

NIVEAU 5

# DIT DAMWERKBOEK

Niveau 5 Damdiploma's: WIT & ZWART

## IS EEN

**Naam**

INKIJK

# EXEMPLAAR

**Versie: 2017**

DAMWERKBOEK VOOR DE JEUGDDAMMER

DIT  
IS EEN  
INKIJK  
EXEMPLAAR

## Inleiding

Met dit werkboek verkrijg je de damkennis voor het behalen van je achtste en negende damdiploma Niveau 5: 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 twintig hoofdstukken staan gelijk aan Damdiploma Zwart. Het werkboek telt 517 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?

Wit speelt en wint

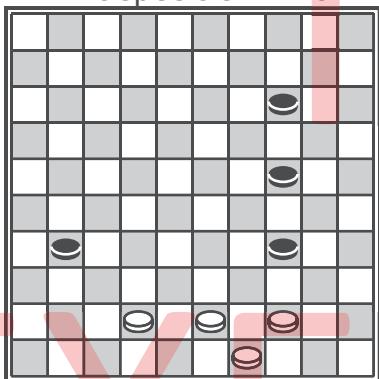


Diagram X  
42-37, 43-38, 44-39

## Gebruikte tekens

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

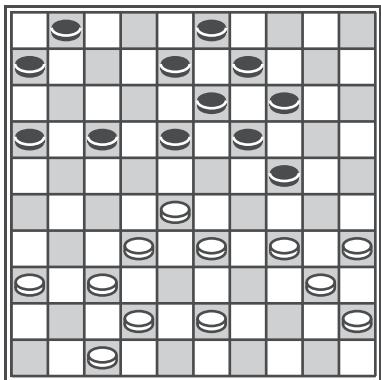
**Voor alle standen geldt: wit speelt en wint, tenzij anders vermeld.**

## Inhoud

| <u>Hoofdstuk</u> | <u>Thema</u>                                  | <u>Paginanummer</u> |
|------------------|---|---------------------|
| 1                | Basiskennis I: Strategieën                    | 5                   |
| 2                | Combineren I: Aanvalsklassiek                 | 7                   |
| 3                | Combineren II: Hooglandaanval                 | 9                   |
| 4                | Voorstellingsvermogen I                       | 11                  |
| 5                | Basiskennis II: Streefstanden                 | 12                  |
| 6                | Coup Ricou                                    | 14                  |
| 7                | Een giftige slagkeus                          | 15                  |
| 8                | Combineren III: Omsingelingen divers          | 16                  |
| 9                | Combineren IV: Kerkhofaanval                  | 20                  |
| 10               | Positiespel I: Beoordelen van posities        | 22                  |
| 11               | Rondslag en eindpunt                          | 23                  |
| 12               | Coup Manoury                                  | 24                  |
| 13               | Van ruilen komt huilen                        | 25                  |
| 14               | Combineren V: Kanon + Oostblok                | 26                  |
| 15               | Positiespel II: Zoek de beste zet             | 28                  |
| 16               | Rekenen I                                     | 29                  |
| 17               | Positionele tactieken I                       | 30                  |
| 18               | Combineren VI: Opening                        | 31                  |
| 19               | Zwart combineert                              | 33                  |
| 20               | Rekenen II                                    | 35                  |
| 21               | Combineren met randschijf                     | 36                  |
| 22               | Verwijder de voorstoppers                     | 38                  |
| 23               | Coup Deslauriers                              | 39                  |
| 24               | Achterlopen is gevaarlijk                     | 40                  |
| 25               | Positiespel III: Goed of fout?                | 42                  |
| 26               | Kameleonslag                                  | 43                  |
| 27               | Positionele tactieken II                      | 44                  |
| 28               | Rekenen III                                   | 45                  |
| 29               | Houdini-ontsnapping                           | 46                  |
| 30               | Coup Raphaël                                  | 47                  |
| 31               | Forcing                                       | 48                  |
| 32               | Een addertje onder het gras                   | 50                  |
| 33               | Rekenen IV                                    | 51                  |
| 34               | Voorstellingsvermogen II                      | 54                  |
| 35               | Basiskennis III: Terminologie in het eindspel | 55                  |
| 36               | Eindspel I: Opsluiten van de vijandelijke dam | 57                  |
| 37               | Eindspel II: Overmacht                        | 58                  |
| 38               | Eindspel III: Tactiek                         | 61                  |
| 39               | Eindspel IV: Damoffer                         | 62                  |
| 40               | Filmen van Modelpartijen                      | 63                  |

## 1.1 Basiskennis I: Strategieën

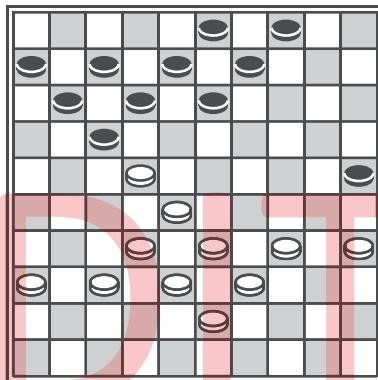
Leren: Onderstaand negen verschillende strategieën. Probeer ze te onthouden.



**Diagram 1**

Aanvalsklassiek

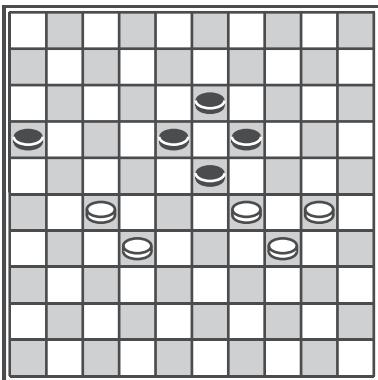
Wit wil de klassiek structuur doorbreken. Wit voert aanvalsklassiek uit met 34-29!



**Diagram 2**

Hooglandaanval

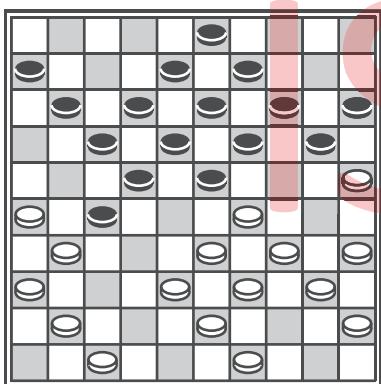
Wit heeft een aanvalsschijf op 22: een Hooglandaanval. Wit speelt tegen de zwarte schijven op de korte vleugel.



**Diagram 3**

Centrumomsingeling

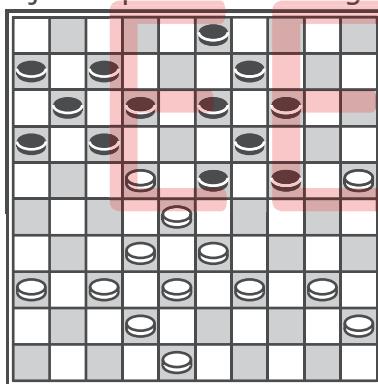
Het centrum van zwart wordt omringd door de witte schijven: centrumomsingeling of Podkova (hoefijzer).



**Diagram 4**

Flankomsingeling

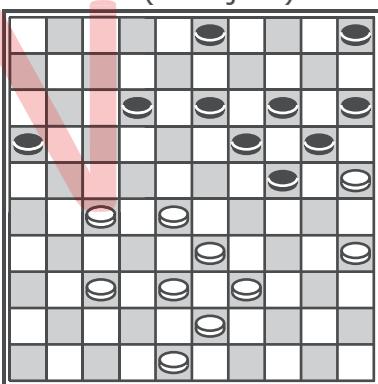
Zwart heeft een flankaanval: schijf 27. Maar de aanval heeft geen kracht, want wit speelt over rechts.



**Diagram 5**

Kerkhovaanval

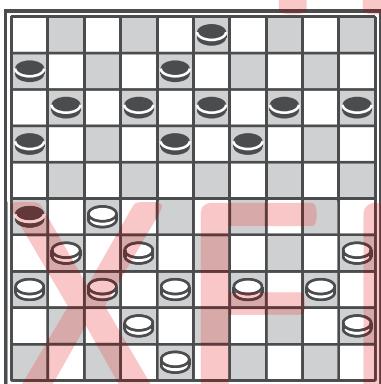
Wit heeft vanuit klassiek de aanval ingezet op 22 en zwart bezet 23. Dit noemen we een kerkhovaanval.



**Diagram 6**

Onvoltooide LVO

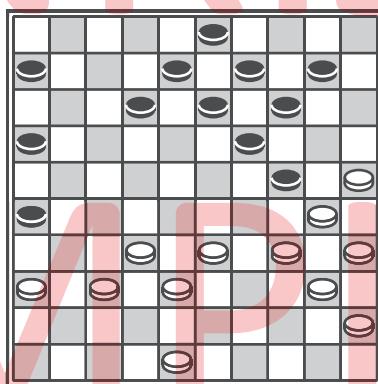
De lange vleugel van zwart is door schijf 25 gedeeltelijk opgesloten. De opsplitsing is pas voltooid met schijf 29/30.



**Diagram 7**

Kanon

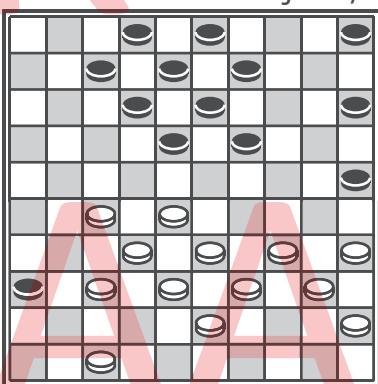
De witte formatie 27/31/32/36/37/38/42 noemen we een (Chizhov-) kanon.



**Diagram 8**

Oostblok

De witte formatie 25/30/34/35/40/45 vormen een Oostblok. De aanval wordt ingezet op 24.



**Diagram 9**

Zwakke randschijven

Zwart heeft zwakke randschijven: 25/36. Dit kan gevaarlijk zijn. Wit heeft een sterke formaties.

## 1.2 Basiskennis I: Strategieën

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

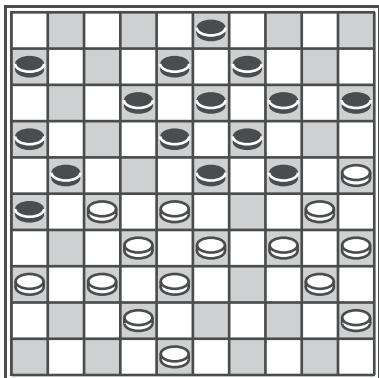


Diagram 10

- A. Kanon
- B. Onvoltooide LVO
- C. Oostblok

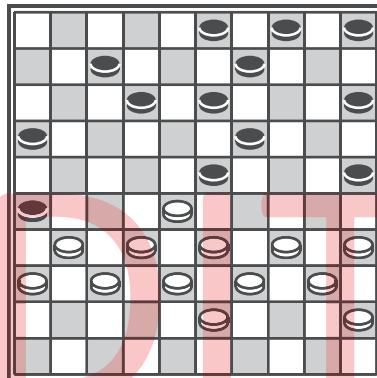


Diagram 11

- A. Zwakke randschijven
- B. Aanvalsklassiek
- C. Oostblok

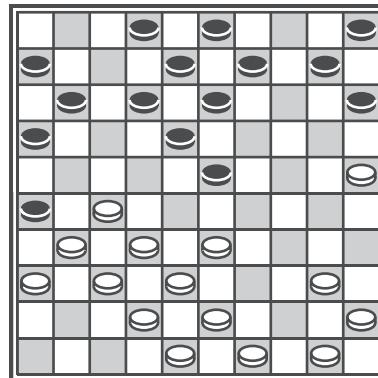


Diagram 12

- A. Zwakke randschijven
- B. Kanon
- C. Centrumomsingeling

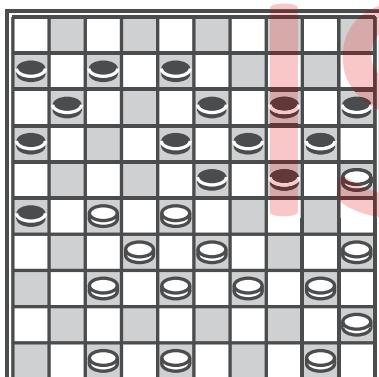


Diagram 13

- A. Kanon
- B. Onvoltooide LVO
- C. Aanvalsklassiek

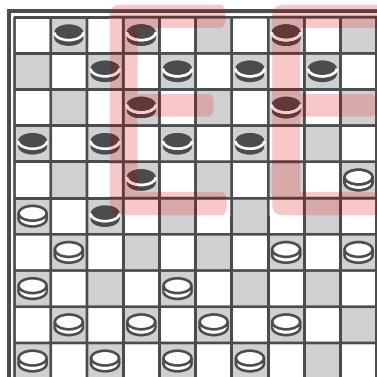


Diagram 14

- A. Centrumomsingeling
- B. Zwakke randschijven
- C. Flankomsingeling

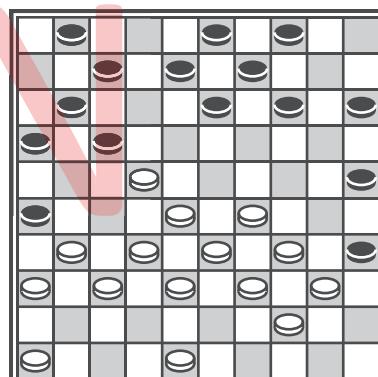


Diagram 15

- A. Kerkhofaanval
- B. Hooglandaanval
- C. Kanon

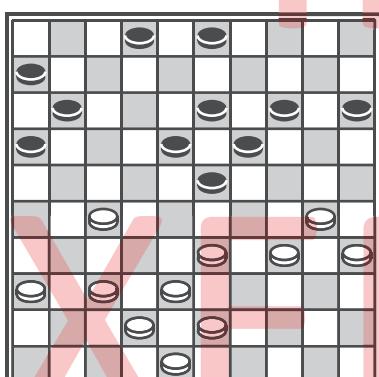


Diagram 16

- A. Centrumomsingeling
- B. Aanvalsklassiek
- C. Onvoltooide LVO

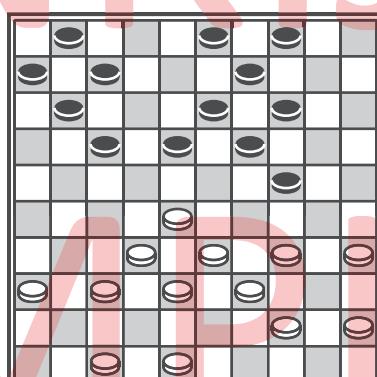


Diagram 17

- A. Kanon
- B. Aanvalsklassiek
- C. Kerkhofaanval

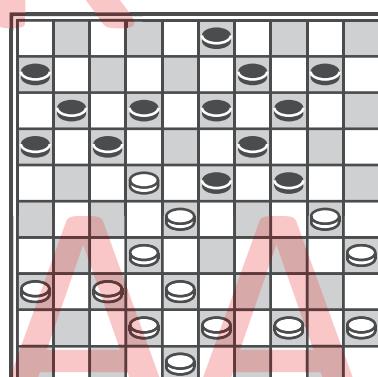


Diagram 18

- A. Hooglandaanval
- B. Centrumomsingeling
- C. Kerkhofaanval

## 2.1 Combineren I: Aanvalsklassiek

Opdracht: In de volgende diagrammen wint wit in de aanvalsklassiek strategie.

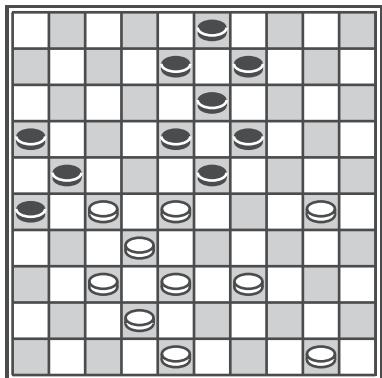


Diagram 19 [3]

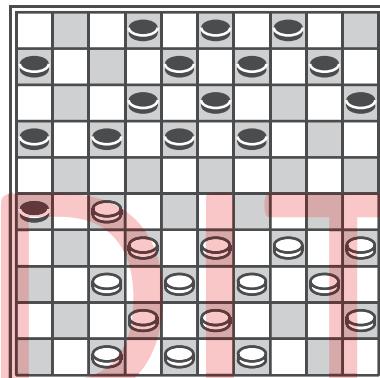


Diagram 20 [2]

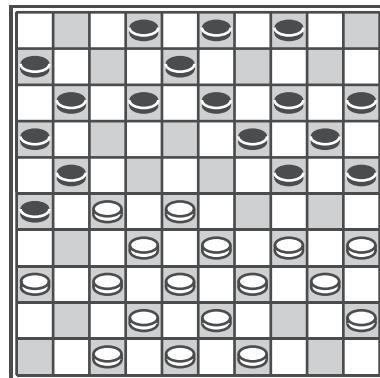


Diagram 21 [2]

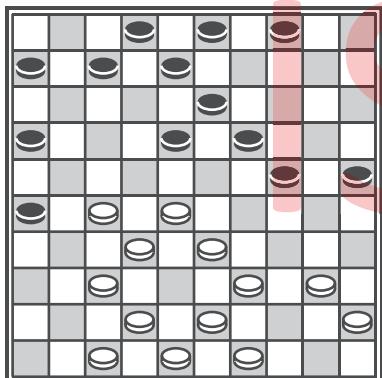


Diagram 22 [3]

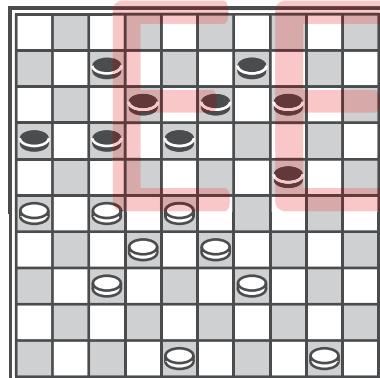


Diagram 23 [3]

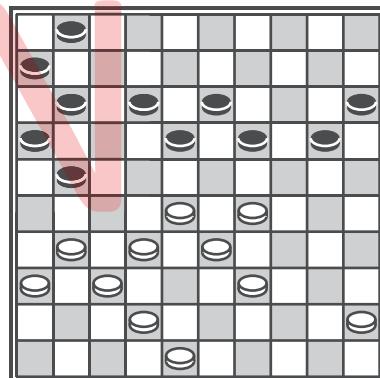


Diagram 24 [2]

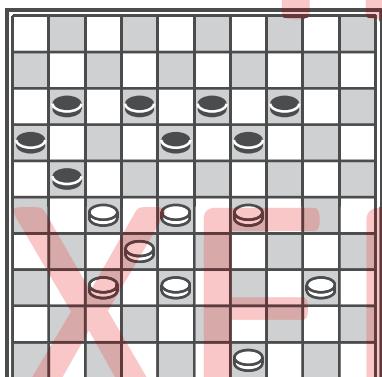


Diagram 25 [4]

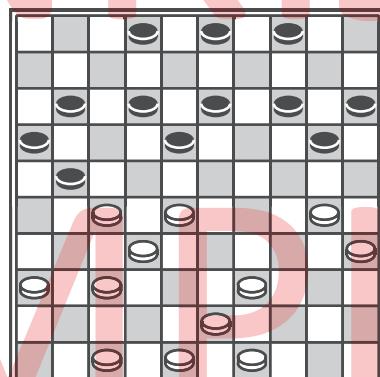


Diagram 26 [4]

Halve Coup Turc

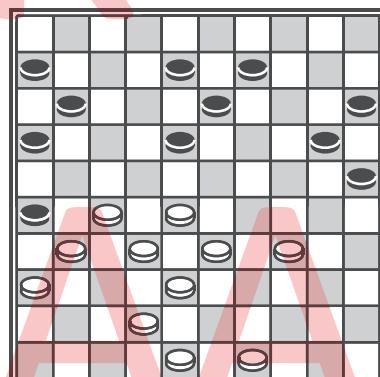


Diagram 27 [4]

## 2.2 Combineren I: Aanvalsklassiek

Opdracht: Nog een reeks met combinaties vanuit typerende aanvalsklassieke standen.

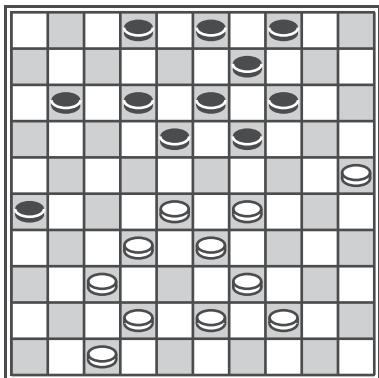


Diagram 28 [5]

Tip: Damgeven

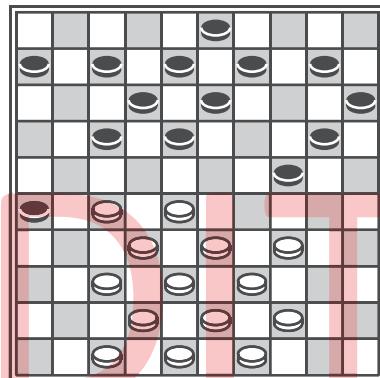


Diagram 29 [4]

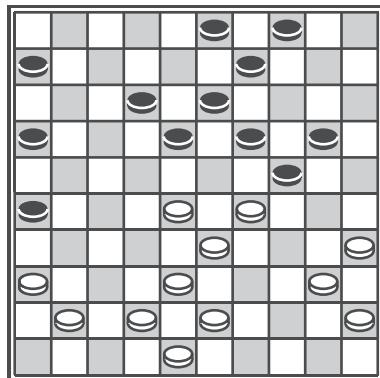


Diagram 30 [4]

Coup Philippe

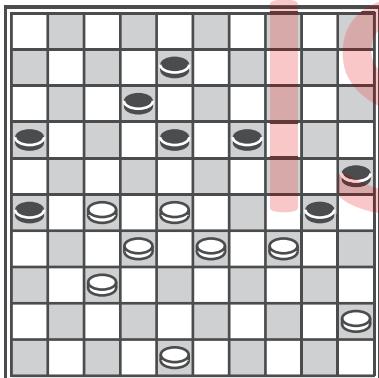


Diagram 31 [3]

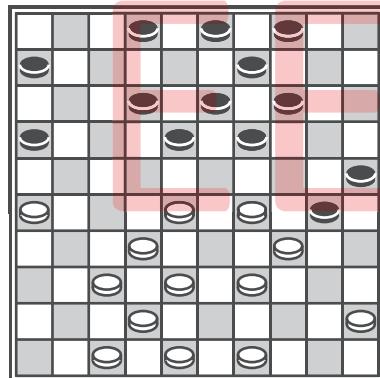


Diagram 32 [6]  
Forcing + dam op veld 4

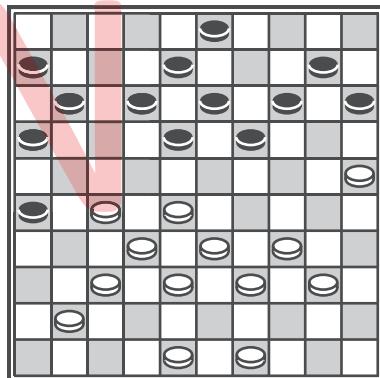


Diagram 33 [5]

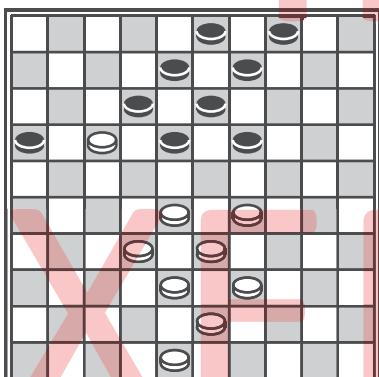


Diagram 34 [4]

Zetje van Weiss

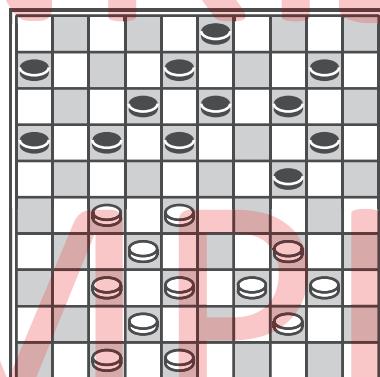


Diagram 35 [4]

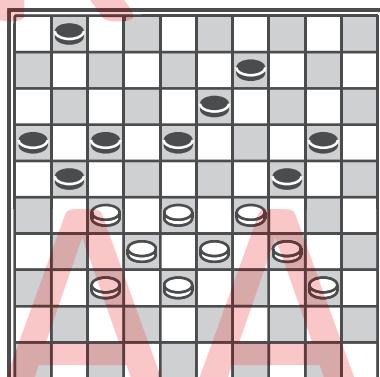


Diagram 36 [3]

### 3.1 Combineren II: Hoogland-aanval

Opdracht: In de volgende diagrammen wint wit in de Hoogland-aanval strategie.

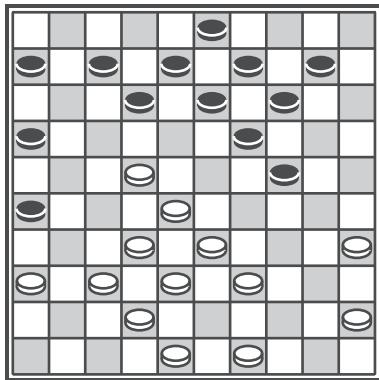


Diagram 37 [2]  
12-18?

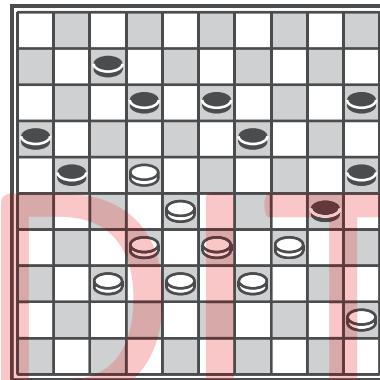


Diagram 38 [3]  
12-18?

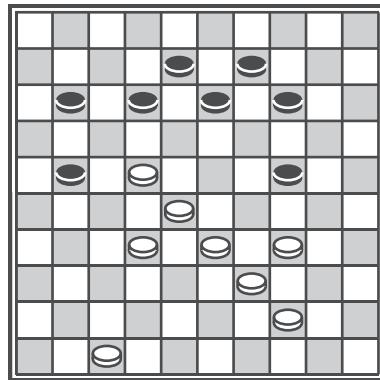


Diagram 39 [3]  
12-18?  
Slagkeusfinesse

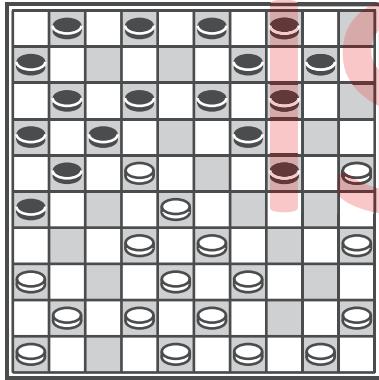


Diagram 40 [5]

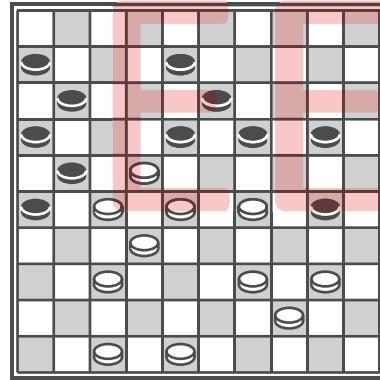


Diagram 41 [3]  
Coup Napoleon

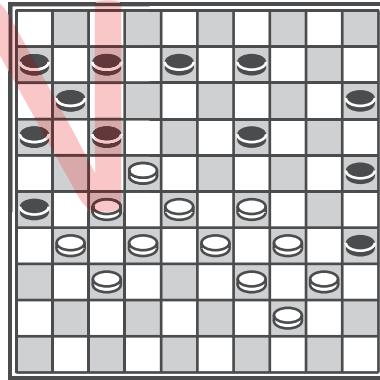


Diagram 42 [3]

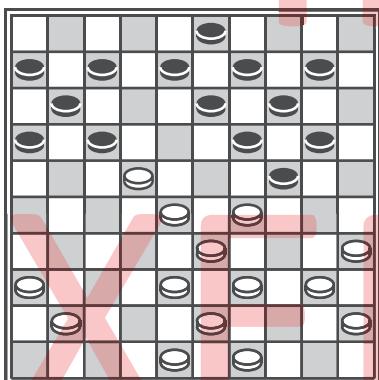


Diagram 43 [4]

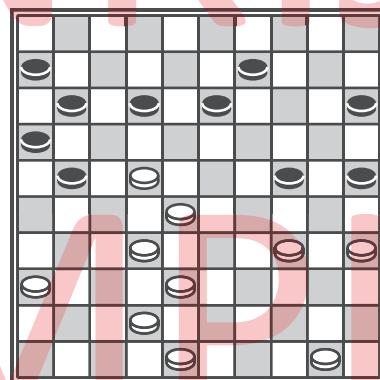


Diagram 44 [4]

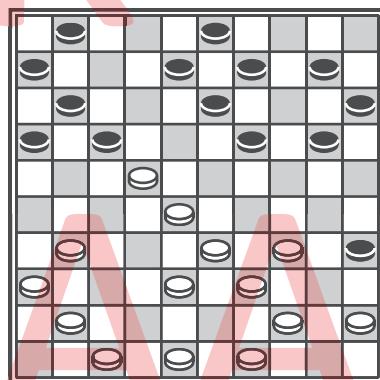


Diagram 45 [4]

### 3.2 Combineren II: Hoogland-aanval

Opdracht: Zie jij ook deze combinaties in de Hooglandaanval? Ze kunnen best lastig zijn!

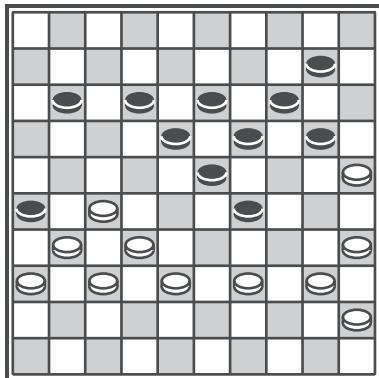


Diagram 46 [5]

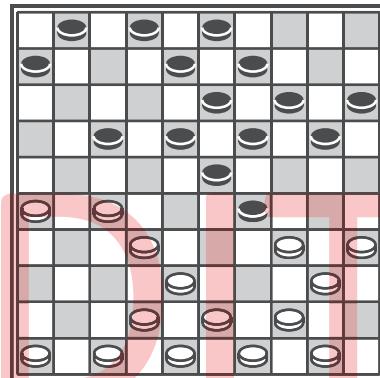


Diagram 47 [3]

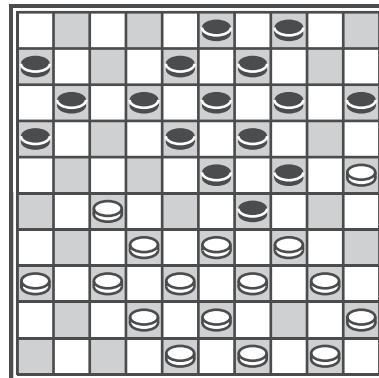


Diagram 48 [2]  
Coup Philippe

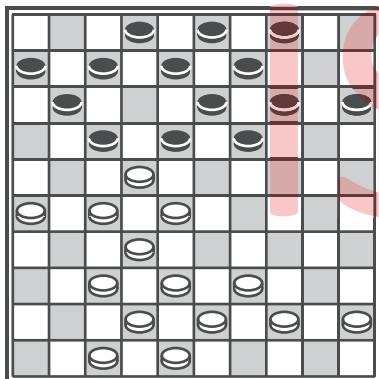


Diagram 49 [3]

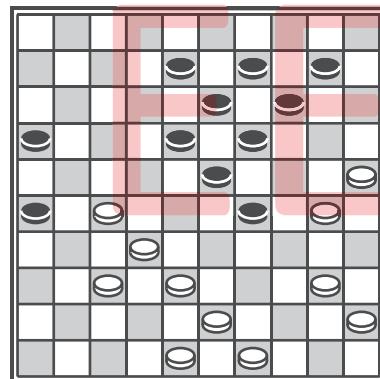


Diagram 50 [3]

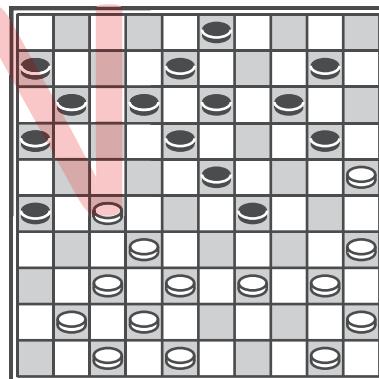


Diagram 51 [3]

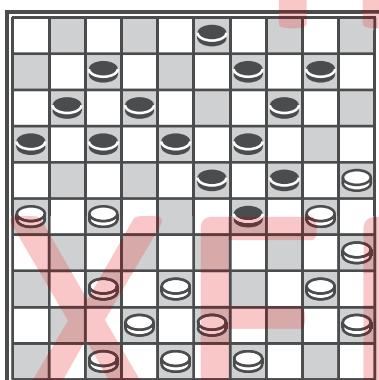


Diagram 52 [3]

Slagkeus

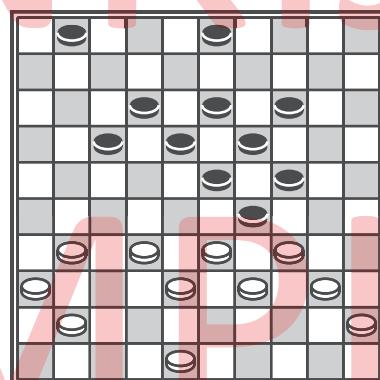


Diagram 53 [3]

Coup Royal

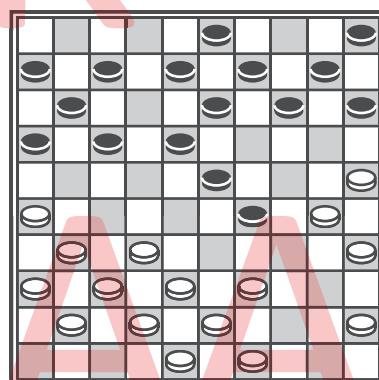
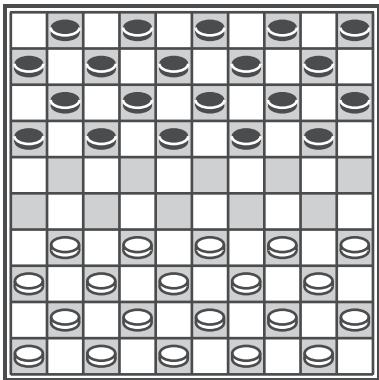


Diagram 54 [3]

Noteer beide combinaties!

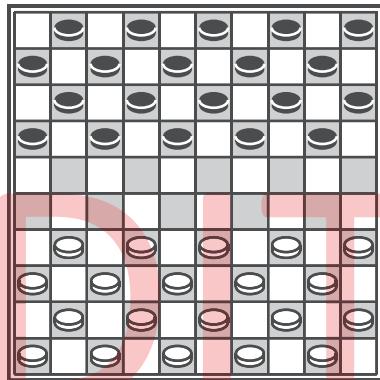
#### 4. Voorstellingsvermogen I

Opdracht: Zie jij de openingszetjes blind? Noteer hoe wit of zwart materiaalwinst creëert.



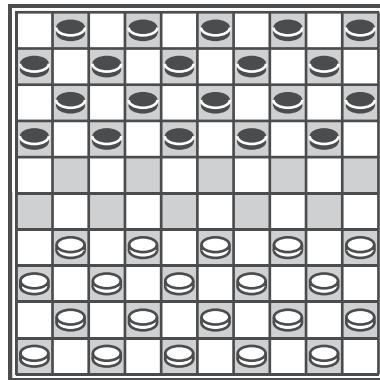
**Diagram 55 [1]**

1. 3530 1721 2. 31-26?



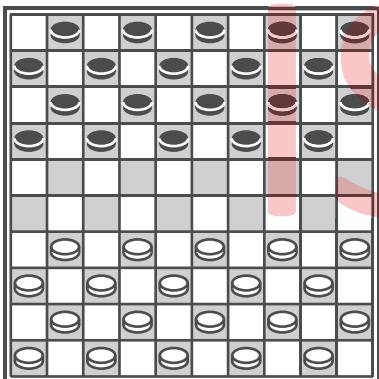
**Diagram 56 [3]**

1. 3227 1924 2. 3328 1319?



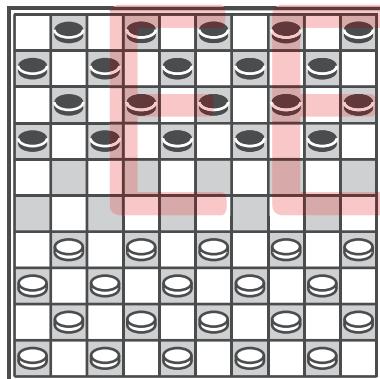
**Diagram 57 [1]**

1. 3228 1721 2. 3732 1924
3. 3430?



