor zwart) en de zwarte schijven 15/25 (26/36) vormen een flankaanval.



**Diagram 170**

Flank-centrumaanval

De witte schijven 23/24 vormen een flank-centrumaanval. Dit is een erg aanvallend systeem.



**Diagram 171**

Roozenburg-aanval

Het geraamte van een Roozenburg-aanval: witte schijven op 24/27/29/34 tegenover 18/23/25 (zwart).

## 12.2 Basiskennis I: Strategieën

Opdracht: Herken jij de negen strategieën nog? Welke strategie staat er op het bord?

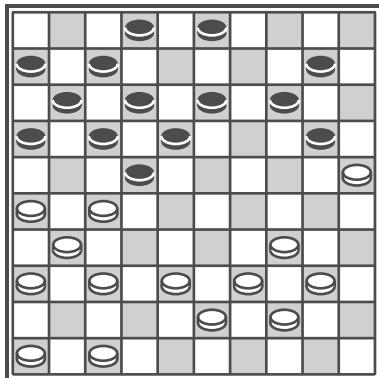


Diagram 172

- A. Halve hekstelling
- B. Hekstelling
- C. LVO

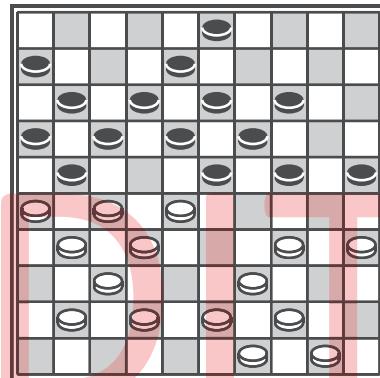


Diagram 173

- A. KVO
- B. Hekstelling
- C. LVO

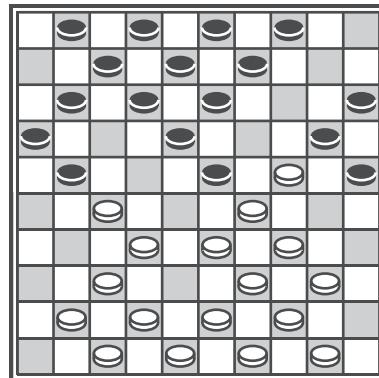


Diagram 174

- A. Roozenburg-aanval
- B. Flankaanval
- C. Flank-centrumaanval

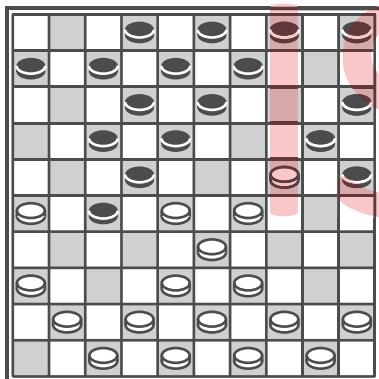


Diagram 175

- A. Flankaanval
- B. Flank-centrumaanval
- C. Roozenburg-aanval

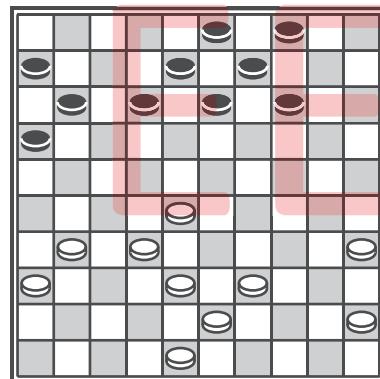


Diagram 176

- A. Klassiek
- B. Centrumspel
- C. Flankaanval

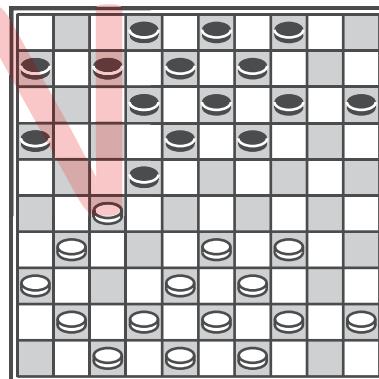


Diagram 177

- A. Hekstelling
- B. LVO
- C. Halve hekstelling

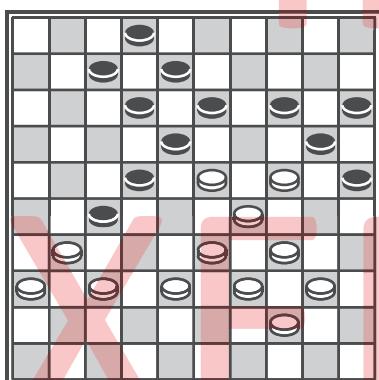


Diagram 178

- A. Roozenburg-aanval
- B. Flankaanval
- C. Flank-centrumaanval

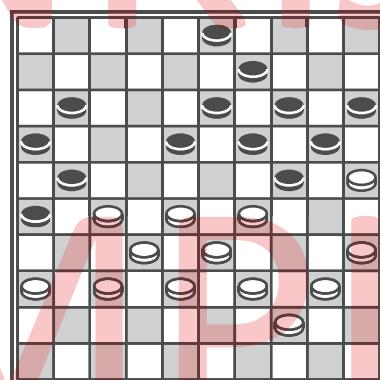


Diagram 179

- A. KVO
- B. LVO
- C. Centrumspel

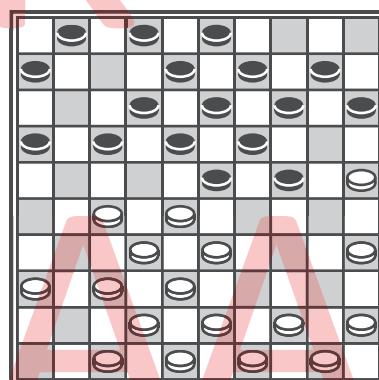


Diagram 180

- A. Klassiek
- B. LVO
- C. Centrumspel

### 13.1 Combineren I: Centrumspel

Opdracht: Wit speelt en wint. De standen komen voort uit centrumspel.

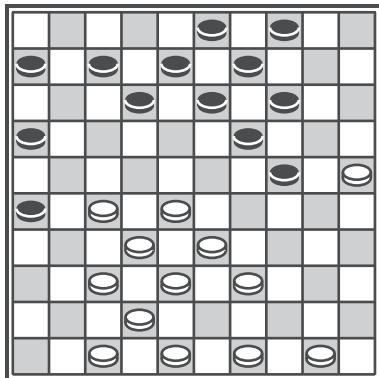


Diagram 181 [2]

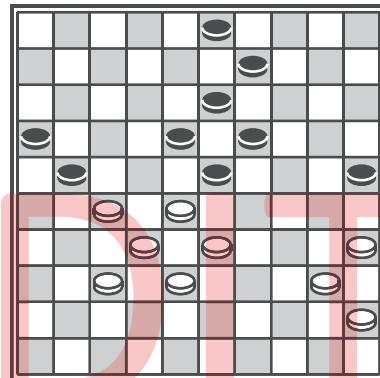


Diagram 182 [2]

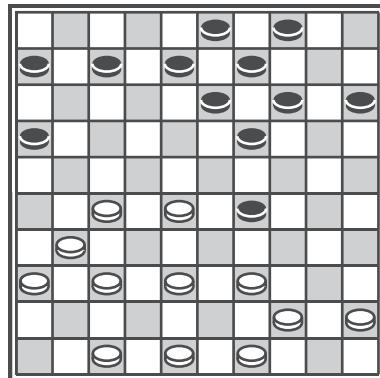


Diagram 183 [4]

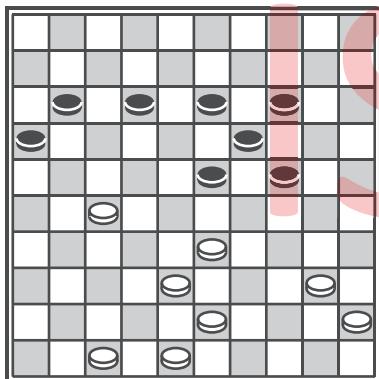


Diagram 184 [3]

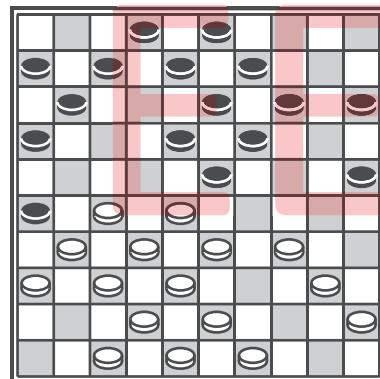


Diagram 185 [3]

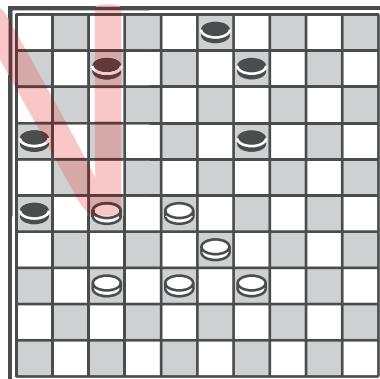


Diagram 186 [4]

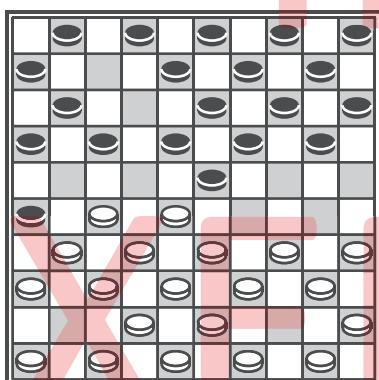


Diagram 187 [1]

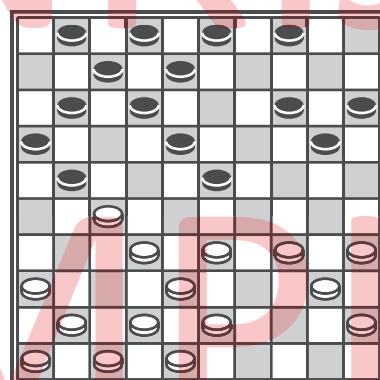


Diagram 188 [3]

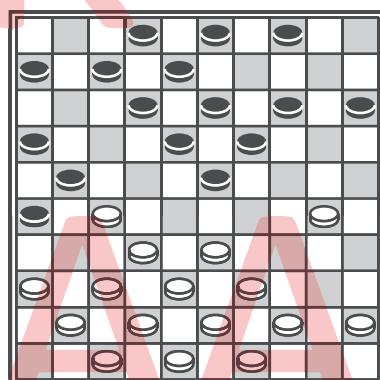


Diagram 189 [4]

## 13.2 Combineren I: Centrumspel

Opdracht: Nog een reeks met combinaties met centrumspel. Zie jij ze allemaal?

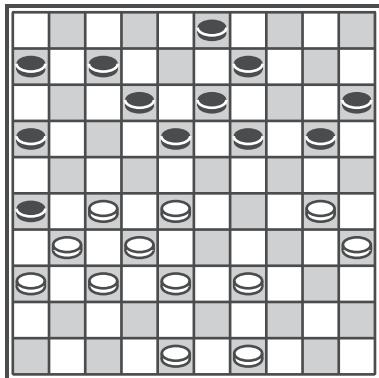


Diagram 190 [3]

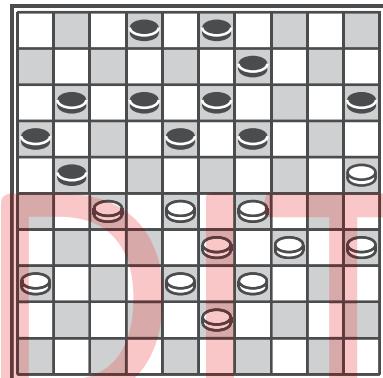


Diagram 191 [3]

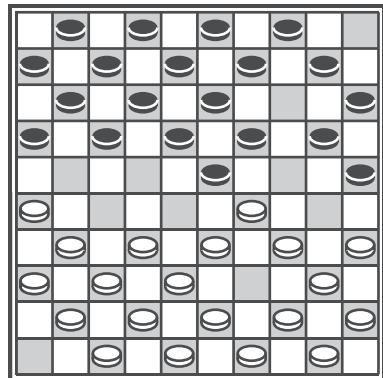


Diagram 192 [3]

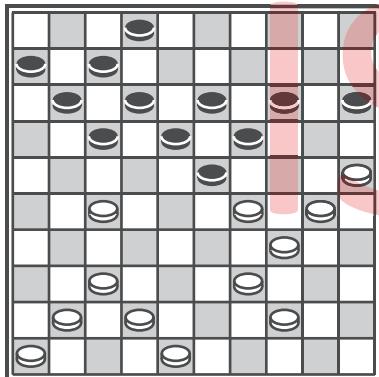


Diagram 193 [5]

Tip: Damgeven

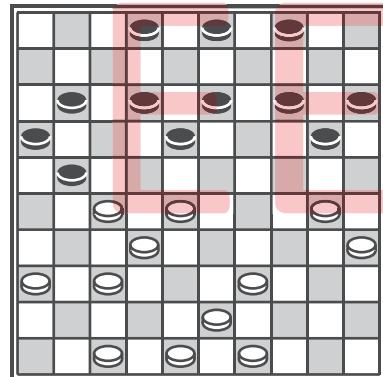


Diagram 194 [4]

Tip: Damgeven

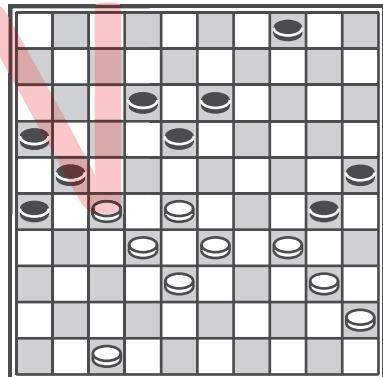


Diagram 195 [4]

Tip: Doorbraak naar 7

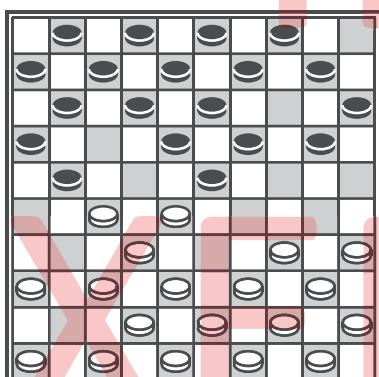


Diagram 196 [3]

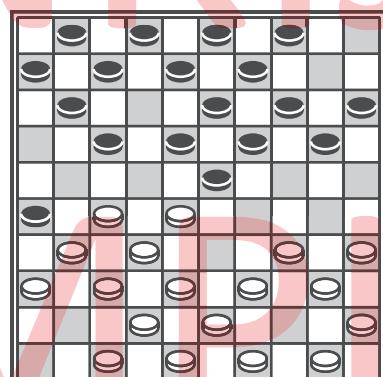


Diagram 197 [3]

Gespiegelde Haarlemmer

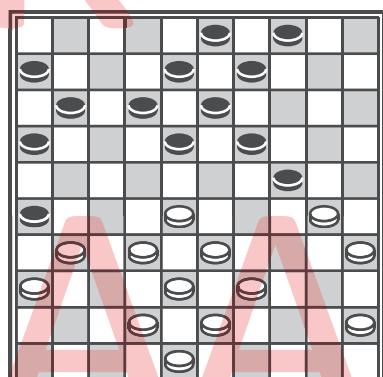
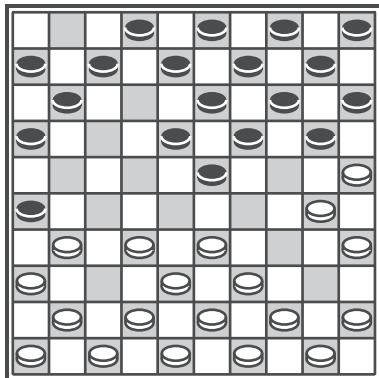


Diagram 198 [2]

### 13.3 Combineren I: Centrumspel

Opdracht: De laatste negen diagrammen met combinaties in het centrum. Zie jij ze?



## Diagram 199 [3]

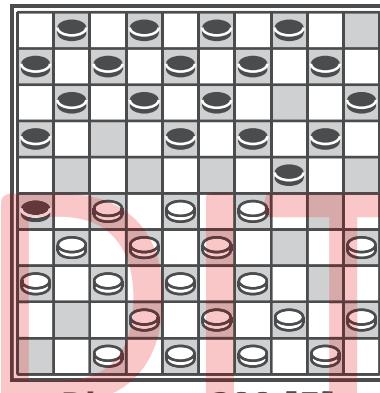
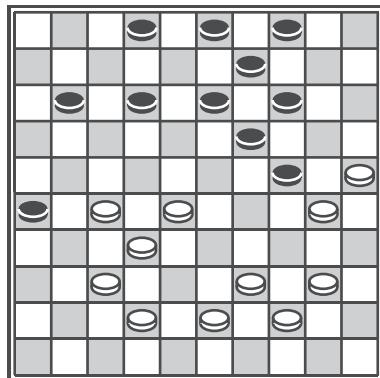
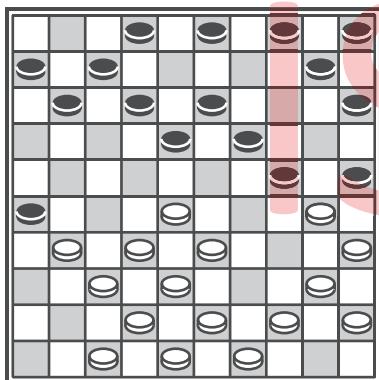


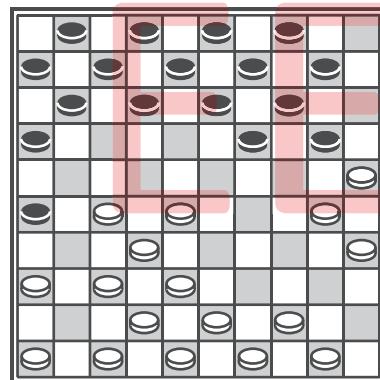
Diagram 200 [5]



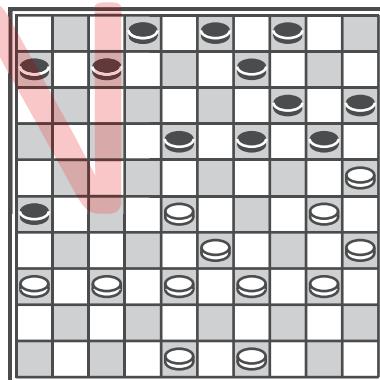
## Diagram 201 [4]



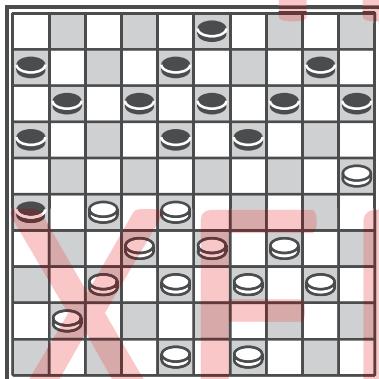
## Diagram 202 [2]



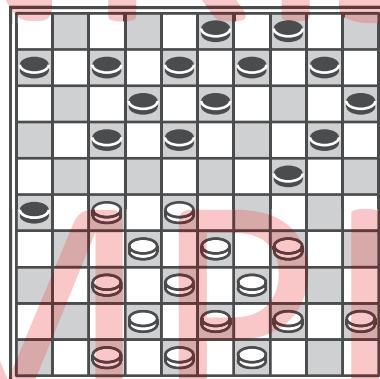
## Diagram 203 [5]



## Diagram 204 [5]



## Diagram 205 [5]



## Diagram 206 [4]

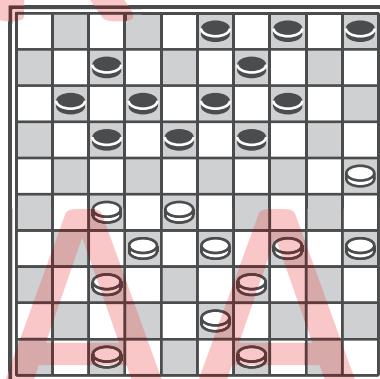


Diagram 207 [7]

## 14.1 Combineren II: Opsluitingsvormen

Opdracht: Wit speelt en wint. De standen komen voort uit diverse omsluitingsvormen.

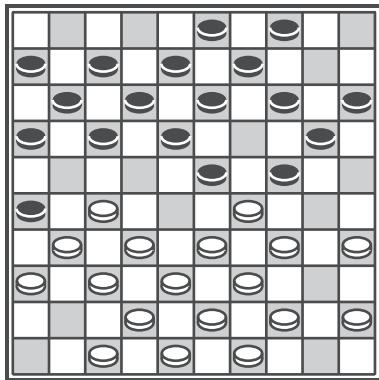


Diagram 208 [1]

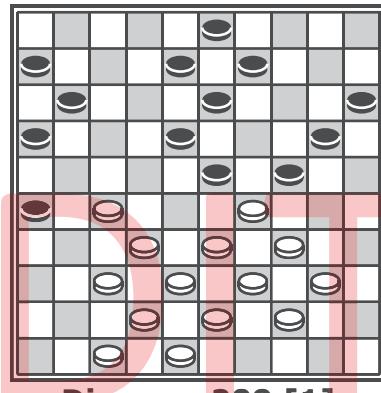


Diagram 209 [1]

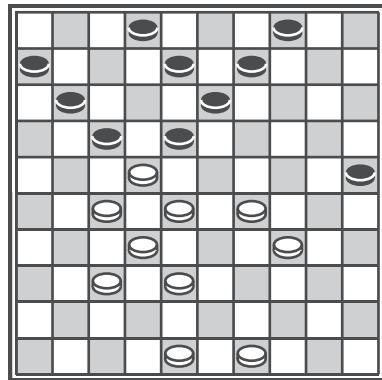


Diagram 210 [3]

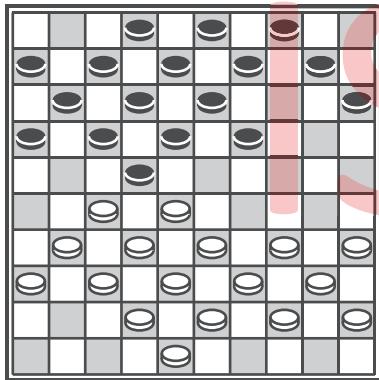


Diagram 211 [2]

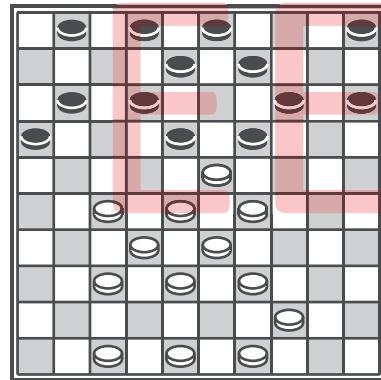


Diagram 212 [4]

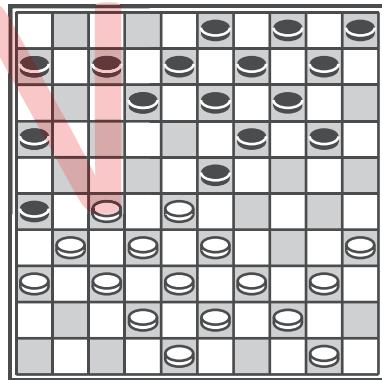


Diagram 213 [3]  
Forcing

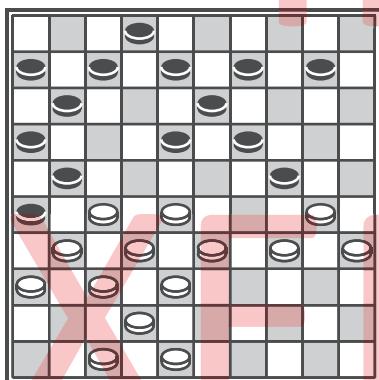


Diagram 214 [3]

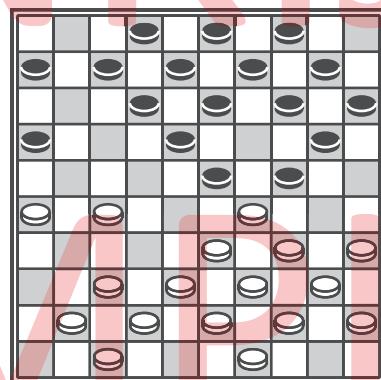


Diagram 215 [3]

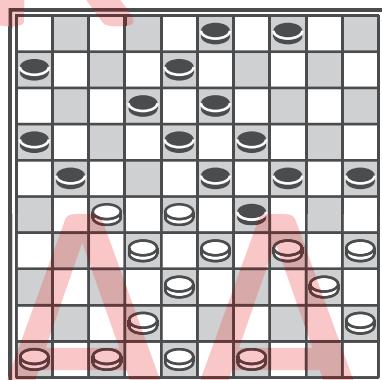


Diagram 216 [3]

## 14.2 Combineren II: Opsluitingsvormen

Opdracht: Ook nu weer een aantal verrassende combinaties met omsluitingen.

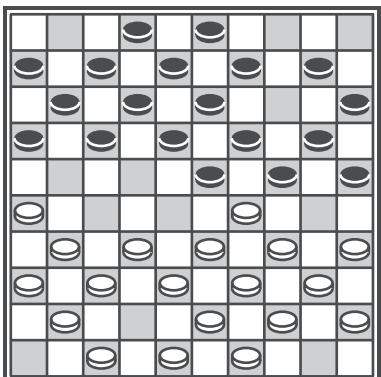


Diagram 217 [4]

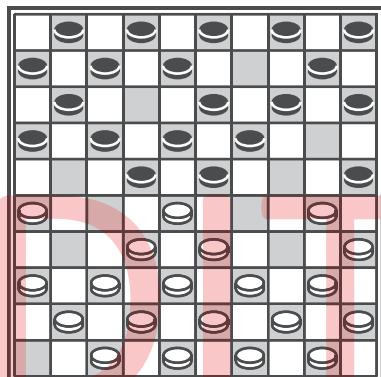


Diagram 218 [4]

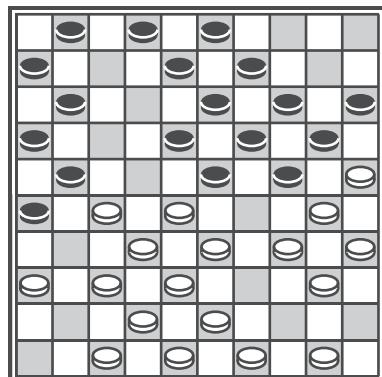


Diagram 219 [1]

(24-29?)