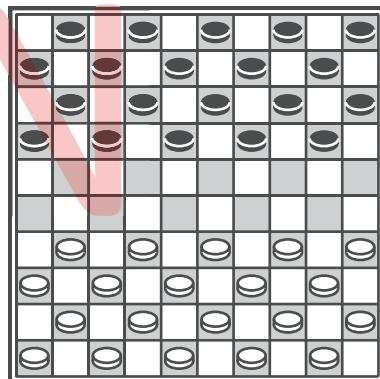
**Diagram 58 [2]**

1. 3228 1823 2. 3329 2332
3. 3728 1218?



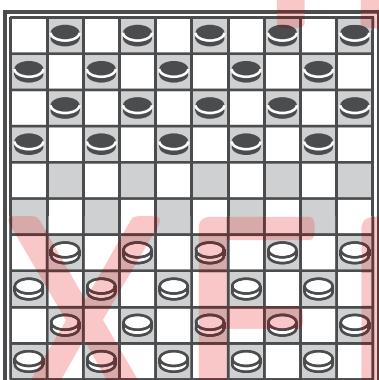
**Diagram 59 [3]**

1. 3127 2024 2. 3429 1420
3. 3731 1721 4. 3126?



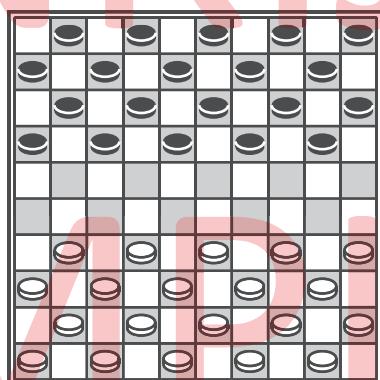
**Diagram 60 [2]**

1. 3126 2025 2. 3228 1823
3. 3832 1218 4. 4238 0712?



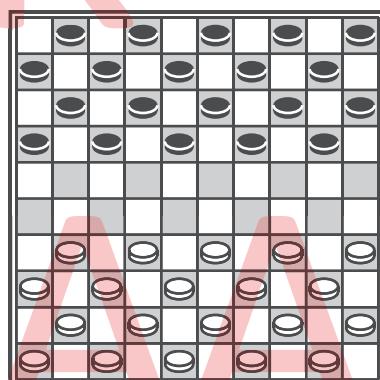
**Diagram 61 [2]**

1. 3328 1823 2. 3127 1721
3. 3933 2126 4. 4439 1117
5. 37-31?



**Diagram 62 [3]**

1. 3228 1823 2. 3832 1318
3. 3127 0813 4. 4238 1721
5. 3430 2024?

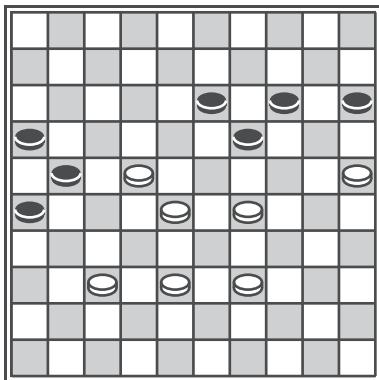


**Diagram 63 [2]**

1. 3228 1621 2. 3329 2025
3. 3933 2126 4. 4439 1722
5. 2817 1122 6. 3530?

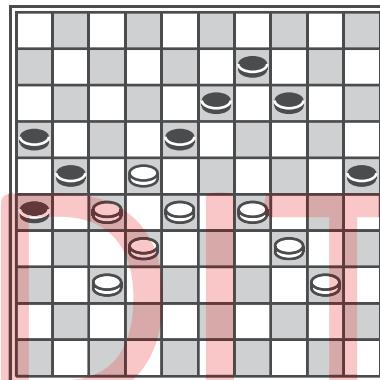
## 5.1 Basiskennis II: Streefstanden

Leren: Onderhoud de onderstaande streefstanden.



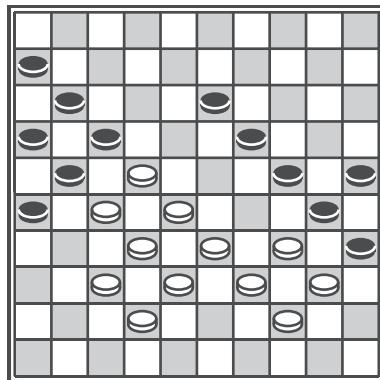
**Diagram 64**

Wit heeft de belangrijke sleutelvelden Hoogland-aanval + 25 in handen. Zwart staat vast.



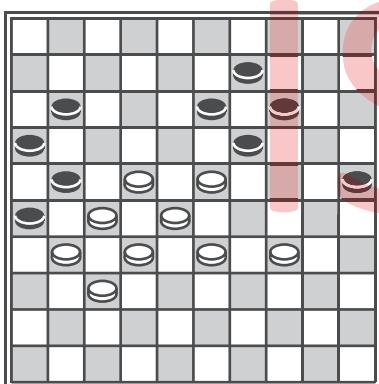
**Diagram 65**

Zwart probeert het witte centrum te omsingelen, maar wit heeft een sterke formatie (29/34/40) met winst.



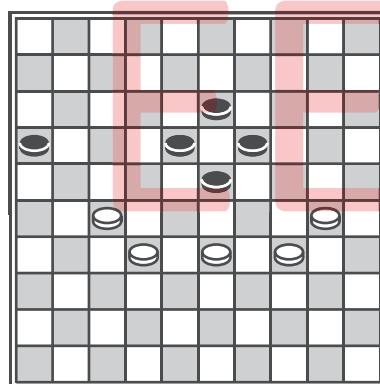
**Diagram 66**

Het Oostblok van zwart is uitgeschakeld. De krachtige centrumformaties geven zwart geen kans.



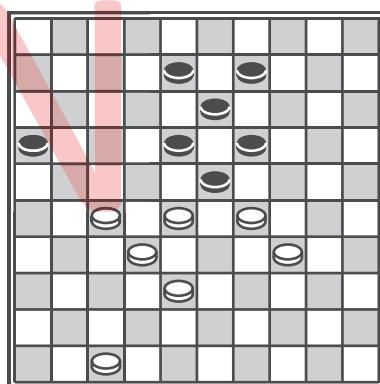
**Diagram 67**

Wit heeft een dubbele aanval: 22 en 23. De aanval wordt ondersteund door formaties. Zwart moet heeft geen bewegingsvrijheid meer.



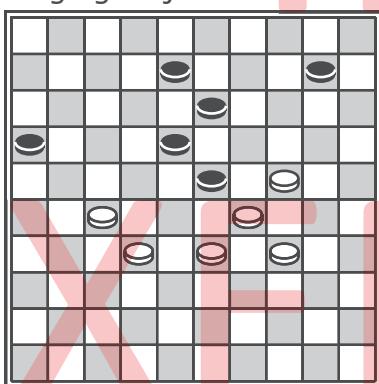
**Diagram 68**

Het zwarte blokje 13/18/19/23 wordt omsingelt door de witte schijven. Zwart heeft geen zet meer.



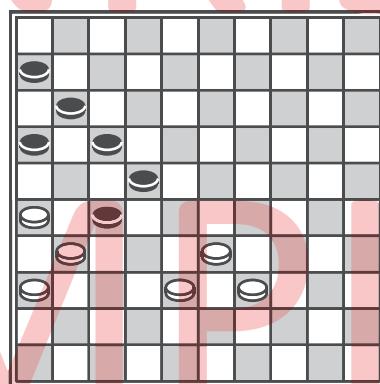
**Diagram 69**

De zwarte formatie is geketend door wit. Zwart heeft geen zet meer door zetjes.



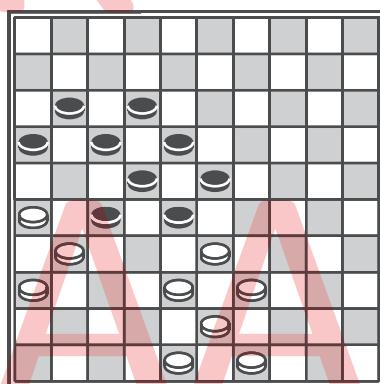
**Diagram 70**

Het zwarte centrum wordt onder vuur genomen door de aanval op 24 en de controle in het centrum van wit.



**Diagram 71**

De aanval van zwart heeft geen kracht: veel schijven doen niet mee. De schijvenverdeling speelt parten.



**Diagram 72**

De flank-centrumaanval van zwart loopt stuk op de witte structuur die in balans is. Ook hier doen veel schijven van zwart niet mee.

## 5.2 Basiskennis III: Streefstanden

Opdracht: Wit heeft bijna een streefstand. Omcirkel de positioneel winnende zet(ten).

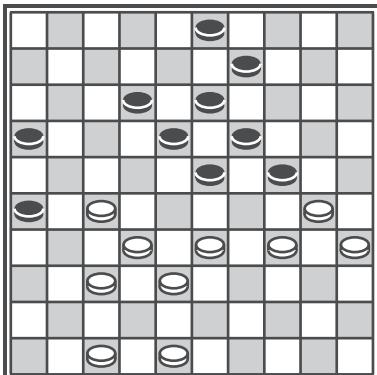


Diagram 73

- A. 33-28
- B. 47-42
- C. 48-42

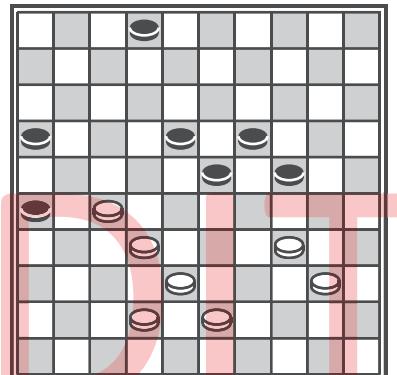


Diagram 74

- A. 38-33 en 43-38
- B. 38-33 en 43-39
- C. 38-33 en 42-37

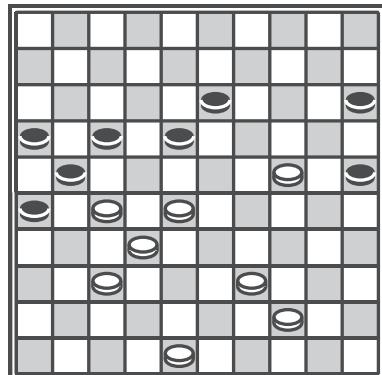


Diagram 75

- A. 39-33
- B. 39-34
- C. 44-40

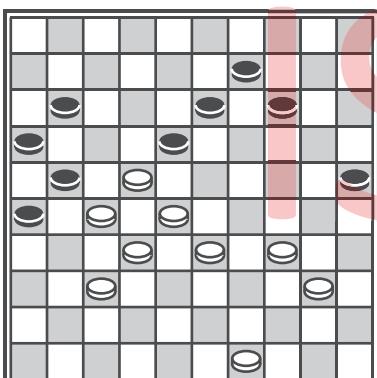


Diagram 76

- A. 33-29
- B. 34-29
- C. 40-35

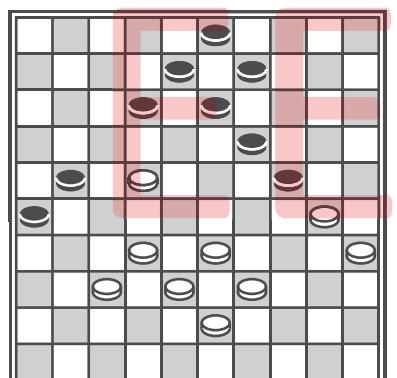


Diagram 77

- A. 22-17
- B. 32-28
- C. 39-34

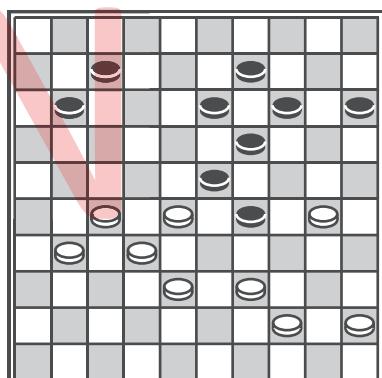


Diagram 78

- A. 27-22
- B. 28-22
- C. 39-33

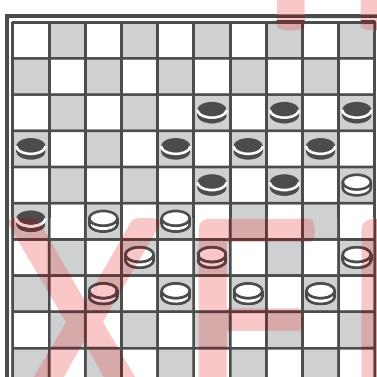


Diagram 79

- A. 28-22
- B. 39-34
- C. 40-34

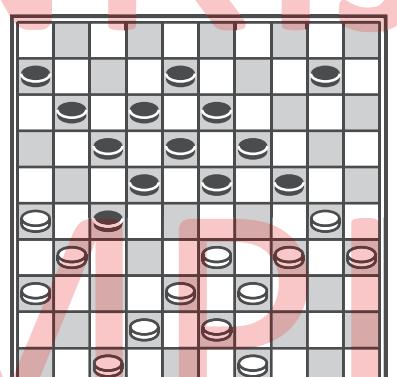


Diagram 80

- A. 30-25
- B. 42-37
- C. 49-44

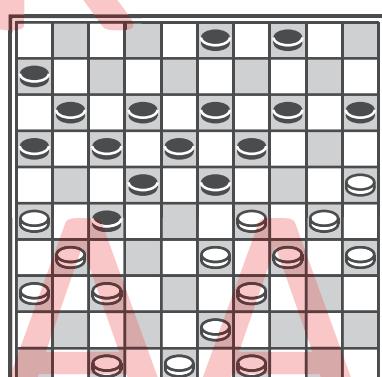


Diagram 81

- A. 30-24
- B. 47-41
- C. 49-44

## 6. Coup Ricou

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

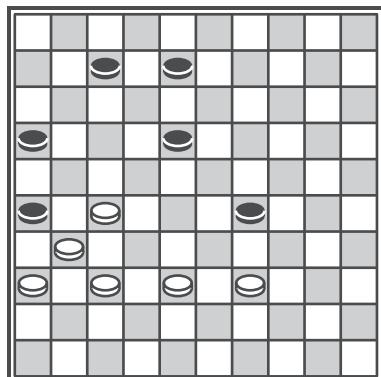


Diagram 82 [3]

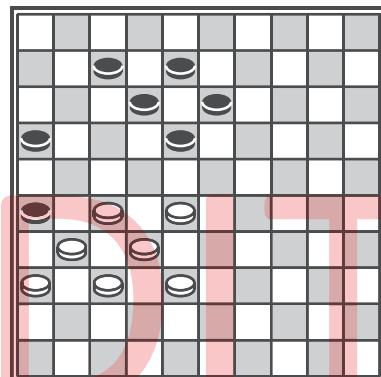


Diagram 83 [4]

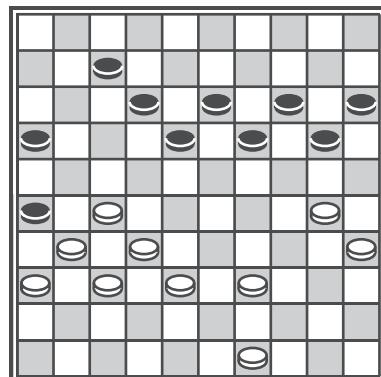


Diagram 84 [4]

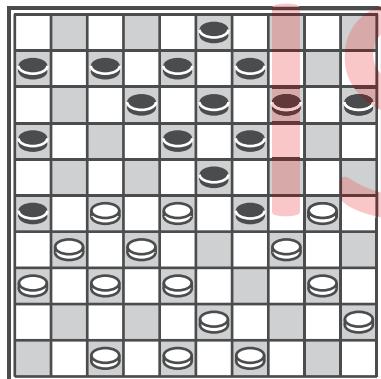


Diagram 85 [4]

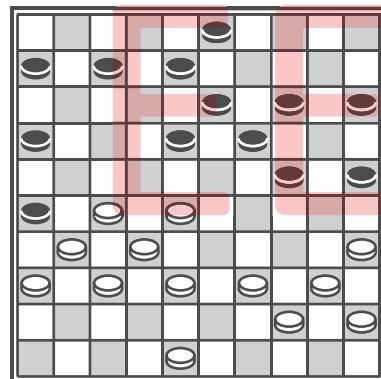


Diagram 86 [4]

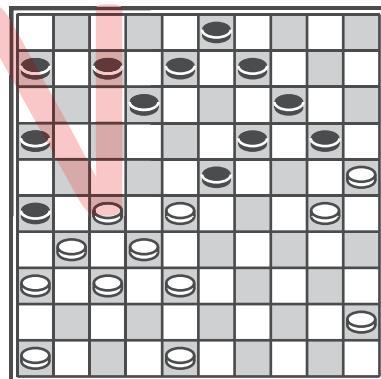


Diagram 87 [4]

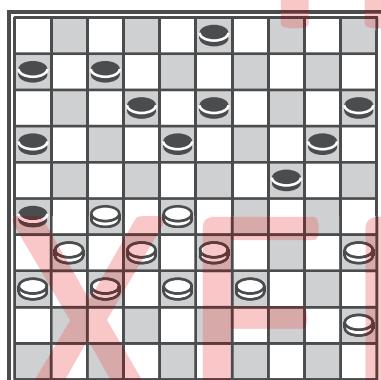


Diagram 88 [5]

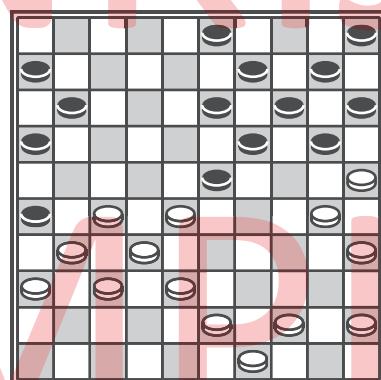


Diagram 89 [4]  
Forcing

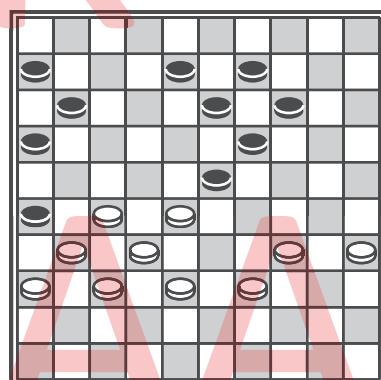


Diagram 90 [5]  
Forcing

## 7. Een giftige slagkeus

Opdracht: Wit doet een zet en zwart heeft slagkeuze. Wit heeft op beide slagkeuzes een truc!

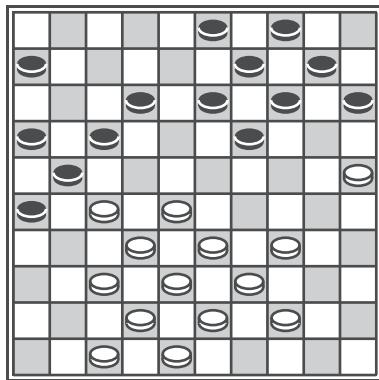


Diagram 91 [3]

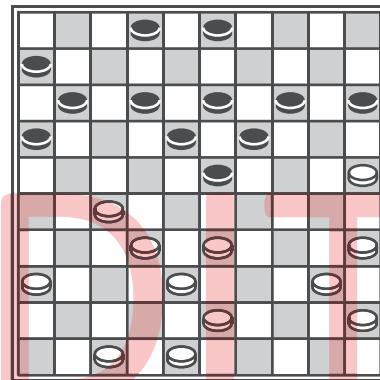


Diagram 92 [4]

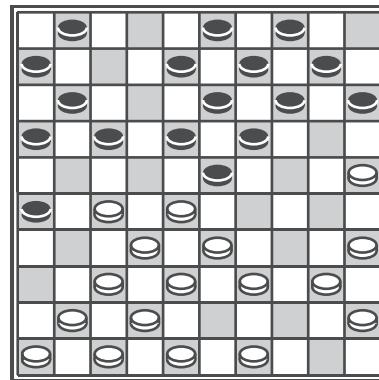


Diagram 93 [5]

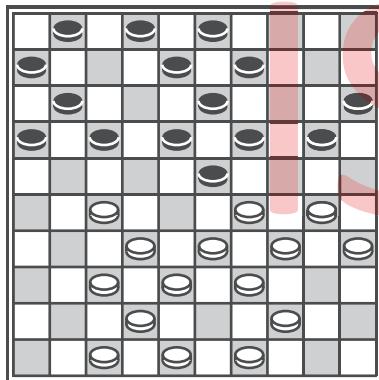


Diagram 94 [4]

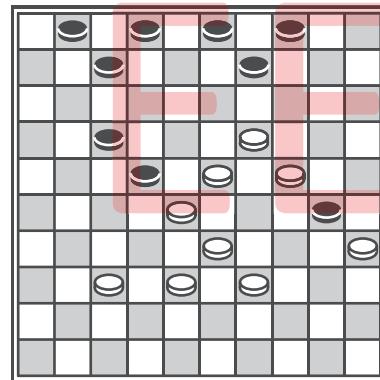


Diagram 95 [3]

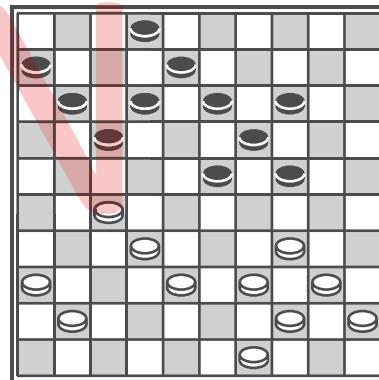


Diagram 96 [3]

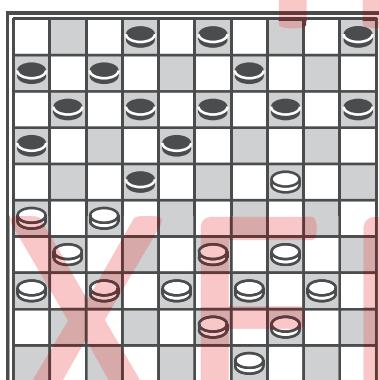


Diagram 97 [5]

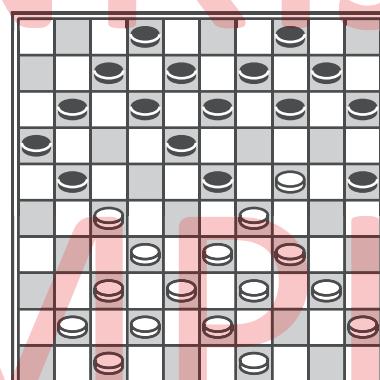


Diagram 98 [4]

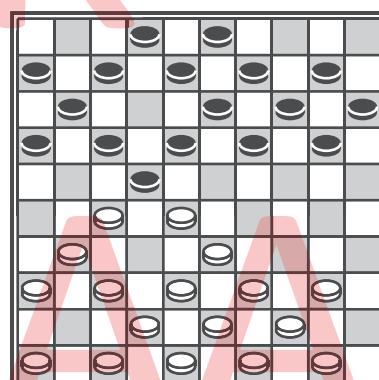
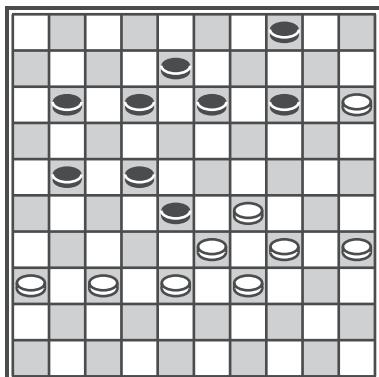


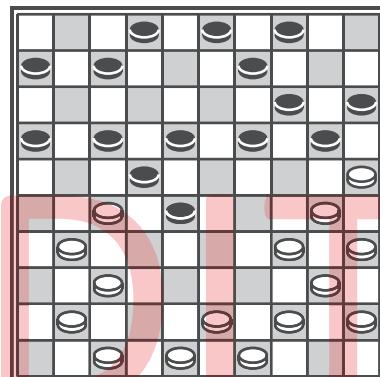
Diagram 99 [5]

## **8.1 Combineren III: Omsingelingen divers**

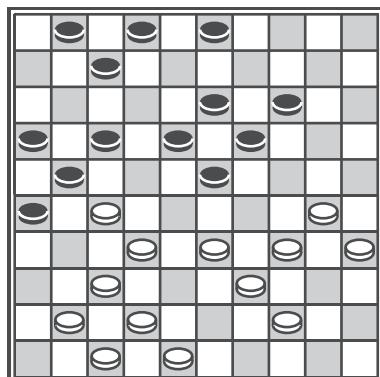
Opdracht: In de volgende diagrammen wint wit in diverse omsingelingsstrategieën.



## Diagram 100 [2]

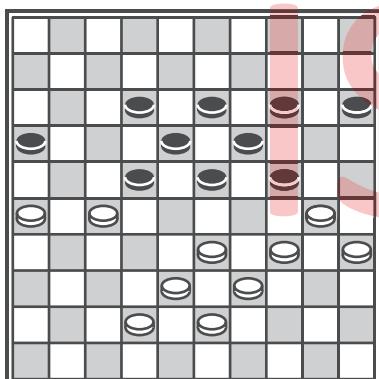


## Diagram 101 [2]

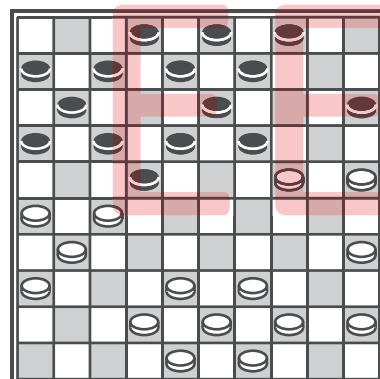


## Diagram 102 [2]

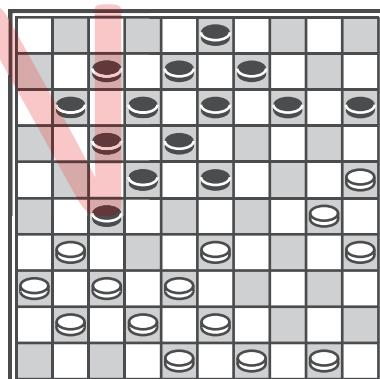
17-22?



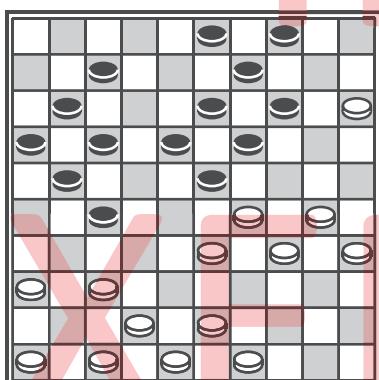
## Diagram 103 [4]



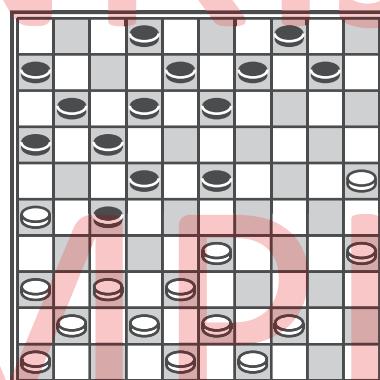
## Diagram 104 [3]



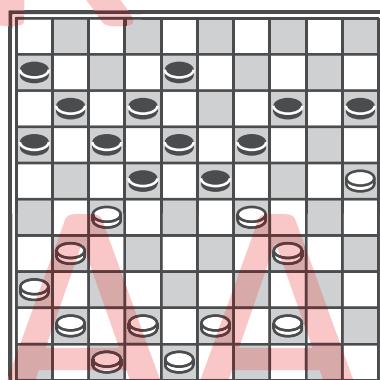
## Diagram 105 [3]



## Diagram 106 [3]



## Diagram 107 [4]

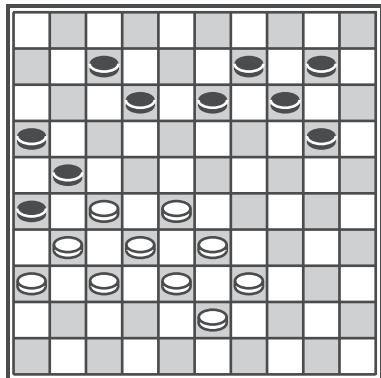


## Diagram 108 [4]

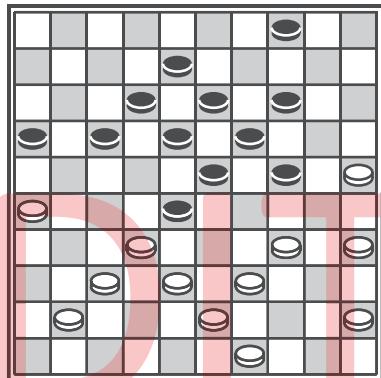
17-21?

## 8.2 Combineren III: Omsingelingen divers

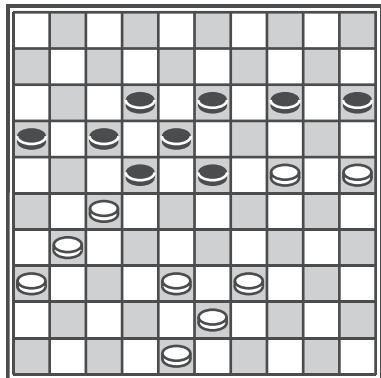
Opdracht: Ook nu staan er weer verrassende wendingen te wachten met de omsingeling.



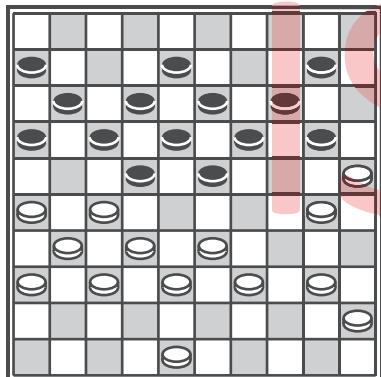
**Diagram 109 [2]**  
Forcing



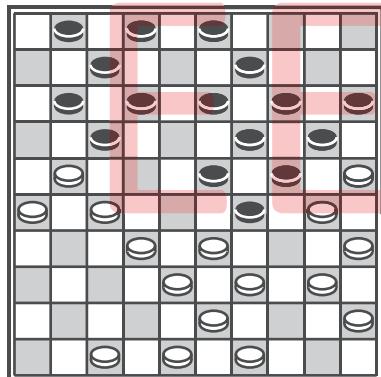
**Diagram 110 [4]**  
18-22?



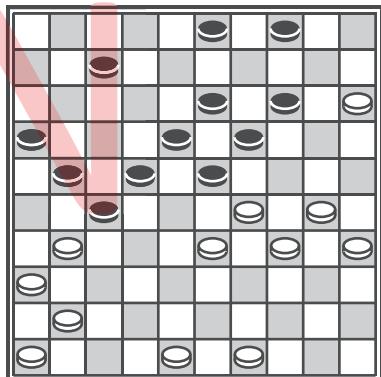
**Diagram 111 [5]**  
17-21?



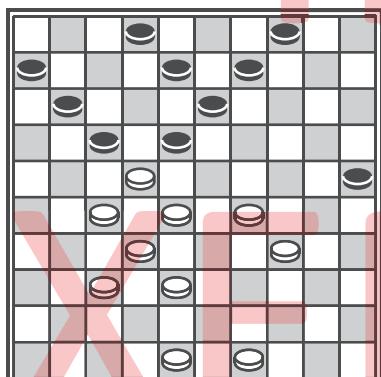
**Diagram 112 [3]**  
20-24?



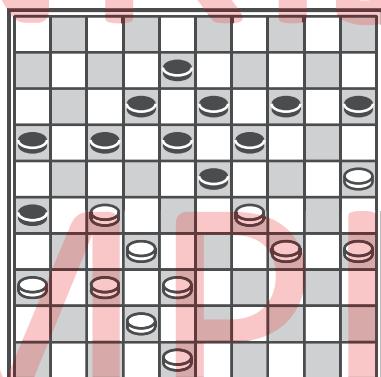
**Diagram 113 [2]**  
21-26?



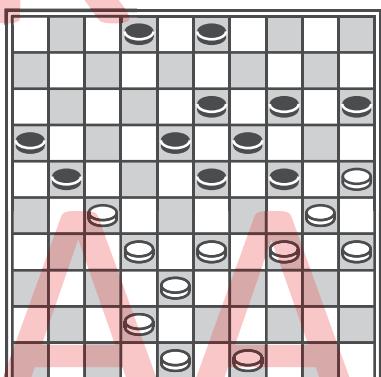
**Diagram 114 [3]**  
21-26?



**Diagram 115 [2]**  
21-26?



**Diagram 116 [3]**  
21-26?



**Diagram 117 [4]**  
21-26?

### 8.3 Combineren III: Omsingelingen divers

Opdracht: Het wordt nu al een stuk moeilijker. Zie jij de volgende leerzame opgaves?

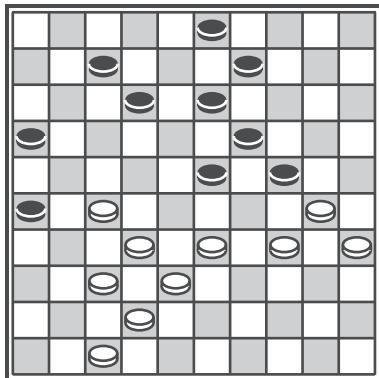


Diagram 118 [4]

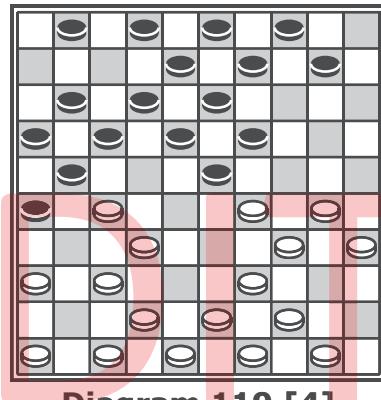


Diagram 119 [4]

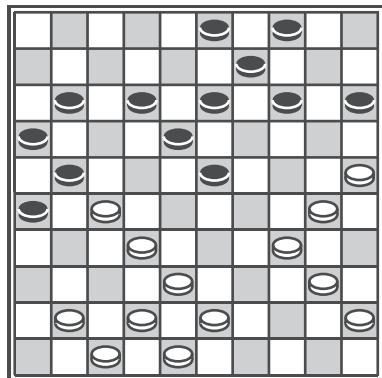


Diagram 120 [4]

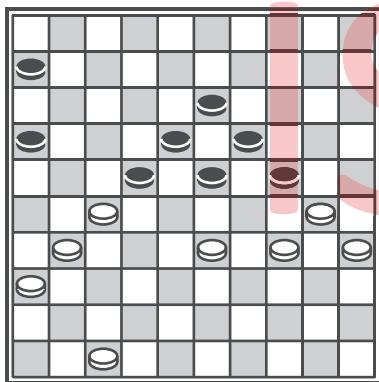


Diagram 121 [2]  
Forcing

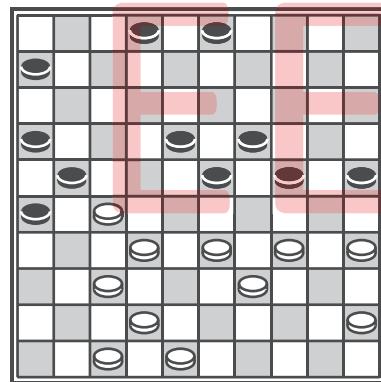


Diagram 122 [3]

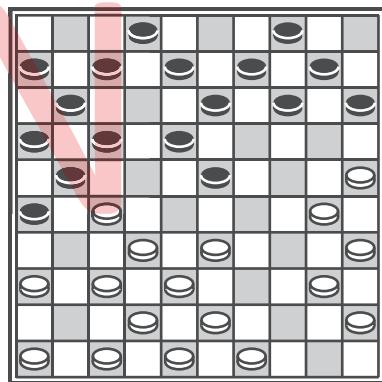


Diagram 123 [3]

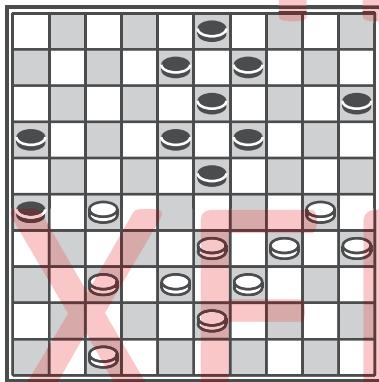


Diagram 124 [4]  
Stille zet

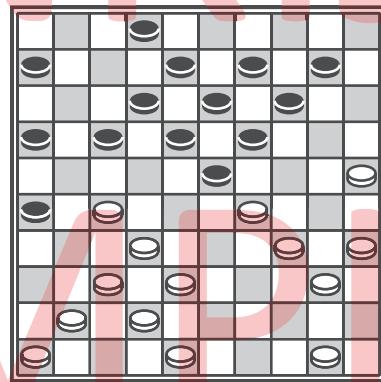


Diagram 125 [4]

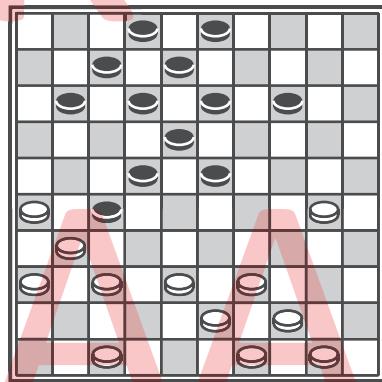


Diagram 126 [2]

## 8.4 Combineren III: Omsingelingen divers

Opdracht: De laatste negen diagrammen met omsingelingscombinaties. Zie jij ze allemaal?