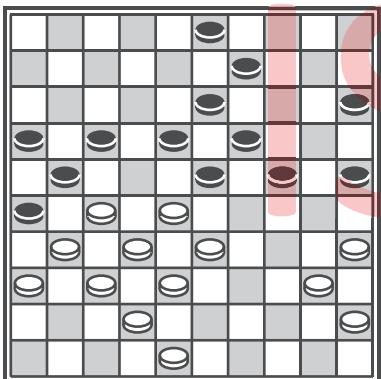


Diagram 220 [3]

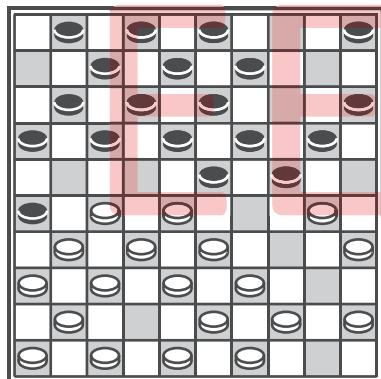


Diagram 221 [3]

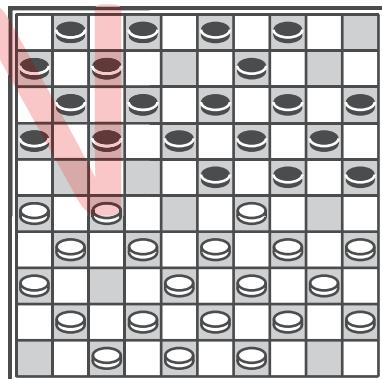


Diagram 222 [2]

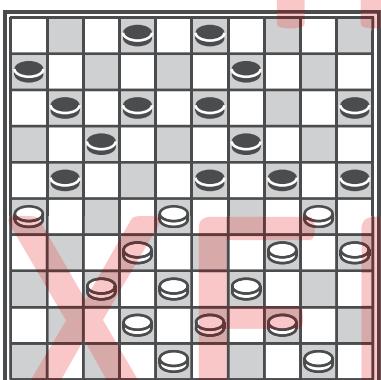


Diagram 223 [3]

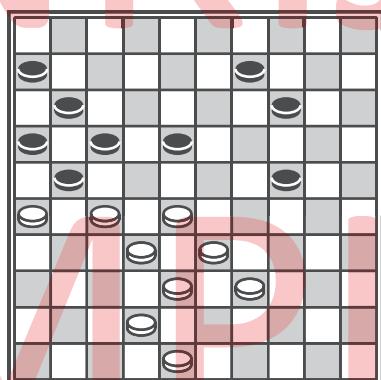


Diagram 224 [2]

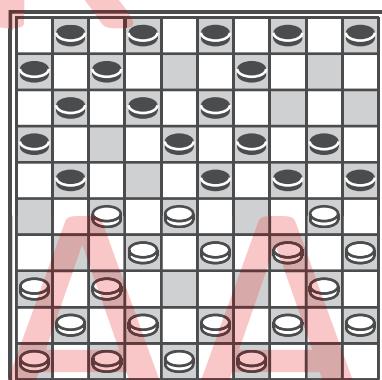


Diagram 225 [2]

### 14.3 Combineren II: Opsluitingsvormen

Opdracht: Zie jij de laatste negen combinaties in diverse omsluitingsvormen? Zoek ze snel op!

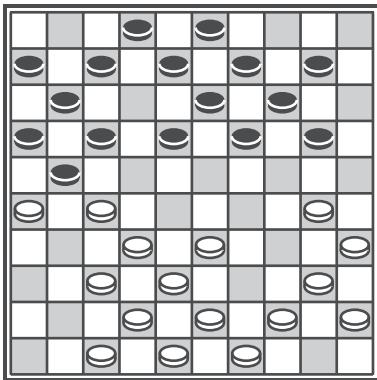


Diagram 226 [2]

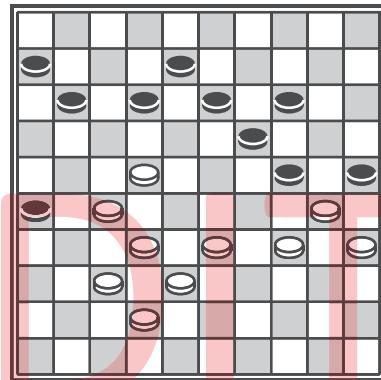


Diagram 227 [3]

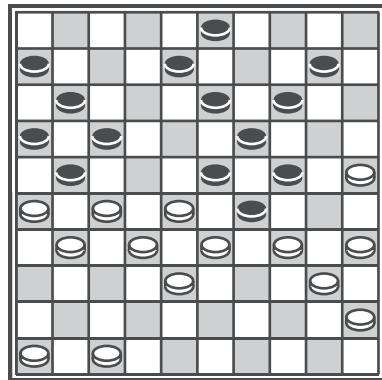


Diagram 228 [1]

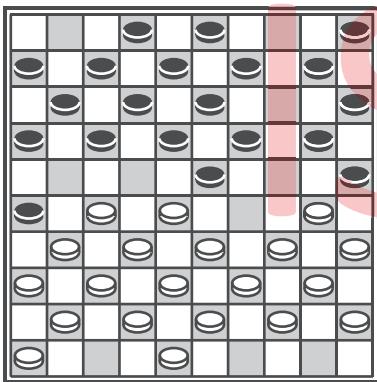


Diagram 229 [2]

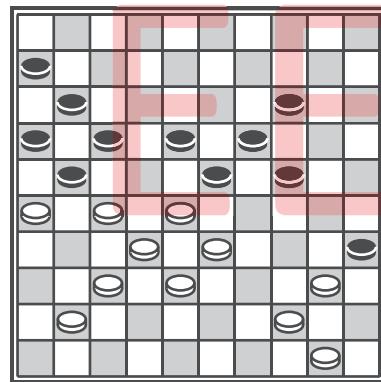


Diagram 230 [2]

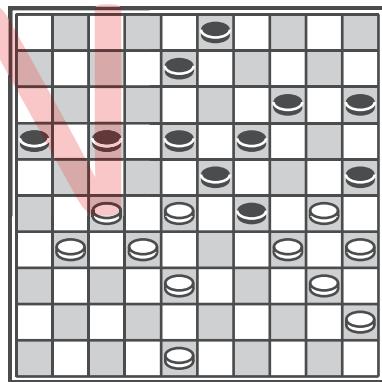


Diagram 231 [3]

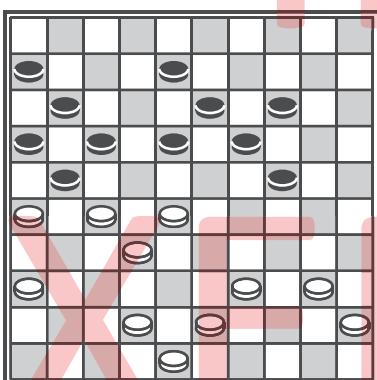


Diagram 232 [3]

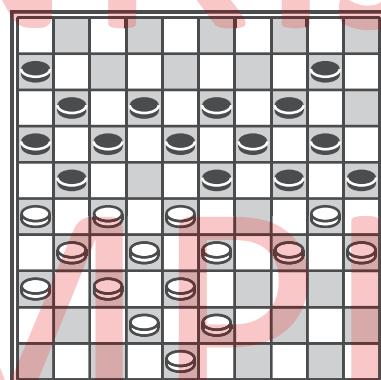


Diagram 233 [2]

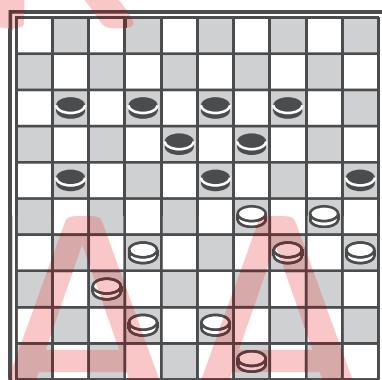


Diagram 234 [4]

## 15. Positiespel I: Zoek de beste zet

Opdracht: Omcirkel de beste zet. Kijk goed waar het om draait in de diagrammen.

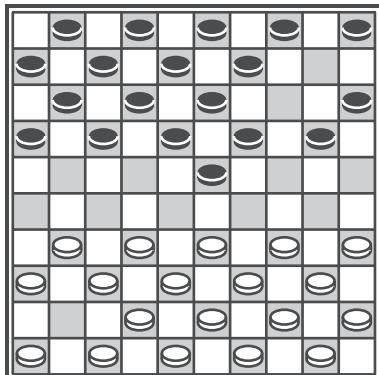


Diagram 235

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

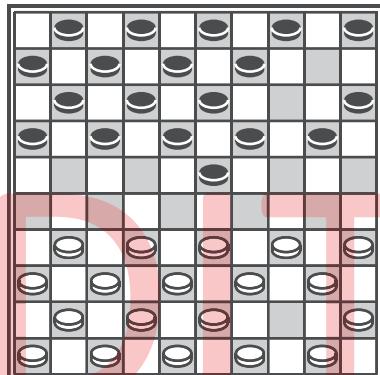


Diagram 236

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

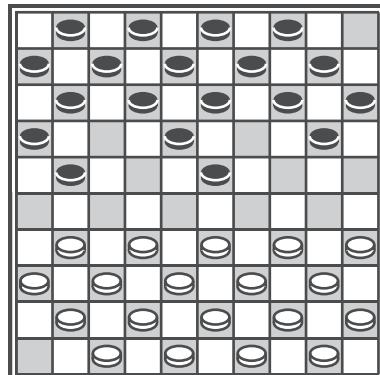


Diagram 237

- A. 31-27
- B. 32-28

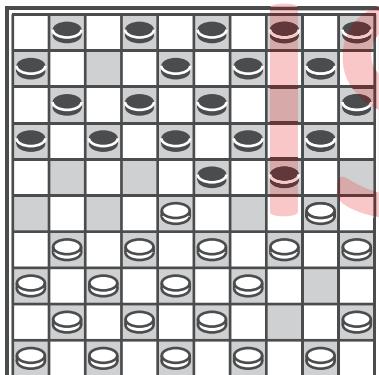


Diagram 238

- A. 45-40
- B. 30-25

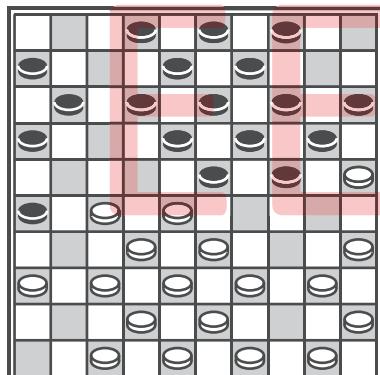


Diagram 239

- A. 39-34
- B. 40-34

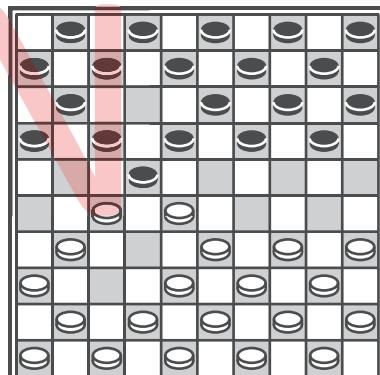


Diagram 240

- A. 20-24
- B. 20-25

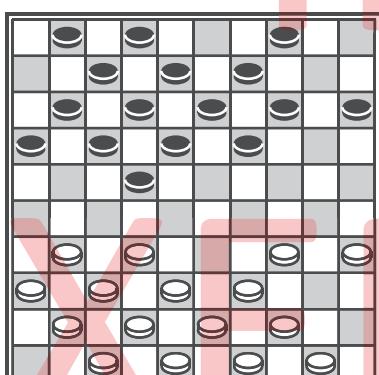


Diagram 241

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

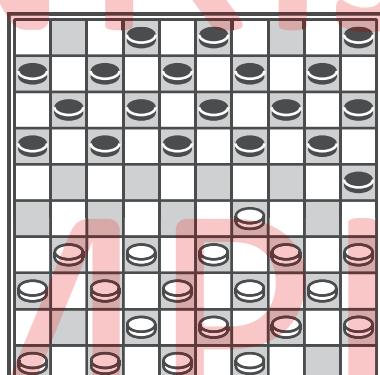


Diagram 242

- A. 19-23
- B. 19-24

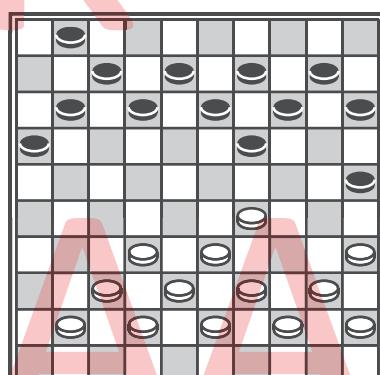
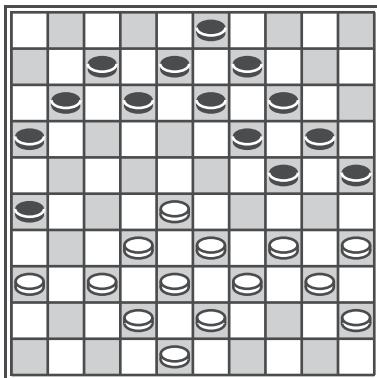


Diagram 243

- A. 29-24
- B. 40-34

## 16.1 Basiskennis II: Beoordelen van posities

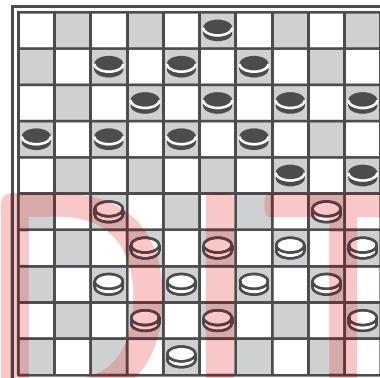
Leren: Acht kenmerken om een positie goed te kunnen beoordelen. Leer ze goed!



**Diagram 244**

### Formaties

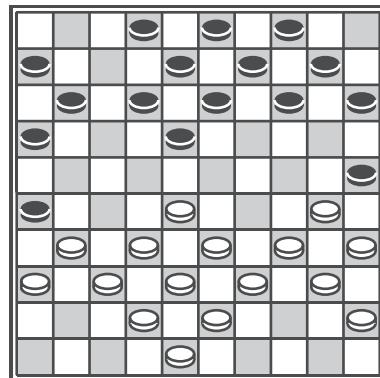
Wit heeft sterke formaties. Zijn positie is veel sterker. Zwart heeft geen enkele formatie in zijn stand.



**Diagram 245**

### Opsluiting

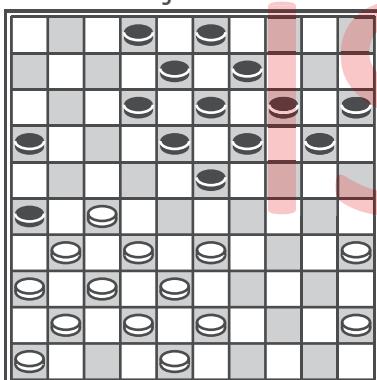
Wit staat opgesloten in de KVO. De opsluiting is in het voordeel voor zwart. Wit is beperkt in zijn zetten.



**Diagram 246**

### Ontwikkeling

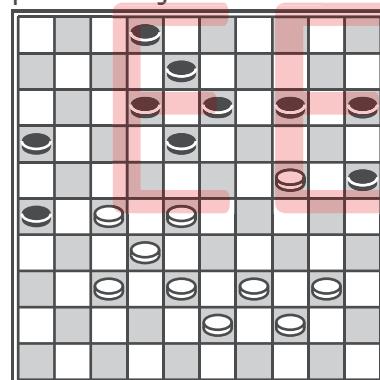
Wit staat verder naar voren en bezit het centrum. Zwart heeft zijn meeste schijven op zijn basisrijen staan.



**Diagram 247**

### Schijvenverdeling

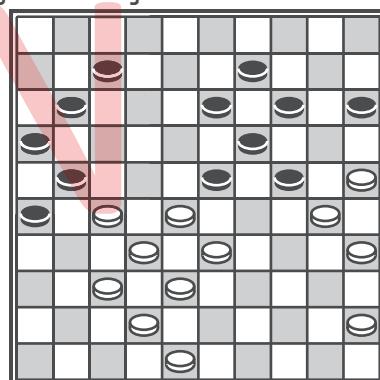
Wit heeft links veel schijven staan en rechts niet. Zijn stand is niet in balans. Zwart staat daarom beter.



**Diagram 248**

### Strategische velden

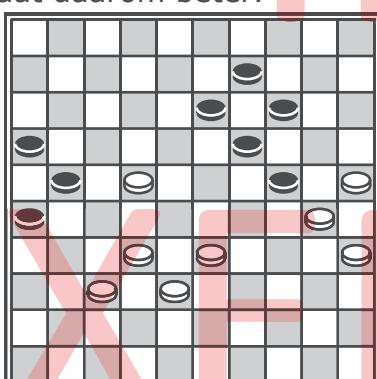
De belangrijke en vaak sterke velden in het damspel: 24/27/28. Zwart staat positioneel verloren.



**Diagram 249**

### Zwakte

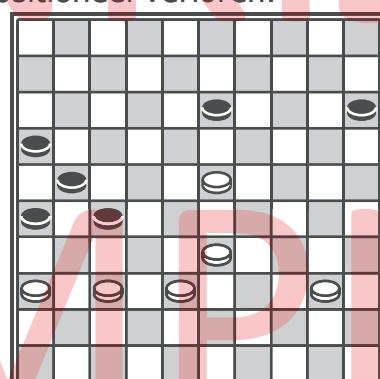
Er zijn veel zwaktes in het damspel. Bovenstaand twee zwaktes: achtergebleven en hangende schijf 15 en 9.



**Diagram 250**

### Ruimte

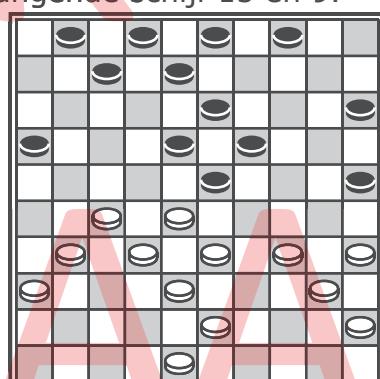
Zwart staat vast. Hij heeft geen ruimte meer op een fatsoenlijke zet te spelen.



**Diagram 251**

### Tactiek

Doordat wit nu tactiek gebruikt, staat hij beter. Wit wint hier met een standaardoffer: 23-18.



**Diagram 252**

### Binding

Bindingen kunnen sterk, maar ook zwak zijn. Zwart heeft zwakke binding 23/25. Wit speelt sterk 27-22!

## 16.2 Basiskennis II: Beoordelen van posities

Opdracht: Wit staat beter, maar waarom? Omcirkel het juiste antwoord. Wit aan zet.

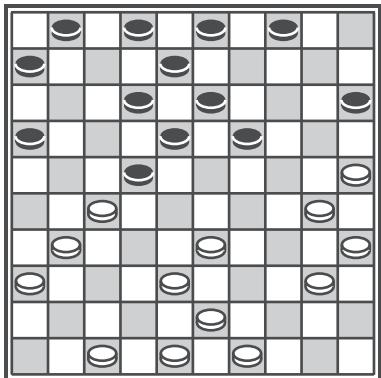


Diagram 253

- A. Schijvenverdeling
- B. Opsluiting
- C. Tactiek

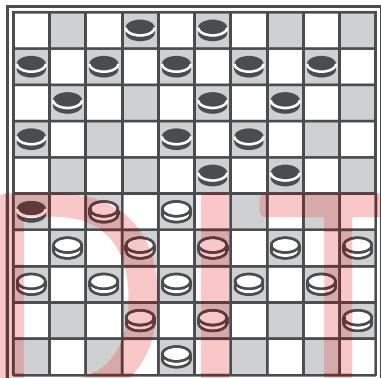


Diagram 254

- A. Schijvenverdeling
- B. Ontwikkeling
- C. Formaties

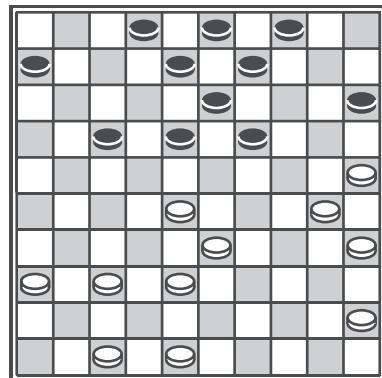


Diagram 255

- A. Ruimte
- B. Ontwikkeling
- C. Zwakte

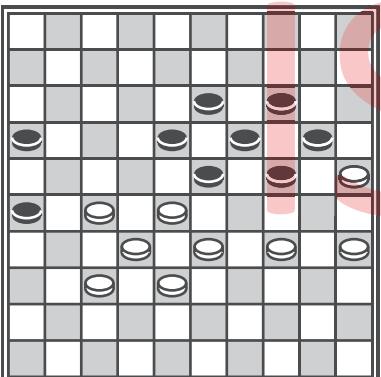


Diagram 256

- A. Zwakte
- B. Ontwikkeling
- C. Tactiek

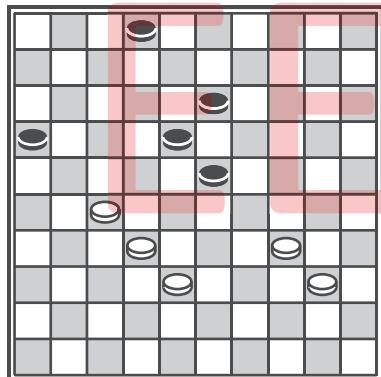


Diagram 257

- A. Schijvenverdeling
- B. Binding
- C. Ruimte

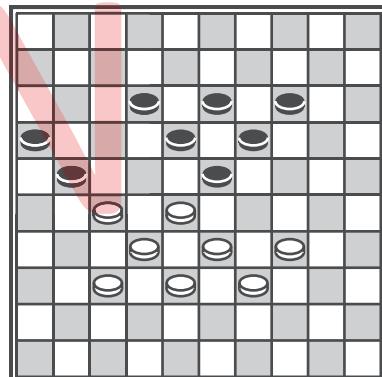


Diagram 258

- A. Strategische velden
- B. Formaties
- C. Tactiek

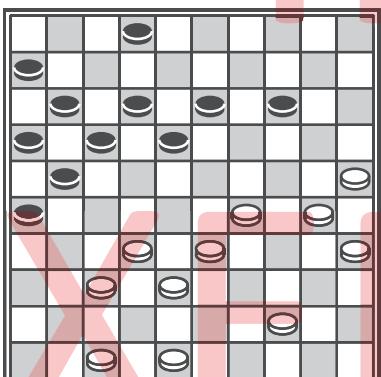


Diagram 259

- A. Schijvenverdeling
- B. Opsluiting
- C. Binding

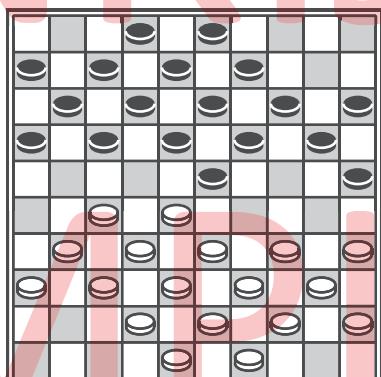


Diagram 260

- A. Opsluiting
- B. Binding
- C. Strategische velden

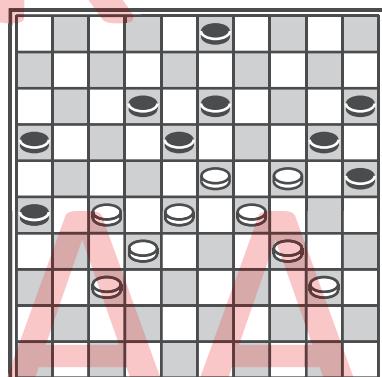


Diagram 261

- A. Strategische velden
- B. Tactiek
- C. Zwakte

## 17.1 Combineren III: Openingen

Opdracht: Wit speelt en wint. De standen komen voort uit diverse openingen.

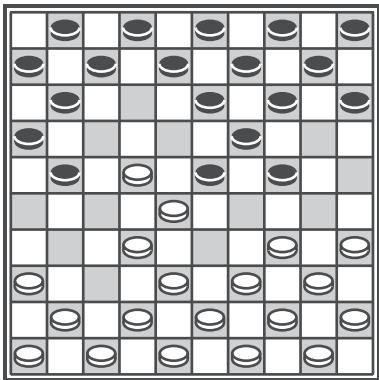


Diagram 262 [2]

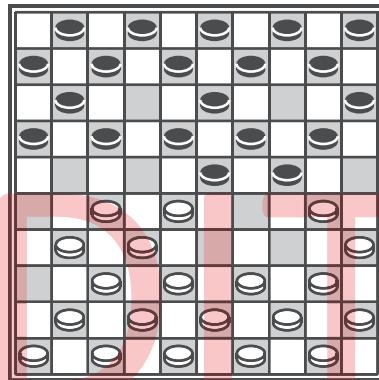


Diagram 263 [3]

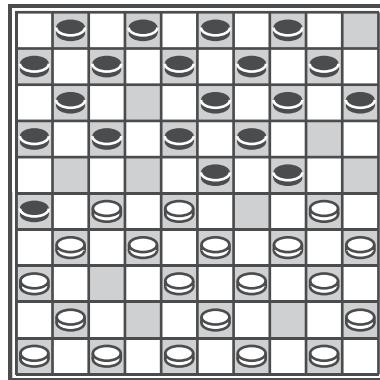


Diagram 264 [6]

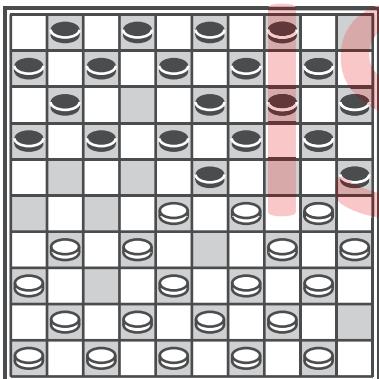


Diagram 265 [1]

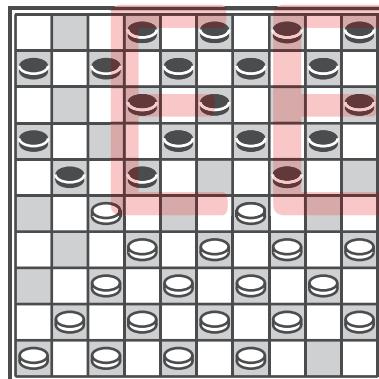


Diagram 266 [3]

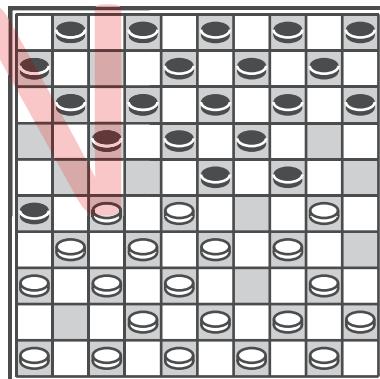


Diagram 267 [3]

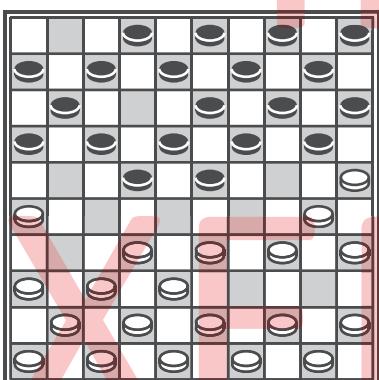


Diagram 268 [4]

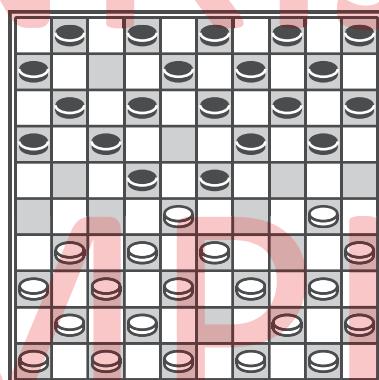


Diagram 269 [1]

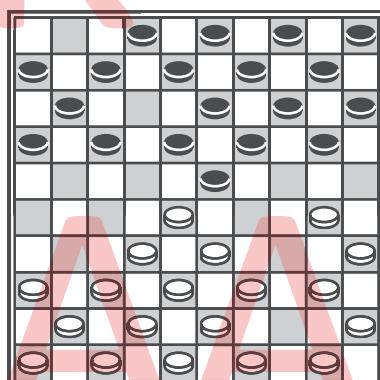


Diagram 270 [2]

## 17.2 Combineren III: Openingen

Opdracht: Ook nu gaat wit materiaalwinst krijgen met een openingstruc.

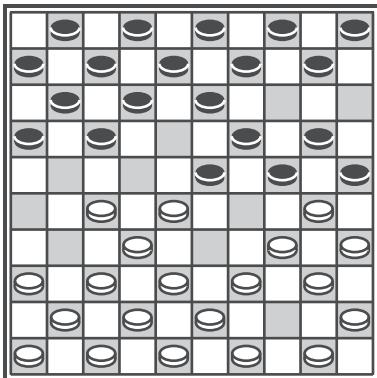


Diagram 271 [2]

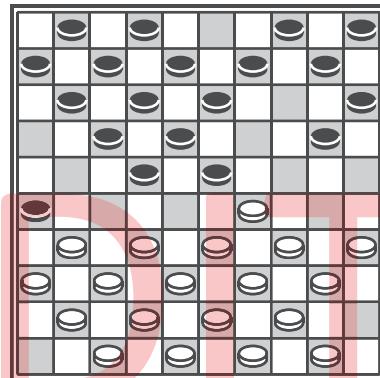


Diagram 272 [2]

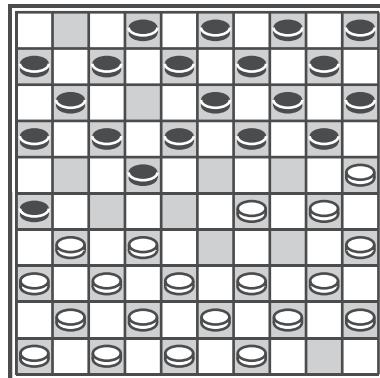


Diagram 273 [4]

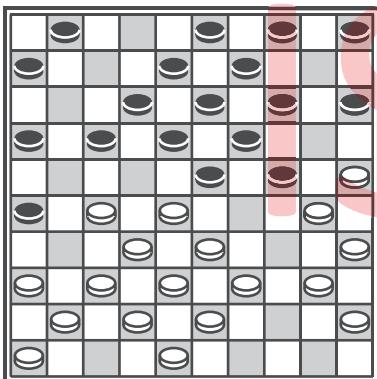


Diagram 274 [4]

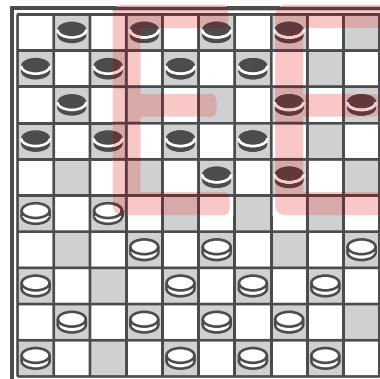


Diagram 275 [3]

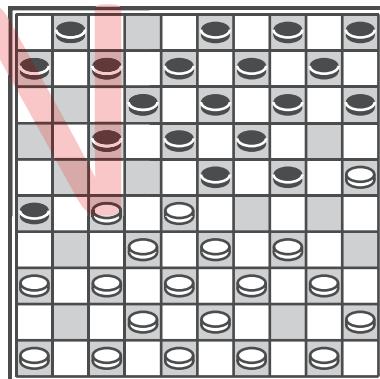


Diagram 276 [3]

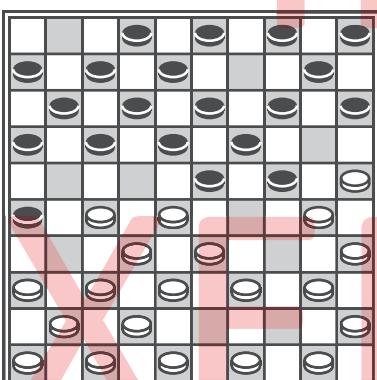


Diagram 277 [3]

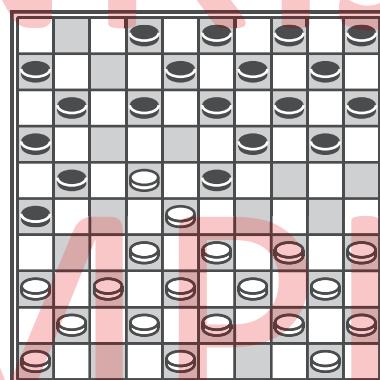


Diagram 278 [4]  
Dam op veld 2

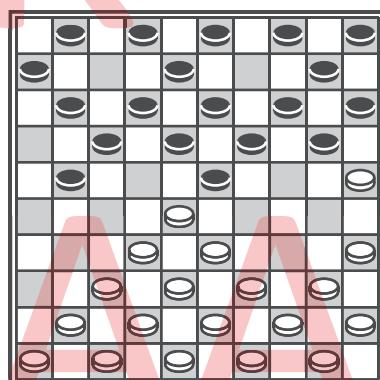
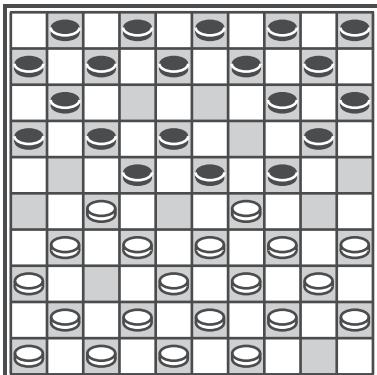


Diagram 279 [3]

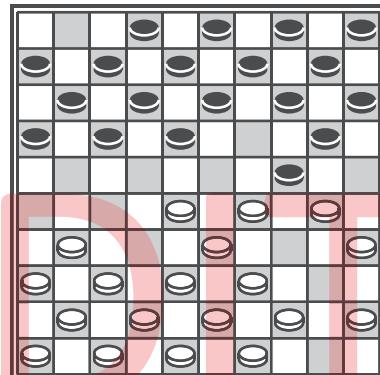
## 17.3 Combineren III: Openingen

Opdracht: Ditmaal is zwart en zet en gaat winnen. Probeer het boek niet om te draaien!



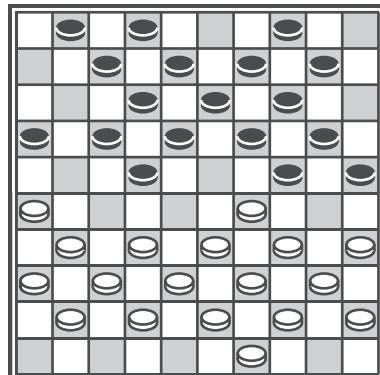
### Diagram 280 [3]

Zwart wint



## Diagram 281 [3]

Zwart wint



## Diagram 282 [3]

Zwart wint

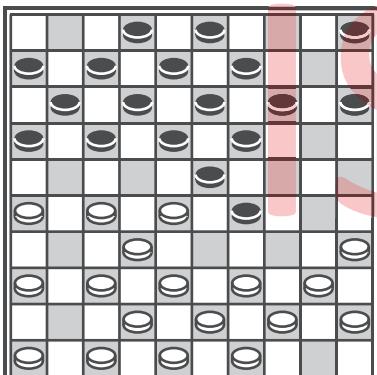
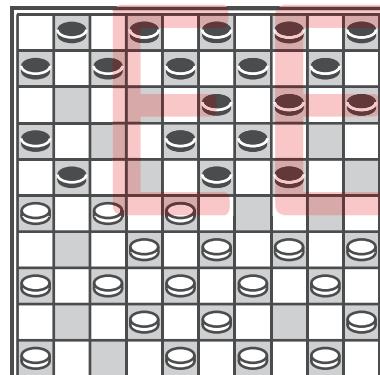


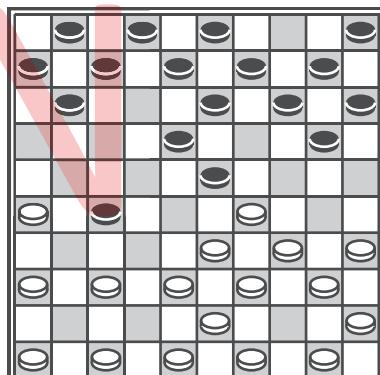
Diagram 283 [31]

## **gram 25**



**Diagram 284 [3]**

Zwart wint



**Diagram 285 [4]**

Zwart wint

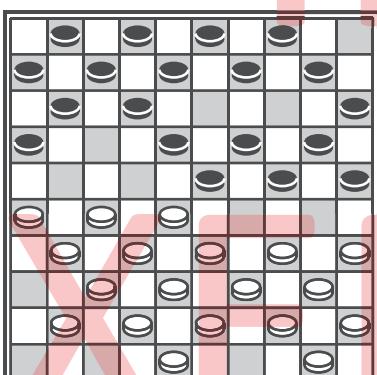


Diagram 286 [4]

## gram 200

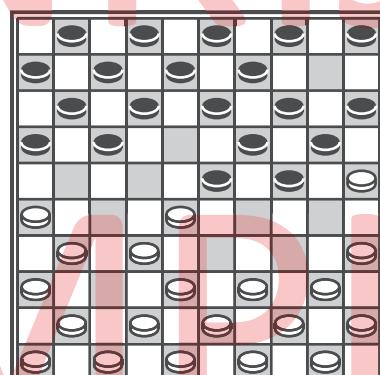
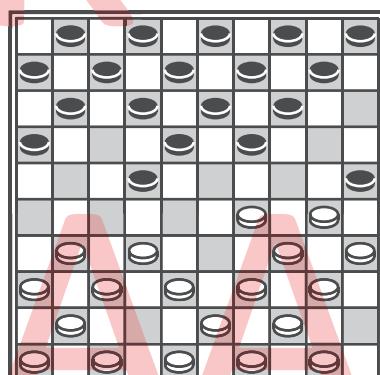


Diagram 287 [31]

### **Diagram 26, 1**



**Diagram 288 [2]**

Zwart wint

## 18.1 Combineren IV: Klassiek

Opdracht: Wit speelt en wint. De standen komen voort uit klassiek.

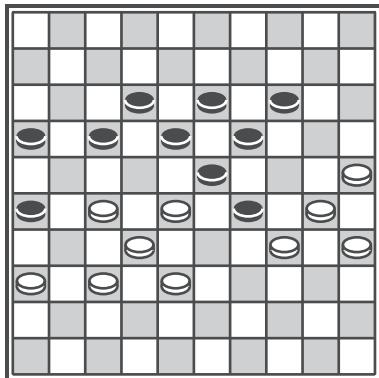


Diagram 289 [2]

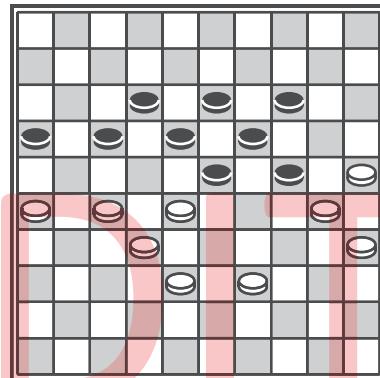


Diagram 290 [1]  
(16-21) en (18-22)?

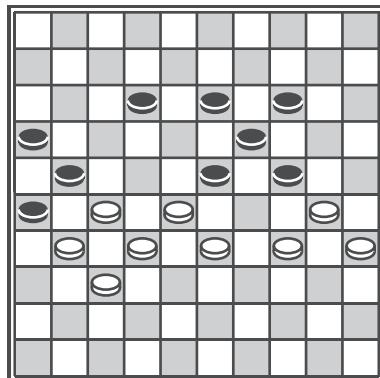


Diagram 291 [2]  
(23-29) en (13-18)?

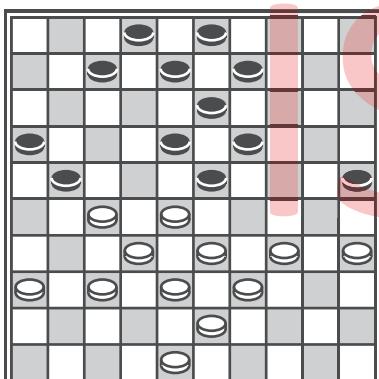


Diagram 292 [3]

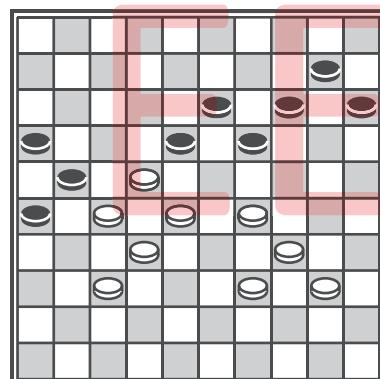


Diagram 293 [4]

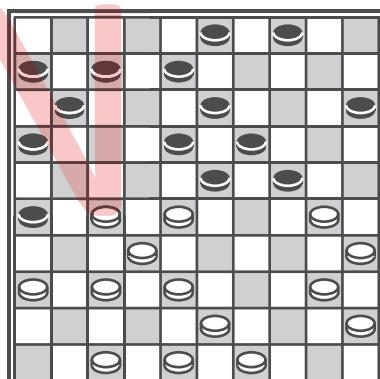


Diagram 294 [3]  
(24-29?)

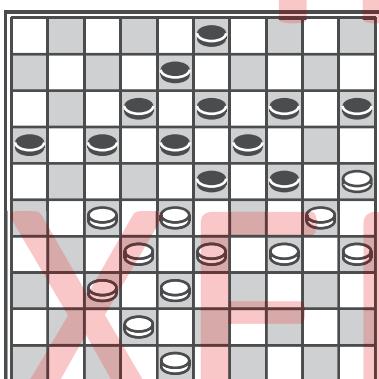


Diagram 295 [4]  
(17-22?)

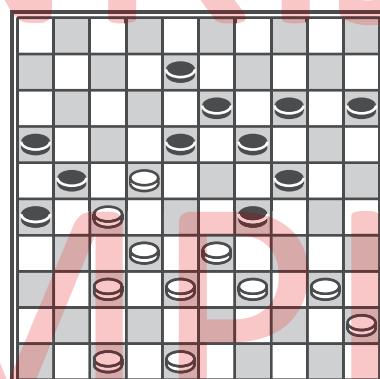


Diagram 296 [2]

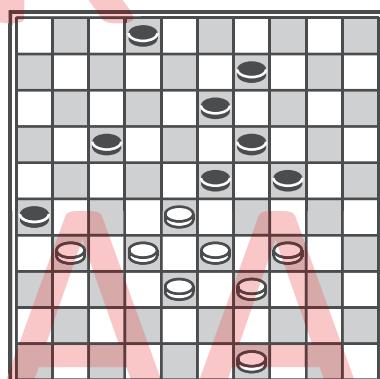


Diagram 297 [2]

## 18.2 Combineren IV: Klassiek

Opdracht: Klassiek is een veel gespeeld systeem. De combinaties zijn erg verrassend!

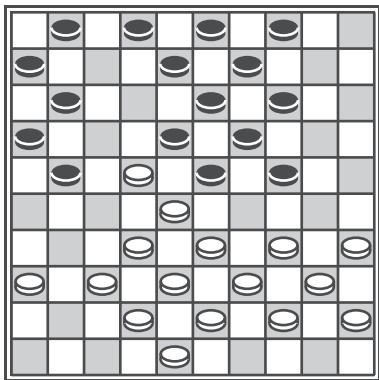


Diagram 298 [3]

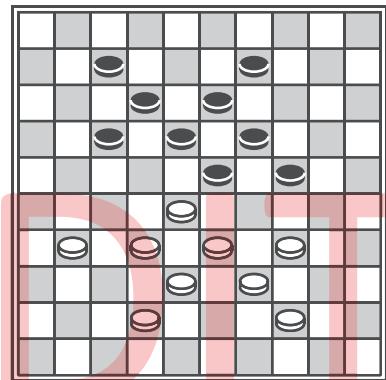


Diagram 299 [4]

Stille zet

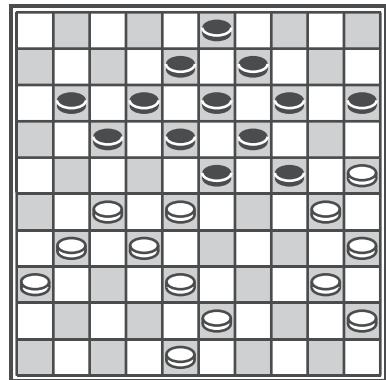


Diagram 300 [2]

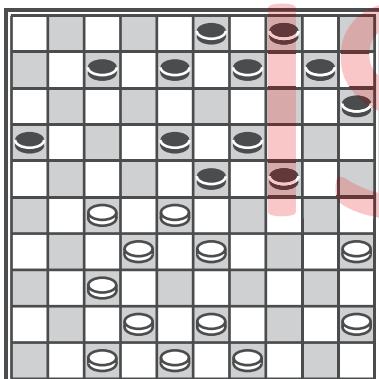


Diagram 301 [4]

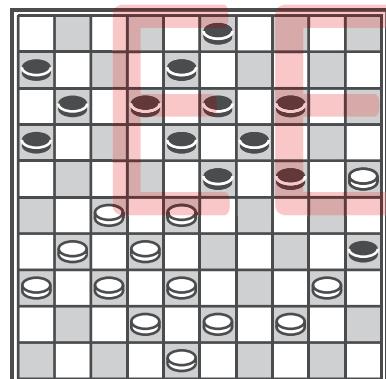


Diagram 302 [2]

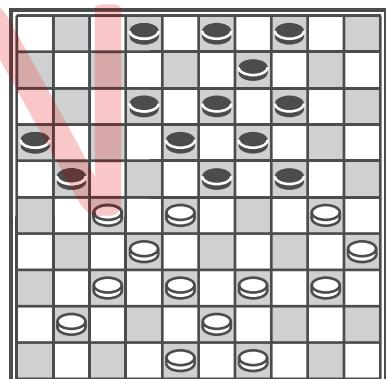


Diagram 303 [3]

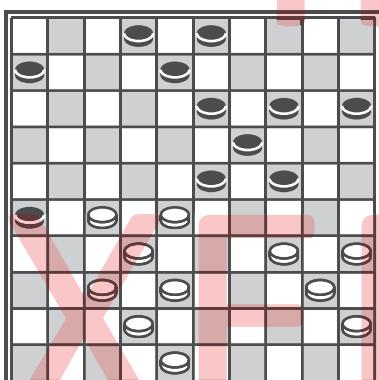


Diagram 304 [3]

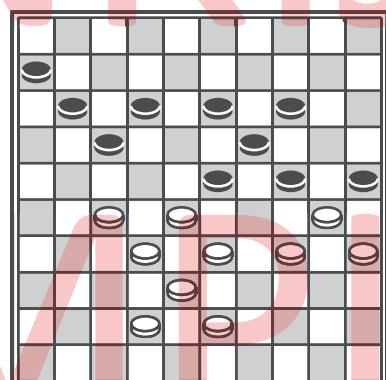


Diagram 305 [4]

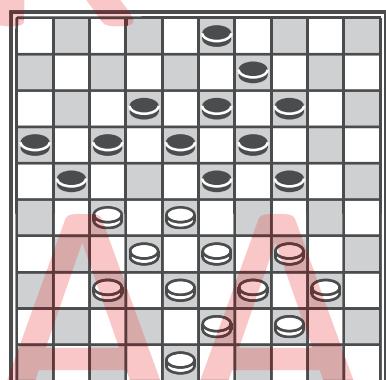


Diagram 306 [4]

### 18.3 Combineren IV: Klassiek

Opdracht: Nog negen opgaven om te puzzelen in het klassieke spelgenre.

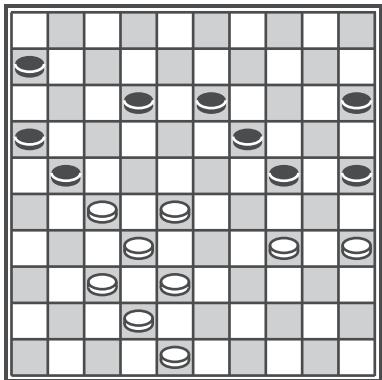


Diagram 307 [3]  
Kameleonslag

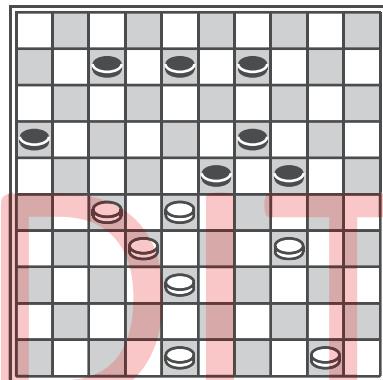


Diagram 308 [3]  
(24-29?)

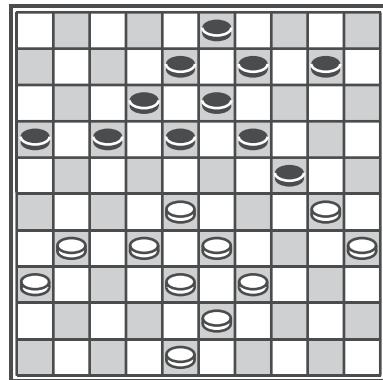


Diagram 309 [3]

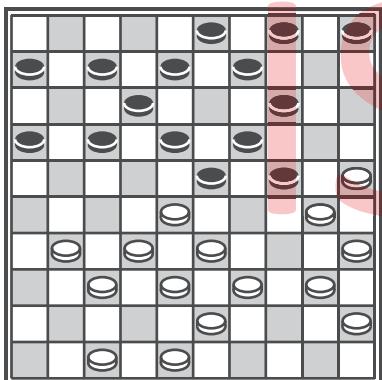


Diagram 310 [3]

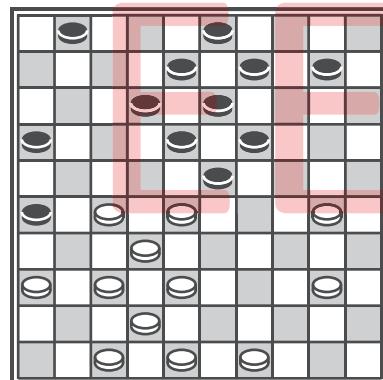


Diagram 311 [4]

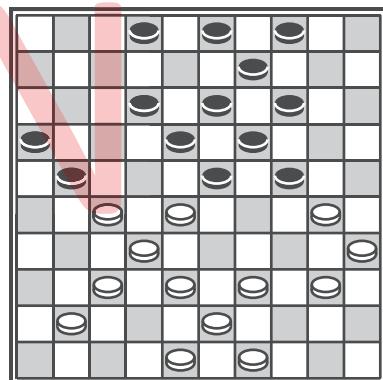


Diagram 312 [3]

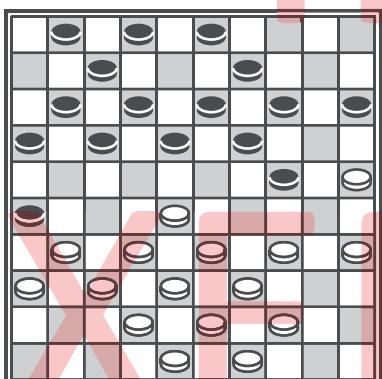


Diagram 313 [3]

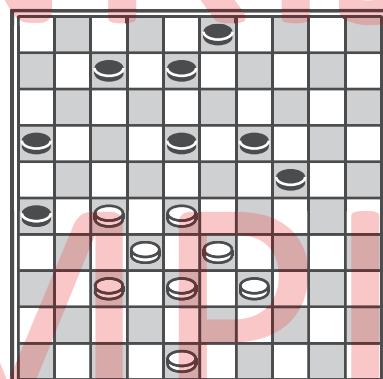


Diagram 314 [4]

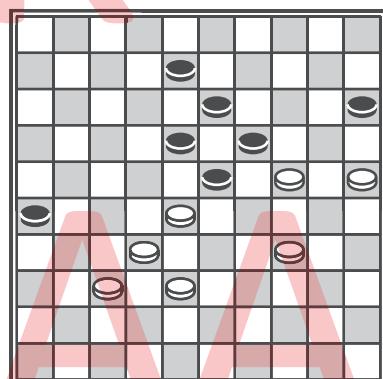


Diagram 315 [2]

## 19. Doorbreken over rechts

Opdracht: Wit breekt door met behulp van leerzame en verschillende tactische ideeën.