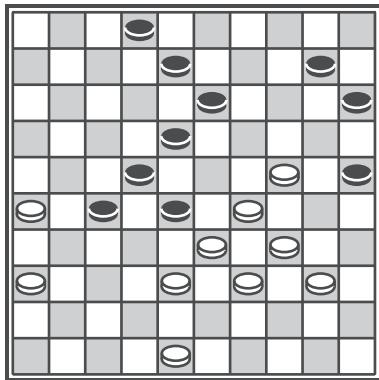


Diagram 127 [2]

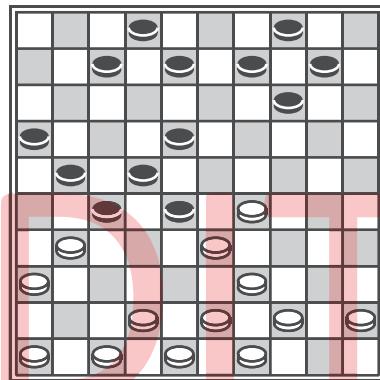


Diagram 128 [3]

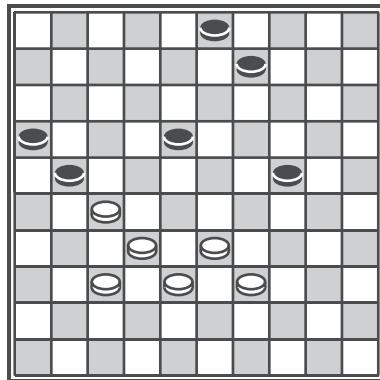


Diagram 129 [5]

Forcing

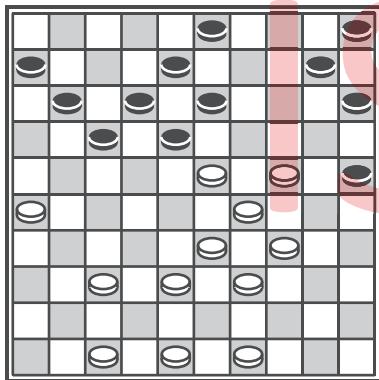


Diagram 130 [3]  
Coup Springer

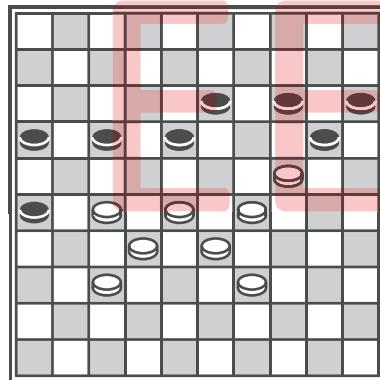


Diagram 131 [2]  
14-19?

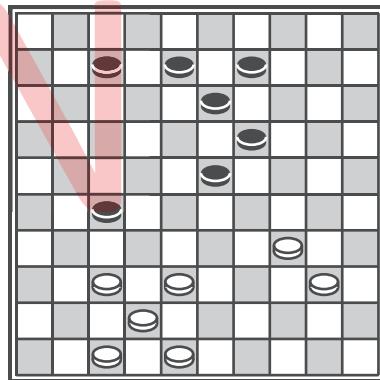


Diagram 132 [4]  
Forcing

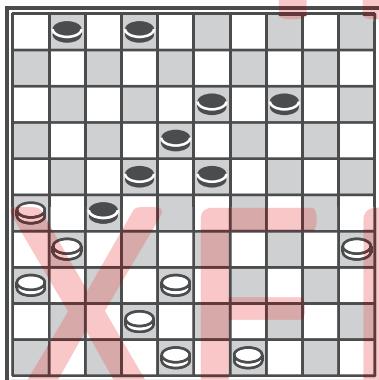


Diagram 133 [5]  
Forcing

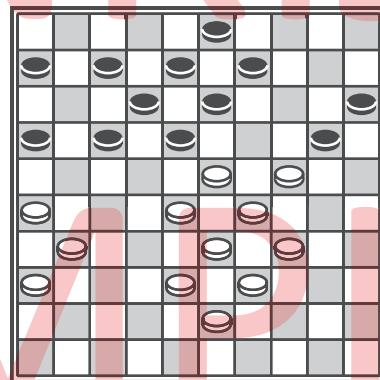


Diagram 134 [4]  
Coup Raichenbach

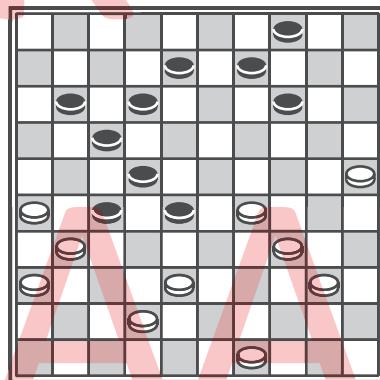
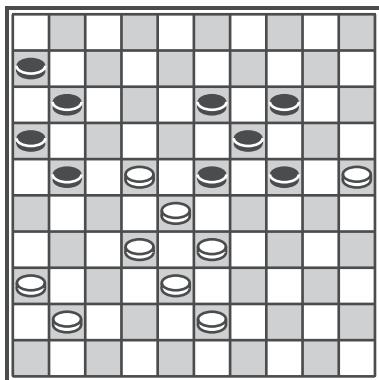


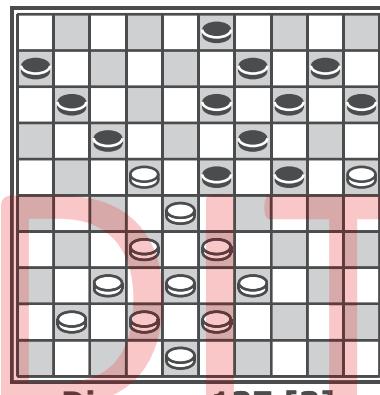
Diagram 135 [3]

## 9.1 Combineren IV: Kerkhofaanval

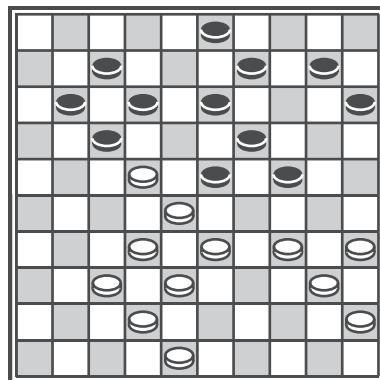
Opdracht: In de volgende diagrammen wint wit in de kerkhofaanval strategie.



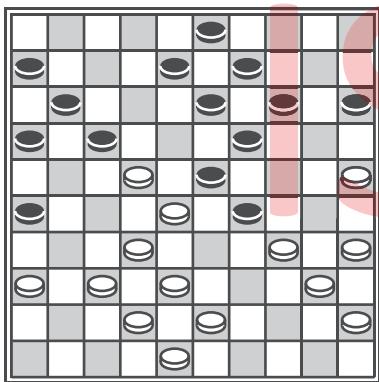
## Diagram 136 [4]



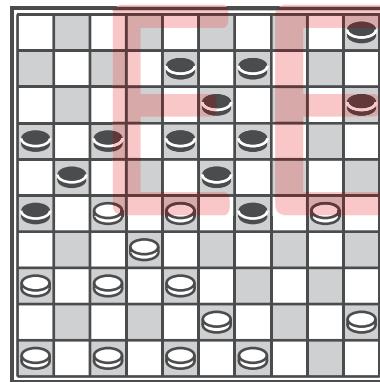
## Diagram 137 [3]



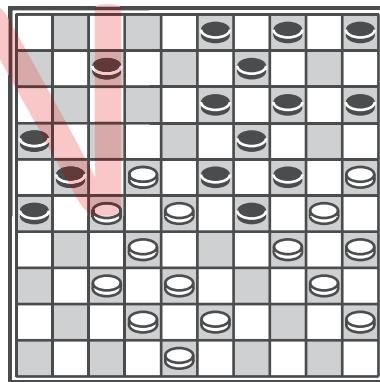
## Diagram 138 [2]



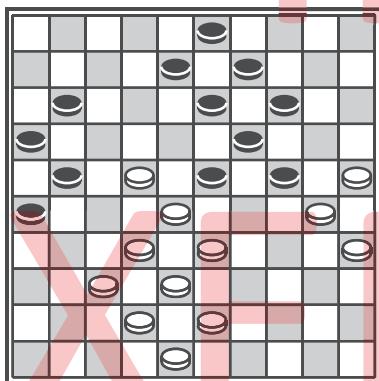
## Diagram 139 [1]



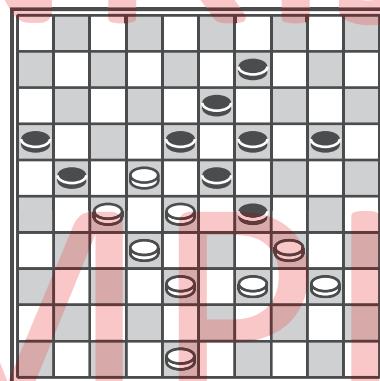
### Diagram 140 [3]



## Diagram 141 [2]



## Diagram 142 [4]



## Diagram 143 [2]

## Forcing

## 9.2 Combineren IV: Kerkhofaanval

Opdracht: De kerkhof-aanval is een grillig systeem met verborgen slagideeën.

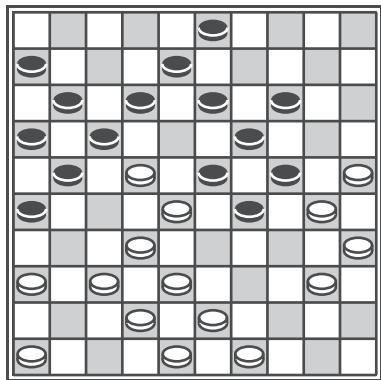


Diagram 145 [2]

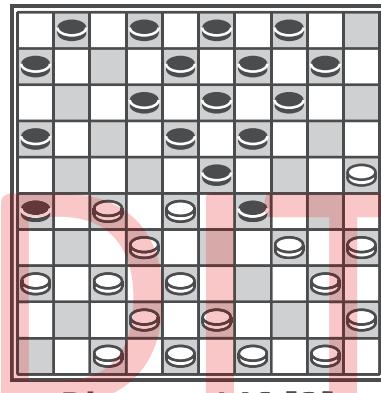


Diagram 146 [2]

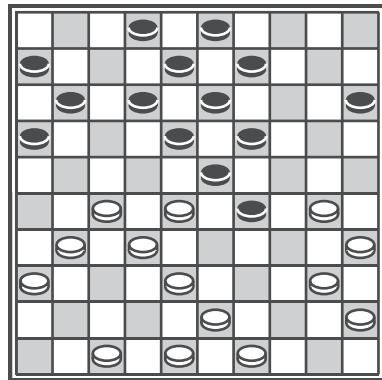


Diagram 147 [3]

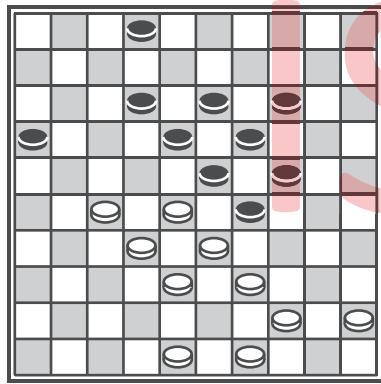


Diagram 148 [3]  
Coup Royal

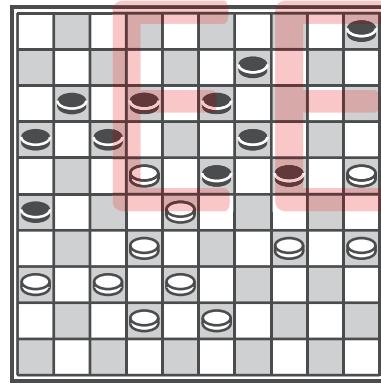


Diagram 149 [3]

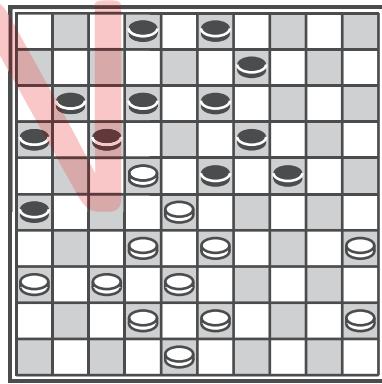


Diagram 150 [2]

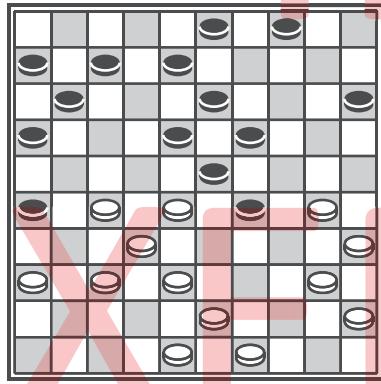


Diagram 151 [3]

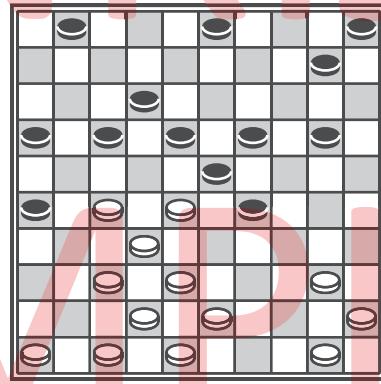


Diagram 152 [5]

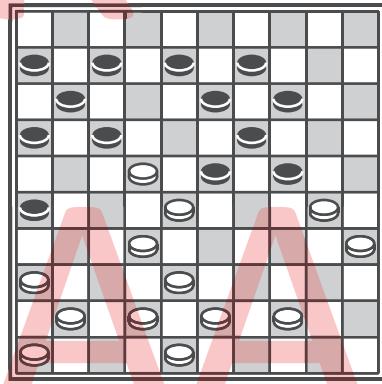


Diagram 153 [5]

## 10. Positiespel I: Beoordelen van posities

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

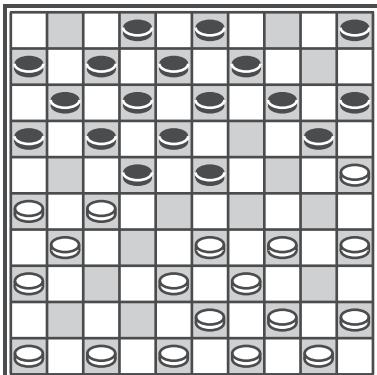


Diagram 154

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

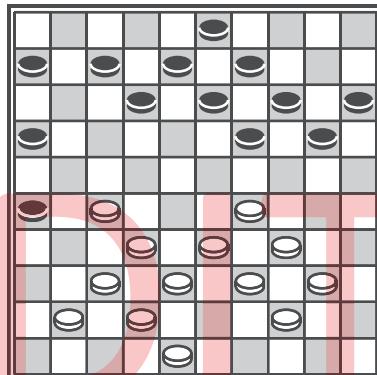


Diagram 155

- A. Ruimte
- B. Ontwikkeling
- C. Strategisch velden

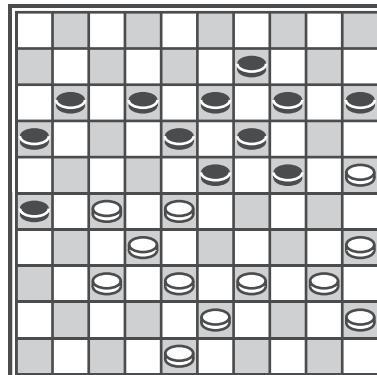


Diagram 156

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

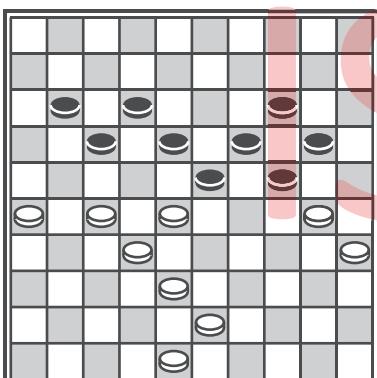


Diagram 157

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

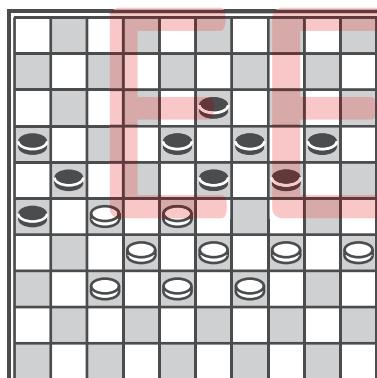


Diagram 158

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

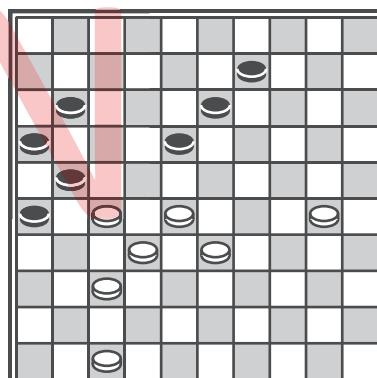


Diagram 159

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

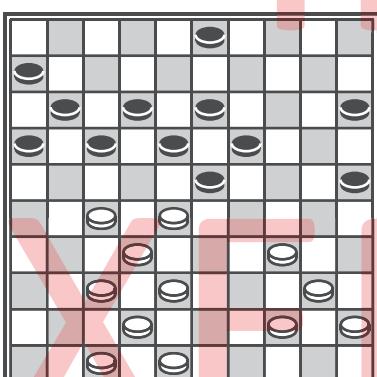


Diagram 160

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

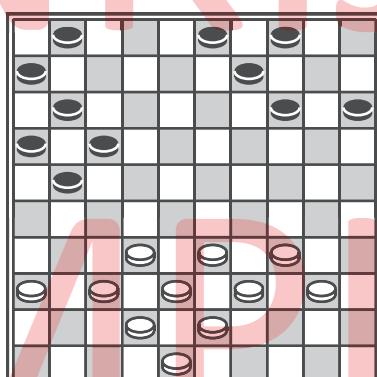


Diagram 161

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

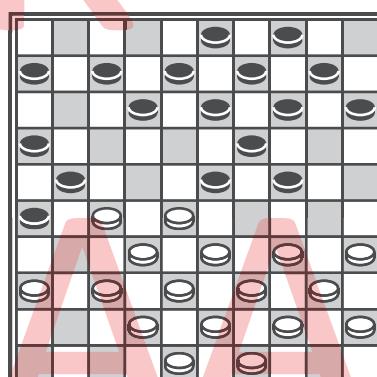
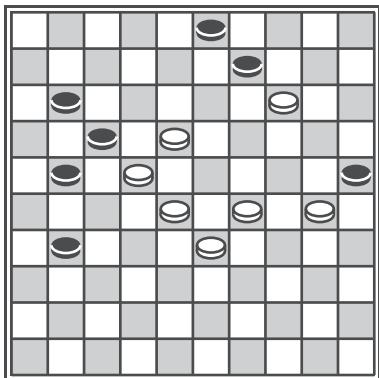


Diagram 162

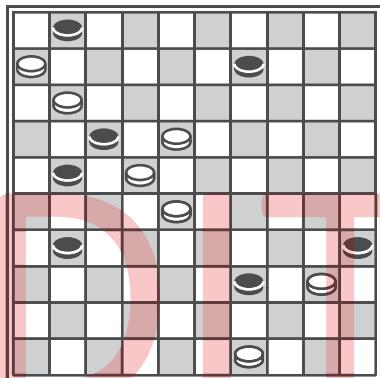
- A. Opsluiting
- B. Ontwikkeling
- C. Formaties

## 11. Rondslag en eindpunt

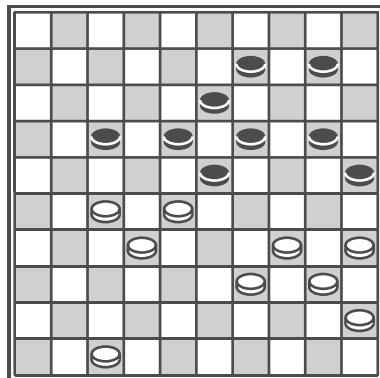
Opdracht: Zie jij de rondslag en het eindpunt na de aangegeven combinatie voor wit?



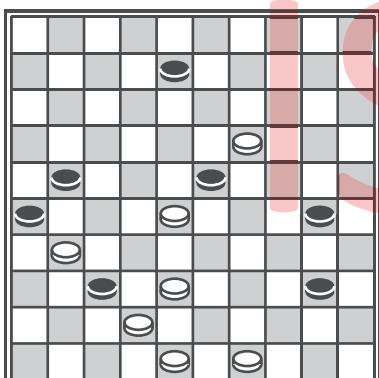
**Diagram 163**  
18-12, 12-08, 08-02  
Wit slaat ... schijven  
Eindpunt is veld ...



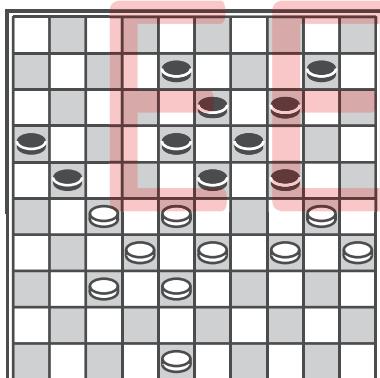
**Diagram 164**  
28-23, 11-07, 06-01  
Wit slaat ... schijven  
Eindpunt is veld ...



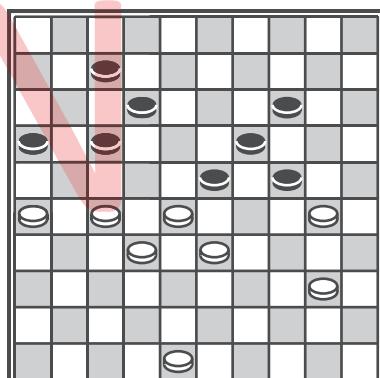
**Diagram 165**  
27-22, 35-30, 39-33  
Wit slaat ... schijven  
Eindpunt is veld ...



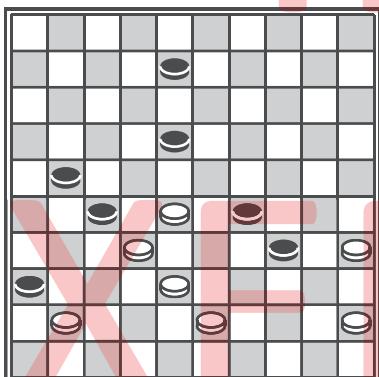
**Diagram 166**  
48-43, 19-13  
Wit slaat ... schijven  
Eindpunt is veld ...



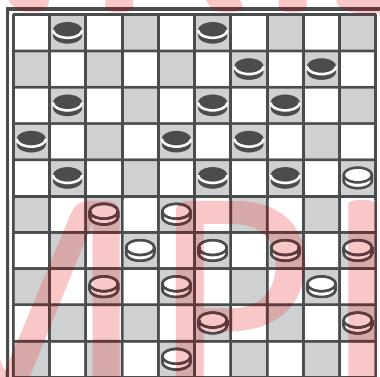
**Diagram 167**  
34-29, 28-23, 38-33  
Wit slaat ... schijven  
Eindpunt is veld ...



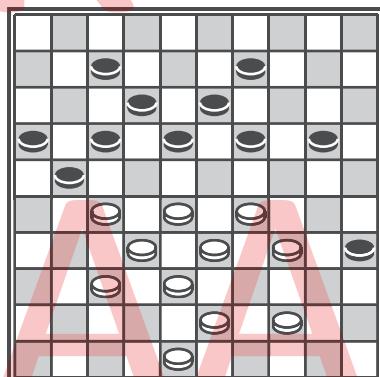
**Diagram 168**  
26-21, 27-22  
Wit slaat ... schijven  
Eindpunt is veld ...



**Diagram 169**  
28-22, 45-40, 35-30  
Wit slaat ... schijven  
Eindpunt is veld ...



**Diagram 170**  
27-22, 33-29, 43-39, 35-30,  
25-20, 39-33  
Wit slaat ... schijven  
Eindpunt is veld ...



**Diagram 171**  
27-22, 34-30, 29-23,  
(09-14), 33-29, 28-22  
Wit slaat ... schijven  
Eindpunt is veld ...

## 12. Coup Manoury

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

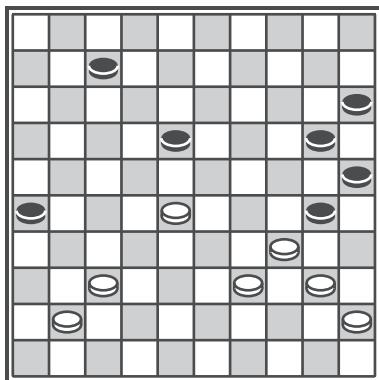


Diagram 172 [2]

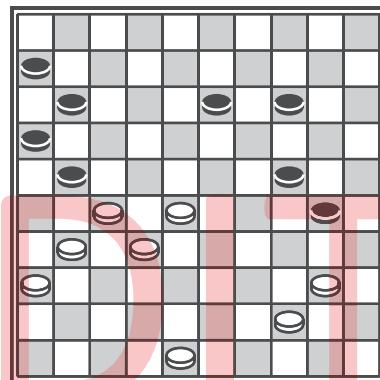


Diagram 173 [2]

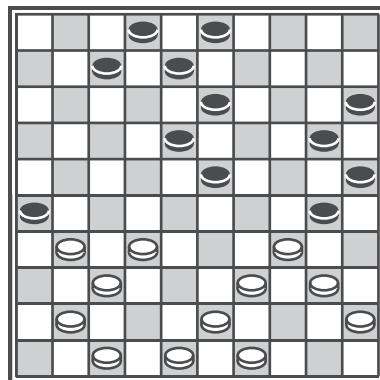


Diagram 174 [2]

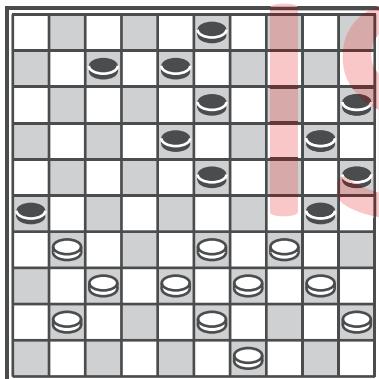


Diagram 175 [2]

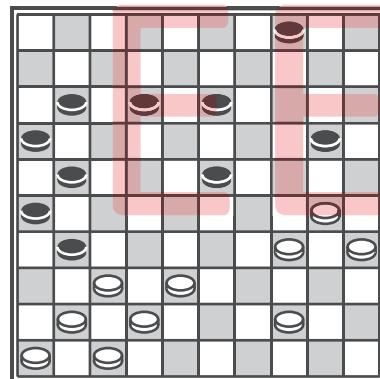


Diagram 176 [2]

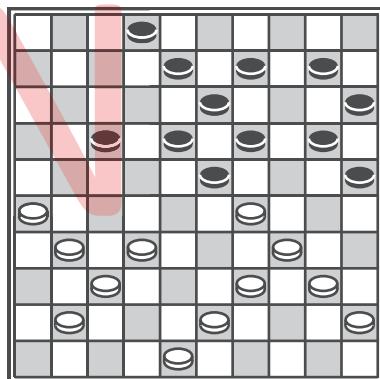


Diagram 177 [4]

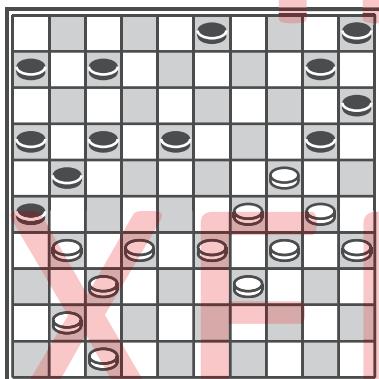


Diagram 178 [2]

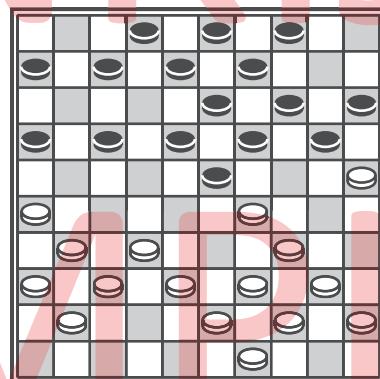


Diagram 179 [4]

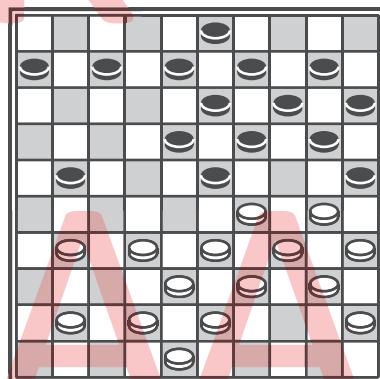
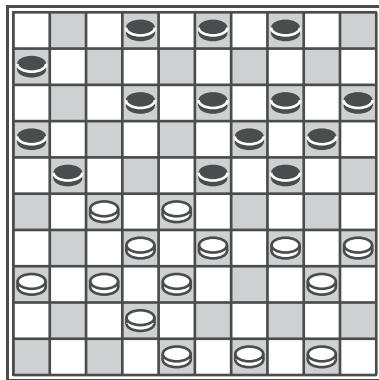


Diagram 180 [2]

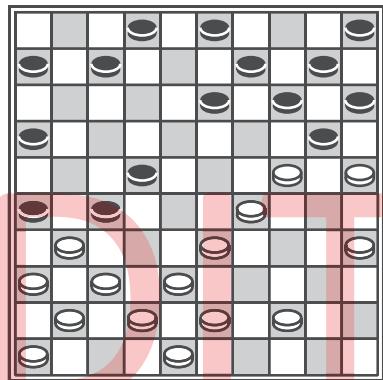
21-26?

### 13. Van ruilen komt huilen

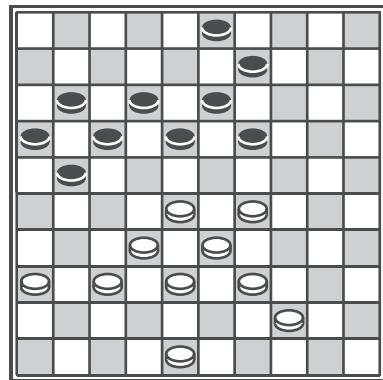
Opdracht: Zwart neemt een 'doodgewoon' ruiltje, maar schijn bedriegt. Wit kan combineren!



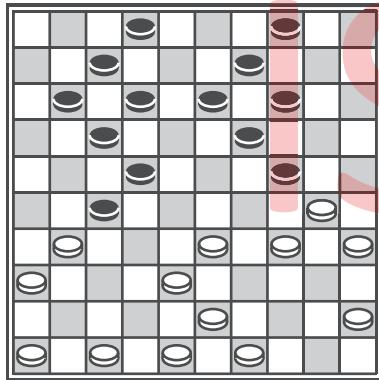
**Diagram 181 [3]**  
23-29 en 24-30?



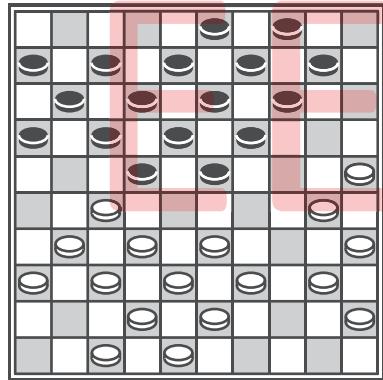
**Diagram 182 [5]**  
22-28?  
Eerste slag ook noteren!



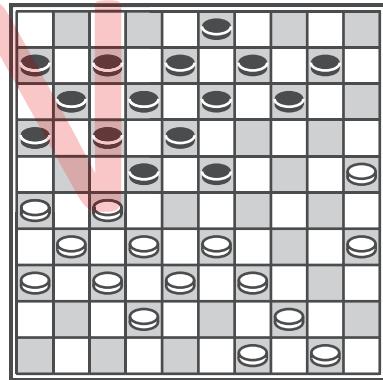
**Diagram 183 [5]**  
21-27x26?



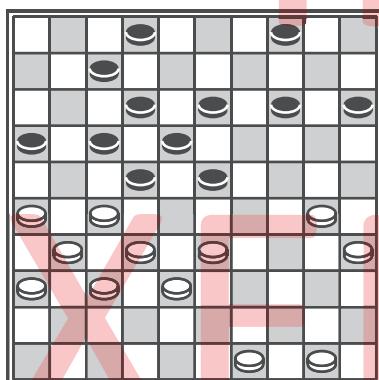
**Diagram 184 [3]**  
22-28?  
Eerste slag ook noteren!



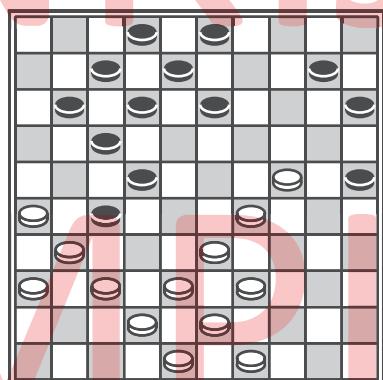
**Diagram 185 [4]**  
23-29 en 22-28?



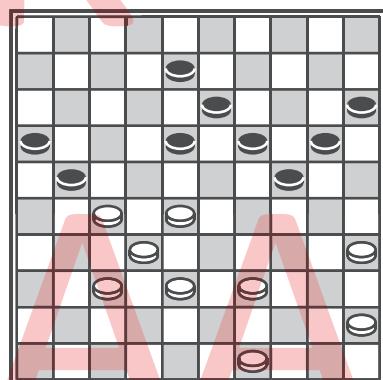
**Diagram 186 [3]**  
23-29 en 22-28?



**Diagram 187 [5]**  
23-29 en 22-28?



**Diagram 188 [4]**  
13-19?



**Diagram 189 [4]**  
24-30x30?

## 14.1 Combineren V: Kanon + Oostblok

Opdracht: In de volgende diagrammen wint wit in het kanon en oostblok strategie.

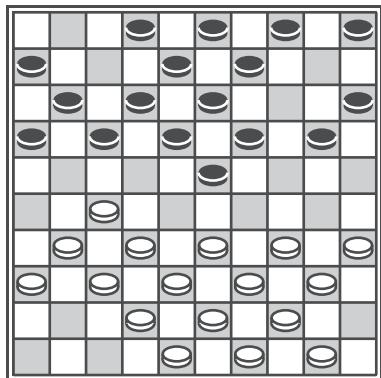


Diagram 190 [2]  
05-10?

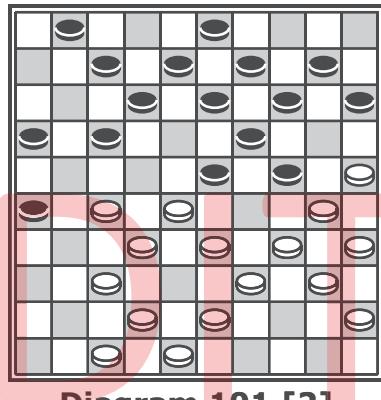


Diagram 191 [2]

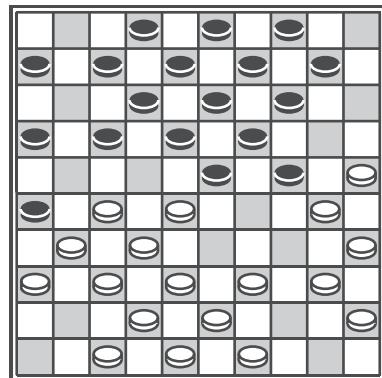


Diagram 192 [5]

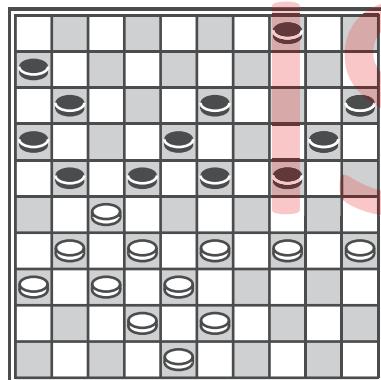


Diagram 193 [3]

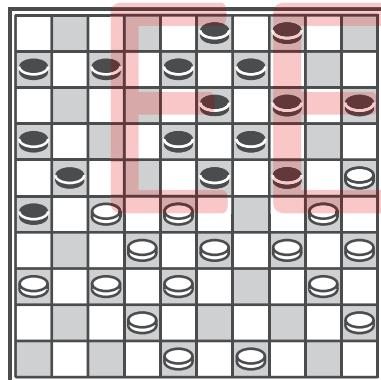


Diagram 194 [3]

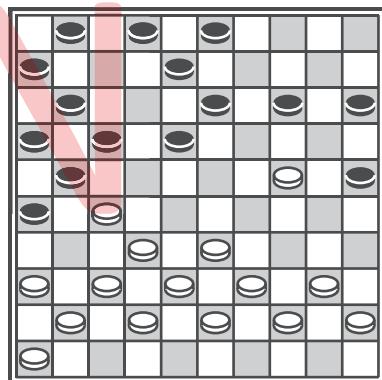


Diagram 195 [3]

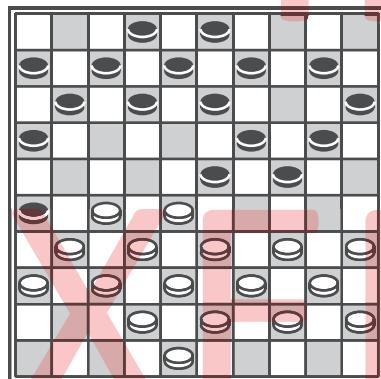


Diagram 196 [3]  
Forcing

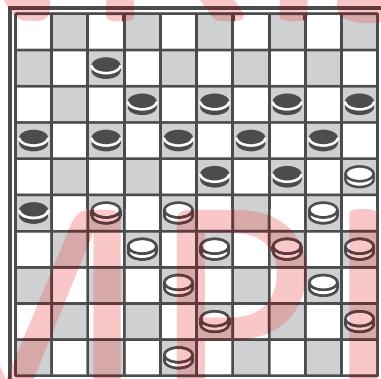


Diagram 197 [1]  
24-29?