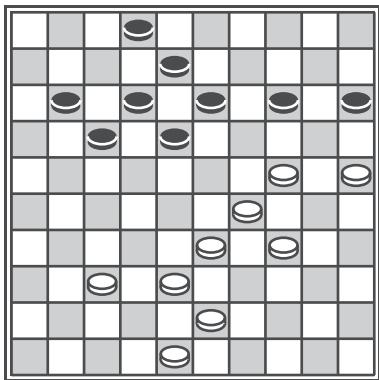


Diagram 316 [2]

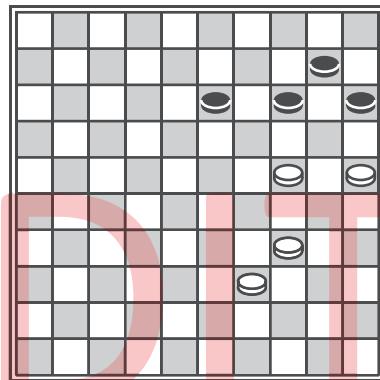


Diagram 317 [4]

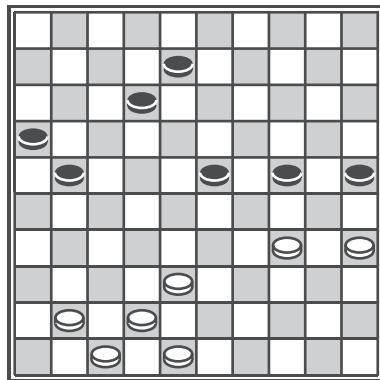


Diagram 318 [4]

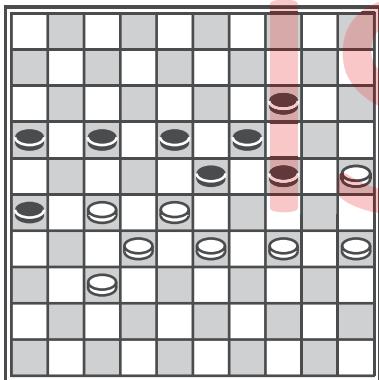


Diagram 319 [2]

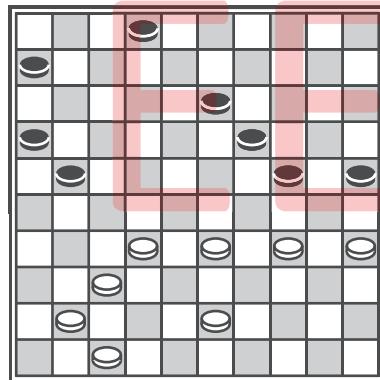


Diagram 320 [3]

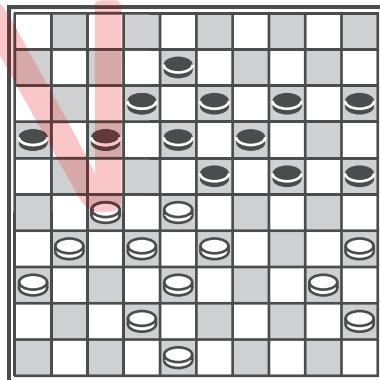


Diagram 321 [4]

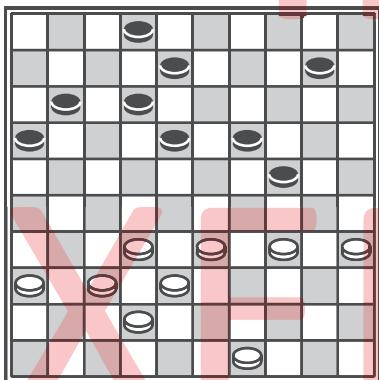


Diagram 322 [4]

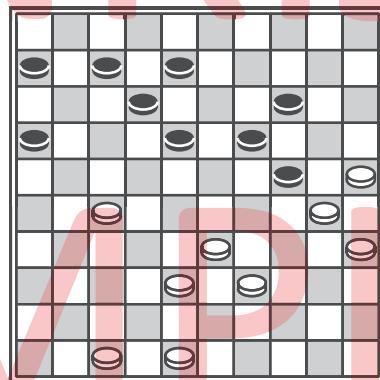


Diagram 323 [3]

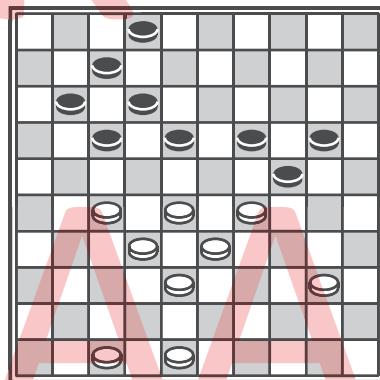
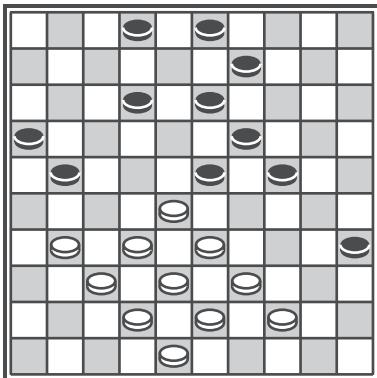


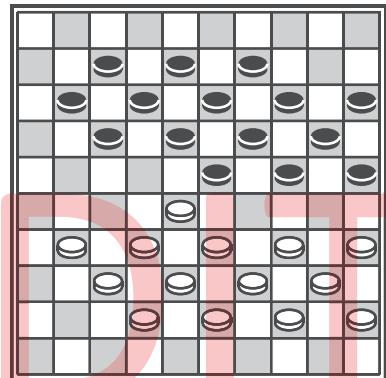
Diagram 324 [2]

## 20.1 Doorbraakcombinaties

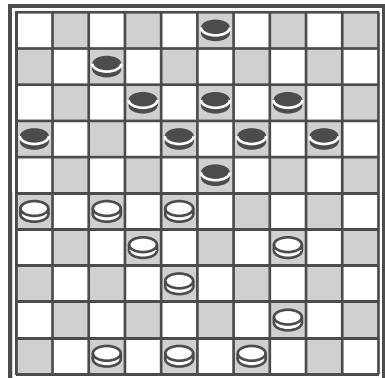
Opdracht: Wit breekt door met behulp van een combinatie.



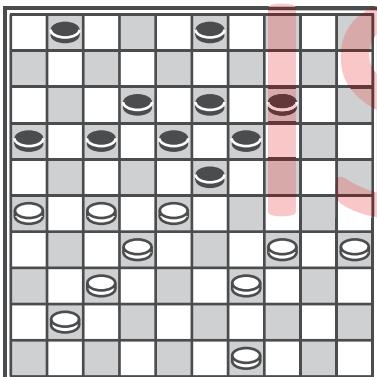
**Diagram 325 [3]**  
Doorbraak naar veld 6



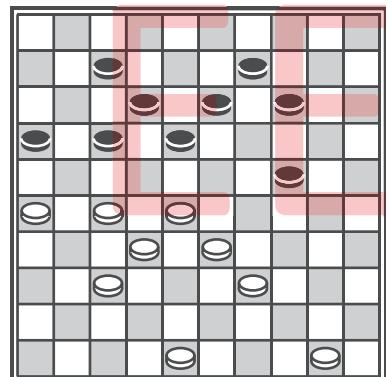
**Diagram 326 [4]**  
Doorbraak naar veld 6



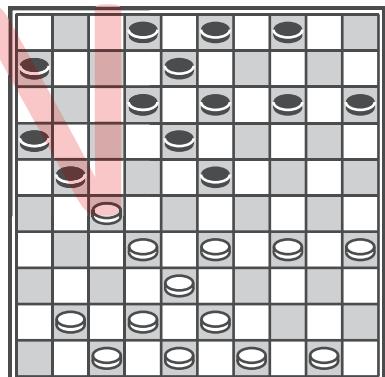
**Diagram 327 [3]**  
Doorbraak naar veld 10



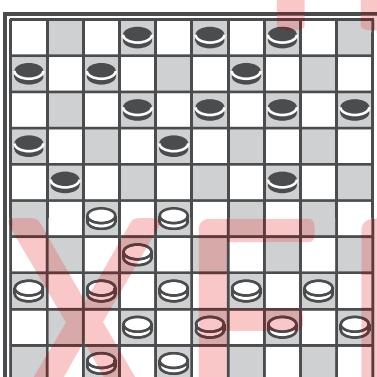
**Diagram 328 [3]**  
Doorbraak naar veld 10



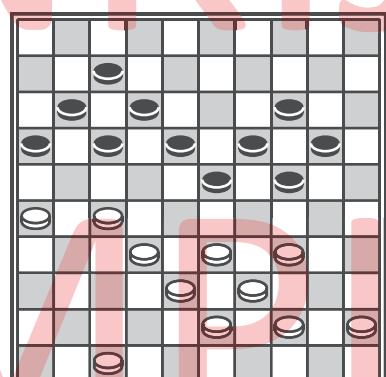
**Diagram 329 [3]**  
Doorbraak naar veld 10



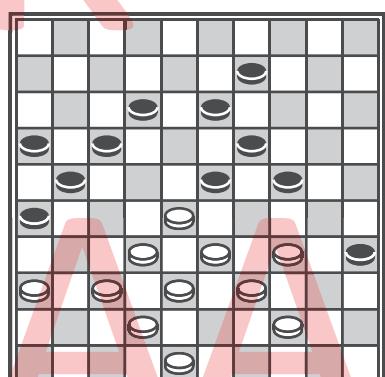
**Diagram 330 [3]**  
Doorbraak naar veld 10



**Diagram 331 [3]**  
Doorbraak naar veld 10



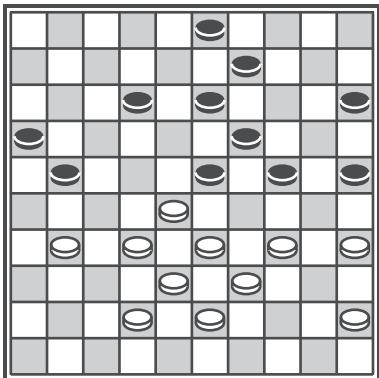
**Diagram 332 [3]**  
Doorbraak naar veld 10



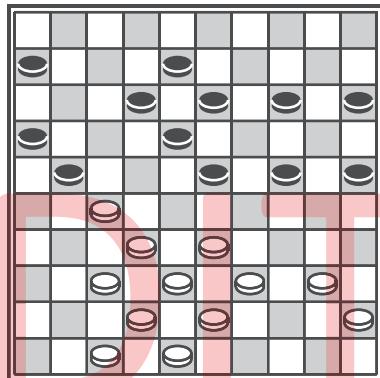
**Diagram 333 [2]**  
Doorbraak naar veld 7

## 20.2 Doorbraakcombinaties

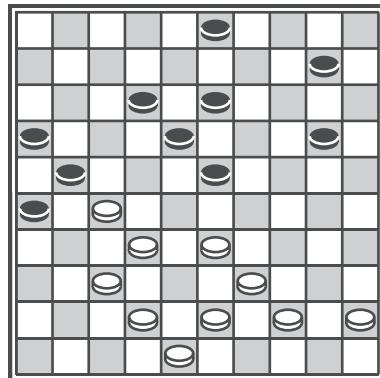
Opdracht: Na deze bladzijde mag je examen doen voor Damdiploma Wit! Succes!



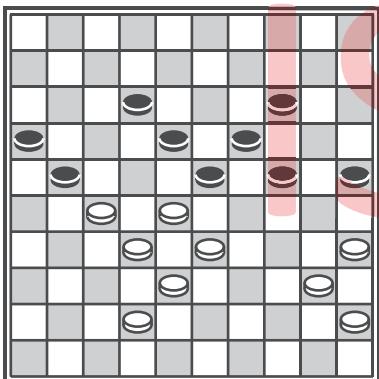
**Diagram 334 [3]**  
Doorbraak naar veld 7



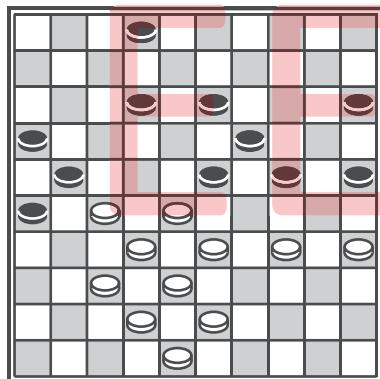
**Diagram 335 [4]**  
Doorbraak naar veld 7



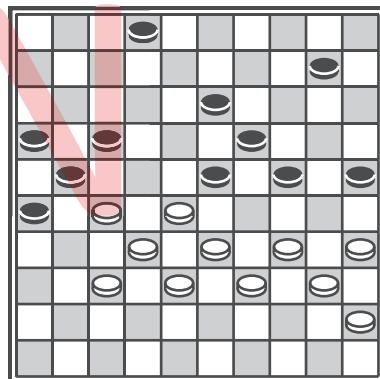
**Diagram 336 [3]**  
Doorbraak naar veld 7



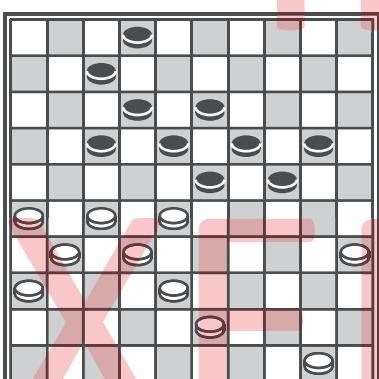
**Diagram 337 [3]**  
Doorbraak naar veld 7



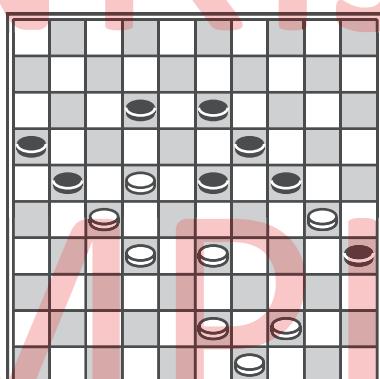
**Diagram 338 [3]**  
Doorbraak naar veld 9



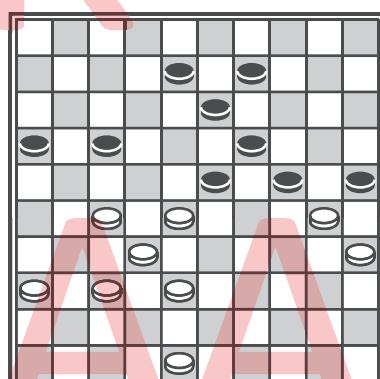
**Diagram 339 [3]**  
Doorbraak naar veld 9



**Diagram 340 [2]**  
Doorbraak naar veld 8



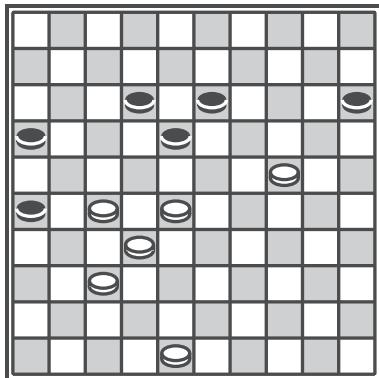
**Diagram 341 [4]**  
Doorbraak naar veld 8



**Diagram 342 [3]**  
Doorbraak naar veld 8

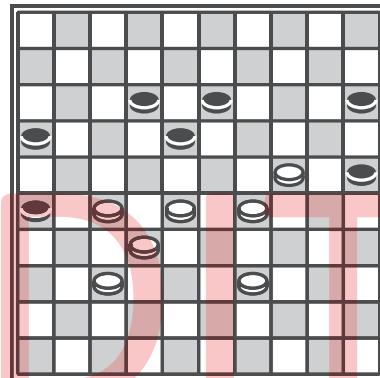
## 21.1 Basiskennis III: Streefstanden

Leren: Streefstanden zijn standen die positioneel winst opleveren. Kijk goed waar wit staat.



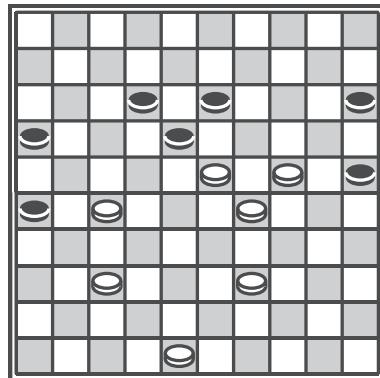
**Diagram 343**

De vorkformatie (27/28/32/37) bewijst goede diensten. De strategische velden (24/27/28) is een krachtig wapen voor streefstanden.



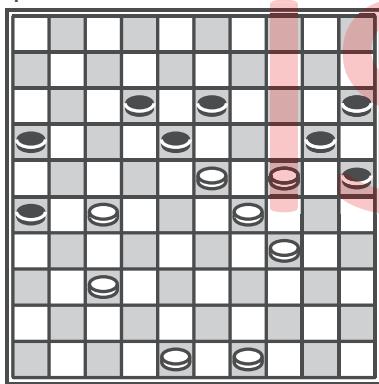
**Diagram 344**

Wit heeft zowel vorkformatie als strategische velden in handen. Zwart heeft veel randschijven.



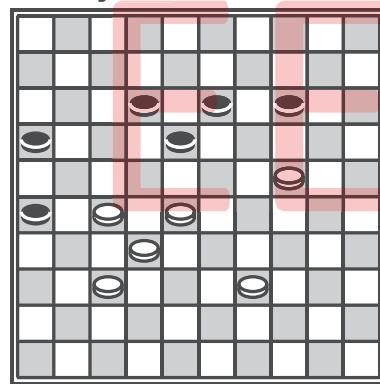
**Diagram 345**

Wit heeft een flankcentrumaanval en de controle over veld 27.



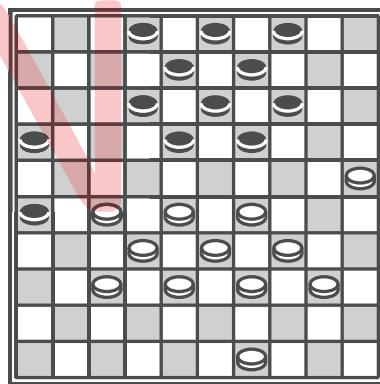
**Diagram 346**

Wit heeft met de vorkformatie (23/24/29/34) een sterke aanval.



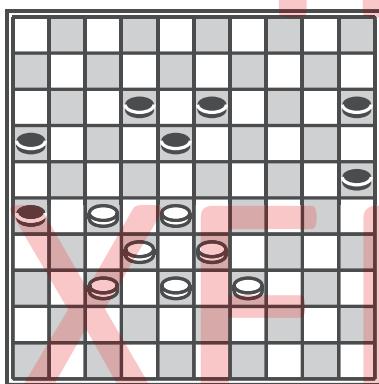
**Diagram 347**

Wit heeft weer strategische velden in handen. (14/19) 2420! W+.



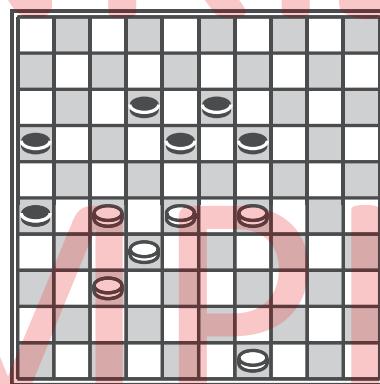
**Diagram 348**

Het centrumblok van wit is zo sterk, dat zwart met 12 schijven verloren staat. Op elke zwarte zet volgt een zetje.



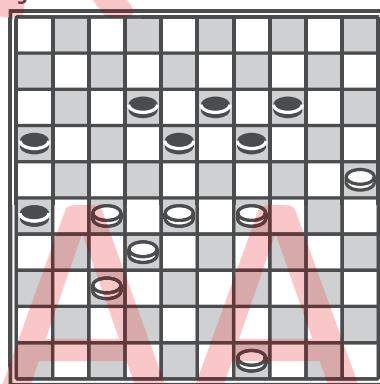
**Diagram 349**

Ditmaal heeft wit twee centrumvelden (27/28) en een centrumpiramide. Zwart staat door zijn randschijven en geen formaties verloren.



**Diagram 350**

De zwarte structuur (12/13/18/19) heeft geen kracht. De vorkformatie van wit laat zien hoe sterk formaties kunnen zijn.



**Diagram 351**

Zwart staat helemaal vast. Wit heeft de drie centrumvelden, een vorkformatie en een blokkade schijf op 25.

## 21.2 Basiskennis III: Streefstanden

Opdracht: Wit bezet alle sterke velden. Omcirkel de beste zet, maar pas op voor zwart!

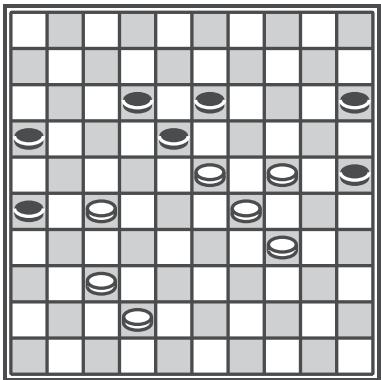


Diagram 352

- A. 37-32
- B. 42-38

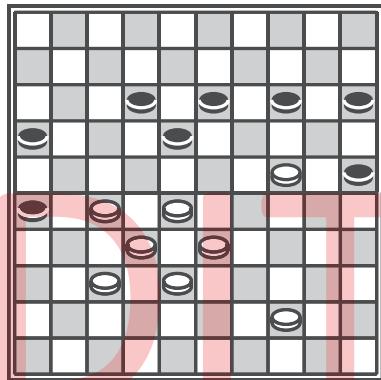


Diagram 353

- A. 44-39
- B. 44-40

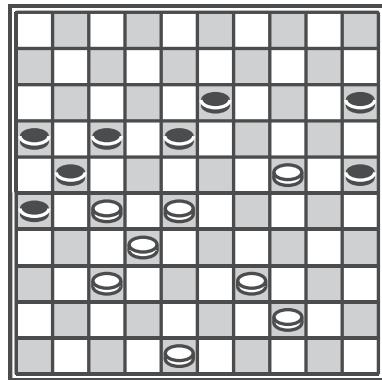


Diagram 354

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

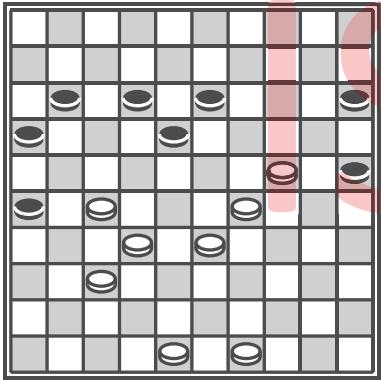


Diagram 355

- A. 32-28
- B. 33-28

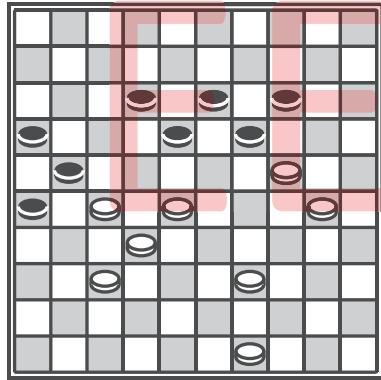


Diagram 356

- A. 30-25
- B. 39-33

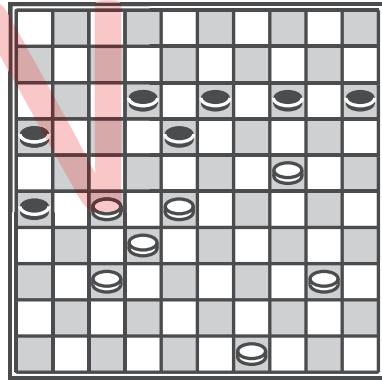


Diagram 357

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

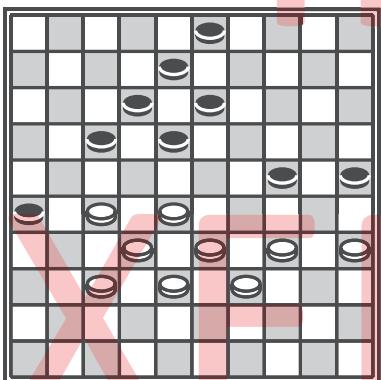


Diagram 358

- A. 27-21
- B. 34-29
- C. 37-31

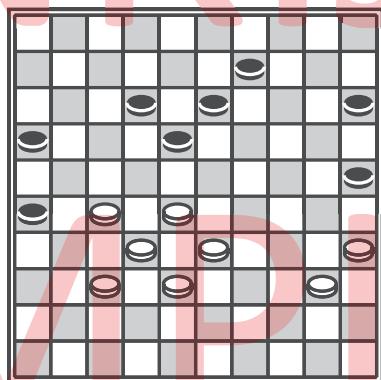


Diagram 359

- A. 28-22
- B. 33-29
- C. 40-34

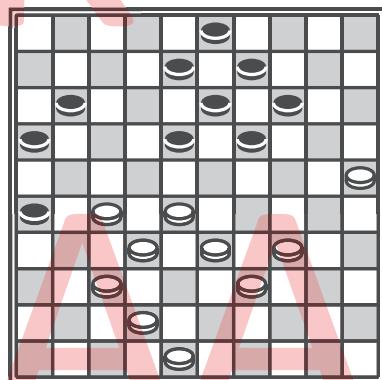


Diagram 360

- A. 28-22
- B. 34-29
- C. 42-38

## 22. Damzetten I: Naar veld 1

Opdracht: In de onderstaande diagrammen combineert wit naar dam op veld 1.

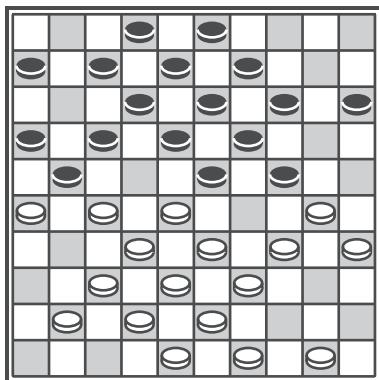


Diagram 361 [2]

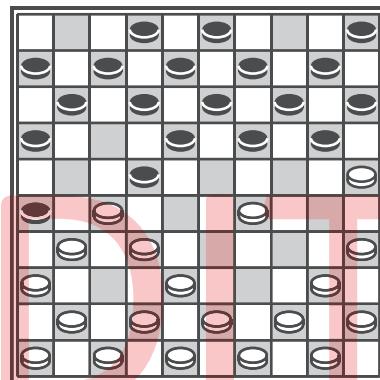


Diagram 362 [4]

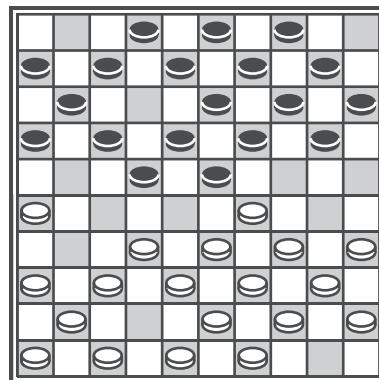


Diagram 363 [3]

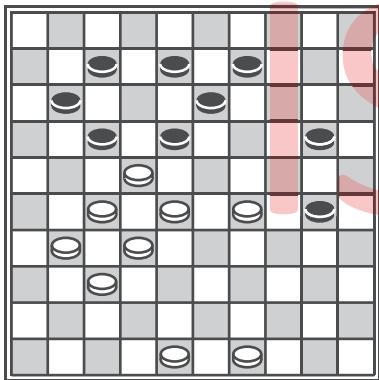


Diagram 364 [3]

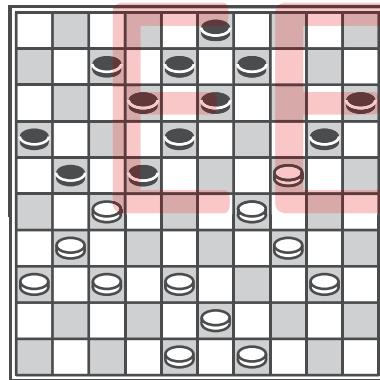


Diagram 365 [1]

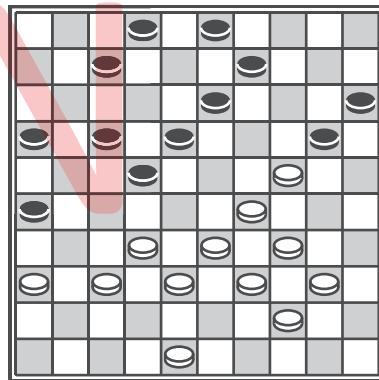


Diagram 366 [3]

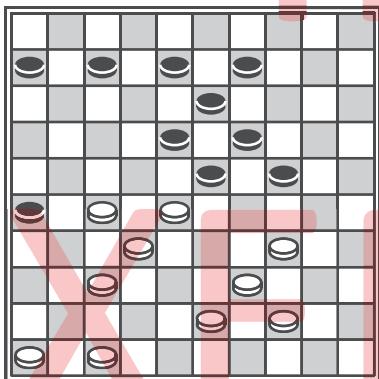


Diagram 367 [2]

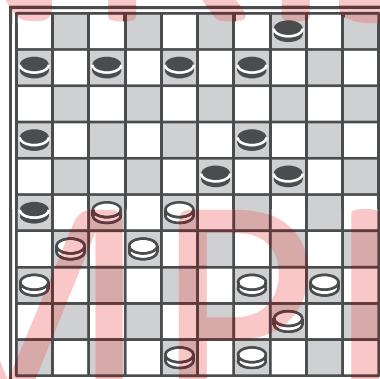


Diagram 368 [4]

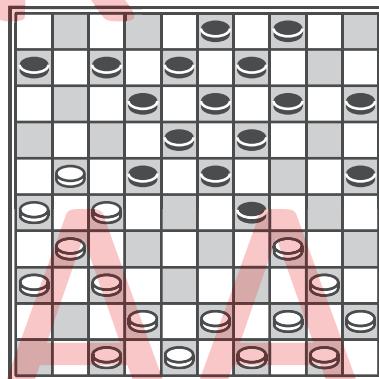


Diagram 369 [3]

## 23. Sterke dreigingen

Opdracht: Wit speelt en wint door in eerste instantie een sterke dreiging toe te passen.

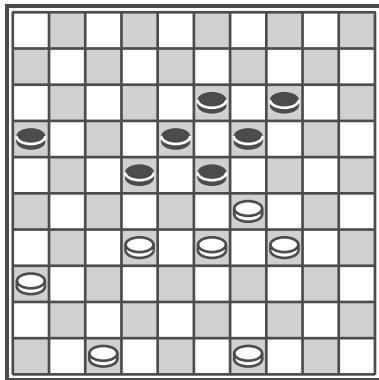


Diagram 370 [2]

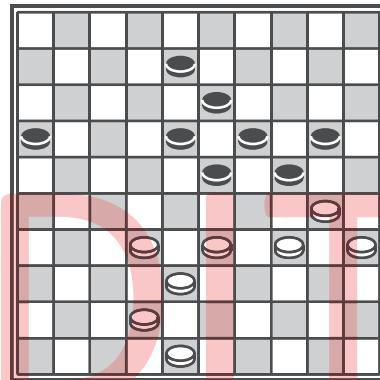


Diagram 371 [3]

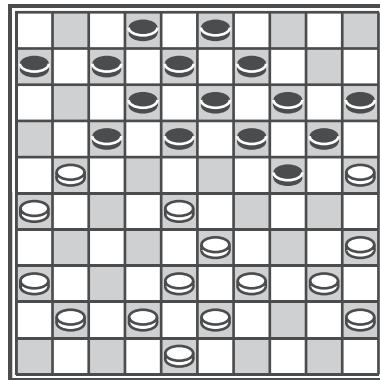


Diagram 372 [4]

Zwart wint

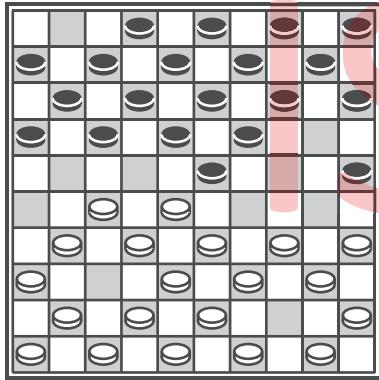


Diagram 373 [3]

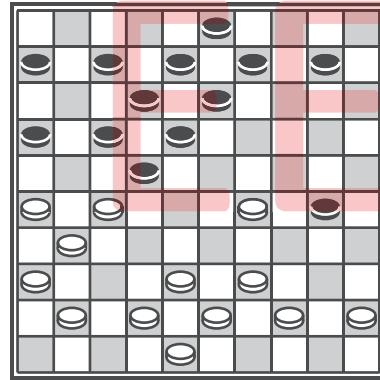


Diagram 374 [3]

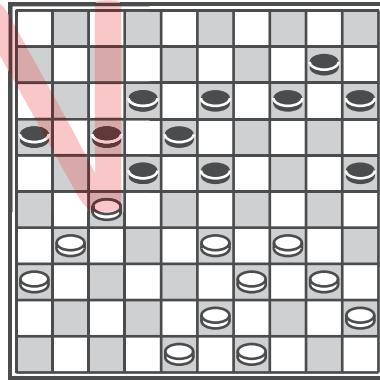


Diagram 375 [2]

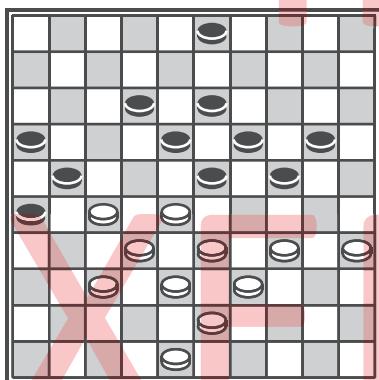


Diagram 376 [2]

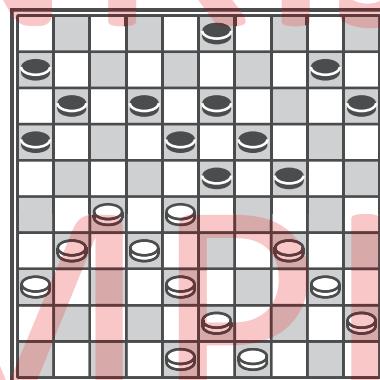


Diagram 377 [3]

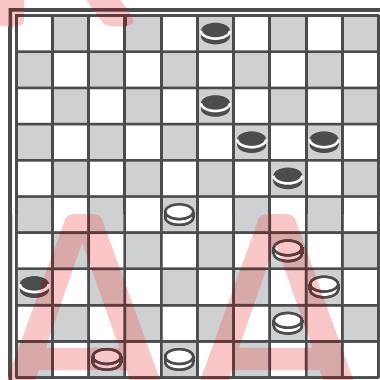


Diagram 378 [3]

## 24.1 Combineren V: Hekstelling

Opdracht: Wit speelt en wint. De standen komen voort uit de hekstelling.

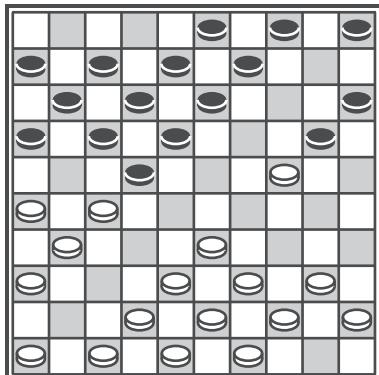


Diagram 379 [3]

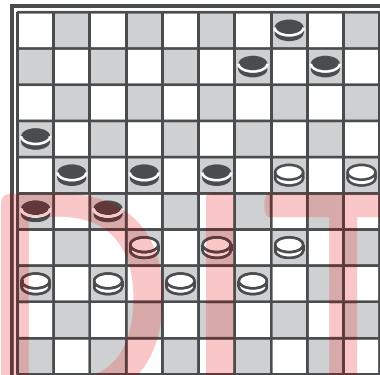


Diagram 380 [1]

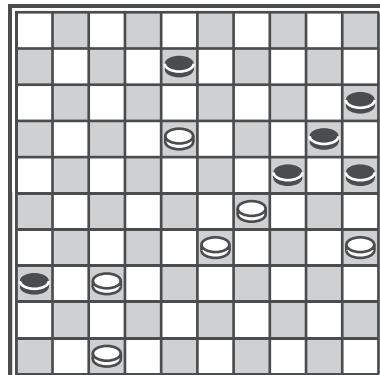


Diagram 381 [2]  
(25-30?)

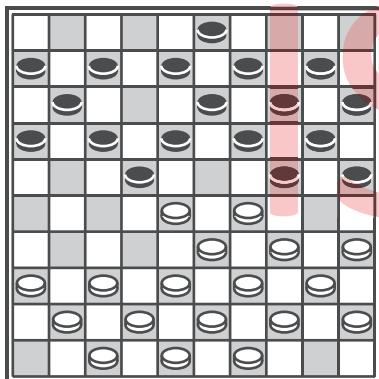


Diagram 382 [3]

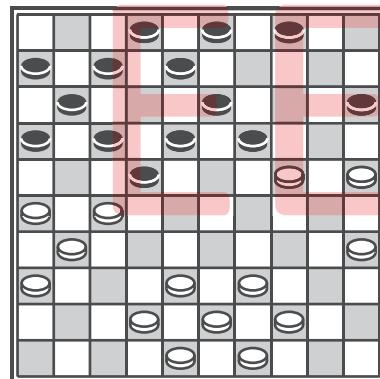


Diagram 383 [3]

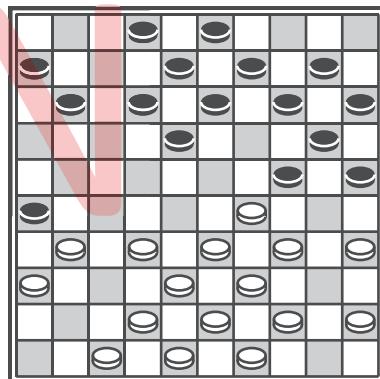


Diagram 384 [1]

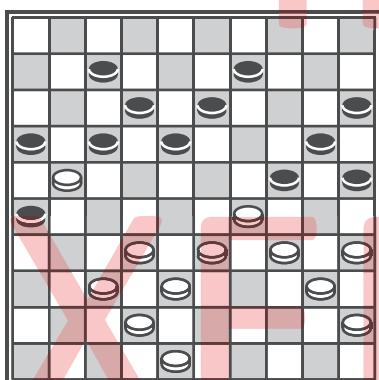


Diagram 385 [2]

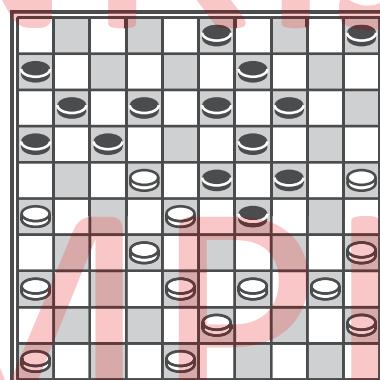


Diagram 386 [2]

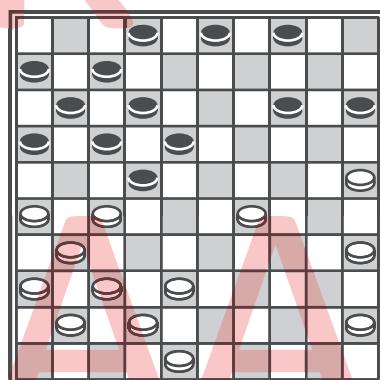


Diagram 387 [2]  
(18-23?)

## 24.2 Combineren V: Hekstelling

Opdracht: De hekstelling vormt een bron van leuke slagideeën. Zie jij ze allemaal?

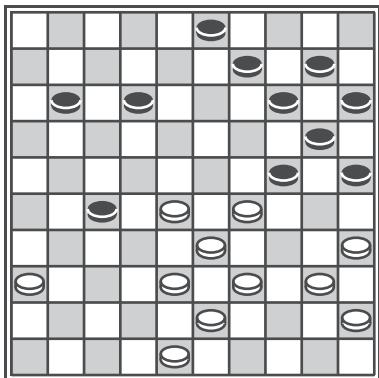


Diagram 388 [3]

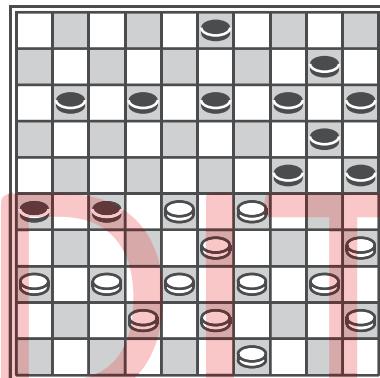


Diagram 389 [2]

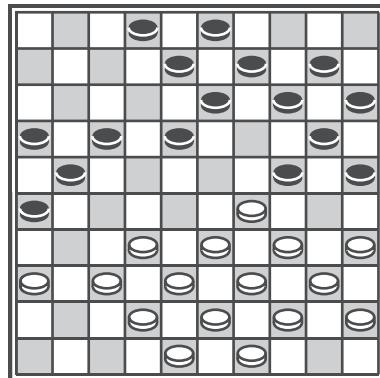


Diagram 390 [3]

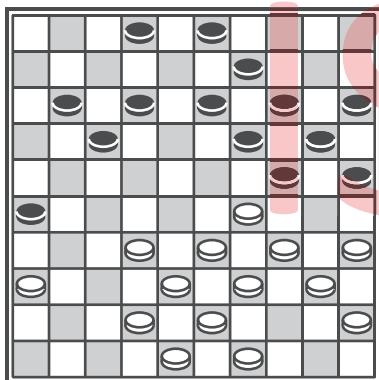


Diagram 391 [2]

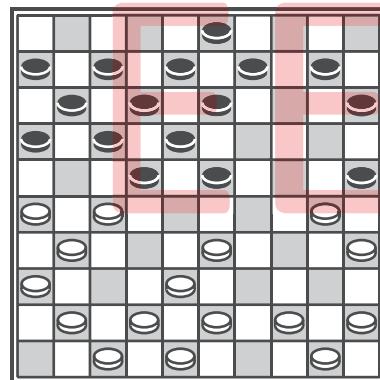


Diagram 392 [4]

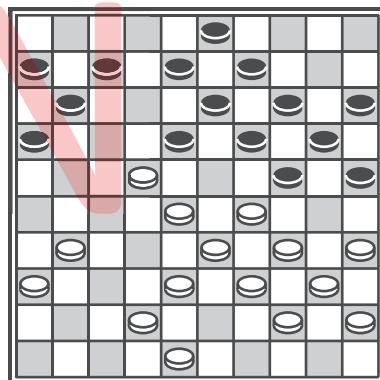


Diagram 393 [3]

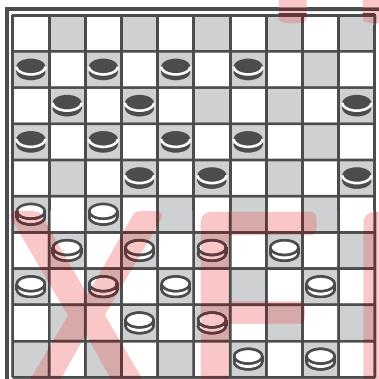


Diagram 394 [4]

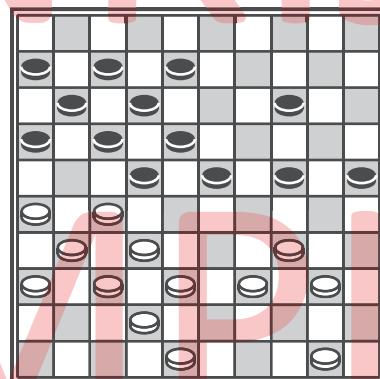


Diagram 395 [3]

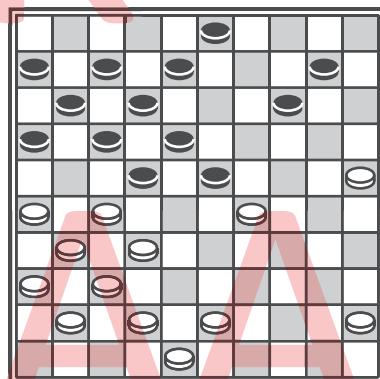


Diagram 396 [3]

## 25.1 Combineren VI: Halve hekstelling

Opdracht: Wit speelt en wint. De standen komen voort uit de halve hekstelling.

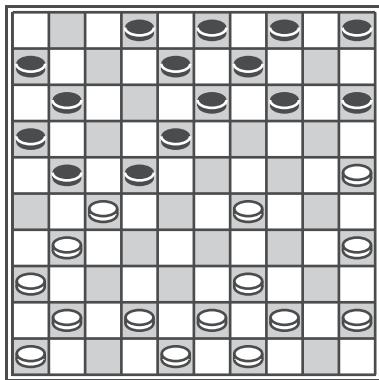


Diagram 397 [1]

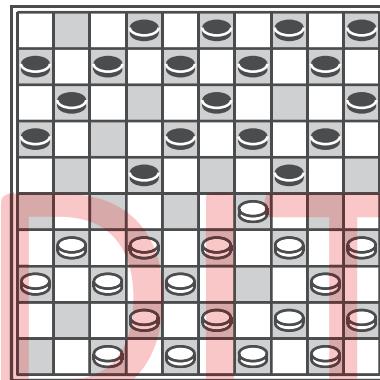


Diagram 398 [2]

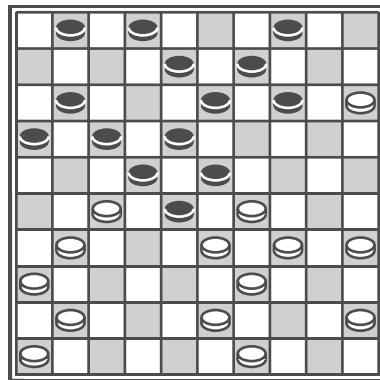


Diagram 399 [2]

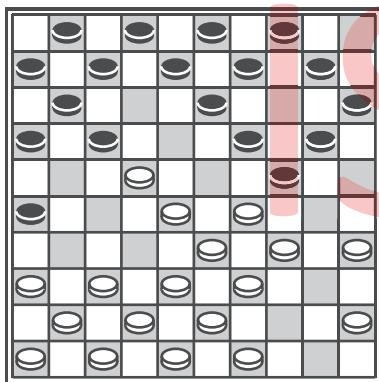


Diagram 400 [3]

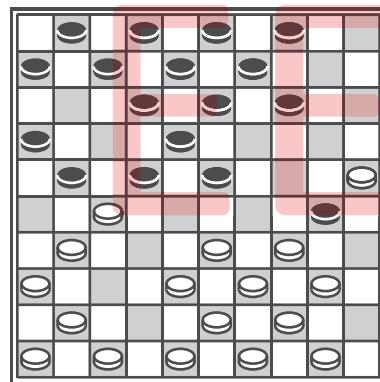


Diagram 401 [2]

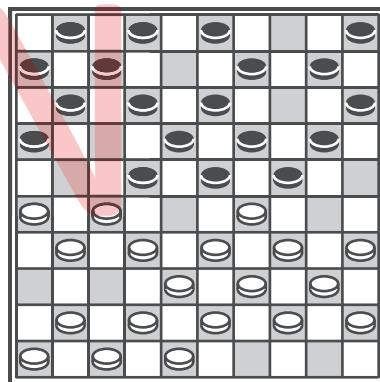


Diagram 402 [3]

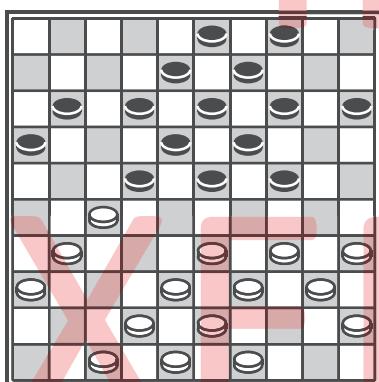


Diagram 403 [3]

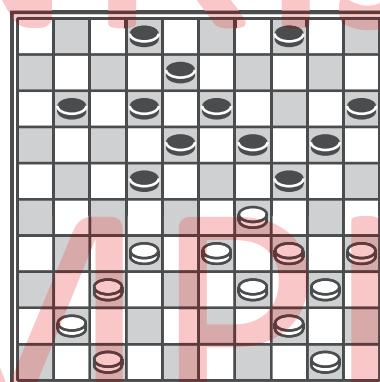


Diagram 404 [2]  
Doorbraak wit

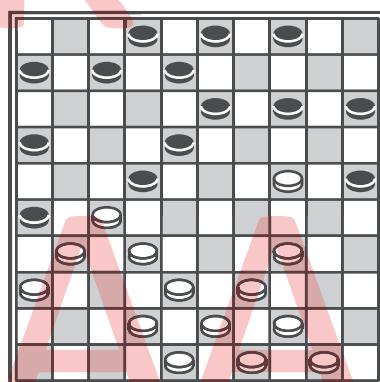
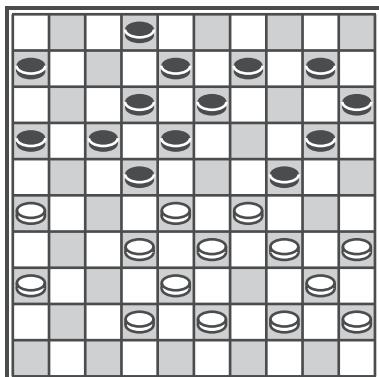


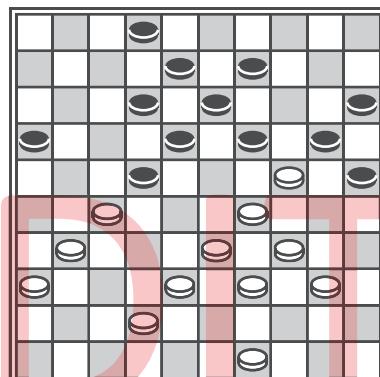
Diagram 405 [3]

## 25.2 Combineren VI: Halve hekstelling

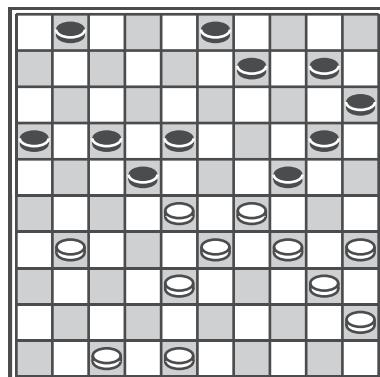
Opdracht: Ook nu een reeks van negen opgaven met de halve hekstelling. Denk goed na!



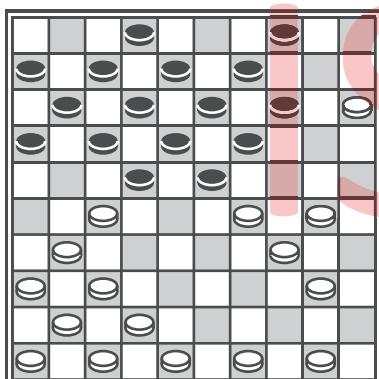
### Diagram 406 [3]



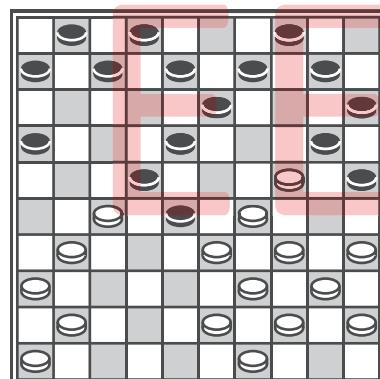
### Diagram 407 [3]



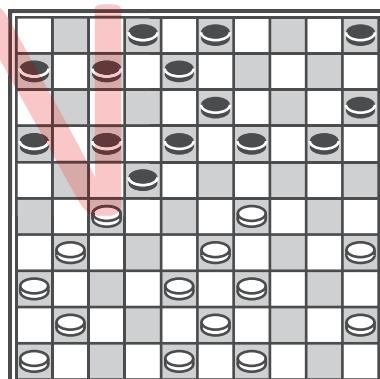
### Diagram 408 [3]



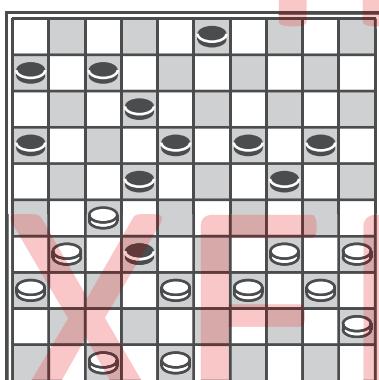
## Diagram 409 [2] (17-21?)



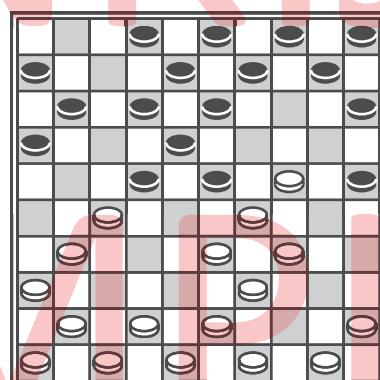
### Diagram 410 [3]



## Diagram 411 [2]



## Diagram 412 [2]



### Diagram 413 [2]

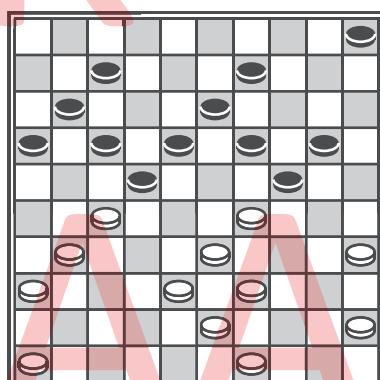


Diagram 414 [3]

## 26. Positiespel II: Taxeren strategieën

Opdracht: Wie staat er beter, en waarom? Pas je kennis van strategieën toe. Wit aan zet.