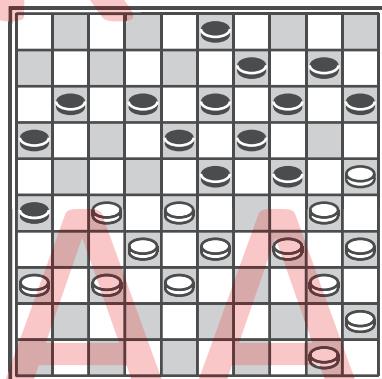


Diagram 198 [2]

## 14.2 Combineren V: Kanon + Oostblok

Opdracht: Klaar voor nog negen opgaven met een kanon of een oostblok? Puzzel maar!

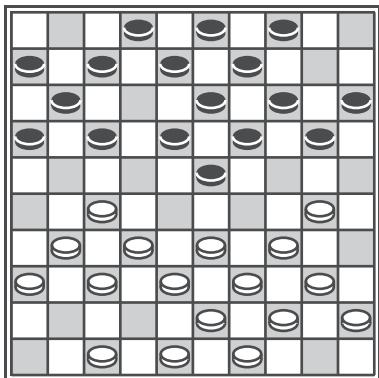


Diagram 199 [4]  
20-25?

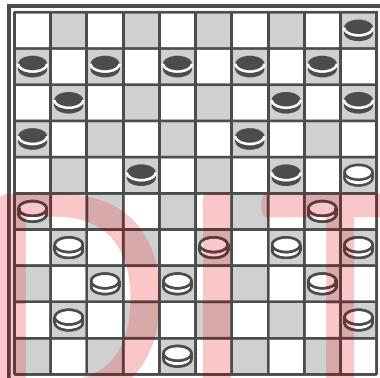


Diagram 200 [3]

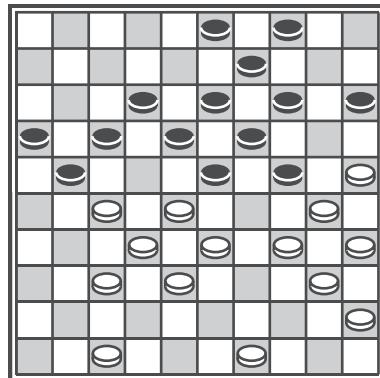


Diagram 201 [3]

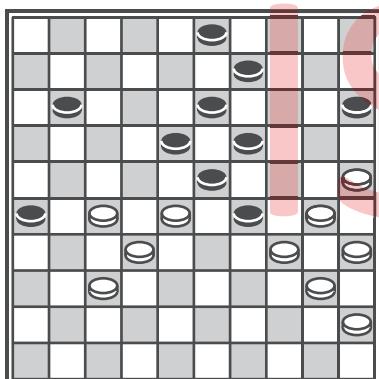


Diagram 202 [3]

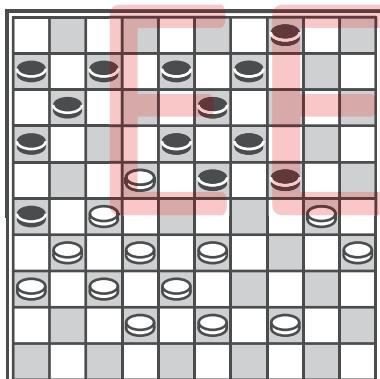


Diagram 203 [2]

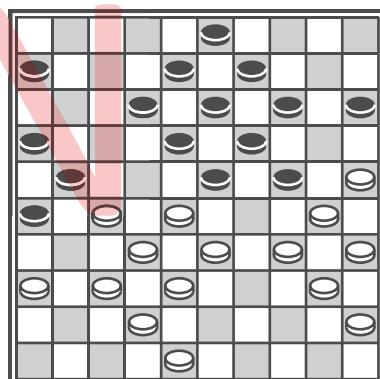


Diagram 204 [4]  
Forcing

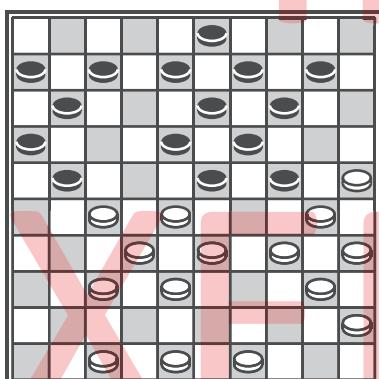


Diagram 205 [6]  
Halve Coup Fabre

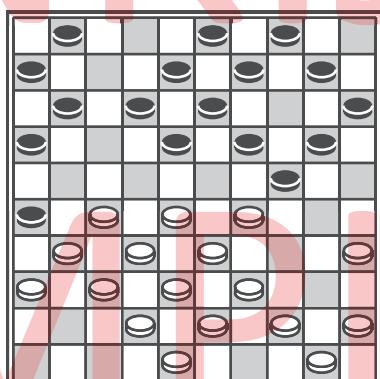


Diagram 206 [5]

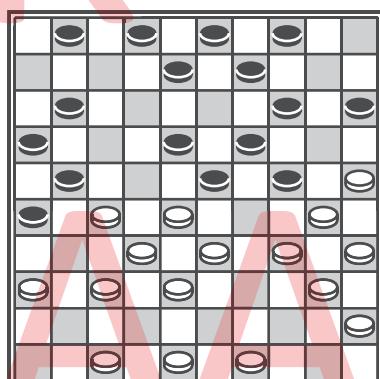


Diagram 207 [4]  
Zetje van Weiss

## 15. Positiespel II: Zoek de beste zet

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

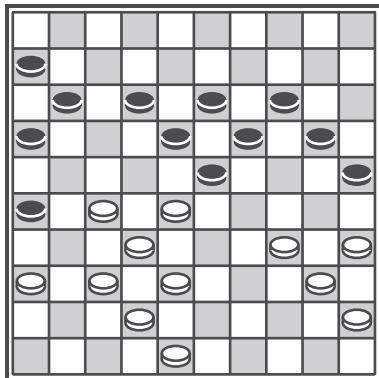


Diagram 208

- A. 34-29
- B. 35-30
- C. 37-31

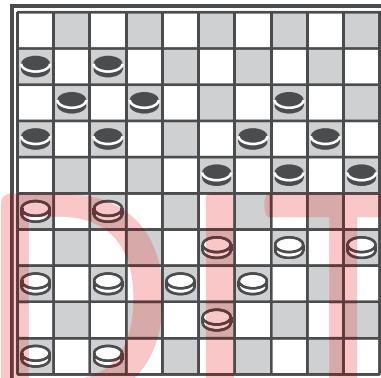


Diagram 209

- A. 34-30
- B. 37-31
- C. 37-32

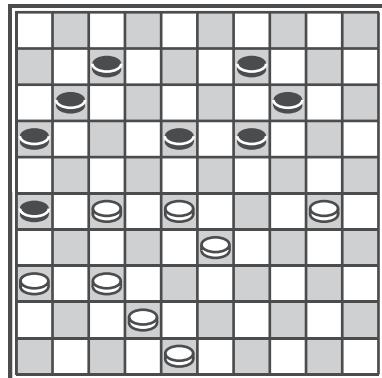


Diagram 210

- A. 28-22
- B. 33-29
- C. 37-31

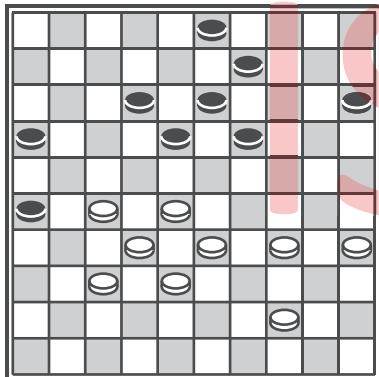


Diagram 211

- A. 28-22
- B. 33-29
- C. 34-30

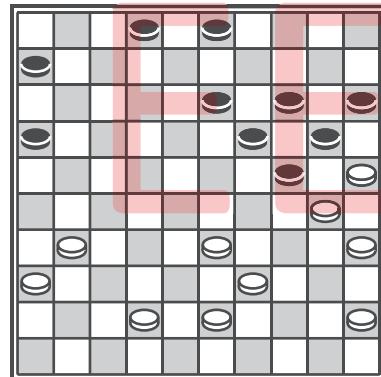


Diagram 212

- A. 31-27
- B. 33-28
- C. 39-34

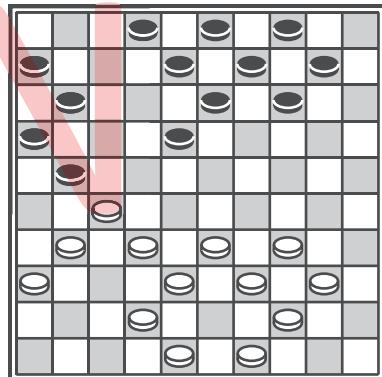


Diagram 213

- A. 27-22
- B. 33-29
- C. 34-29

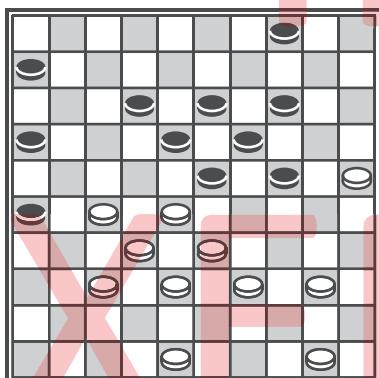


Diagram 214

- A. 39-34
- B. 40-35
- C. 50-45

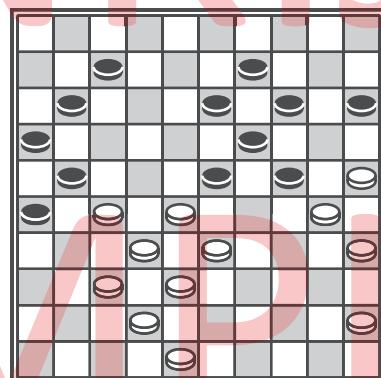


Diagram 215

- A. 27-22
- B. 45-40
- C. 48-43

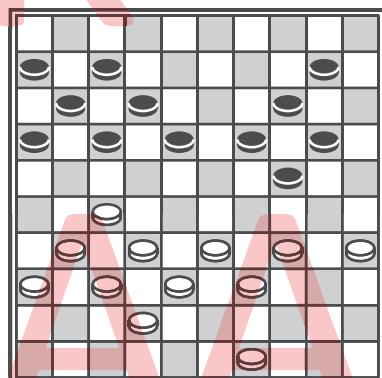
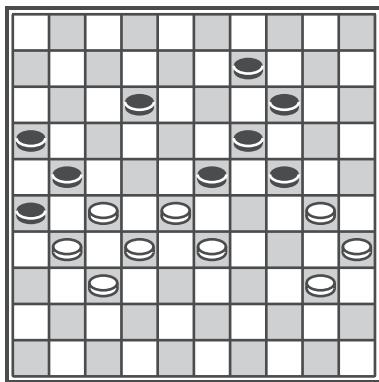


Diagram 216

- A. 27-22
- B. 31-26
- C. 34-30

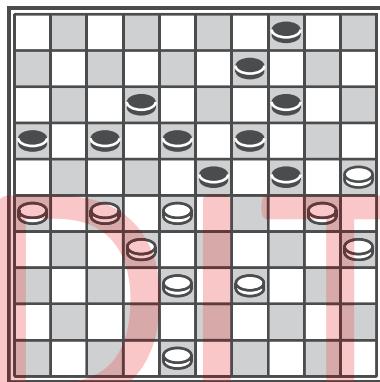
## 16. Rekenen I

Opdracht: Zoek de combinatie na de aangegeven zetten. Er mag geen bord worden gebruikt!



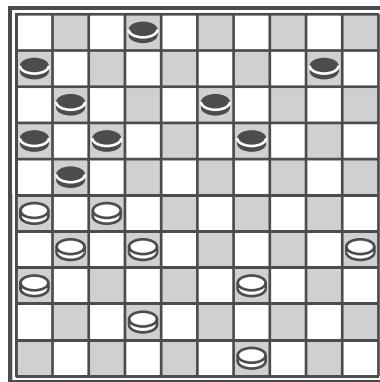
**Diagram 217 [2]**

1. ... 0913 2. 4034 23-29
3. 3423 1318?



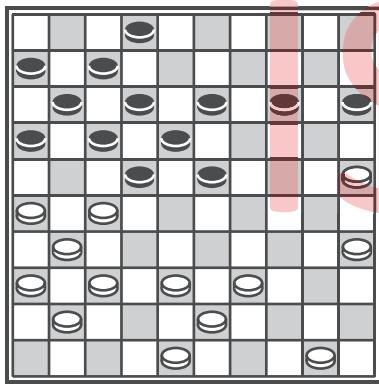
**Diagram 218 [2]**

1. 3934 0913 2. 4843 2429?



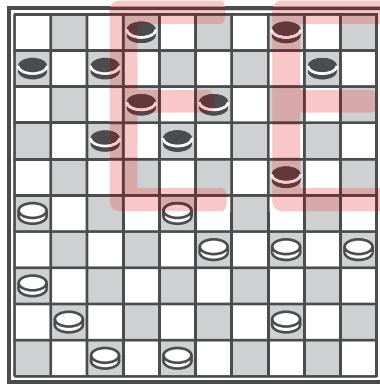
**Diagram 219 [2]**

1. 4238 1923 2. 4943 1014?



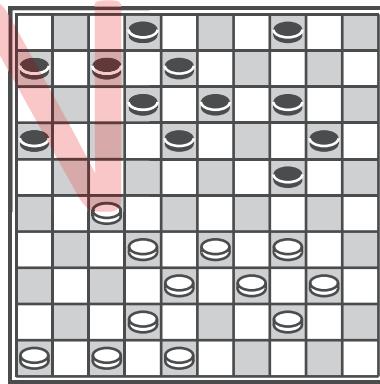
**Diagram 220 [3]**

1. 5045 1520 2. 3530 1319?



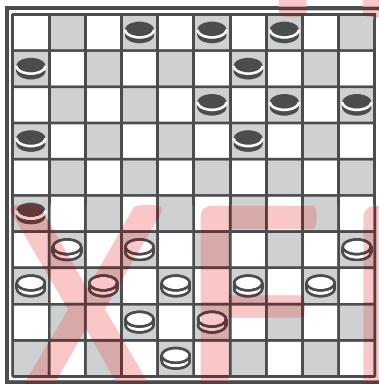
**Diagram 221 [4]**

1. ... 0208 2. 3631 0611
3. 4137 1319?



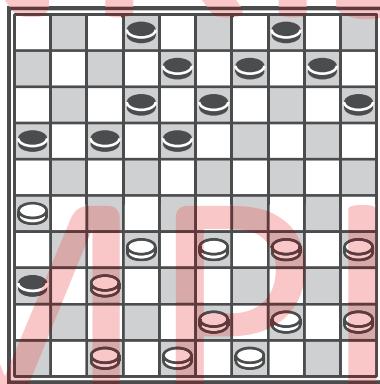
**Diagram 222 [4]**

1. 4641 0611 2. 4137 1117
3. 3328 0410?



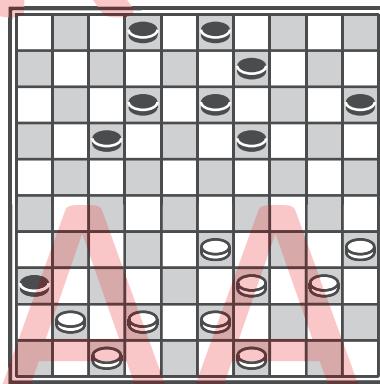
**Diagram 223 [2]**

1. 4034 1923 2. 3833 1520
3. 4238 1318 4. 3430 0208?



**Diagram 224 [3]**

1. 4439 0207 2. 3429 1823
3. 2918 1223?



**Diagram 225 [2]**

1. 4137 1218 2. 3732 1823
3. 4034 0207 4. 3429 2334
5. 3930 1520?

## 17. Positionele tactieken I

Opdracht: Wit speelt en profiteert met behulp van een offer, stille zet, zetdwang etc.

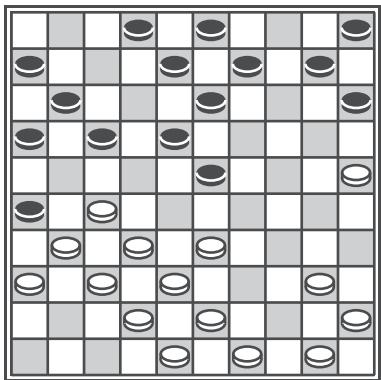


Diagram 226 [3]

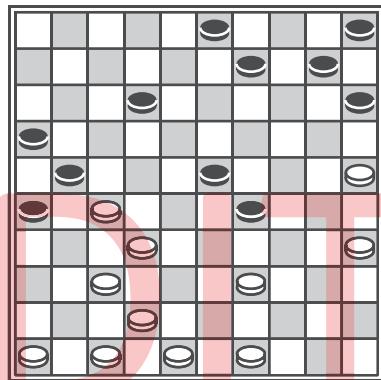


Diagram 227 [3]

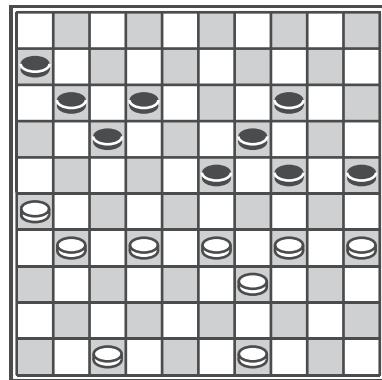


Diagram 228 [4]

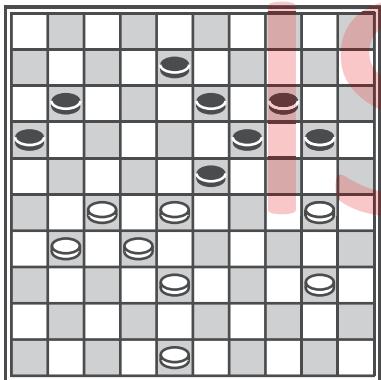


Diagram 229 [3]

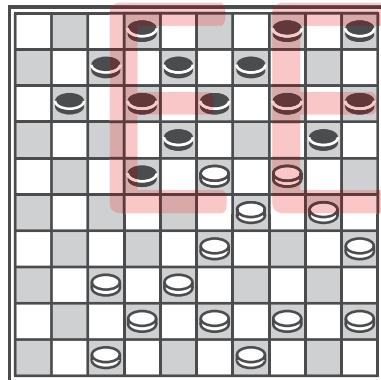


Diagram 230 [3]

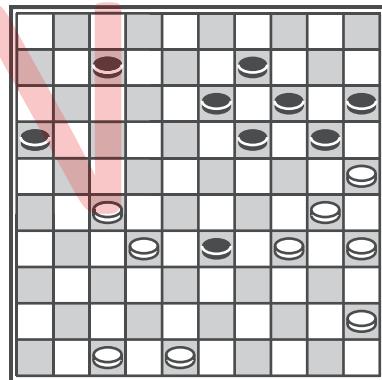


Diagram 231 [3]

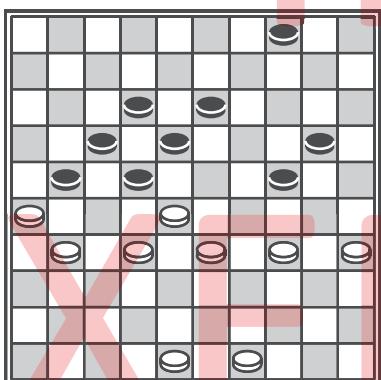


Diagram 232 [3]

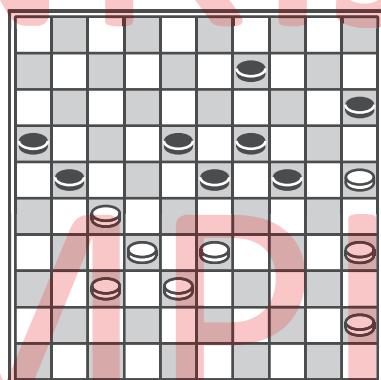


Diagram 233 [3]

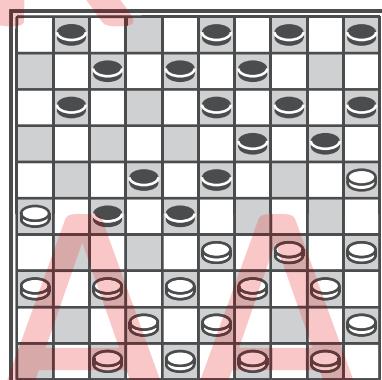


Diagram 234 [3]

## 18.1 Combineren VI: Openingen

Opdracht: In de volgende diagrammen wint wit of zwart met een openingscombinatie.

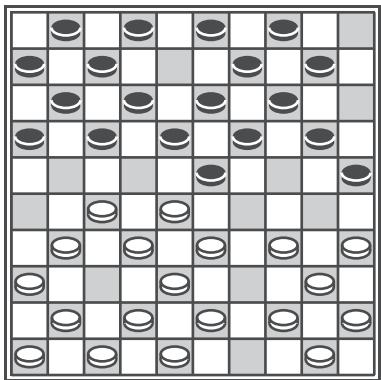


Diagram 235 [2]

Zwart wint

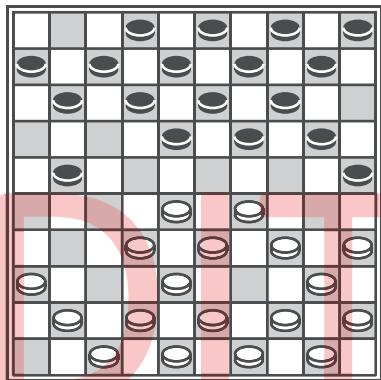


Diagram 236 [3]

Zwart wint

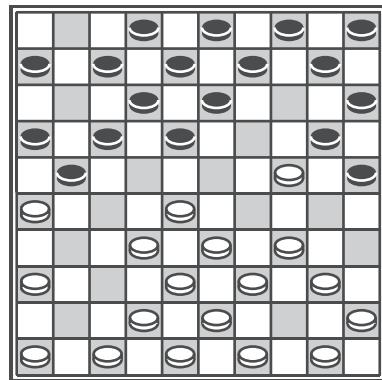


Diagram 237 [1]

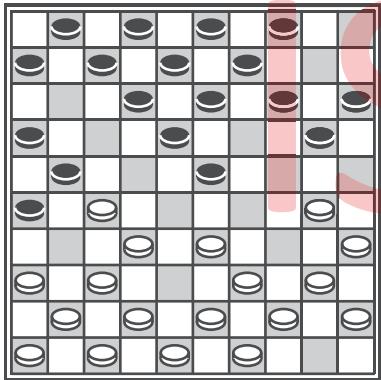


Diagram 238 [2]

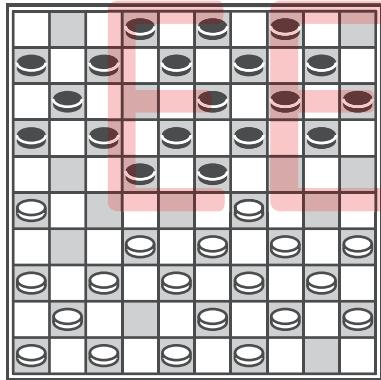


Diagram 239 [3]

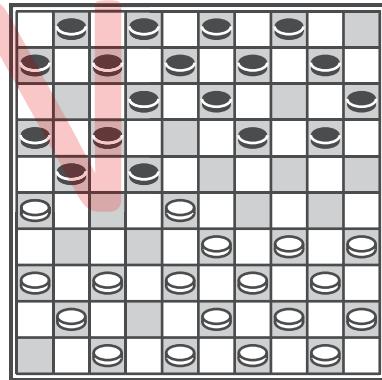


Diagram 240 [2]

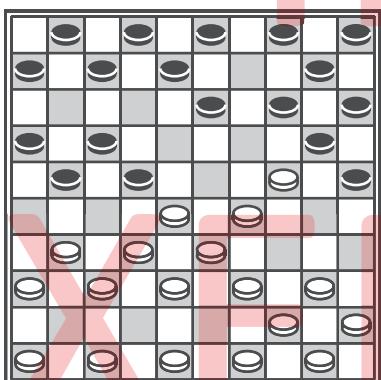


Diagram 241 [2]

Zwart wint

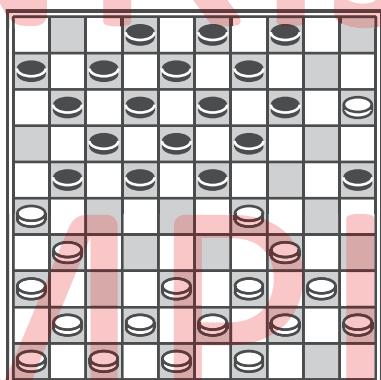


Diagram 242 [3]

Forcing zwart

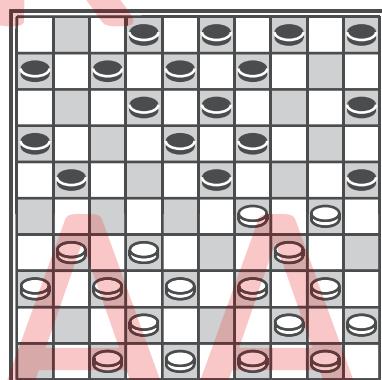


Diagram 243 [3]

## 18.2 Combineren VI: Openingen

Opdracht: Er zijn nog genoeg openingscombinaties om te leren! Hieronder nog een paar!

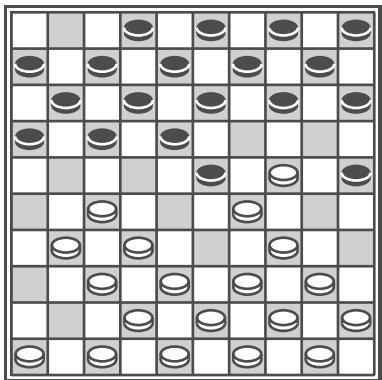


Diagram 244 [4]

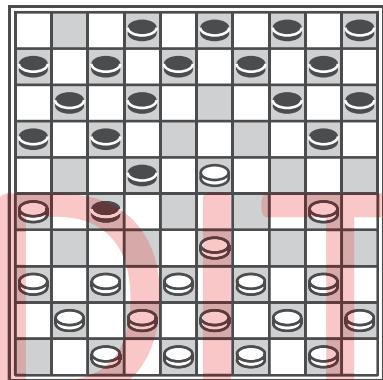


Diagram 245 [6]

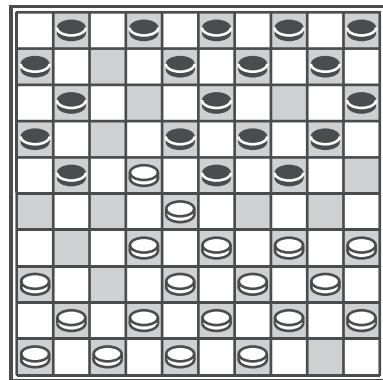


Diagram 246 [3]  
Coup Philippe

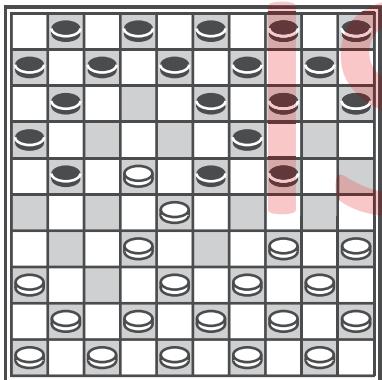


Diagram 247 [2]

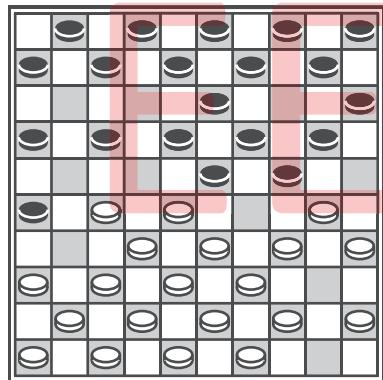


Diagram 248 [2]  
Bomzet

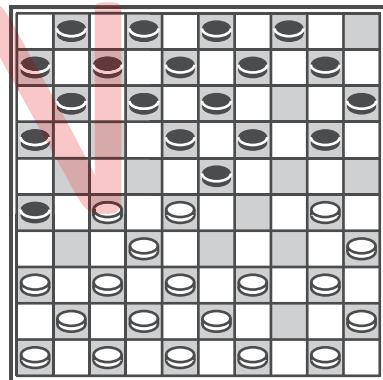


Diagram 249 [4]  
Zetje van Raman

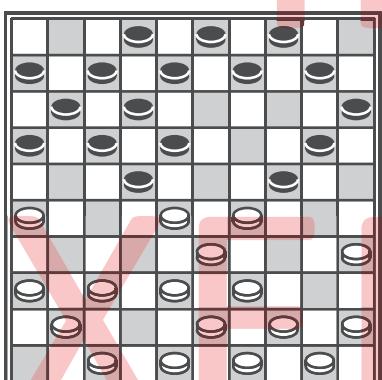


Diagram 250 [3]  
Zwart wint

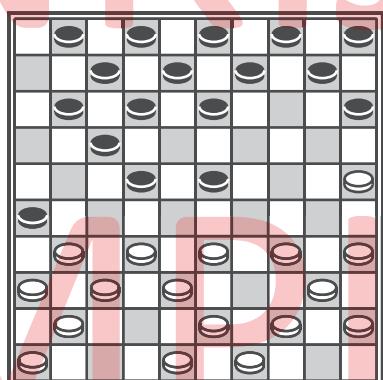


Diagram 251 [3]  
34-29x29?

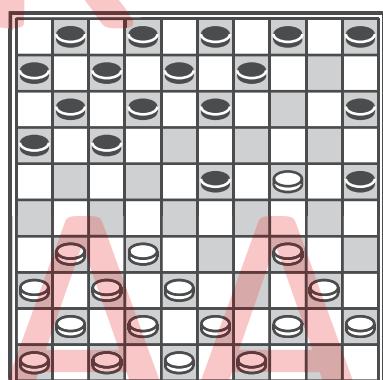


Diagram 252 [3]  
Zwart wint

## 19.1 Zwart combineert

Opdracht: Zwart gaat nu continu winnen. Zoek het zetje in het perspectief van de witspeler!

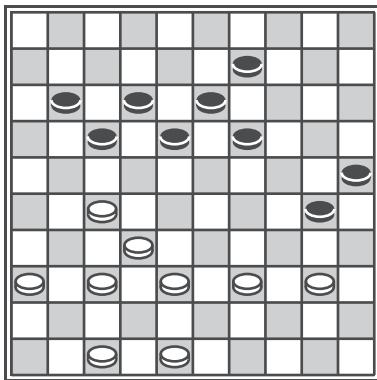


Diagram 253 [4]

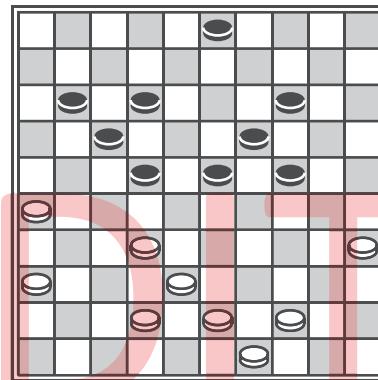


Diagram 254 [4]

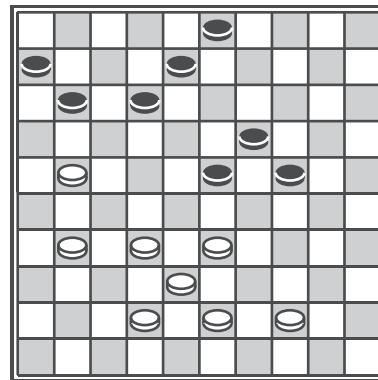


Diagram 255 [3]

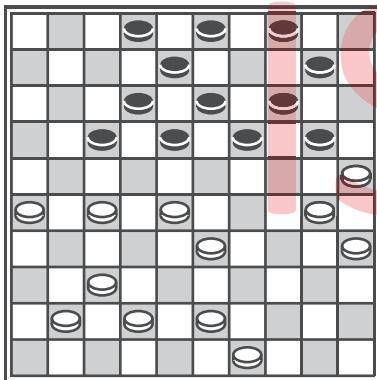


Diagram 256 [3]

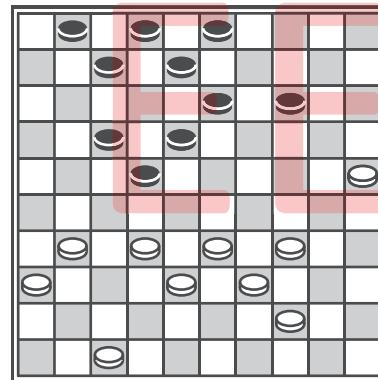


Diagram 257 [3]

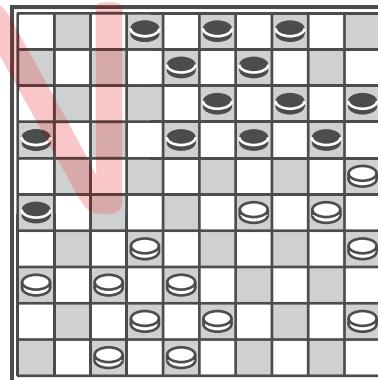


Diagram 258 [5]

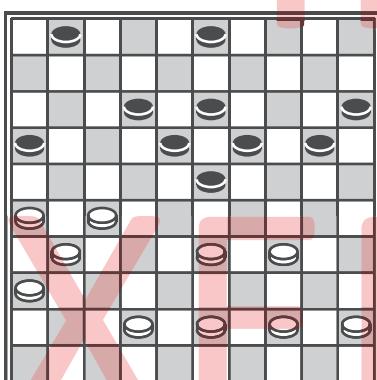


Diagram 259 [2]

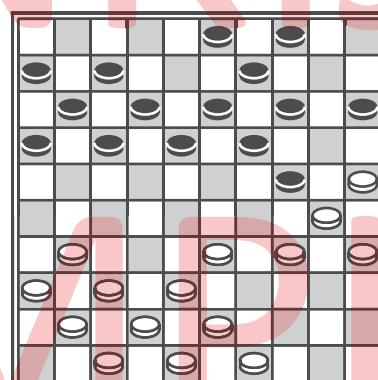


Diagram 260 [3]

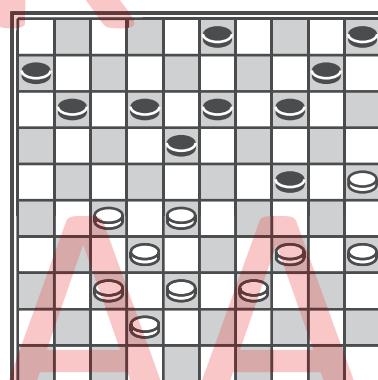


Diagram 261 [3]

## 19.2 Zwart combineert

Opdracht: Zie jij het zetje van zwart nu ook? Draai het boek niet om.

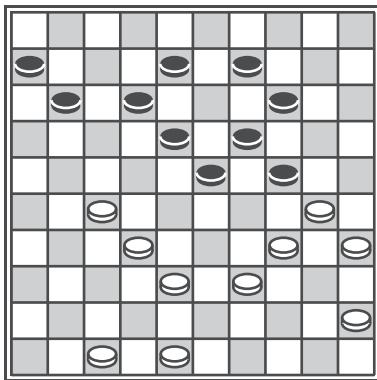


Diagram 262 [4]

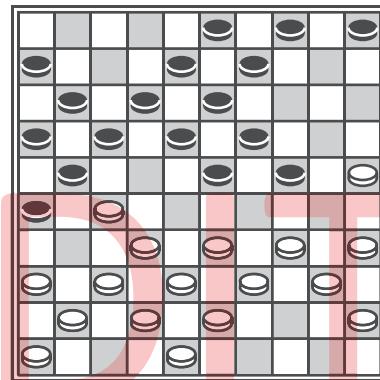


Diagram 263 [3]

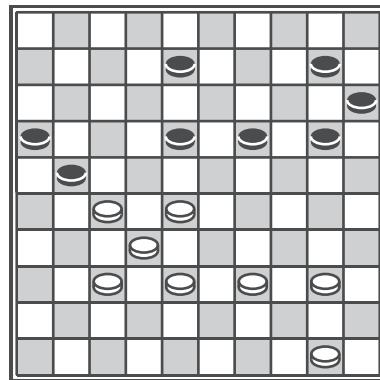


Diagram 264 [5]

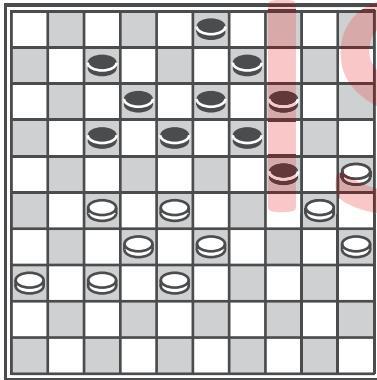


Diagram 265 [4]

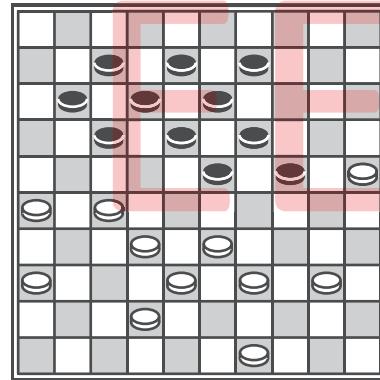


Diagram 266 [4]

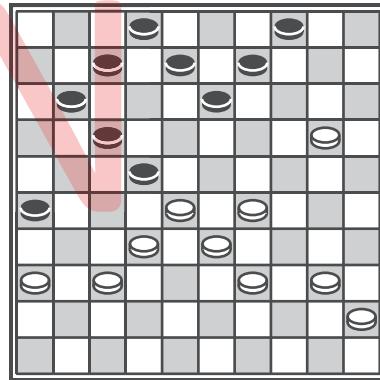


Diagram 267 [3]

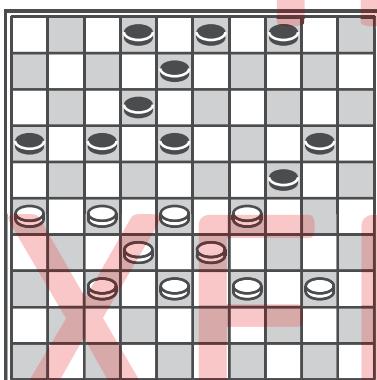


Diagram 268 [4]

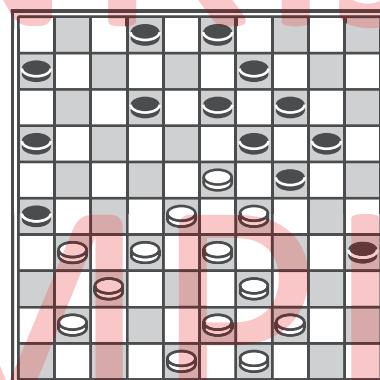


Diagram 269 [3]

Valluikslag

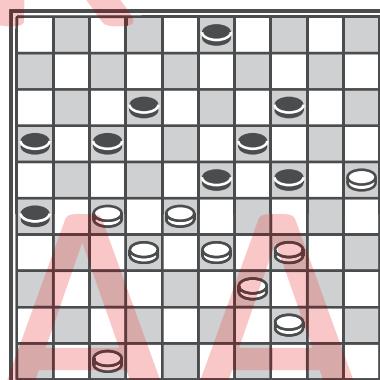


Diagram 270 [4]

## 20. Rekenen II

Opdracht: Wit wint. Kan jij de stand uitrekenen? Hierna mag je examen doen voor Wit!

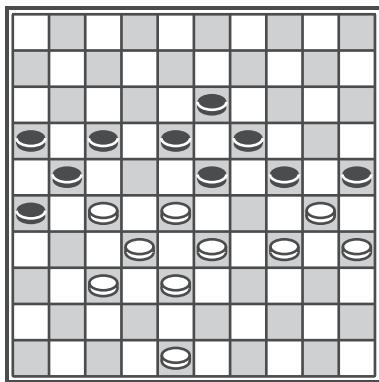


Diagram 271 [4]

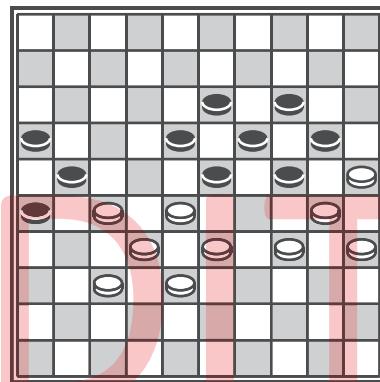


Diagram 272 [9]

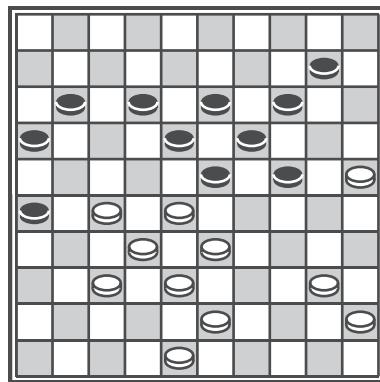


Diagram 273 [2]

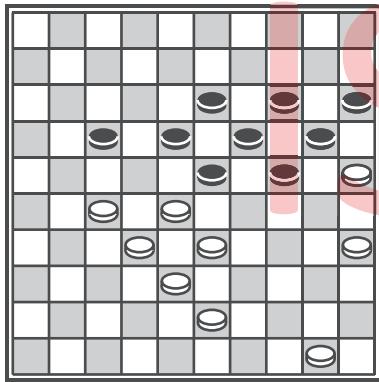


Diagram 274 [5]

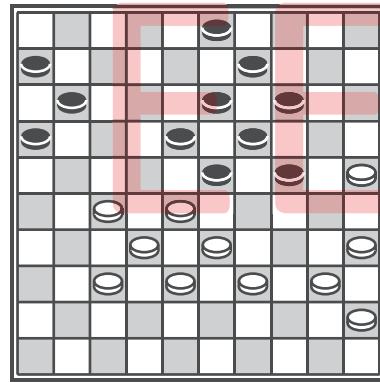


Diagram 275 [7]

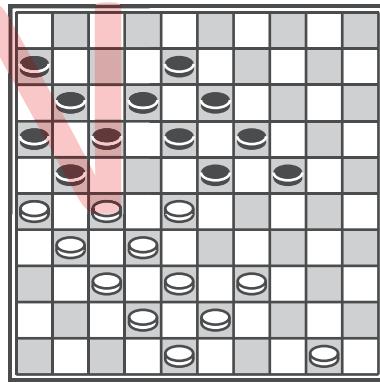


Diagram 276 [3]

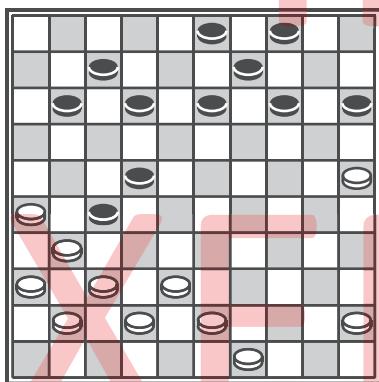


Diagram 277 [9]

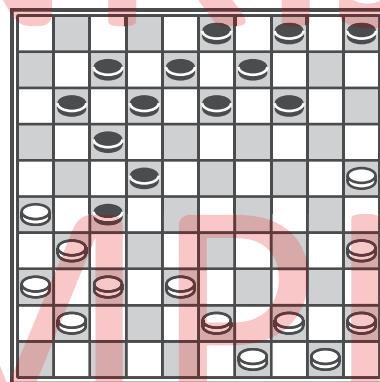


Diagram 278 [11]

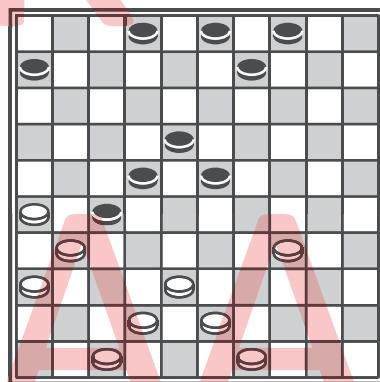


Diagram 279 [6]

## 21.1 Combineren met randschijf 36

Opdracht: Wit maakt combinatief gebruik van het gevoelige randschijf op veld 36.

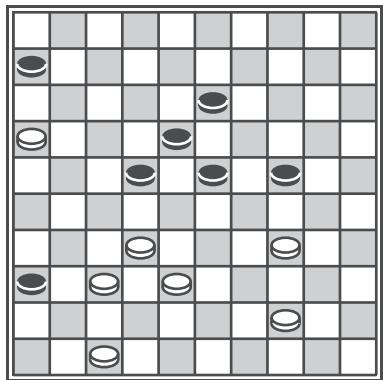


Diagram 280 [2]

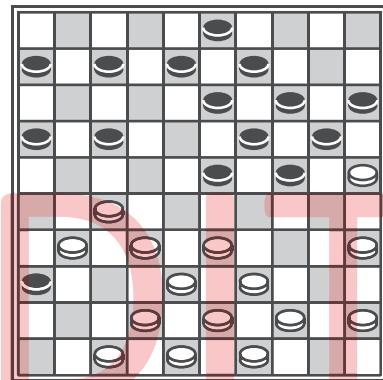


Diagram 281 [4]

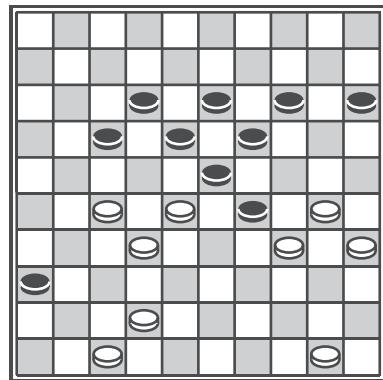


Diagram 282 [2]

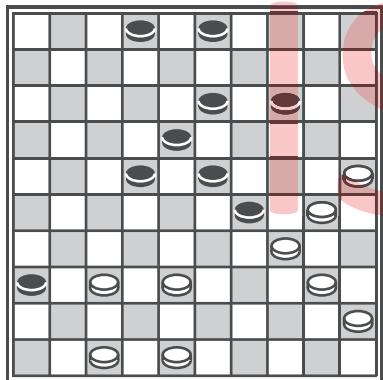


Diagram 283 [4]

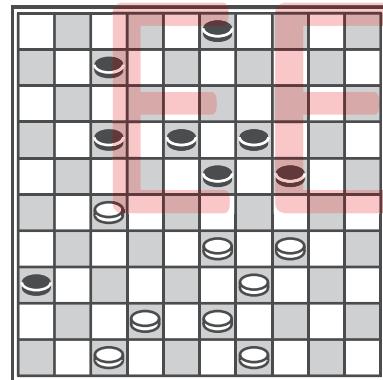


Diagram 284 [4]

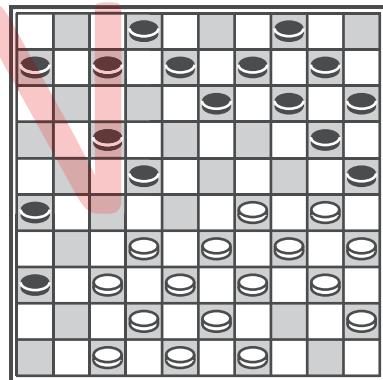


Diagram 285 [3]

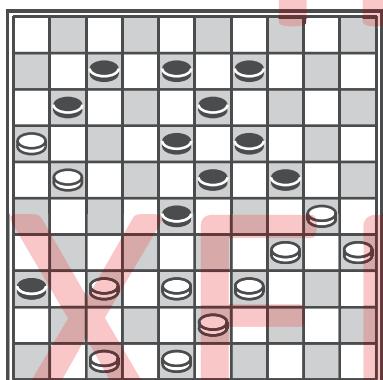


Diagram 286 [4]

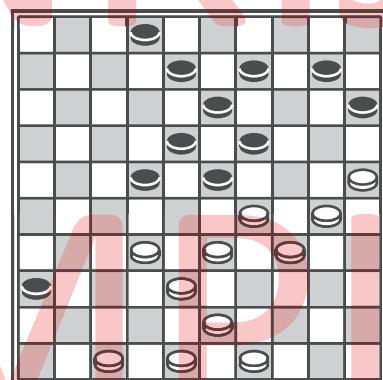


Diagram 287 [4]

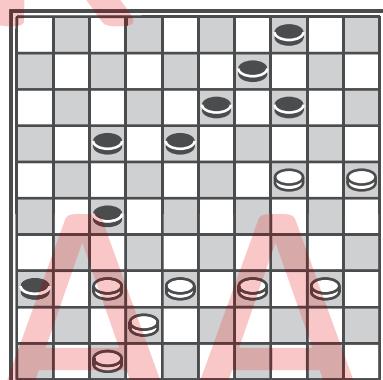


Diagram 288 [3]  
Plakkerfinesse

## 21.2 Combineren met randschijf 36

Opdracht: De tweede bladzijde met combinaties waar schijf 36 wordt gebruikt.

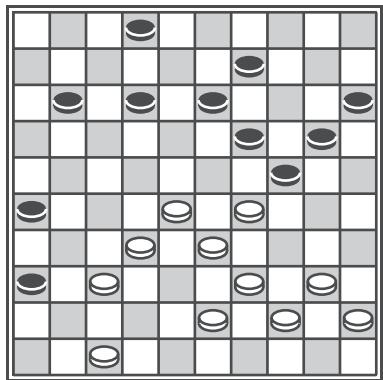


Diagram 289 [3]

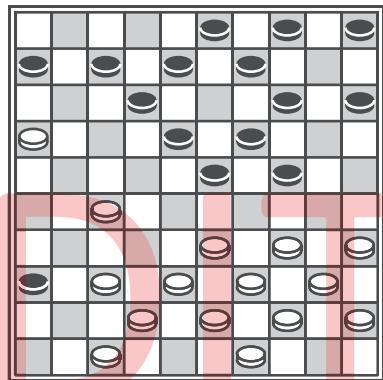


Diagram 290 [4]

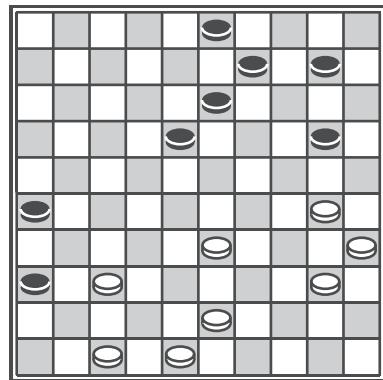


Diagram 291 [5]

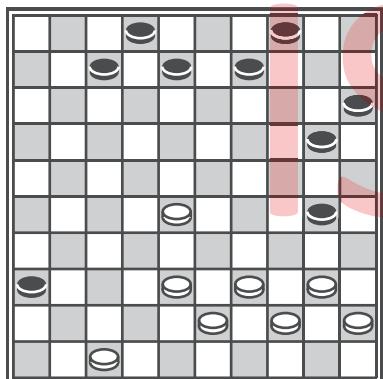


Diagram 292 [3]

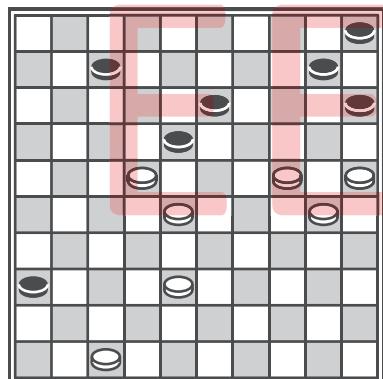


Diagram 293 [5]

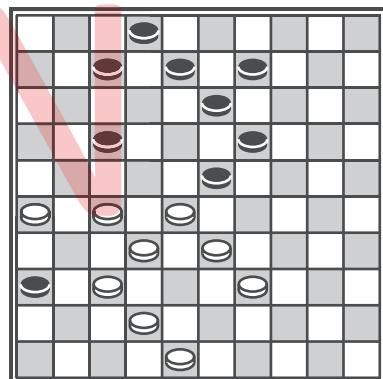


Diagram 294 [3]

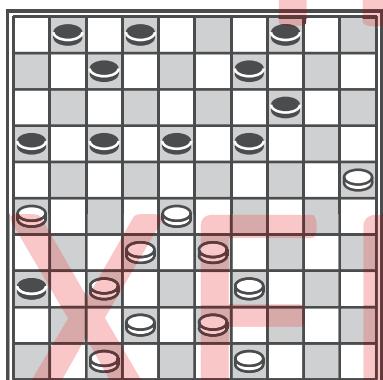


Diagram 295 [4]

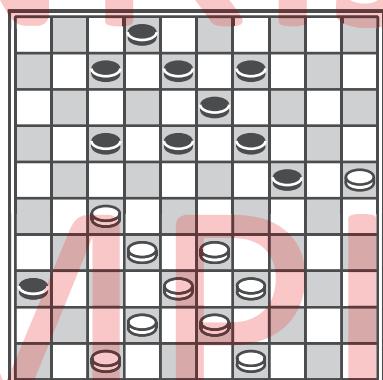


Diagram 296 [4]

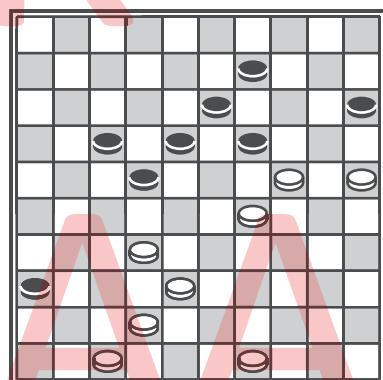


Diagram 297 [4]

## 22. Verwijder de voorstoppers

Opdracht: Voorstoppers voorkomen gaten in de stand. Verwijder ze; wellicht truc je dan!

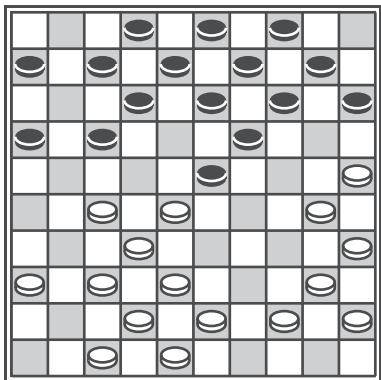


Diagram 298 [2]  
Haarlemmerslag

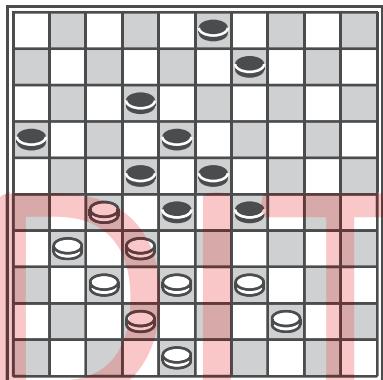


Diagram 299 [2]  
Valluikslag

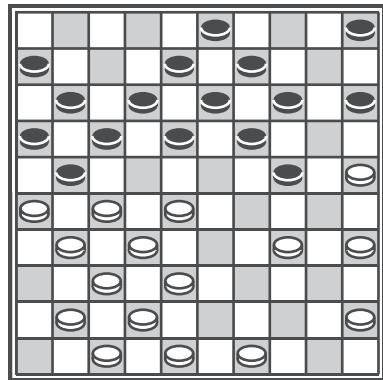


Diagram 300 [5]

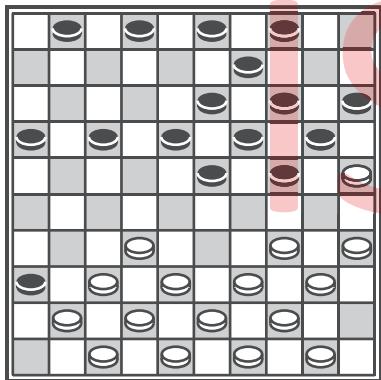


Diagram 301 [3]

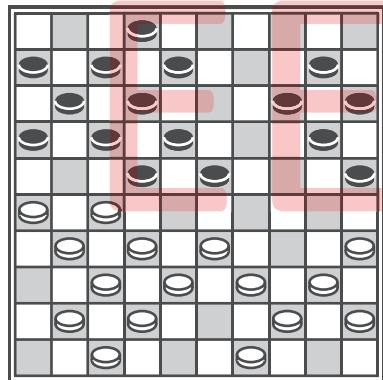


Diagram 302 [4]

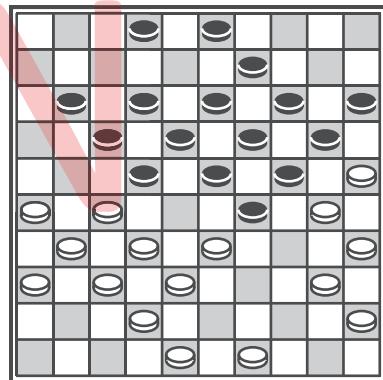


Diagram 303 [4]

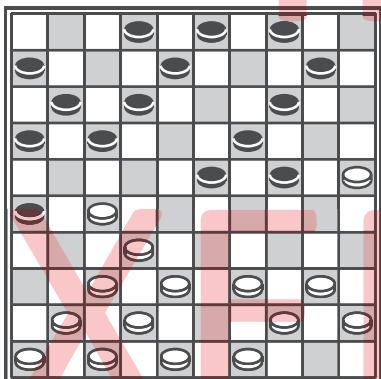


Diagram 304 [4]

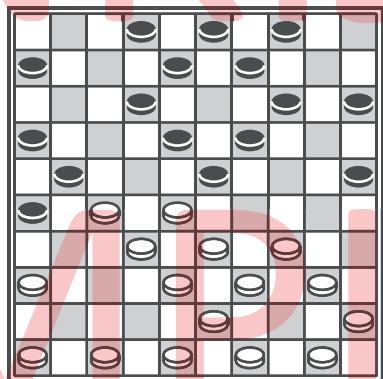


Diagram 305 [4]

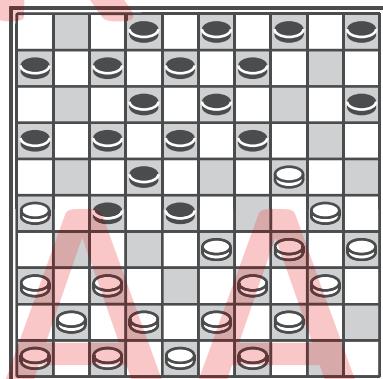


Diagram 306 [5]

## 23. Coup Deslauriers

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

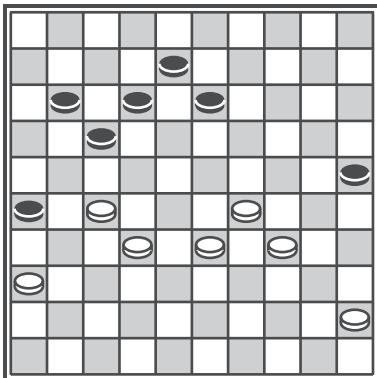


Diagram 307 [2]  
26-31?

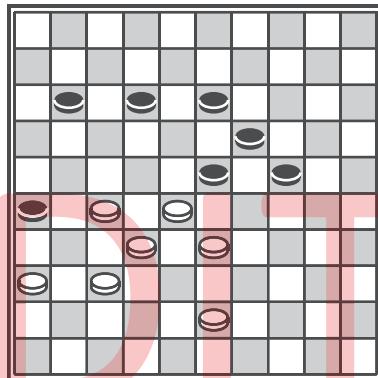


Diagram 308 [4]

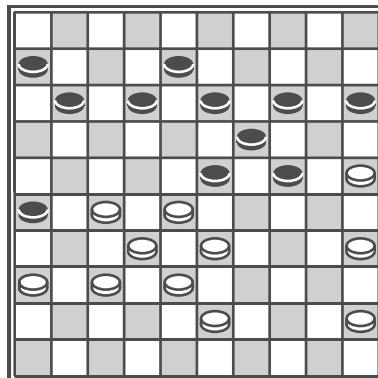


Diagram 309 [5]

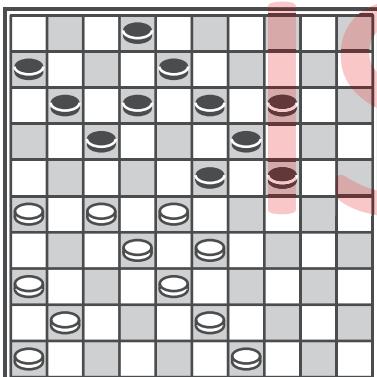


Diagram 310 [5]

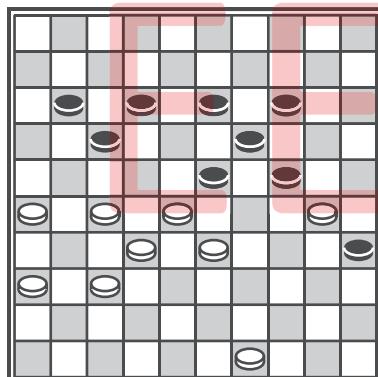


Diagram 311 [4]

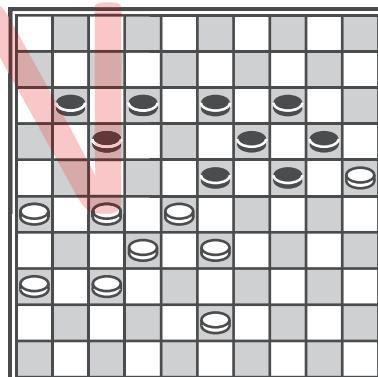


Diagram 312 [5]

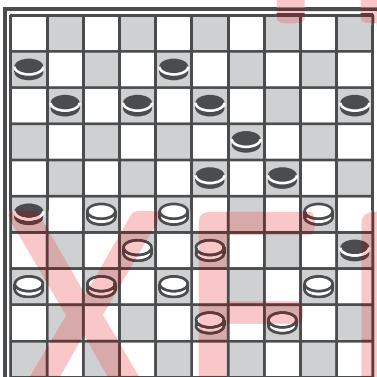


Diagram 313 [4]

Denk aan het juiste tempo!

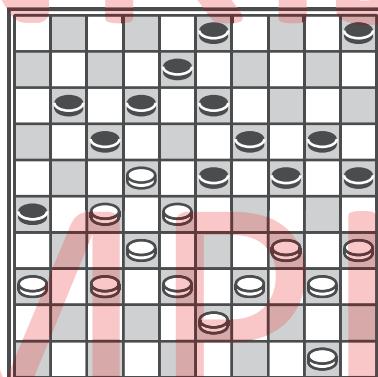


Diagram 314 [5]

Dam op veld 2

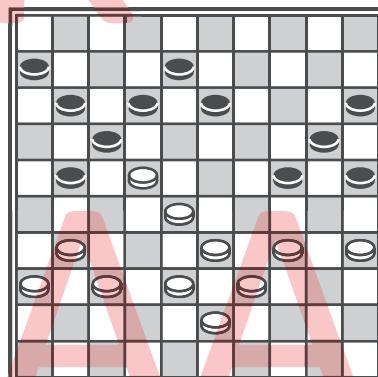


Diagram 315 [4]

## 24.1 Achterlopen is gevaarlijk

Opdracht: Zwart loopt achter een witte schijf, wat erg gevaarlijk is! Wit haalt vervolgens uit.

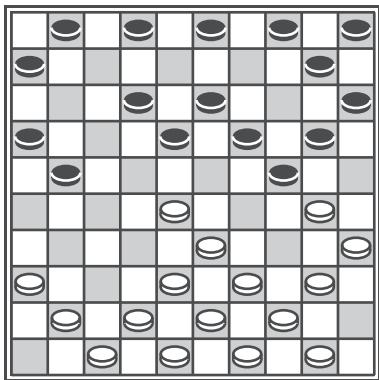


Diagram 316 [4]  
20-25?

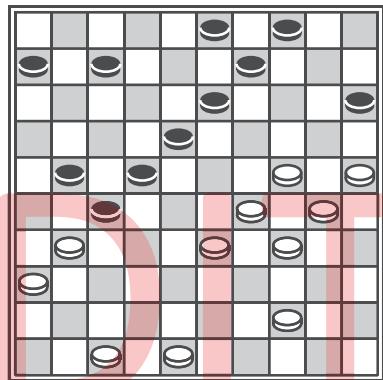


Diagram 317 [4]  
21-26?

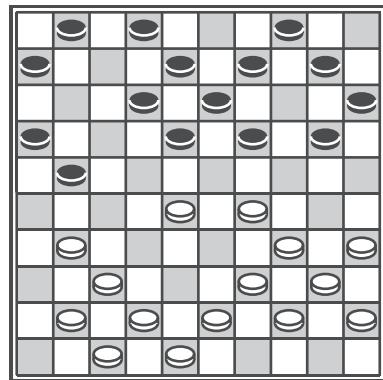


Diagram 318 [3]  
19-24?

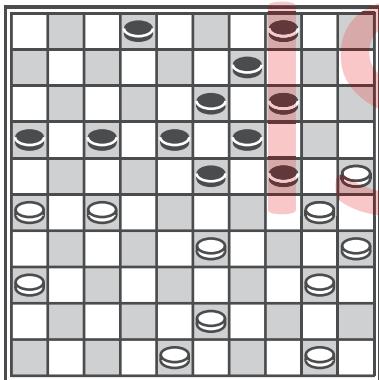


Diagram 319 [2]  
23-29?

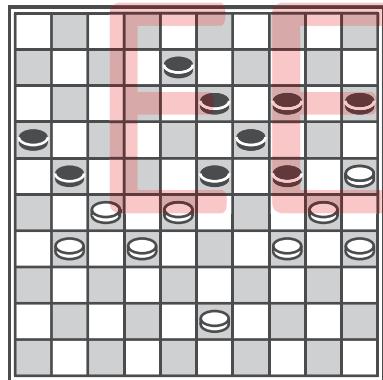


Diagram 320 [3]  
21-26?

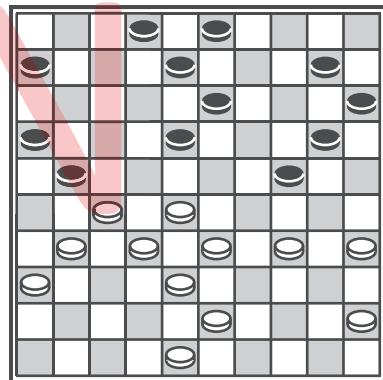


Diagram 321 [3]  
21-26?

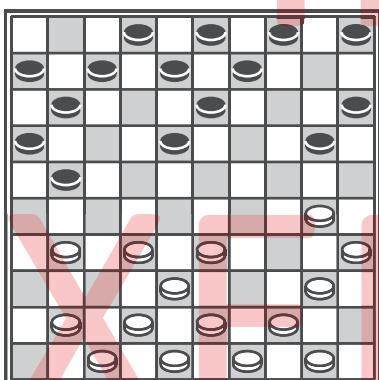


Diagram 322 [1]  
21-26?

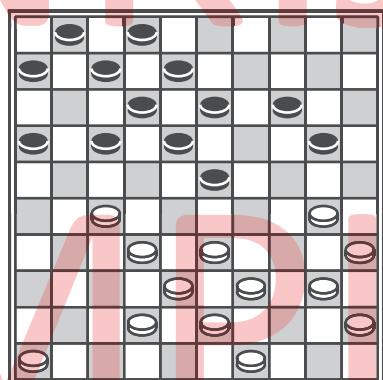


Diagram 323 [5]  
17-22?

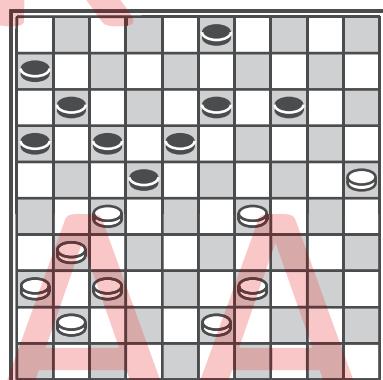


Diagram 324 [3]  
17-21?

## 24.2 Achterlopen is gevaarlijk

Opdracht: Nog een paar leuke combinaties met het thema 'achterloop'. Zie jij de truc?

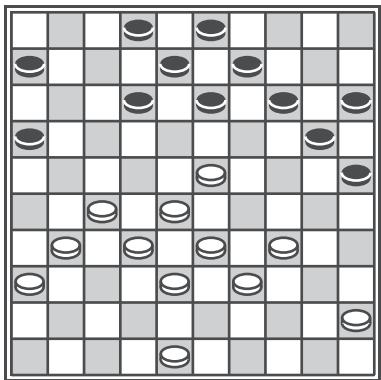


Diagram 325 [3]  
13-18?

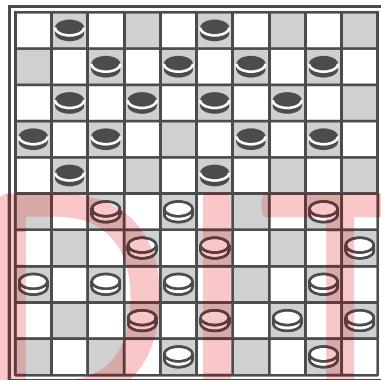


Diagram 326 [1]  
20-25?

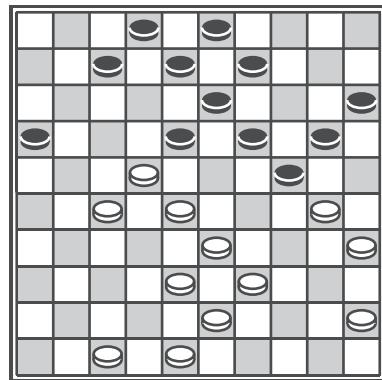


Diagram 327 [2]  
18-23?

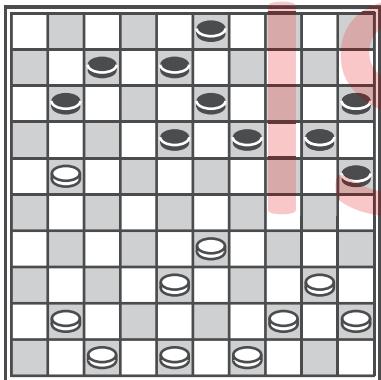


Diagram 328 [5]  
11-16?  
Coup Manoury

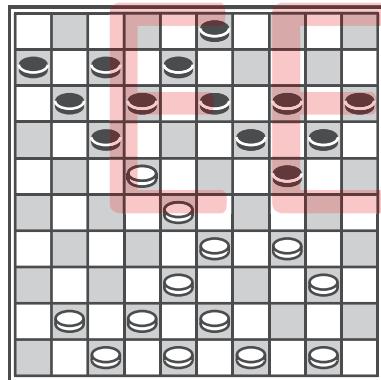


Diagram 329 [3]  
12-18?  
Coup Napoleon

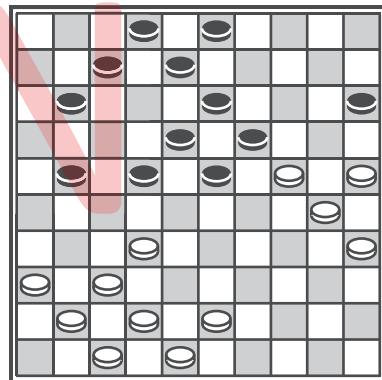


Diagram 330 [3]  
22-27?

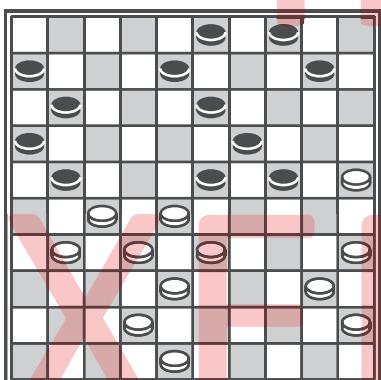


Diagram 331 [4]  
21-26?

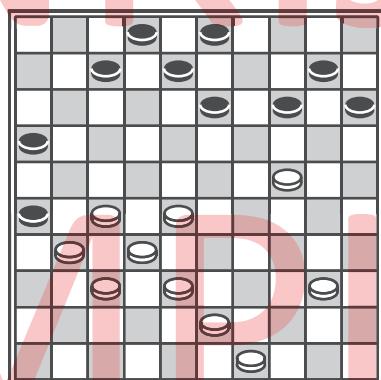


Diagram 332 [5]  
14-20?

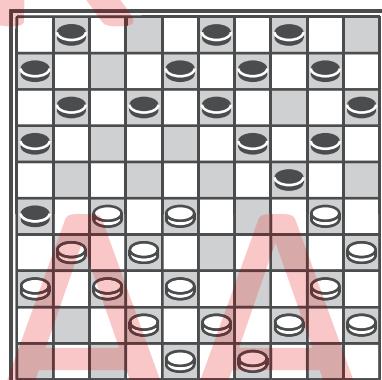


Diagram 333 [3]  
20-25?