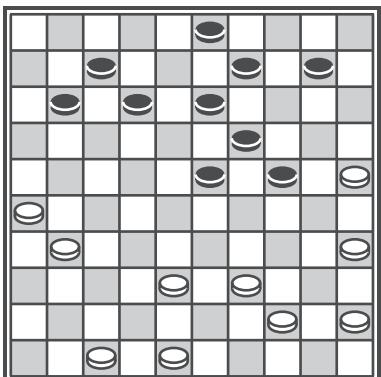


Diagram 415

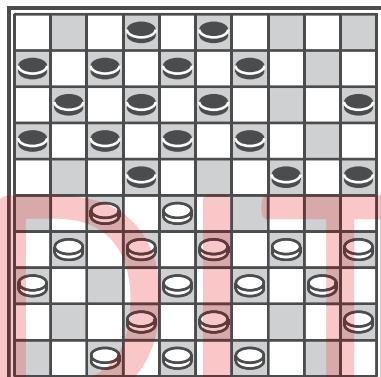


Diagram 416

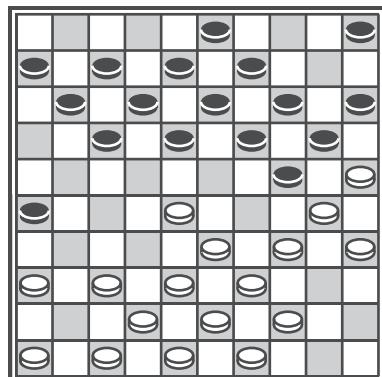


Diagram 417

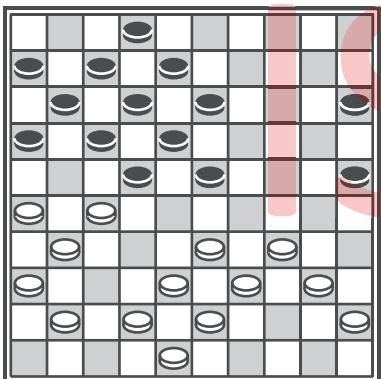


Diagram 418

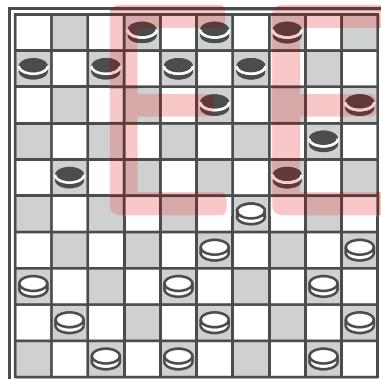


Diagram 419

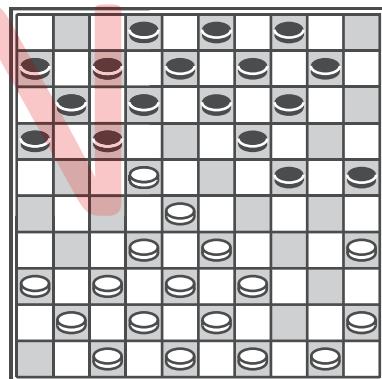


Diagram 420

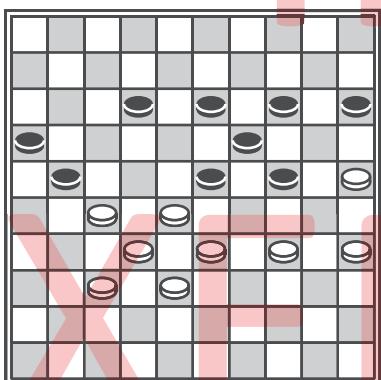


Diagram 421  
Zwart aan zet

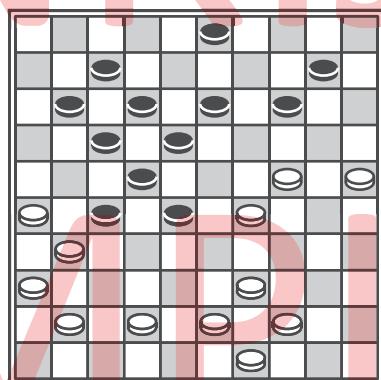


Diagram 422

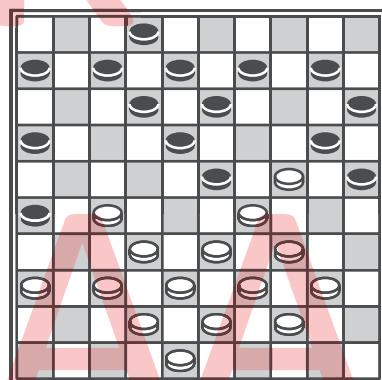
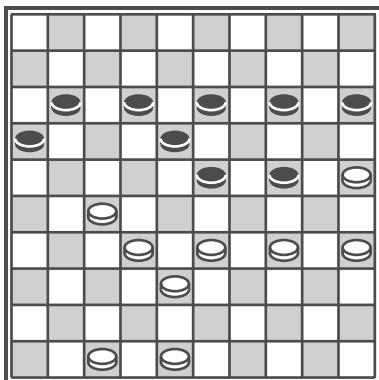


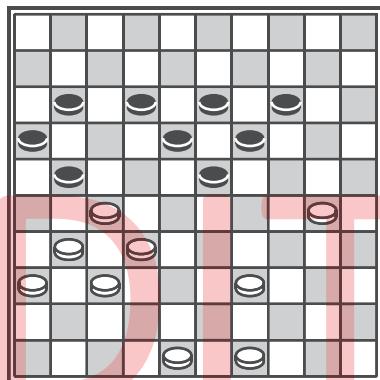
Diagram 423

## 27. Voorstellingsvermogen

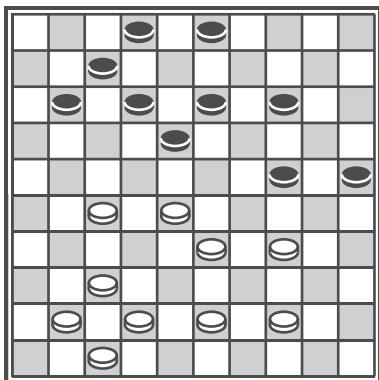
Opdracht: Noteer de overgebleven stand na het zetje in het lege diagram. O=wit X=zwart.



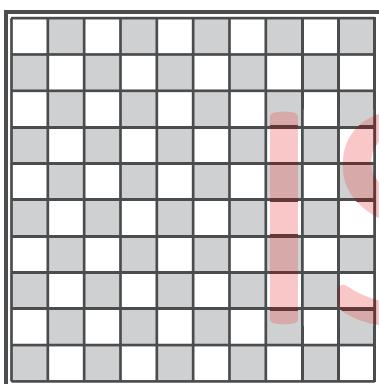
**Diagram 424**  
27-22, 25-20, 34-30, 33-28



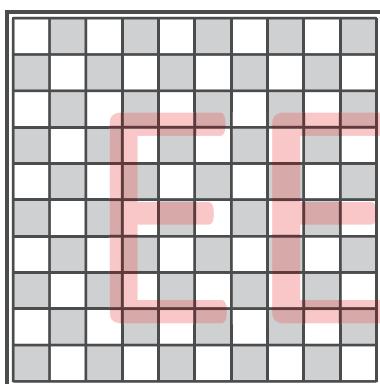
**Diagram 425**  
30-24, 39-34, 48-43, 31-26



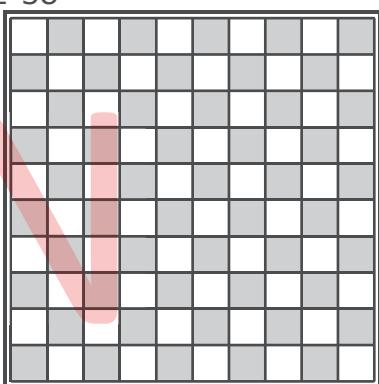
**Diagram 426**  
27-22, 33-29, 34-30, 43-39,  
42-38



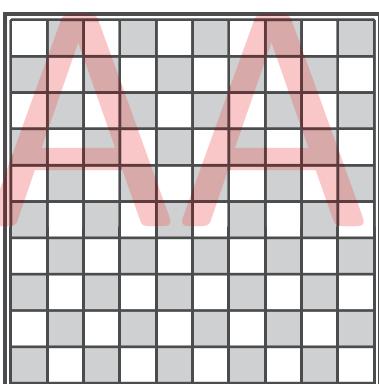
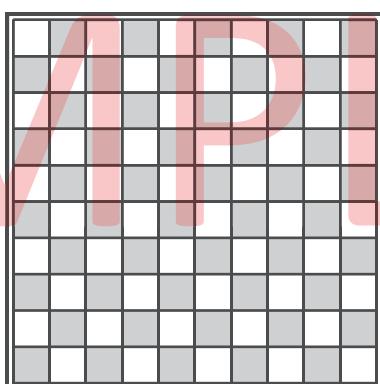
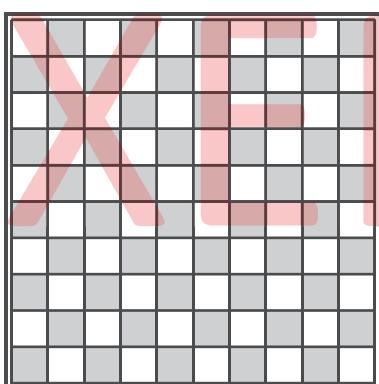
**Diagram 427**  
37-31, 42-37



**Diagram 428**  
37-31, 39-33, 42-37



**Diagram 429**  
25-20, 27-22, 32-27



## 28. Damzetten II: Naar veld 2

Opdracht: In de onderstaande diagrammen combineert wit naar dam op veld 2.

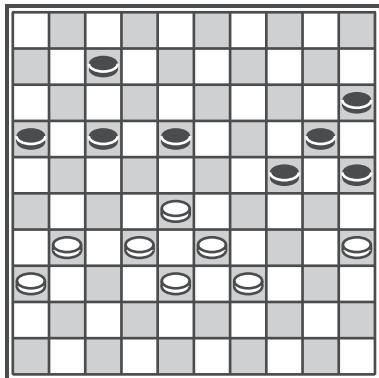


Diagram 430 [2]

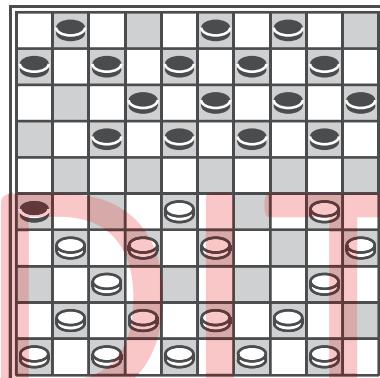


Diagram 431 [3]

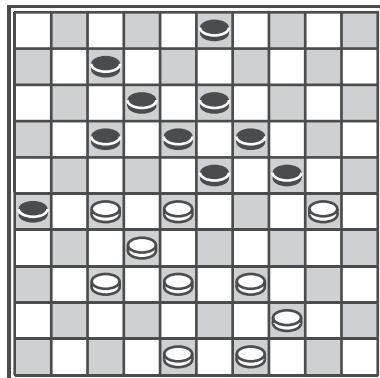


Diagram 432 [3]

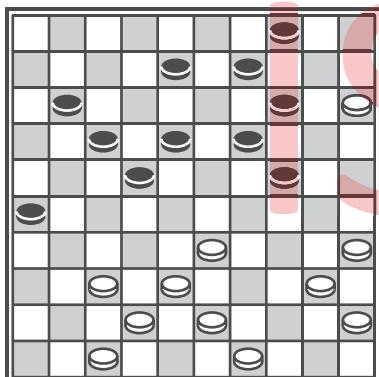


Diagram 433 [3]

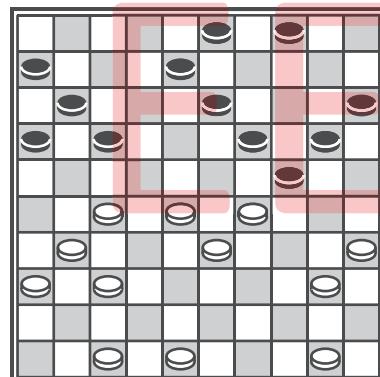


Diagram 434 [4]

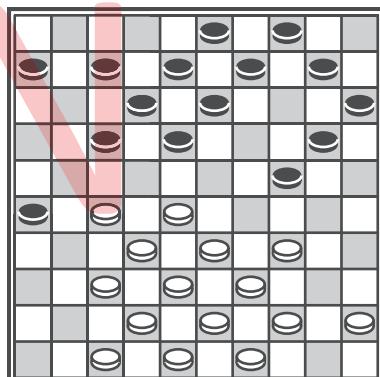


Diagram 435 [4]

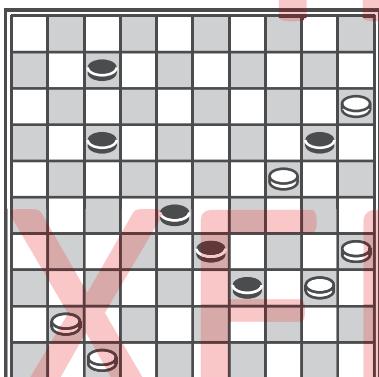


Diagram 436 [5]

Met eindspel

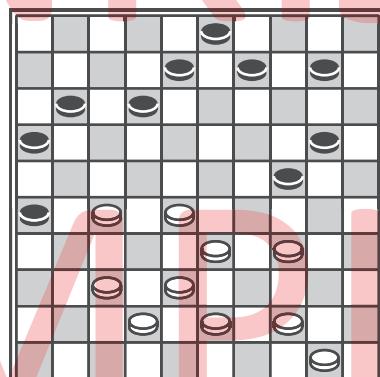


Diagram 437 [4]

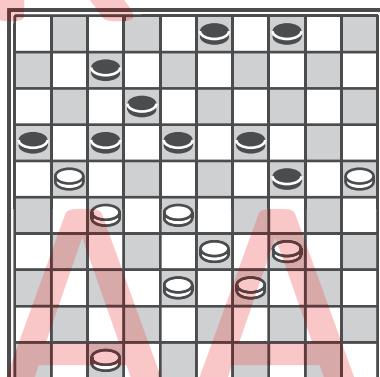


Diagram 438 [4]

## 29. Achterlopen is gevaarlijk

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

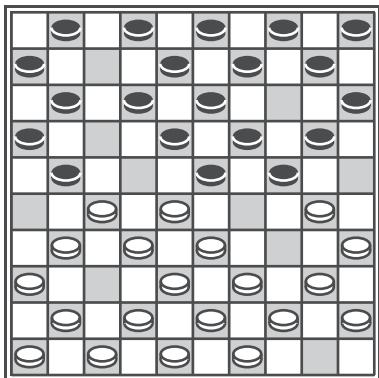


Diagram 439 [2]  
(20-25?)

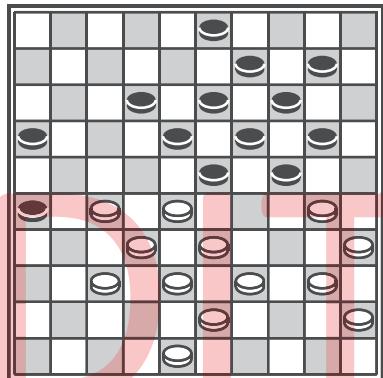


Diagram 440 [3]  
(20-25?)

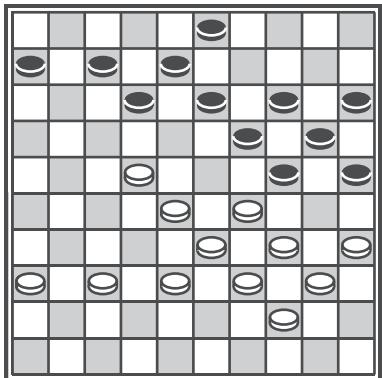


Diagram 441 [3]  
(12-18?)

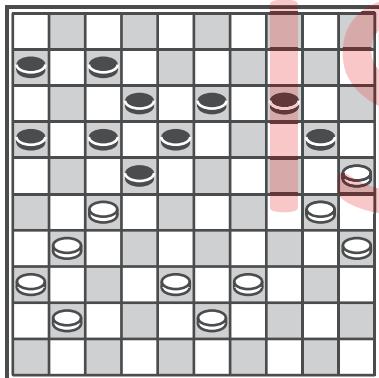


Diagram 442 [3]  
(17-21?)

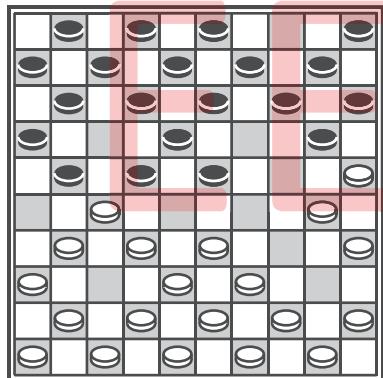


Diagram 443 [2]  
(21-26?)

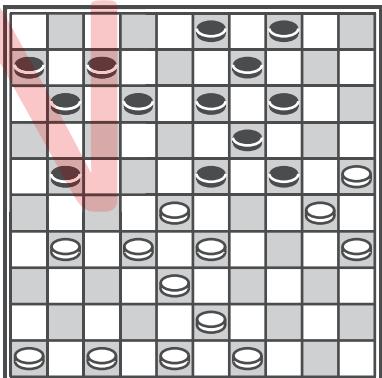


Diagram 444 [4]  
(21-26?)  
Schijfwinst

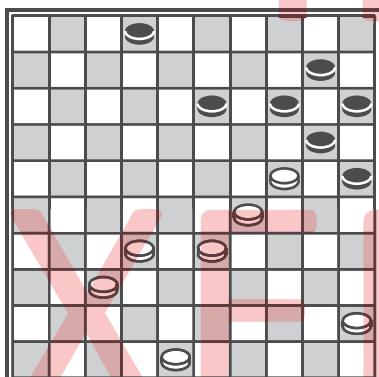


Diagram 445 [1]  
(14-19?)

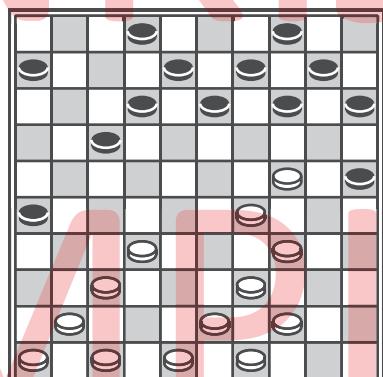


Diagram 446 [4]  
(14-19?)

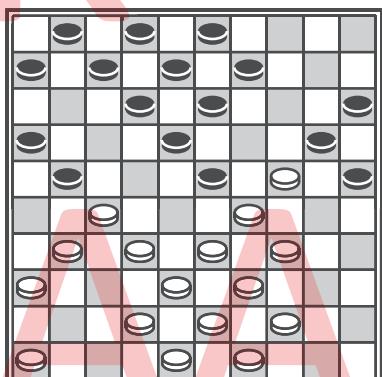


Diagram 447 [1]  
(21-26?)

### 30. Positiespel III: Tegenstander vastzetten

Opdracht: Een mooie manier om te winnen is de tegenstander geen ruimte te geven.

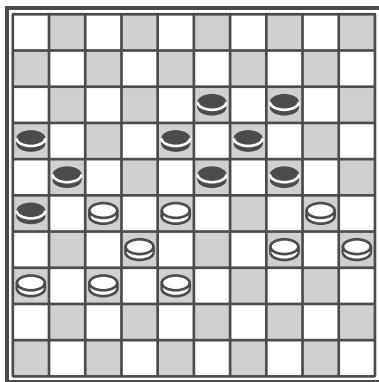


Diagram 448 [2]

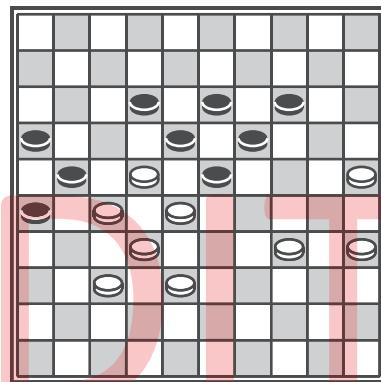


Diagram 449 [2]

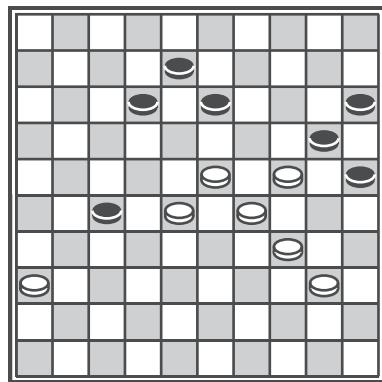


Diagram 450 [2]

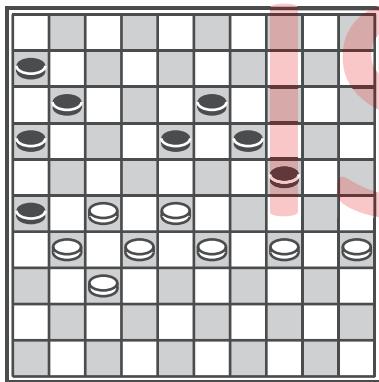


Diagram 451 [2]

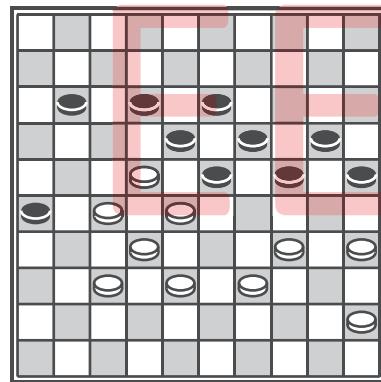


Diagram 452 [2]  
(11-16?)

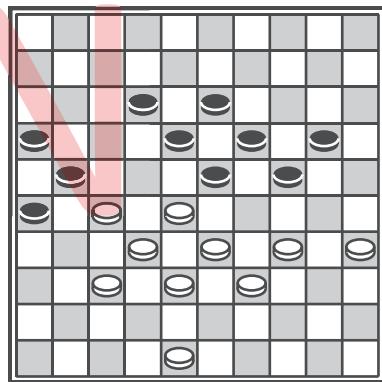


Diagram 453 [5]  
Tip: gebruik ook tactiek

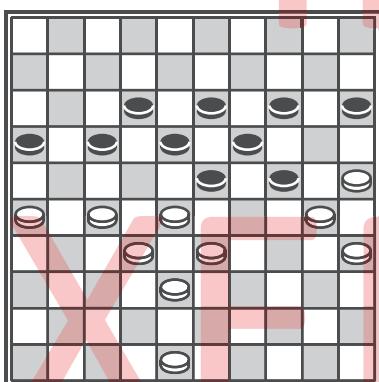


Diagram 454 [3]

Tip: gebruik ook tactiek

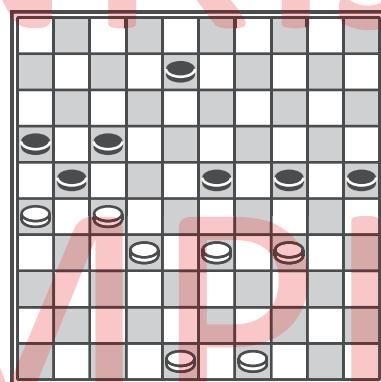


Diagram 455 [5]

Tip: gebruik ook tactiek

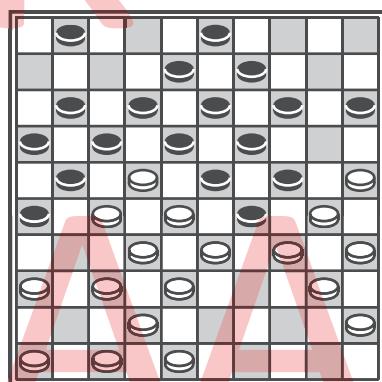
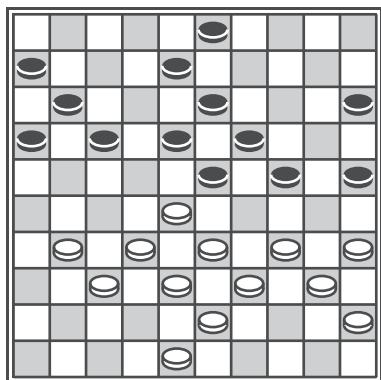


Diagram 456 [2]

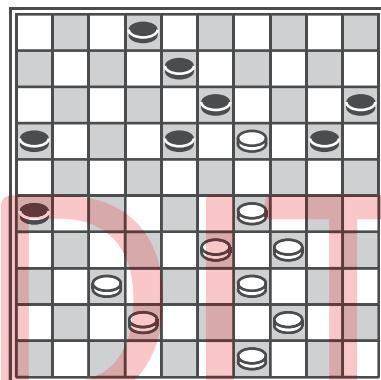
Moeilijk

### **31. Damzetten III: Naar veld 3**

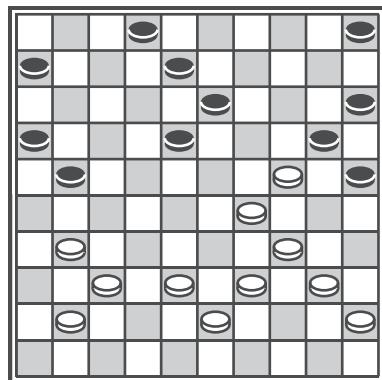
Opdracht: In de onderstaande diagrammen combineert wit naar dam op veld 3.



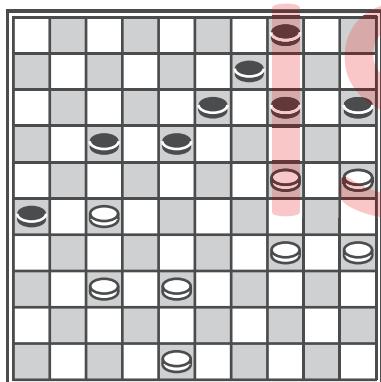
### Diagram 457 [3]



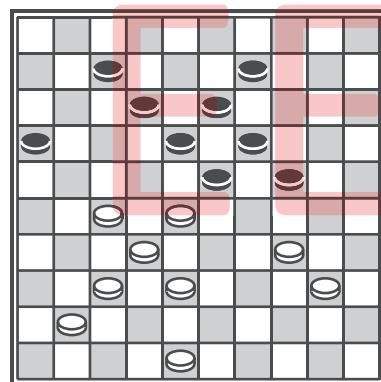
## Diagram 458 [3]



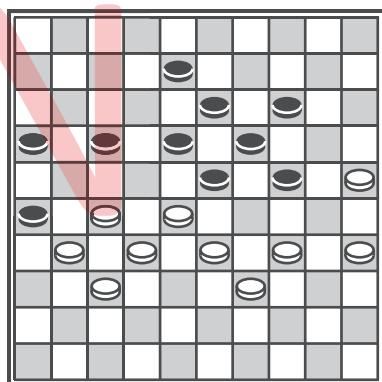
### Diagram 459 [3]



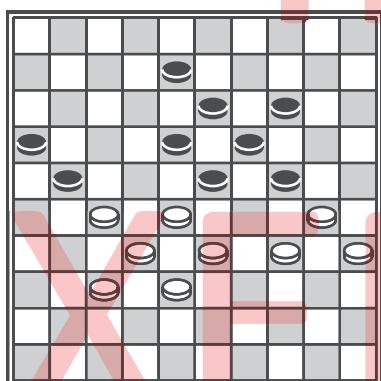
## Diagram 460 [4]



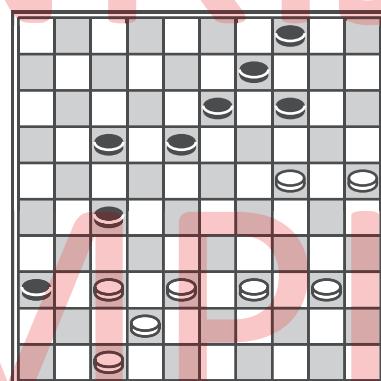
### Diagram 461 [3]



## Diagram 462 [4]



### Diagram 463 [3]



### Diagram 464 [3]

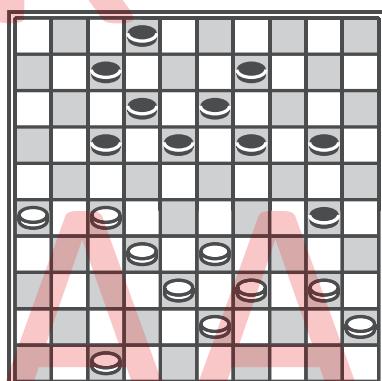
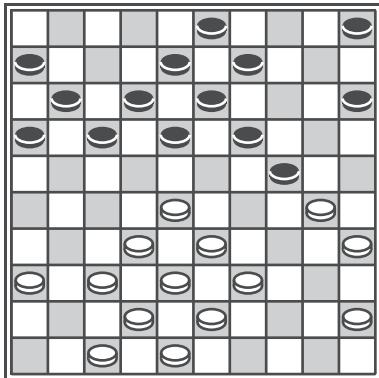


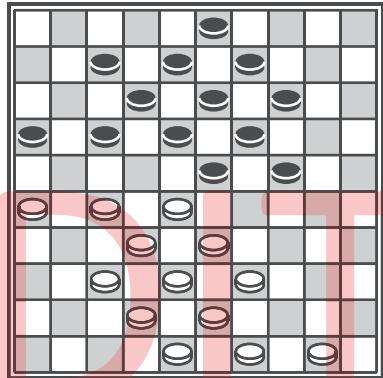
Diagram 465 [4]

## 32. Rekenen en combineren

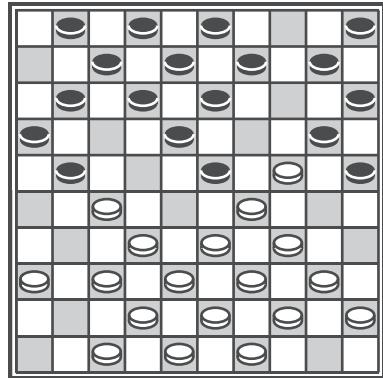
Opdracht: Zoek de combinatie voor wit na de aangegeven zetten.



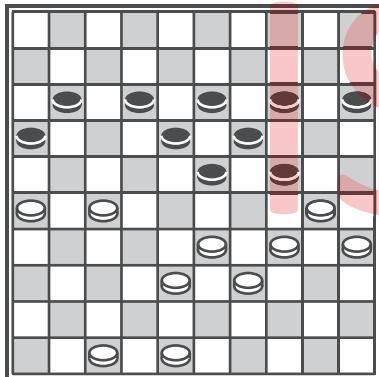
**Diagram 466 [2]**  
(17-21) 37-31 (21-26?)



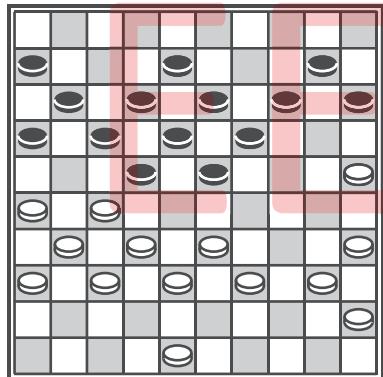
**Diagram 467 [4]**  
49-44 (24-30) 50-45 (30-35?)



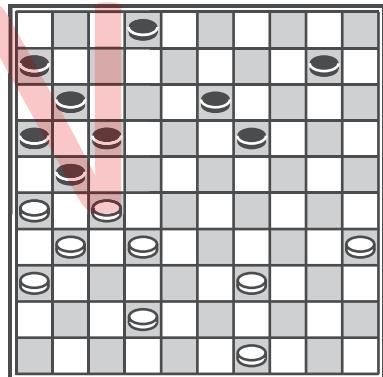
**Diagram 468 [1]**  
(10-14) 33-28 (14-19?)



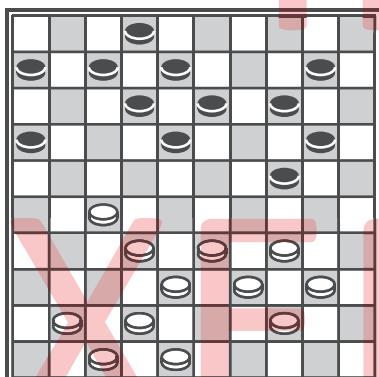
**Diagram 469 [4]**  
47-42 (11-17) 48-43 (17-22?)



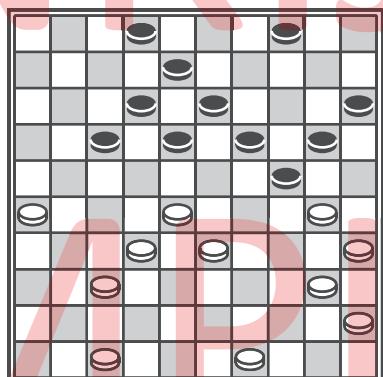
**Diagram 470 [3]**  
(15-20) 35-30 (20-24?)



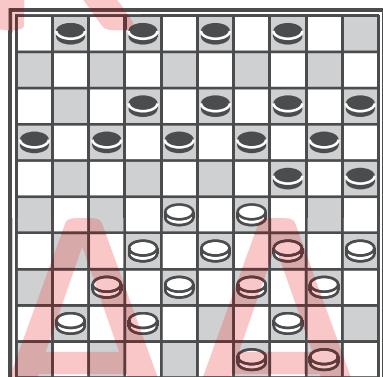
**Diagram 471 [2]**  
49-43 (10-14) 42-38 (19-23?)



**Diagram 472 [4]**  
41-37 (06-11) 33-28 (11-17?)



**Diagram 473 [4]**  
49-43 (02-07) 43-38 (20-25?)



**Diagram 474 [2]**  
28-23 (19-28) 33-11 (16-07?)

### 33.1 Combineren VII: Flankaanval

Opdracht: Wit speelt en wint. De standen komen voort uit de flankaanval.

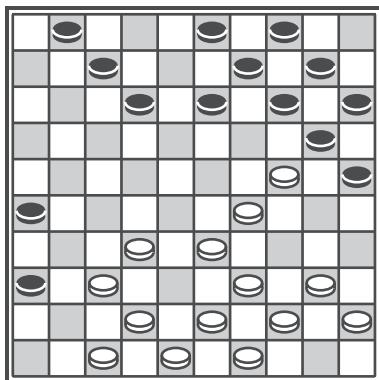


Diagram 475 [1]  
(14-19?)

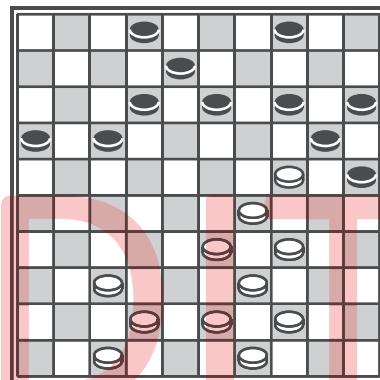


Diagram 476 [3]

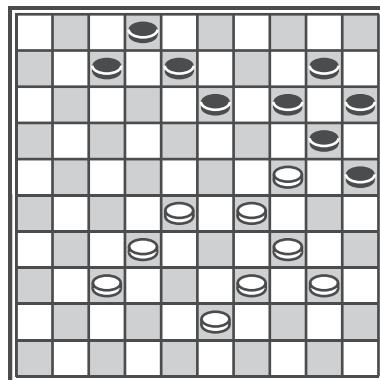


Diagram 477 [2]  
(14-19?)

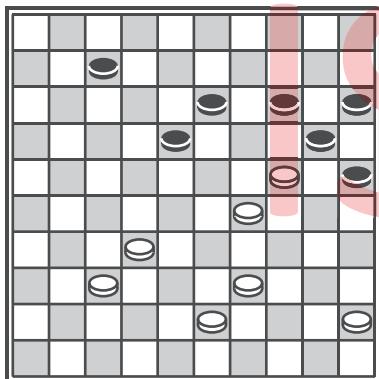


Diagram 478 [3]  
(14-19?)

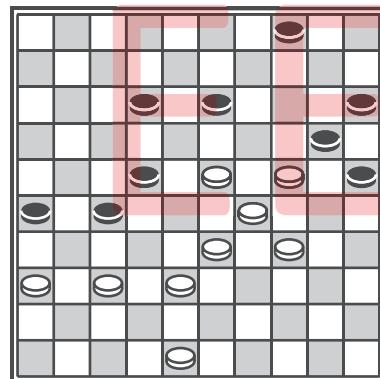


Diagram 479 [3]

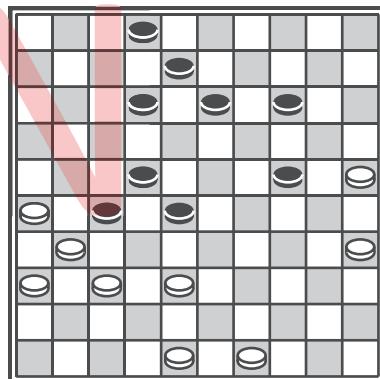


Diagram 480 [4]

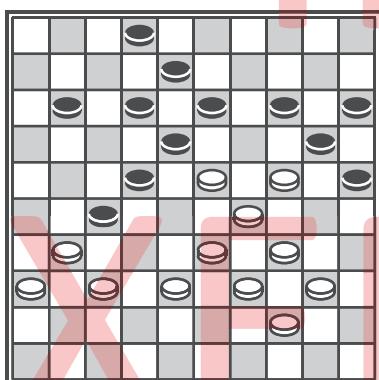


Diagram 481 [2]

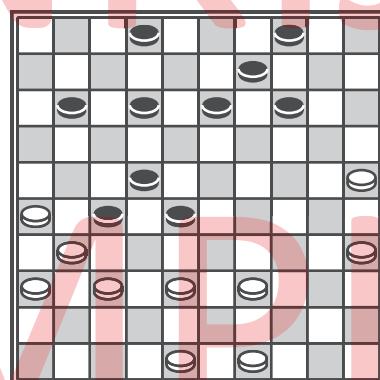


Diagram 482 [4]

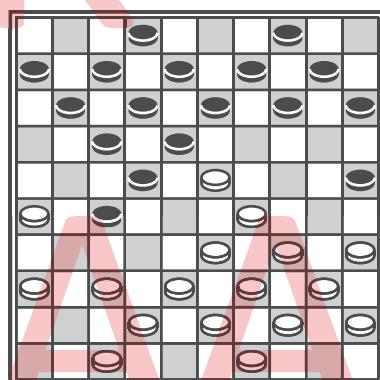


Diagram 483 [3]  
(13-19?)

### 33.2 Combineren VII: Flankaanval

Opdracht: Nogmaals negen opgaven met leuke trucjes in de flankaanval.

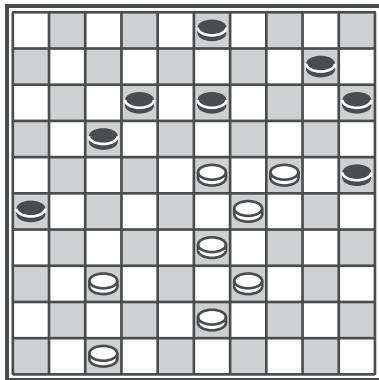


Diagram 484 [4]

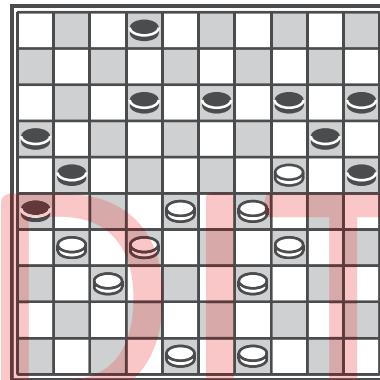


Diagram 485 [2]

(14-19?)

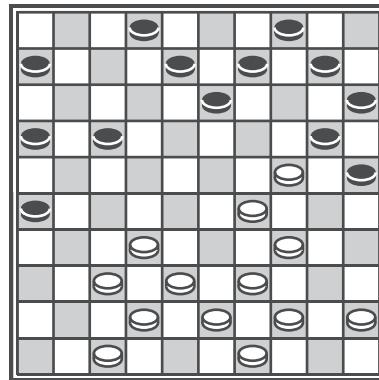


Diagram 486 [4]

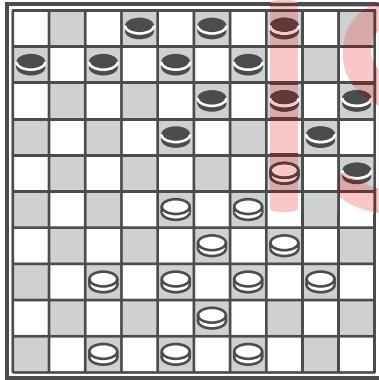


Diagram 487 [3]

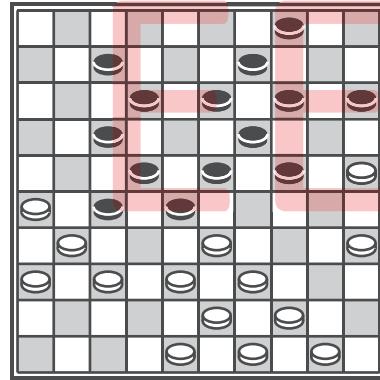


Diagram 488 [4]

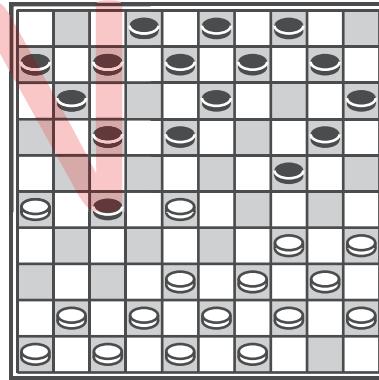


Diagram 489 [4]

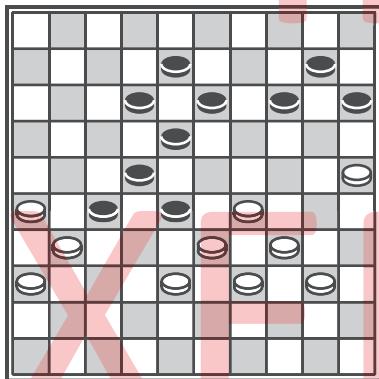


Diagram 490 [3]

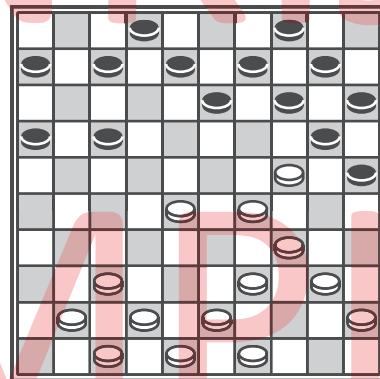


Diagram 491 [3]

(14-19?)

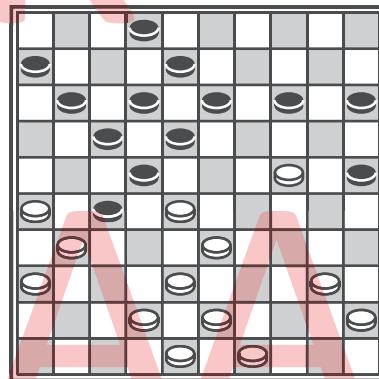


Diagram 492 [4]

### 34.1 Combineren VIII: Roozenburg-aanval

Opdracht: Wit speelt en wint. De standen komen voort uit de Roozenburg-aanval.

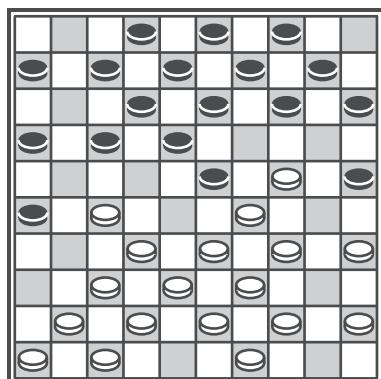


Diagram 493 [2]

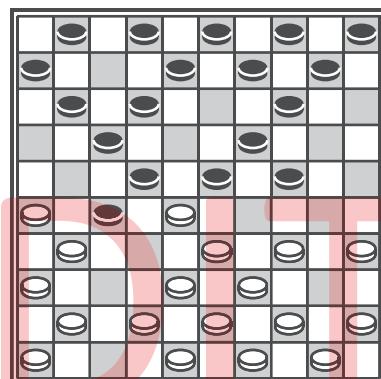


Diagram 494 [1]

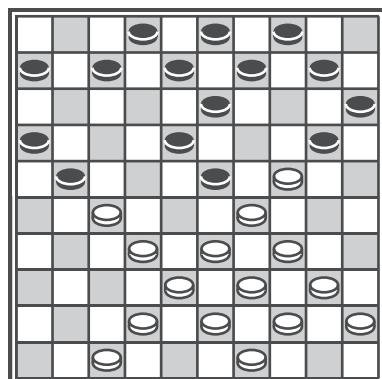


Diagram 495 [2]

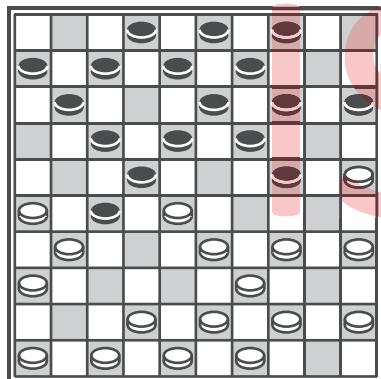


Diagram 496 [3]

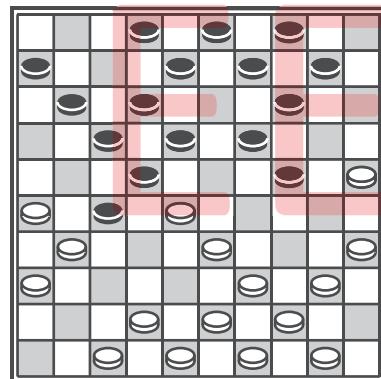


Diagram 497 [2]

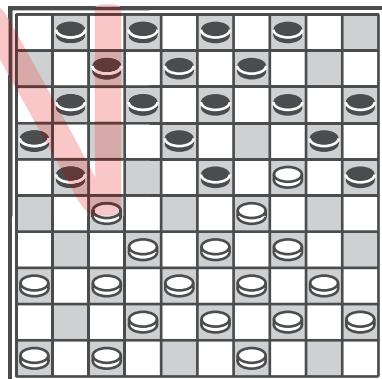


Diagram 498 [3]

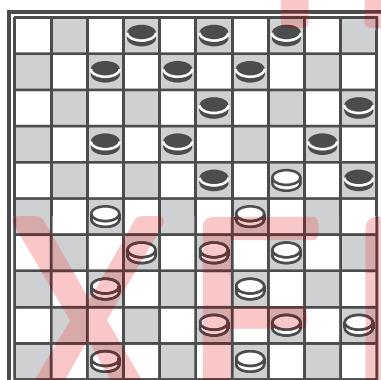


Diagram 499 [3]

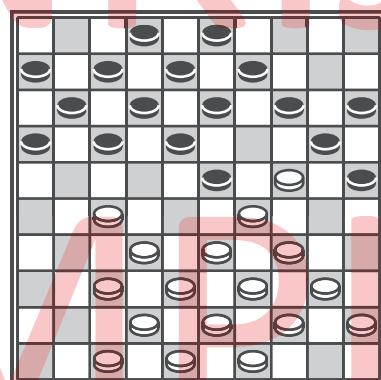


Diagram 500 [2]

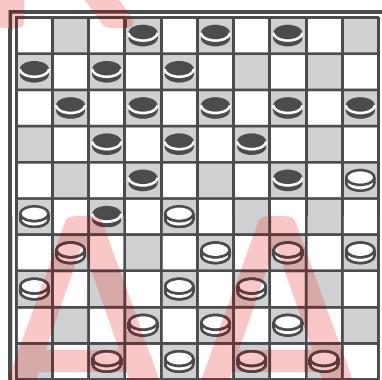


Diagram 501 [2]

## 34.2 Combineren VIII: Roozenburg-aanval

Opdracht: Een Roozenburg-aanval is een ingewikkeld systeem, maar ook de combinaties!

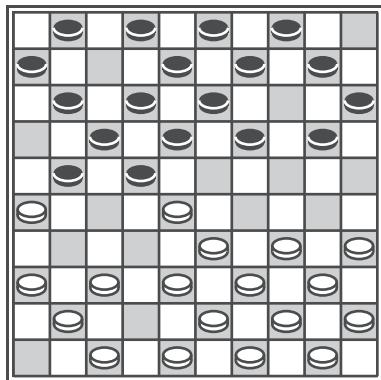


Diagram 502 [2]

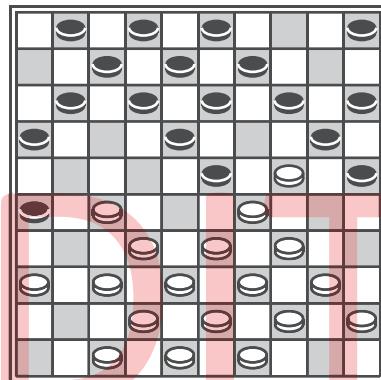


Diagram 503 [2]

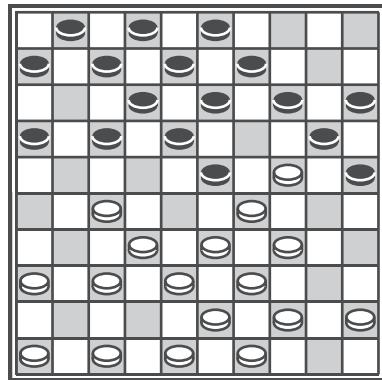


Diagram 504 [4]

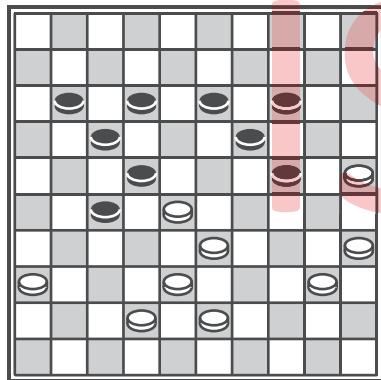


Diagram 505 [3]

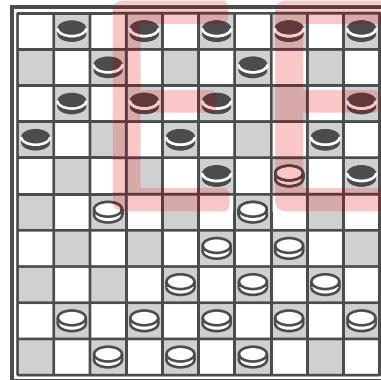


Diagram 506 [4]

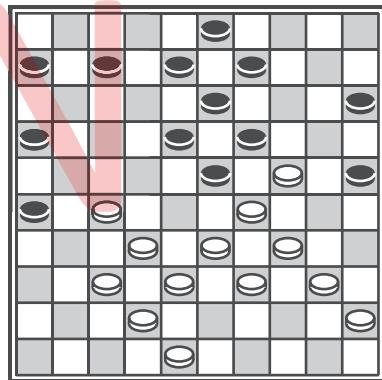


Diagram 507 [2]

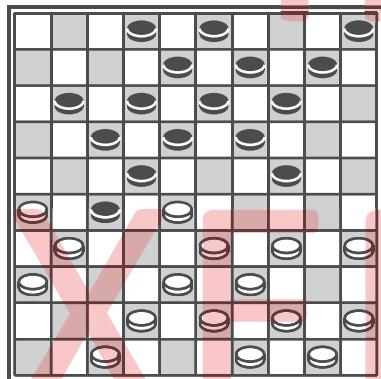


Diagram 508 [4]  
(18-23?)

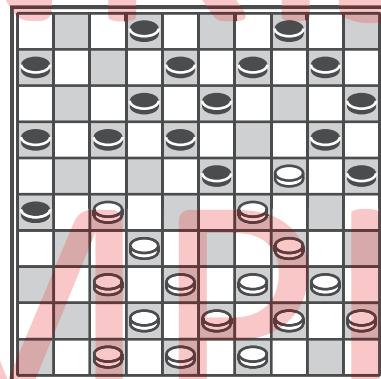


Diagram 509 [3]  
Moeilijk

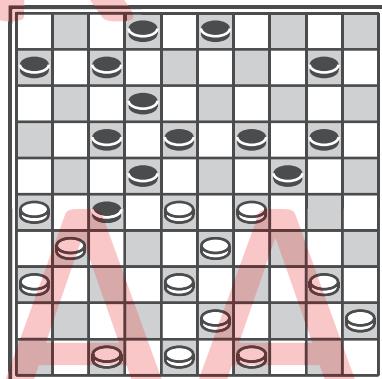
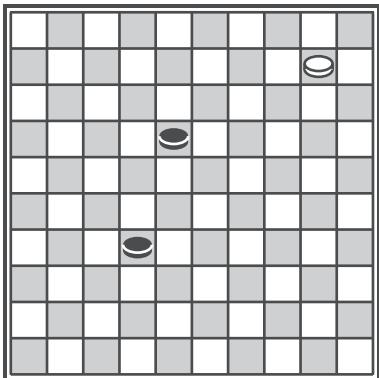


Diagram 510 [3]  
Moeilijk

## 35. Basiskennis IV: Eindspel

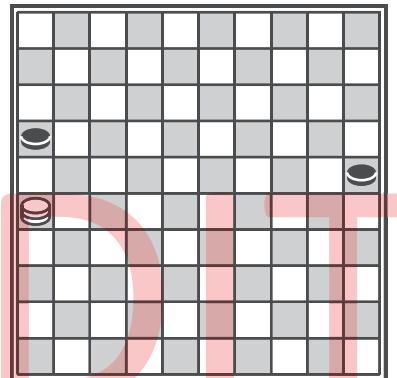
Leren: In het eindspel zijn er verschillende methodes om te winnen of remise te maken.



**Diagram 511**

*Ketting*

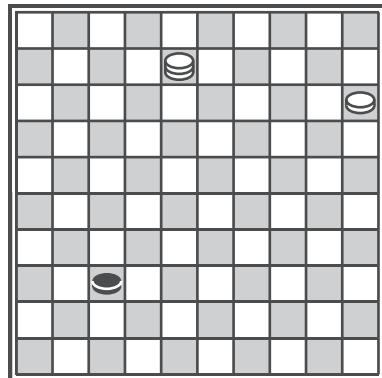
Wit wint met de ketting-methode: 1. 10-04 18-23 2. 04-15! 32-37 3. 15-10! 23-29 4. 10x41 29-33 5. 41-32.



**Diagram 512**

*Vork*

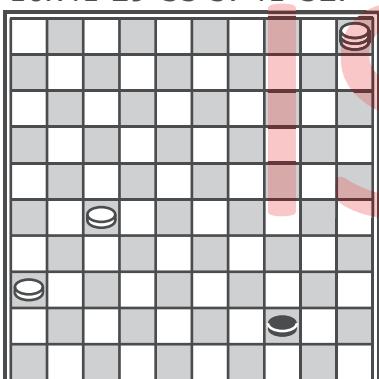
Er zijn twee oplossingen. A. 1. 26-08 W+. B. 1. 26-48 16-21 2. 48-43 21-26 3. 43-48.



**Diagram 513**

*Schaar*

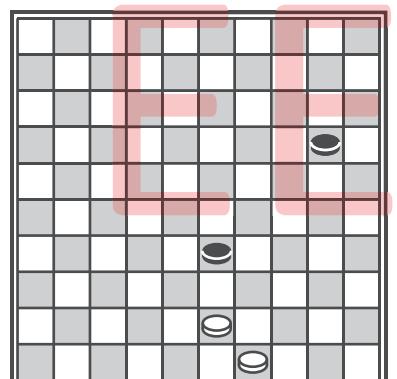
Wit past de sterke schaartechniek toe: 1. 08-24! 37-41 2. 24-19! 41-46 (41-47 3. 19-24!) 3. 19-05!.



**Diagram 514**

*Lus*

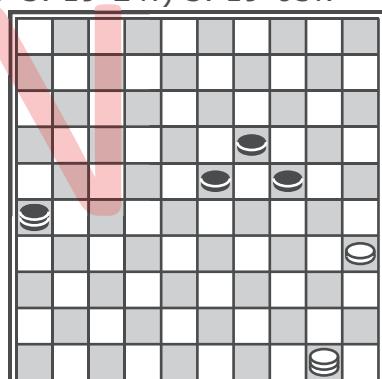
1. 05-28! 44-49 (44-50 2. 38-33) 2. 38-32 49-35 3. 32-19! 35x31 4. 36x27 en zwart is in de lus gevangen.



**Diagram 515**

*Oppositie*

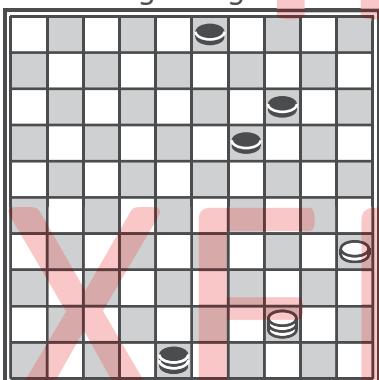
1. 43-39! 33x33 2. 49x40 20-24 3. 40-34 en zowel de witte als de zwarte schijf staan tegenover elkaar/oppositie.



**Diagram 516**

*Aanvallen*

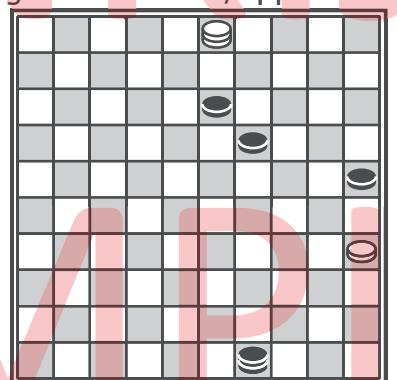
Wit maakte remise door een schijf aan te vallen: 1. 50-33 23-29 2. 33-28 en zwart heeft geen overmacht meer.



**Diagram 517**

*Offeren en aanvallen*

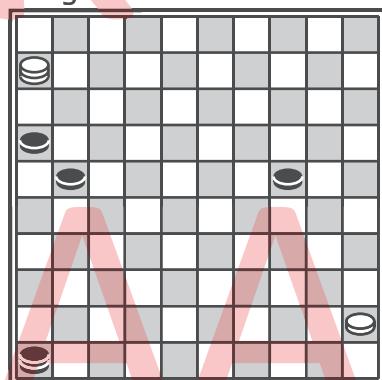
Wit offerd eerst door 1. 35-30 48x25 en valt daarna een schijf aan 2. 44-35 19-23 3. 35-19 met remise.



**Diagram 518**

*Dreigen en aanvallen/ruilen*

1. 03-26 (dreigt 26-31 of 26-37 als 26-48 en met 35-30 ruilen) 1. ... 13-18 2. 26-48 19-24 3. 48-43 met remise.



**Diagram 519**

*Knoop*

1. 06-33 24-30 2. 45-40. Wit heeft nu contact gemaakt tussen schijven 30 en 40. Wit maakt nu altijd remise.

### 36. Eindspel I: Dam tegen schijven

Opdracht: Een dam is sterk en in de onderstaande eindspelen wint de dam van de schijven!

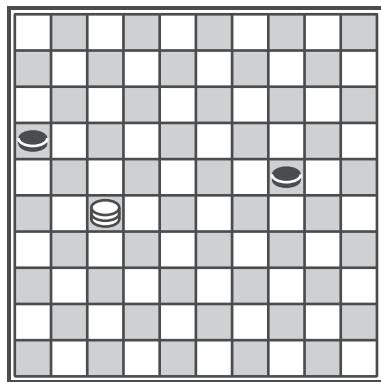


Diagram 520 [3]

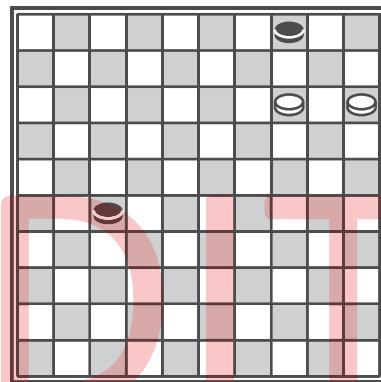


Diagram 521 [4]

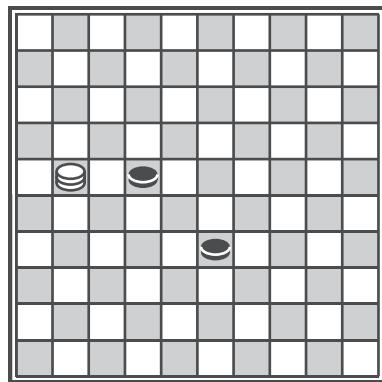


Diagram 522 [2]

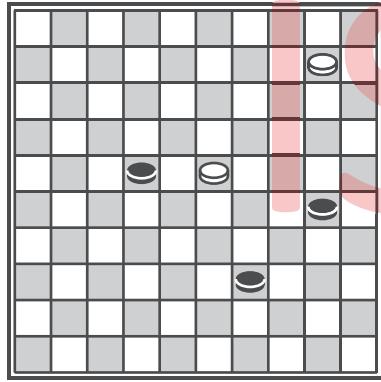


Diagram 523 [4]

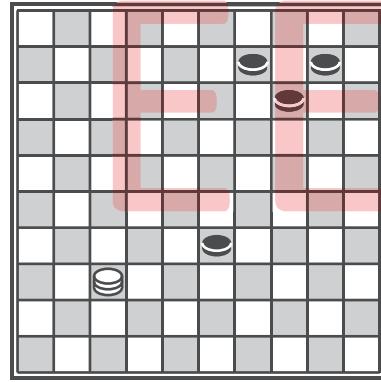


Diagram 524 [2]

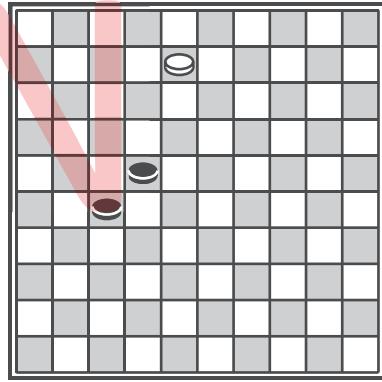


Diagram 525 [3]

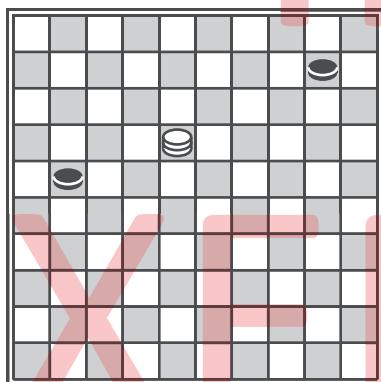


Diagram 526 [5]

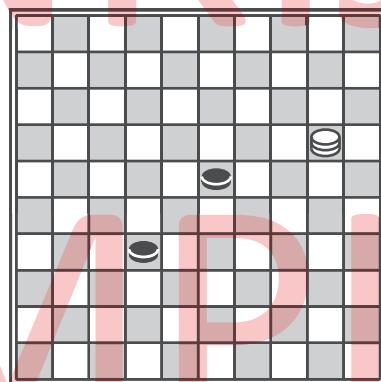


Diagram 527 [3]

Moeilijk

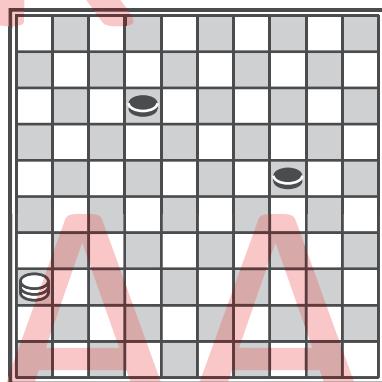


Diagram 528 [6]

Moeilijk

## 37. Eindspel II: Drie dammen tegen één dam

Opdracht: Drie tegen één is na 16 zetten remise, maar in dit geval wordt er gewonnen.

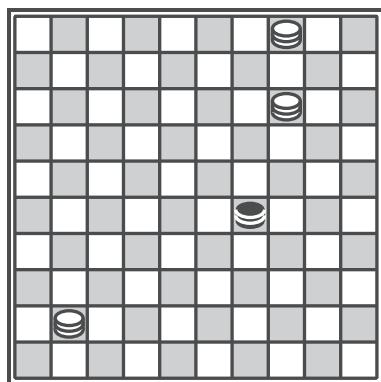


Diagram 529 [2]

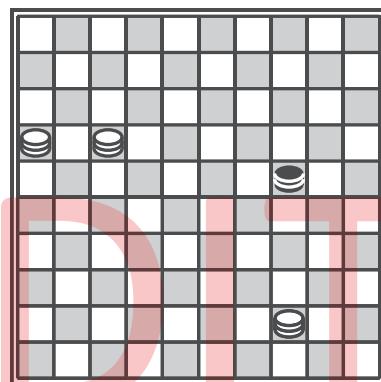


Diagram 530 [2]

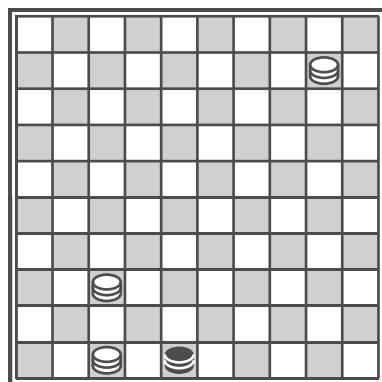


Diagram 531 [3]

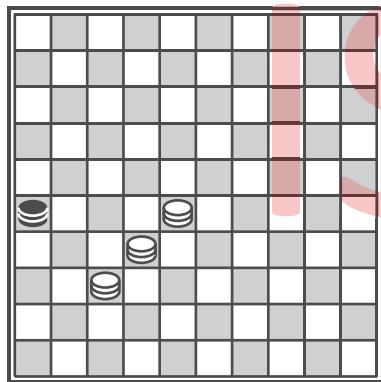


Diagram 532 [3]

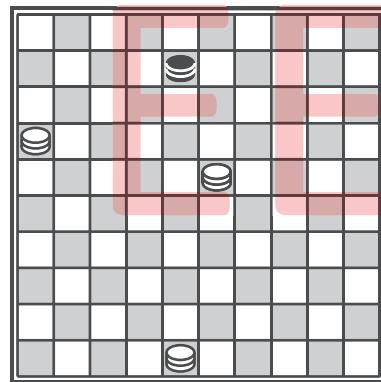


Diagram 533 [3]

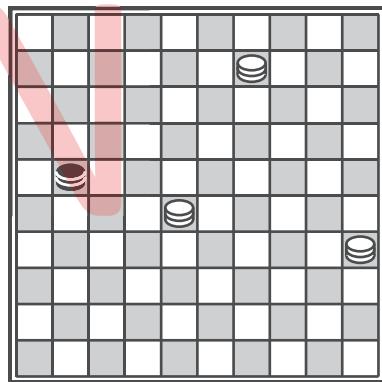


Diagram 534 [3]

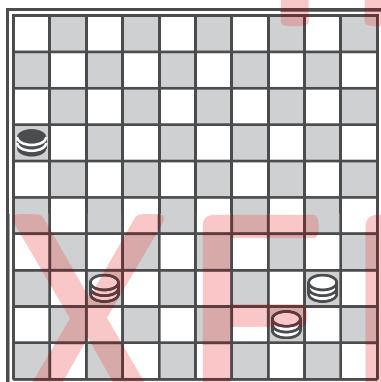


Diagram 535 [3]

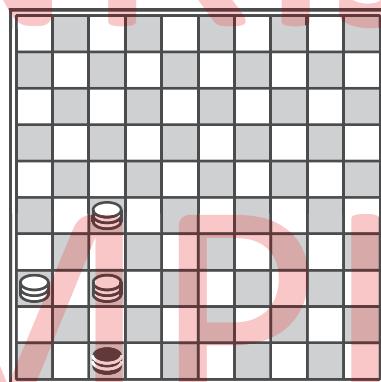


Diagram 536 [3]

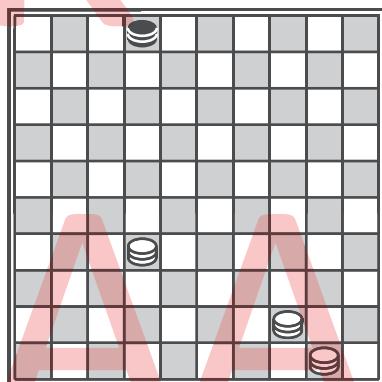


Diagram 537 [4]  
Moeilijk

### 38. Eindspel III: Motieven

Opdracht: Wit wint het eindspel met verschillende soorten leuke eindspeltrucjes.

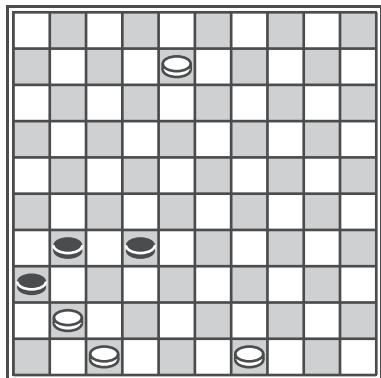


Diagram 538 [4]

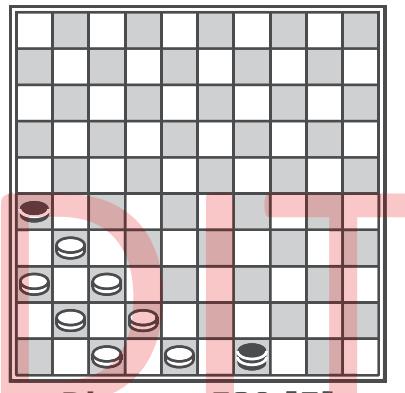


Diagram 539 [5]

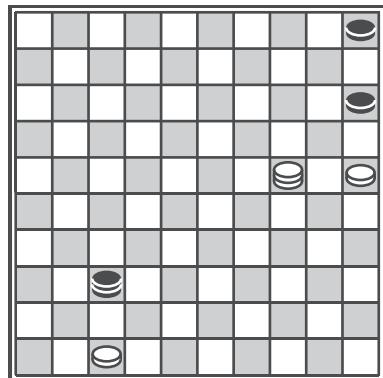


Diagram 540 [3]

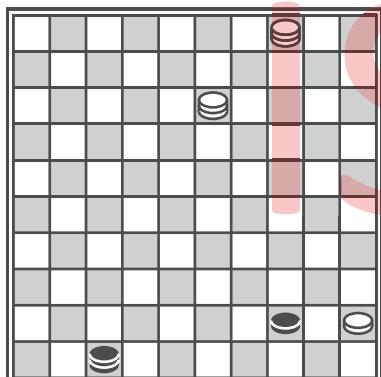


Diagram 540 [3]

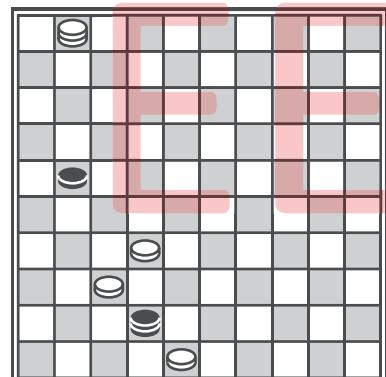


Diagram 542 [2]

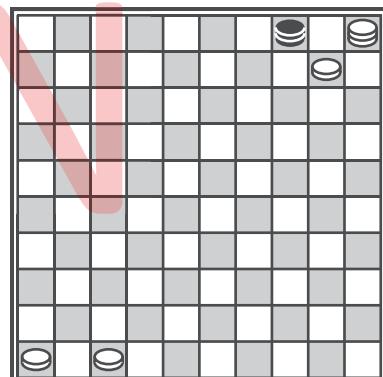


Diagram 543 [4]

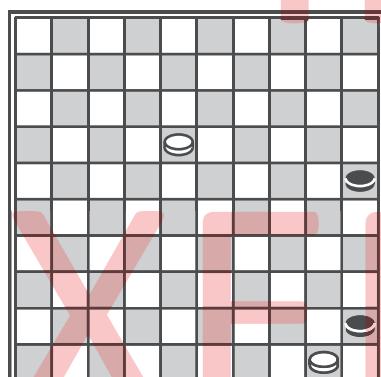


Diagram 544 [5]

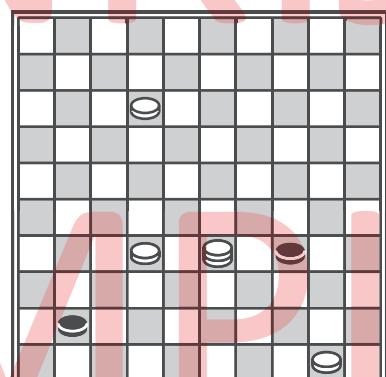


Diagram 545 [4]

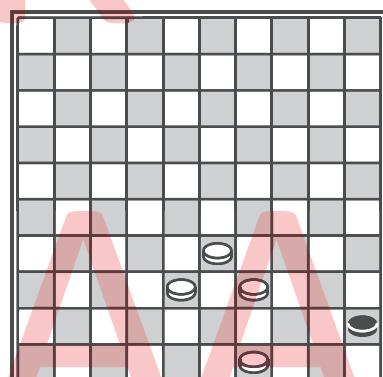


Diagram 546 [3]

Moeilijk

### 39.1 Rekenen

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

#### Opdracht 1

- A. Wit wint op een bekende manier een schijf na 1. ... 10-14? 2. 30-25 04-10 3. 41-37!. Waarom verliest zwart nu een schijf?

DIT

- B. Hoewel zwart positioneel gevaarlijk staat, kan hij in de diagramstand toch schijfwinst forceren. Hoe?

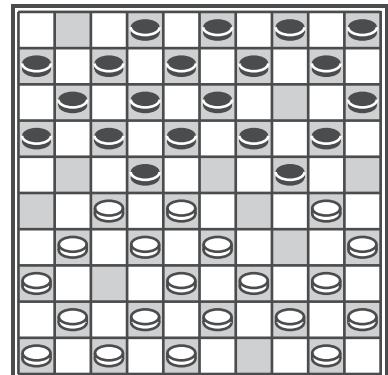


Diagram 547

#### Opdracht 2

Wit heeft groot voordeel. Met zijn hekstelling houdt hij zeven zwarte schijven vast. De witte taak is duidelijk: de zwarte schijven op 13 en 24 moeten alleen nog uitgeschakeld worden.

- A. 1. 38-33? .....

- B. 1. 47-42 13-19 2. 34-29 24x33 3. 38x29 19-23 4. 29-24?

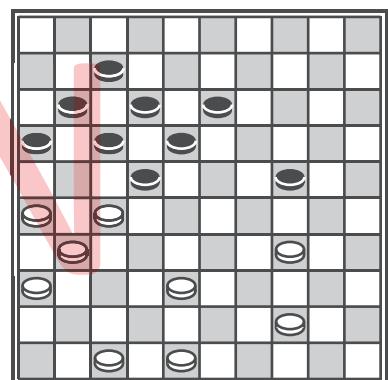


Diagram 548

- C. 1. 44-40 13-19 2. 40-35 19-23 3. 34-30?

Dit zijn combinatieve problemen voor wit.

- D. Een positioneel probleem is de bevrijdingsactie na 1. 48-43 13-19 2. 44-40 19-23 3. 43-39 en wat doet zwart?

Hoe moet het dan wel?

1. 48-43 13-19 2. 38-33 19-23 3. 34-30 24x35 4. 43-39  
23-28 5. 47-42 28-32 6. 27x38 18-23 7. 31-27 22x31 8.  
36x27 12-18 9. 38-32.

- E. Teken deze stand in het lege diagram.

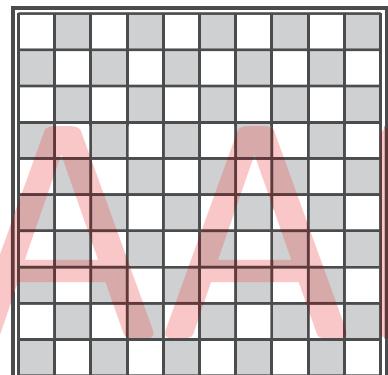


Diagram 549

- F. Wat moet wit spelen na 9. ... 07-12?

## 39.2 Rekenen

Opdracht: De laatste bladzijde van het werkboek. Je kan nu gaan voor Damdiploma Zwart!

### Opdracht 1

In de diagramstand gaat wit geforceerd winnen met de halve hekstelling. Hij combineert namelijk twee plannen

#### 1. 42-38 03-08

- A. Want na 1. ... 13-19 2. 38-32 19-23 wint wit ook. Hoe?
- .....

#### 2. 38-32 08-12 3. 32-28 12-17

Wit heeft nu van de halve hekstelling een kettingstelling gemaakt. Dat is een plan dat past bij de halve hekstelling. Maar wit gaat nu weer overschakelen naar wat anders.

#### 4. 31-26 22x31 5. 36x27

- B. Teken deze stand in het lege diagram.  
C. Waarom staat zwart verloren?
- .....

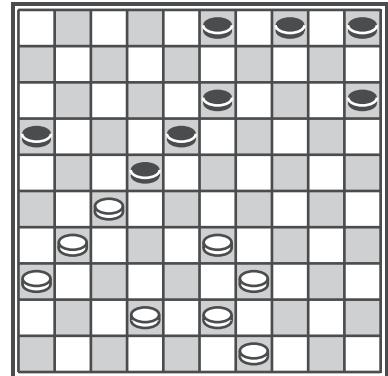


Diagram 550

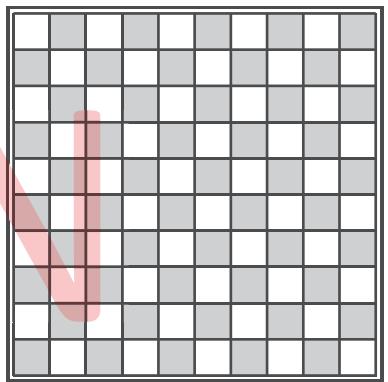


Diagram 551

### Opdracht 2

Zwart heeft een Roozenburg-aanval. Bij een Roozenburg-aanval spelen combinaties een grote rol, ook in de diagramstand.

- A. 1. ... 18-23 2. 34-30? 23x32 3. 33-29 24x33 4. 39x37 en hoe gaat zwart nu combineren?
- .....

- B. 1. ... 18-23 2. 45-40? 23x32 3. 33-29 24x33 4. 39x37 en zwart kan op een heel mooie manier dam halen.
- .....

- C. Na 1. ... 18-23 2. 47-41! 23x32 3. 33-29 24x33 4. 39x37 kan zwart weer op dezelfde manier dam halen, maar dat is nu niet goed. Weet jij waarom dat niet goed is?
- .....

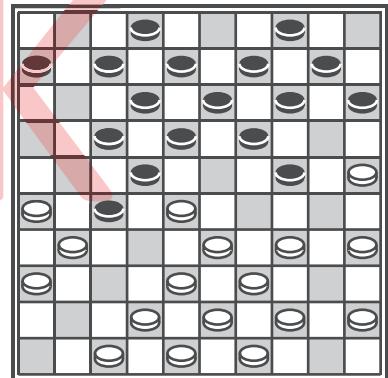


Diagram 552