## 25. Positiespel III: Goed of fout?

Opdracht: Is de aangegeven zet goed of fout? Leg ook uit waarom je dat vindt!

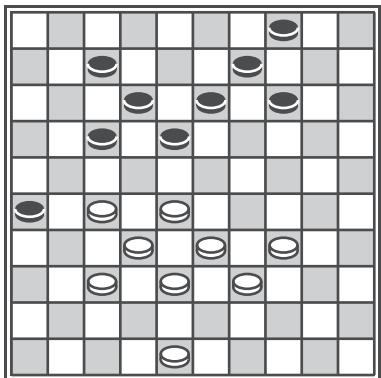


Diagram 334  
27-21

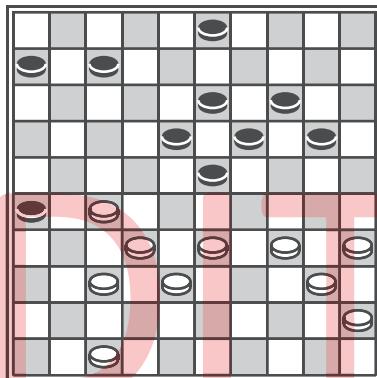


Diagram 335  
33-29

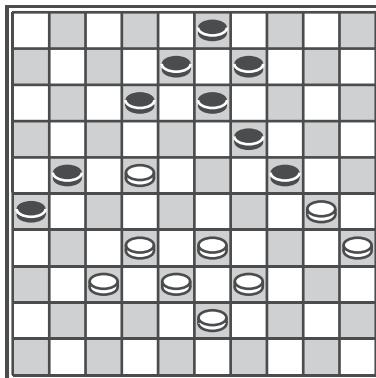


Diagram 336  
32-28

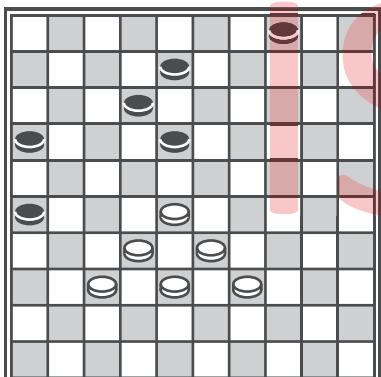


Diagram 337  
32-27

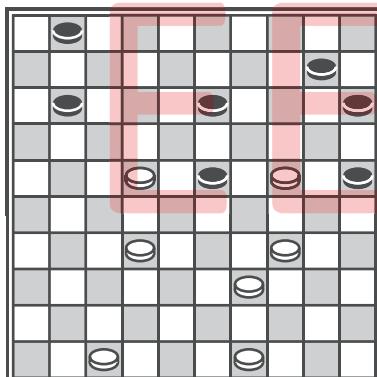


Diagram 338  
10-14

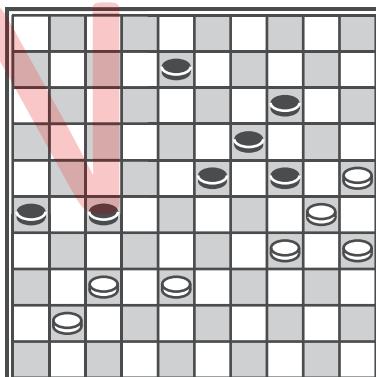


Diagram 339  
37-32

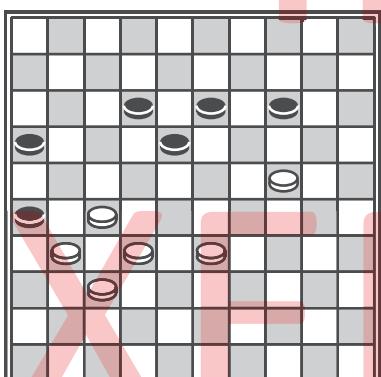


Diagram 340  
33-28

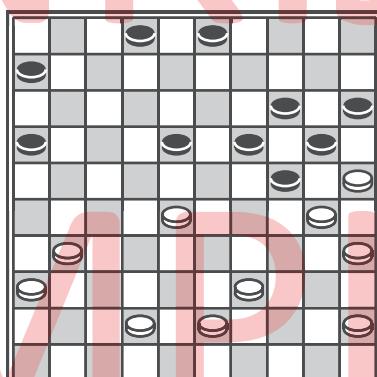


Diagram 341  
28-22

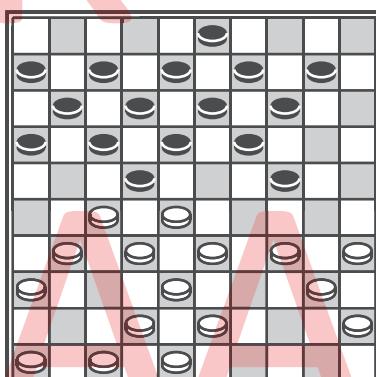


Diagram 342  
34-30

## 26. Kameleonslag

Opdracht: In de volgende diagrammen wint wit met een Kameleonslag. Een fraaie slagzet!

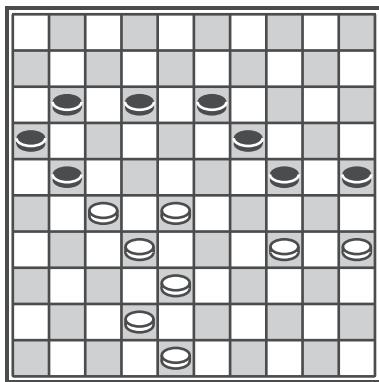


Diagram 343 [2]

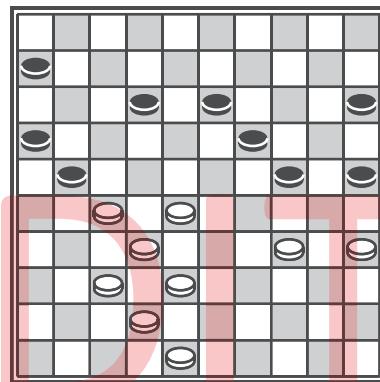


Diagram 344 [3]

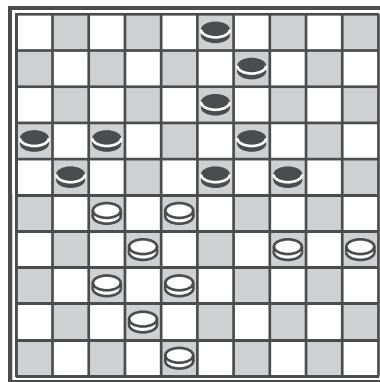


Diagram 345 [3]

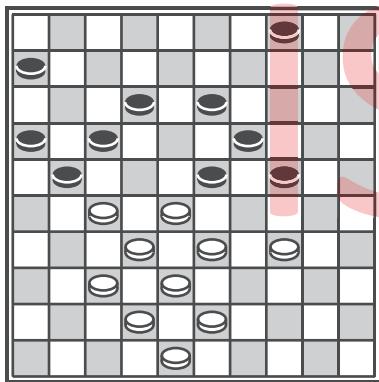


Diagram 346 [5]

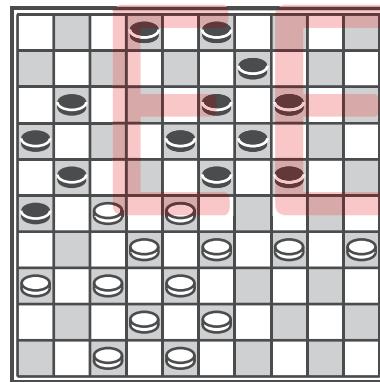


Diagram 347 [6]

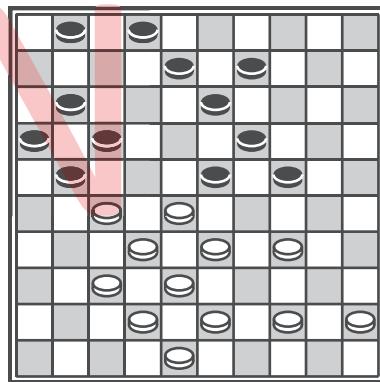


Diagram 348 [8]

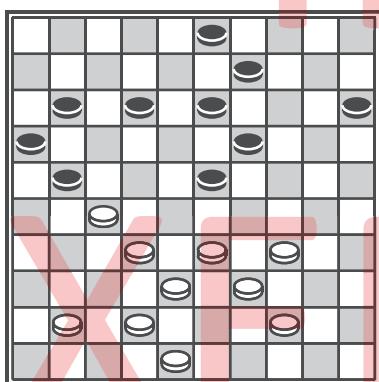


Diagram 349 [5]

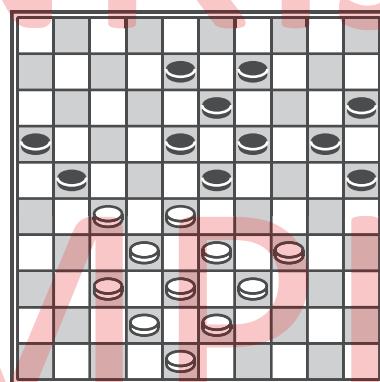


Diagram 350 [6]

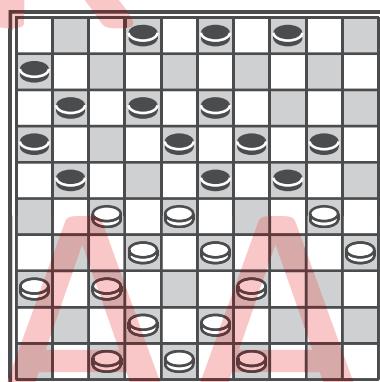


Diagram 351 [4]  
20-25?

## 27. Positionele tactieken II

Opdracht: Wit speelt en profiteert met behulp van een offer, stille zet, zetdwang etc.

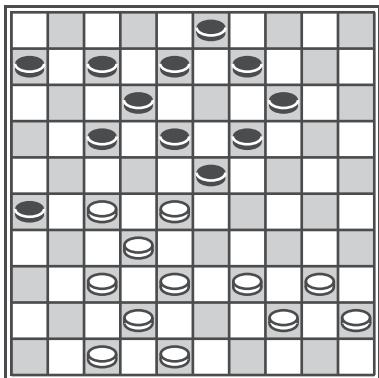


Diagram 352 [4]

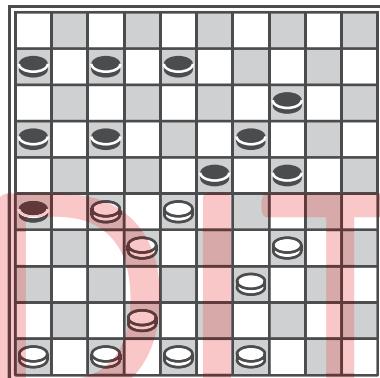


Diagram 353 [3]

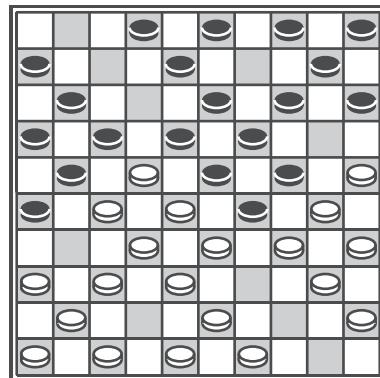


Diagram 354 [4]

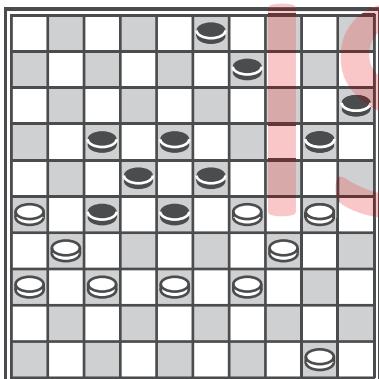


Diagram 355 [2]

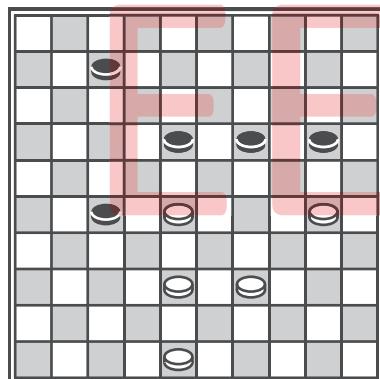


Diagram 356 [4]

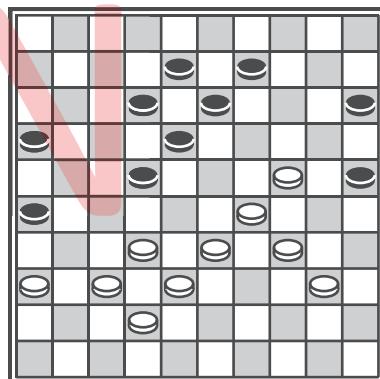


Diagram 357 [3]

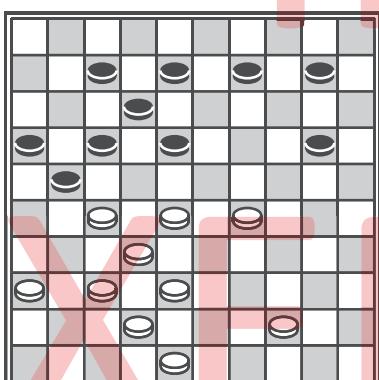


Diagram 358 [5]

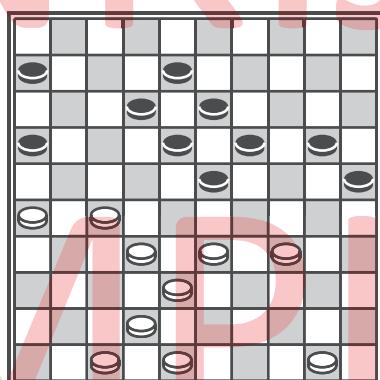


Diagram 359 [3]

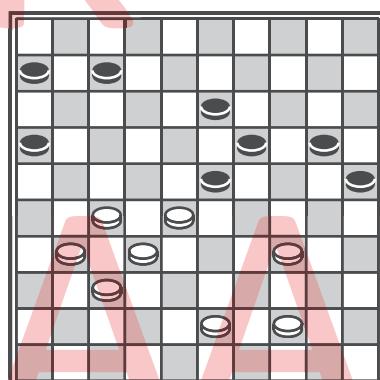


Diagram 360 [4]

## 28. Rekenen III

Opdracht: Kan jij de stand uitrekenen? Noteer de witte en zwarte zetten (slaan niet nodig).

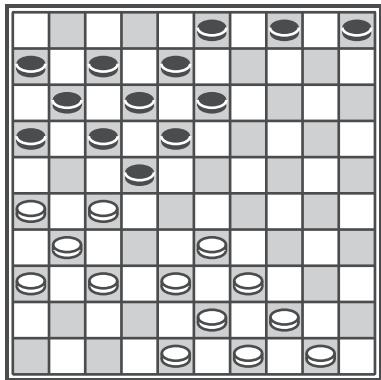


Diagram 361 [3]

Wit behaalt groot voordeel!

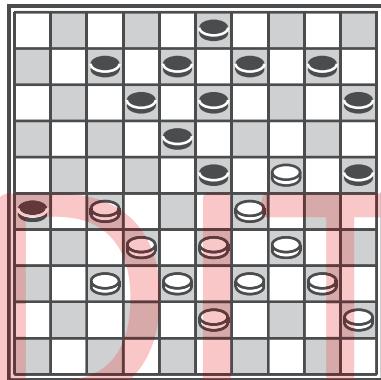


Diagram 362 [4]

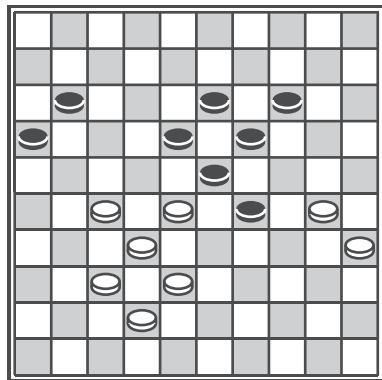


Diagram 363 [7]

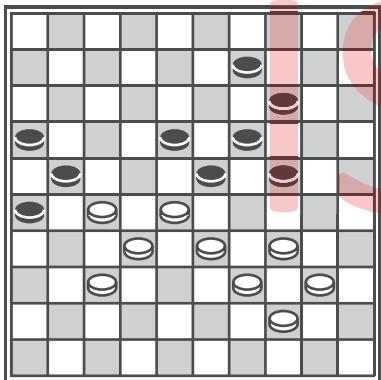


Diagram 364 [7]

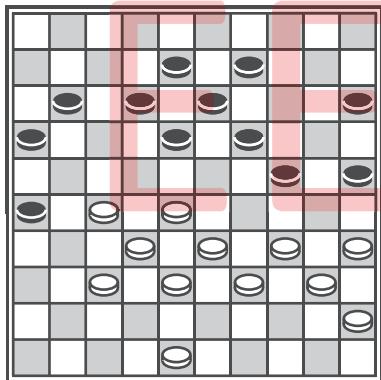


Diagram 365 [5]

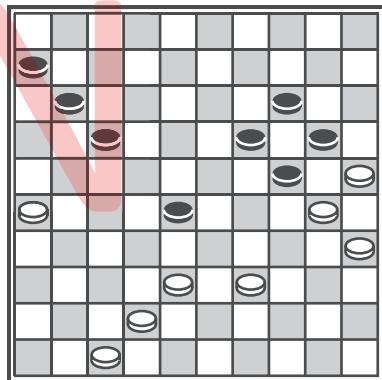


Diagram 366 [4]

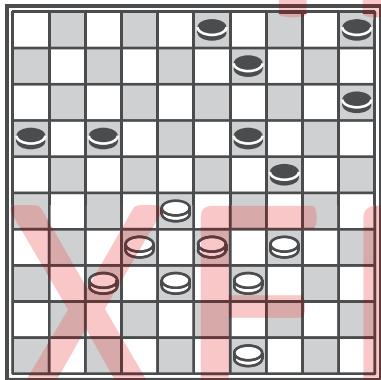


Diagram 367 [8]

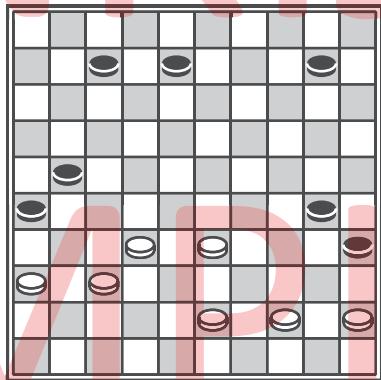


Diagram 368 [13]

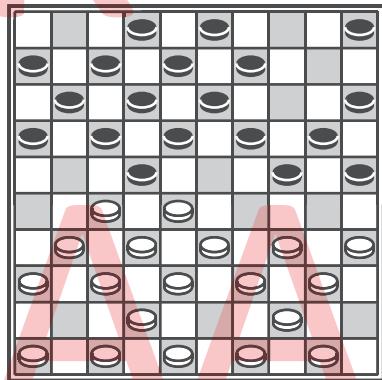


Diagram 369 [9]

## 29. Houdini-ontsnapping

Opdracht: Wit staat slecht in alle standen. Toch volgt er een wonderbaarlijke remiseturc.

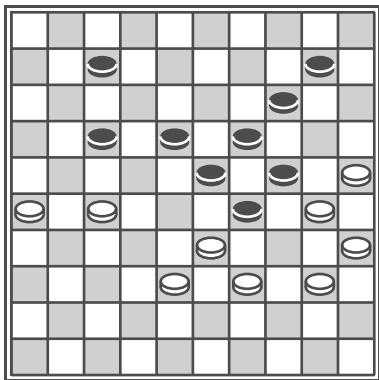


Diagram 370 [2]

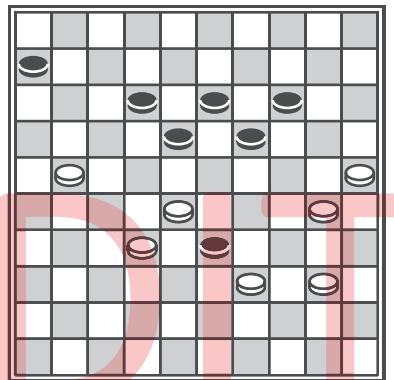


Diagram 371 [2]

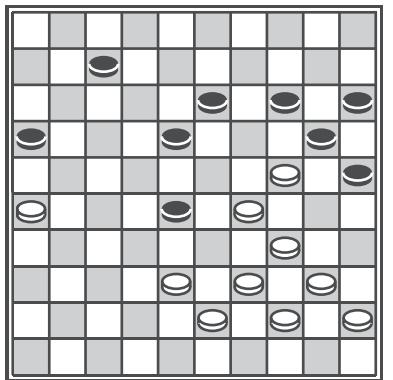


Diagram 372 [5]

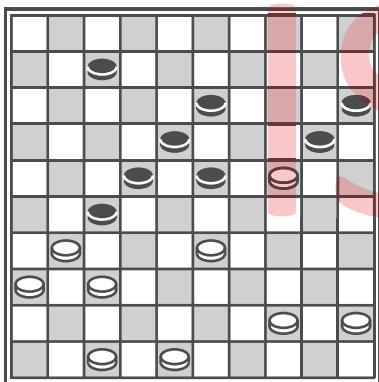


Diagram 373 [4]

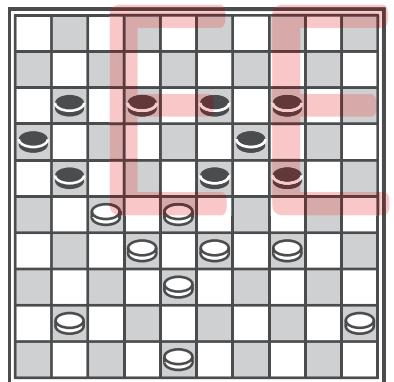


Diagram 374 [3]

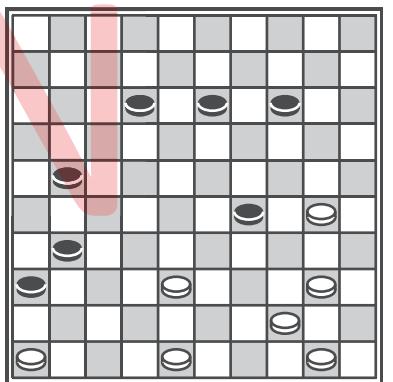


Diagram 375 [3]

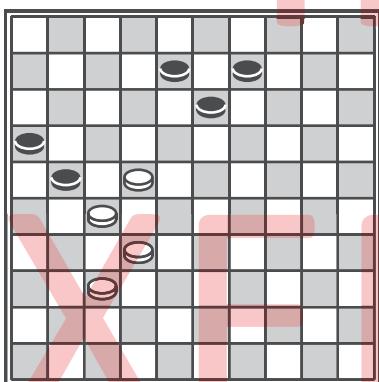


Diagram 376 [4]

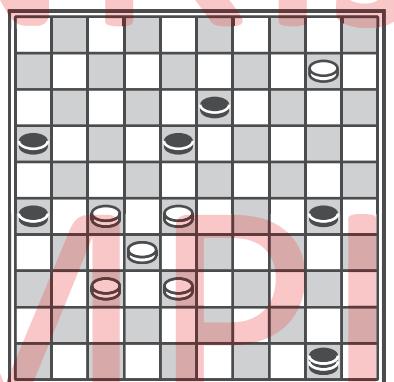


Diagram 377 [5]

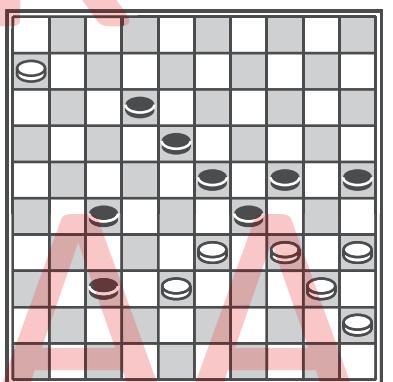


Diagram 378 [3]

## 30. Coup Raphaël

Leren: In de volgende diagrammen wint wit met een Coup Raphaël. Echt heel mooi!

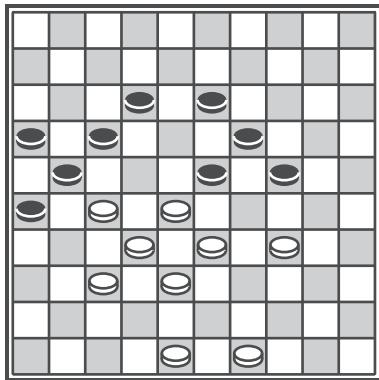


Diagram 379 [4]

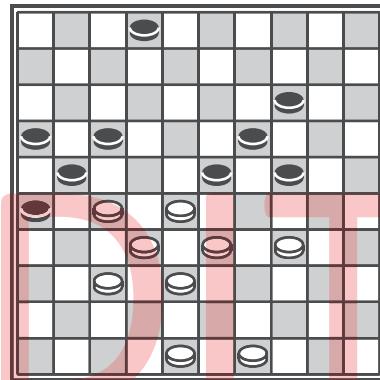


Diagram 380 [4]

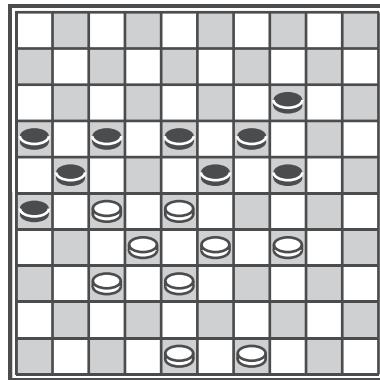


Diagram 381 [4]

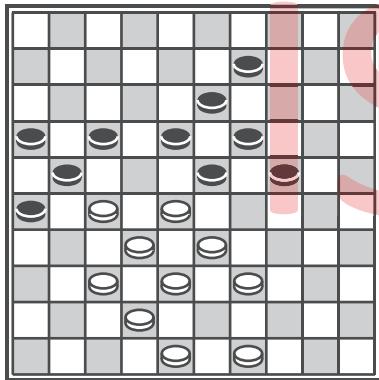


Diagram 382 [5]  
Forcing

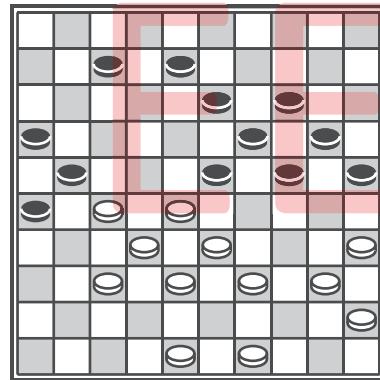


Diagram 383 [5]  
Forcing

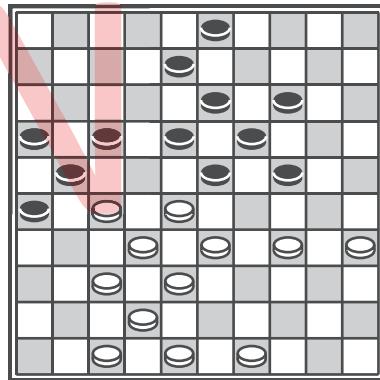


Diagram 384 [4]

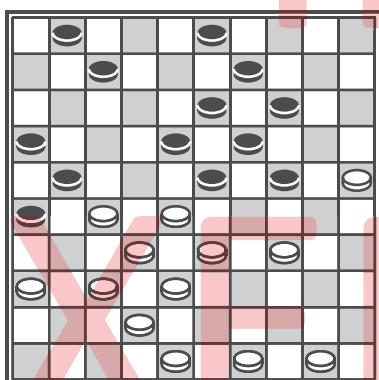


Diagram 385 [4]

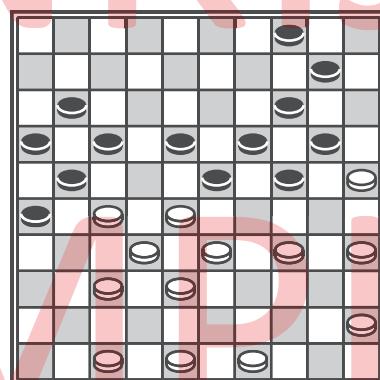


Diagram 386 [4]

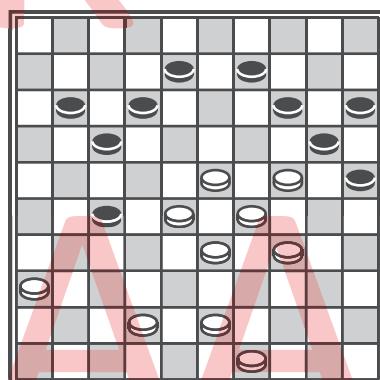


Diagram 387 [3]

### 31.1 Forcing

Opdracht: In de volgende diagrammen forceert wint naar winst. Hoe dwing je dat af?

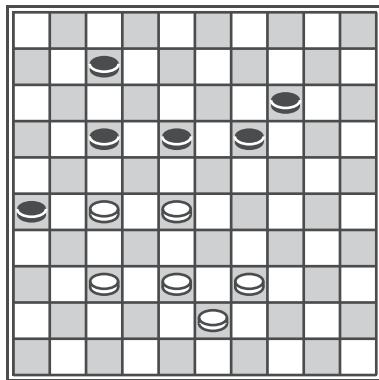


Diagram 388 [4]

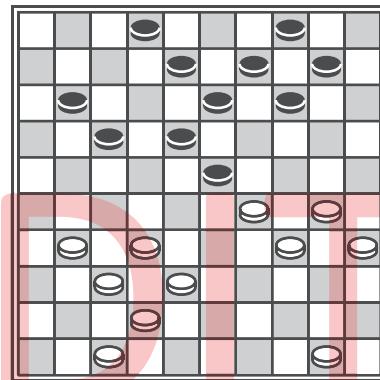


Diagram 389 [5]

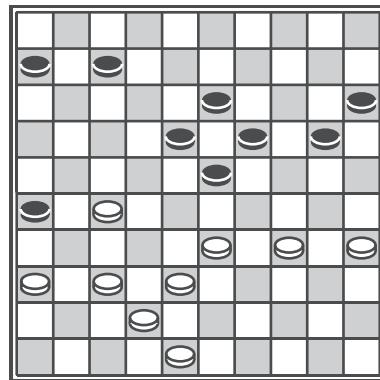


Diagram 390 [3]

Tip: gebruik een offer!

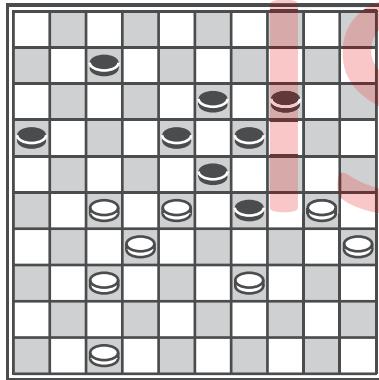


Diagram 391 [4]

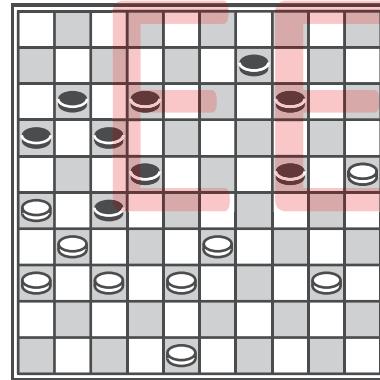


Diagram 392 [3]

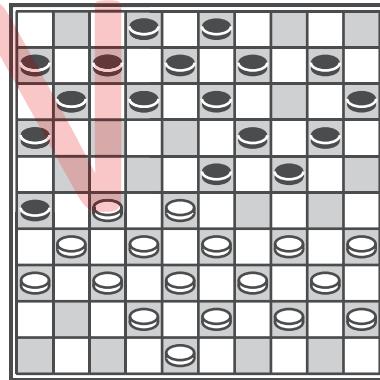


Diagram 393 [3]

Dubbele dreiging

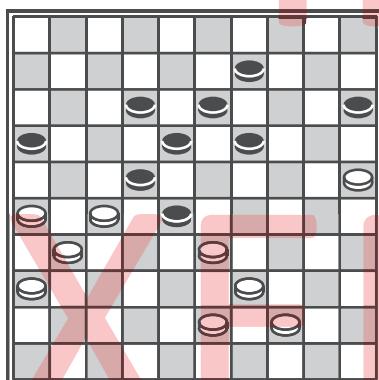


Diagram 394 [4]

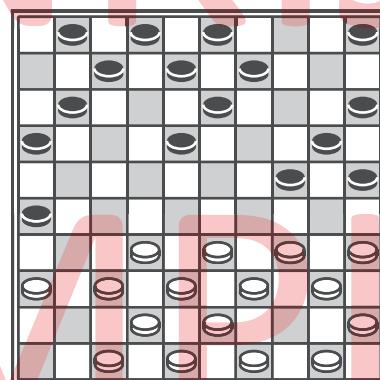


Diagram 395 [5]

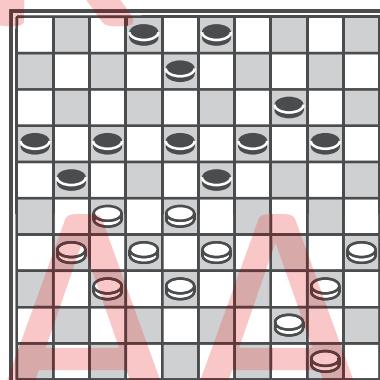


Diagram 396 [4]

## 31.2 Forcing

Opdracht: Probeer ook nu de forcerende en winnende voortzetting voor wit te vinden.

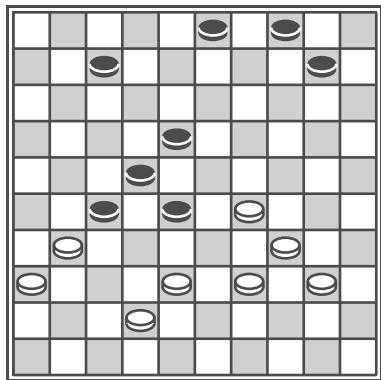


Diagram 397 [4]

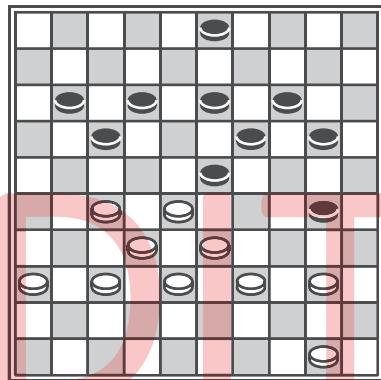


Diagram 398 [3]

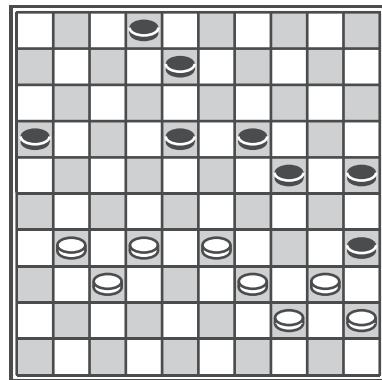


Diagram 399 [2]

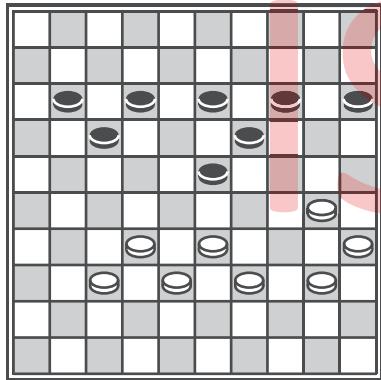


Diagram 400 [3]

Tip: gebruik een offer!

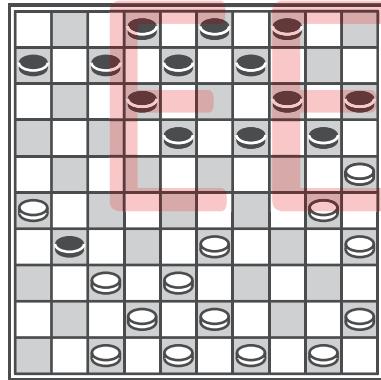


Diagram 401 [5]

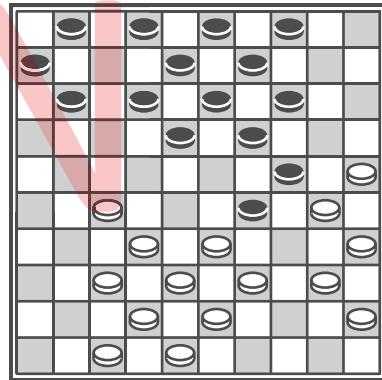


Diagram 402 [3]

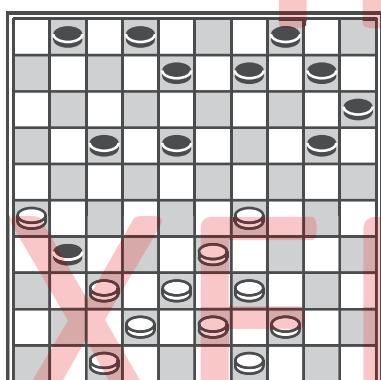


Diagram 403 [4]

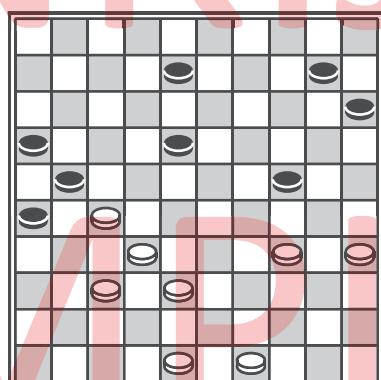


Diagram 404 [3]

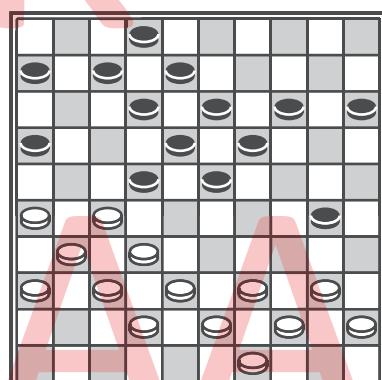
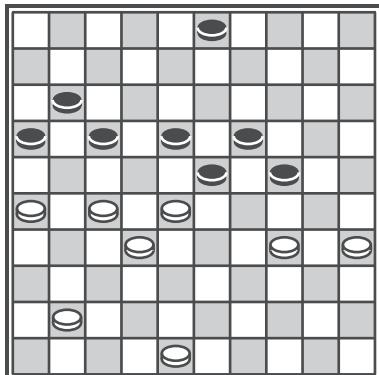


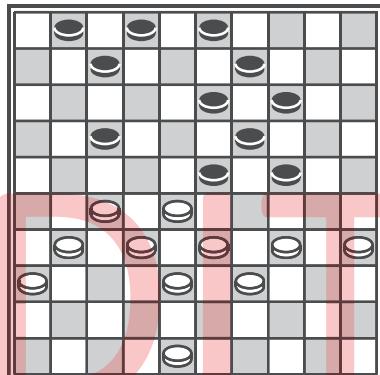
Diagram 405 [4]

## 32. Een addertje onder het gras

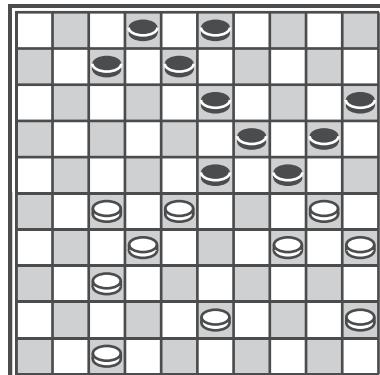
Opdracht: Zwart haalt een foutieve combinatie uit en wit laat zien waarom dat zo is.



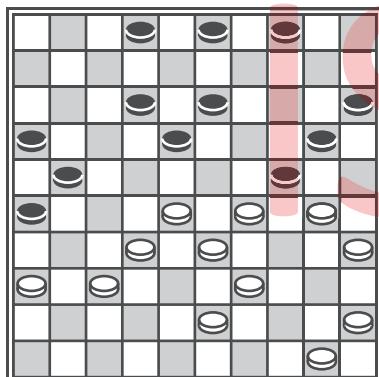
**Diagram 406 [2]**  
24-30!?



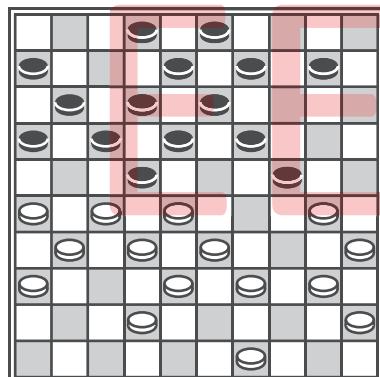
**Diagram 407 [3]**  
23-29 en 17-22!?



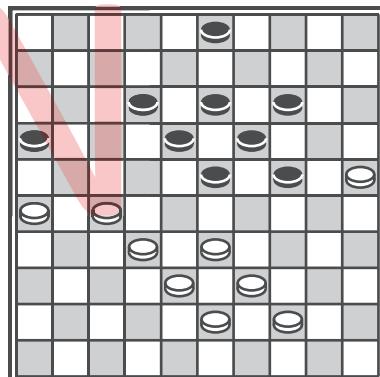
**Diagram 408 [4]**  
Wit speelt op een lokzet.



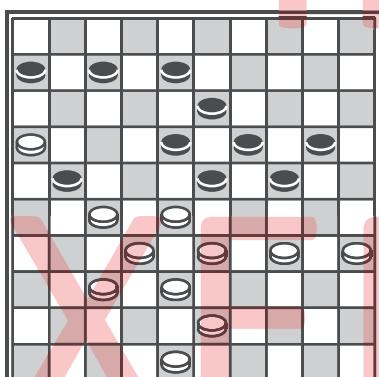
**Diagram 409 [4]**  
21-27!?



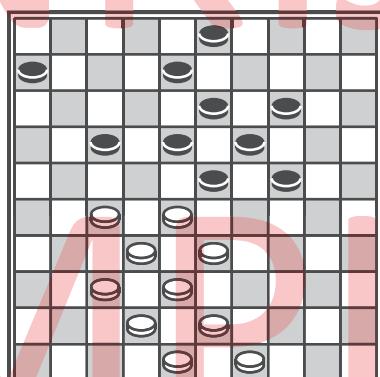
**Diagram 410 [4]**  
Wat mag zwart niet doen?



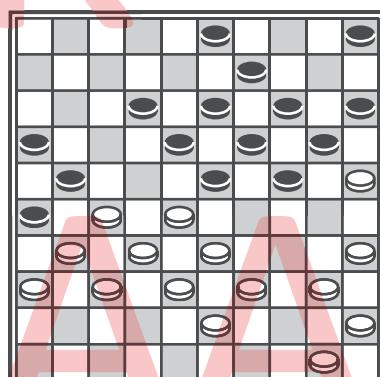
**Diagram 411 [4]**  
Wat mag zwart niet doen?



**Diagram 412 [5]**  
Wit speelt op een lokzet.



**Diagram 413 [7]**  
Wit speelt op een lokzet.



**Diagram 414 [3]**  
39-34?! en 24-29?!  
Coup Ricou

### 33.1 Rekenen IV

Opdracht: Probeer de onderstaande opdrachten en vragen zonder bord te maken.

#### Opdracht 1

Zwart staat verloren in diagram 424. Wit heeft namelijk een vleugel aanval over links.

A. Hoe wint wit na 1. ... 11-16? .....

B. Hoe wint wit na 1. ... 17-22? .....

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

D. Hoe wint wit na 1. ... 10-15? .....

E. Hoe wint wit na 1. ... 24-30? .....

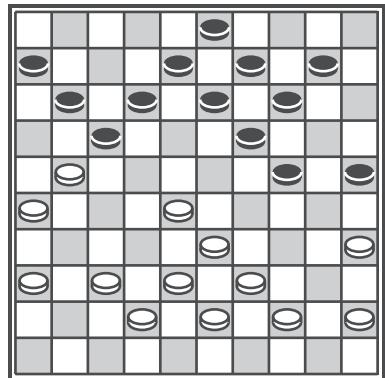


Diagram 415

#### Opdracht 2

Wit gaat in diagram 425 een goede Hooglandaanval innemen en daarmee de partij naar zich toetrekken.

**1. 27-22! 09-13 2. 31-27**

A. Hoe wint wit na 2. ... 12-17? .....

B. Hoe wint wit na 2. ... 12-18? .....

Vervolg: **2. ... 13-19 3. 36-31**

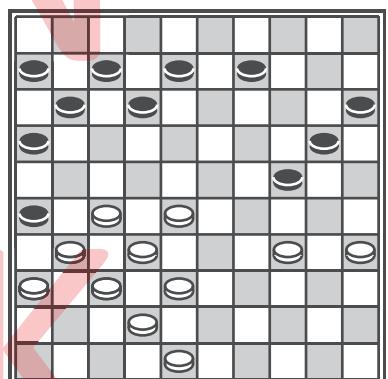


Diagram 416

C. Hoe wint wit na 3. ... 08-13? .....

D. Hoe wint wit na 3. ... 12-17? .....

Vervolg: **3. ... 20-25 4. 38-33 15-20 5. 48-43 12-17**

E. Hoe won wit de partij? .....

F. Hoe heet de naam van de combinatie? .....

### 33.2 Rekenen IV

Opdracht: Probeer de onderstaande opdrachten en vragen zonder bord te maken.

#### Opdracht 3

Wit heeft in diagram 426 een mooie uitgangspositie om een centrumomsingeling toe te passen.

- ❖ Zwart heeft een randschijf op 26
- ❖ Zwart heeft een centrumschijf die niet wordt ondersteund
- ❖ Wit hangt mooi om het centrum

Zwart speelde wit in de kaart met de vrij logische opbouwzet **1. ... 14-19**. Wit speelde nu sterk **2. 33-29!**

**A.** Nu mag zwart niet opvangen met **2. ... 03-09 3. 29x18 13x22**. Hoe gaat wit dan winnen?

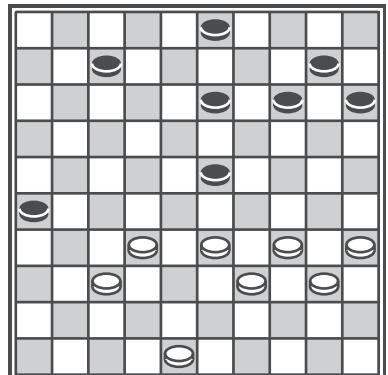


Diagram 417

Vervolg: **2. ... 13-18 3. 35-30 03-08 4. 39-33 08-13?**

**B.** Hoe won wit nu de partij?

#### Opdracht 4

Wit heeft het centrum onder controle in diagram 427. Daarnaast is wordt zijn centrum goed ondersteund door zijn piramide. Wit speelt hier verrassend sterk **1. 27-21!**. Deze tactisch sterke zet geeft grote problemen voor zwart.

**A.** Wit dreigt met een damzet. Zie jij hoe?

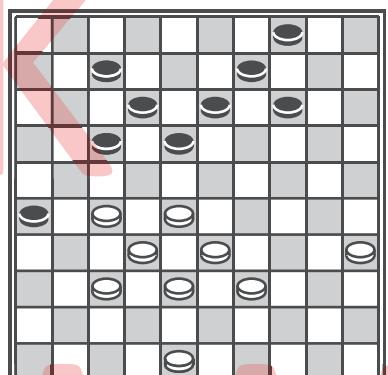


Diagram 418

**B.** Stel zwart speelt **1. ... 18-22**. Hoe gaat wit dan winnen?

**C.** Ook na **1. ... 07-11** kan wit met een tactische truc winnen!

### 33.3 Rekenen IV

Opdracht: Probeer de onderstaande opdrachten en vragen zonder bord te maken.

#### Opdracht 5

Wit lijkt een niet stevige flankaanval (24) te hebben in diagram 428. Maar met tactische middelen wordt de aanval van kracht voorzien.

**1. 38-33!** Een sterke zet.

**A.** Waarom mag zwart de flankaanval niet onder vuur nemen met 1. ... 14-19?

DIT

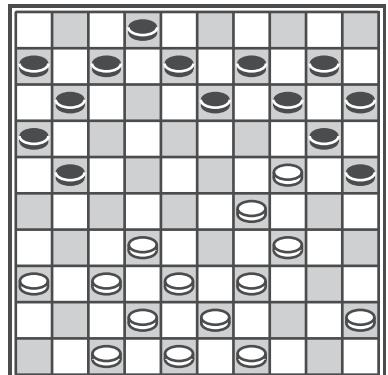


Diagram 419

Vervolg: **1. ... 21-26 2. 45-40 11-17 3. 33-28!**

**B.** Met welke leerzame combinatie wint wit de partij als zwart vervolgt met 3. ... 14-19?

IS EEN

Vervolg: **3. ... 17-22? 4. 28x17 14-19?** (Zie diagram 429)

Zwart dacht met het Keller-gambiet te kunnen winnen.

**C.** Wit kan nu met een fantastische combinatie winnen na 4. ... 14-19? Zie jij hoe?

IN KIJK

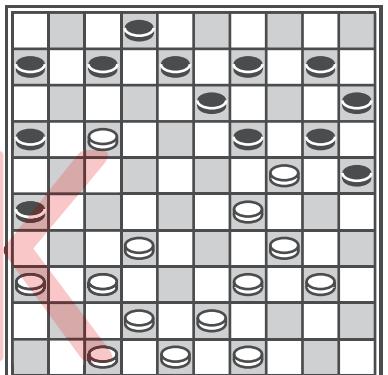


Diagram 420

#### Opdracht 6

In diagram 430 hebben beide spelers een Oostblok op het bord. Echter, heeft zwart een grote zwakte in zijn stelling: de hangende schijf op 10. Wit gaat daarvan profiteren!

**1. 37-31! 26x37 2. 42x31**

**A.** Hoe wint wit na 2. ... 21-26?

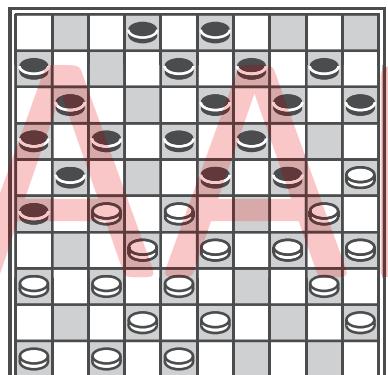
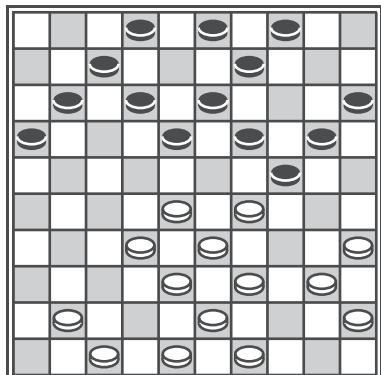


Diagram 421

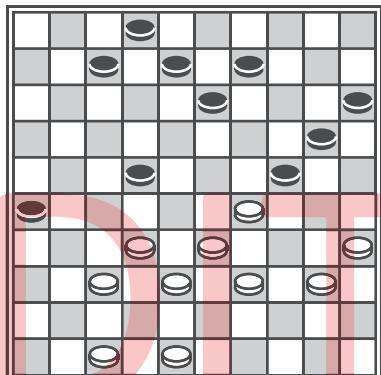
**B.** Wat is de naam van de combinatie? .....

#### 34. Voorstellingsvermogen II

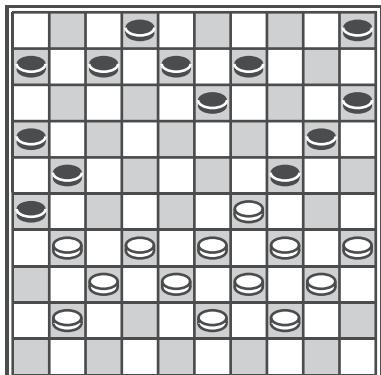
Opdracht: Noteer de overgebleven stand na het zetje in het lege diagram. Zonder bord!



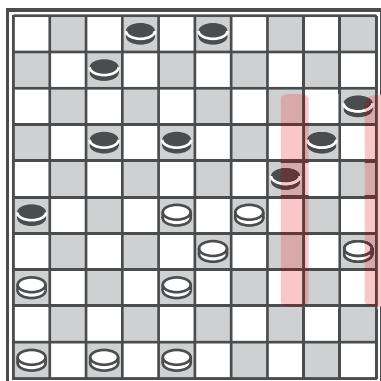
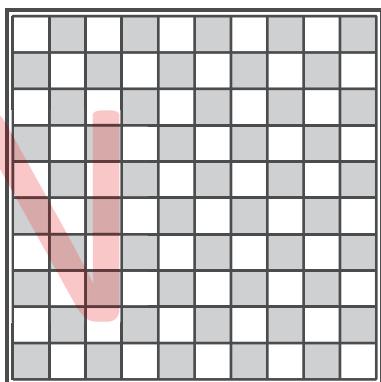
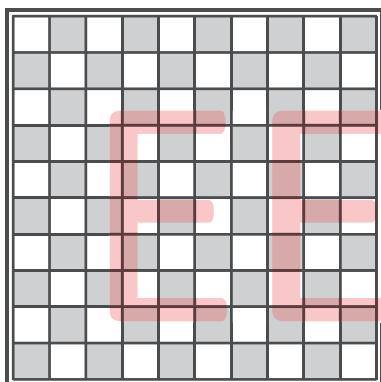
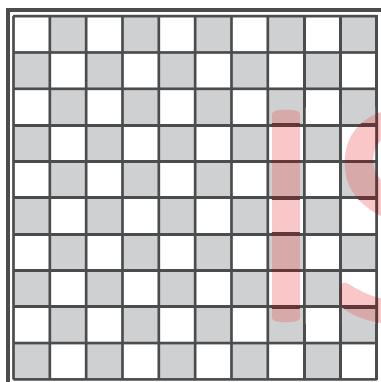
**Diagram 422**  
28-23 | 38-32



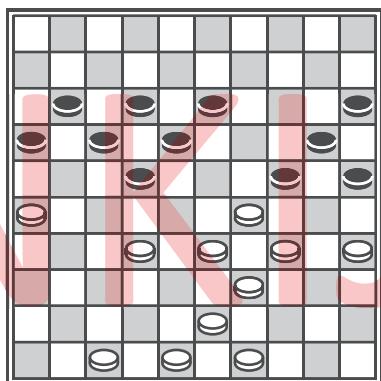
**Diagram 423**  
37-31 | 39-34 | 40-34



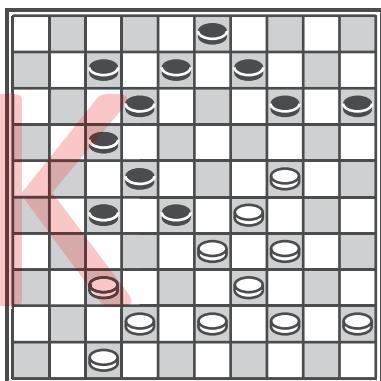
**Diagram 424**  
35-30 | 32-27 | 29-24



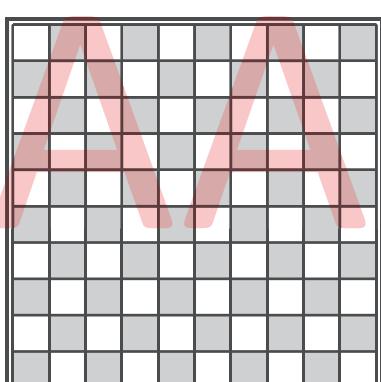
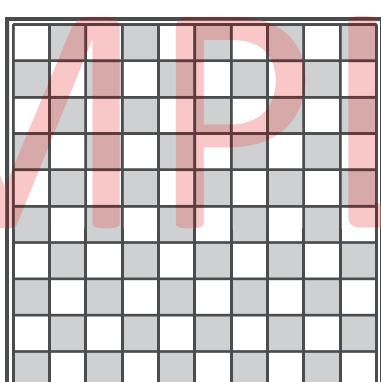
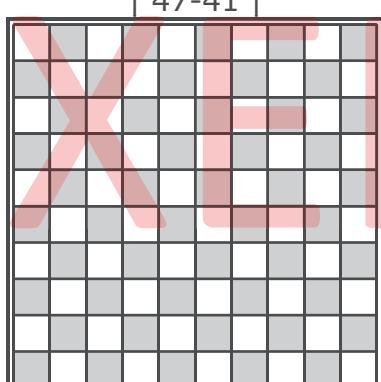
**Diagram 425**  
36-31 | 28-22 | 38-33  
| 47-41



**Diagram 426**  
29-23 | 26-21 | 34-30

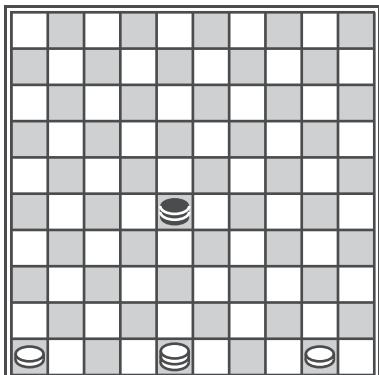


**Diagram 427**  
37-32 | 24-19



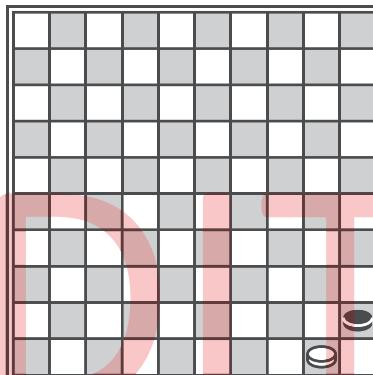
### 35.1 Basiskennis III: Terminologie in het eindspel

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



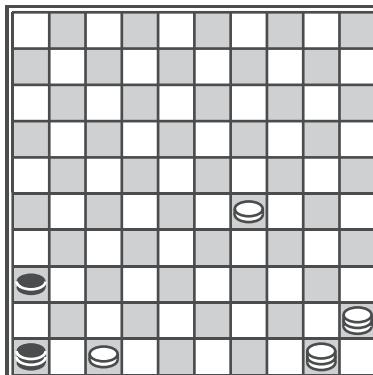
**Diagram 428**  
*Magneet-motief*

De zwarte dam wordt aangetrokken tot de witte schijven 46, 50 en de witte dam op 48.



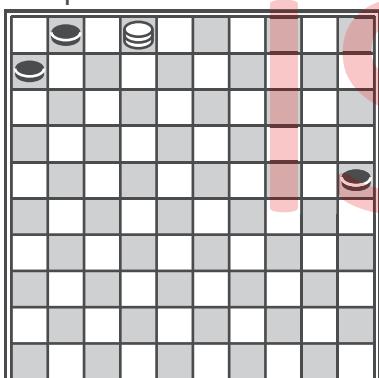
**Diagram 429**  
*Sargin-detail*

Een witte schijf op 50 en een zwarte schijf op 45 wordt het Sargin-detail genoemd. Dit komt regelmatig voor.



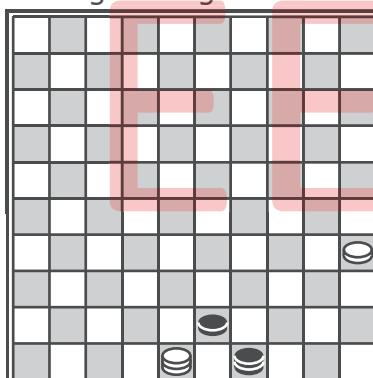
**Diagram 430**  
*Scoupe*

Het befaamde eindspel: Scoupe. De schijf op 29 mag niet een stapje verder, dan is het Anti-Scoupe.



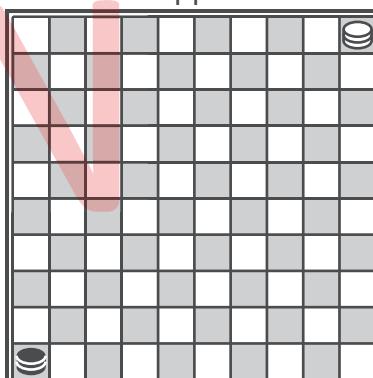
**Diagram 431**  
*Canalejas*

De drie schijven van zwart zijn kansloos tegen de sterke witte dam. Dit is het Canalejas-motief.



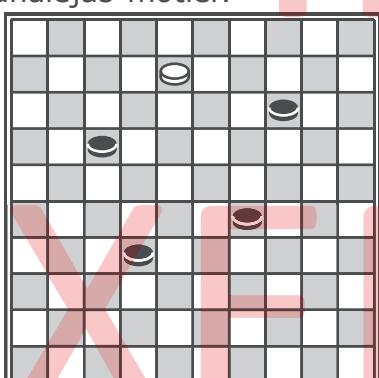
**Diagram 432**  
*Schuiftrompet*

Zwart aan zet en staat verloren. Schijf 35 blokkeert het enige vluchtveld van de zwarte dam.



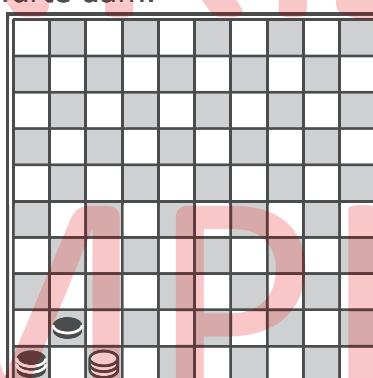
**Diagram 433**  
*Lange lijn motief*

Als een witte en een zwarte dam tegenover elkaar staan op de lange lijn. De gene die aan zet is verliest de partij.



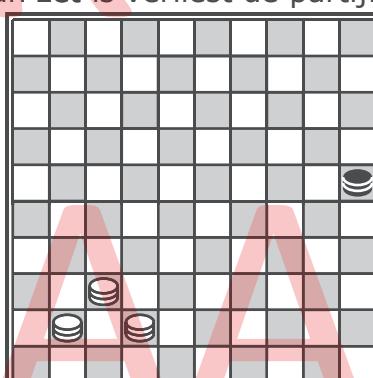
**Diagram 434**  
*Laocoön-motief*

Wit haalt een dam op veld 3 en staat aan beide kanten op slag. Wat zwart ook speelt, hij verliest de partij.



**Diagram 435**  
*Manoury-motief*

Zwart aan zet en staat klem. De zwarte dam wordt geblokkeerd door de zwarte schijf.

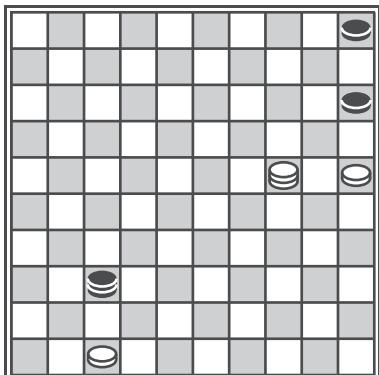


**Diagram 436**  
*Huguenin*

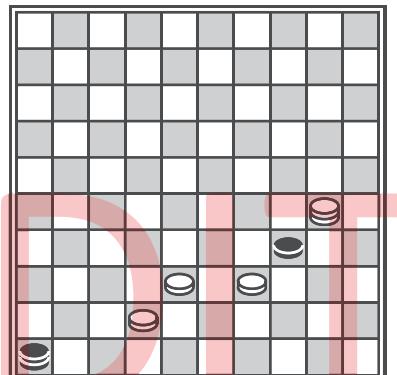
Wit wint met schaartechnieken, lange lijn motief en in kwadrant (3/25/26/48) . 1. 37-19!

## 35.2 Basiskennis III: Terminologie in het eindspel

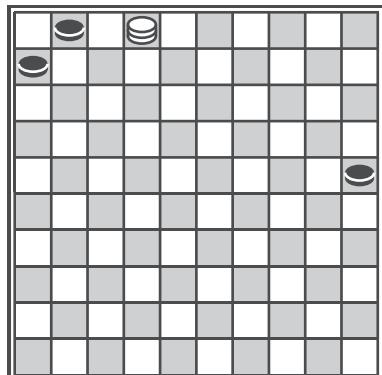
Opdracht: Wit speelt en wint met een paar bekende motieven/stellingen in het eindspel.



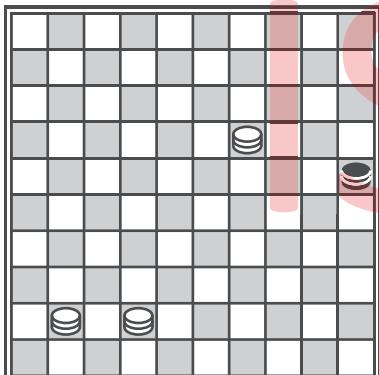
**Diagram 437 [3]**  
Lange lijn motief



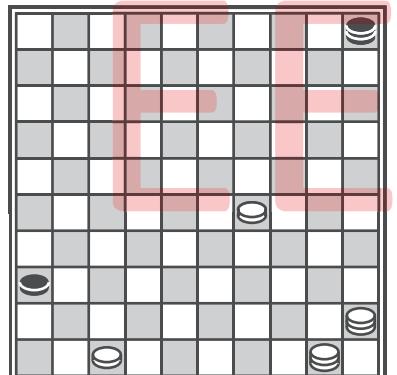
**Diagram 438 [3]**  
Manoury-motief



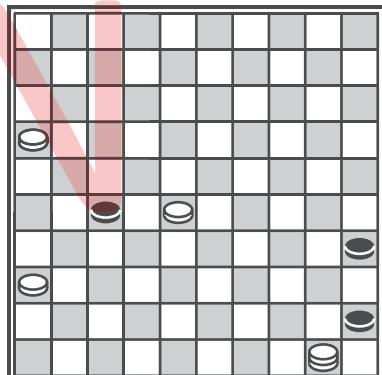
**Diagram 439 [4]**  
Canalejas  
Hoe wint wit na 1. ... 01-07?



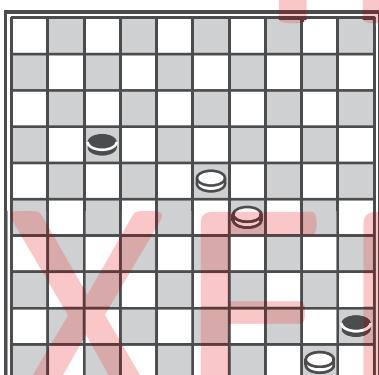
**Diagram 440 [4]**  
Huguenin  
Hoe wint wit na 1. ... 25-03?



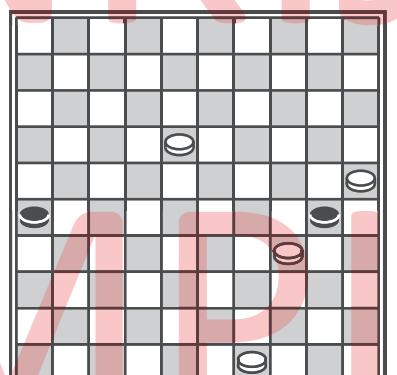
**Diagram 441 [3]**  
Scouppé



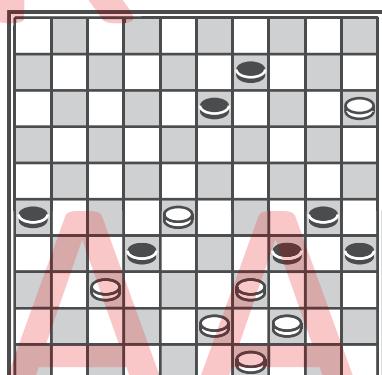
**Diagram 442 [4]**  
Magneet-motief



**Diagram 443 [5]**  
Sargin-detail



**Diagram 444 [6]**  
Schuiftrompet



**Diagram 445 [5]**  
Laocoön-motief

### 36. Eindspel I: Opsluiten van de vijandelijke dam

Opdracht: Wit speelt en gaat de dam van zijn tegenstander omsluiten. Zie jij hoe?

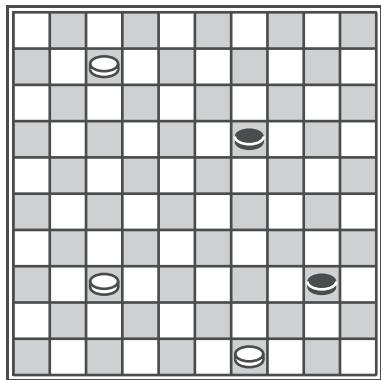


Diagram 446 [3]

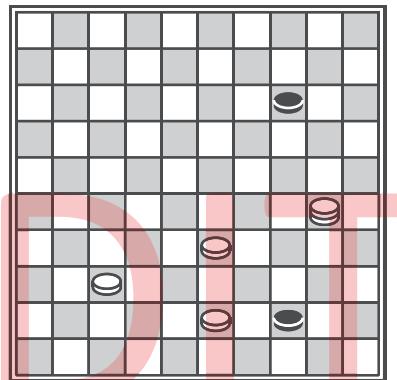


Diagram 447 [2] or [3]

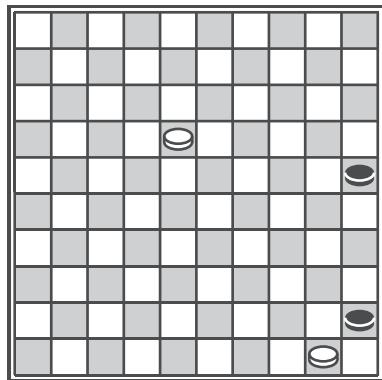


Diagram 448 [5]

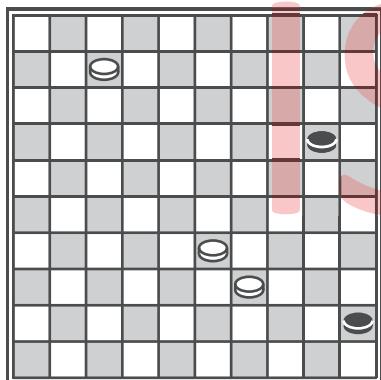


Diagram 449 [6]

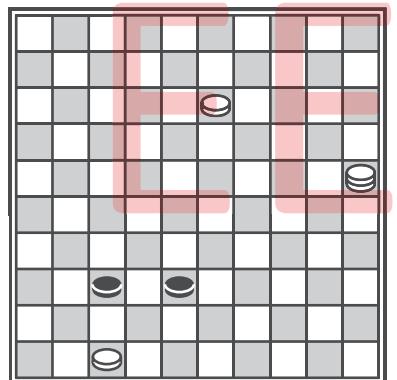


Diagram 450 [2]

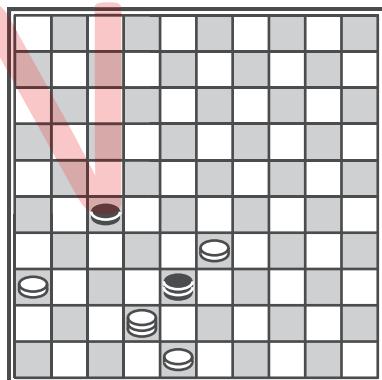


Diagram 451 [3]

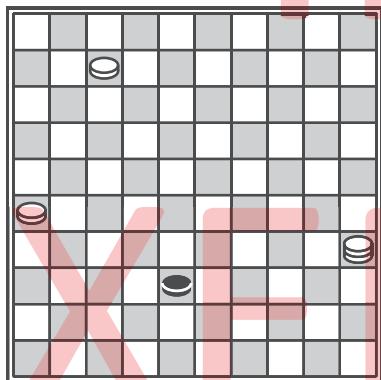


Diagram 452 [5]

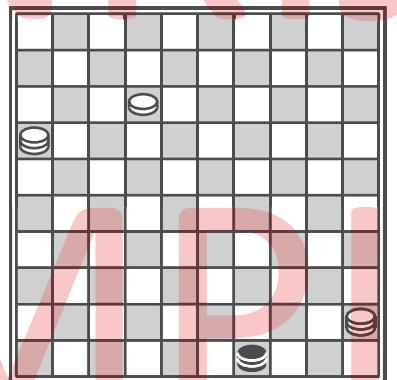


Diagram 453 [4]

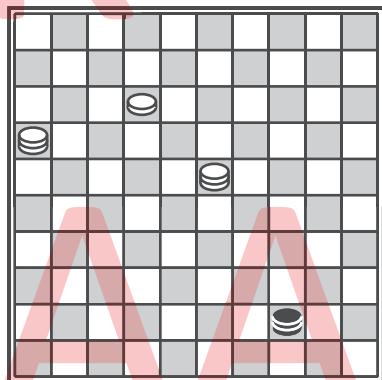


Diagram 454 [5]

### 37.1 Eindspel II: Overmacht

Opdracht: Wit heeft een overmachtseindspel en gaat vrij vlotjes de partij winnen.

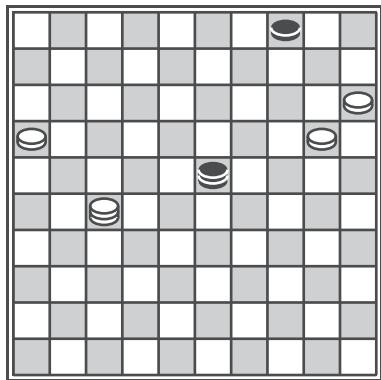


Diagram 455 [2]

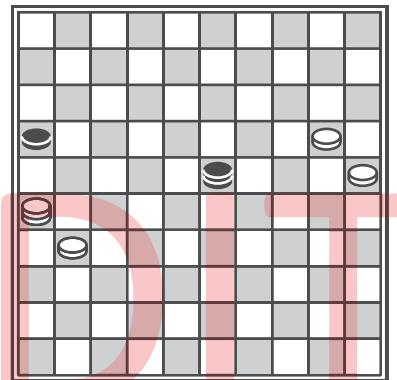


Diagram 456 [2]

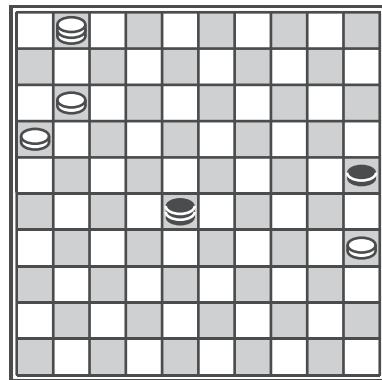


Diagram 457 [2]

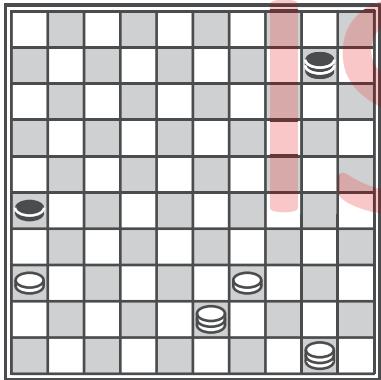


Diagram 458 [3]

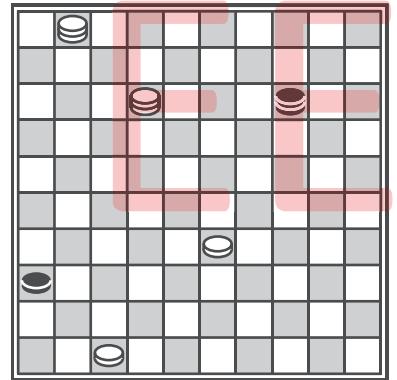
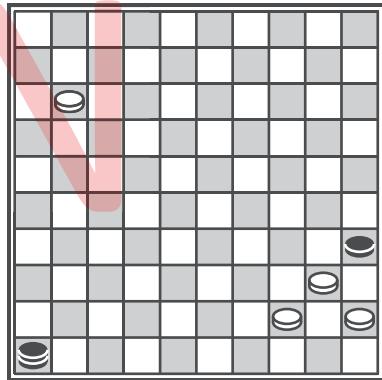


Diagram 459 [2]



Wit aan zet. Hoe verhinder je  
de dreiging 46-28?

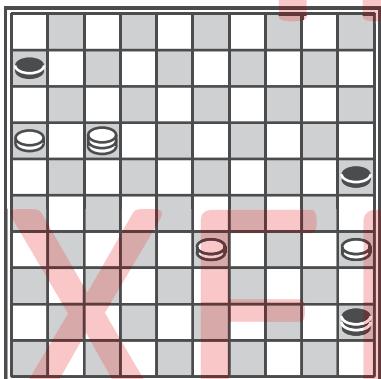


Diagram 461 [4]

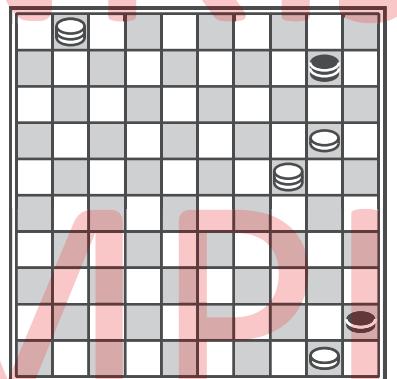


Diagram 462 [3]

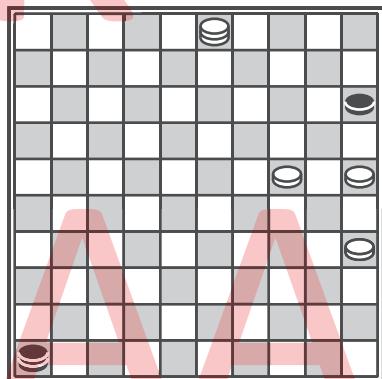


Diagram 463 [3]

## 37.2 Eindspel II: Overmacht

Opdracht: Ook nu gaat wit met leerzame eindspelfinesses de partij naar zich toetrekken.

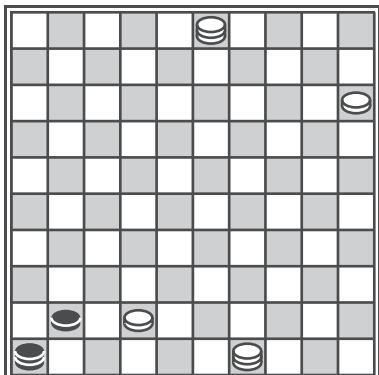


Diagram 464 [3]

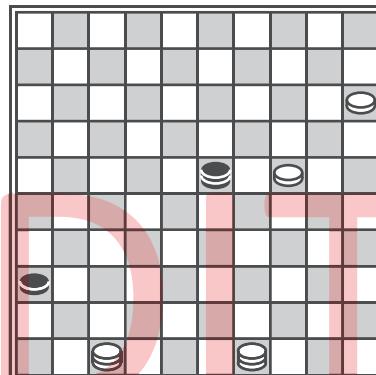


Diagram 465 [3]

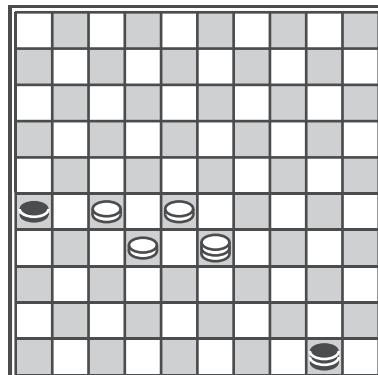


Diagram 466 [4]

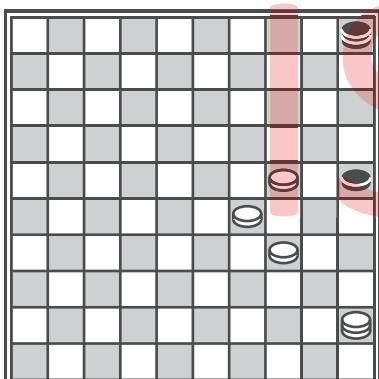


Diagram 467 [3]

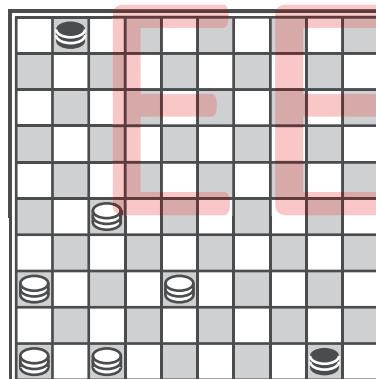


Diagram 468 [1]

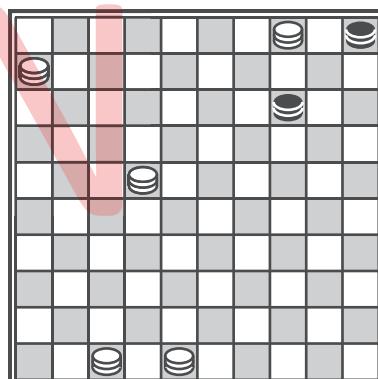


Diagram 469 [2]

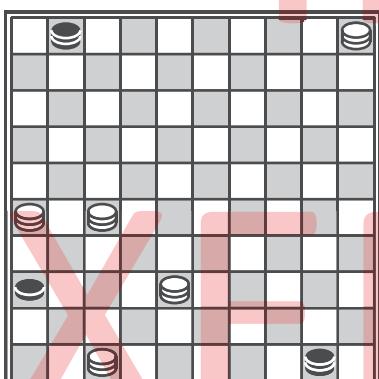


Diagram 470 [1]

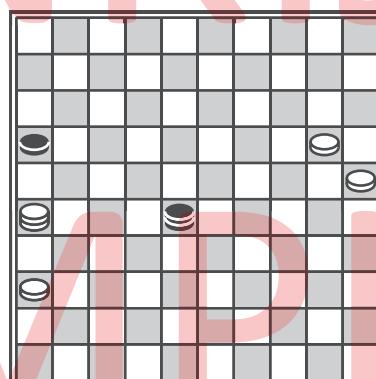


Diagram 471 [3]

Zwart blijft op de lange lijn.  
Welke drie zetten speel je  
met wit?

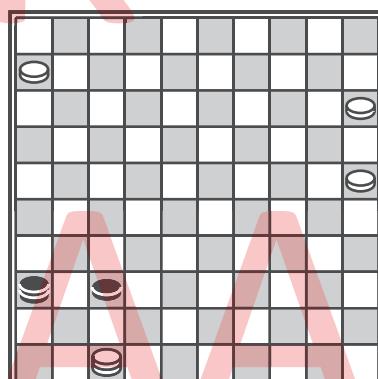


Diagram 472 [2]

### 37.3 Eindspel II: Overmacht

Opdracht: De laatste serie met overmachttrucjes in het eindspel. Dat wordt weer puzzelen!

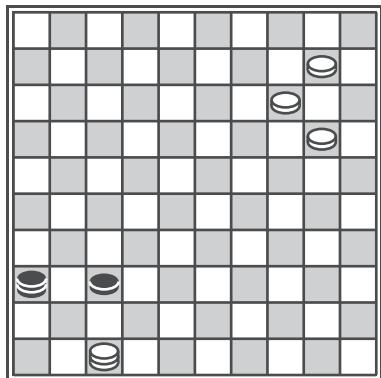


Diagram 473 [3]

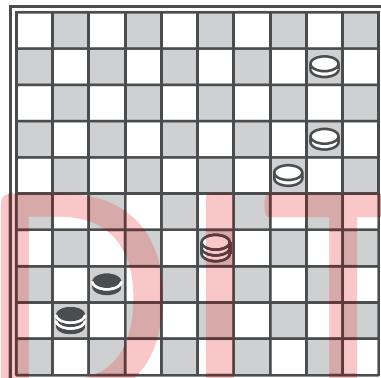


Diagram 474 [5]

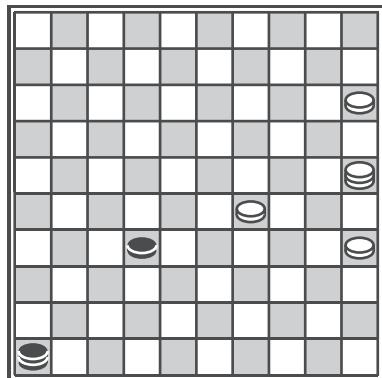


Diagram 475 [4]

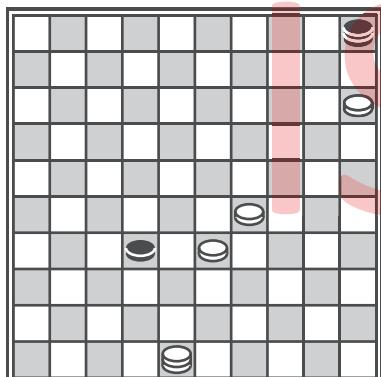


Diagram 476 [4]

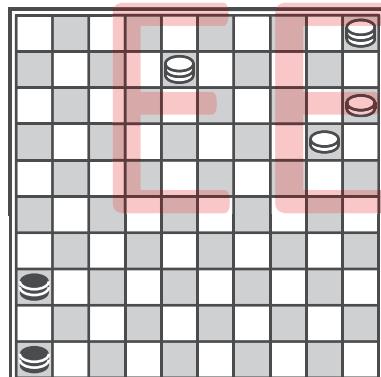


Diagram 477 [2]

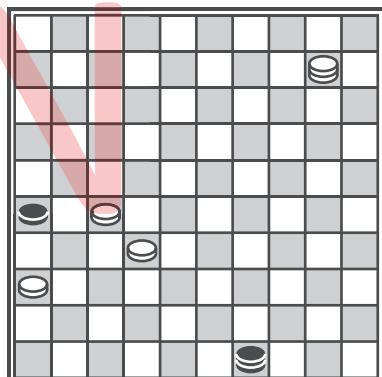


Diagram 478 [3]

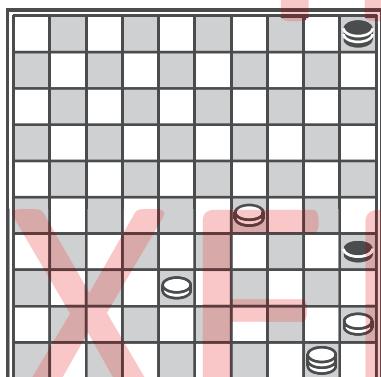


Diagram 479 [2]

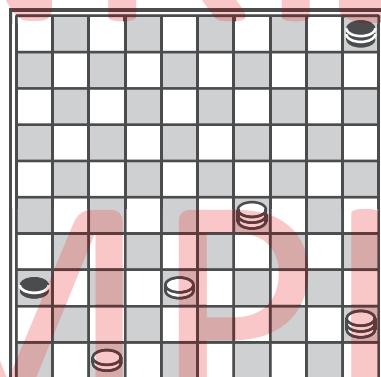


Diagram 480 [3]

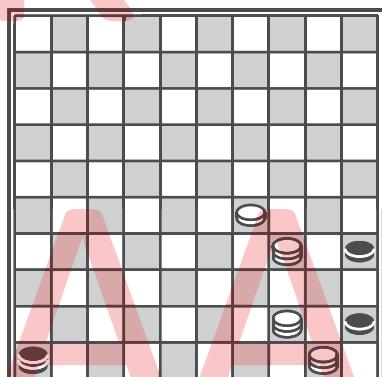


Diagram 481 [2]

### 38. Eindspel III: Tactiek

Opdracht: Wit heeft een verrassende tactische truc in petto. Zie jij hoe wit wint?

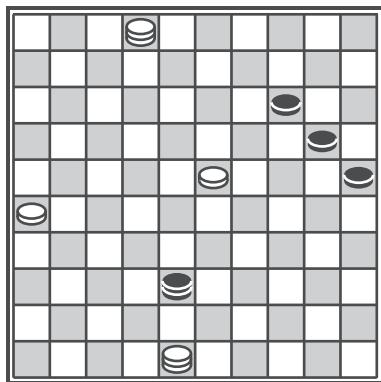


Diagram 482 [2]

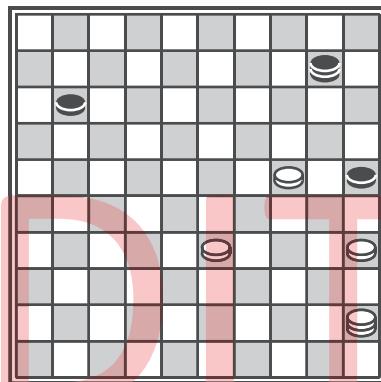


Diagram 483 [2]

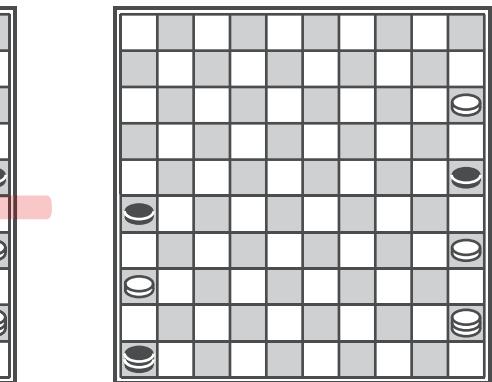


Diagram 484 [3]

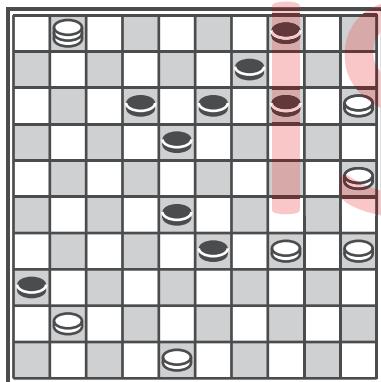


Diagram 485 [4]

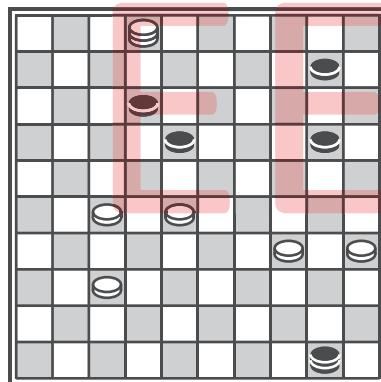


Diagram 486 [2]

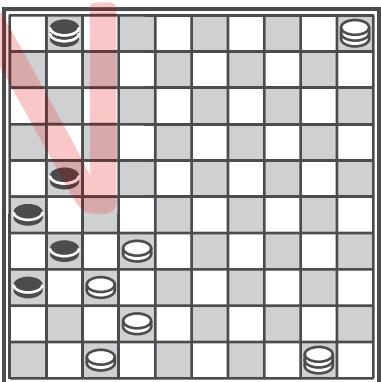


Diagram 487 [3]

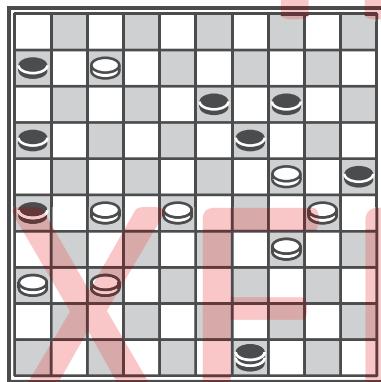


Diagram 488 [4]

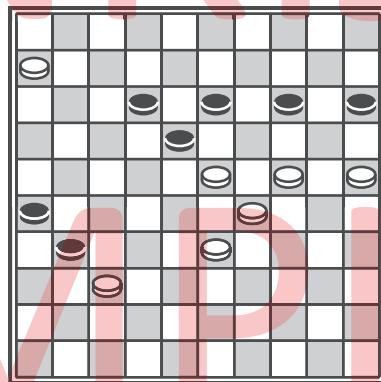


Diagram 489 [3]

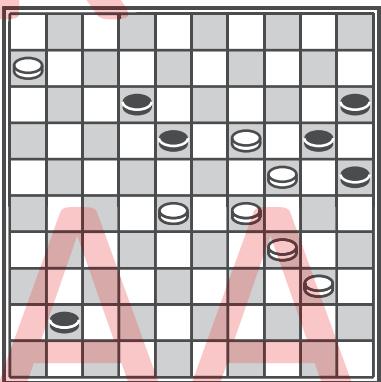


Diagram 490 [3]

### 39. Eindspel IV: Damoffer

Opdracht: Wit gaat de partij winnen door gebruik te maken van een offer met dam.

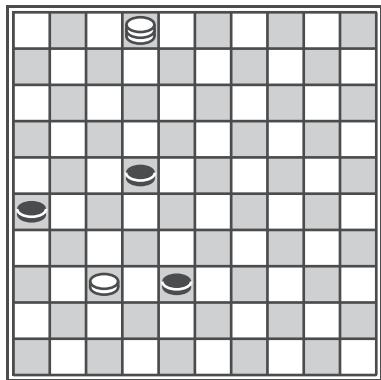


Diagram 491 [2]

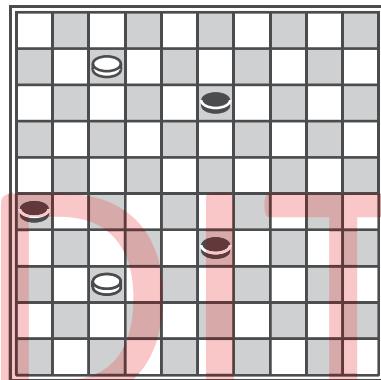


Diagram 492 [5]

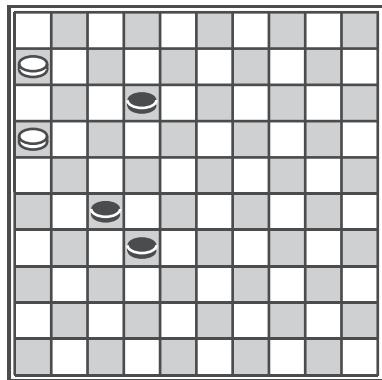


Diagram 493 [3]

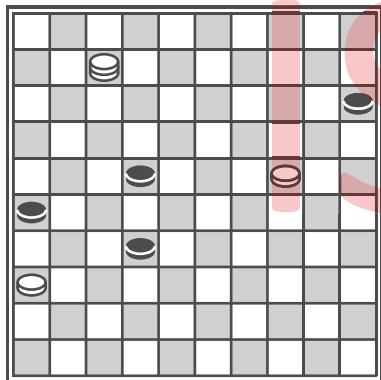


Diagram 494 [3]

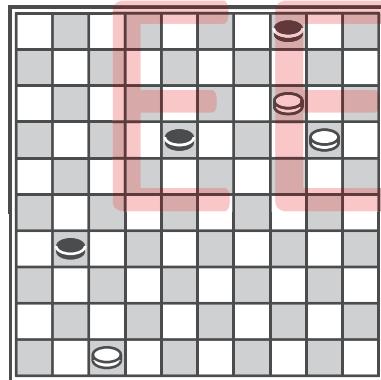


Diagram 495 [6]

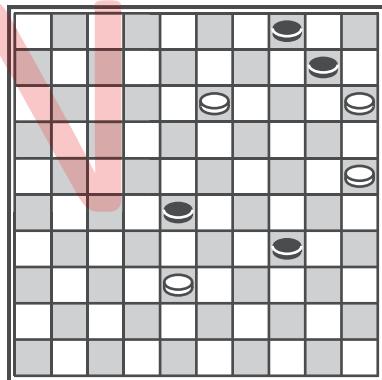


Diagram 496 [5]

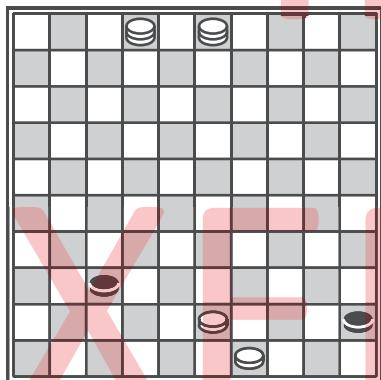


Diagram 497 [6]

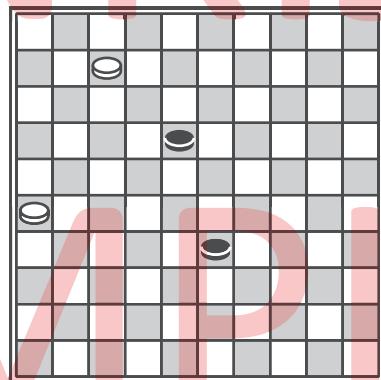


Diagram 498 [5]

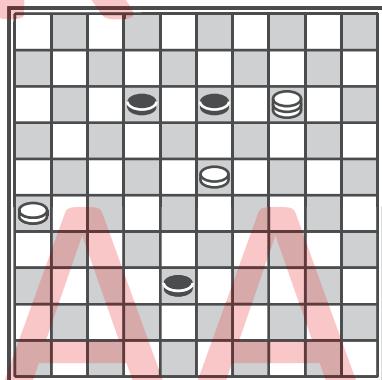


Diagram 499 [4]

## 40.1 Filmen van Modelpartijen

Opdracht: Speel de partij eerst één keer na op het dambord. Doe dat nogmaals en vul dan belangrijke momenten van de partij in de lege diagrammen. Schrijf onder elk diagram waarom je het een belangrijk moment vindt in de partij. Noteer tevens ook de zetnummer.

### Thema: Flankaanval

| Ton Sijbrands | -             | Jan Weerheim  | 2-0           | 29-03-1967    |
|---------------|---------------|---------------|---------------|---------------|
| 01. 3127 1721 | 02. 3731 2126 | 03. 3228 2637 | 04. 4132 1117 | 05. 4641 1721 |
| 06. 4137 2126 | 07. 3429 2025 | 08. 3934 0711 | 09. 4439 1117 | 10. 5044 1721 |
| 11. 2924 1930 | 12. 3524 0107 | 13. 3731 2637 | 14. 4231 1823 | 15. 2819 1423 |
| 16. 4742 1318 | 17. 2722 1827 | 18. 3122 1218 | 19. 2213 0830 | 20. 4035 0712 |
| 21. 3524 1218 | 22. 4440 0208 | 23. 3328 0914 | 24. 2819 1423 | 25. 3933 0409 |
| 26. 4237 0812 | 27. 3328 0914 | 28. 2819 1423 | 29. 3429 2334 | 30. 4029 1014 |
| 31. 3833 1420 | 32. 4338 0611 | 33. 3631 0510 | 34. 3127 1014 | 35. 4943 1117 |
| 36. 4339 0309 | 37. 4540 0913 | 38. 4842 2126 | 39. 3228 1721 | 40. 3732 1217 |
| 41. 4237      |               |               |               |               |

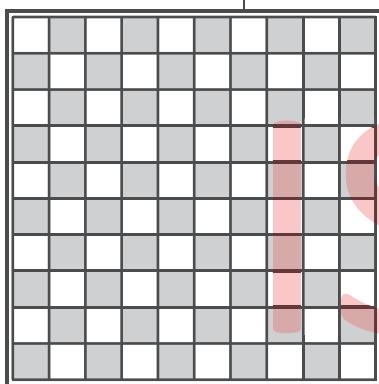


Diagram 500

Zetnummer:

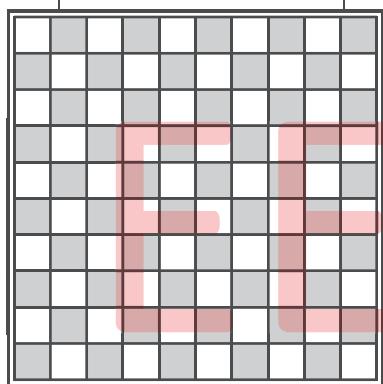


Diagram 501

Zetnummer:

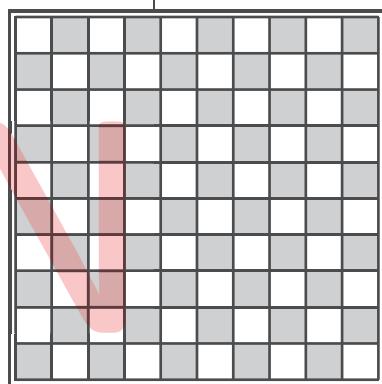


Diagram 502

Zetnummer:

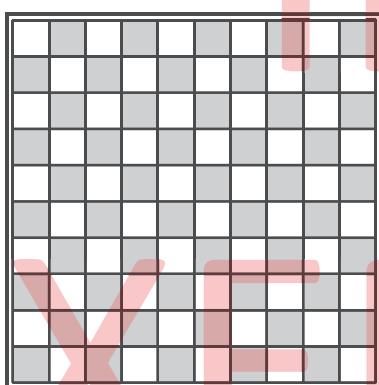


Diagram 503

Zetnummer:

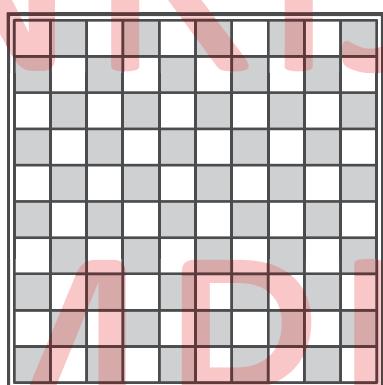


Diagram 504

Zetnummer:

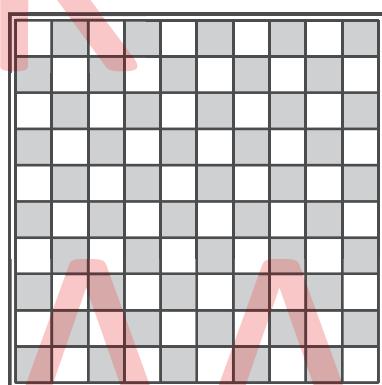


Diagram 505

Zetnummer:

## 40.2 Filmen van Modelpartijen

Opdracht: Speel de partij eerst één keer na op het dambord. Doe dat nogmaals en vul dan belangrijke momenten van de partij in de lege diagrammen. Schrijf onder elk diagram waarom je het een belangrijk moment vindt in de partij. Noteer tevens ook de zetnummer.

### Thema: Aanvalsklassiek

| Marcel Deslauriers |               | - Iser Kouperman | 0-2           | 04-10-1958    |
|--------------------|---------------|------------------|---------------|---------------|
| 01. 3228 1923      | 02. 2819 1423 | 03. 3430 1822    | 04. 3127 2231 | 05. 3627 1218 |
| 06. 4136 0712      | 07. 4641 1014 | 08. 3025 1419    | 09. 2514 1910 | 10. 4034 1014 |
| 11. 4540 0510      | 12. 3530 1419 | 13. 3024 1930    | 14. 3425 1014 | 15. 4034 1319 |
| 16. 3430 0813      | 17. 3024 1930 | 18. 2534 0208    | 19. 5045 1419 | 20. 4440 0914 |
| 21. 4035 0107      | 22. 3430 1722 | 23. 4540 2231    | 24. 3627 1117 | 25. 4136 1721 |
| 26. 3732 1520      | 27. 3328 2024 | 28. 3025 0711    | 29. 4741 1217 | 30. 4137 0812 |
| 31. 3731 2126      | 32. 3933 2637 | 33. 4231 1721    | 34. 3126 1217 | 35. 3631 1722 |
| 36. 2817 2112      | 37. 3328 1217 | 38. 3833 0409    | 39. 4338 1420 | 40. 2514 0920 |
| 41. 4943 0309      | 42. 4339 0914 | 43. 4842 1722    | 44. 2817 1122 | 45. 4237 2025 |
| 46. 2621 2430      | 47. 3524 1930 | 48. 4034 1319    | 49. 3329 3035 |               |

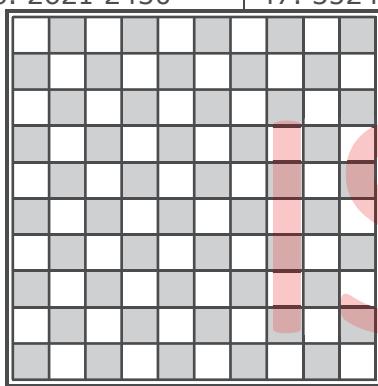


Diagram 506

Zetnummer:

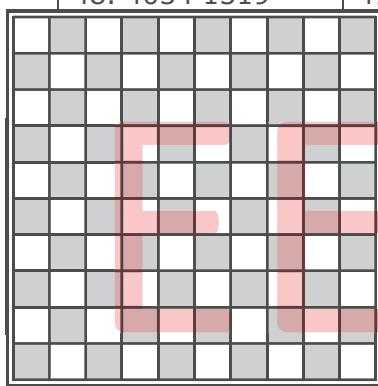


Diagram 507

Zetnummer:

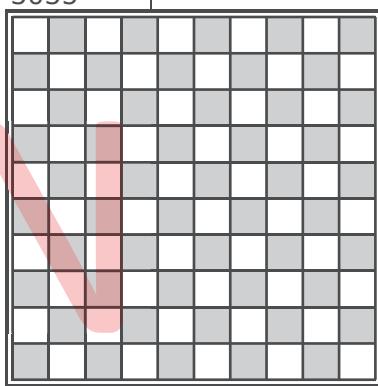


Diagram 508

Zetnummer:

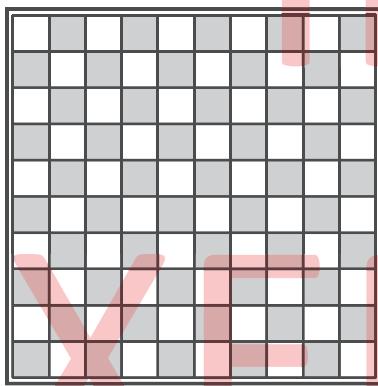


Diagram 509

Zetnummer:

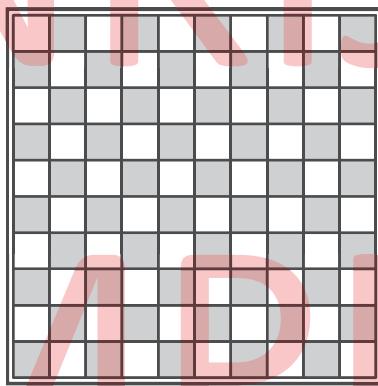


Diagram 510

Zetnummer:

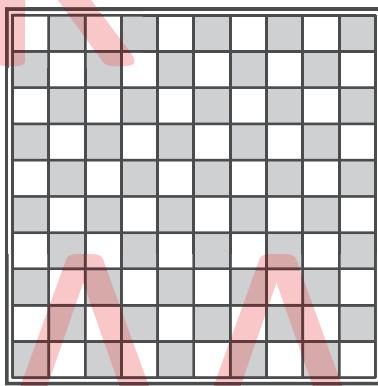


Diagram 511

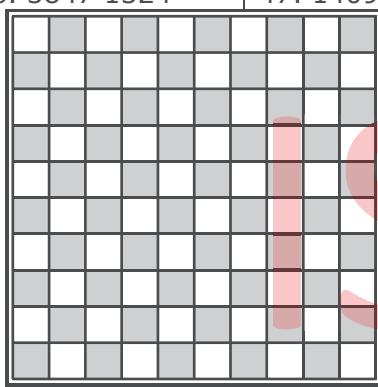
Zetnummer:

### 40.3 Filmen van Modelpartijen

Opdracht: Nog één modelpartij naspelen, de laatste bladzijde van dit werkboek. Als je dit af hebt, dan mag je examen doen voor Damdiploma zwart. Knap dat je zo ver bent gekomen! Je bent vast al een goede dammer geworden. Succes met deze laatste opdracht en het examen.

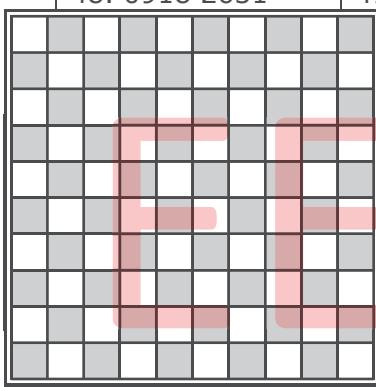
#### Thema: Oostblok

| Alexey Chizhov | - Andre Bercot | 2-0           | 28-02-2002    |
|----------------|----------------|---------------|---------------|
| 01. 3228 1923  | 02. 2819 1423  | 03. 3732 1014 | 04. 4137 0510 |
| 06. 3930 1419  | 07. 4439 1014  | 08. 4034 1823 | 09. 4641 1218 |
| 11. 3728 0712  | 12. 4137 0107  | 13. 4540 1721 | 14. 5045 2126 |
| 16. 3025 2024  | 17. 3429 2334  | 18. 4020 1524 | 19. 3934 0410 |
| 21. 4944 1823  | 22. 4440 0712  | 23. 3430 1117 | 24. 3127 1721 |
| 26. 4238 1218  | 27. 4742 0611  | 28. 3429 2334 | 29. 4020 1524 |
| 31. 4540 2731  | 32. 3627 1318  | 33. 2823 1939 | 34. 3010 1822 |
| 36. 1809 0305  | 37. 4034 3930  | 38. 3524 0813 | 39. 2520 2127 |
| 41. 3833 1117  | 42. 2014 0208  | 43. 4238 1721 | 44. 4843 2731 |
| 46. 3847 1324  | 47. 1409 0813  | 48. 0918 2631 | 49. 1812 3137 |
|                |                |               | 50. 1207 2430 |



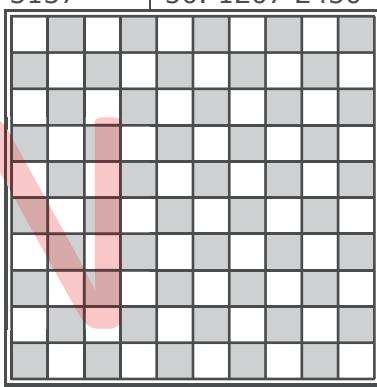
**Diagram 512**

Zetnummer:



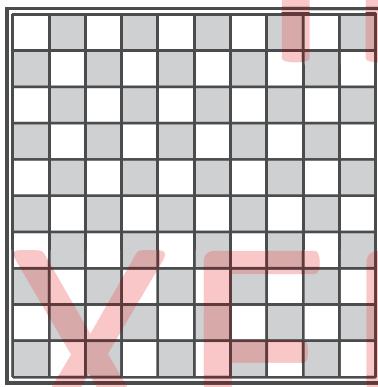
**Diagram 513**

Zetnummer:



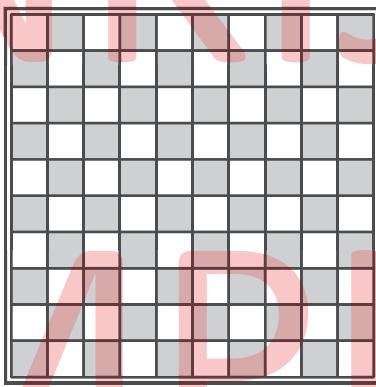
**Diagram 514**

Zetnummer:



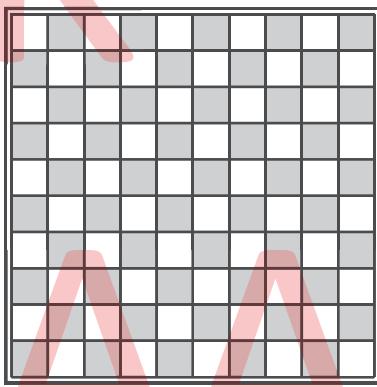
**Diagram 515**

Zetnummer:



**Diagram 516**

Zetnummer:



**Diagram 517**

Zetnummer: