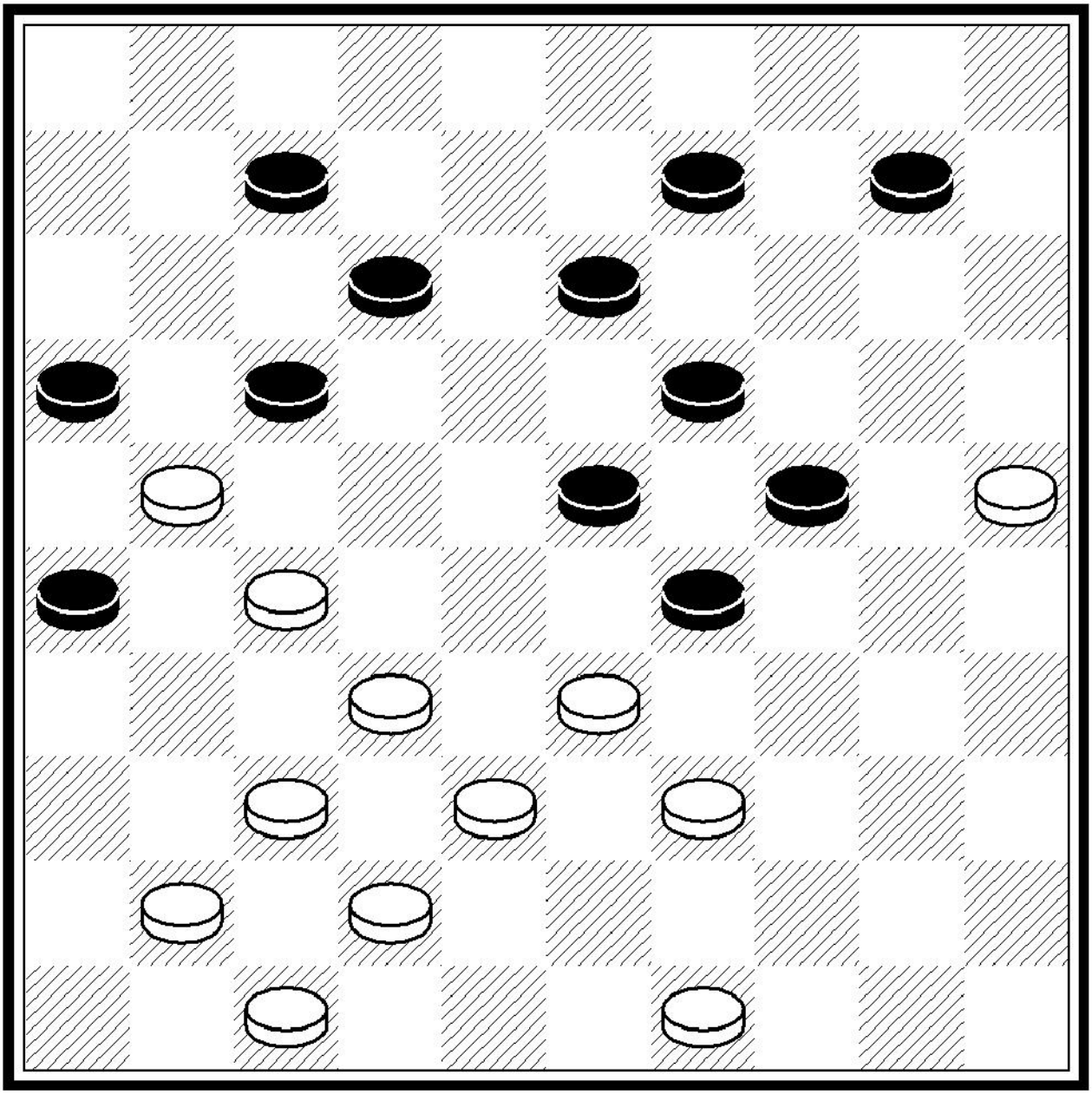
Základy mezinárodní dámy

Přípravný kurz

Přípravný kurz pro sérii *Kurz mezinárodní dámy*

Pro děti a začínající hráče

Základy mezinárodní dámy – Přípravný kurz



Kompozice Franse Hermelinka (inspirováno motivem Kloose)

Bílý na tahu vyhraje!

Úvod

Knížka je určená začínajícím dámistům, kteří se touží naučit naši úžasnou hru. Série *Kurz mezinárodní dámy* byla původně psaná pro hráče, kteří už znají pravidla a pár jednoduchých triků. Spoustě začátečníků se proto zdála zpočátku příliš složitá. Abychom jim pomohli propast překonat, vznikla knížka, kterou právě držíte v ruce. Najdete v ní nejzákladnější techniky jak hrát mezinárodní dámu na soutěžní úrovni. Cvičení k lekcím 1 - 22 můžete řešit v aplikaci *DamMentor* na internetu. Není však nic špatného na starém dobrém papíru a tužce. Pokud chcete program *DamMentor* vyzkoušet, jděte na:

http://www.dammentor.nl/index.pl

Nejdříve se prosím zaregistrujte, a to kliknutím na **Start** a poté na **Aanmelden** (=registrovat). Dobře si zapamatujte své uživatelské jméno a heslo!

Z menu **Thema's** (témata) vyberte **Van der Wal**. Tento kurz Vás provede jednotlivými lekcemi. Po vyřešení všech úloh z kurzu *Van der Wal*, můžete začít s úlohami z menu

Tweegevers a zkusit vyluštit úlohy z **Wiersma course**.
Cvičení v záložce **Tweegevers** jsou výhradně kombinace, v nichž prvními dvěma tahy obětujete kameny a třetím tahem provedete závěrečný skok.

Tjalling Goedemoed, Leeuwarden, 15. května 2012

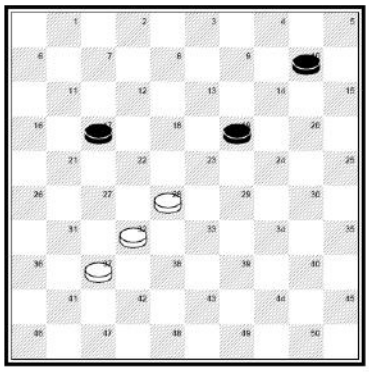
Musíte být chytří jako liška...

Použité symboly

<14>	Pole 14
B+	Bílý vyhraje
=	Remíza
28 – 22!	28 – 22 je správný tah
27 – 22?	27 – 22 je chyba
Ad lib.	možnost volby skoku
	Těžká úloha

**

Notace



Pole, na kterých se hraje, jsou očíslována od 1 do 50, jak vidíte na obrázku. Pomocí těchto čísel můžeme zaznamenávat tahy.

Bílý přesune kámen z pole <28> na pole <22>. Černý musí skákat. Jeho kámen skočí z pole <17> na pole <28>. Bílý nyní skáče tři kameny: z pole <32> přes <23> a <14> až na <5>. Poté sebere všechny tři černé kameny z desky. Proběhlý děj zapíšeme takto:

1.28 – 22 17 x 28
2.32 x 5

... abyste se mohli těšit z této úžasné hry...

O sérii Kurz mezinárodní dámy

Kurz mezinárodní dámy – Část I byl první knihou, kterou jsem napsal v angličtině. Ve skutečnosti jsem hlavně zamýšlel napsat knížku pro čínské hráče. Frits Luteyn pak přišel s myšlenkou vytvořit online kurz v angličtině, který by si mohl stáhnout kdokoli po celém světě. Nejprve jsem měl trochu pochybnosti, zda výuka zdarma bude mít nějaké výsledky, ale ukázalo se, že to funguje velmi dobře. Knížka měla pozitivní ohlas po celém světě. Lidé jsou z kurzu nadšení a knížka byla přeložena již do několika jazyků. Španělský a francouzský překlad knihy *Kurz mezinárodní dámy – Část I* najdete na webových stránkách světové federace dámy FMJD.

http://fmjd.org/?p=promo

Juan Bautista z Kostariky vytvořil španělský překlad. Francouzský překlad napsala skupina dámistů, která nyní pracuje na druhé knížce série (*Část II*).

Kniha byla přeložena take do Čínštiny, Kreolštiny a slyšel jsem I o ruských a italských verzích. Dostával jsem maily z celého světa, že tam podle mých kurzů učí dámu. Díky úspěchu první části jsem začal psát část 2 a 3. Ukázalo se však, že *Část I* je příliš náročná pro úplné začátečníky a děti. Z toho důvodu jsem napsal dva přípravné kurzy. Toto je jeden z nich. Je určen začátečníkům, kteří nemají s hrou mnoho zkušeností. Děti se z této knížky mohou naučít základní prvky hry, jako jsou tahy a skákání, jednoduché údery a poziční plány.

V knize *Základy mezinárodní dámy – Přípravný kurz* se zabýváme aspekty jako výměna, napadení, obrana, kombinace, využití strategických formací, hra s dámou apod.

Přípravný kurz můžete využít dvěma způsoby: Zaprvé jako příručku ke studiu dámy pomocí programu **DamMentor**. DamMentor je ovšem program v holandštině a ne každý má během tréninku přístup k počítači. Proto je tu druhá možnost, řešit všechny úlohy přímo z diagram v knize. Notaci zatím znát nepotřebujete. Svá řešení můžete zaznamenat pomocí šipek a vyznačování cílových polí.

Můj kamarád, čínský hráč Tian Chengcheng mi pomohl s korekturami této knihy. Tian Chengcheng je sám učitelem dámy a knížku používá při výuce svých studentů. Chengcheng vyhrál v roce 2013 mistrovství Číny.

Jsem nesmírně zvědav, na další vývoj dámových her v číně. S více než miliardou obyvatel je čína velmi zajímavou oblastí, která může přispět k růstu celosvětové dámové komunity. Toto je opravená verze knihy, za niž děkuji také Hasanu Ciftcymu z Turecka, který mi zaslal seznam chyb.

Tjalling Goedemoed

Leeuwarden 18-06-2014

Dámisté debatující o holandské verzi knihy Kurz mezinárodní dámy – Část I

Dosud publikované kurzy:

- Základy mezinárodní dámy – Přípravný kurz
- Základy mezinárodní dámy
- Kurz mezinárodní dámy – Část I (opravená verze)
- Kurz mezinárodní dámy – Část II (opravená verze)
- Kurz mezinárodní dámy – Část III

Plánované kurzy:

- Kurz mezinárodní dámy – Část III (opravená verze)
- Dodatek k Části I
- Pracovní sešit pro Kurz mezinárodní dámy – Část II
- Pracovní sešit pro Kurz mezinárodní dámy – Část III

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Pokyny pro učitele

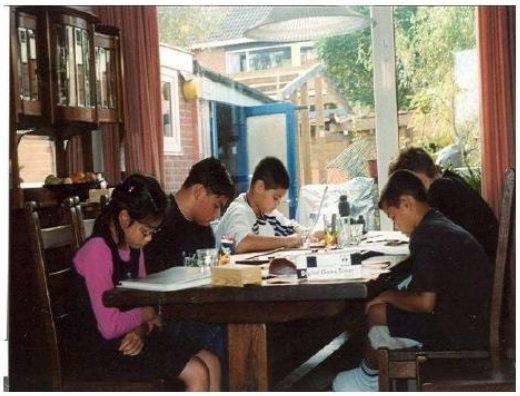
Kurz může být používán jako příručka k samostudiu, ale pro děti, které začínají s dámou, je lepší mít podporu učitele. Učitel může ukazovat příklady na velké demonstrační desce – pokud je k dispozici, a seznámit tak s obsahem lekce celou třídu naráz. Poté mohou děti řešit úlohy samostatně. Osvědčilo se vytisknout dětem na každý trénink archy s úlohami.

Vysvětlete dětem, jak zaznamenávat řešení. Malé děti se nepotřebují hned zpočátku učit notaci – mohou tahy jednoduše zakreslit do diagram šipkami. Pole, na které doskočí závěrečným skokem kombinace, mohou děti zvýraznit podobně jako jsou zvýrazněna v ukázkových příkladech v této knize.

Zatímco děti řeší úlohy, učitel jim může pomáhat drobnými nápovědami, opravováním chyb a pochvalou za správné řešení. V tomto kurzu si nejprve přiblížíme pravidla a poté se podíváme na nejzákladnější prvky taktiky.

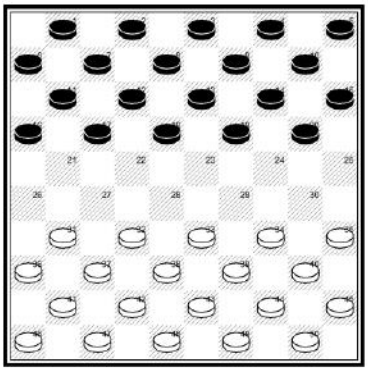
V následující knize (Základy mezinárodní dámy) se naučíme notaci a probereme si témata z této knihy více do hloubky. Zopakujeme si důležité aspekty hry, jako provádění kombinací, napadení a obrana kamene, hra s dámou, zablokování soupeře.

Hodně štěstí!



Holandští studenti řeší úlohy během tréninku

1. Pravidla

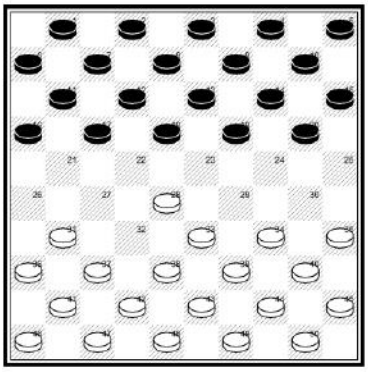


Jak už asi víte, každý hráč má na začátku hry 20 kamenů. Černé kameny leží na polích 1 – 20 a bílé na polích 31 - 50. Hraje se pouze na tmavých polích desky. Hráč s bílými kameny táhne první.

Bílý má v prvním tahu na výběr z 9 možností. V dámě lze táhnout kamenem vždy pouze dopředu. Například:

1.32 – 28

Kámen se přesunul z pole <32> na pole <28>. Číslo 1. značí že jde o první tah.



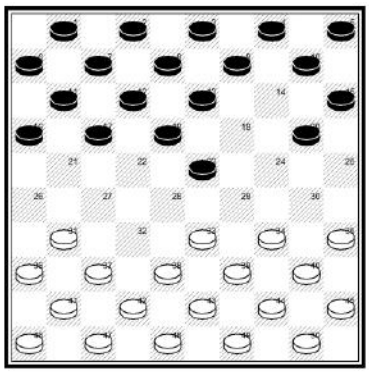
Černý má nyní take 9 možností. Zahraje třeba:

1... 19 – 23

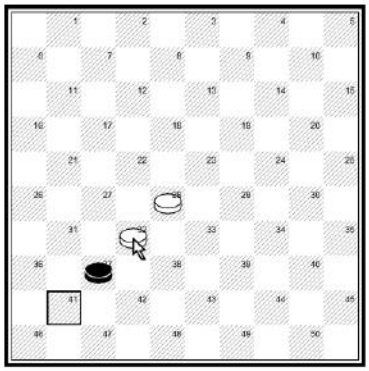
Pole za kamenem 23 (pole <19>) je prázdné. Proto musí ve druhém tahu bílý skákat. Skákání je povinné.
Černý pak take skáče, počet kamenů zůstává na obou stranách vyrovnaný.

2.28 x 19 14 x 23

Skákat se smí dopředu i dozadu (viz kapitola *2. Skákání je povinné*).

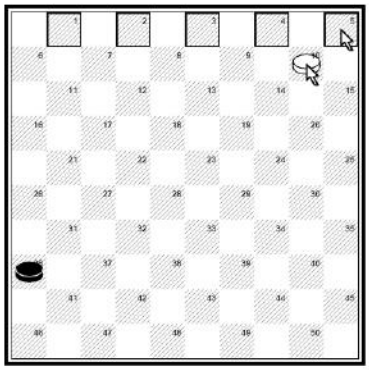


A partie pokračuje podobným způsobem dál.



Příklad kde bílý skáče dozadu.

32 x 41

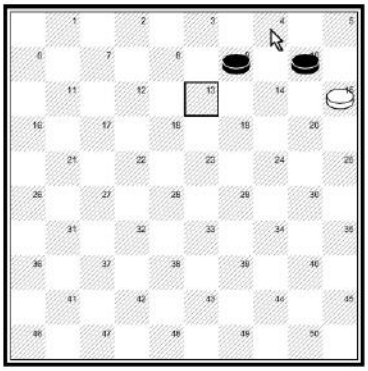


Bílý nyní může projít na poslední (nejvzdálenější) řadu desky (pole <1, 2, 3, 4, nebo 5>) a získá dámu.

1.10 – 5

Dáma kontroluje celou diagonálu 5 / 46 (hlavní diagonálu). Černý se přes tuto diagonálu svým kamenem nedostane, protože jej dáma přeskočí:

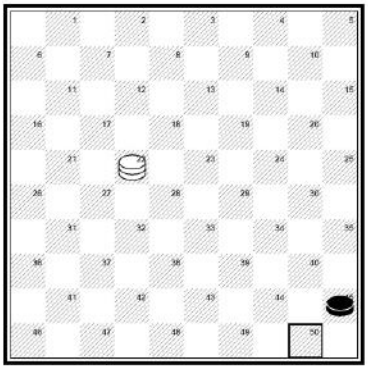
1... 36 – 41
2.5 x 46



Bílý skáče 15 x 4 x 13. Kámen nesmí zastavit na poli <4>, musí dokončit skok, tudíž bílý nezískává dámu.

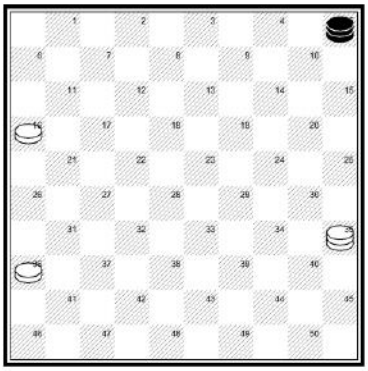
Partii vyhrajete, pokud je Váš soupeř na tahu a nemůže zahrát tah podle pravidel. Toho lze dosáhnout dvěma způsoby:

1. Soupeři nezbyly už žádné kameny
2. Jeho kameny jsou zablokované a nemohou se hýbat



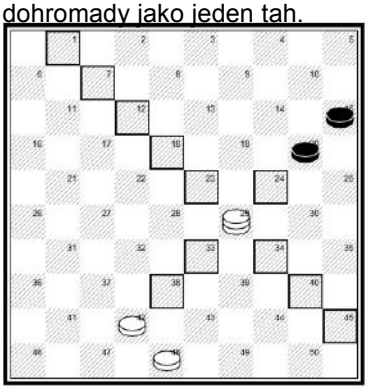
22 – 50!

Bílý postaví svou dámu na pole <50>. Poté musí hrát černý, nemá ale před sebou žádné volné pole a dozadu kamenem hrát nesmí. Bílý vyhrál.

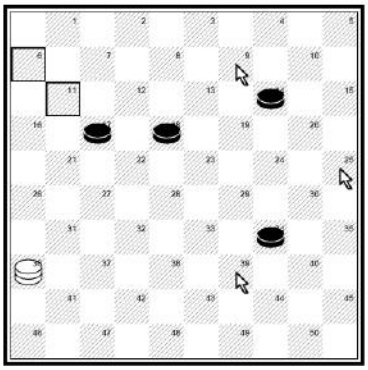


Ne vždycky ale získá jeden z hráčů takovou převahu, aby vyhrál. Nemůže-li nikdo vyhrát, končí partie remízou.

Pokud máte 3 figury, z nichž alespoň jedna je dáma, a soupeř má pouze jednu dámu, pak máte 16 tahů na to, abyste soupeřovu dámu chytili. Pokud se Vám to nepodaří, končí partie remízou. Pohyb bílým kamenem a následně pohyb černým se počítá dohromady jako jeden tah.



Dáma se může pohybovat po celé délce diagonály, na níž stojí. V příkladu na obrázku může bílý zahrát na jedno z 11 vyznačených polí. O manévrování s dámou se dozvíte víc ve 4. kapitole.



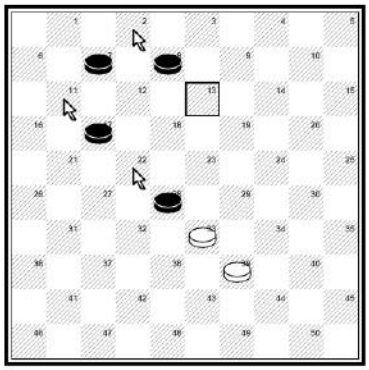
Dáma se pohybuje po celé délce diagonál take při skákání. Skákání dámou nám někdy může pořádně zamotat hlavu. Dáma na obrázku musí přeskočit všechny 4 černé kameny. Můžeme si vybrat, na kterém poli za posledním přeskočeným kamenem zastavíme - na <11 nebo 6>. Pokud bílý skočí 36 x 9 x 25 x 39 x 6 zapisujeme:

36 x 6

Ostatní pravidla si podrobněji probereme v následujících kapitolách.

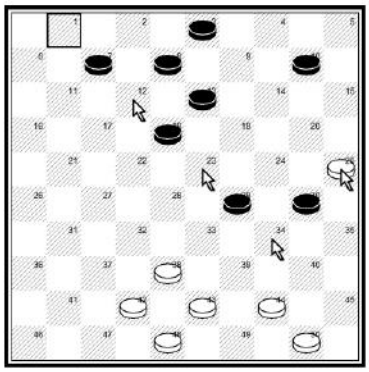
2. Skákání je povinné

Jedno z nejdůležitějších pravidel dámových her zní: pokud můžete skákat kameny soupeře, pak musíte. Nelze se tomu žádným způsobem vyhnout a kdo by i přes upozornění skákat odmítl, prohrává.



Bílý skáče 4 kameny: 33 x 22 x 11 x 2 x 13 (nezískává dámu!). Akci jednoduše zapíšeme:

33 x 13



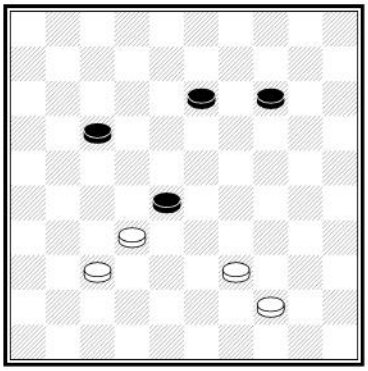
Vždy musíte přeskočit největší možný počet kamenů (pravidlo většiny). Skákat lze dopředu i dozadu.

Bílý skáče 25 x 34 a pokračuje 34 x 23 x 12 x 1. Zapíšeme jako:

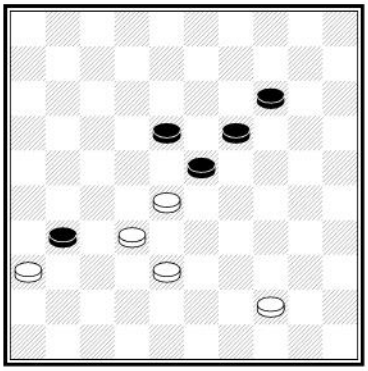
25 x 1

Následující cvičení 2.1 – 2.18 najdete v první lekci programu **DamMentor**: **DamMentor 001 Slaan**
Zadání všech úloh zní: Jak skáče bílý? Skákání znázorníte pomocí kliknutí myší na pole, na nějž chcete skočit.

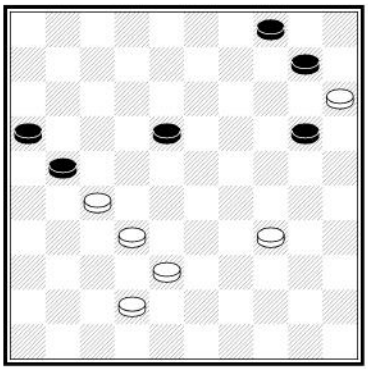
Cvičení 1 – 20
Zadání k následujícím diagramům: Najděte správný způsob jak bílý skáče. Zakreslete šipky do diagramů a vyznačte pole, kde skok končí.



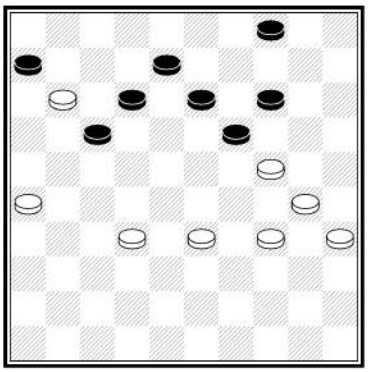
2.1



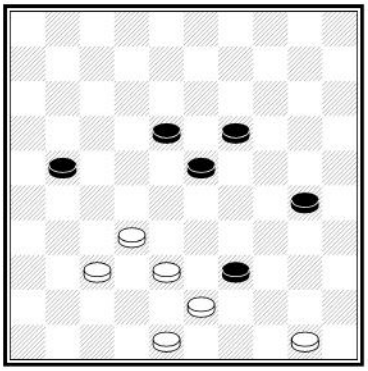
2.2

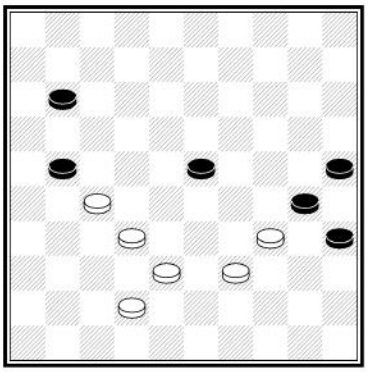


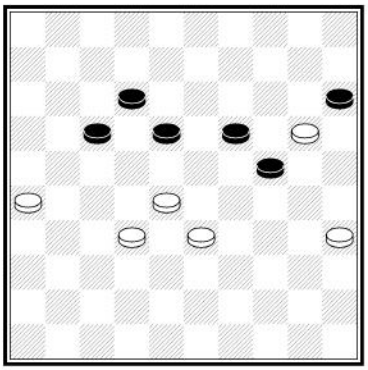
2.3



2.4


2.5


2.6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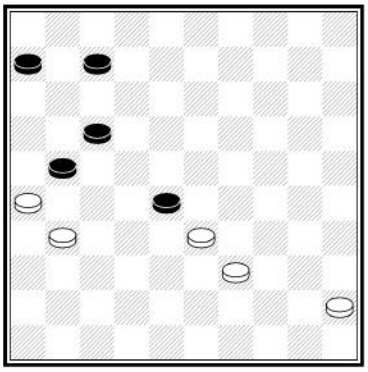
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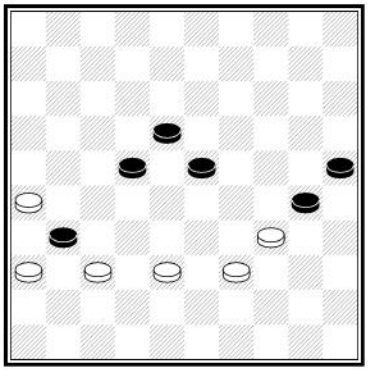
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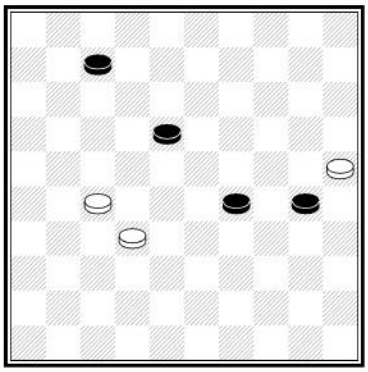
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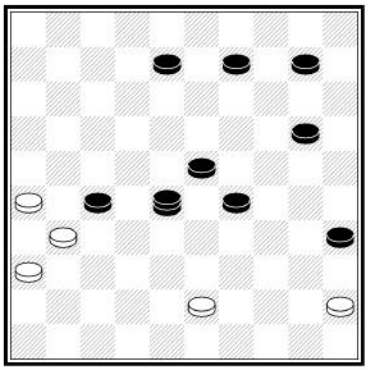
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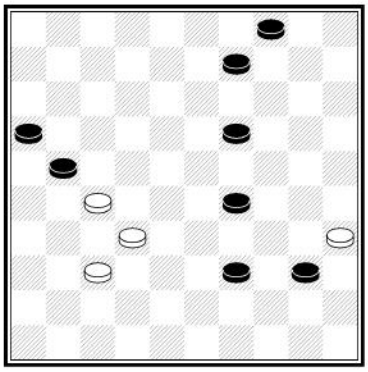
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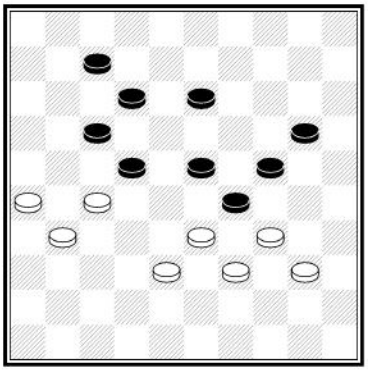
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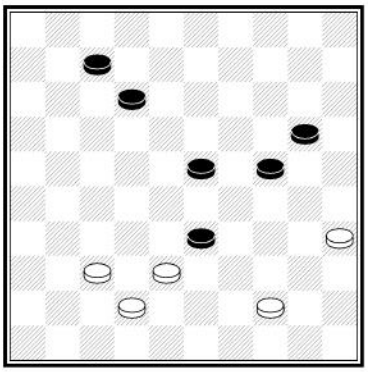
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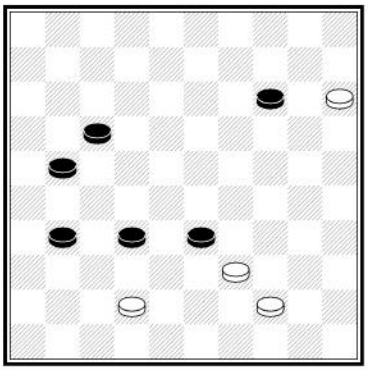
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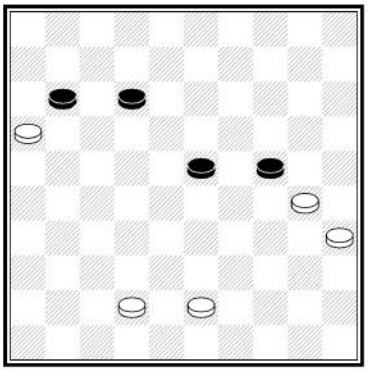
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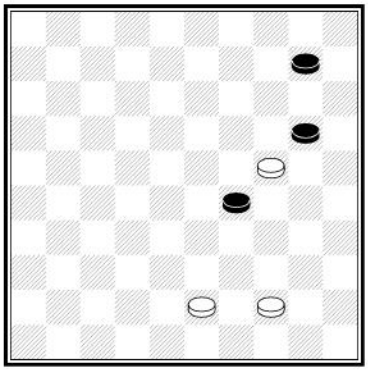
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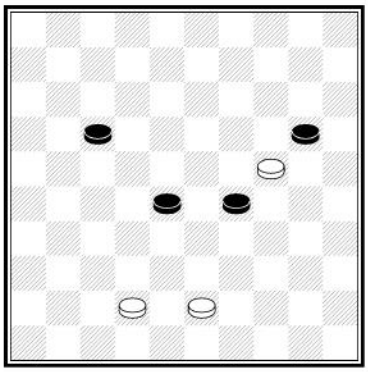
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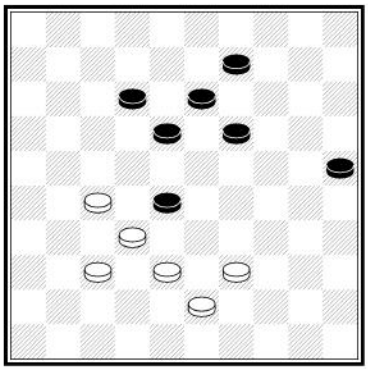
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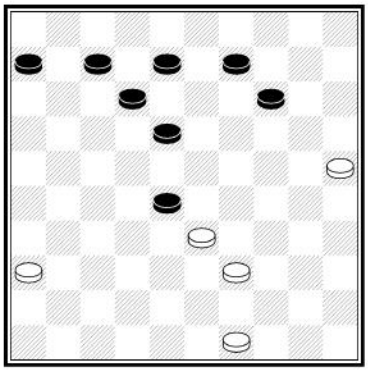
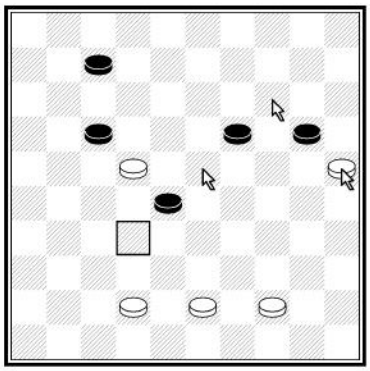

2.20

3. Pravidlo většiny

Máte-li více možností, jak skákat, musíte vybrat tu, kde skáčete největší počet figur!

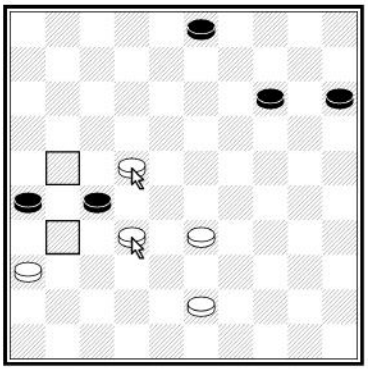
Černý právě zahrál velmi chytrý tah. Bílý má zdánlivě na výběr ze tří možností, jak skočit:

1. 22 x 33 (skáče 1 kámen)
2. 22 x 2 (skáče 2 kameny)
3. 25 x 32 (skáče 3 kameny)



Bílý musí skočit největší počet, v našem případě tedy třetí možnost. Ta je ovšem pro černého výhodná – jakmile bílý doskočí, skáče černý všechny bílé kameny!

1.25 x 32 17 x 50

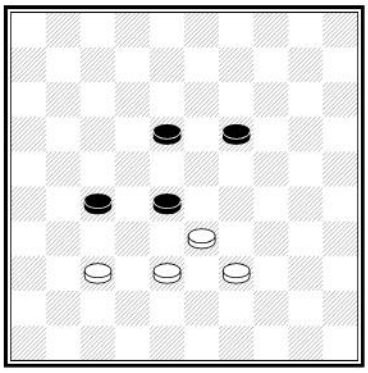


Pokud můžete skákat více způsoby a počet přeskočených kamenů je všude stejný, pak si můžete jednoduše vybrat. Bílý může skočit **32 x 21** nebo **22 x 31**. V obou případech poté černý skáče všechny bílé kameny **26 x 48.**

DamMentor 003 Meerslag Exercises 1 - 20

Cvičení 1 – 20

Zakreslete do diagram šipky, jak bílý skáče, a vyznačte pole, kam doskočí.



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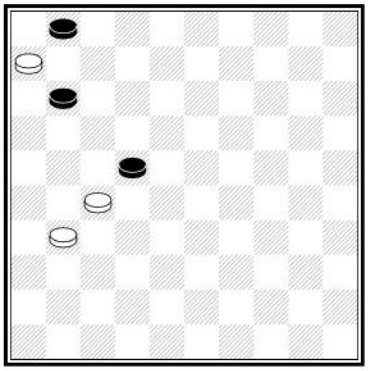

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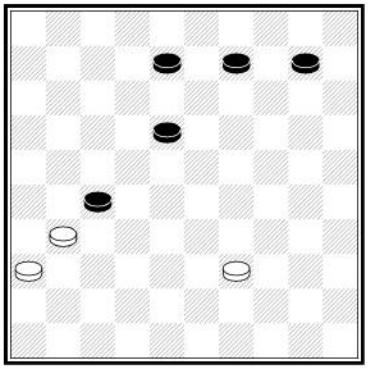

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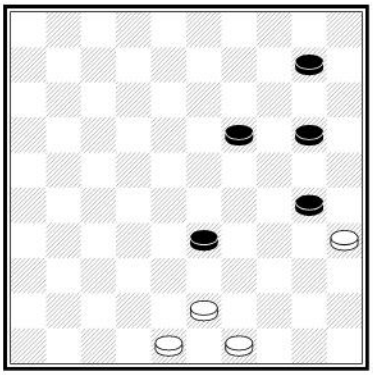

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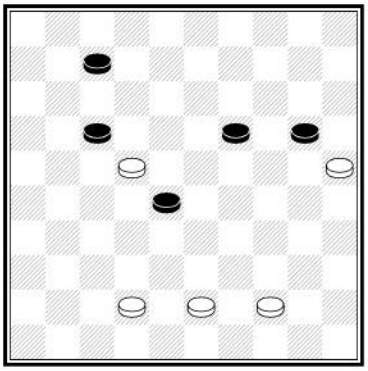

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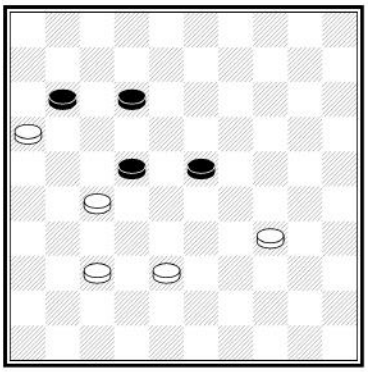

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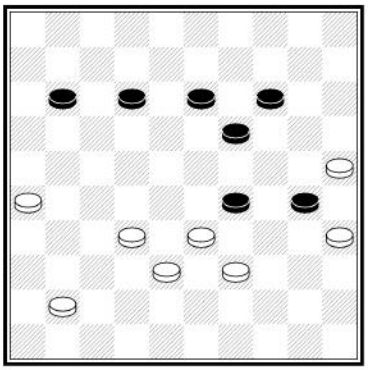

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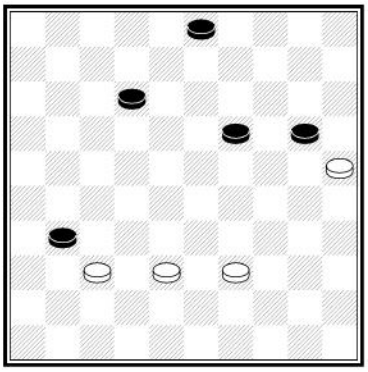

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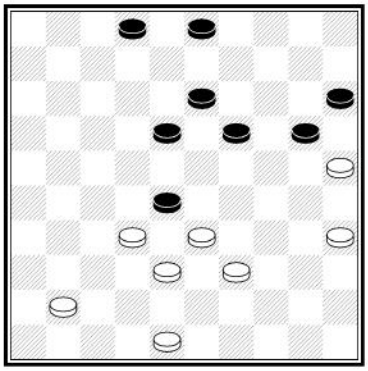

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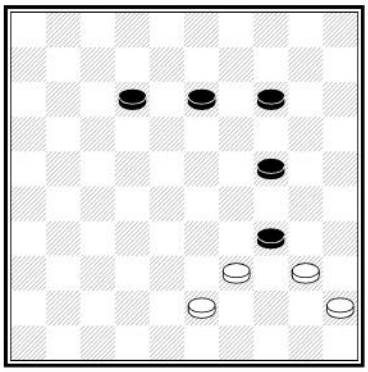

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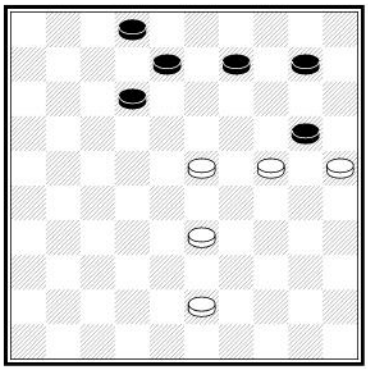

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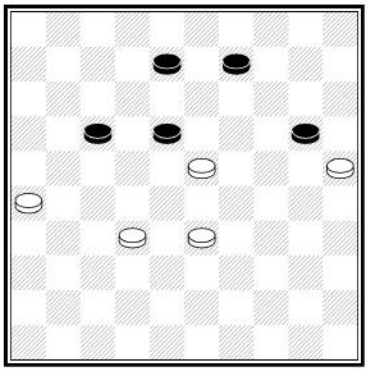

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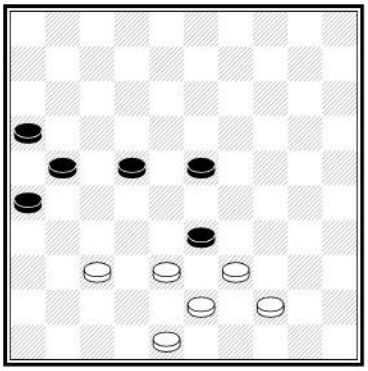

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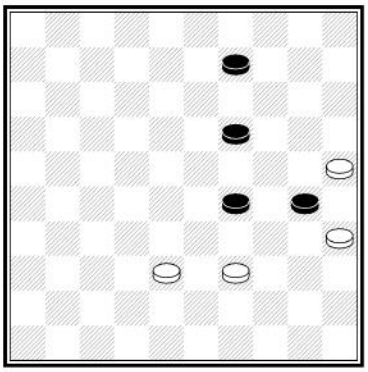

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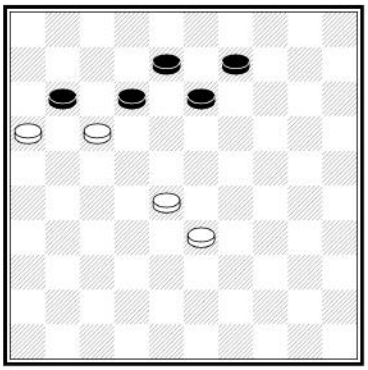

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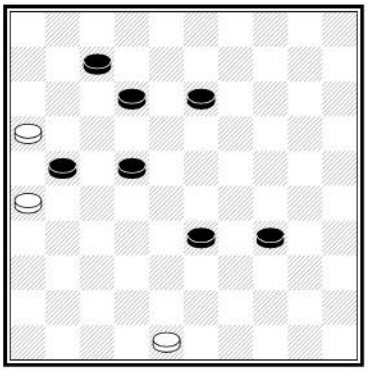

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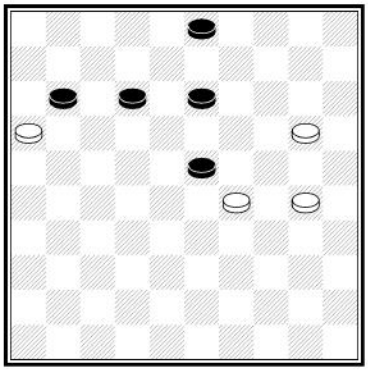

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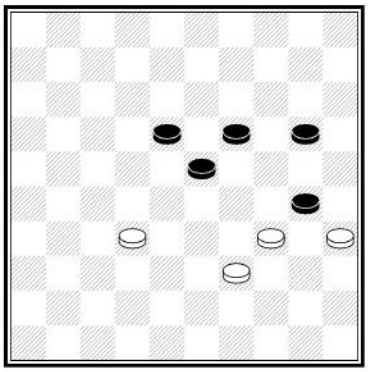

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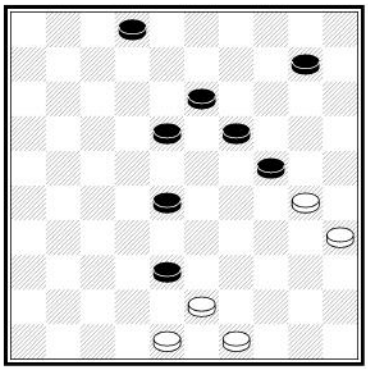

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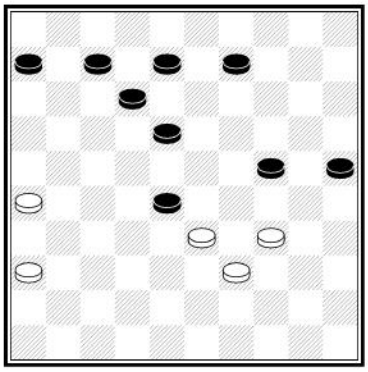
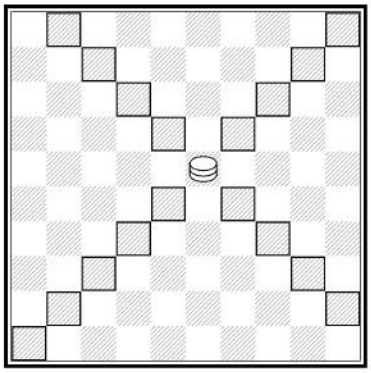
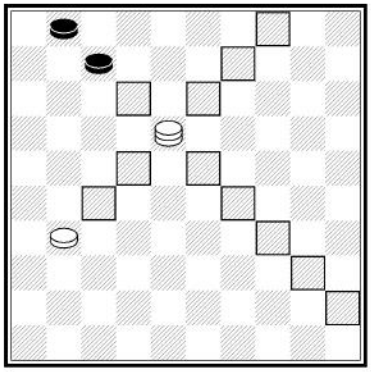


3.20

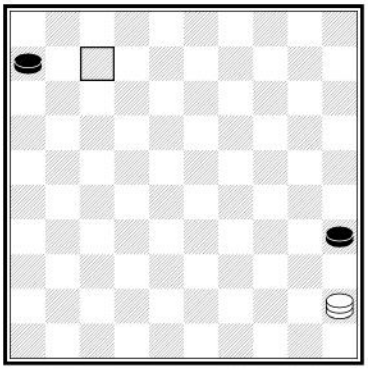
4. Pohyb dámy



Dáma se pohybuje po celé délce diagonál.
Zde si může vybrat ze 17 možných tahů!

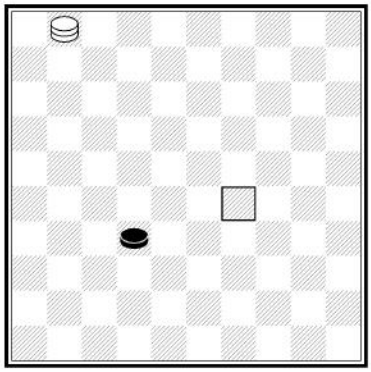


Zde pohyb dámy omezují kameny na desce (nemůže skákat přes vlastní kameny ani přes 2 černé těsně za sebou bez mezery). Má tedy na výběr pouze z 11 možností.

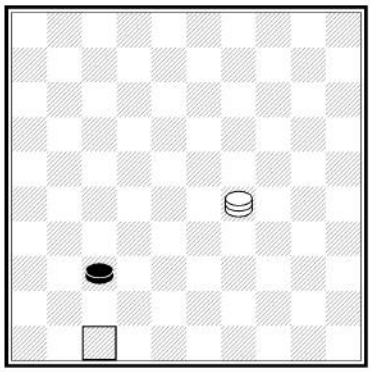


Bílý chce dámou zastavit oba černé kameny a vyhrát. Zahraje proto na vyznačené pole 7: **1.45 - 7!**
Partie pak může pokračovat:

1 ... 6 – 11
2.7 x 16 35 – 40
3.16 - 11 40 – 45
4.11 – 50 B+



Bílý svou dámou zastaví černý kámen. Nejprve jej omezí tahem na <29> (**1 - 29!**), **odřezává** mu cestu k vytoužené přeměně v dámu. Černý zahraje jediný rozumný tah, bílý však má připravenou odpověď:

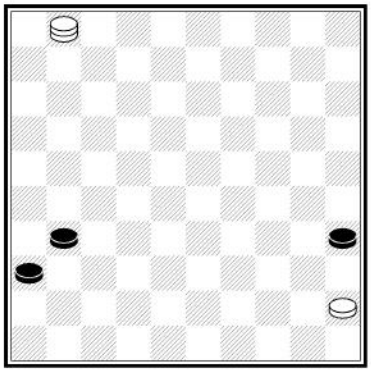


Nyní bílá dáma osamocený kámen přibije na místě obsazením pole <47>.

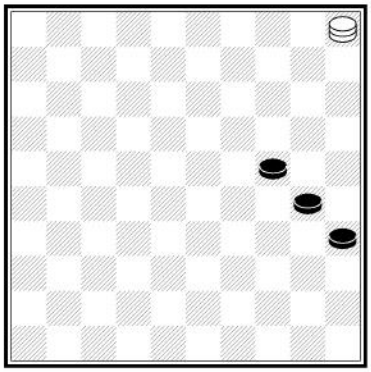
29 – 47!

DamMentor Spelen met de dam Ex 2 - 20

Cvičení 1 – 20 Vyznačte pole, na které musí bílý dámou zahrát, aby zvítězil!



4.1



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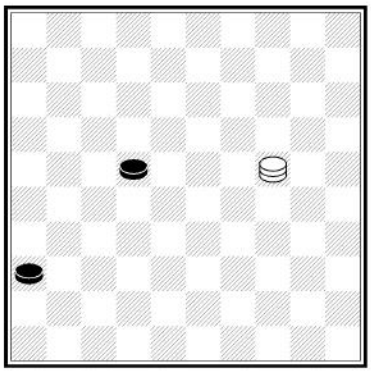

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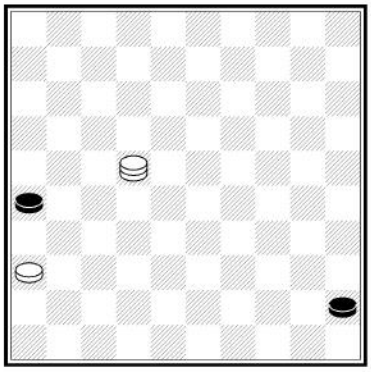

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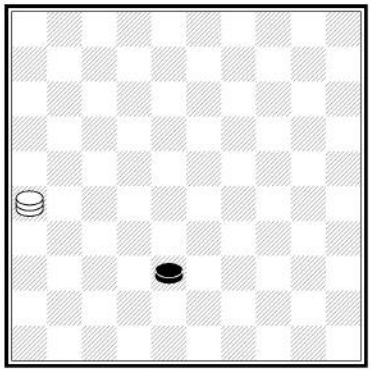

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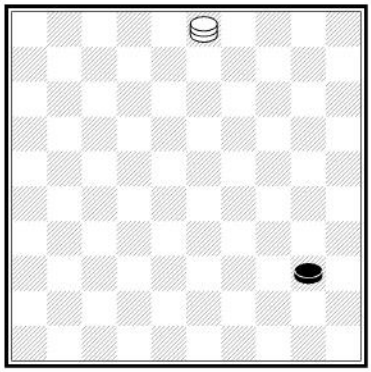

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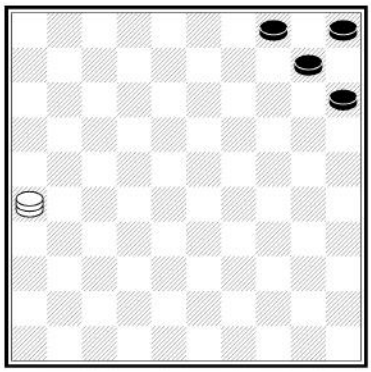

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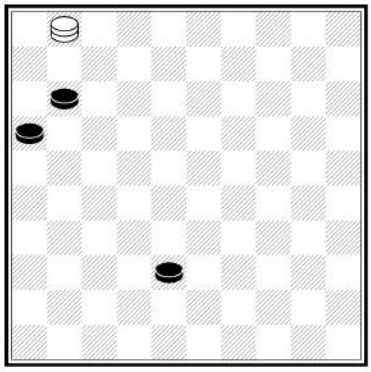
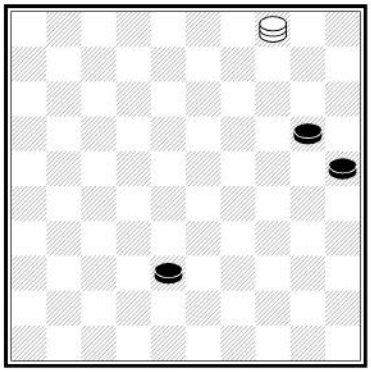


4.8



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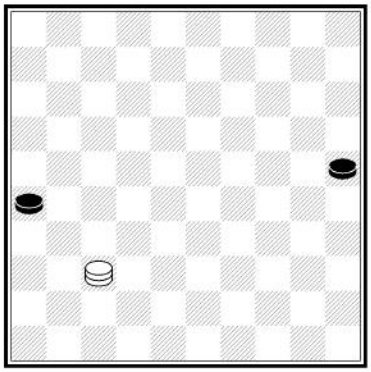

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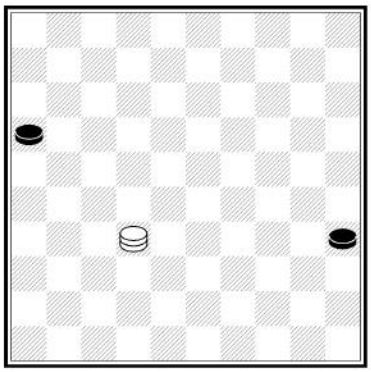

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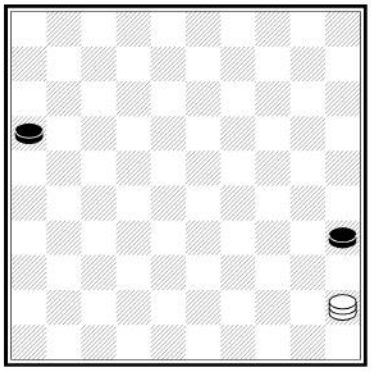

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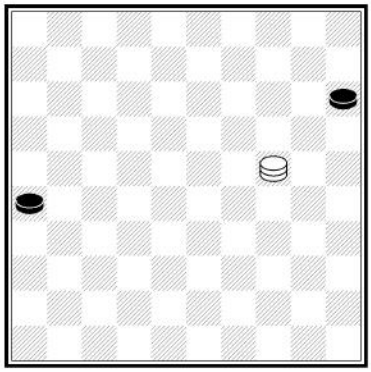

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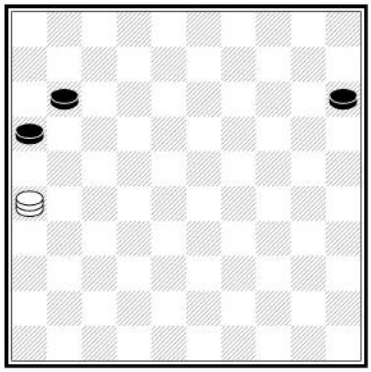

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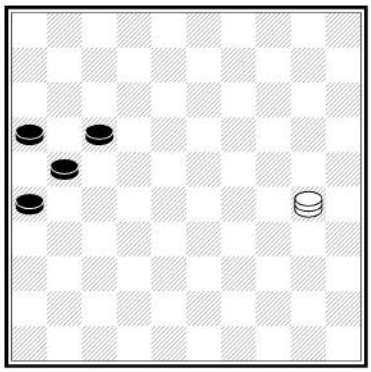

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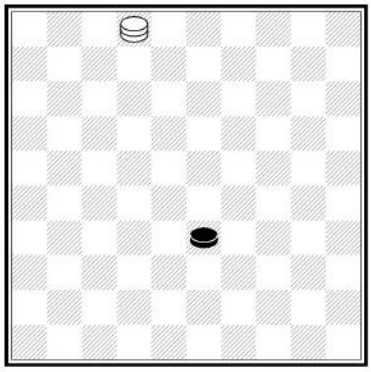

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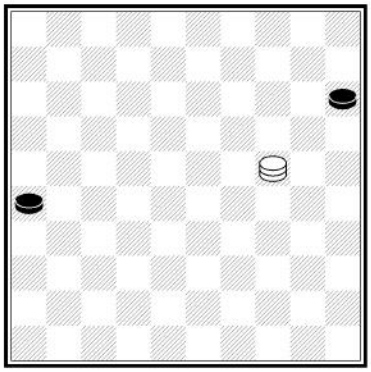

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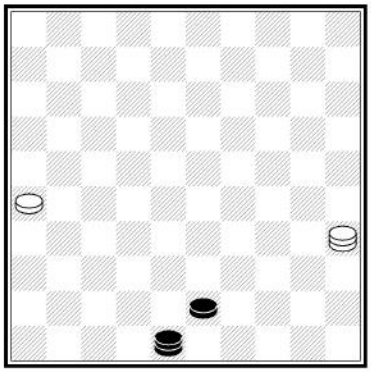

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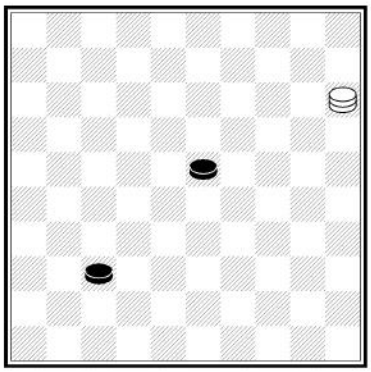

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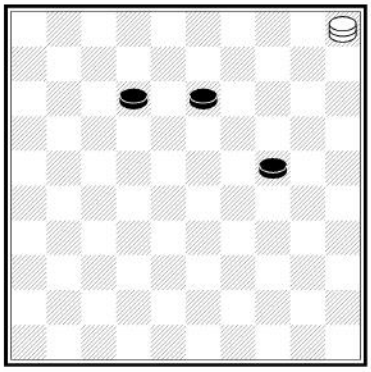
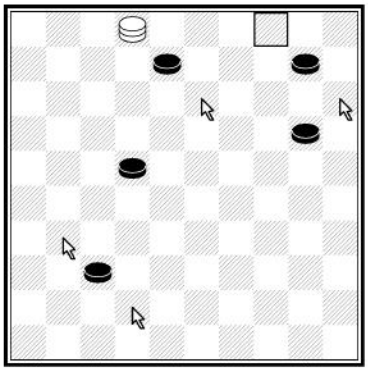


4.20

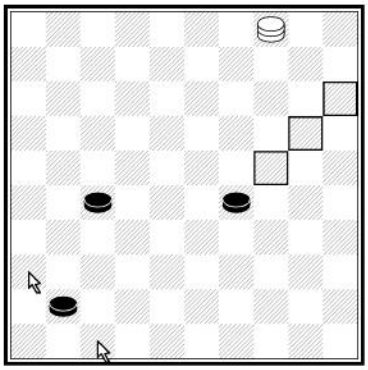
5. Skákání dámou



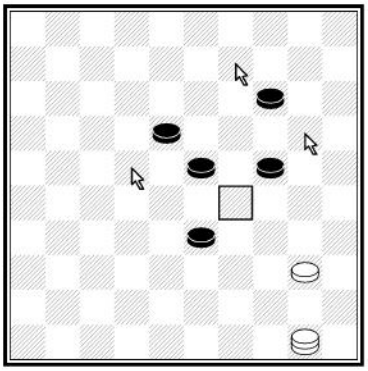
Dáma ovládá celou diagonálu, na níž se nachází. V našem příkladě může přeskočit všechny černé kameny.
Nesmí se skákat přes jeden kámen více než jednou. Přes volné pole se však vícekrát skočit může. Bílý skáče 2 x 13 x 31 x 42 x 15 x 4. Zapíšeme:

2 x 4

Ve skutečnosti má náš příklad ještě jedno řešení: 2 x 24 x 15 x 4 x 31 x 42 (nebo 48). V obou případech skáče bílý 5 kamenů, takže si může vybrat.



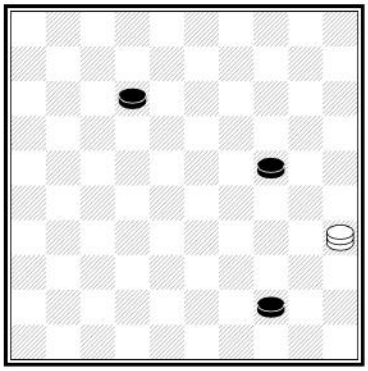
V tomto případě si můžeme vybrat, kam po přeskočení všech tří kamenů doskočíme. Máme na výběr ze tří vyznačených polí. V příkladech v této kapitole také vyznačte všechna možná pole doskoku.



Bílá dáma může skočit 3 kameny několik způsoby. Má ovšem jedinou možnost, jak skočit 4!
Musí zastavit na poli <29>, protože jinak by skákala přes jeden kámen dvakrát. Všimněte si, že nejprve dokončíme skok a až poté smíme kameny odstranit z desky.
Bílý tedy musí skočit **50 x 29**, načež černý přeskočí bílou dámu i kámen: **23 x 45**
Tento typ kombinací nazýváme
Turecký úder.

DamMentor 004 Slaan met de dam

Cvičení 1 – 23 Zakreslete do diagramů šipky, kudy se dáma při skoku pohybuje, a vyznačte konečné pole skoku (všechny možnosti).



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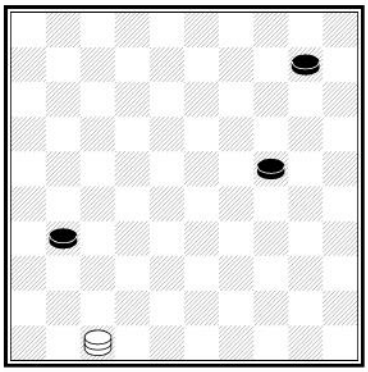

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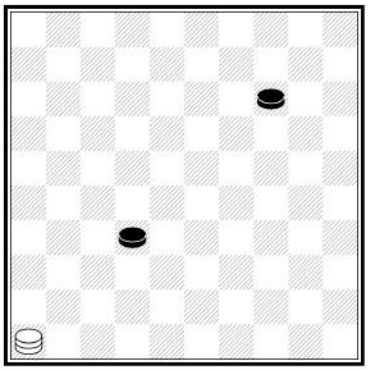

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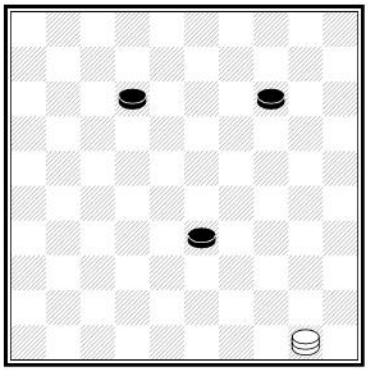

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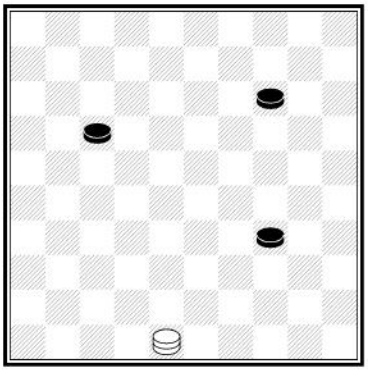

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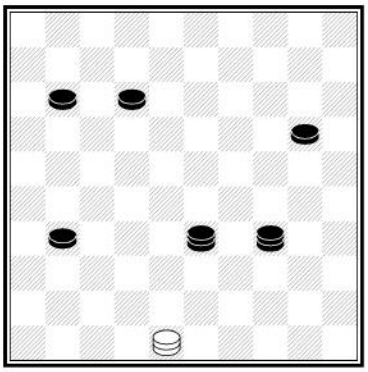

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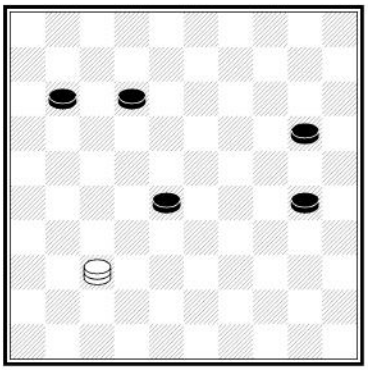

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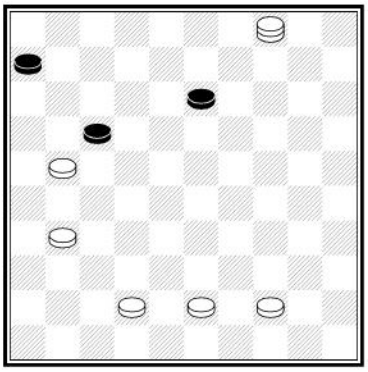

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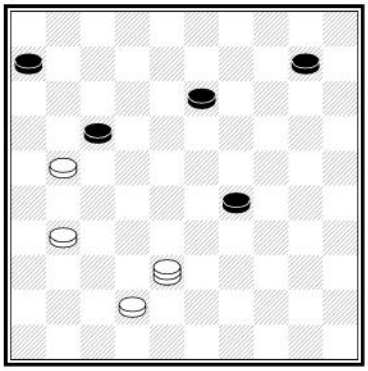

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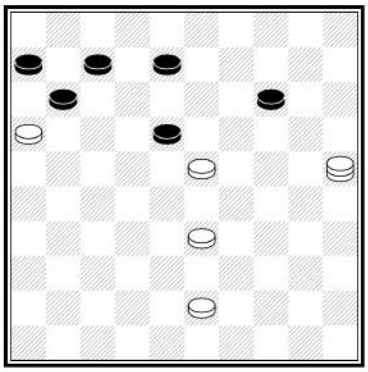

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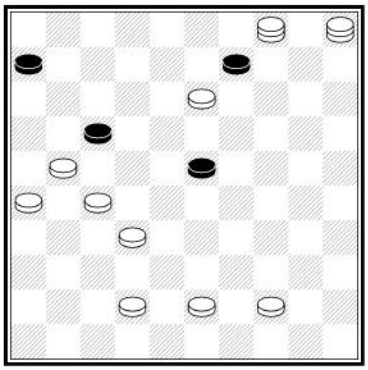

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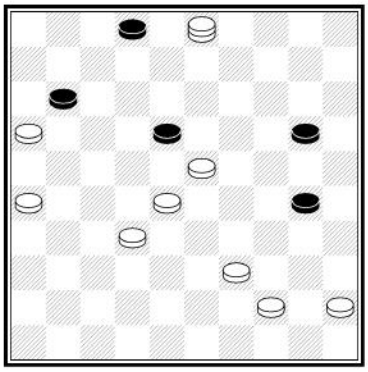

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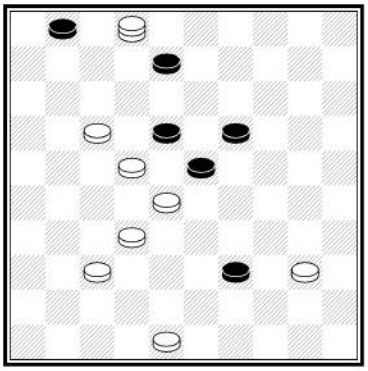

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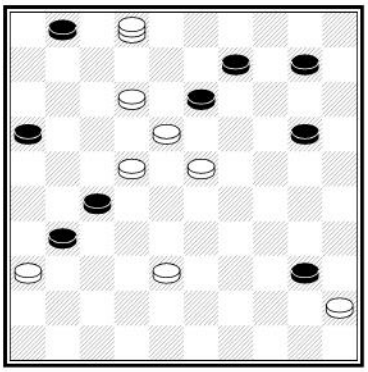

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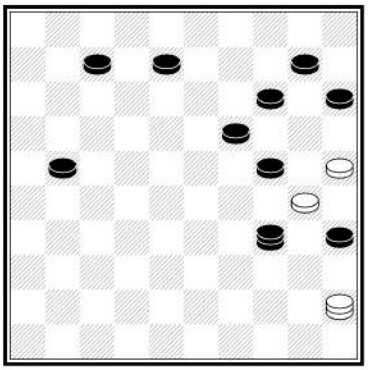

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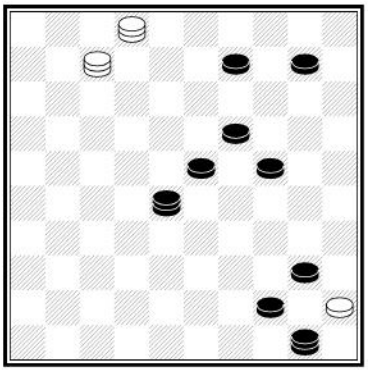

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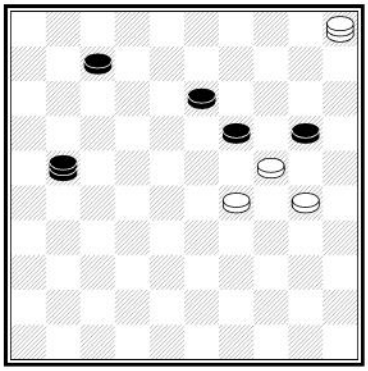

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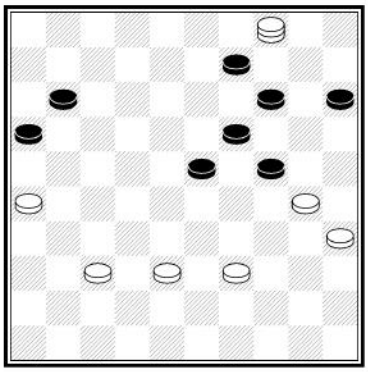

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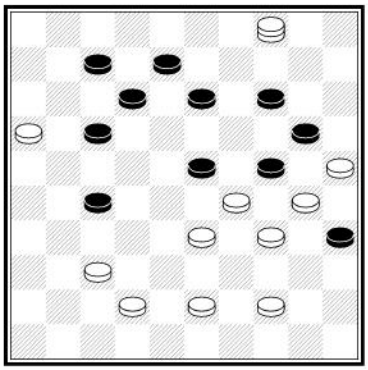

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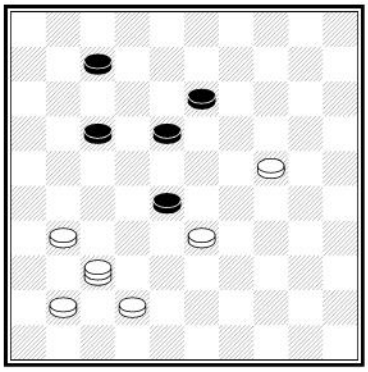

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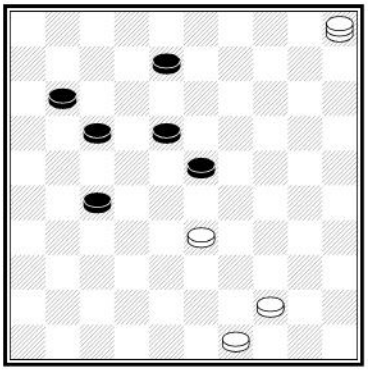

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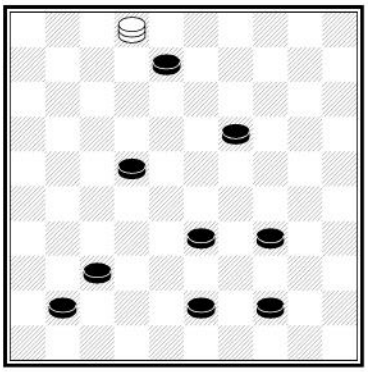

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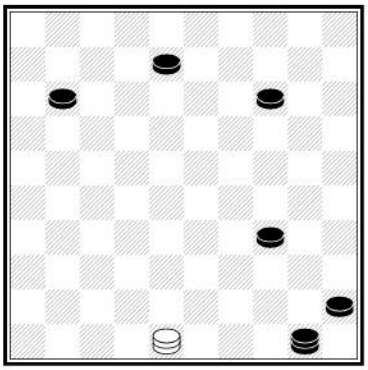

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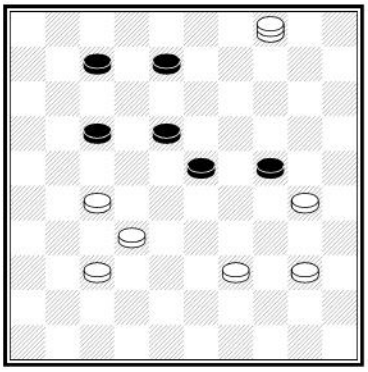
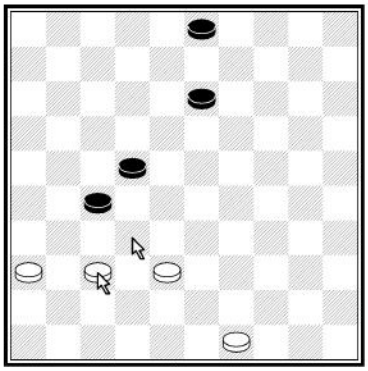


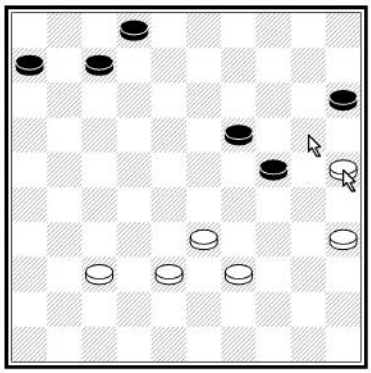
5.24**

6. Napadení kamene



Bílý může napadnout kámen 27 tahem 37 - 32. Černý nemá obranu. Kdyby uhnul 27 – 31, skočí bílý 3 kameny 36 x 9.

37 – 32!

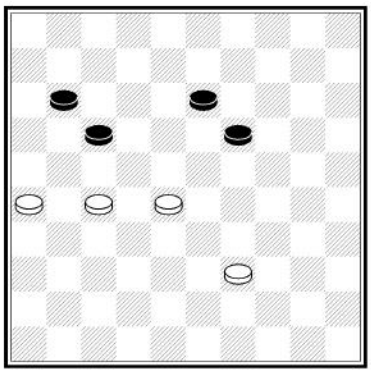


V tomto případě napadá bílý soupeřův kámen zezadu. Černý nemůže nijak zabránit ztrátě kamene.

DamMentor 006 Aanvallen Exercises 1 - 18

Cvičení 1 – 16

Znázorni výhodné napadení– zakresli šipku.



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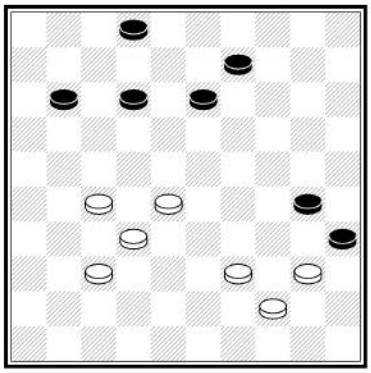

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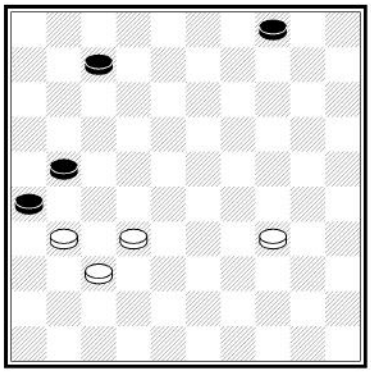

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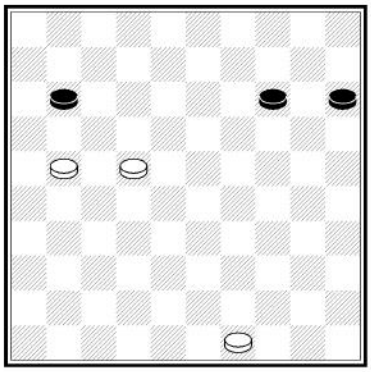

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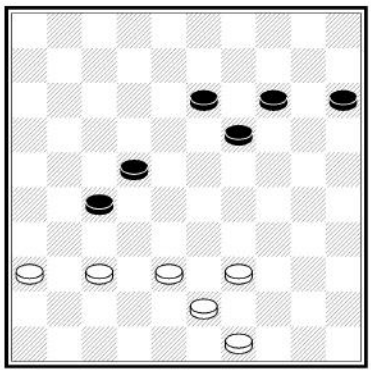

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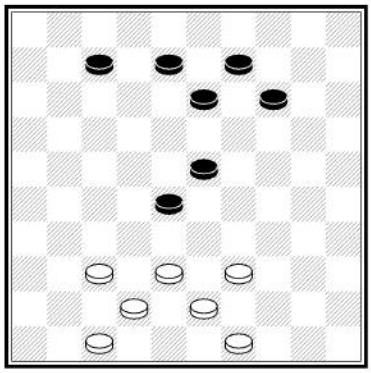

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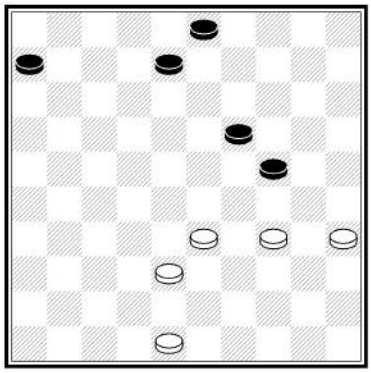

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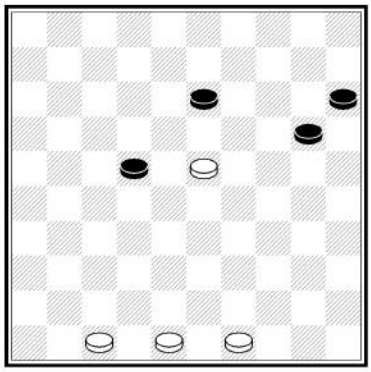
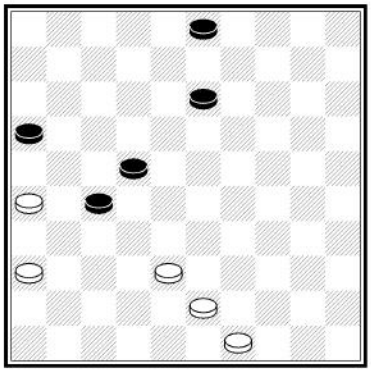


6.8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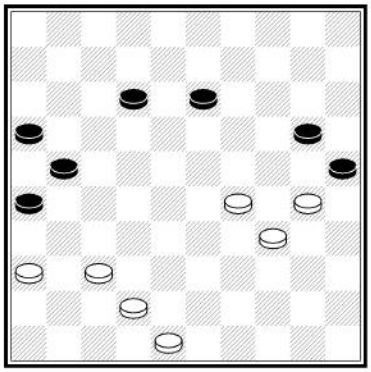
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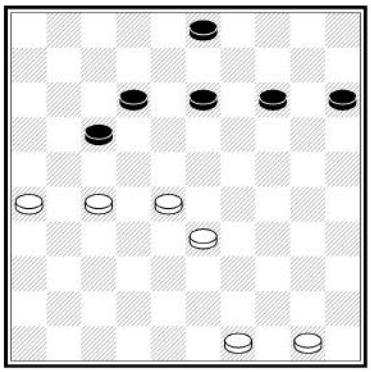
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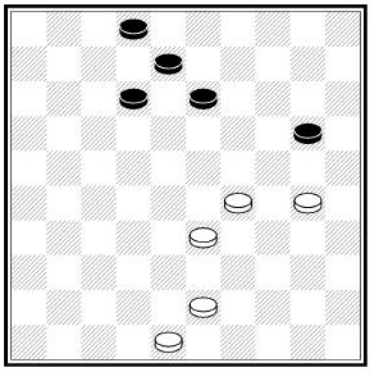
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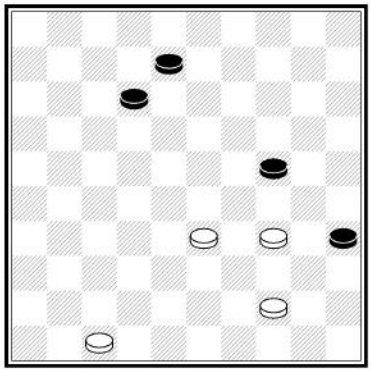
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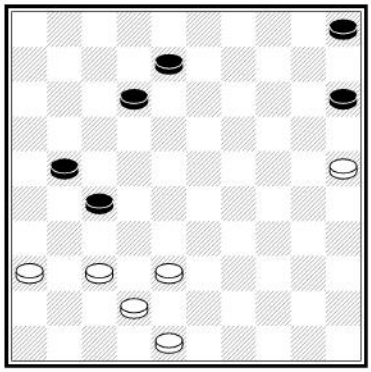
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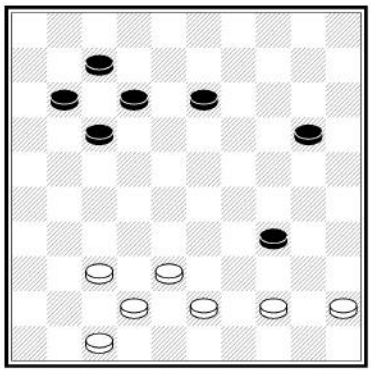
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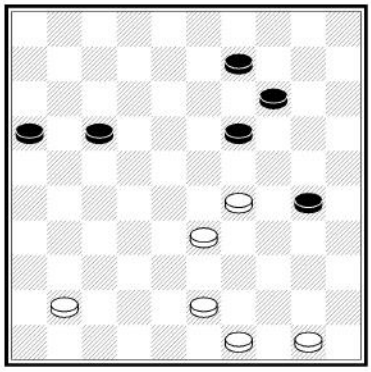
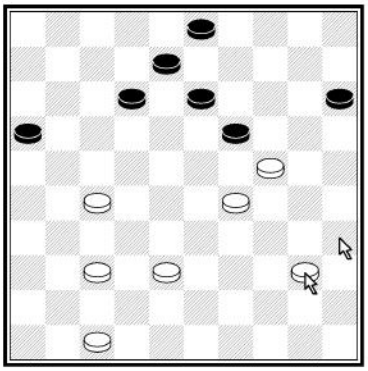
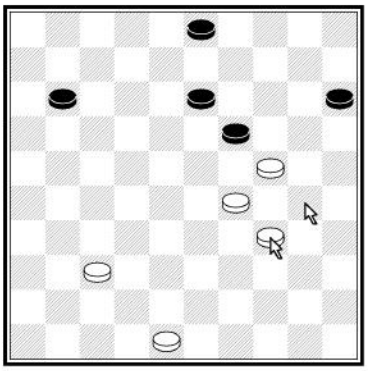

6.16

7. Obrana



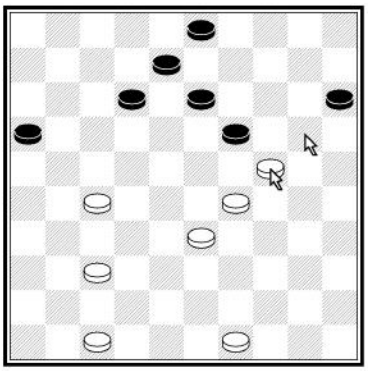
Černý napadl kámen na poli <24>. Bílý jej ubrání tahem na <35> s výměnou 1 za 1:

1.40 - 35 19 x 30
2.35 x 24



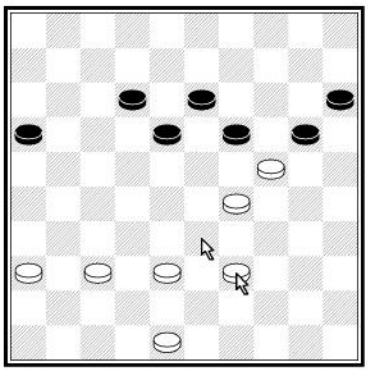
Kámen <24> je napadený. Bílý zacpe prostor pro doskok tahem na pole <30>.

34 - 30



V tomto případě bílý ubrání napadený kámen pomocí výměny.

1.24 - 20 15 x 24 2.29 x 20

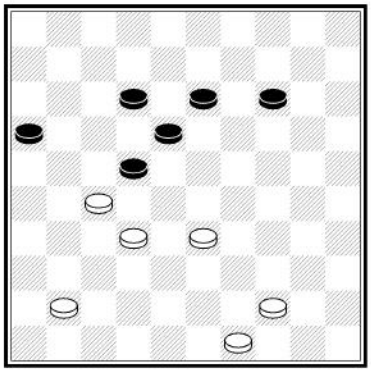


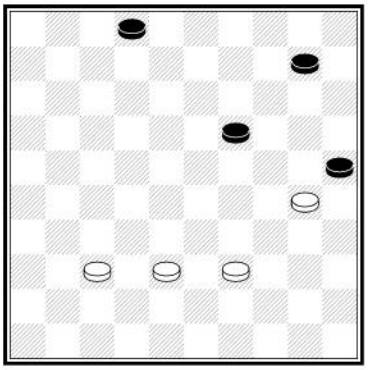
V této situaci je obrana kaneme trochu složitější. Bílý nejprve vytvoří kolonu z kamenů 29 / 33 / 38 a poté vymění 2 kameny za 2.

1.39 – 33 19 x 30
2.29 – 23 18 x 29
3.33 x 35

DamMentor 007 Verdedigen Exercises 1 - 19

Cvičení 1 – 16 Jaký je nejlepší obranný tah?


7.1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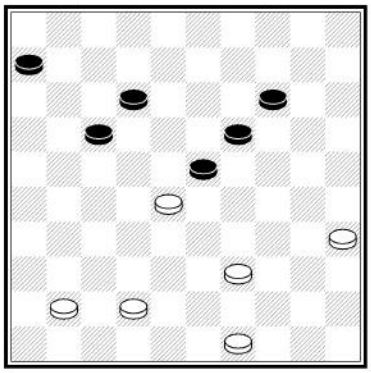
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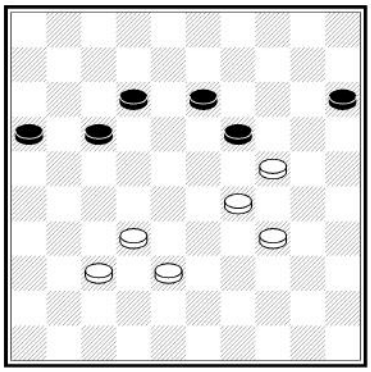
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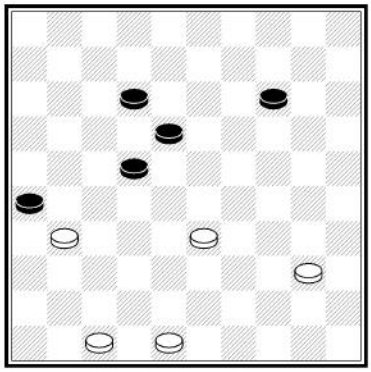
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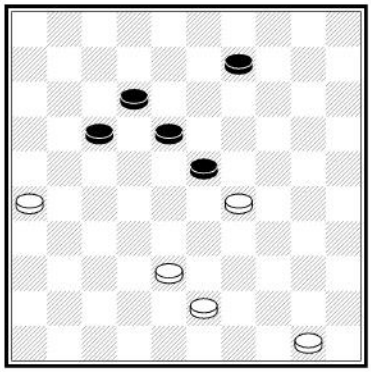
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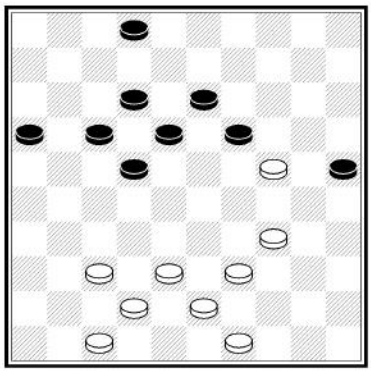
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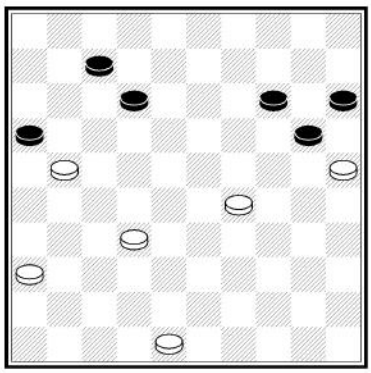
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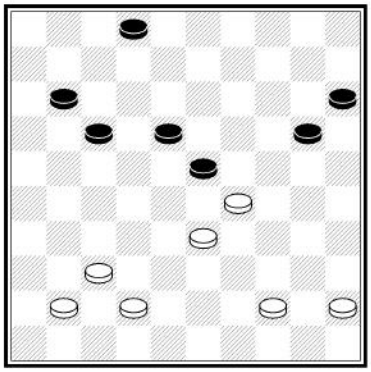

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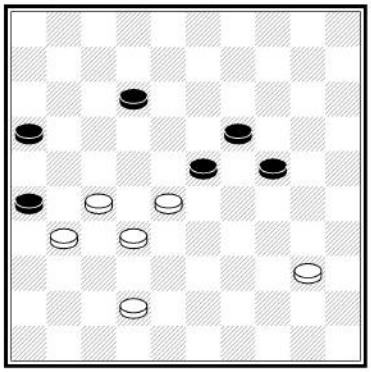

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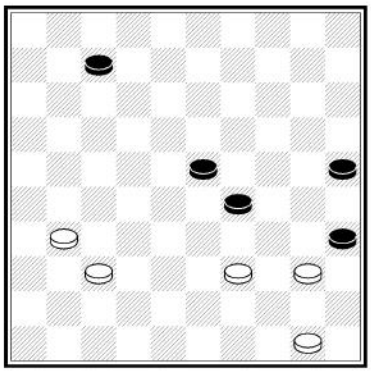
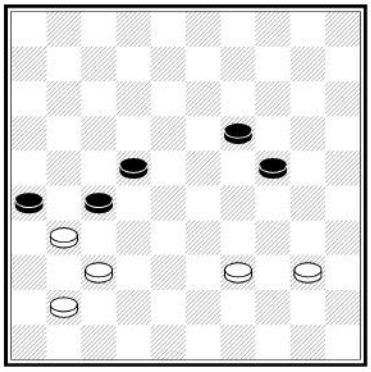


7.11



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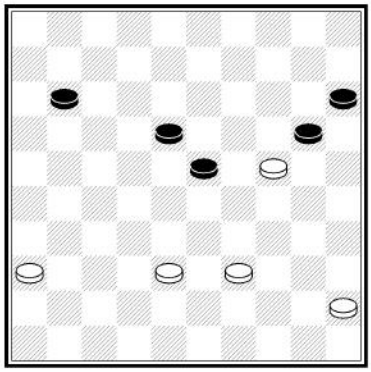

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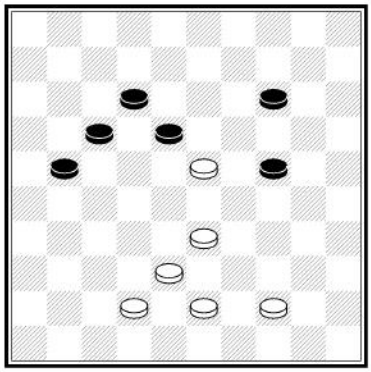

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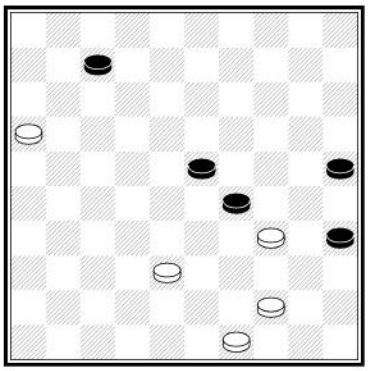

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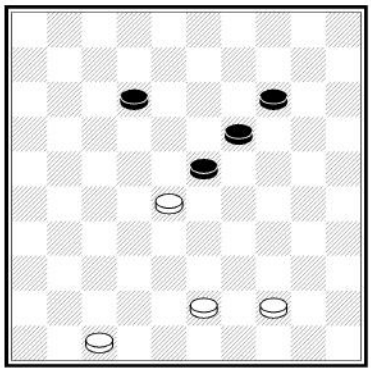
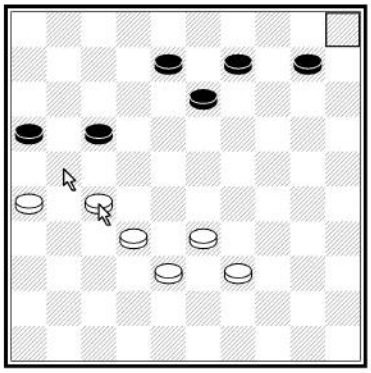


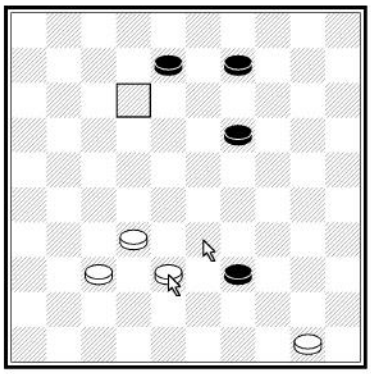
7.16

8. Princip kombinací



Někdy se vyplatí nechat své kameny soupeřem přeskočit. Oběť kamenů za účelem získat zpět větší počet se nazývá **kombinace** nebo **úder**. V diagramu kombinuje bílý do dámy:

1.27 – 21 16 x 27
2.32 x 5

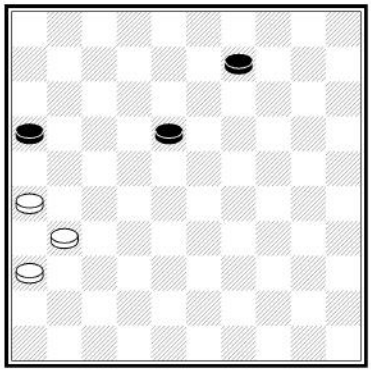


V tomto případě bílý obětuje kámen, černý skáče dozadu a bílý přeskočí všechny 4 černé kameny.

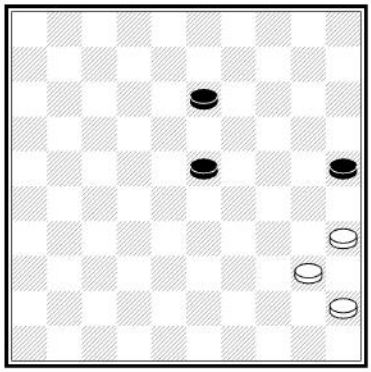
1.38 – 33 39 x 28
2.32 x 12

DamMentor 008 Combineren Exercises 1 - 20

~~**Cvičení 1 – 16**~~ Bílý kombinuje. Zakresli šipku k prvnímu tahu bílého a vyznač pole, kam vede závěrečný skok.



8.1



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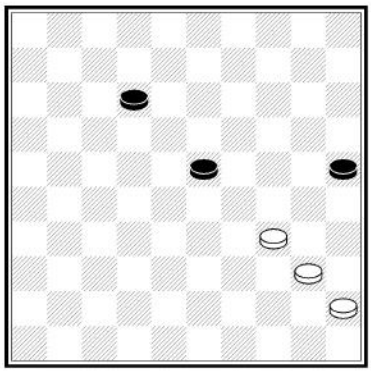

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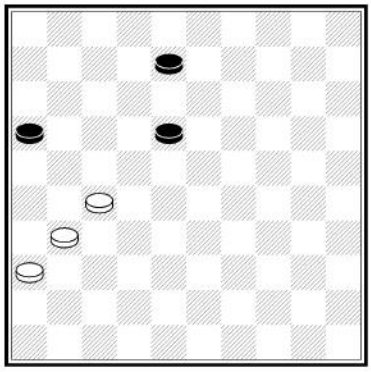

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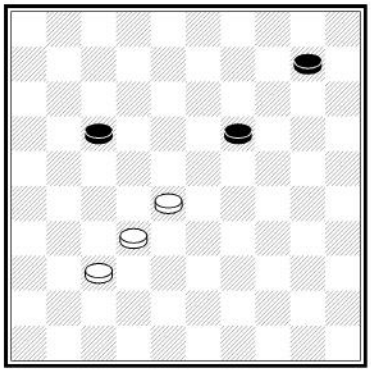

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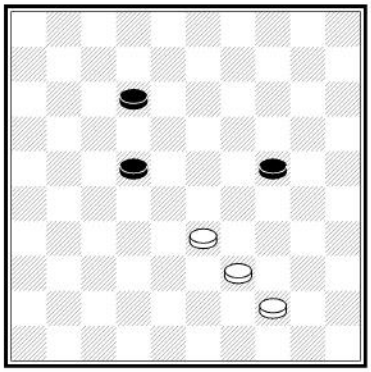

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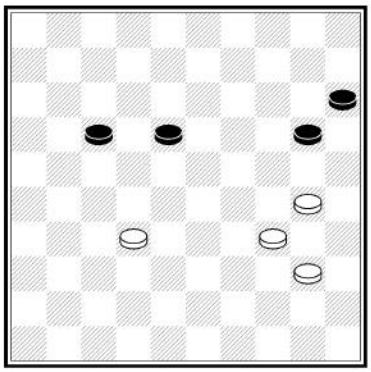

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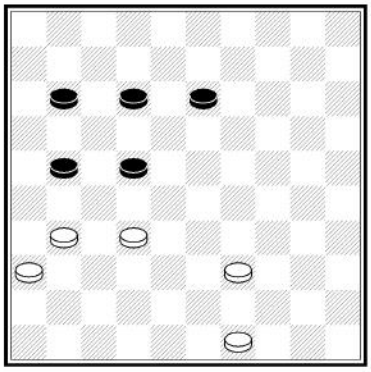

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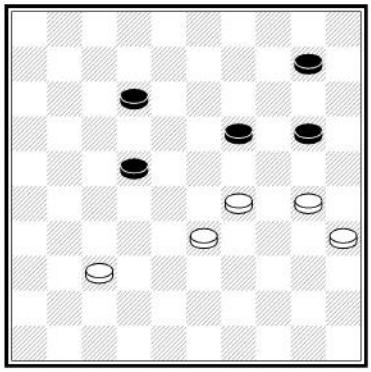

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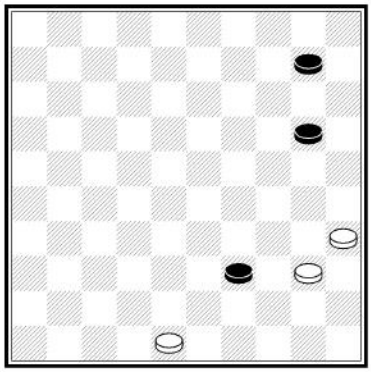
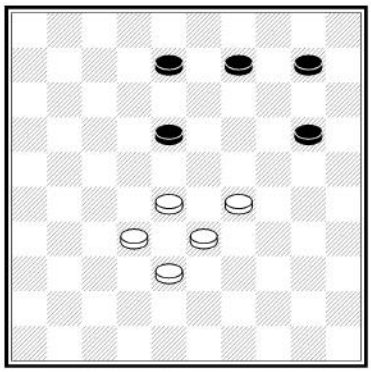


8.10



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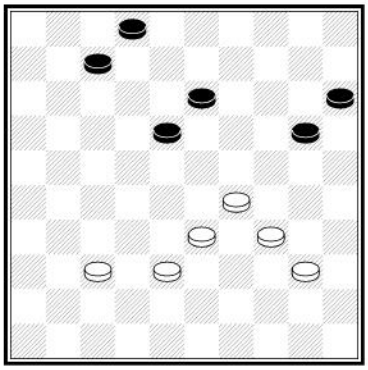

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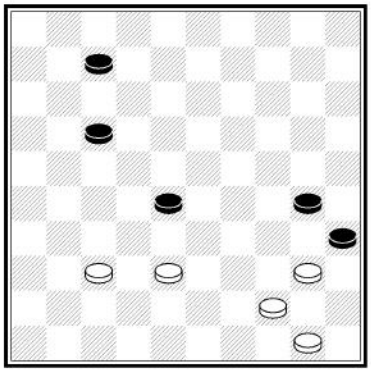
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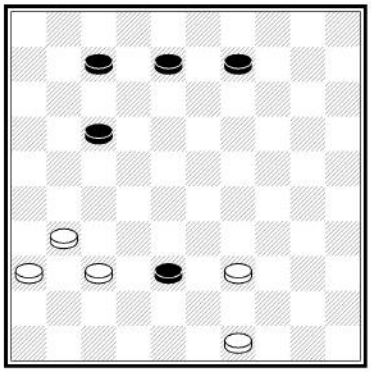
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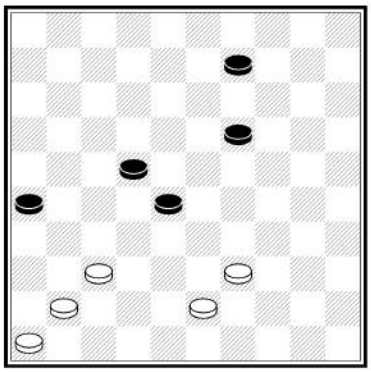
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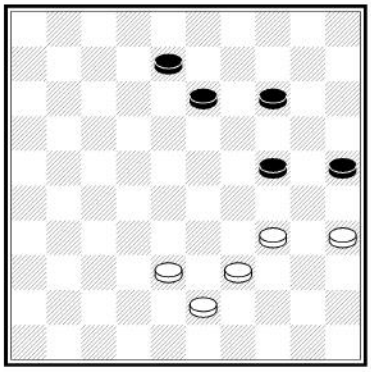
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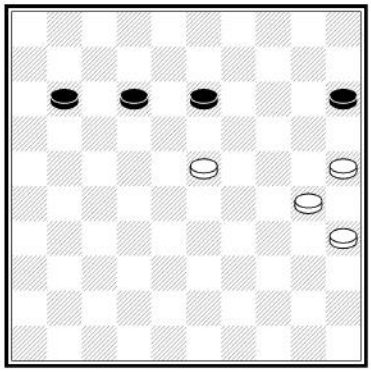
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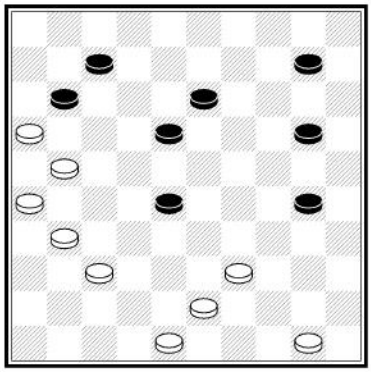
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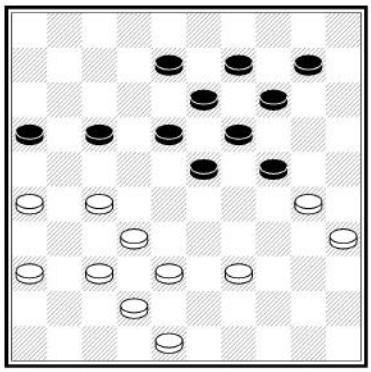
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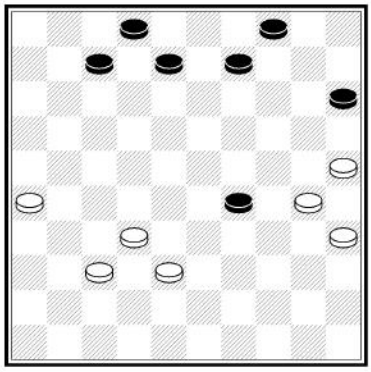
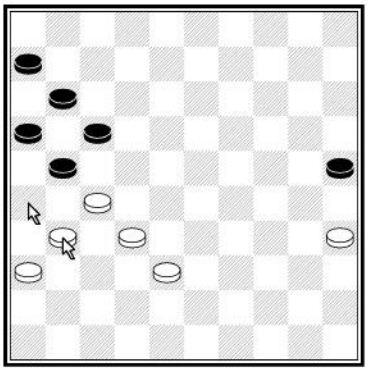
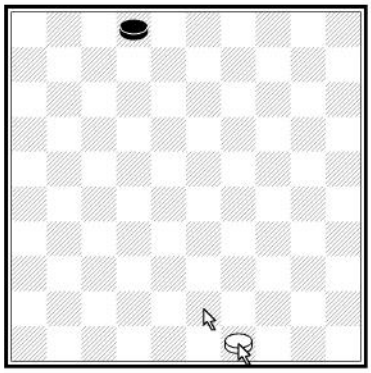

8.20

9. Zablokování a vazby



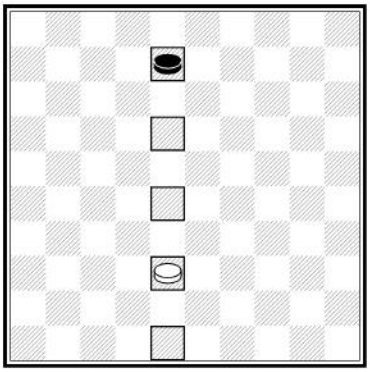
Vazba znamená, že Vám nezbývají již žádné rozumné tahy. Na vrcholové úrovni je strategie zablokování soupeře pomocí vazeb naprosto klíčová!
Bílý může soupeře svázat tahem 31 - 26. Po tomto tahu může černý pouze odevzdat své kameny.

31 – 26

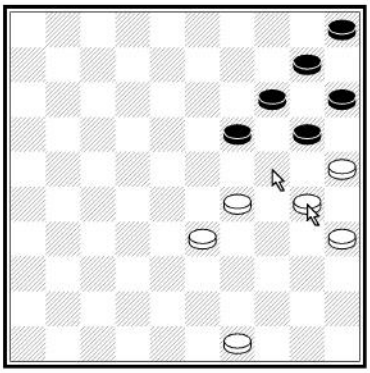


Bílý může zastavit černý kámen pomocí opozice:
49 – 43! Pokud jsou kameny protivníků na stejném sloupci proti sobě, pak hráč, který je na tahu, prohrává na opozici.

Po **49 – 43 2 – 8 43 – 38** je černý na tahu.



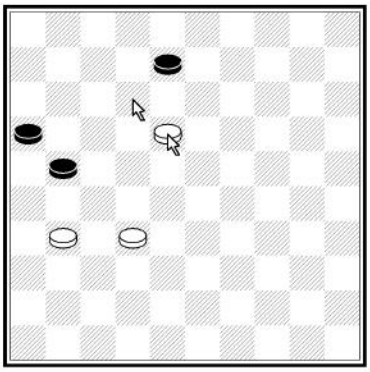
Černý je na tahu, proto bílý vyhraje na opozici (stačí se držet na stejném sloupci). Kdyby byl ale na nyní tahu bílý, prohrál by.



V tomto případě provede bílý výměnu s cílem svázat soupeře.

1.30 – 24 19 x 30
2.35 x 24

A černý může už jen odevzdat své kameny.



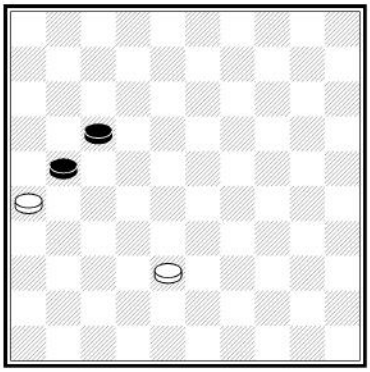
Někdy se vyplatí obětovat kámen i když za něj jiný ihned nezískáme. V tomto příkladu bílý vyhraje pomocí oběti

1.18 – 1 ! 8 x 17
2.31 – 26

...a černý nemá tah.

DamMentor 009 Vastzetten Exercises 2 - 20
(Zadání **exercise 17** zní: Využij výměnu!)

Cvičení 1 – 20 Jakým tahem zablokujete soupeře (zakreslete šipky)?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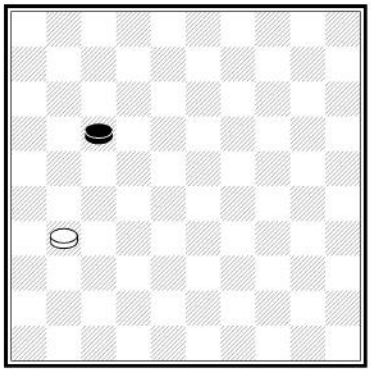
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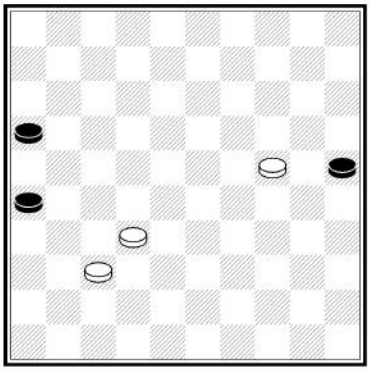
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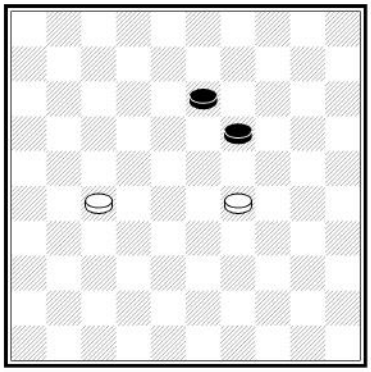
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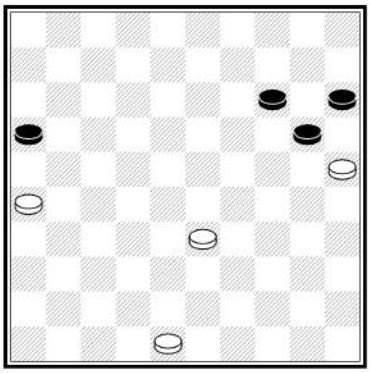
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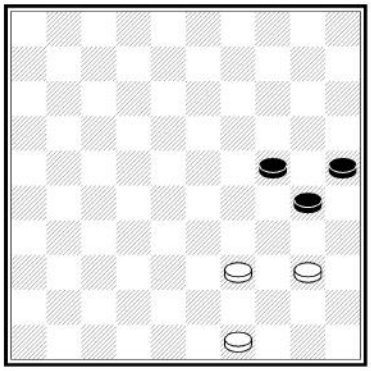
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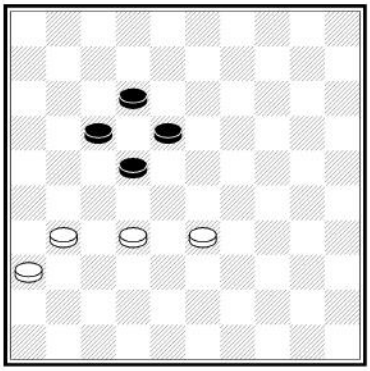
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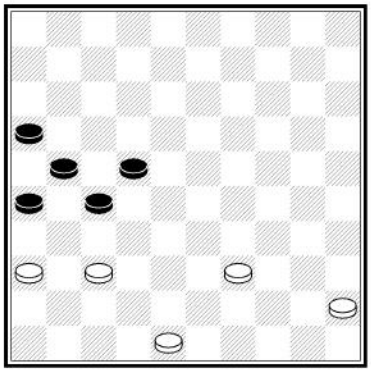
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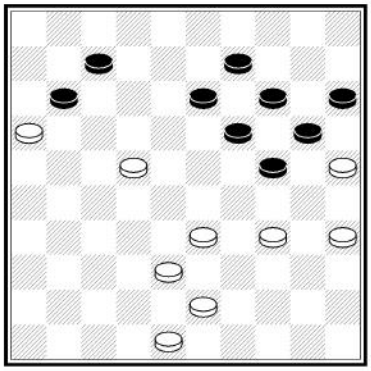
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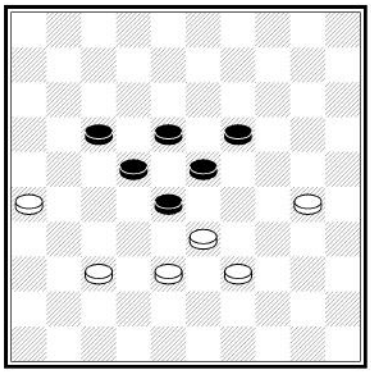
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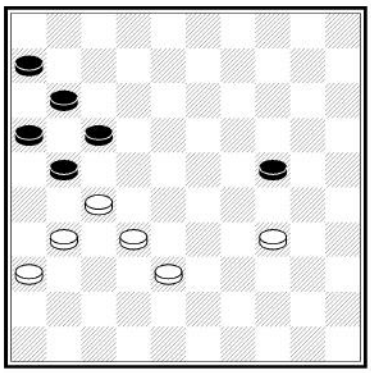
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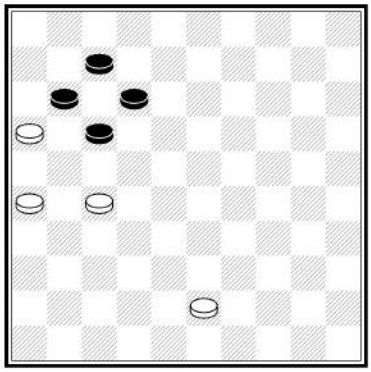
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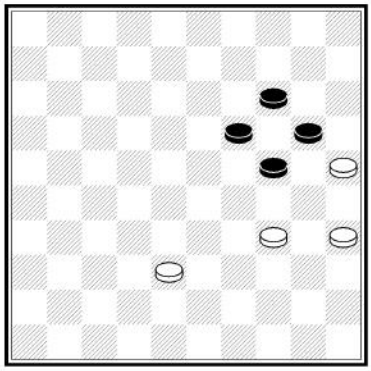
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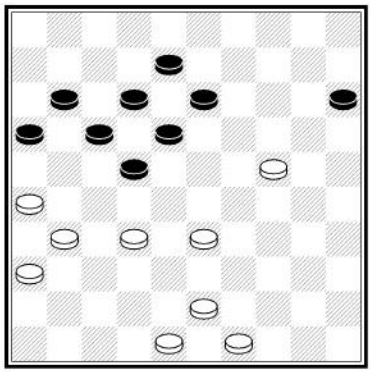
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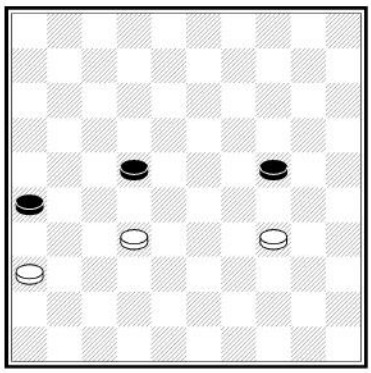
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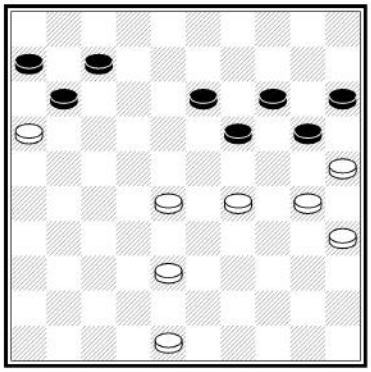

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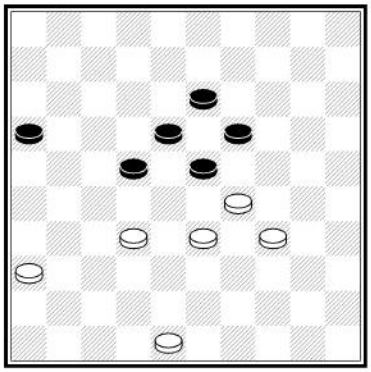

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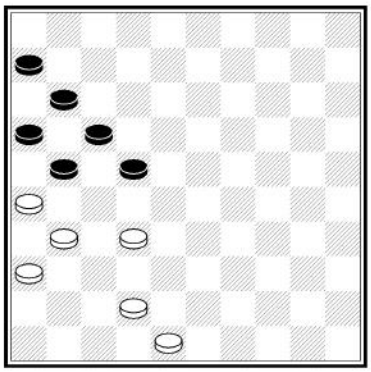

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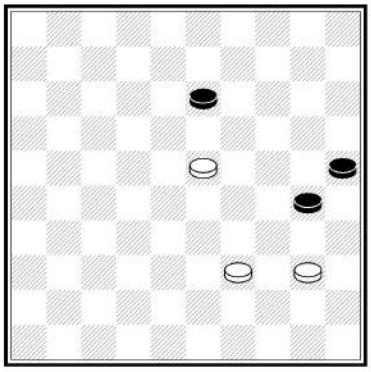
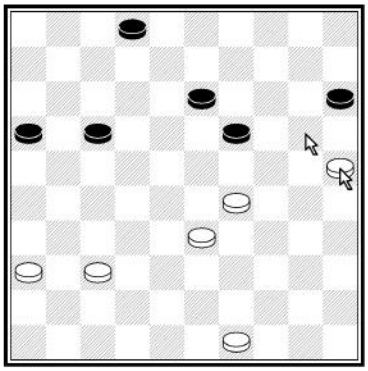


9.19

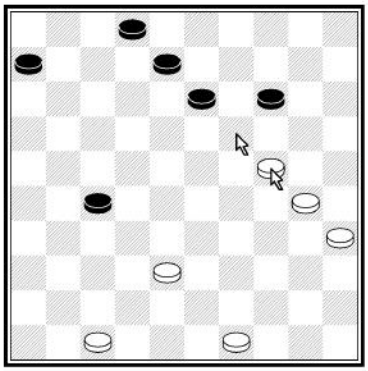
10. Průchod do dámy



Jedním ze způsobů, jak vyhrát partii, je získat co nejdříve dámu. V zobrazené situaci získává bílý průchod pomocí výměny:

1.25 – 20 15 x 24
2.29 x 20

Po výměně už černý nemá jak zabránit kamenu <20> v průchodu do dámy.



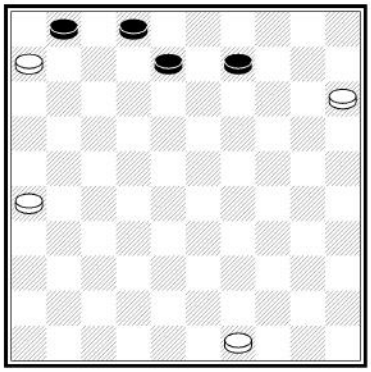
Dáma je natolik silná figura, že se mnohdy vyplatí obětovat kámen za průchod. Zde může bílý vyhrát pomocí oběti, díky níž získá volnou cestu:

1.24 – 19 14 x 23
2.30 – 25

Kámen 25 již nelze zastavit na cestě do dámy.

DamMentor 010 Doorbreken Exercises 1 - 20

Cvičení 1 – 20 Získejte průchod (zakreslete šipky)!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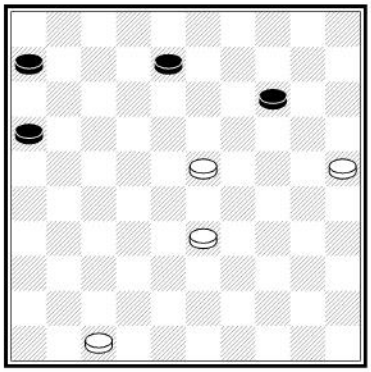
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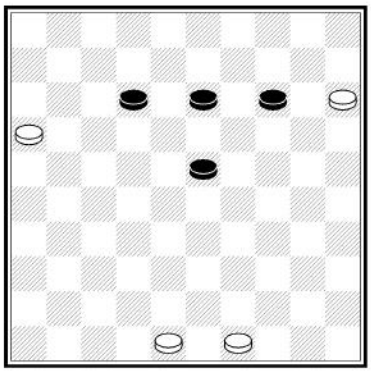
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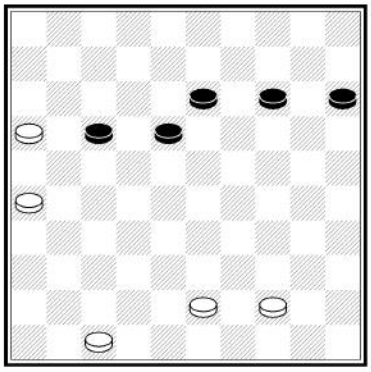
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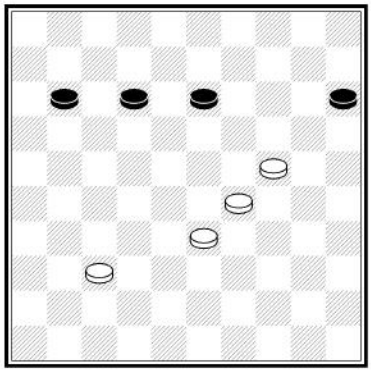
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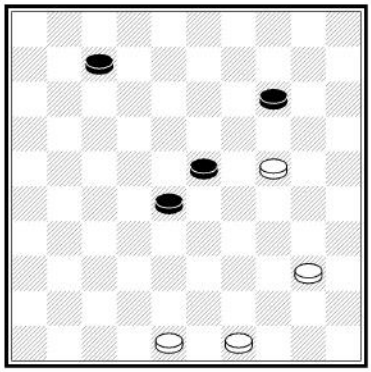
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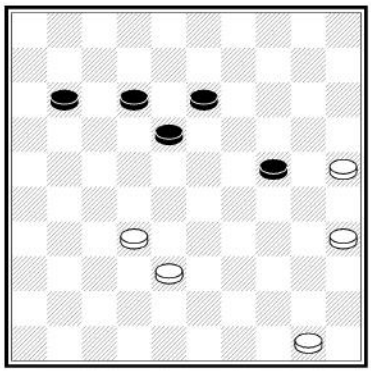
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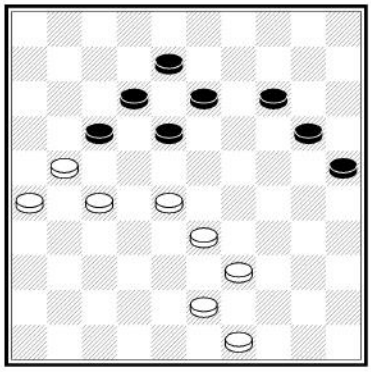
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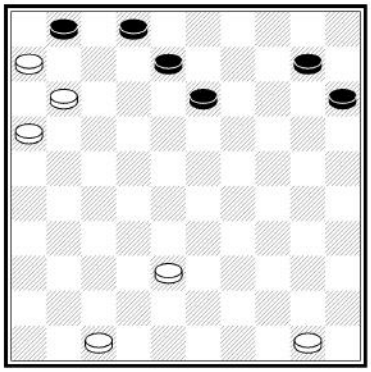
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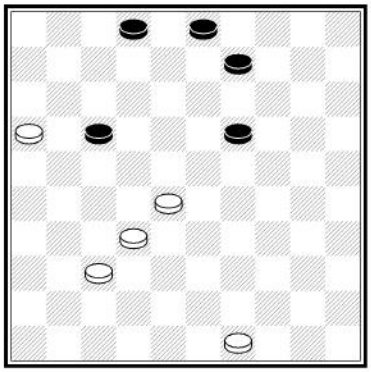
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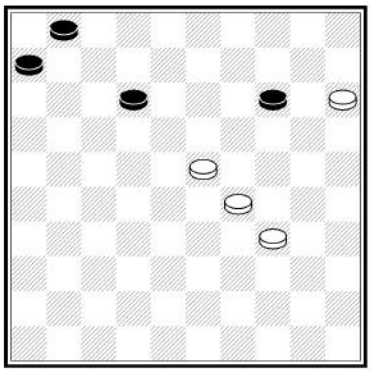
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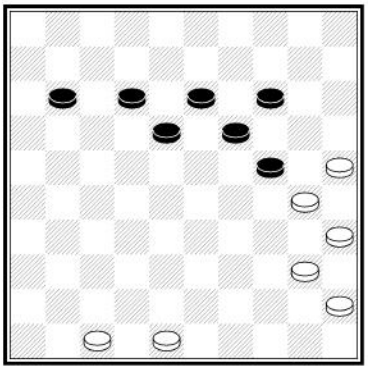
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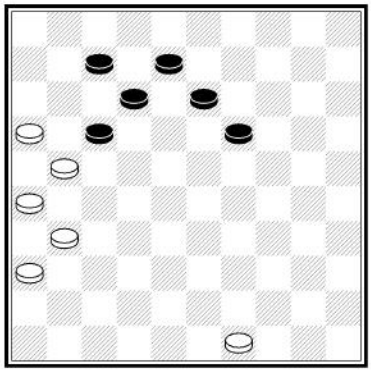
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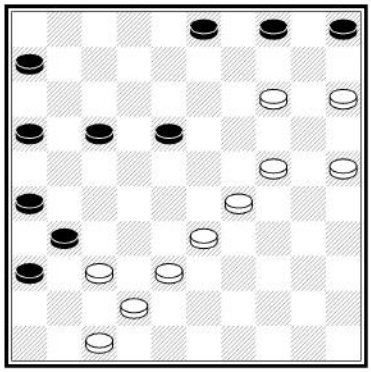
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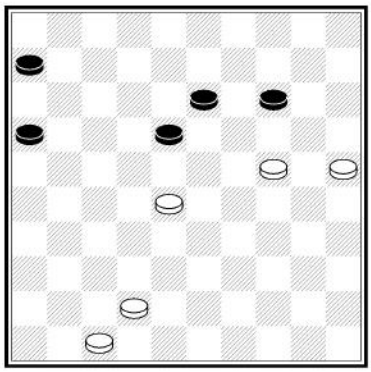
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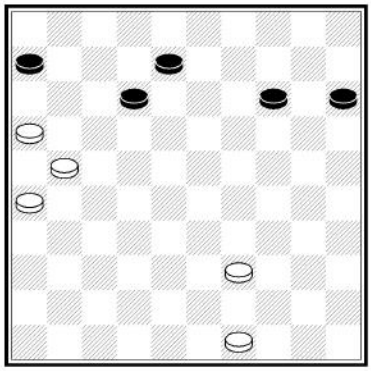
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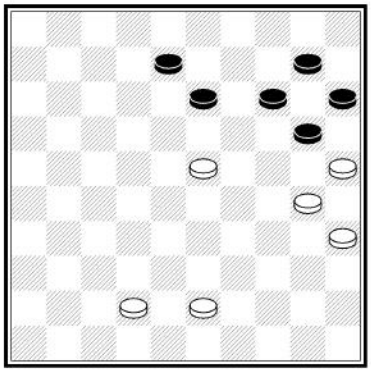

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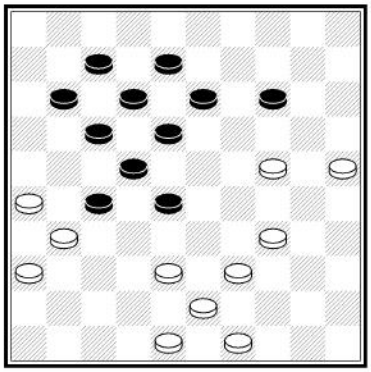
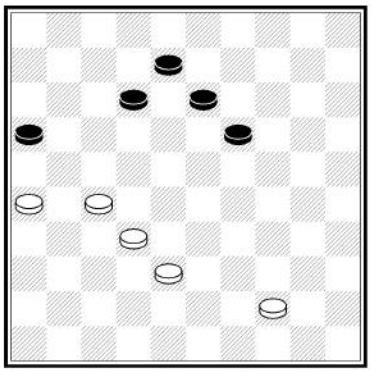
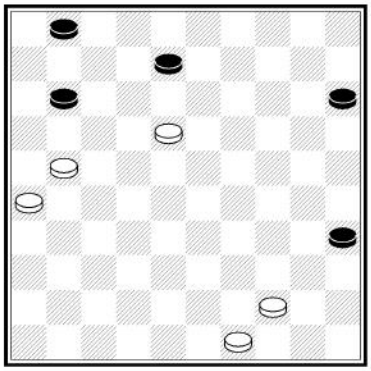


10.18**



10.19**

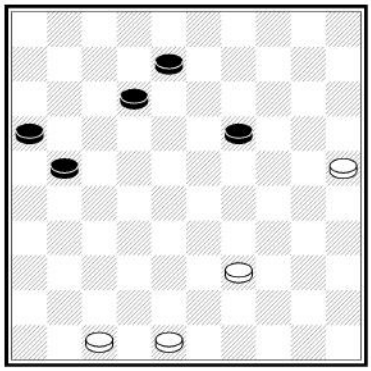


10.20

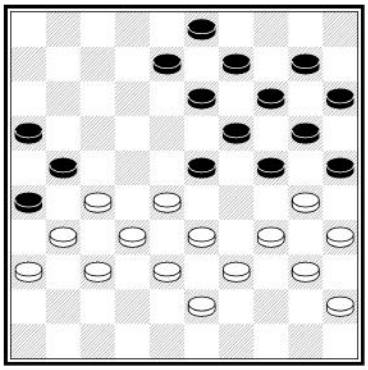
11. Hodnocení pozice

Hodnocení pozice není jednoduché. Ukážeme si pár základních znaků, podle nichž lze určit, kdo stojí lépe.

1. **Počet kamenů.** Netřeba dlouhého vysvětlování. Obvykle (ale ne vždy) je materiální převaha rozhodujícím faktorem. Mít víc kamenů se vyplatí, nikdy je neobětujte bezdůvodně!
2. **Prostor**
3. **Možnost projít do dámy**



V tomto případě má bílý o kámen méně, avšak kámen úplně vpravo má volný průchod do dámy (tah 25 – 20). Pozice je tedy lepší pro bílého (pokud je na tahu)!

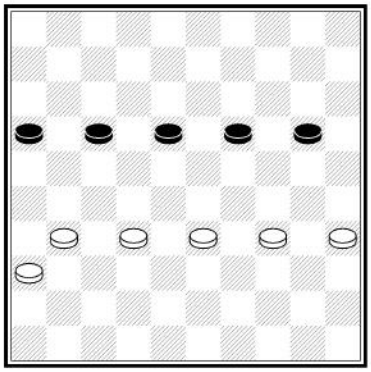


Počet kamenů je stejný, ale bílému chybí prostor. Nezbyl mu ani jediný dobrý tah. Podívejme se, jaké má bílý možnosti:

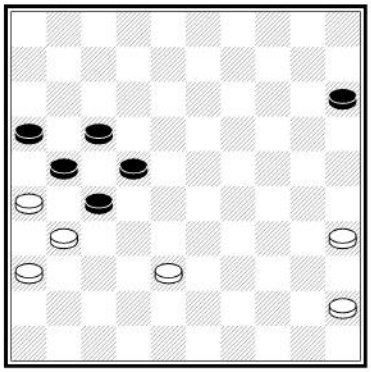
1. 34- 29 ztrácí dva kameny!
2. 33 - 29 24 x 42 ztrácí kámen.
3. Po 27 - 22 hraje černý 21 - 27! Č+
4. Po 28 - 22 hraje černý 23 - 28 Č+

DamMentor 011 Taxeren Exercises 1 - 21

Cvičení 1 – 20 Bílý na tahu – je pozice lepší za černé, za bílé, nebo jsou síly vyrovnané?



11.1



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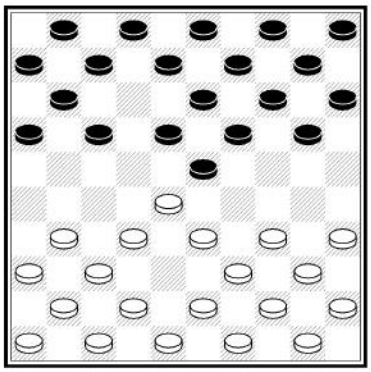

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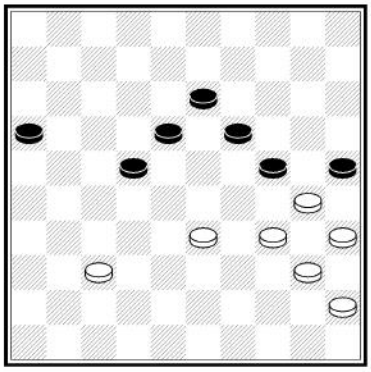

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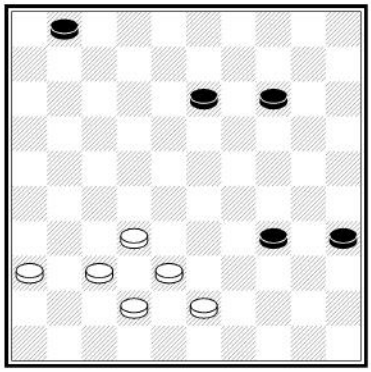

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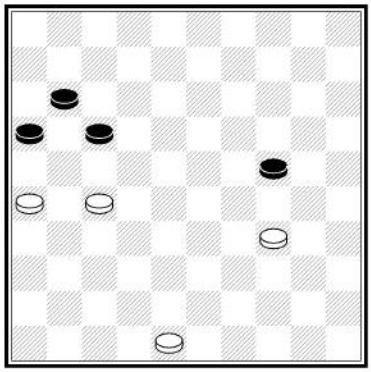

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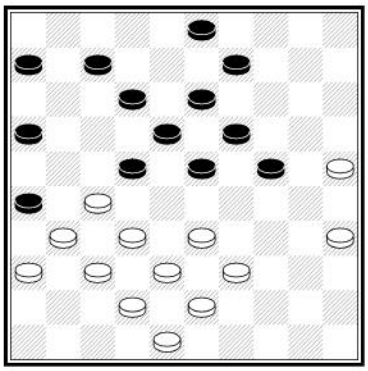

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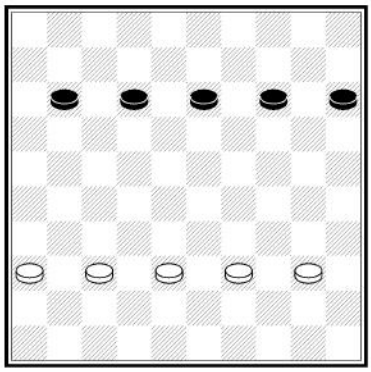

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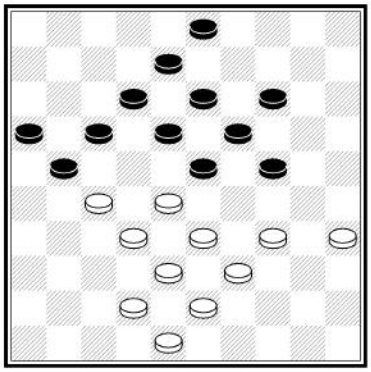
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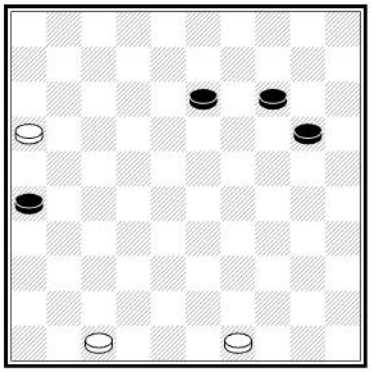
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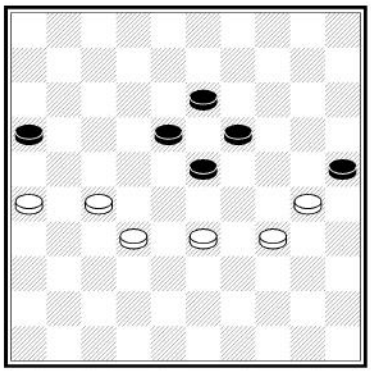
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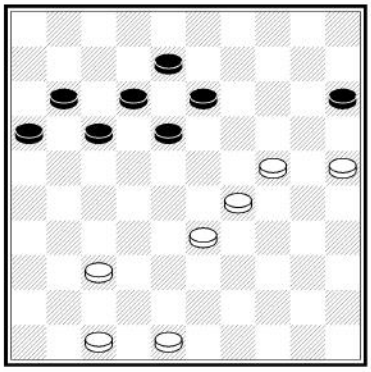
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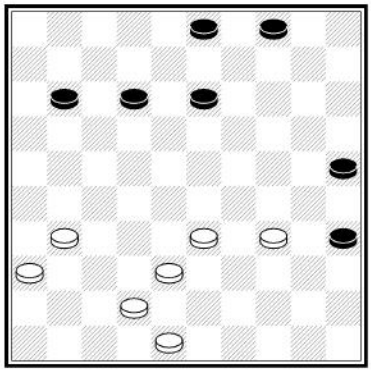
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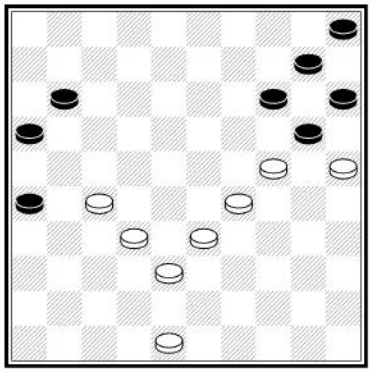
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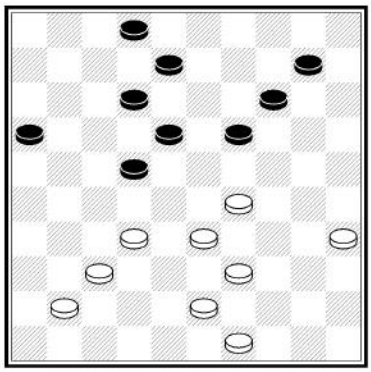
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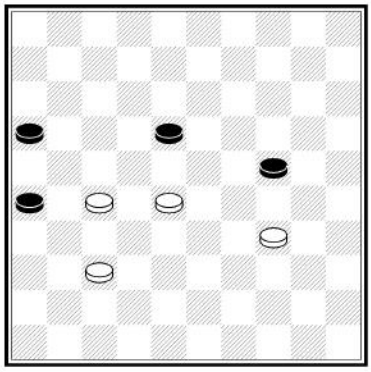
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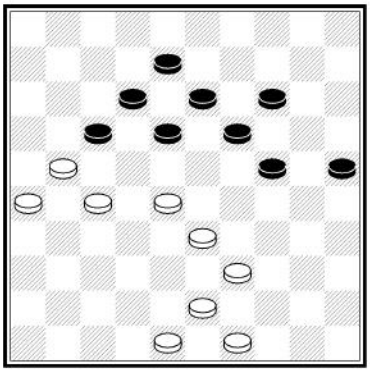

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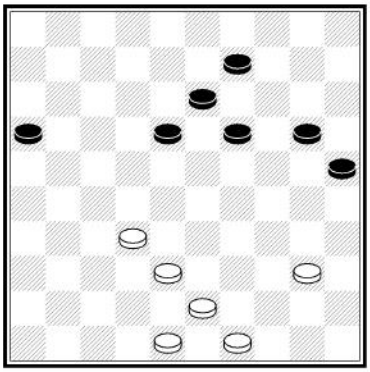

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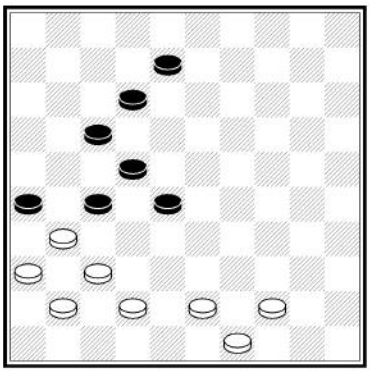

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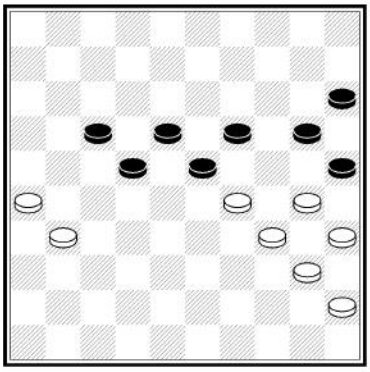
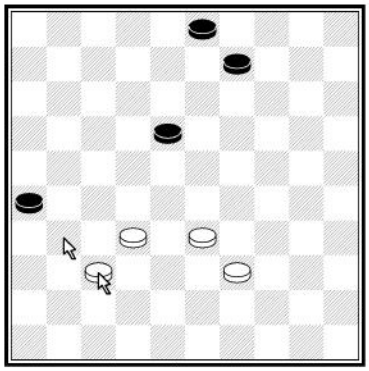


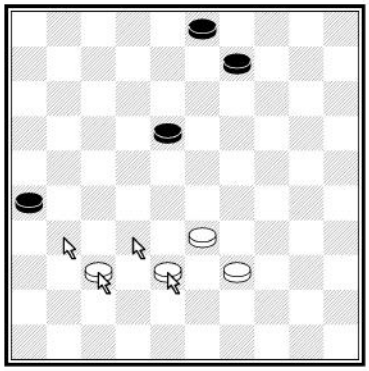
11..20

12.Jednoduché kombinace - údery



Kombinace jsou velmi důležitou součástí hry. Někdy můžete vyhrát i pomocí oběti více než jednoho kamene. Bílý vyhraje:

1.37 – 31 26 x 28
2.33 x 4

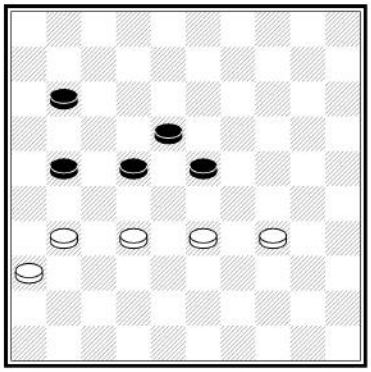


Bílý musí obětovat jeden kámen a poté ještě další, než provede závěrečný skok:

1.37 – 31 26 x 37
2.38 – 32 37 x 28
3.33 x 4

DamMentor 013 Zetjes

Cvičení 1 – 21 Vyznačte šipkou první tah úderu a zvýrazněte pole, kam povede závěrečný skok.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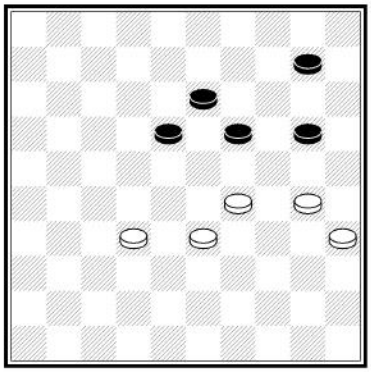
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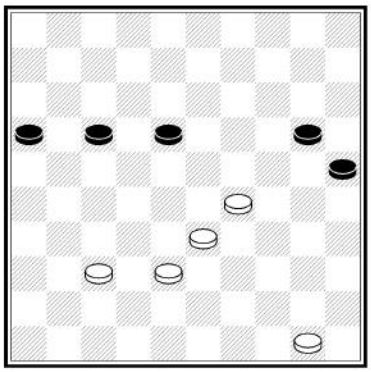
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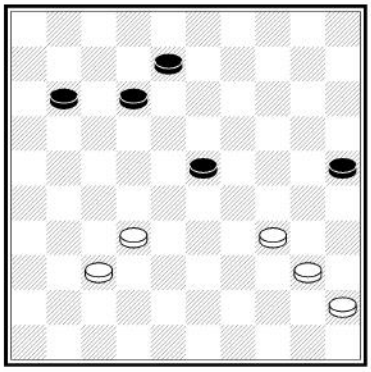
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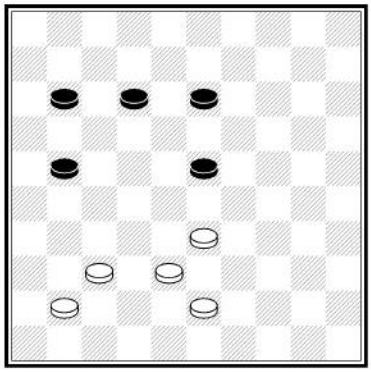
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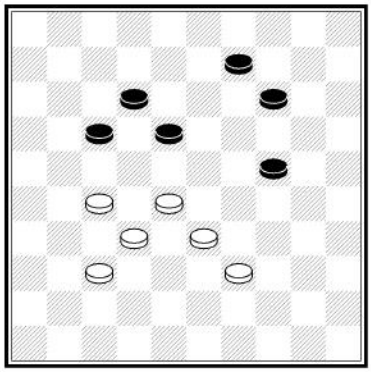
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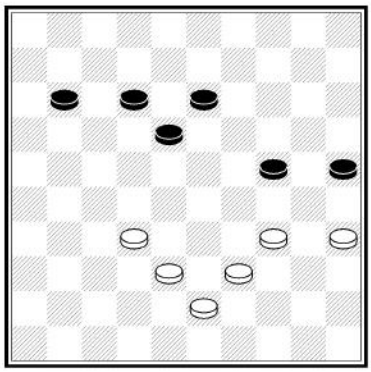
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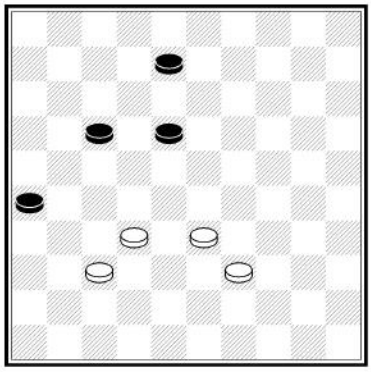
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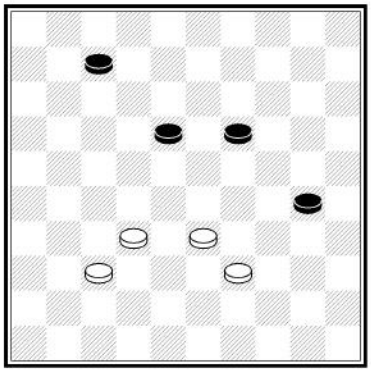
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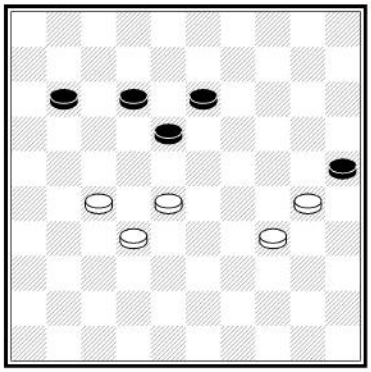
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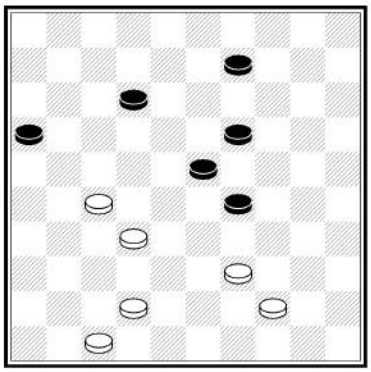
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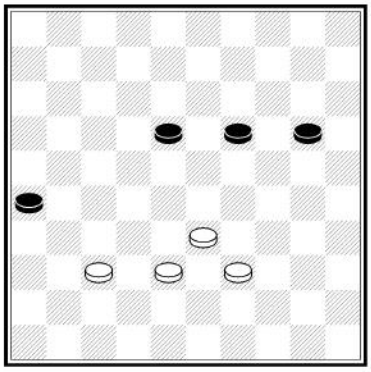
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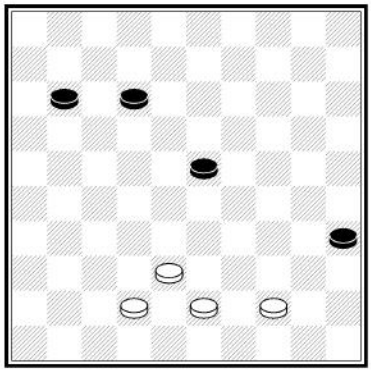
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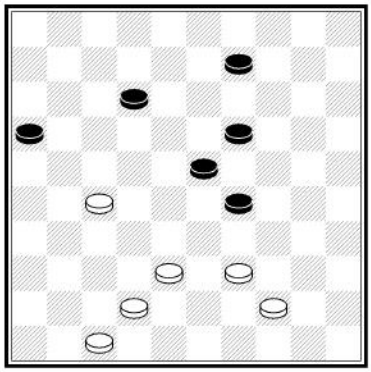
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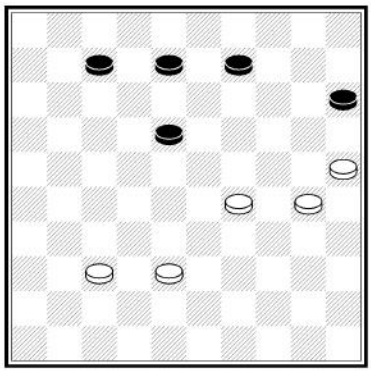
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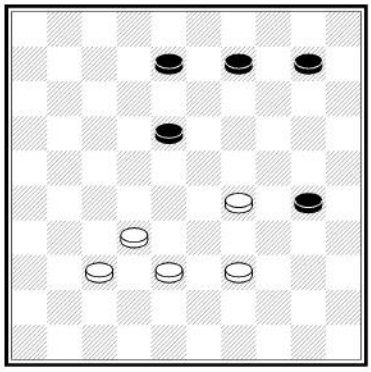
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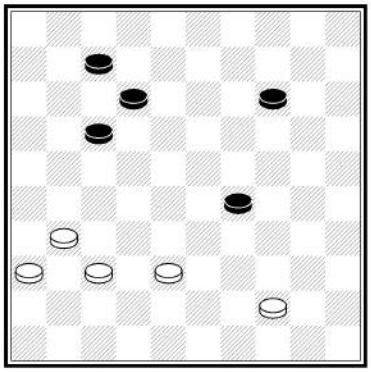

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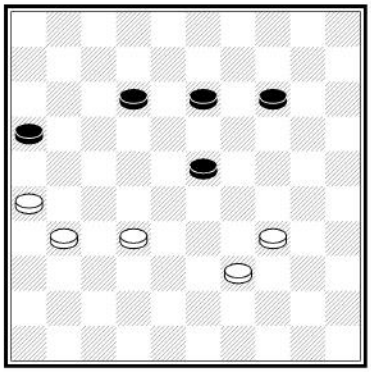

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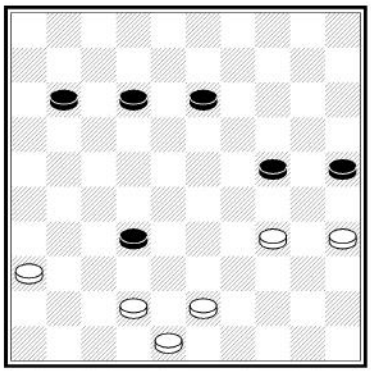

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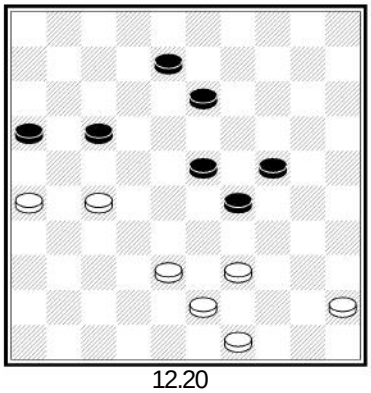
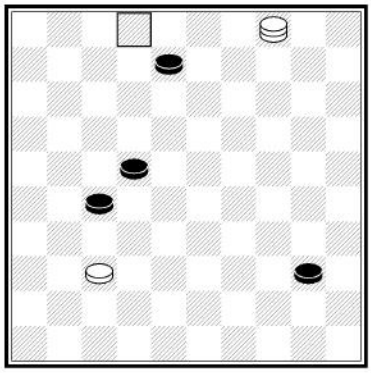


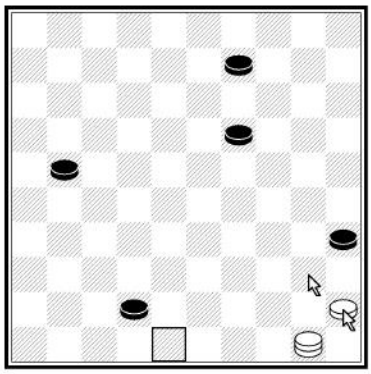
12.20

13. Údery pomocí dámy



Dáma se může stát mocnou zbraní. Jelikož doskočí hodně daleko, můžeme s ní provádět efektní údery. Bílý může přeskočit všechny kameny soupeře (4 x 27 x 49 x 35 x 2) díky úderu:

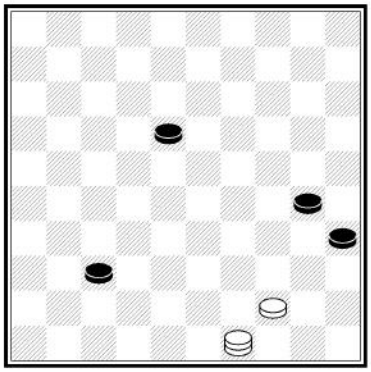
1.37 – 32 27 x 38
2.4 x 2



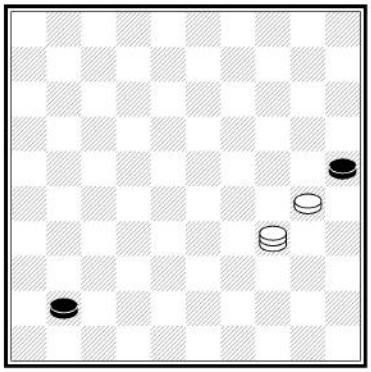
1.45 – 40 35 x 44
2.50 x 48

012 Combineren met een dam

Cvičení 1 – 20 Vyznačte šipkou první tah úderu a zvýrazněte pole, kam povede závěrečný skok.



13.1



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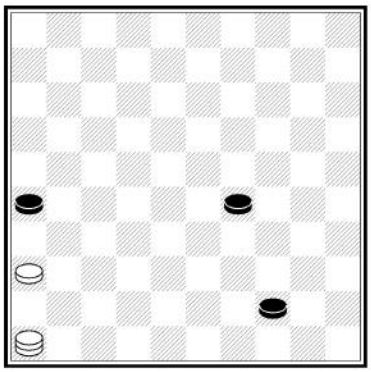
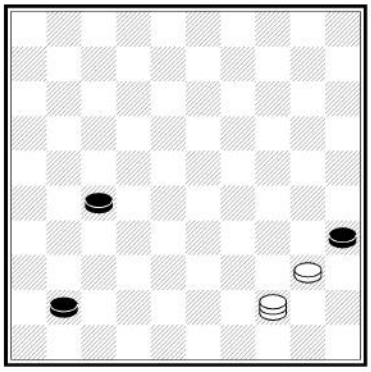


13.3



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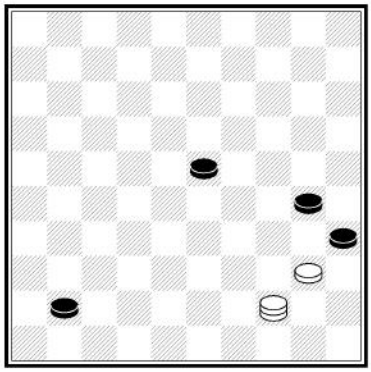
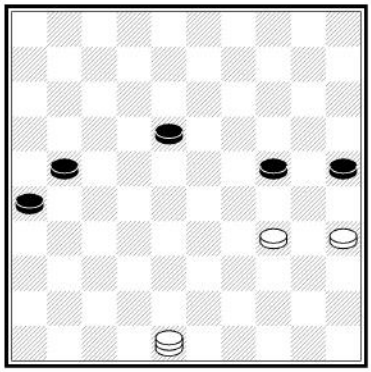
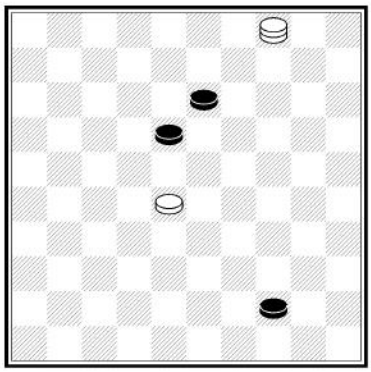


13.5



13.6



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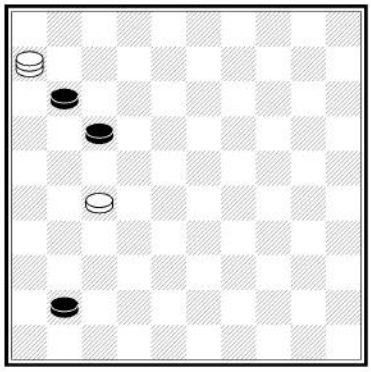
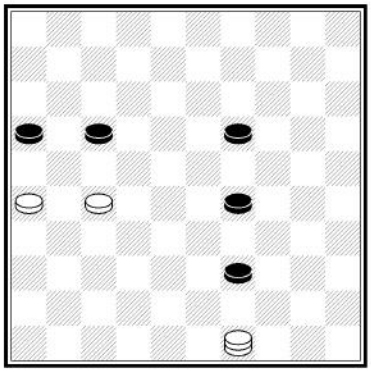


13.8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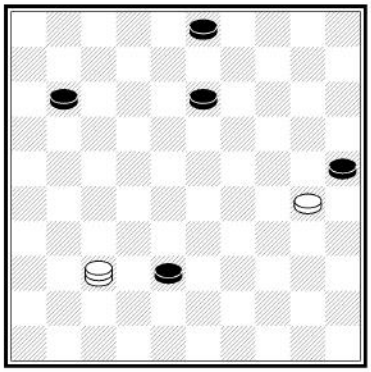
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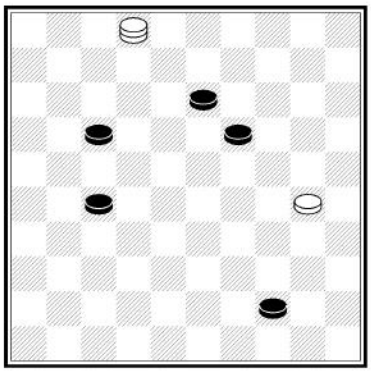
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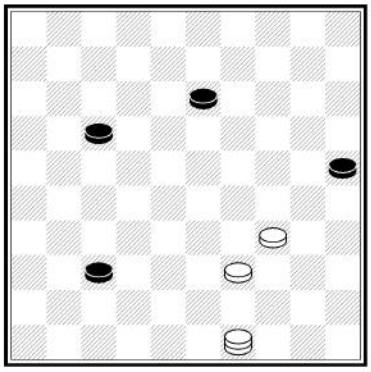
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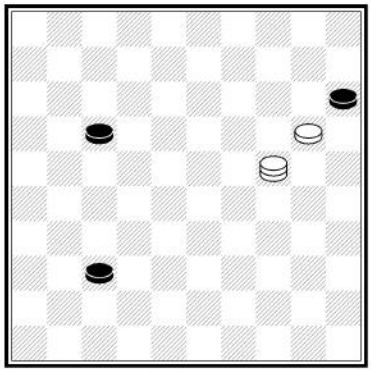
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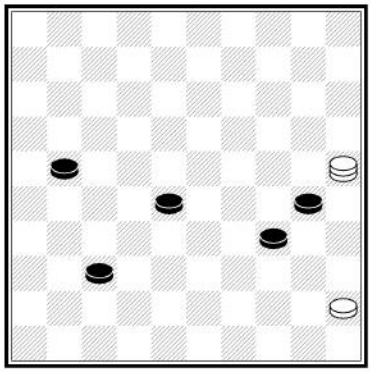
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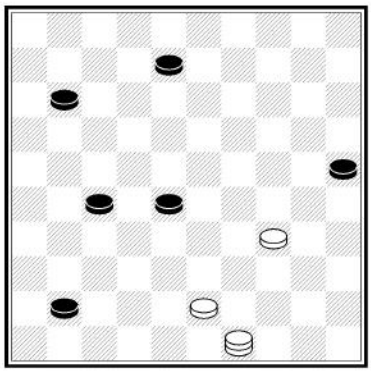
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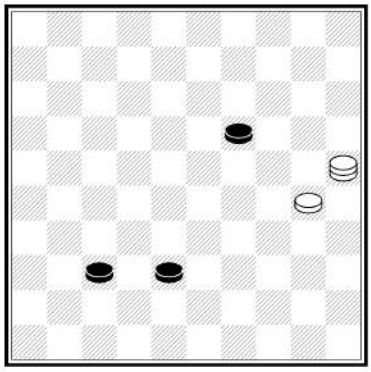
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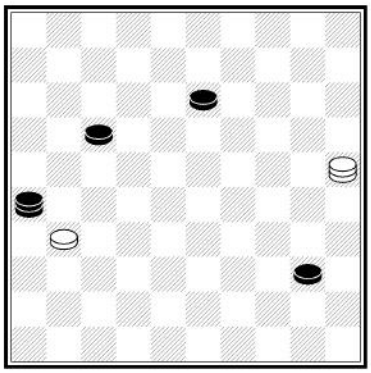

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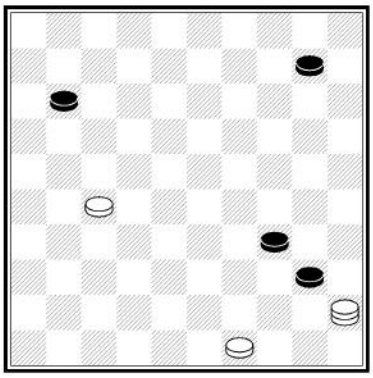

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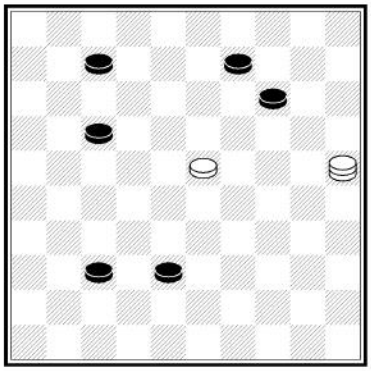

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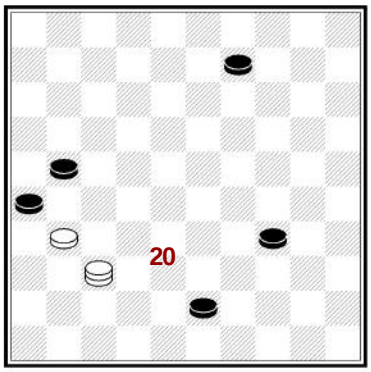
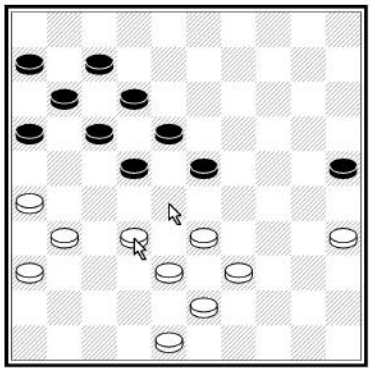


13.20

14. Volba plánu

Naučili jsme se několik postupů (plánů) jak vyhrát partii:

1. Provedení kombinace
2. Zablokování soupeře
3. Průchod do dámy
4. Zisk materiálu pomocí napadení

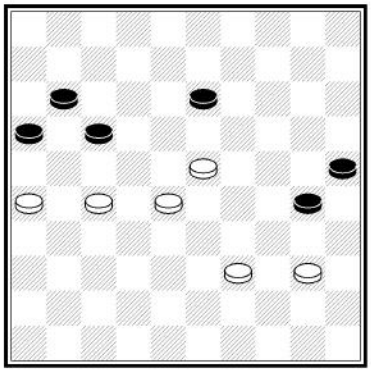


Když neznáte přesné zadání, stávají se úlohy obtížnějšími – ve skutečné partii Vás však také nikdo na možnou výhru neupozorní:
Může bílý kombinovat?
Může zablokovat soupeře?
Může projít do dámy?
Může získat kámen pomocí napadení?

V příkladu na obrázku vyhraje bílý pomocí zablokování soupeře: 32 - 28 23 x 32 38 x 27 a černý může pouze odevzdat své kameny.

DamMentor 014 Plannen maken Exercises 1-20

Cvičení 1 – 20 Co je nejlepším plánem bílého? Jaký tah vyhrává (vyznač šipkou)?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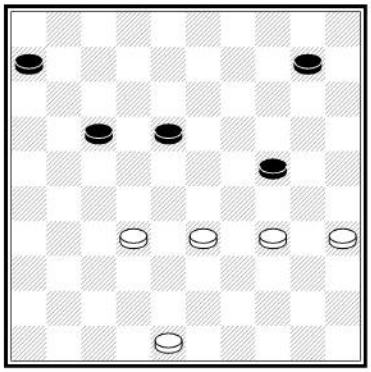
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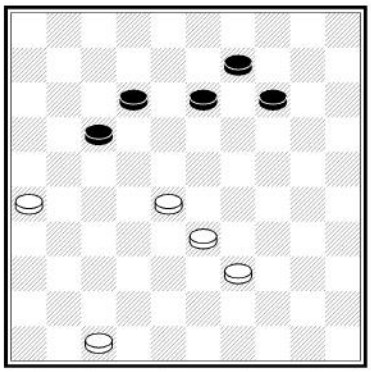
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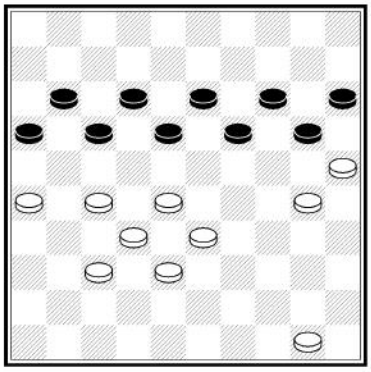
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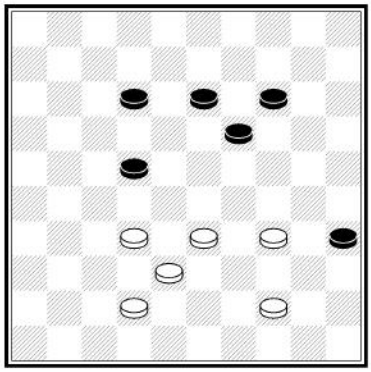
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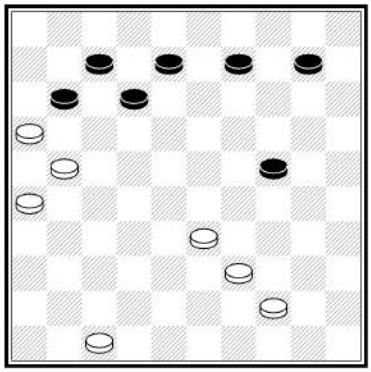
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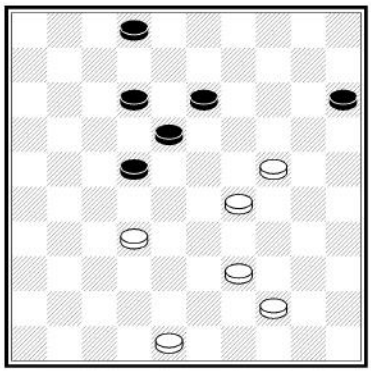
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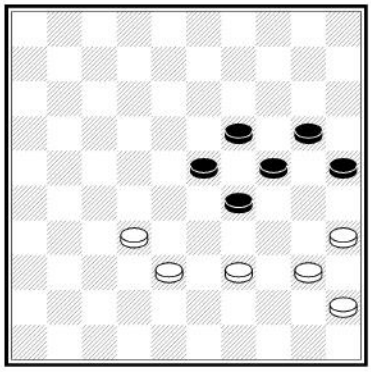
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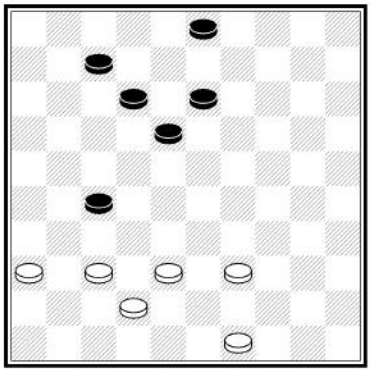
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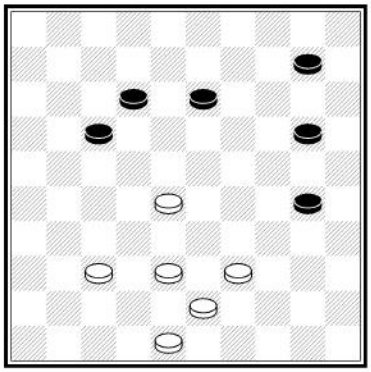
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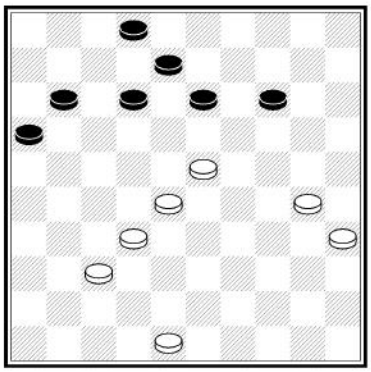
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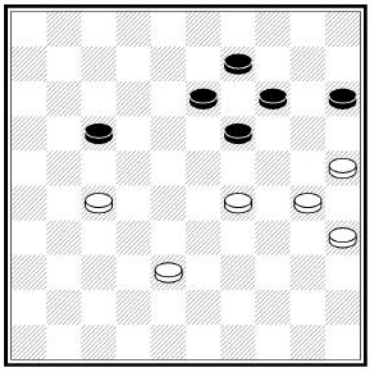
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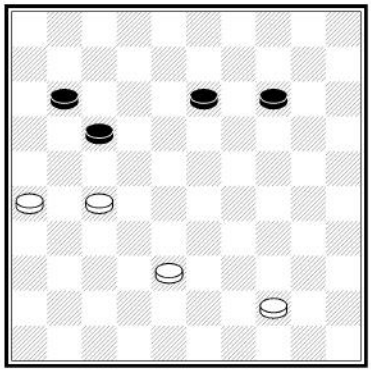
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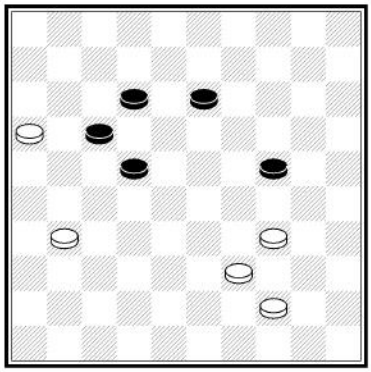
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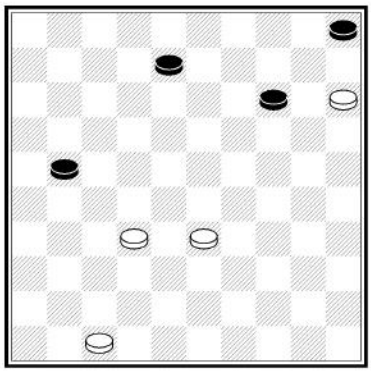
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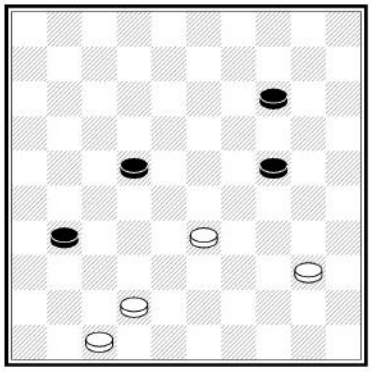
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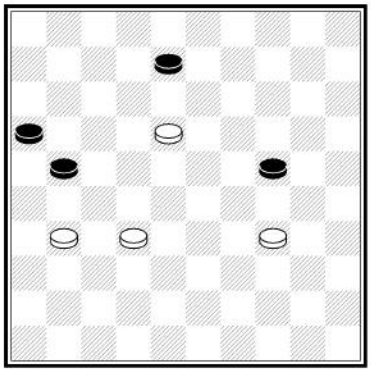

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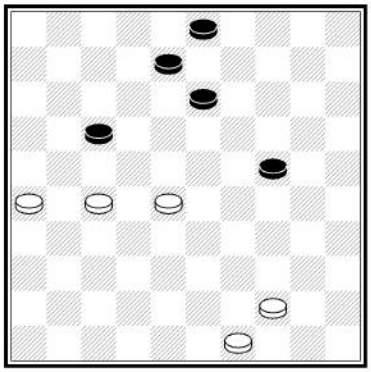

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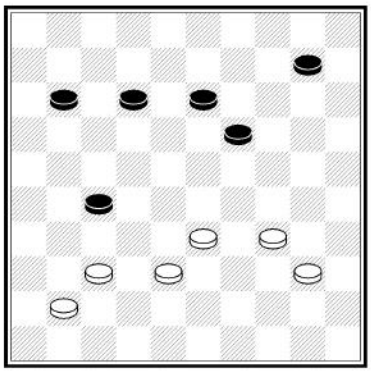

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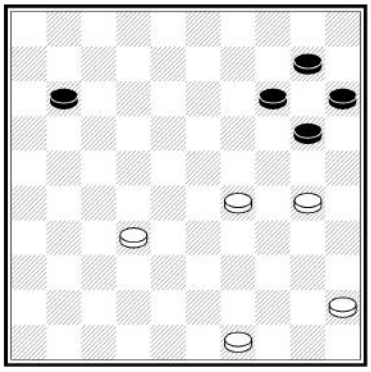
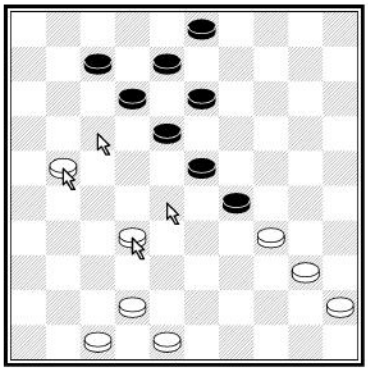


14.20

15. Vyražení kamene

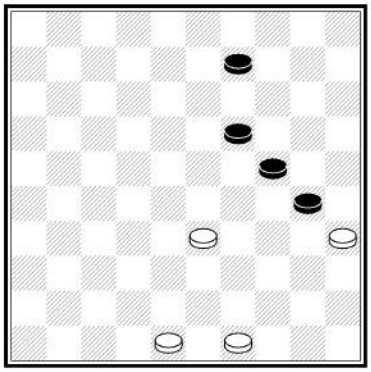


Bílý může skočit do dámy. Musí však nejprve vyrazit kameny <12> a <23>.

1.21 – 17 12 x 21
2.32 – 28 23 x 32
3.34 x 1

DamMentor 015 Prikken

Cvičení 1 – 20 Bílý kombinuje pomocí vyražení kamenů překážejících v závěrečném skoku. Vyznačte šipkami a zvýrazněním pole doskoku.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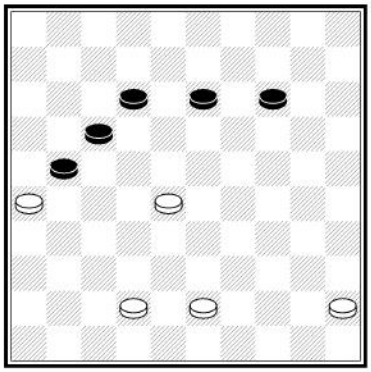
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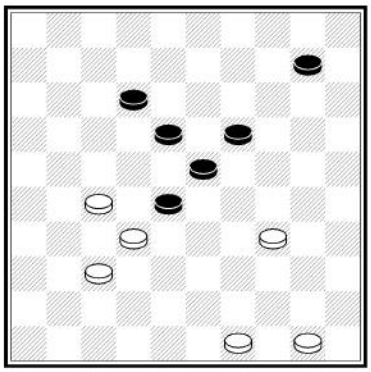
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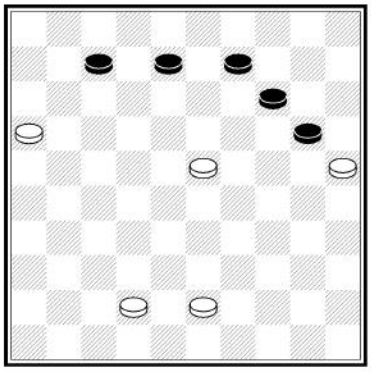
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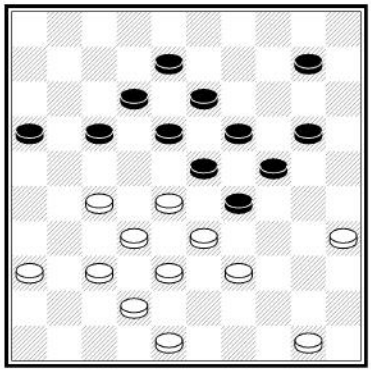
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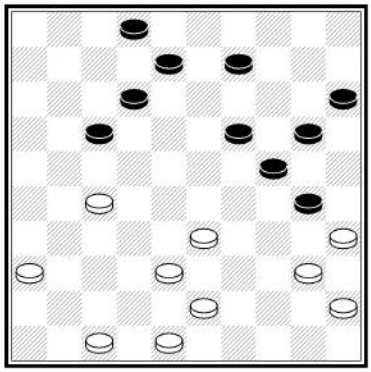
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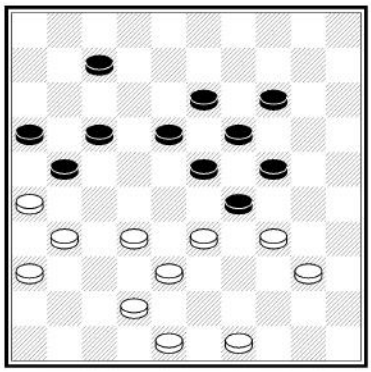
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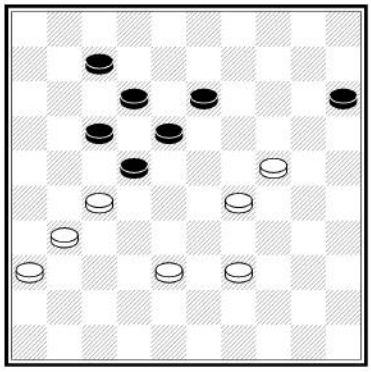
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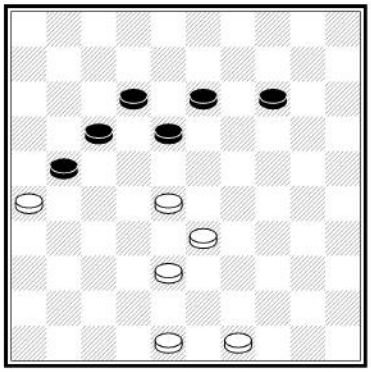
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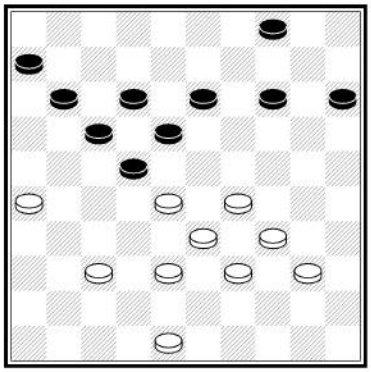
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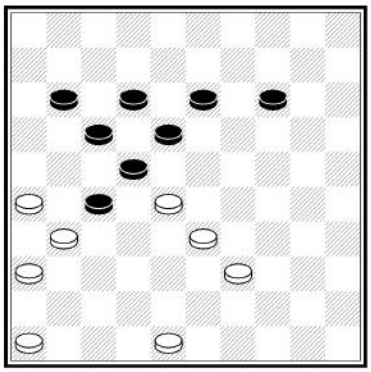
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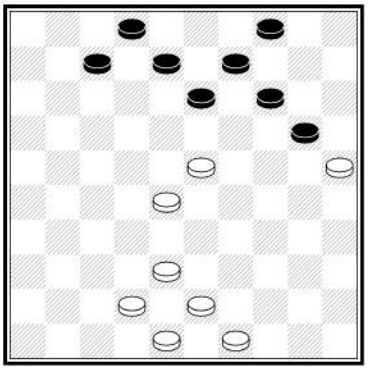
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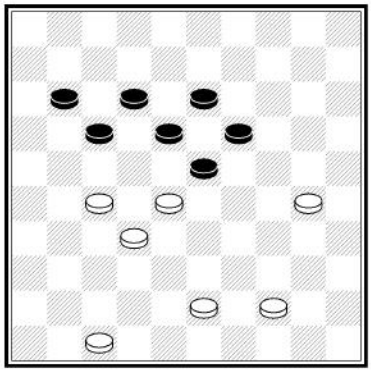
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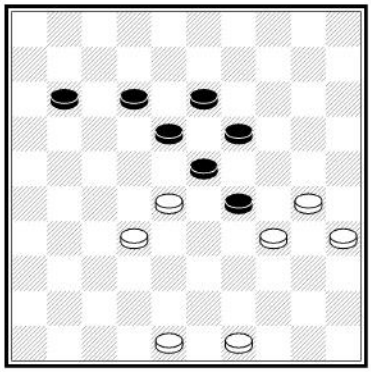
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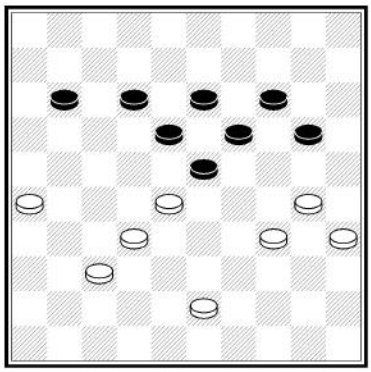
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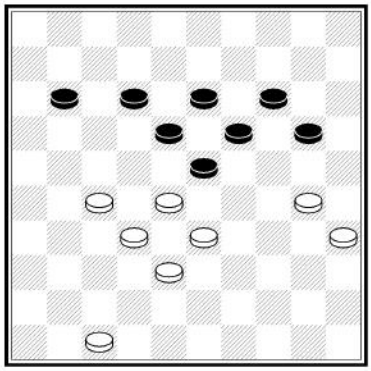
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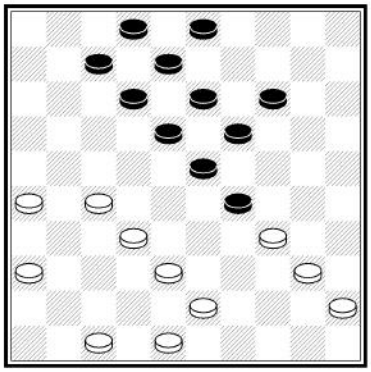
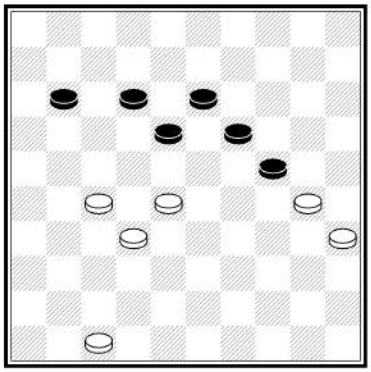


15.17



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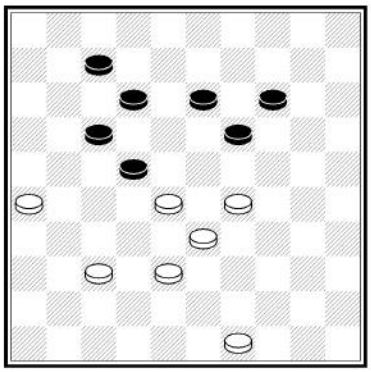

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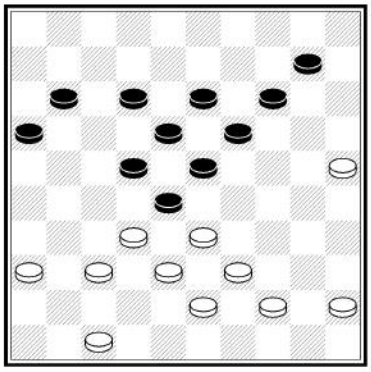
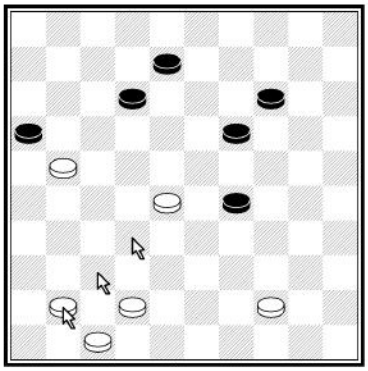


15.20

16. Volné tempo



Napadání kamenů může být nebezpečné, protože soupeř tak získává volné tempo = tah na nějž nemůžeme reagovat, protože skáčeme. Ukážeme si to na příkladu – černý právě napadl kámen <21>. Bílý využije volného tempa k přípravě kombinace:

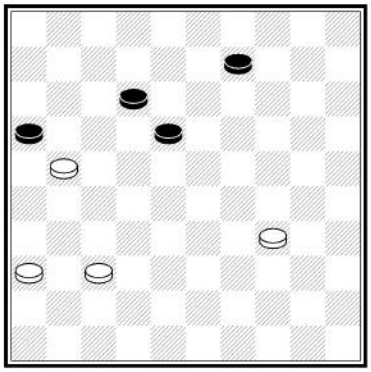
1.41 – 37 16 x 27
2.37 – 32 27 x 38
3.42 x 2

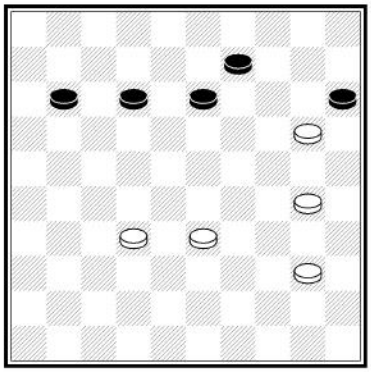
Úspěšné mladé dámistky na turnaji v Thajsku

016 Benutten van een vrij tempo Ex 1 - 20

Cvičení 1 – 20 Bílý využije volné tempo a zvítězí.

Vyznačte tahy šipkami a zvýrazněte pole závěrečného doskoku.


16.1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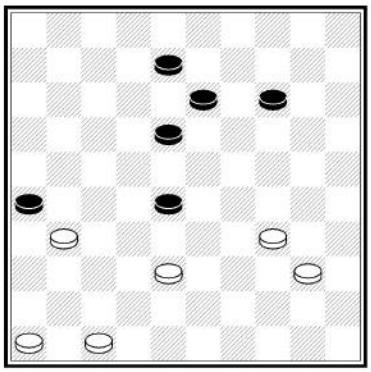
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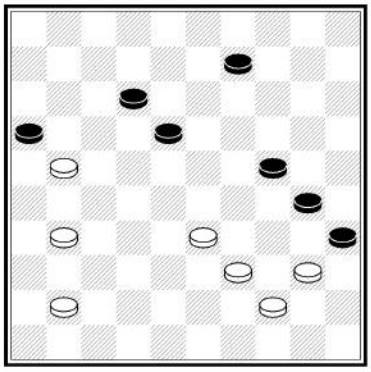
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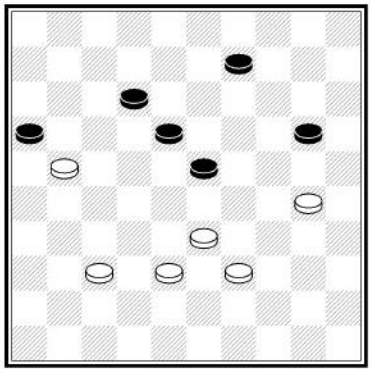
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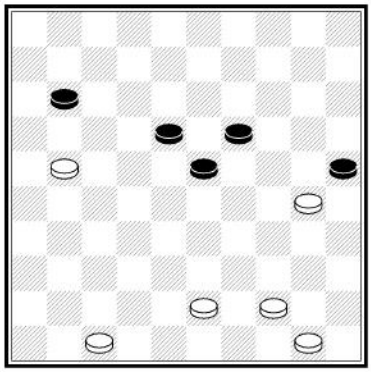
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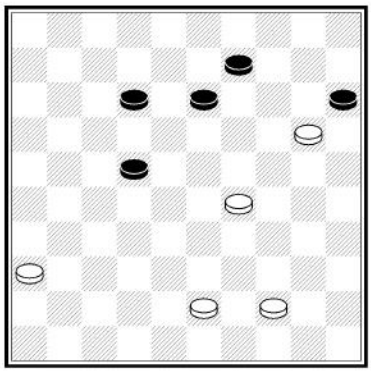
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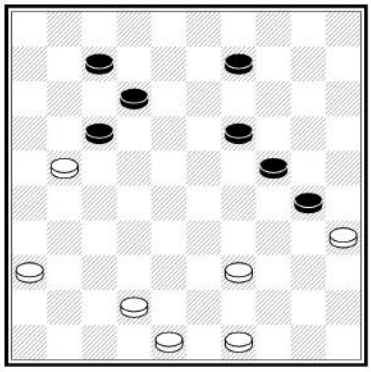
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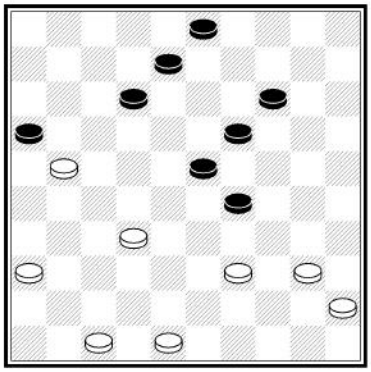
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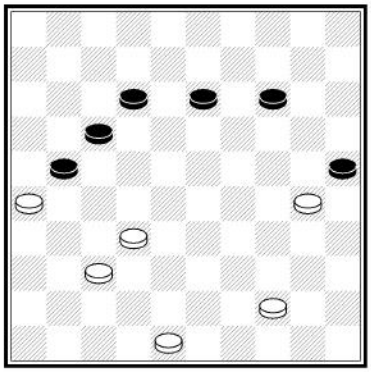
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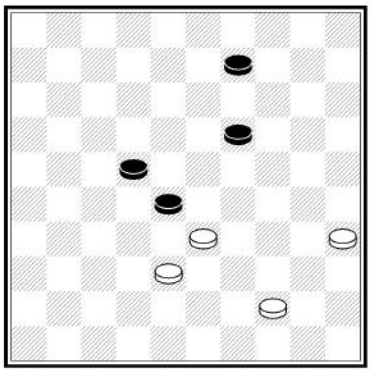
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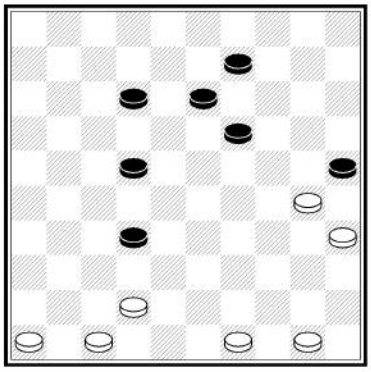
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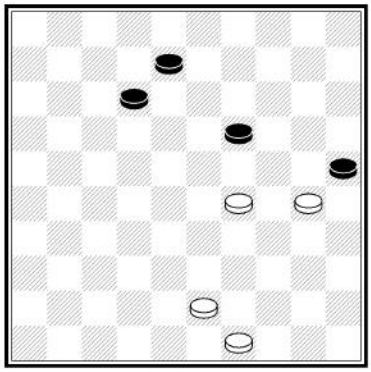
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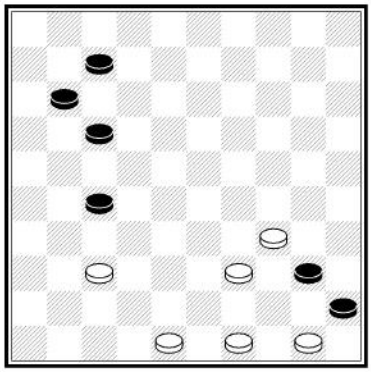
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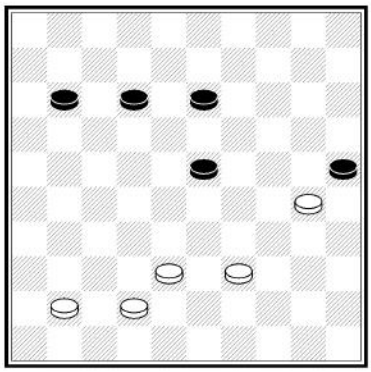
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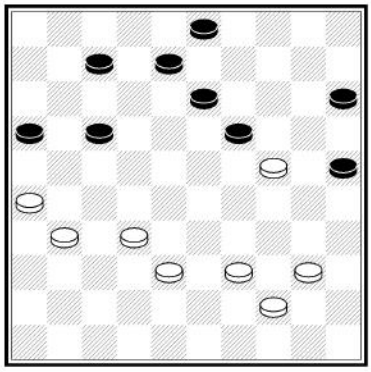
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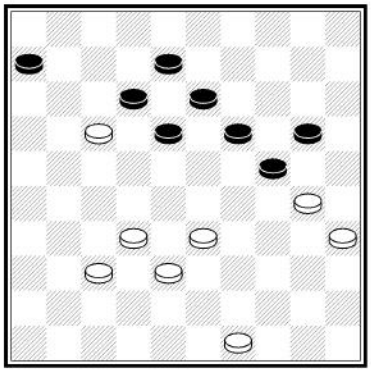

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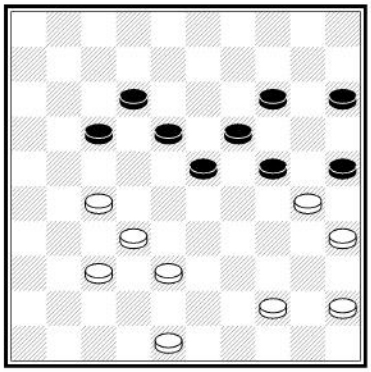

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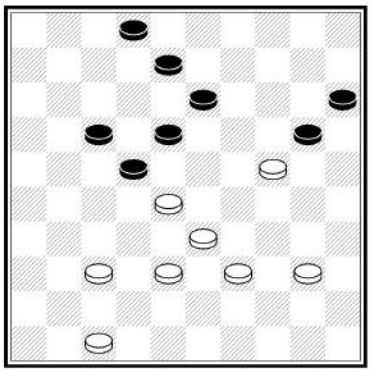

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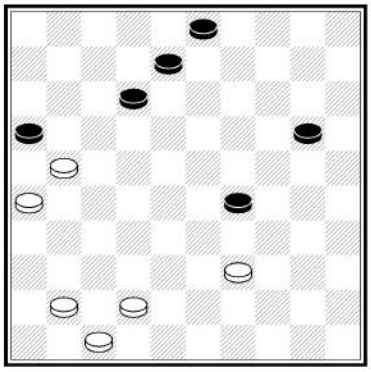
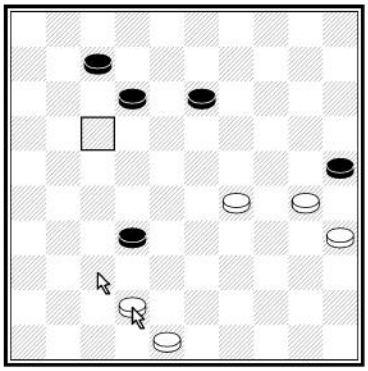


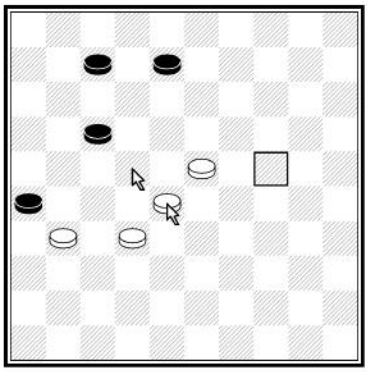
16.20

17. Využití většiny



Pokud soueř napadne více než jeden kámen (na obrázku černý napadl 2 kameny) můžete někdy využít přednosti většiny k vlastnímu napadení. Po tahu 42 - 37 nemůže bílý přeskočit kámen <37>, protože musí skákat dva: 25 x 23.

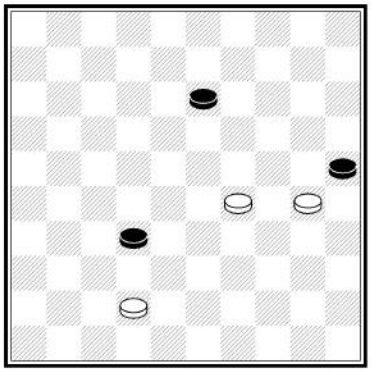
1.42 – 37 25 x 23
2.37 x 17



V tomto případě bílý přinutí černého skákat větší počet kamenů zvláštním způsobem. Tuto fintu nazýváme Africký úder.

1.28 – 22 26 x 19
2.22 x 24

017 De plakker Exercises 1 - 19
Cvičení 1 – 20 Bílý vyhraje s využitím většiny. Vyznačte šipkami a zvýrazněním pole závěrečného doskoku.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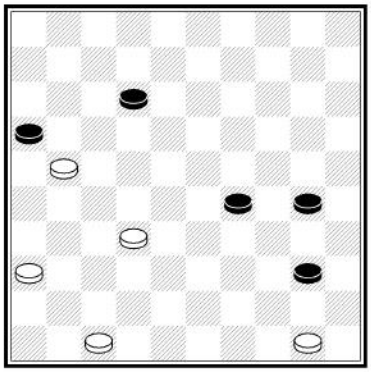
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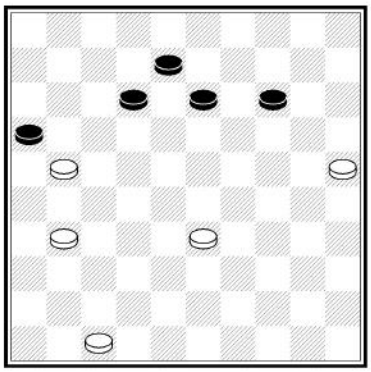
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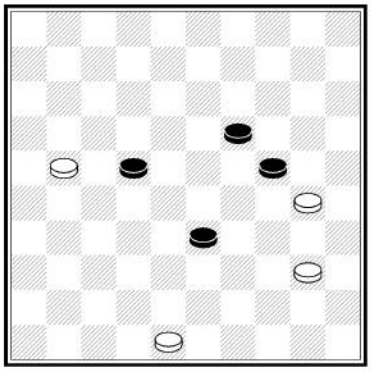
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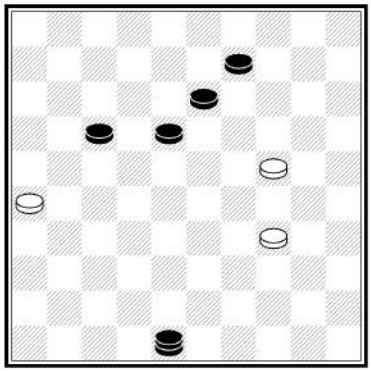
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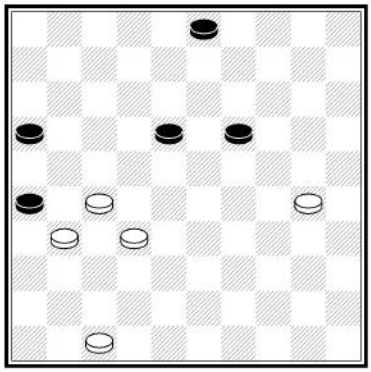
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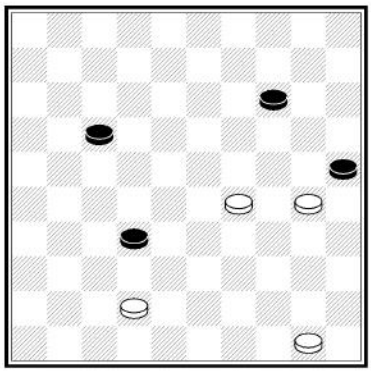
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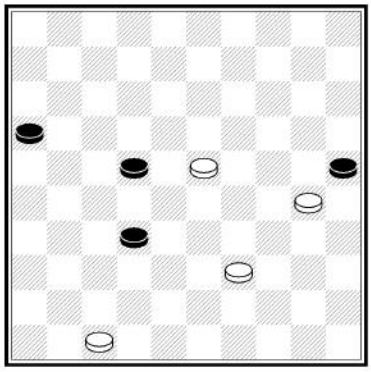
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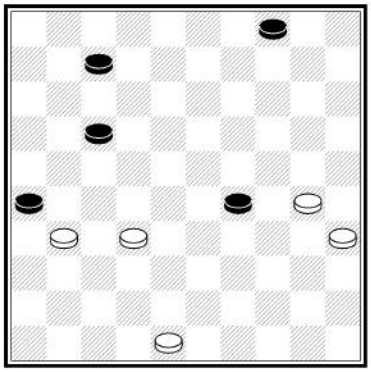
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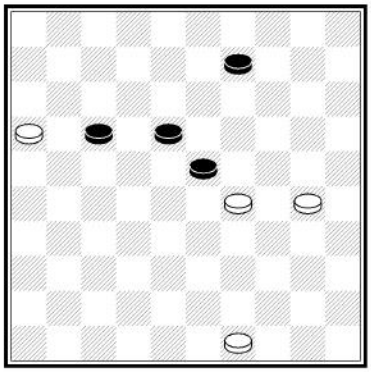
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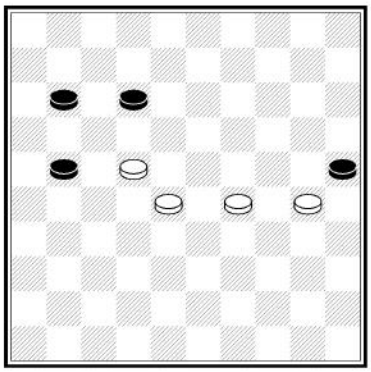
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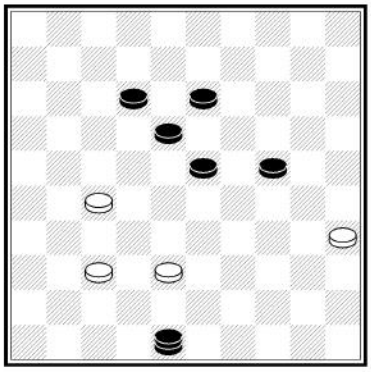
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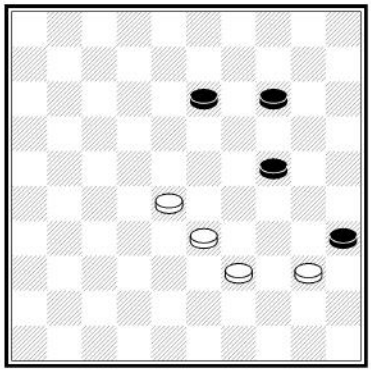
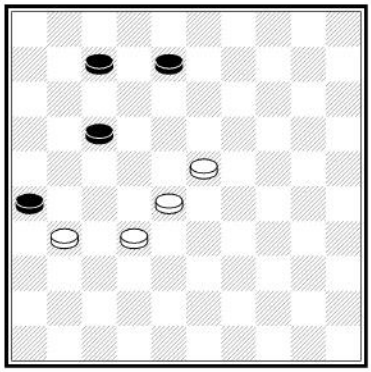

17.13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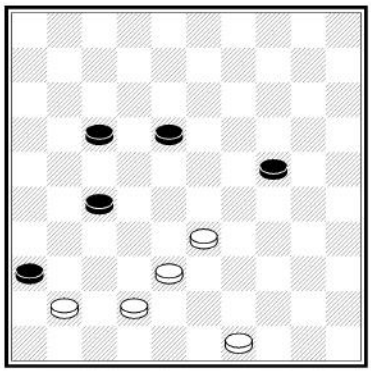
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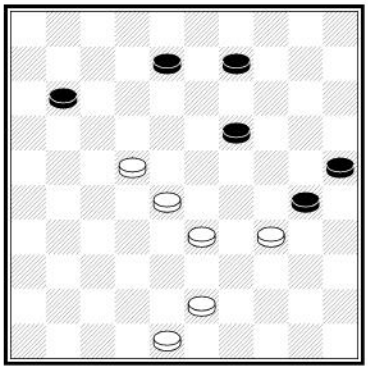
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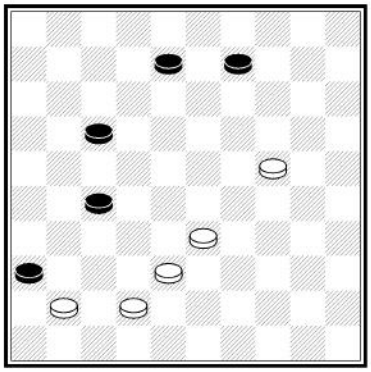
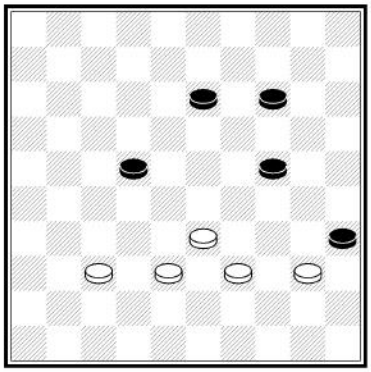
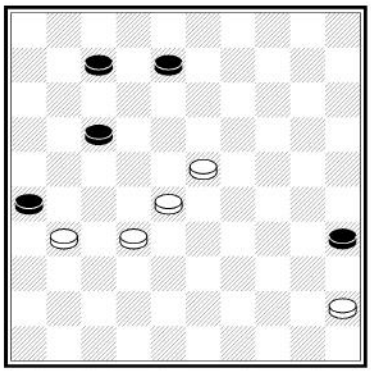


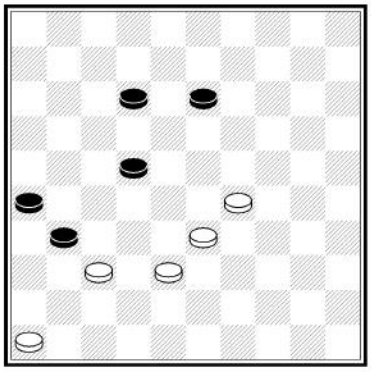
17.17



17.18

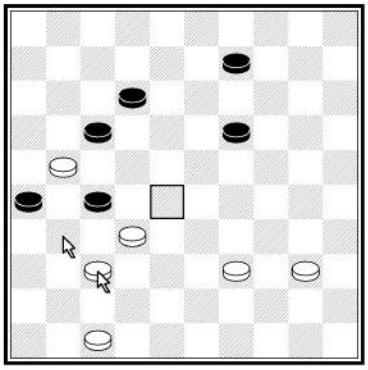


17.19



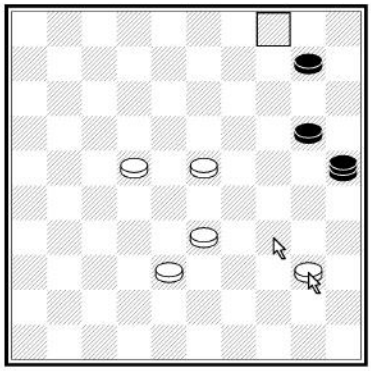
17.20

18. Kombinace s využitím pravidla většiny



Díky pravidlu většiny skýtá mezinárodní dáma množství překvapivých kombinací. Černý právě napadl dva kameny naráz v domnění, že jeden získá, avšak bílý má připravenou kombinaci. Černý musí skočit 2 kameny, načež bílý skáče 4 do dámy!

1.37 – 31 26 x 28
2.21 x 3

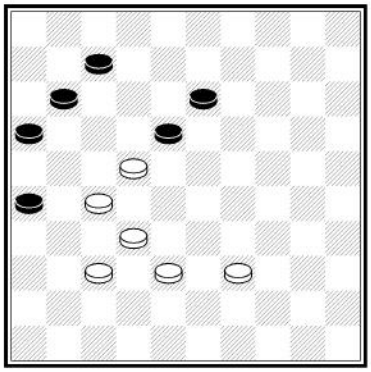


Příklad Tureckého úderu. Soupeř musí dámou skákat větší počet kamenů (4). Nesmí skočit přes jeden kámen dvakrát (v tomto případě je omezen kamenem <34>). Nezapomeňme, že nejprve doskočí a až poté odstraní kameny z desky. Černý musí skočit 25 x 43 x 27 x 18 x 29.

1.40 - 34 25 x 29
2.33 x 4

018 Zetjes met meerslag Exercises 1 – 21

Cvičení 1 – 20 Vyznačte šipkou první tah a zvýrazněte pole doskoku.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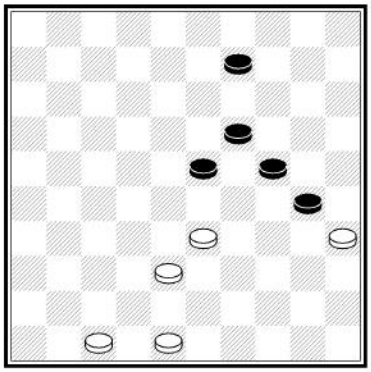
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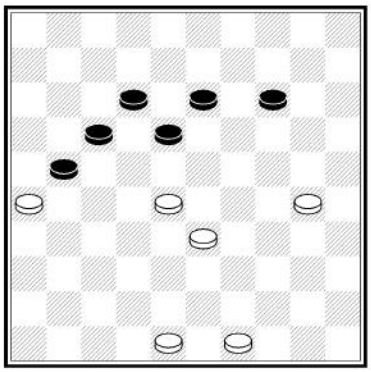
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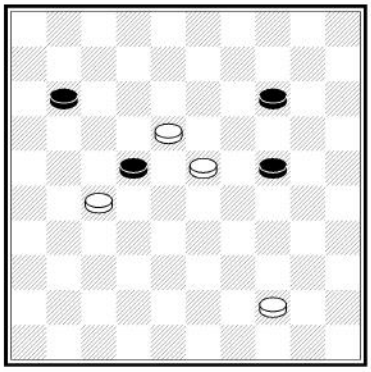
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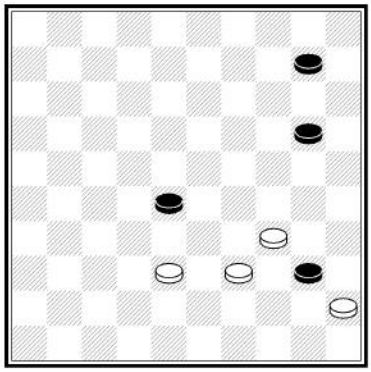
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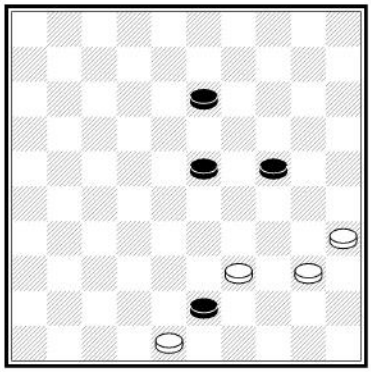
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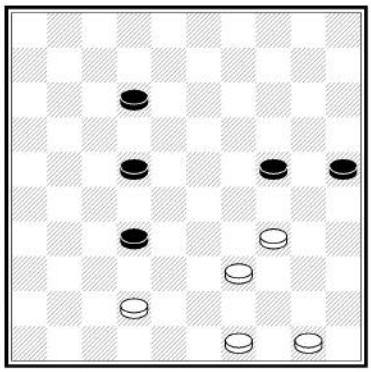
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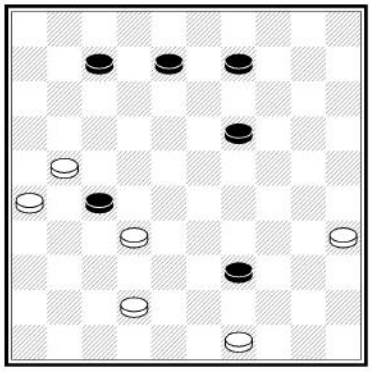
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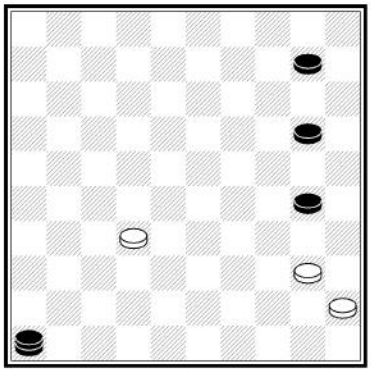
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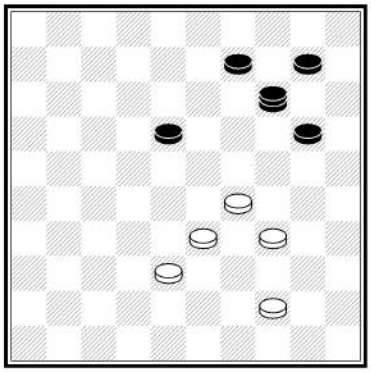
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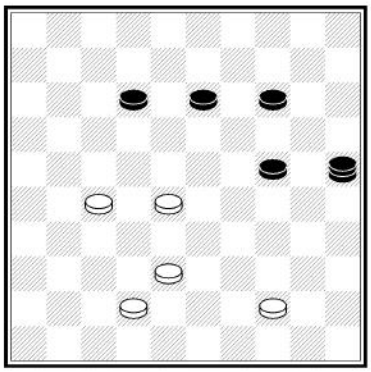
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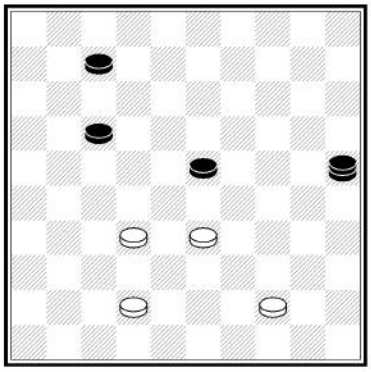
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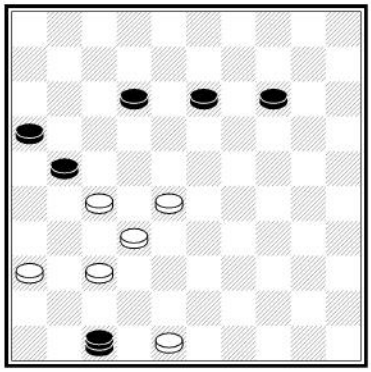
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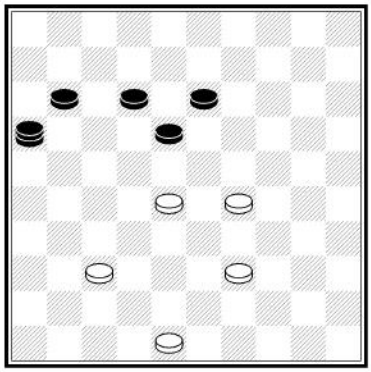
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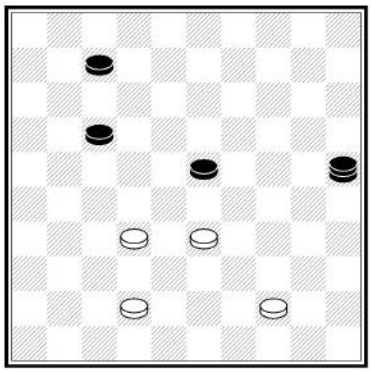
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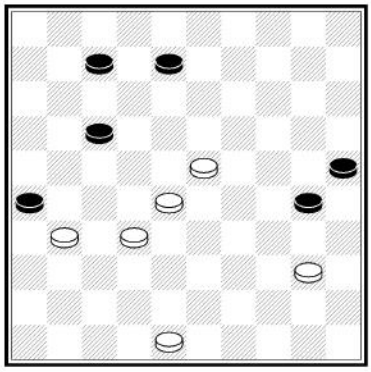
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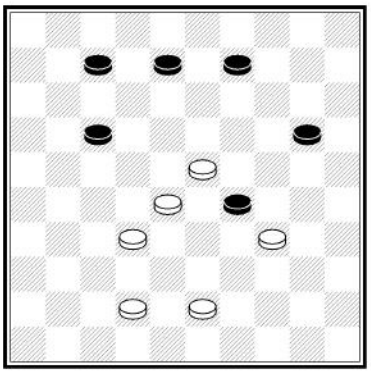

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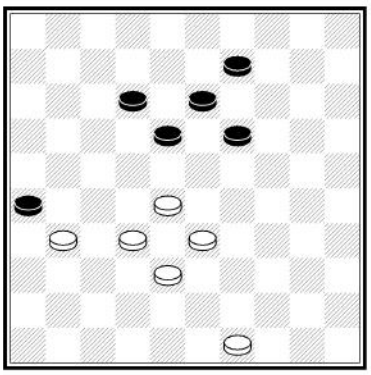

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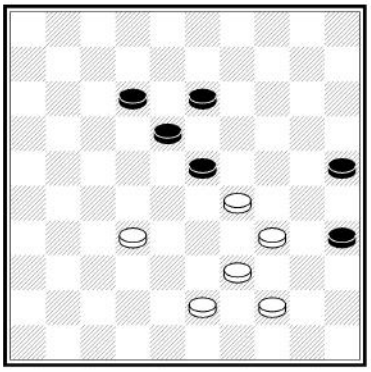

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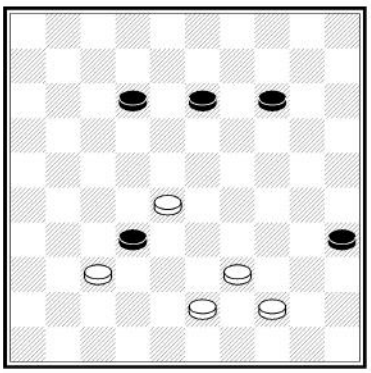
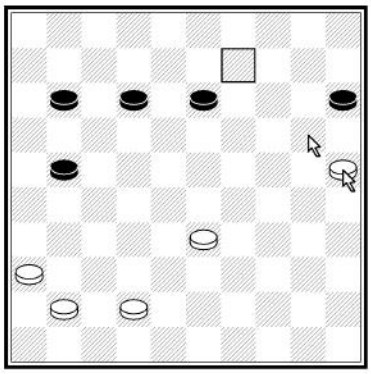


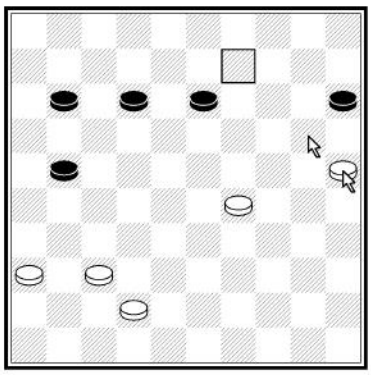
18.20

19. Přesun soupeřových kamenů



Přemístíme černý kámen 15 na pole <31>, kde poslouží jako rozbuška ke zničení všech soupeřových kamenů:

1.25 – 20 15 x 24
2.33 – 29 24 x 33
3.42 – 38 33 x 42
4.41 – 37 42 x 31
5.36 x 9

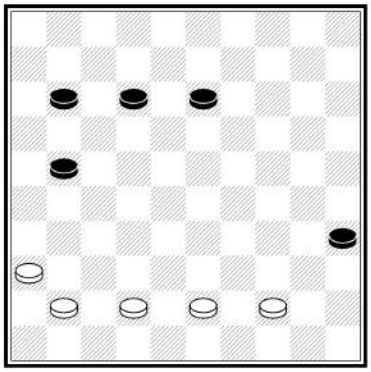


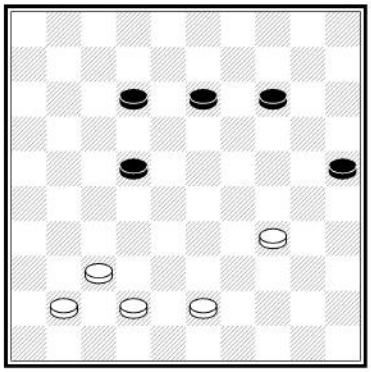
Přesun může proběhnout i rychleji. Dde bílý dvakrát obětuje 2 kameny, aby dostalčerného tam, kam potřebuje.

1.25 – 20 15 x 33
2.42 – 38 33 x 31
3.36 x 9

019 Geven en nemen Exercises 1 - 20

Cvičení 1 – 20 Bílý vyhraje pomocí kombinace, během níž si přitáhne soupeřův kámen, kam potřebuje!


19.1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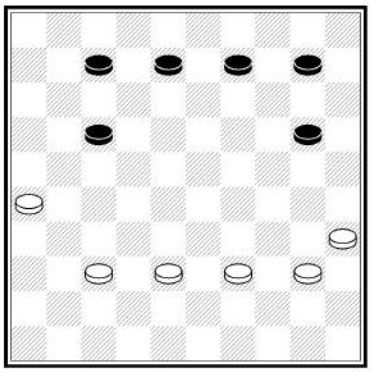
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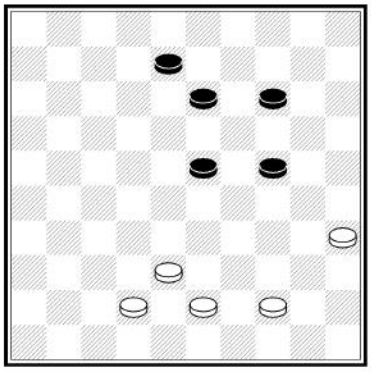
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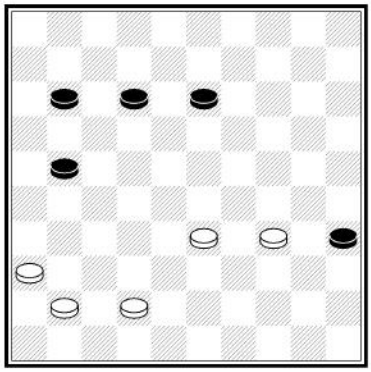
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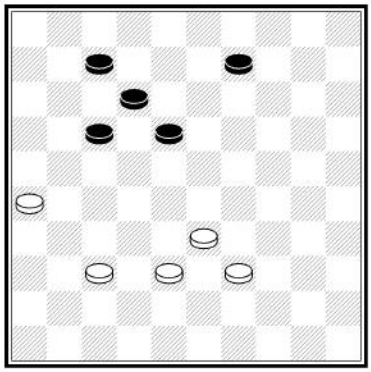
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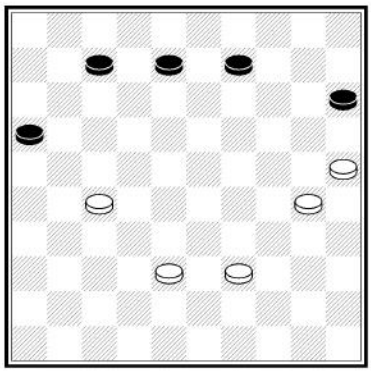
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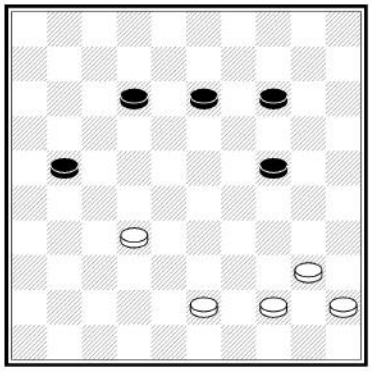
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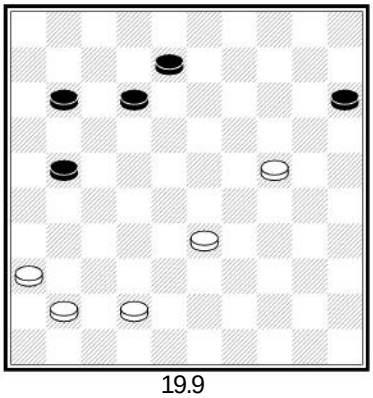

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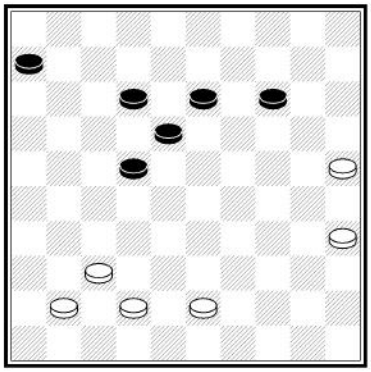

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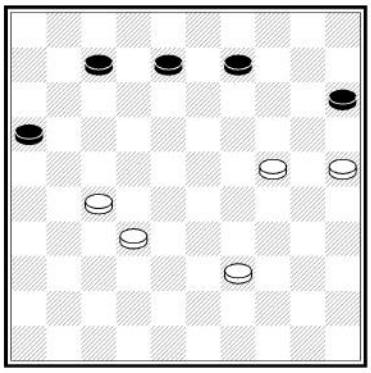

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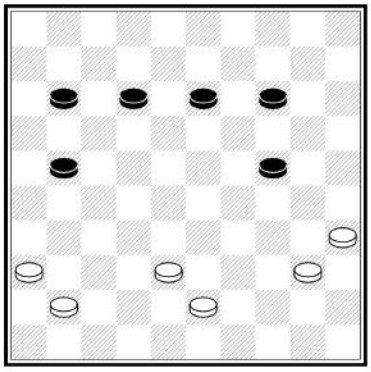

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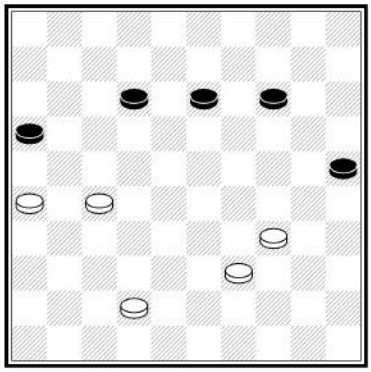

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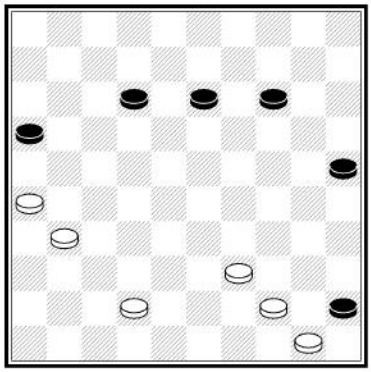

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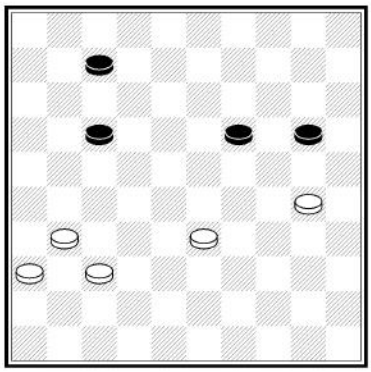

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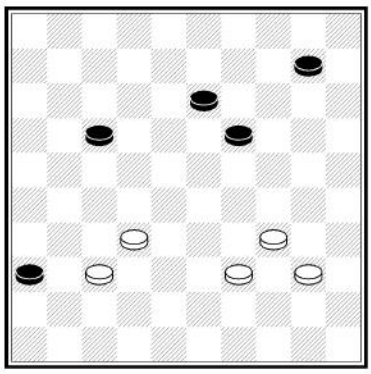

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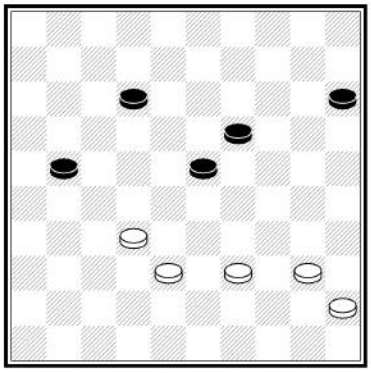

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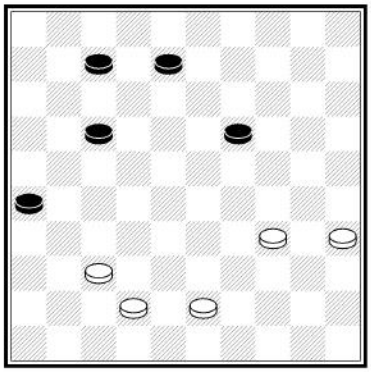

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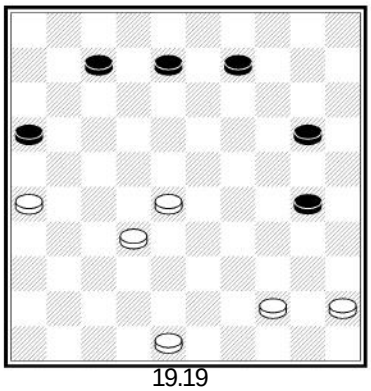

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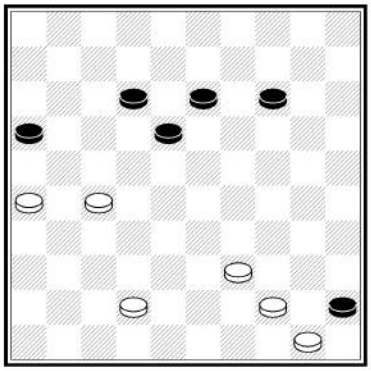
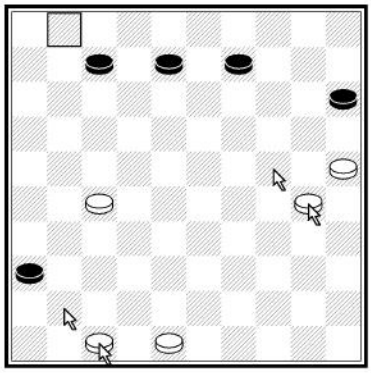


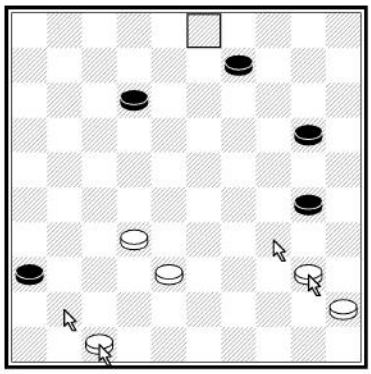
19.20

20. Kombinace přes dámu



Někdy můžeme provést pěknou kombinaci, pokud přinutíme soupeře postavit dámu jako v diagramu výše. Dáma se z pole <47> přemístí na <20>:

1.47 – 41 36 x 47
2.30 – 24 47 x 20
3.25 x 1

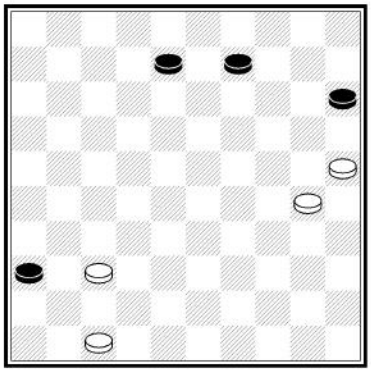


Bílý přinutí soupeře skočit do dámy na pole <47>. Dámu pak pošle na pole <40> využívaje pravidla většiny.

1.47 – 41 36 x 47
2.40 – 34 47 x 40
3.45 x 3

020 Damgeven Exercises 1 - 20

Cvičení 1 – 20 Bílý provádí kombinaci přes dámu!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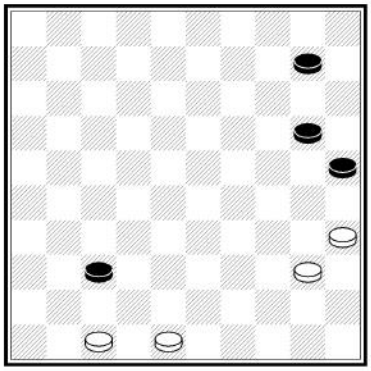
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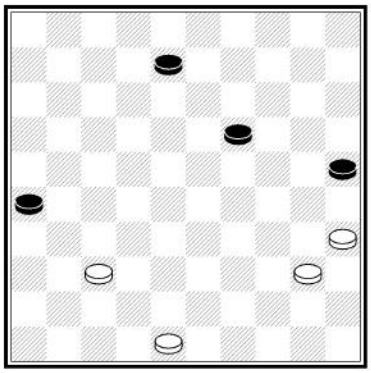
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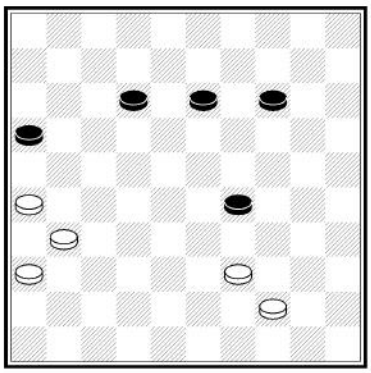
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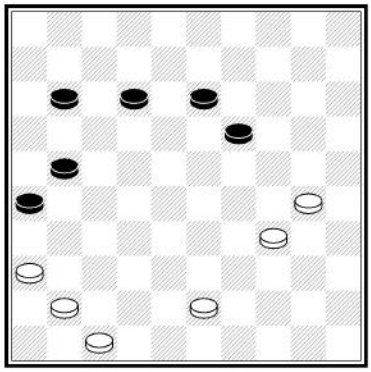
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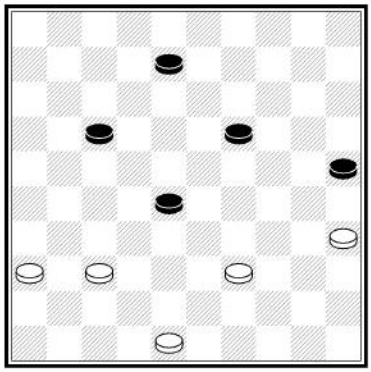
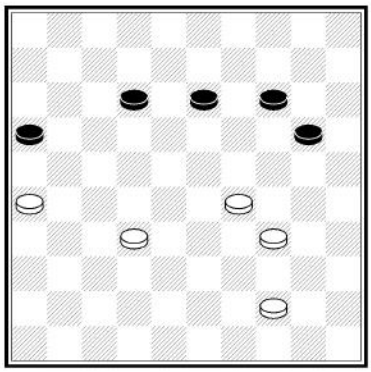
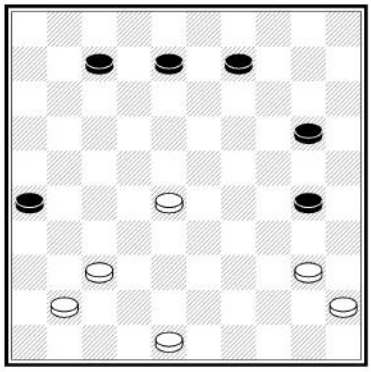

20.6


20.7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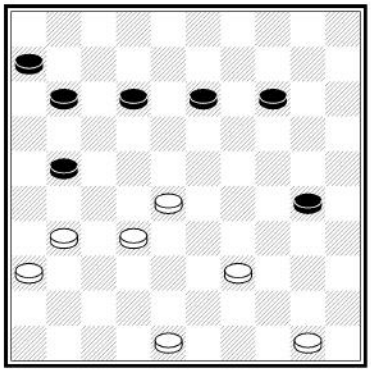
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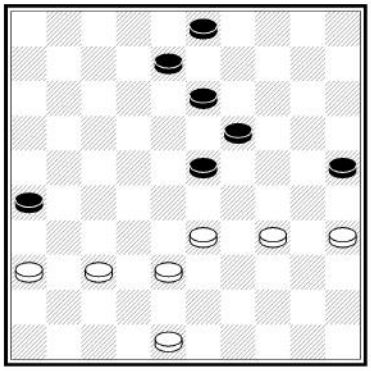
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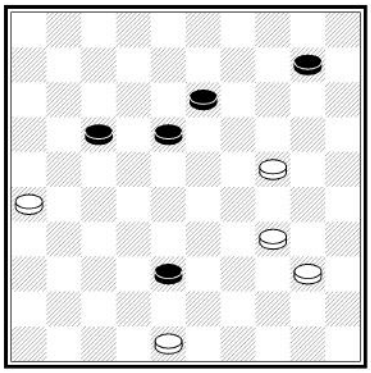
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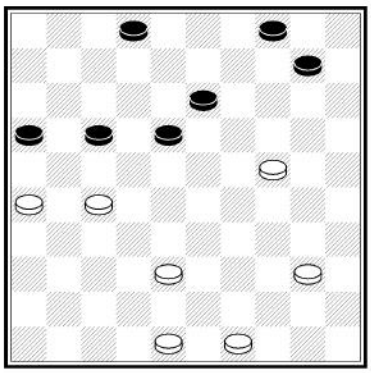
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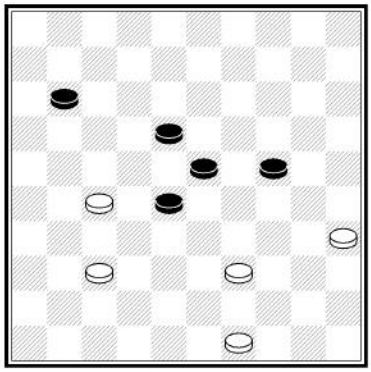
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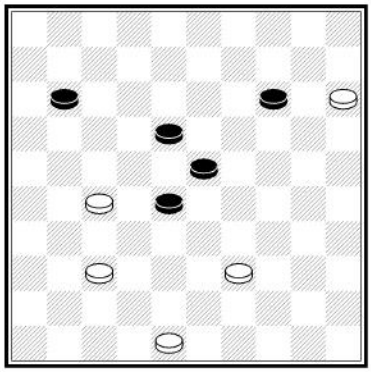
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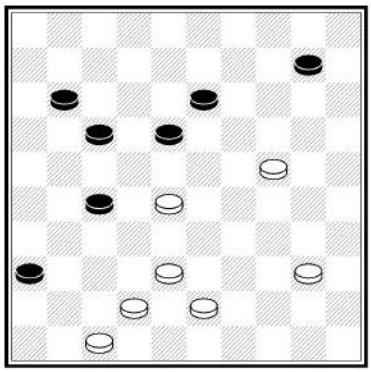
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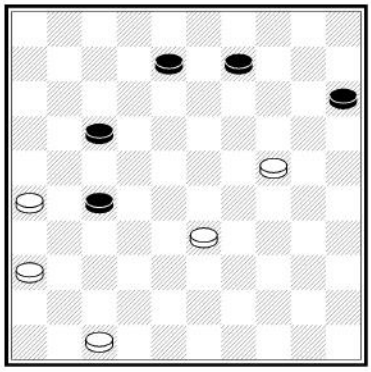
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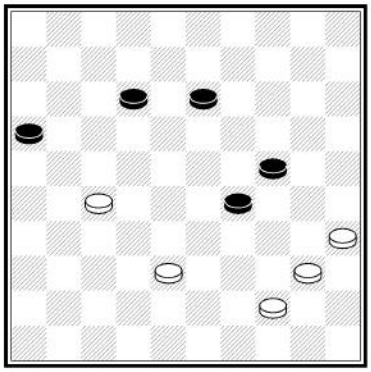

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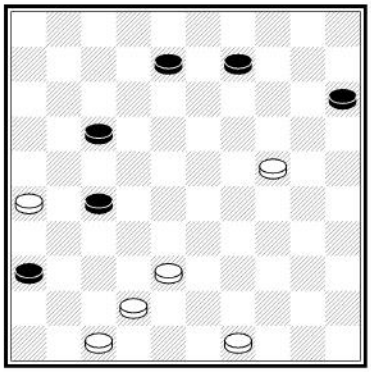

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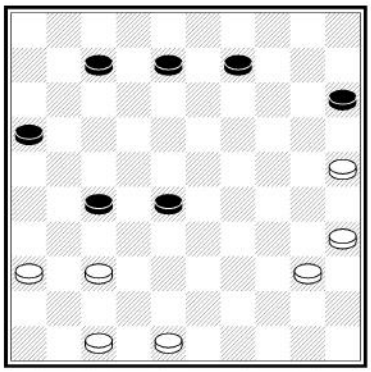

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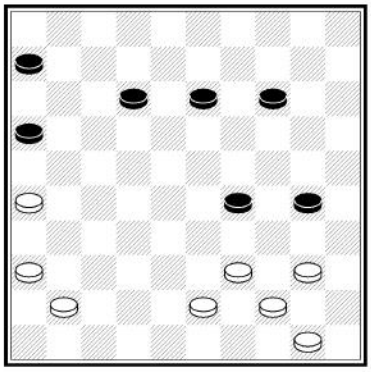
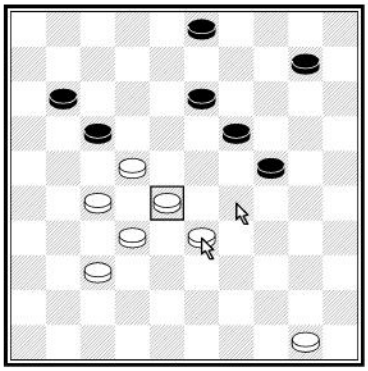


20.20

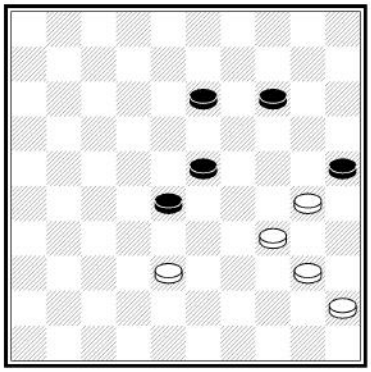
21. Úder podpatkem

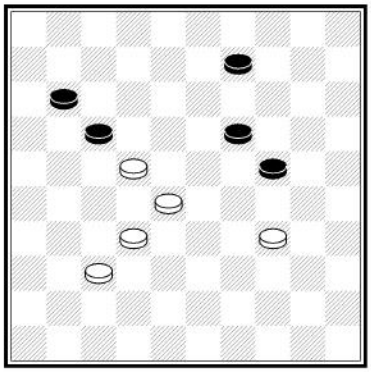


Bílý pomocí výměny dozadu uvolní pole <28>. Černý musí znovu skákat a bílý skáče 3 kameny do dámy. Tento typ kombinací se nazývá úder podpatkem.

1.33 – 29 24 x 33
2.28 x 39 17 x 28
3.32 x 5

021 De hielslag Exercises 1 - 20
Cvičení 1 – 20 Bílý na tahu provádí úder podpatkem!


21.1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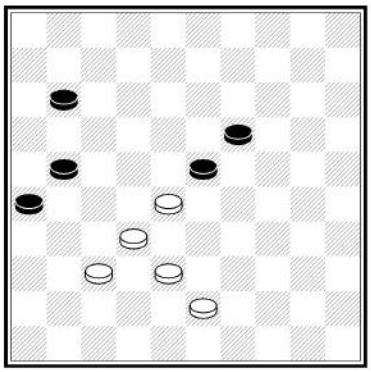
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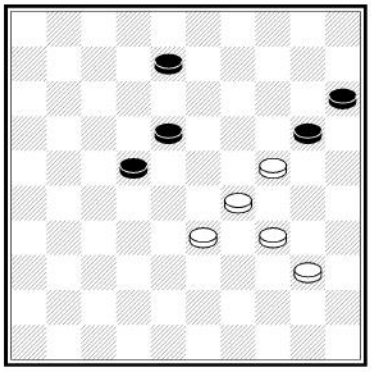
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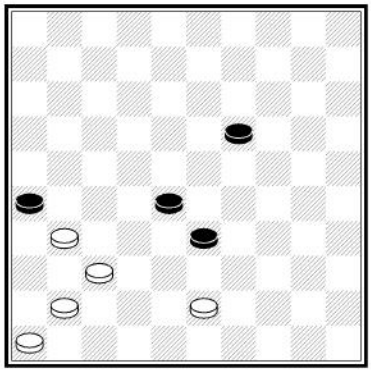
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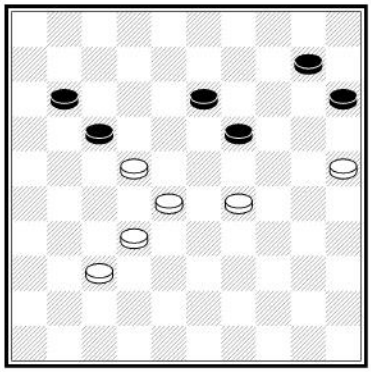
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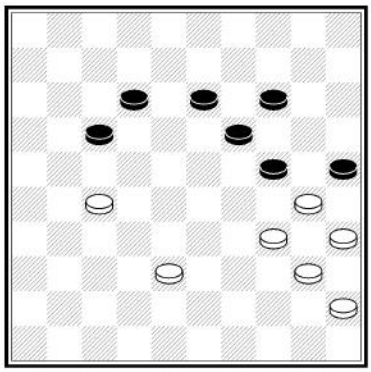
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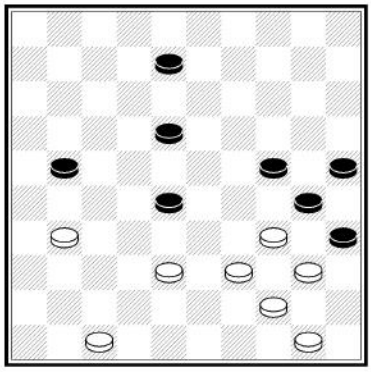
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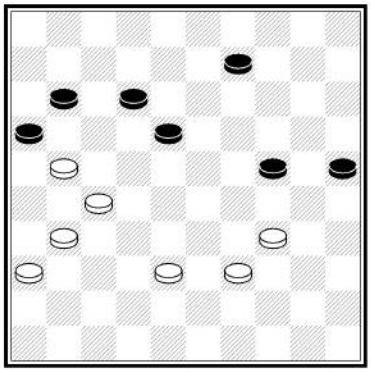
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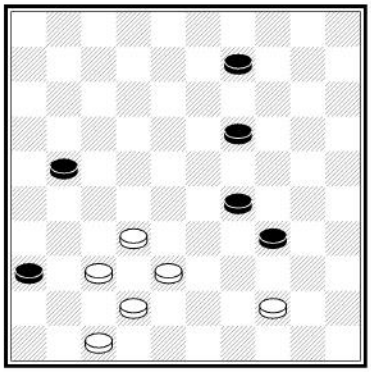
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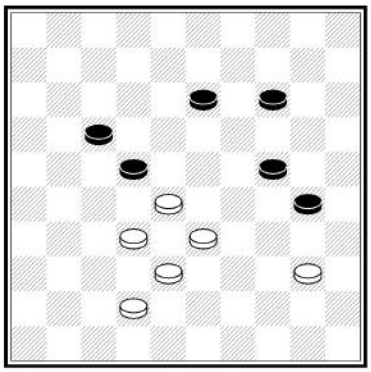
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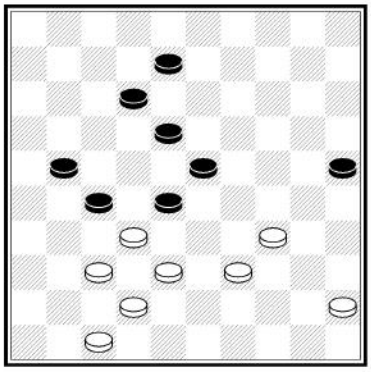
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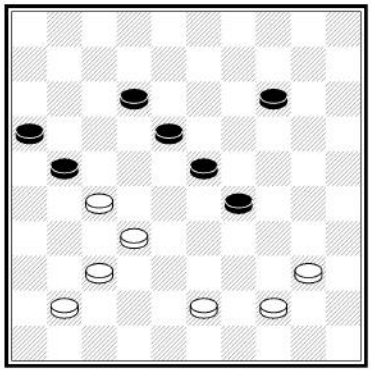
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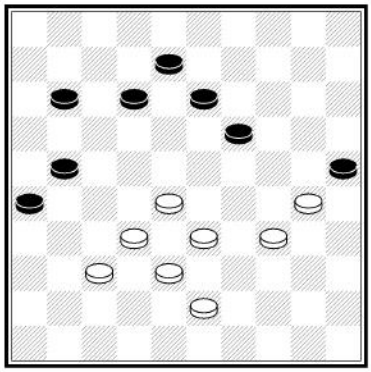
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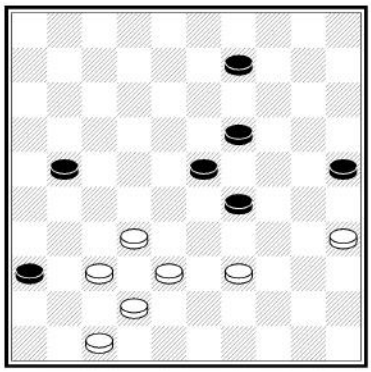
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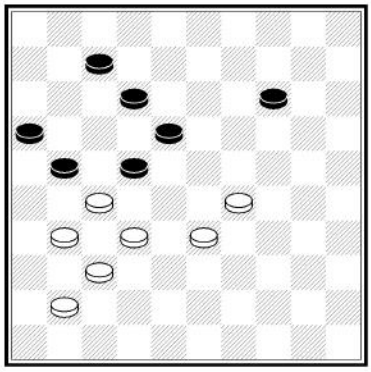
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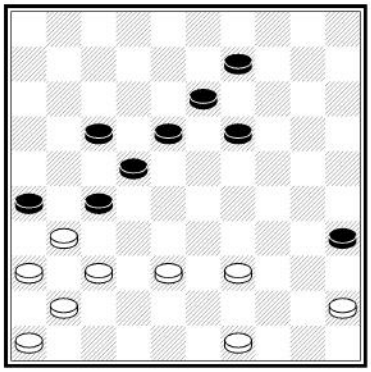

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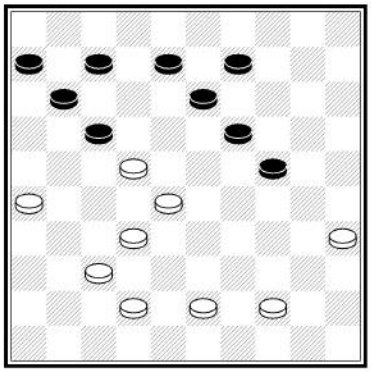

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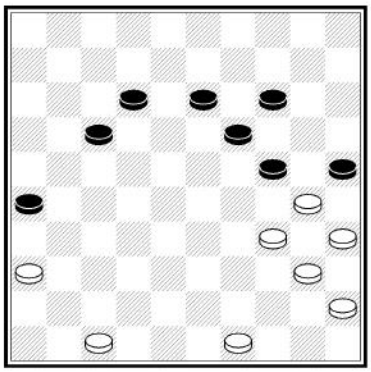

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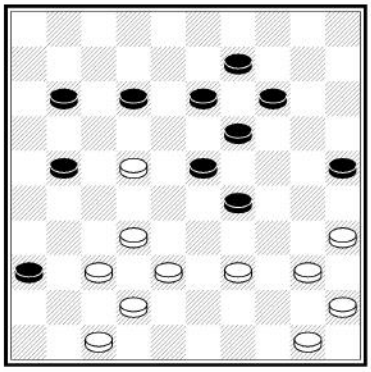
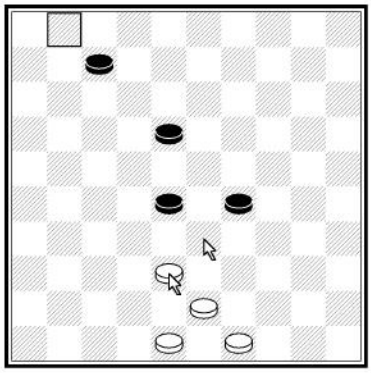


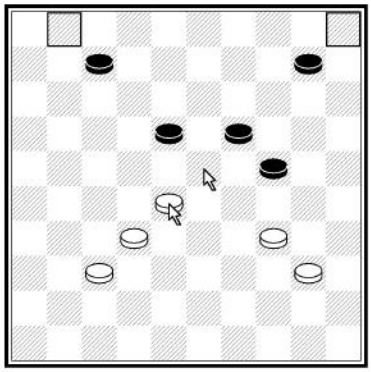
21.20

22. Možnost volby skoku



Po tahu 38 - 33 si černý může vybrat, jak skočí. Ve skutečnosti to však nehraje žádnou roli, v každém případě bílý poté skáče 4 kameny na pole <1>. Možnost volby zapisujeme jako „ad lib(itum)“, výraz pocházející z latiny.

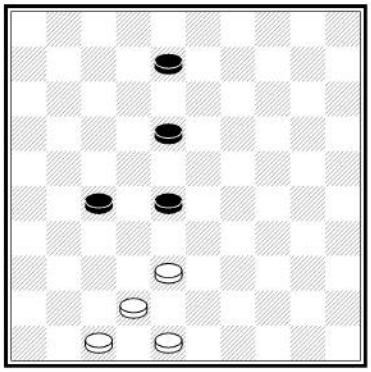
1.38 – 33 ad lib.
2.43 x 1

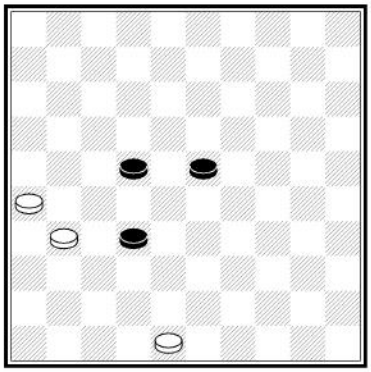


Někdy se stane, že i když má soupeř na výběr více možností skoku, na každou z nich následuje ničivá kombinace. V cvičení 17 – 20 vyznačte první tah šipkou, a zvýrazněte obě pole, kam jednotlivé kombinační varianty vedou.

022 Slagkeus Exercises 1 - 20

Cvičení 1 – 20 Bílý vyhraje pomocí úderu, kde dává soupeři možnost volby skoku.


22.1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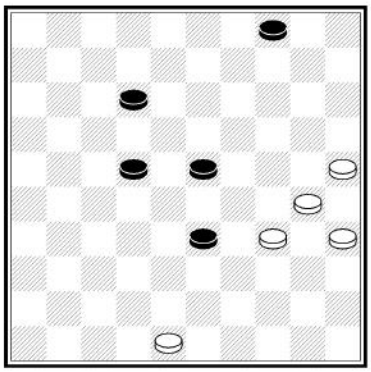
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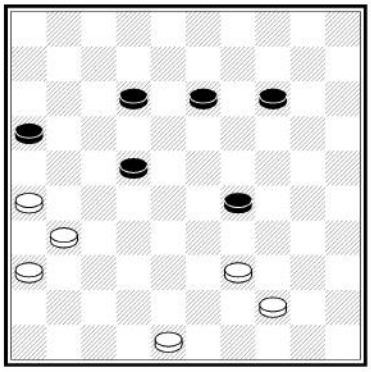
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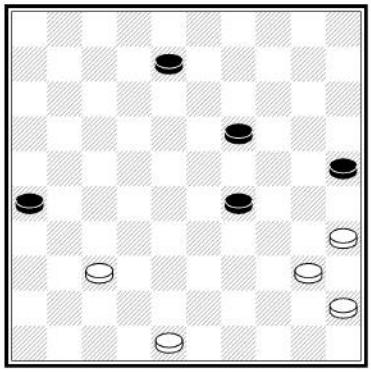
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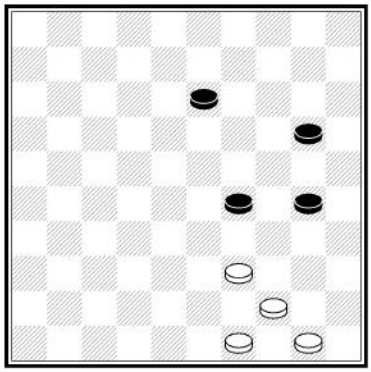
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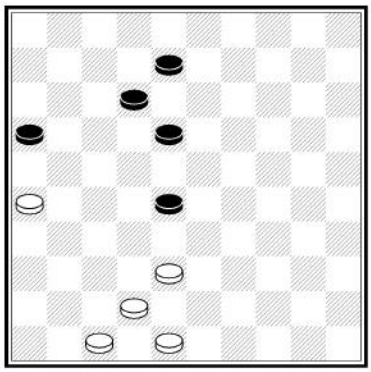
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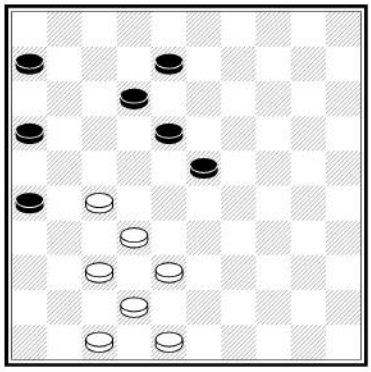
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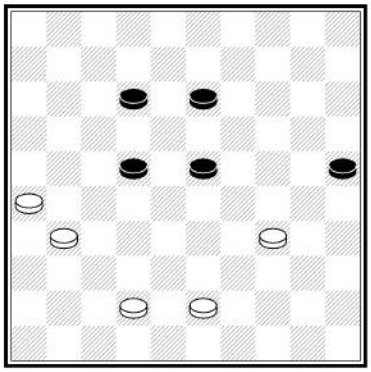
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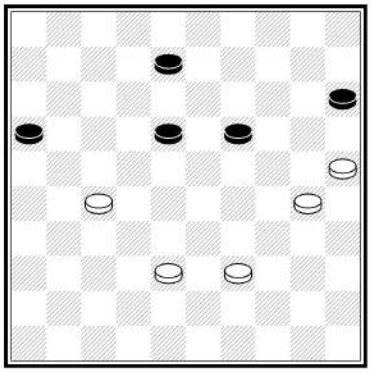
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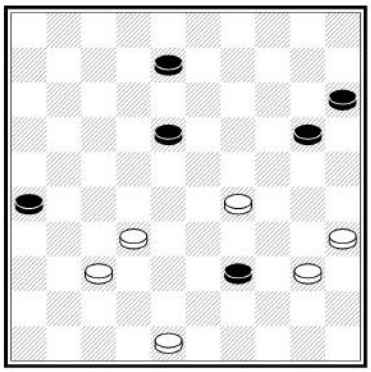
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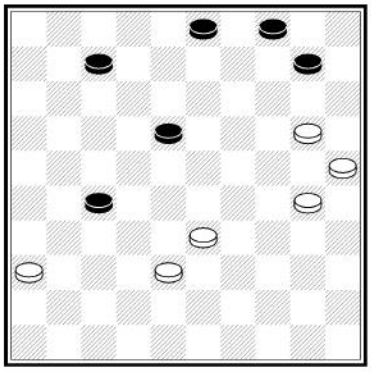
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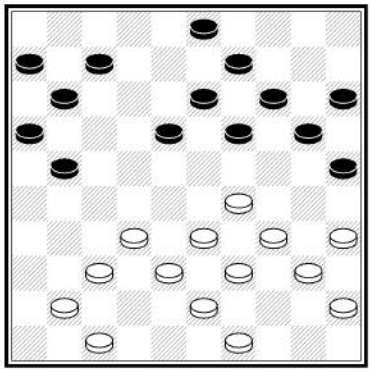
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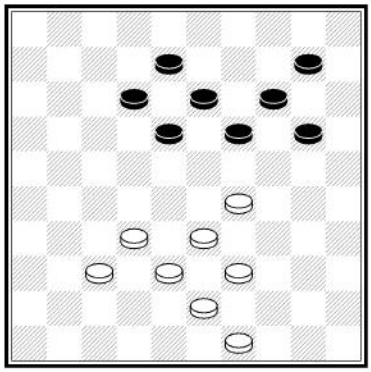
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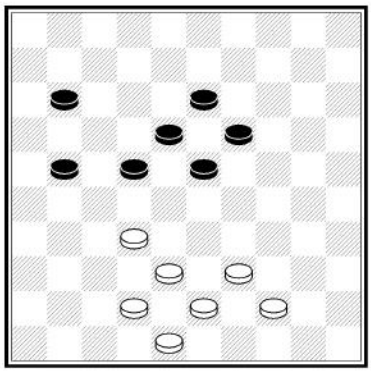
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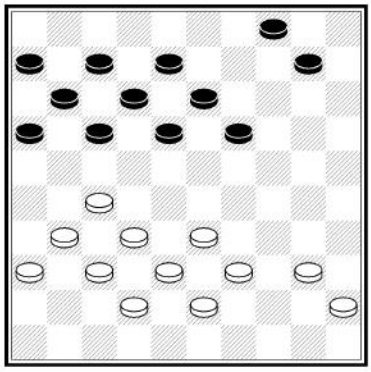
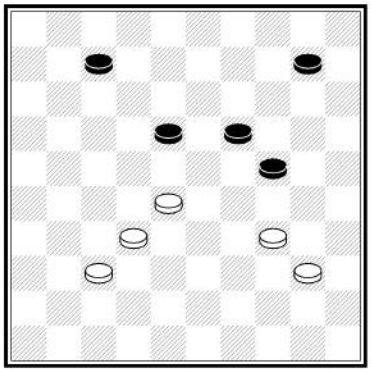

22.16



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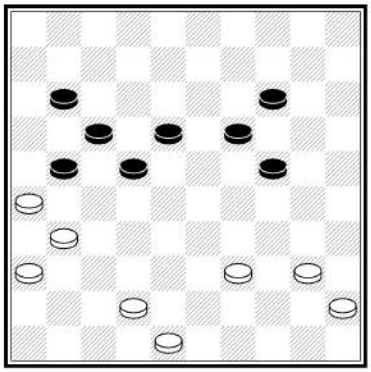

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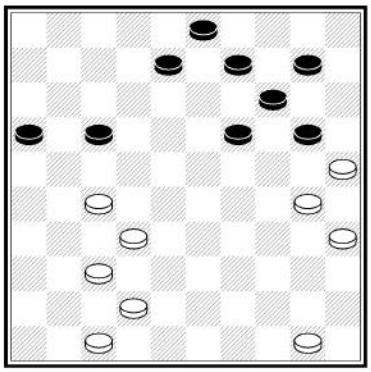

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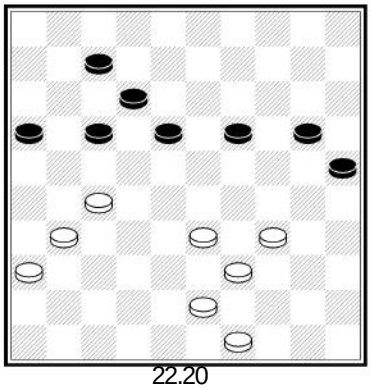
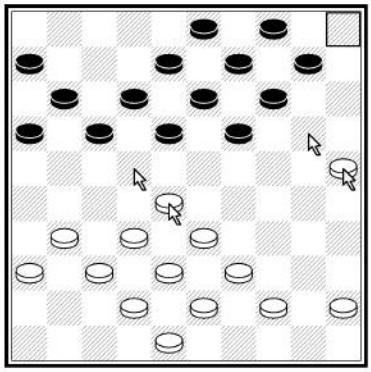


22.20

23. Úlohy s mnoha kameny na desce

Naučili jsme se provádět různé typy kombinací v pozicích, kde je málo kamenů na desce (tedy i méně možností, jak obětovat). Když je na desce více kamenů, jako ve skutečné partii, najít kombinační výhru je mnohem obtížnější. Vyzkoušejme si to nyní v praxi:



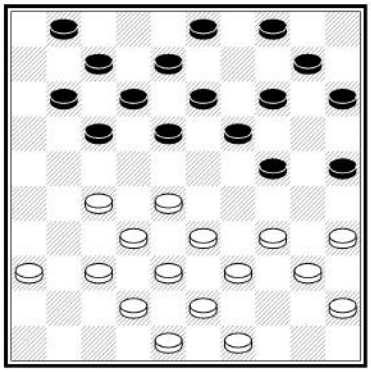
Bílý nejprve vyrazí kámen <14>. Poté zahraje 28 - 22 a přestožemá černý na výběr směr skoku, bílý vždy nakonec doskočído dámy na poli <5>.

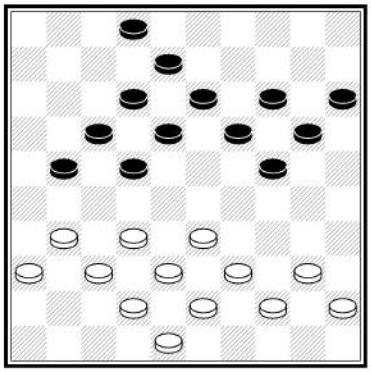
1.25 – 20 14 x 25
2.28 – 22 18 x 27
3.31 x 22 17 x 28
4.32 x 5

Dáma na Srí Lance (na desce 12 x 12 polí!)

024 Volle standen Exercise 1 - 20

Cvičení 1 – 20 Bílý získá alespoň jeden kámen pomocí kombinace.


23.1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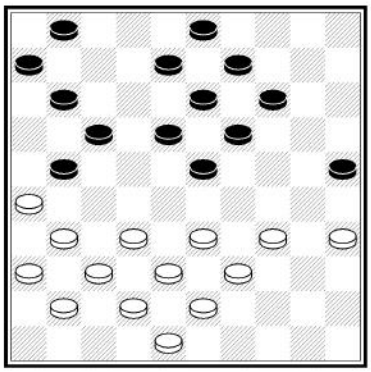
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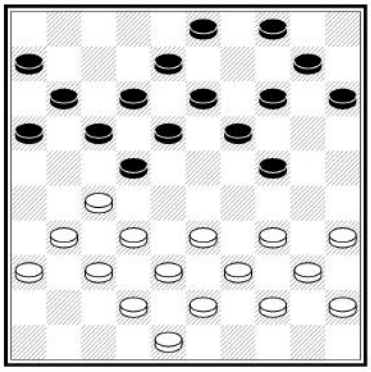
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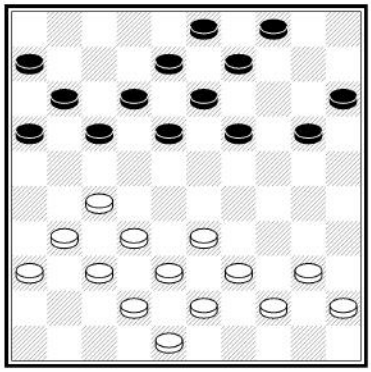
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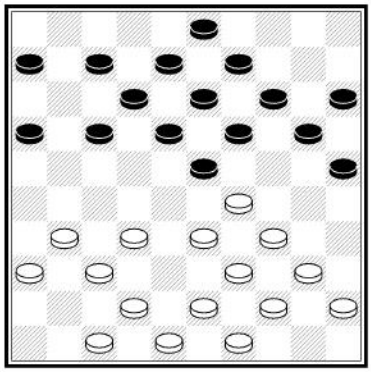
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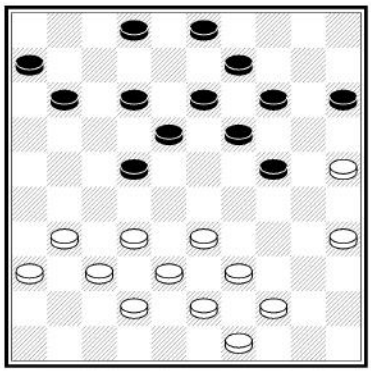
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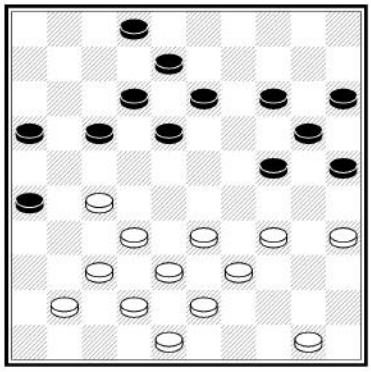
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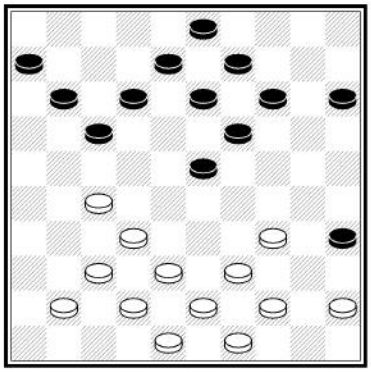
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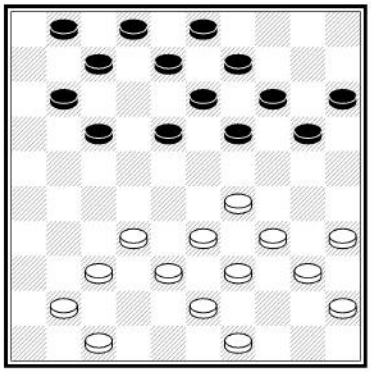
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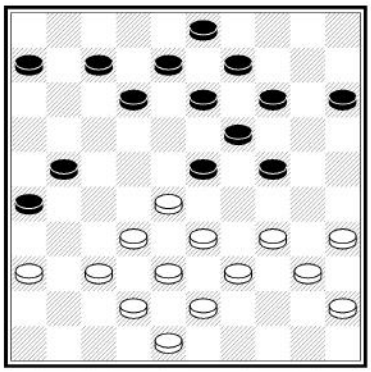
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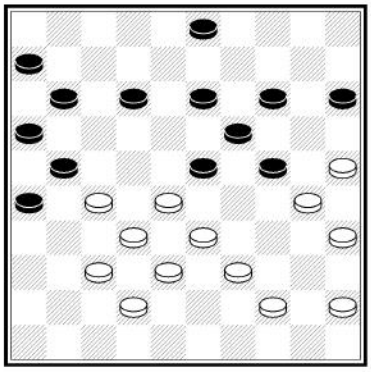
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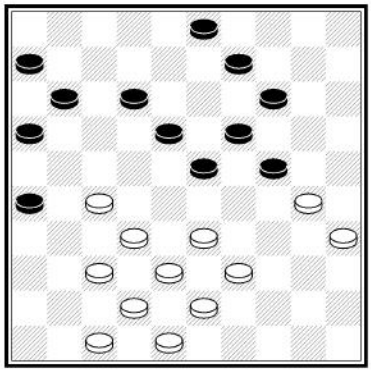
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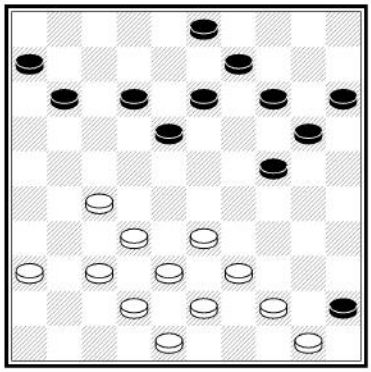
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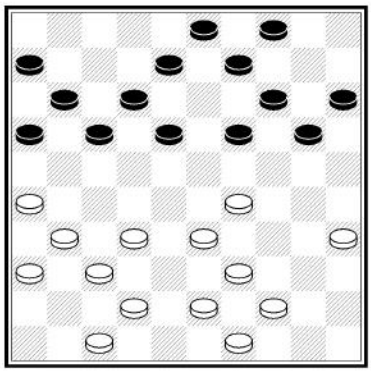
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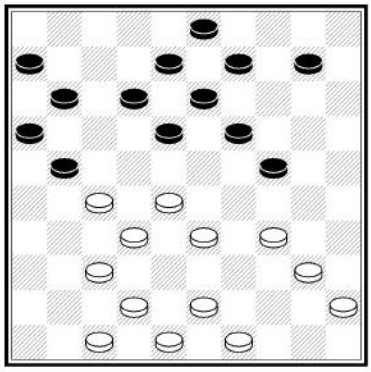
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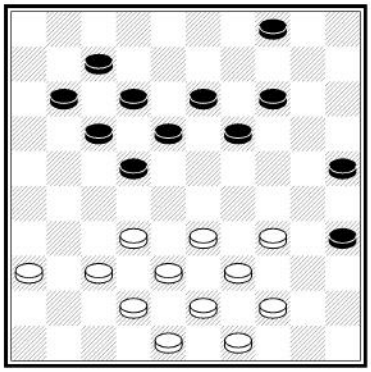

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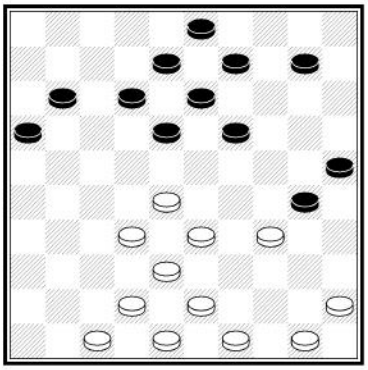
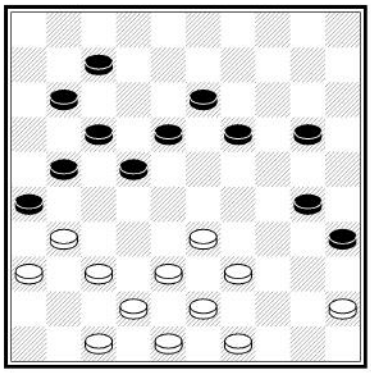


23.18



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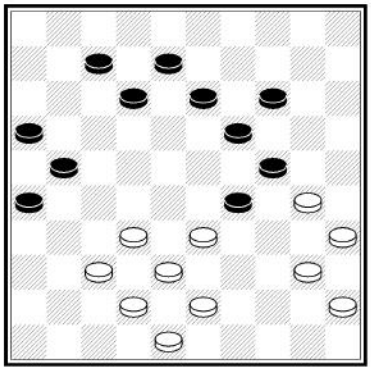
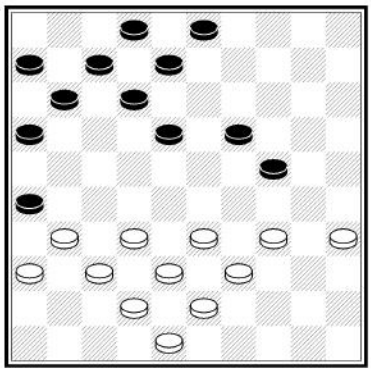


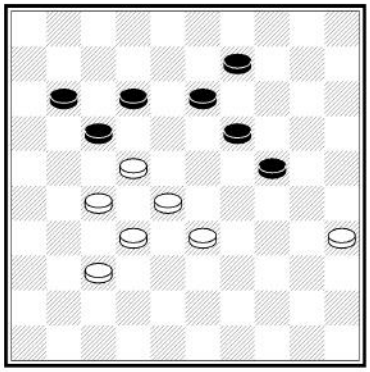
23.20

24. Kroužkovací test

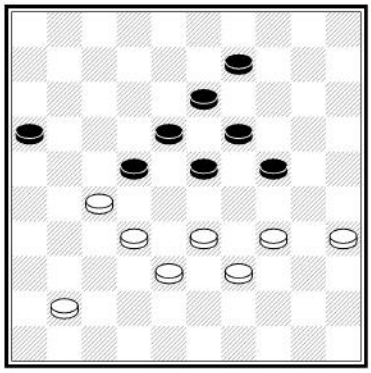
Vyzkoušejte si své znalosti z předchozích lekcí!
V každé testové úloze zakroužkujte jednu správnou odpověď.



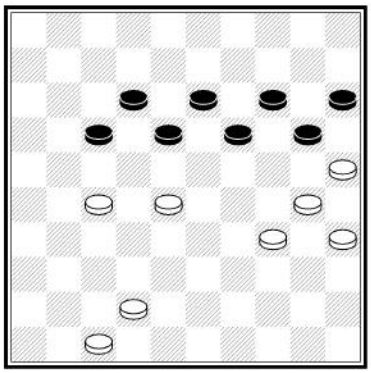
24.1. Bílý vyhraje pomocí
A) kombinace
B) napadení
C) výměny



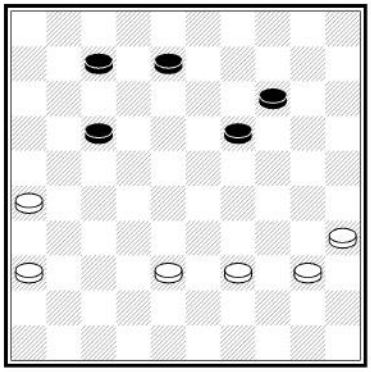
24.2. Bílý vyhraje pomocí
A) kombinace
B) napadení
C) výměny



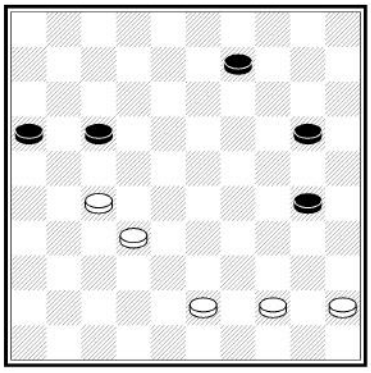
24.3. Jaký tah má bílý zahrát?
A) Napadnout
B) Kombinovat
C) Bránit se napadení



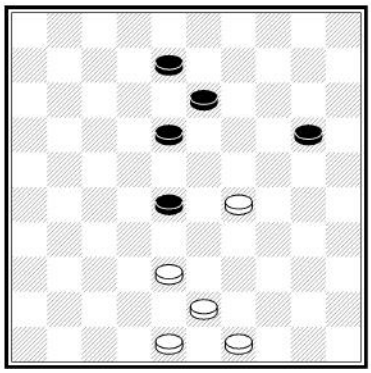
24.4. Bílý může vyhrát, když
A) Napadne
B) Kombinuje
C) Zablokuje soupeře



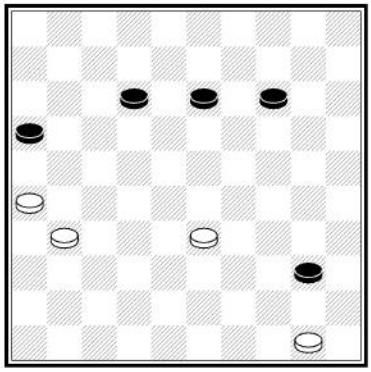
24.5. Bílý může vyhrát, když
A) napadne
B) provede kombinaci
C) sváže soupeře



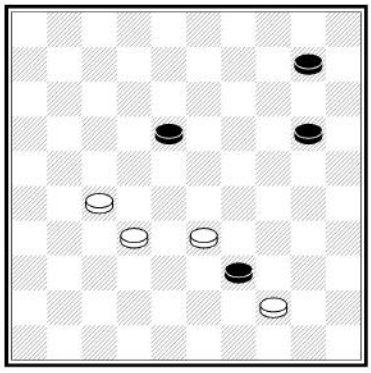
24.6. Bílý může vyhrát, když
A) napadne
B) kombinuje
C) sváže soupeře



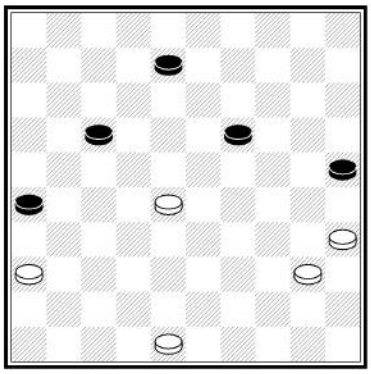
24.7. Jaký typ kombinace může bílý provést?
A) S možností volby skoku
B) S obětí více kamenů jednotahově
C) Úder podpatkem



24.8. Jaký typ kombinace může bílý provést?
A) S možností volby skoku
B) S obětí více kamenů jednotahově
C) Kombinaci přes dámu



24.9. Jaký typ kombinace může bílý provést?
A) S možností volby skoku
B) S obětí více kamenů jednotahově
C) Kombinaci přes dámu

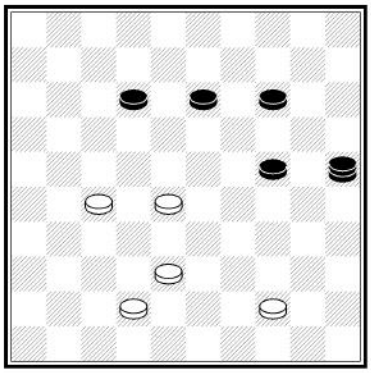


24.10 Jaký typ kombinace může bílý provést?

A) S možností volby skoku

B) S obětí více kamenů jednotahově

C) Kombinaci přes dámu

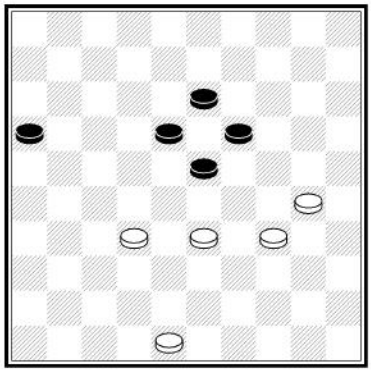


24.11 Jak se jmenuje úder, který může bílý provést?

A) Úder podpatkem

B) Turecký úder

C) Královský úder

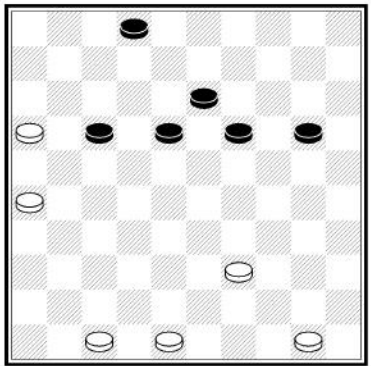


24.12 Bílý může vyhrát, když

A) Provede kombinaci

B) Napadne

C) Zablokuje soupeře

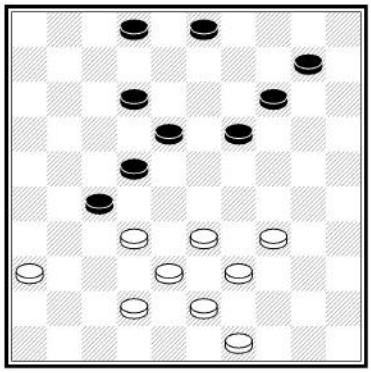


24.13 Bílý může vyhrát, když

A) Provede kombinaci

B) Napadne

C) Projde do dámy

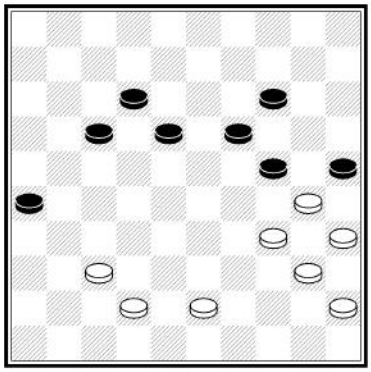


24.14 Černý by měl

A) Napadnout

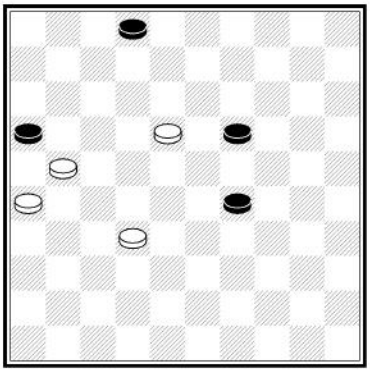
B) Bránit

C) Obětovat kámen



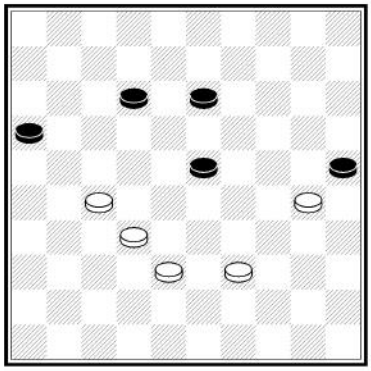
24.15. Jaký typ kombinace může bílý provést?

A) Úder podpatkem
B) Turecký úder
C) Vícenásobnou oběť



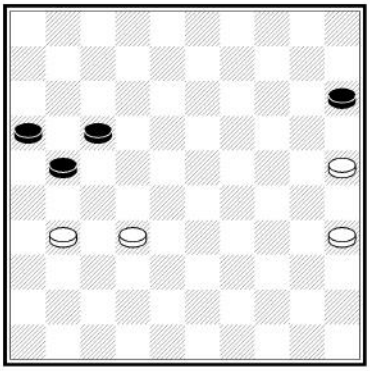
24.18. Bílý vyhraje díky

A) napadení
B) Pravidlu většiny
C) Průchodu do dámy



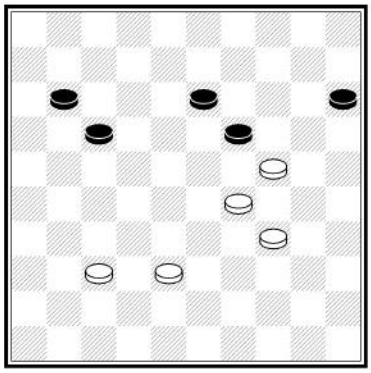
24.16. Bílý vyhraje pomocí

A) Zablokování
B) Úderu na většinu
C) Úderu podpatkem



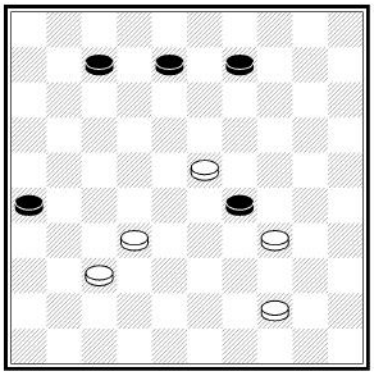
24.19. Bílý vyhraje pomocí

A) Vazby
B) Průchodu do dámy
C) Napadení



24.17. Co by měl bílý zahrát?

A) Kombinaci
B) Výměnu
C) Zacpat prostor pro doskok



24.20. Jaký typ kombinace může bílý provést?

A) Kombinaci přes dámu
B) S obětí více kamenů jednotahově
C) S možností volby skoku

25. Zahájení partie

Podívejme se na pár tipů, jak zahájit partii.

1. Snažte se dostat své kameny do centra.

2. Snažte se získat prostor pro hru. To znamená nebát se dělat výměny.

3. Držte své kameny pohromadě.

Zahájení 1.33 - 28

Ze výchozí pozice (20 proti 20) zahrajeme:

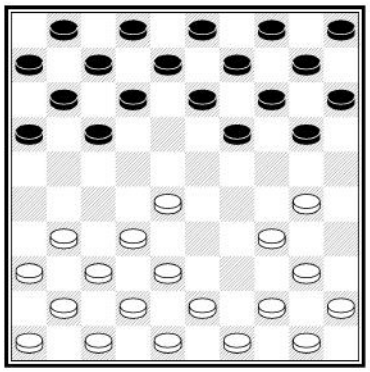
1.33 – 28

Říká se tomu **Sijbrandsovo zahájení**, protože 33-28 je oblíbený zahajovací tah nejslavnějšího hráče všech dob Tona Sijbrandse. Ve třetí části kurzu si rozebereme toto zahájení (a mnohá další) více do hloubky.

1... 18 – 22

Bílý by měl hrát 2.38 - 33 nebo 2.31 – 27 Zahrát 2.35 - 30? je chyba:

2.35 – 30? 22 x 33
3.39 x 28

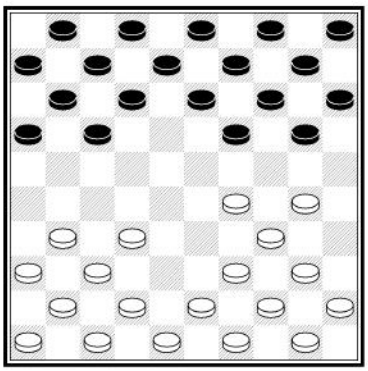


1

Černý získá kámen pomocí jednoduchého úderu:

3... 19 – 23
4.28 x 19 13 x 35

Podívejme se na pozici po 3.38 x 29

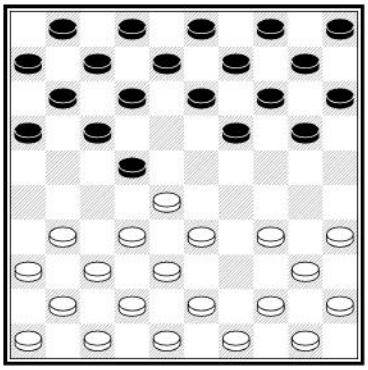


2

Cvičení 25.1

Jak může černý získat kámen?

1.33 – 28 18 – 22 2.39 – 33? umožňuje černému provést Úder nováčka.

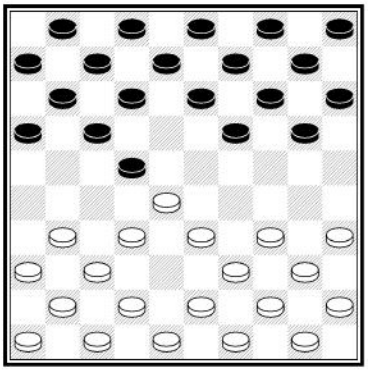


3

Černý přesune bílý kámen na pole <22> a poté vyrazí kámen <23> aby mohl skočit 17 x 28 x 39 x 30.

2... 22 – 27!
3.32 x 21 16 x 27
4.31 x 22 19 - 23
5.28 x 19 17 x 30
6.35 x 24 14 x 23

A v dalším tahu získává černý ještě jeden kámen navíc.

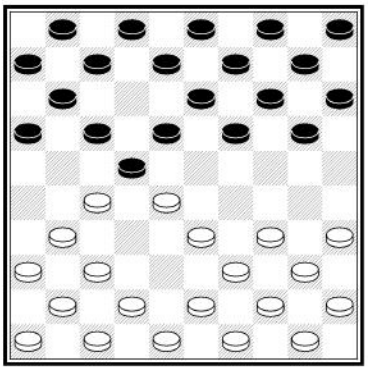


4

Toto je pozice po 1.33 - 28 18 - 22 2.38 - 33.
Měl by černý hrát spíše 12 - 18 nebo 13 - 18?
Černý by měl tahat své kameny do centra a hrát 12 - 18 (a pokračovat 7 - 12 a 1 - 7).

2... 12 – 18

Bílý si může vybrat z několika pokračování. Může hrát 3.42 - 38 3.43 - 38 or 3.34 - 29.
Nejprve se podíváme na pozici po 3.32 - 27.



5

Kameny 27 / 28 / 31 / 33 společně tvoří vazbu, které se říká kleště. Všimněte si, že černý nemůže hrát 17 - 21 ani 18 – 23. Nejlepším řešením je obvykle formaci, která tvoří vazbu, co nejdříve rozbít.

3... 19 – 23!
4.28 x 19 14 x 23

Černý se zbavil kleští a připravil si prostor pro solidní vývoj svých kamenů do centra postupem 10 – 14, 14 – 19 5 – 10, 10 – 14, 7 – 12 a 1 – 7.

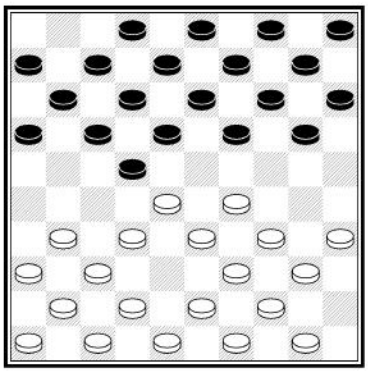
Cvičení 25.2 Jak může černý získat dva kameny pokud by bílý zahrál **5.37 – 32?**

Vraťme se k diagramu 4.

Po **2... 12 - 18** zahrajeme **3.34 - 29**.
Černý má na výběr mezi výměnou 19 - 23 nebo pokračováním ve vývoji

3... 7 - 12 4.40 - 34 1 - 7 5.45 - 40

Všimněme, si, že oba hráči dostávají své kameny do centra.



6

Cvičení 25.3 Proč je **5... 16 – 21?** špatný tah?

Běžným tahem černého je nyní výměna do centra:

5... 19 – 23 6.28 x 19 14 x 23

Cvičení 25.4 Co je nejlogičtější odpovědí za bílého?

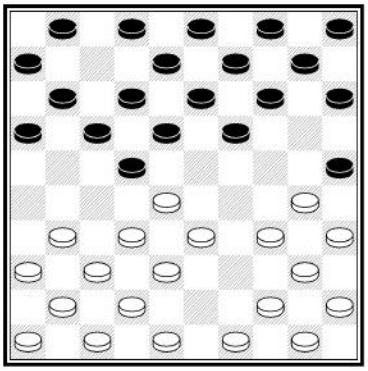
Pokračujme od diagramu 4:

2... 12 - 18 3.43 – 38 7 – 12

Bílý může pokračovat 4.49 - 43 1 - 7 5.31 - 27 22 x 31 6.36 x 27, ale zahrál:

4.34 – 30 20 – 25

Bílý by si měl udržovat dostatek prostoru a zahrát výměnu 5.49 - 43 25 x 34 6.40 x 29 nebo 6.39 x 30 přestože i tak je pozice trochu lepší za černé! Bílý však místo toho zacpal díru na poli <34> tahem 39 - 34? Nyní je pravé křídlo bílého svázané. Bez kamene na <39> může černý ihned vynutit zisk kamene.



7

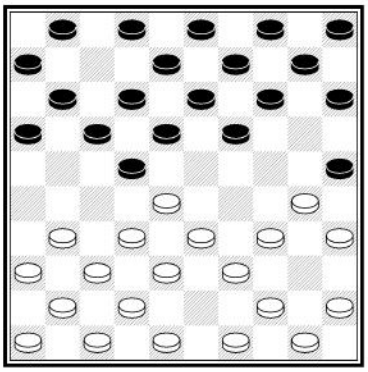
5... 22 - 27!
6.31 x 22 18 x 27
7.32 x 21 16 x 27

Černý zahrál dvojitou hrozbu: hrozí úder 19 - 24 30 x 19 14 x 43 Č+1 a (pokud bílý zacpe pole <43> tahem 49 - 43) 27 - 32 38 x 27 19 - 24 30 x 19 14 x 21.

Kdyby bílý zahrál 8.37 – 31, pak následuje 1 - 7 9.31 x 22 19 - 24 10.30 x 19 14 x 43 11.48 x 39 17 x 28 12.33 x 22 12 - 18 a černý získá kámen.

Kdyby bílý zahrál 8.37 - 32 situace je po 11 - 16 9.32 x 21 16 x 27 stejná. Černý dalším tahem získá kámen 10.49 - 43 27 - 31! 11.36 x 27 19 - 24 12.30 x 19 14 x 21 Č+1.

Kdyby bílý zahrál **5.40 – 34** místo 5.39 - 34?, pozice by vypadala takto:



8

Bílý je stále svázaný, ale jelikož má kámen na <39>, není jeho pozice tak tragická jako v diagramu 7.

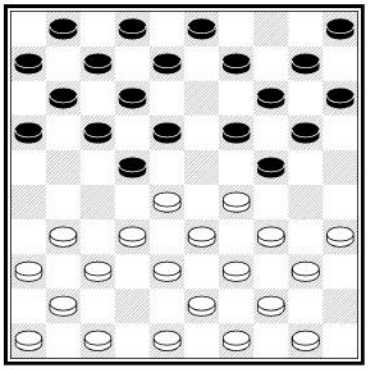
Cvičení 25.5 Proč je **5... 22 - 27 6.31 x 22 18 x 27 7.32 x 21 16 x 27?** pro černého chybou?

Od diagramu 2 si ukážeme, jak se může černý rychle dostat do problémů:

2 ... 13 – 18
3.42 – 38 9 – 13
4.34 – 29 4 - 9
5.40 – 34 19 - 24?

Černý si mohl vytvořit prostor výměnou 19 - 23 28 x 19 14 x 23 nebo 22 - 27 31 x 22 18 x 27 32 x 21 17 x 26.
Mít kameny na 22 a zároveň 24 je v mnoha případech nebezpečné.

6. 45 – 40 13 – 19?



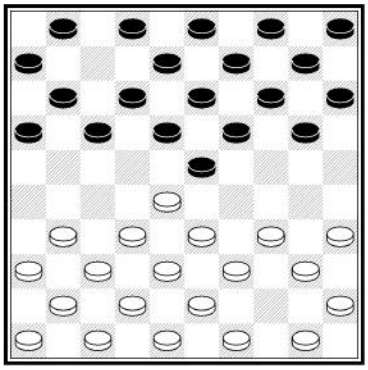
9

Díry na <13 a 4> umožňují bílému provést kombinaci do dámy.

Cvičení 25.6 Jak může bílý kombinovat do dámy na pole <4>?

Standardní způsob, jak hrát Sijbrandsovo zahájení:

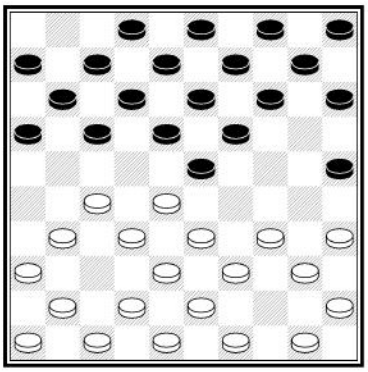
1. 33 – 28 18 – 23
2.39 – 33 12 – 18
3.44 – 39 7 – 12



10

4.31 - 27 vede k typu poziční hry které se říká klasická. Černý obvykle odpoví symetricky **4... 20 - 24**.
Ukážeme si trik, který se hodí znát:

4.31 – 27 1 – 7
5.37 – 31 20 – 25?



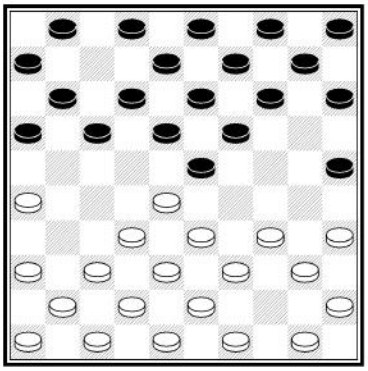
11

6.27 – 22! 18 x 27
7.31 x 22

Bílý hrozí zahrát 22 - 18 13 x 22 34 - 30 25 x 34 40 x 27 B+1 a černý tomu nemůže zabránit. Tah 7... 12 - 18?? samozřejmě nefunguje, bílý zahraje jakýkoli tichý tah, např. 42 - 37 a získá dámu po 18 x 27 32 x 1 B+.

Pokračování diagramu 10:

4.31 – 26?! 20 – 25?



12

Bílý může zahrát úder Filipa (nebo též Opičí úder, název vznikl podle zrcadlového opakování tahů v zahájení):

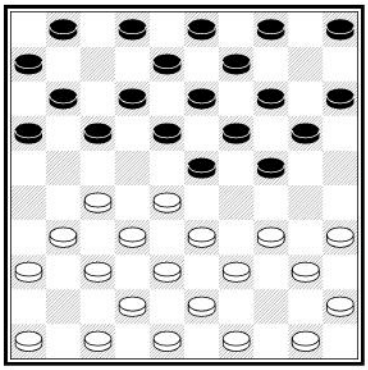
5.28 – 22! 17 x 28
6.33 x 22 18 x 27
7.32 x 21 16 x 27
8.34 – 30 25 x 34
9.40 x 16

Hlavní teoretické pokračování diagramu 10 vypadá takto:

4.31 – 27 20 – 24
5.37 – 31

Stará holandská varianta pokračuje 5.34 - 30 17 - 21. My si nyní ukážeme moderní pokračování.

5... 14 – 20
6.41 – 37 10 – 14



13

Tenhle trik byste si měli pamatovat: 6.34 - 30 17 - 21 7.31 - 26? 24 - 29!! 8.26 x 17 11 x 31 9.36 x 27 29 - 34 10.40 x 29 23 x 25 Č+1.

Černý může na 6.34 - 30 odpovědět tahem 20 - 25 s cílem vyvinout si levé křídlo po 7.49 - 44 25 x 34 8.40 x 20 15 x 24 což se považuje za výhodné pro černé.
Bílý se obvykle snaží zaútočit obsazením pole <22>. Nemůže však pole <22> obsadit ihned: výměna 6.27 - 22? 18 x 27 7.31 x 22 umožňuje černému získat kámen pomocí jednoduchého úderu.

Cvičení 25.7 Jak bude tento úder vypadat?

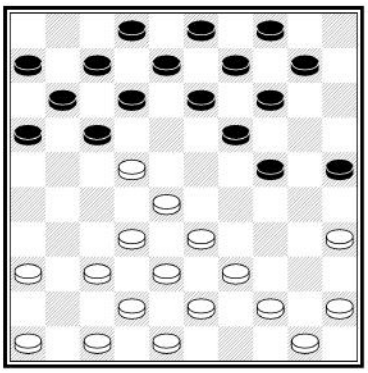
7.49 – 44

Bílý také může rovnou zahrát 7.34 - 29 23 x 34 8.40 x 29.

7... 1 – 7
8.34 – 29 23 x 34
9.40 x 29 20 – 25
10.29 x 20 15 x 24
11.27 – 22 18 x 27
12.31 x 22

Bílý zahraje Highland attack, kterým se budeme blíže zabývat ve druhé knize série Kurz mezinárodní dámy.

Po **12... 5 – 10** the position is like this:

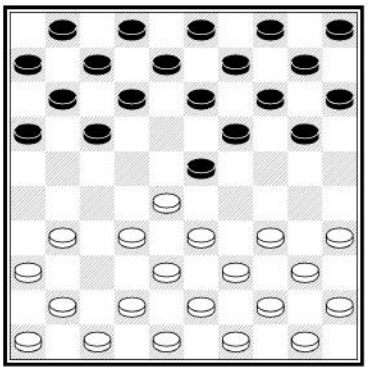


14

Cvičení 25.8 Jak může bílý získat kámen po 13.36 - 31?

Zahájení 1.32 - 28

Podívejme se teď na jiné běžné zahájení: **1.32 – 28** Nejprve si ukážeme variantu 1... 18 - 23. Bílý nesmí zacpat tahem **2.37 – 32?**

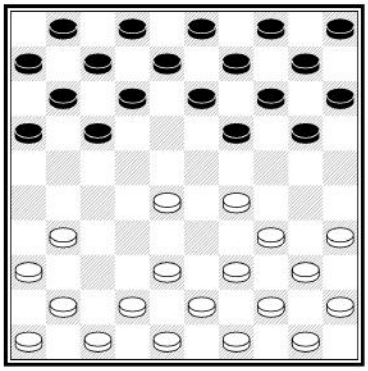


15

Černý získá 2 kameny pomocí úderu nováčka, podobně jako v diagramu 3.

Cvičení 25.9 Jak bude tato kombinace za černé vypadat?

Bílý by měl spíš hrát 2.38 - 32 nebo 2.33 - 29 23 x 32 3.37 x 28 Podívejme se, jak bude partie pokračovat. Bílý za pomoci výměny vyvíjí své levé křídlo.

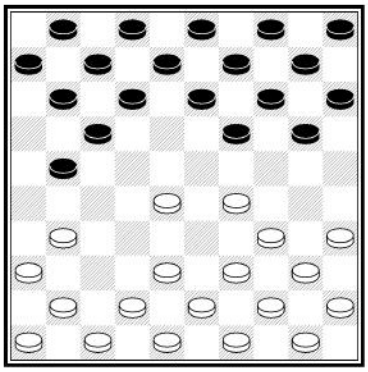


16

Černý nemůže hrát 3... 12 – 18? protože by bílý získal dva kameny úderem 4.29 – 24, nebo dokonce ještě efektnější kombinací:

4.28 – 23 19 x 28
5.29 - 24 20 x 29
6.34 x 21 16 x 27
7.31 x 33

Dobré pokračování pro černé je 3... 20 - 24 4.29 x 20 15 x 24 nebo 3... 17 - 22 4.28 x 17 11 x 22. Podíváme se na další silný tah za černé: 3... 16 - 21



17

Bílý nemůže hrát 4.39 - 33? protože by černý odpověděl úderem nováčka.

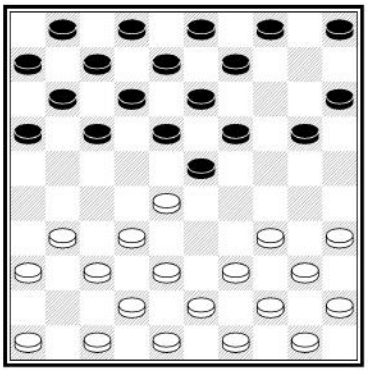
Cvičení 25.10 Jak bude tento úder nováčka vypadat?

Bílý může zahrát 4.31 – 26 nebo 4.38 – 33 anebo vyměnit 2 za 2 tahem 4.28 – 23 19 x 28 5.29 – 24 20 x 29 6.34 x 32.

Nejčastější odpověď na 1.32 – 28 je 19 – 23 2.28 x 19 14 x 23. Je to logické pokračování, neboť

černému umožňuje okamžitě vyvinout levé křídlo. Ukážeme si velmi oblíbené zahájení:

1.32 – 28 19 – 23
2.28 x 19 14 x 23
3.37 – 32 10 – 14
4.41 – 37 14 – 19
5.33 – 28



18

Bílý také může zahrát 5.34 - 29 23 x 34 6.39 x 30 nebo 5.35 - 30. Pokouší se černého vlákat do pasti. Černý nemůže zahrát logický tah 5... 5 - 10?

Cvičení 25.11 Jak bílý zareaguje na tah 5 - 10?

Dobré aktivní pokračování za černé je 5... 17 - 22 6.28 x 17 11 x 22, ale podívejme se na jiný poměrně běžný tah.

5... 17 – 21
6.31 – 27 5 – 10?

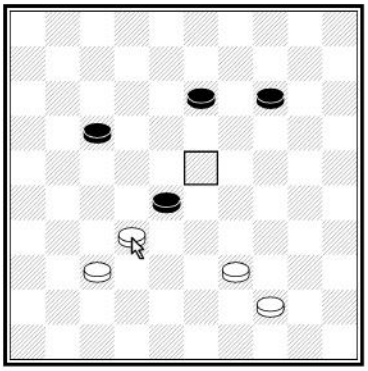
Následujícímu úderu již padl za oběť bezpočet hráčů. Bílý kombinuje do dámy (Podrobněji v Kurzu mezinárodní dámy – Část 1):

7.27 – 22 18 x 27
8.38 – 33 27 x 29
9.37 – 31 23 x 32
10.34 x 5

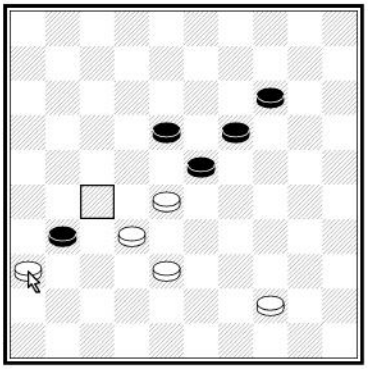
V dalším tahu skočí bílý kámen <32> a bezpečně schová dámu za své kameny.

Martijn van IJzendoorn by si tohle zahájení nejspíš sám nevybral ....

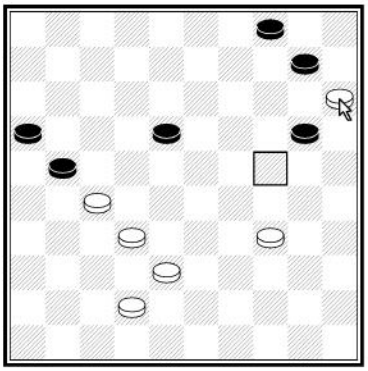
Řešení 2. Skákání je povinné



2.1



2.2



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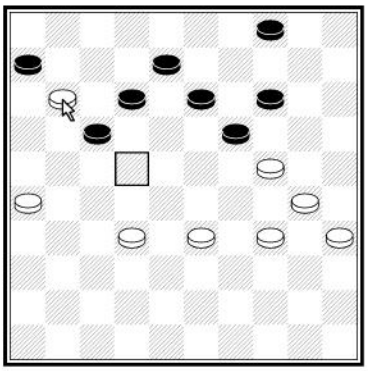

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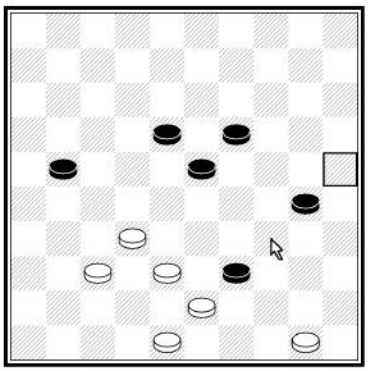

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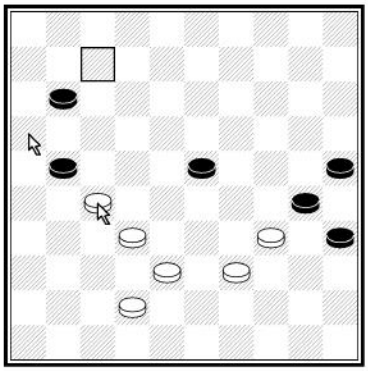

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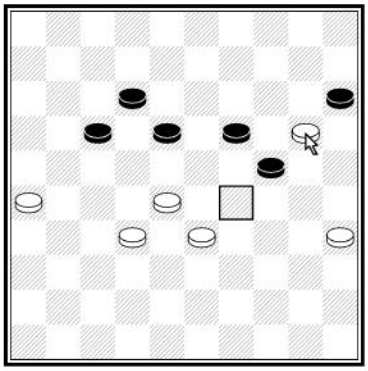

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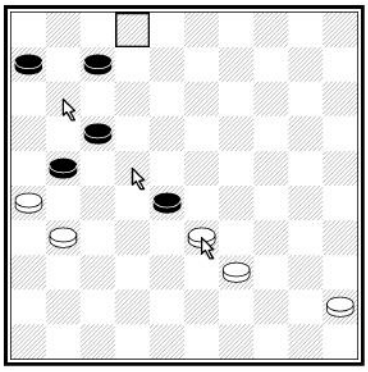

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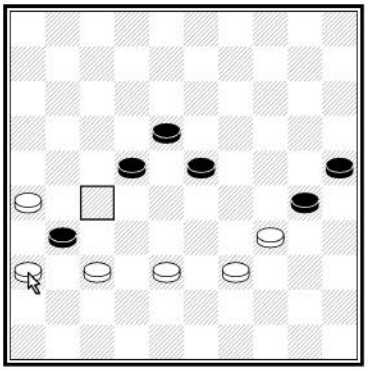

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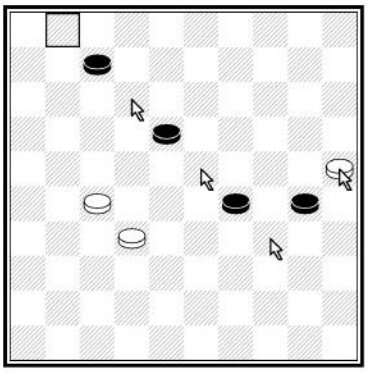
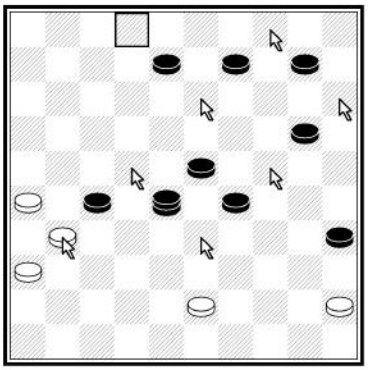
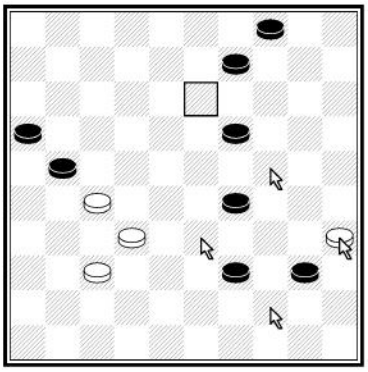


2.10



2.11



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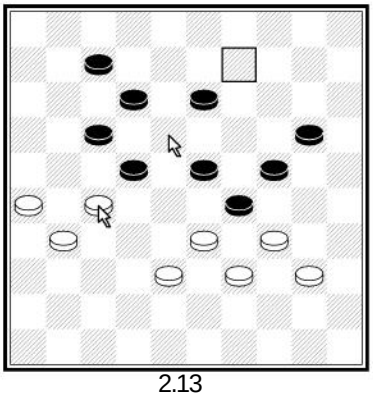

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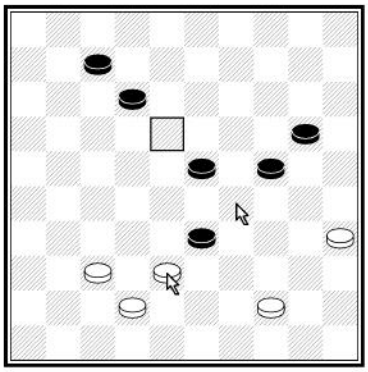

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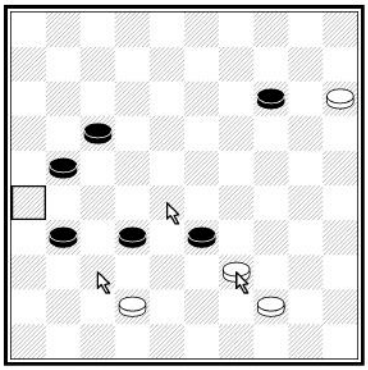

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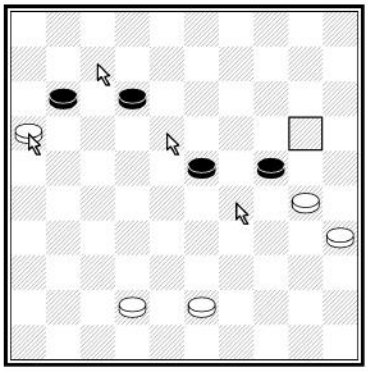

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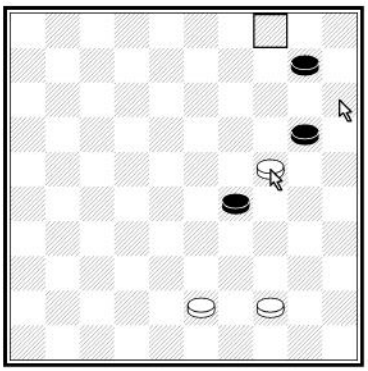

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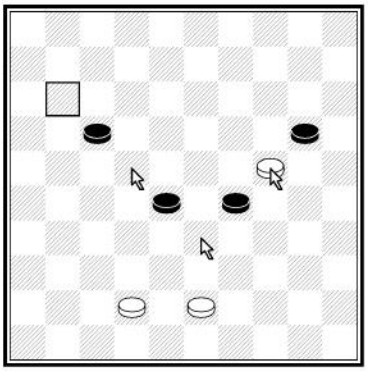

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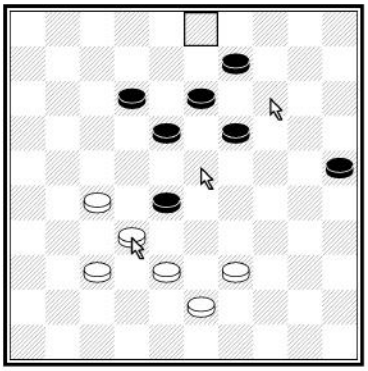

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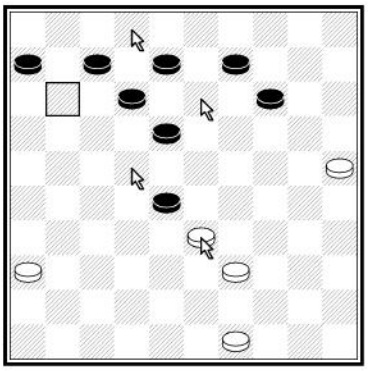

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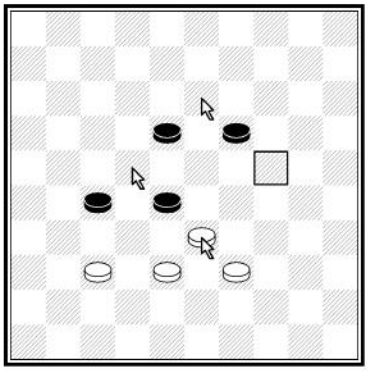

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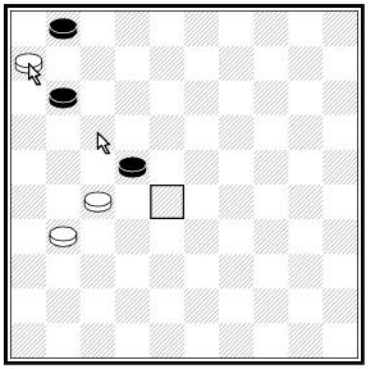

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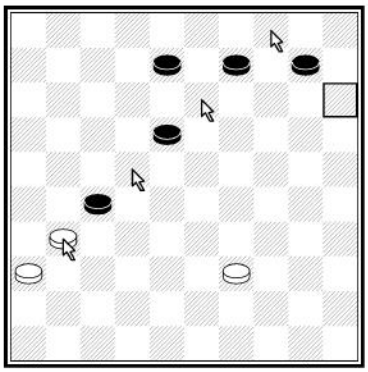

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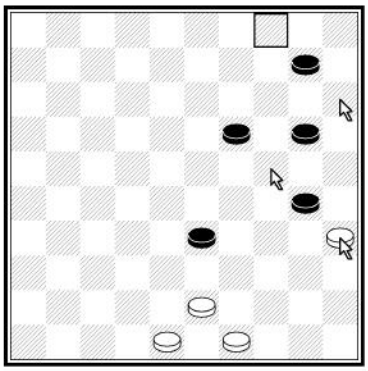

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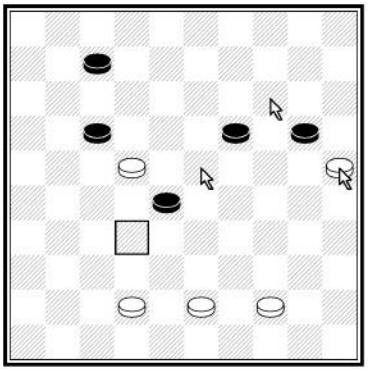

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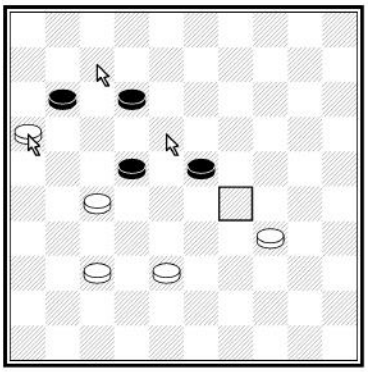

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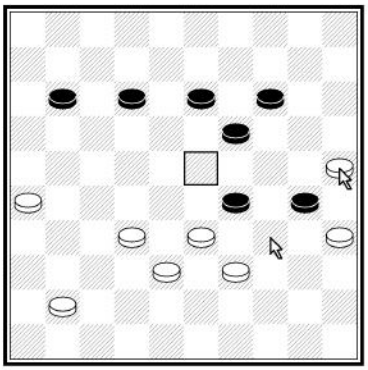

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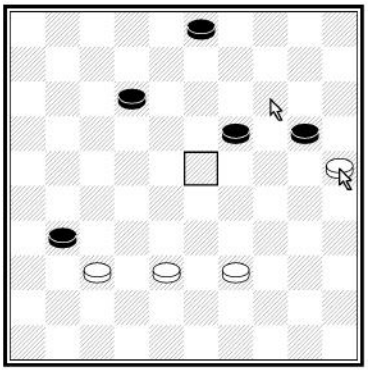

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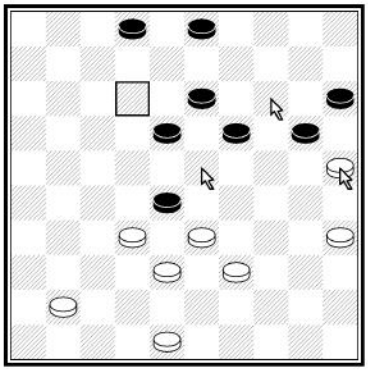

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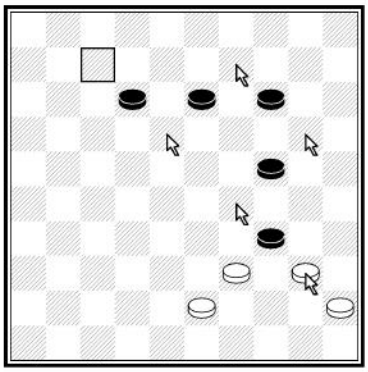

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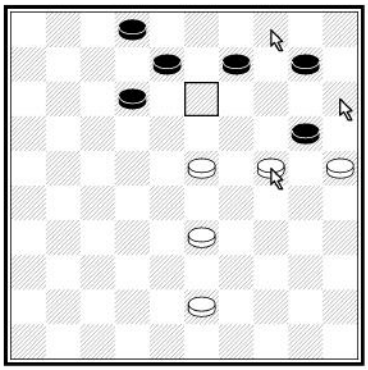

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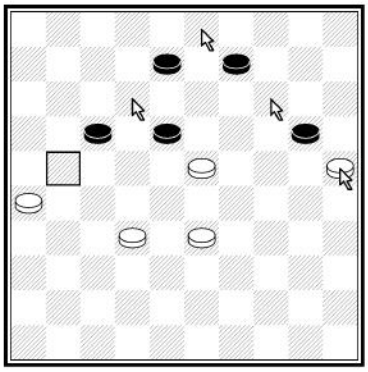

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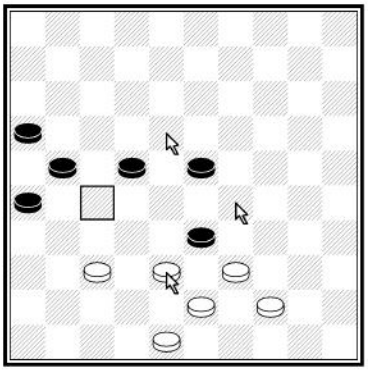
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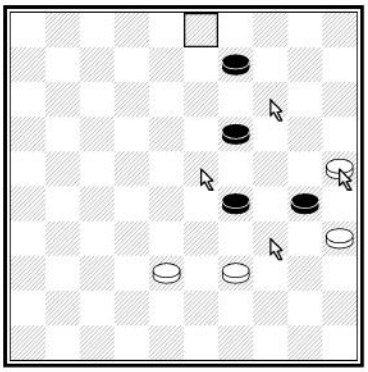
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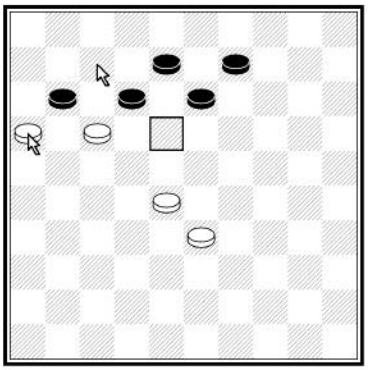
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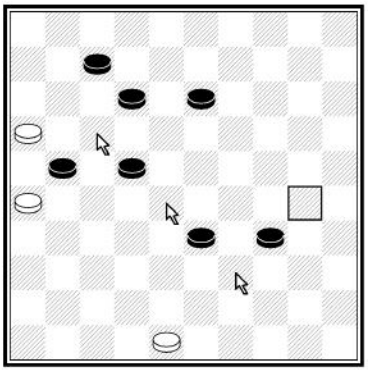
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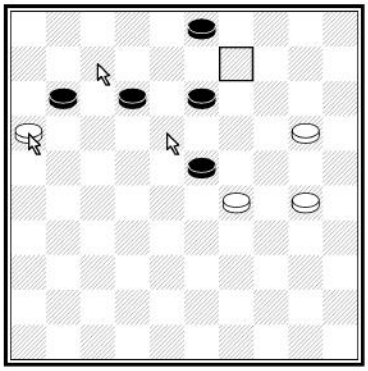
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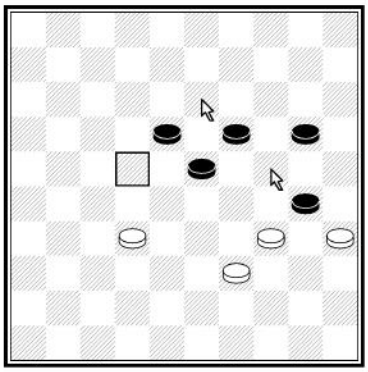
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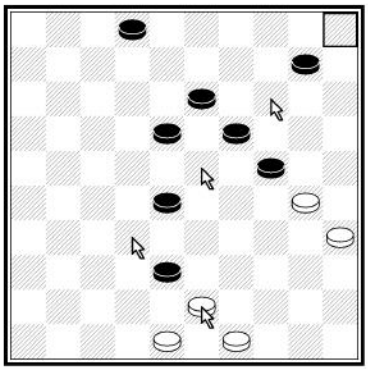
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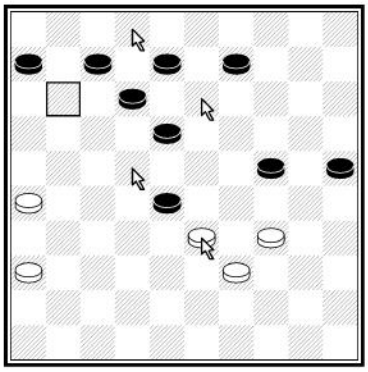
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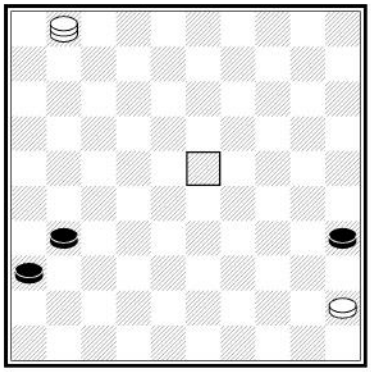

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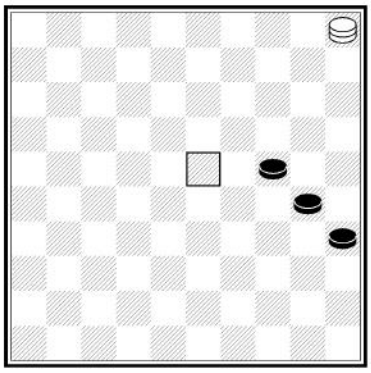

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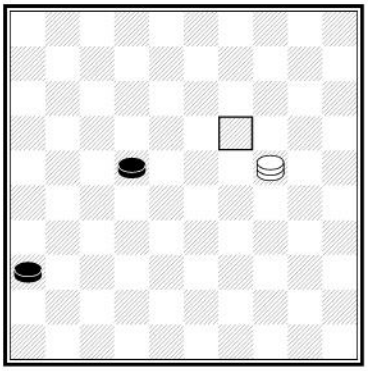

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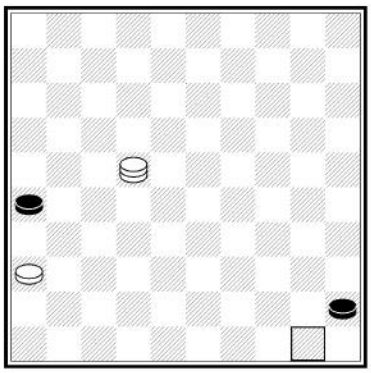

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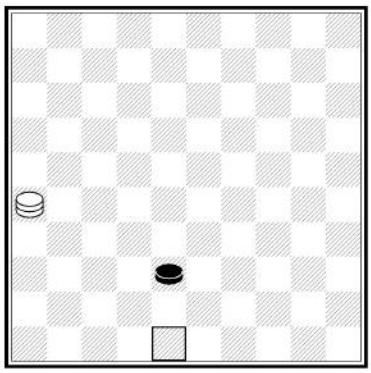

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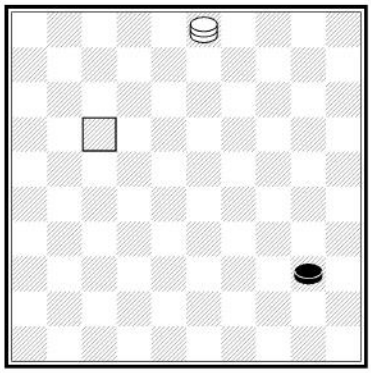

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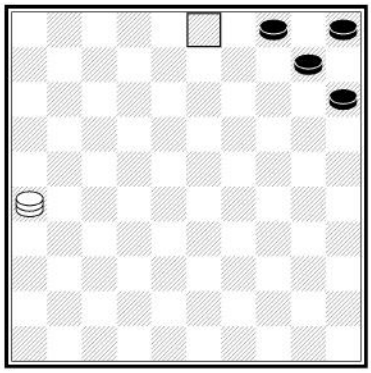

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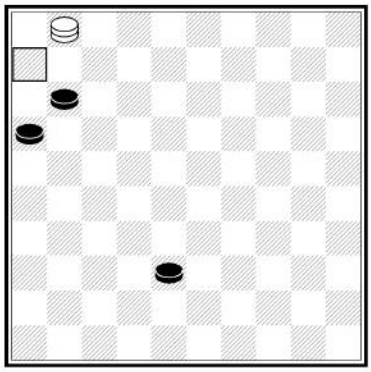

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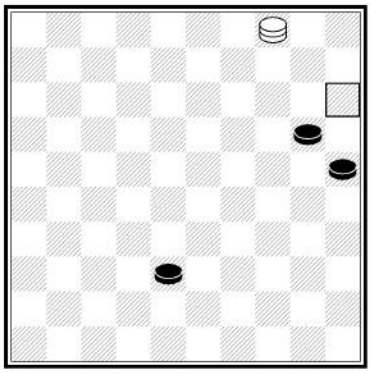

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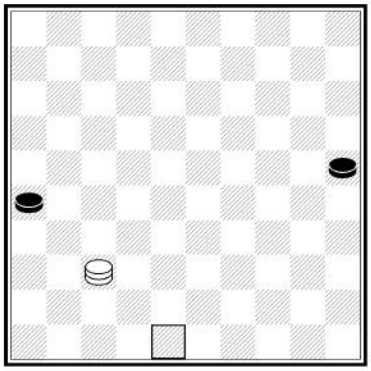

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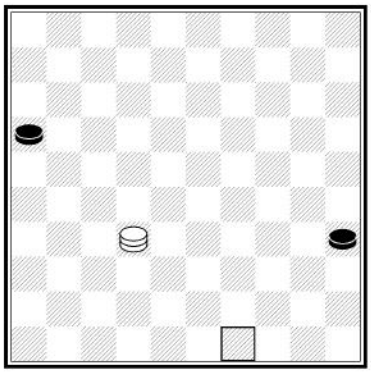

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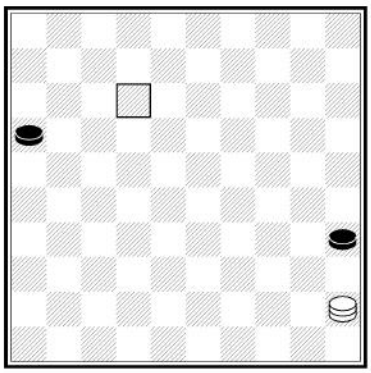

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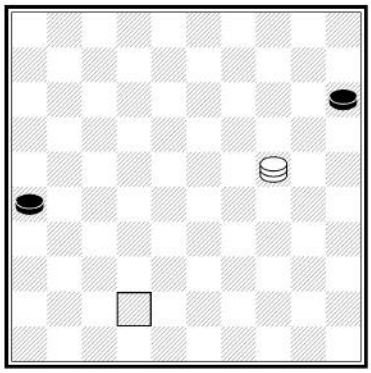

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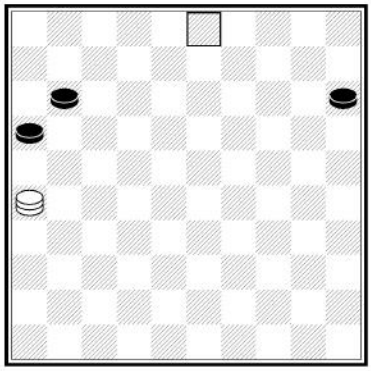

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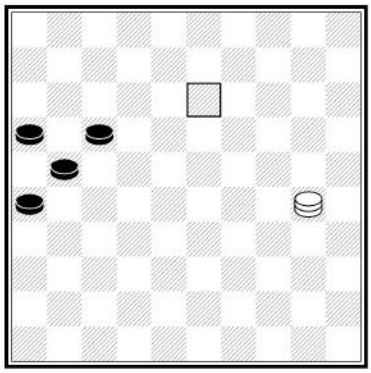

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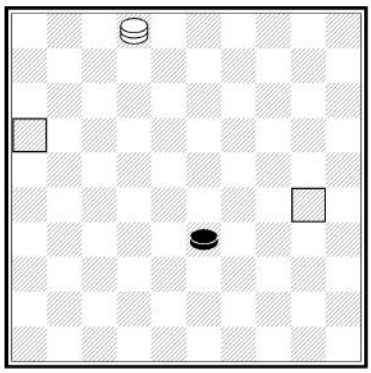

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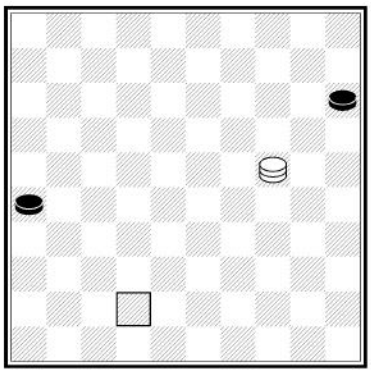

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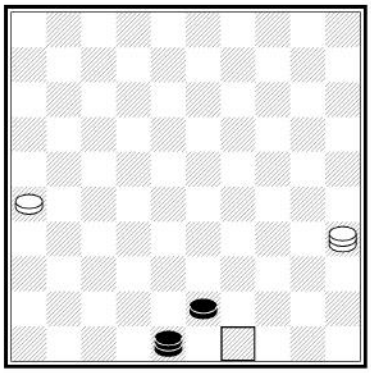

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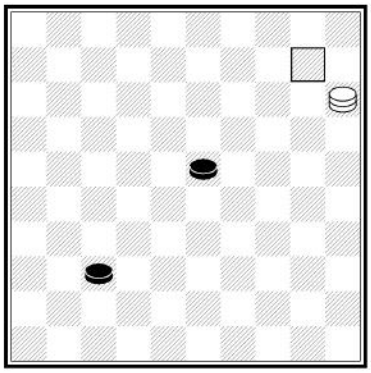

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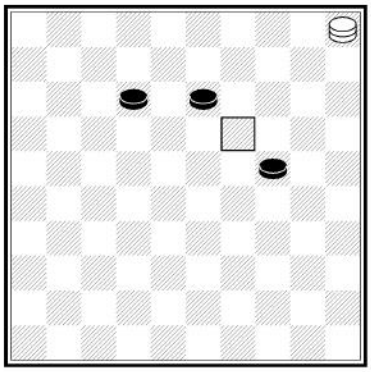

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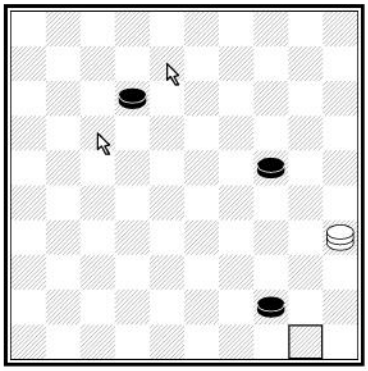

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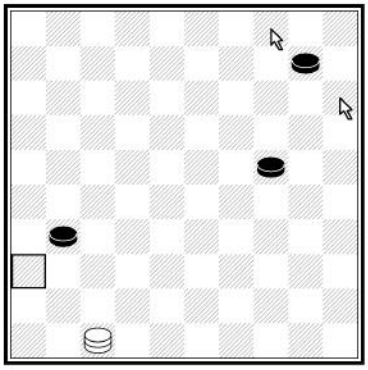

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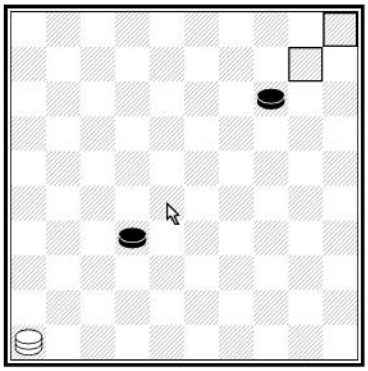

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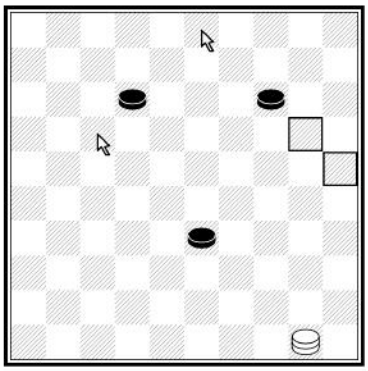

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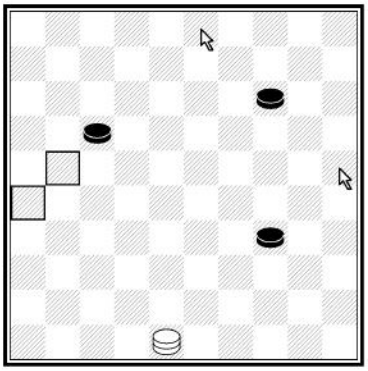

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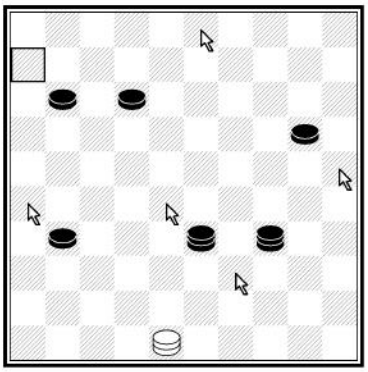

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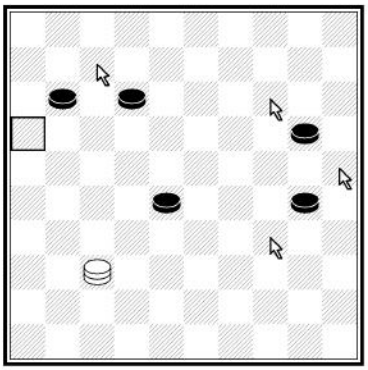

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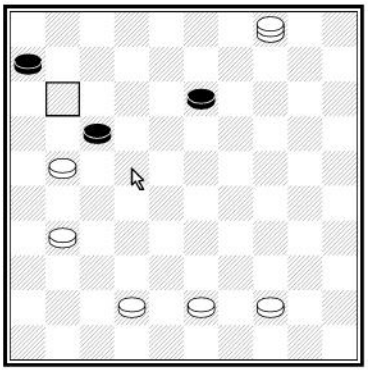

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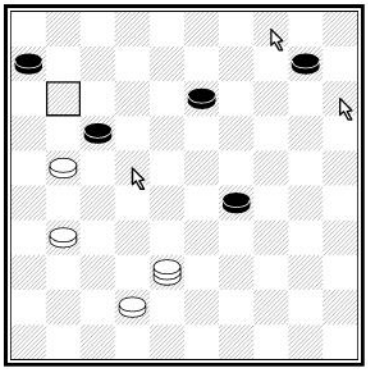

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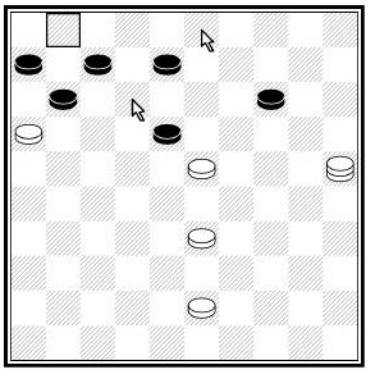

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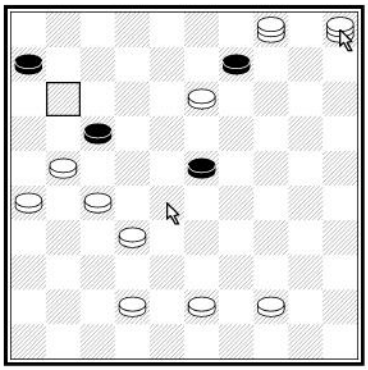

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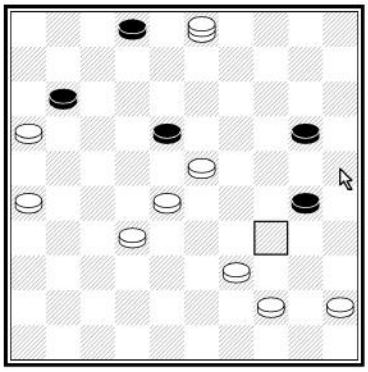

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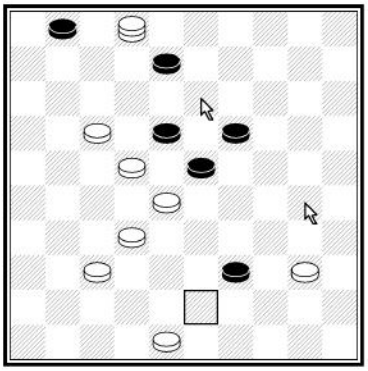
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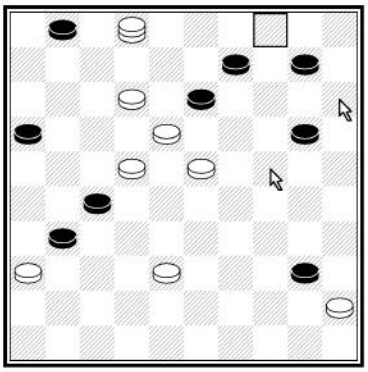
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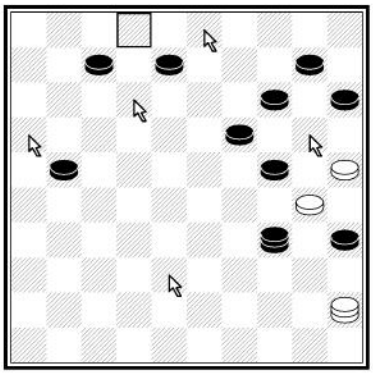
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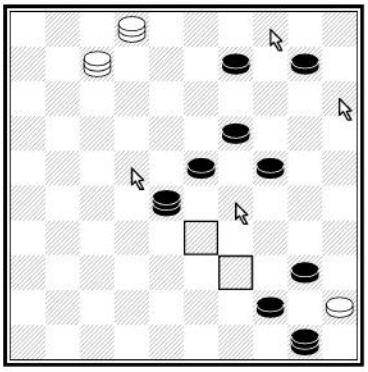
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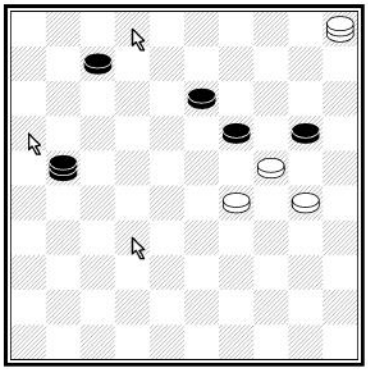
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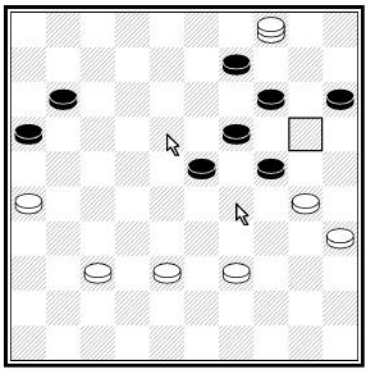
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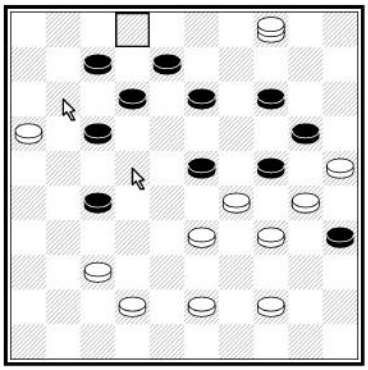
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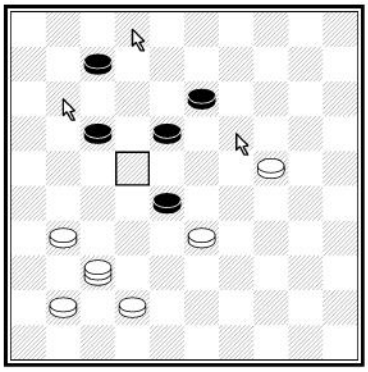
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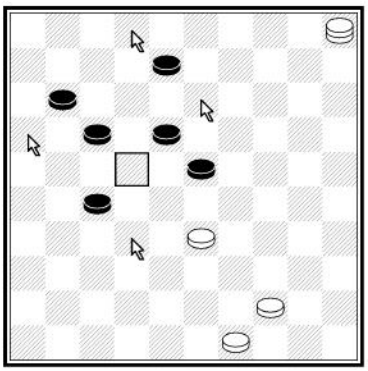

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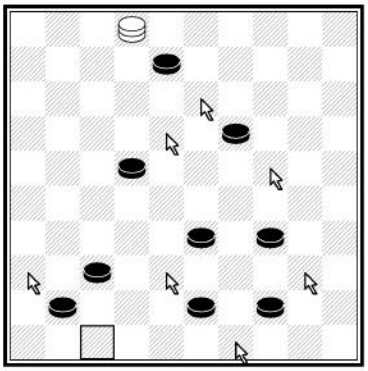

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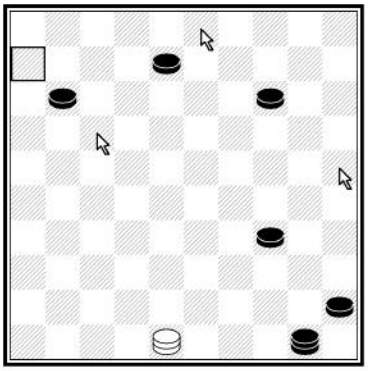

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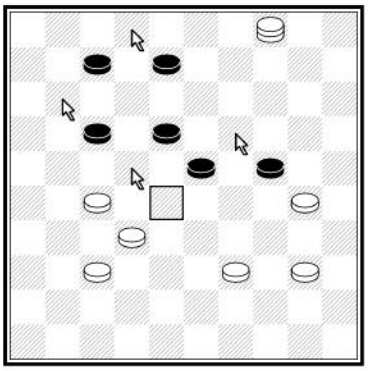

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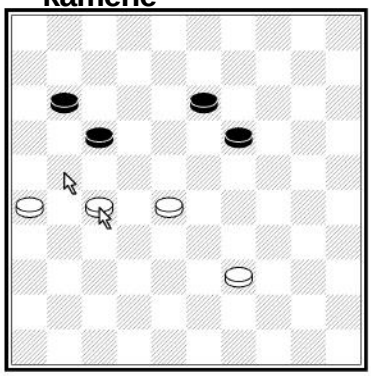

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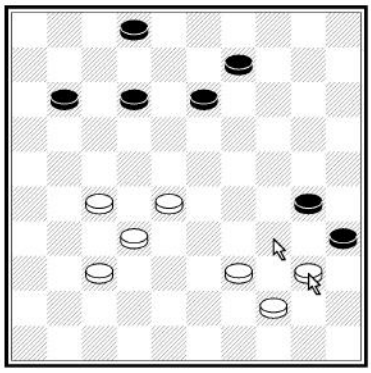

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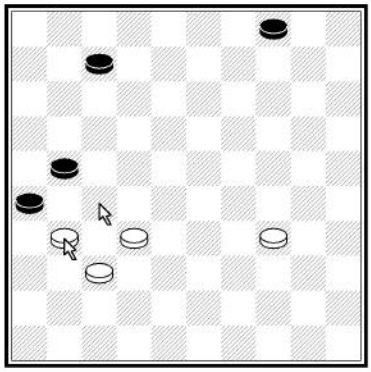

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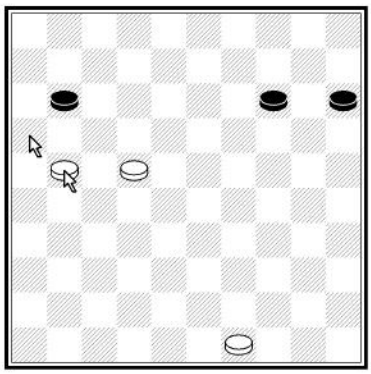

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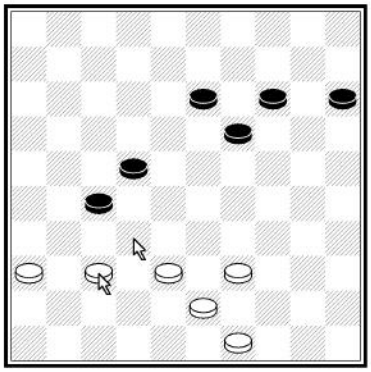
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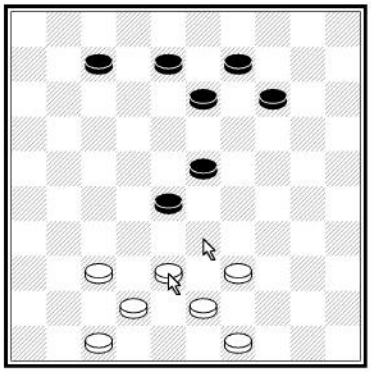
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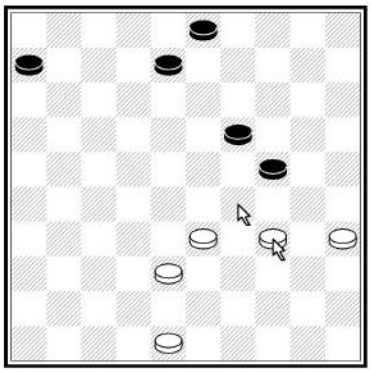
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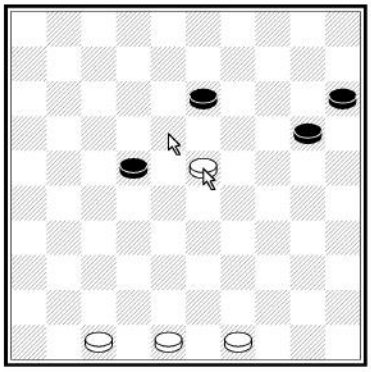
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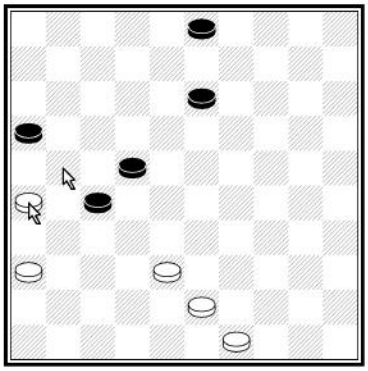
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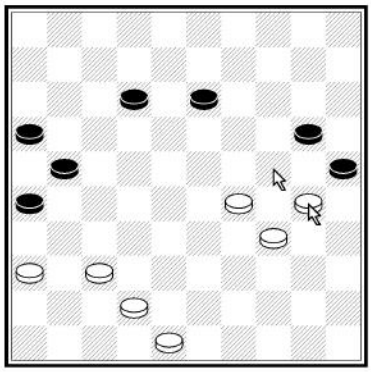
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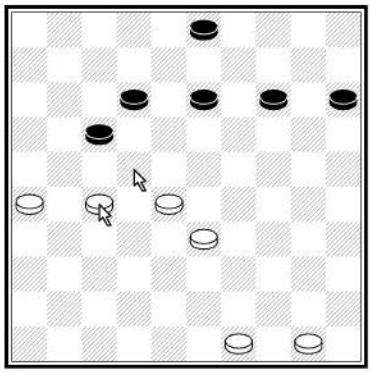
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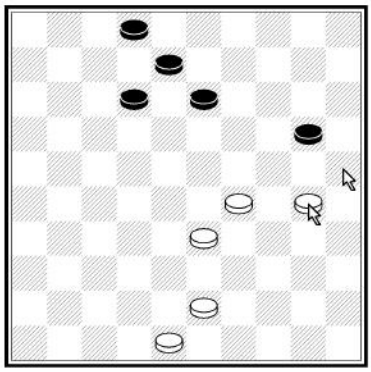
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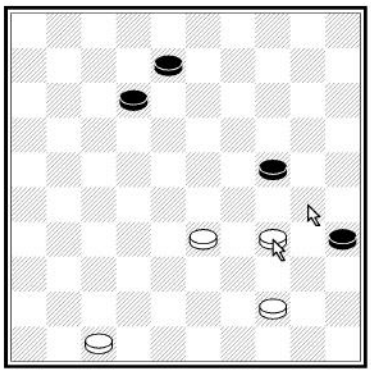

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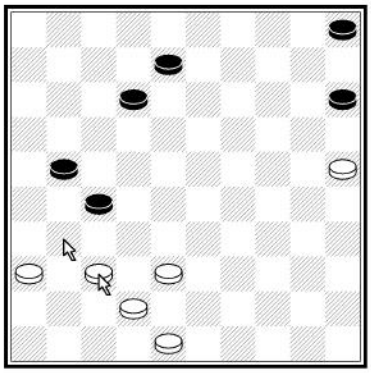

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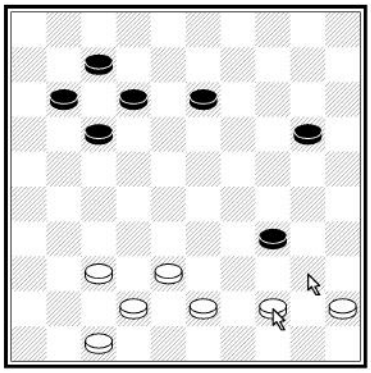

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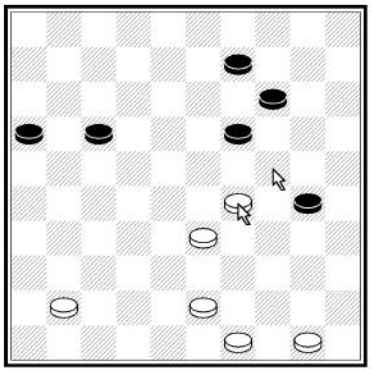

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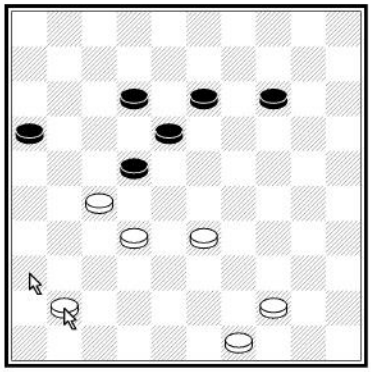

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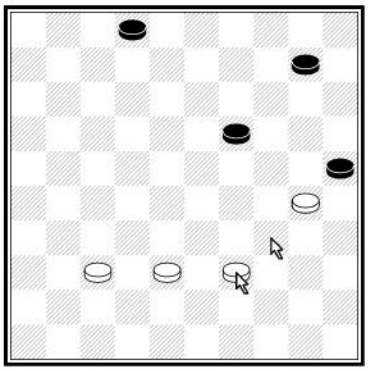

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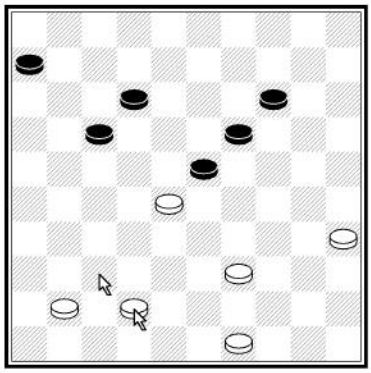

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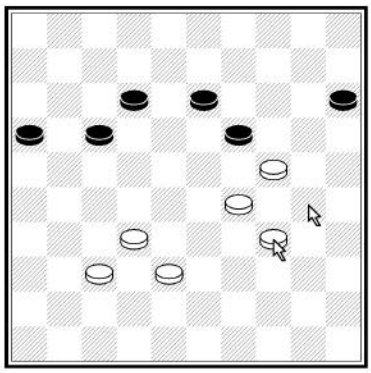

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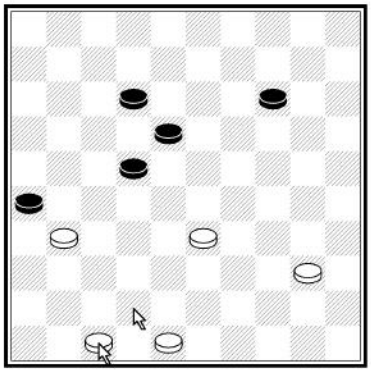
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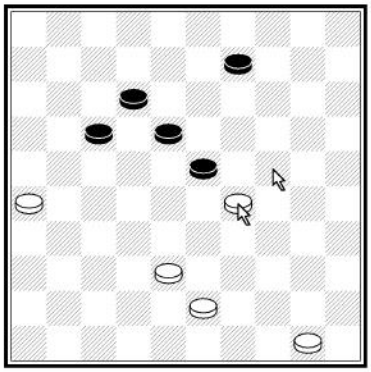
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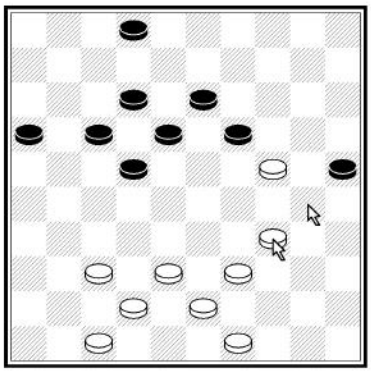
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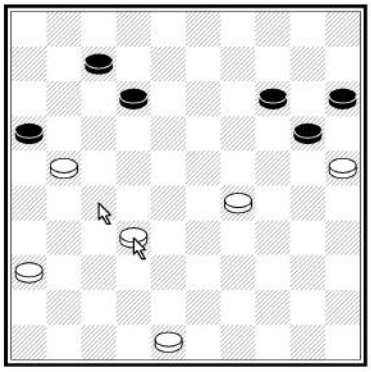
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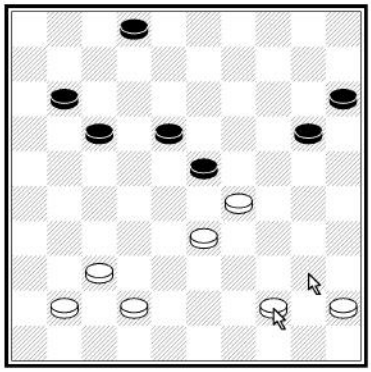
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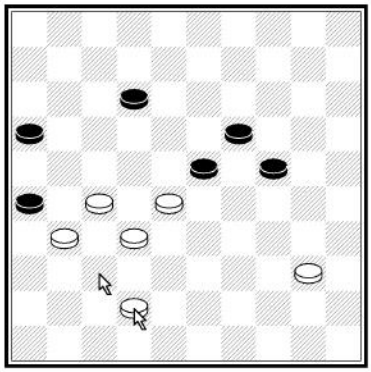
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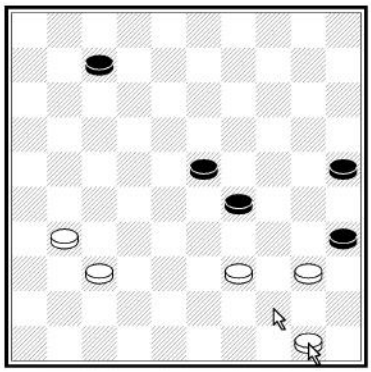
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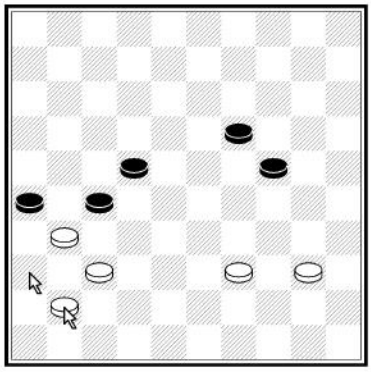
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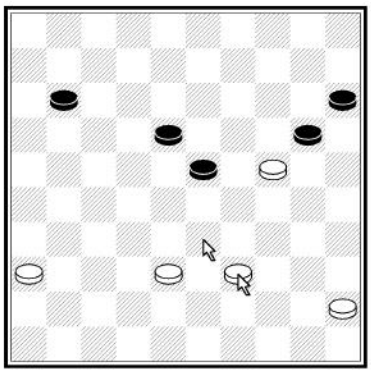

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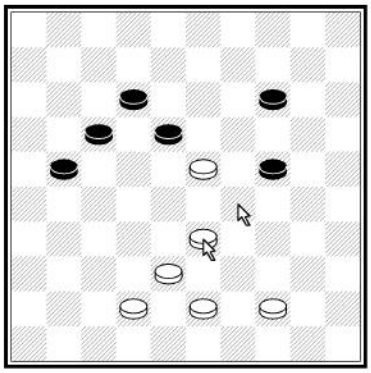

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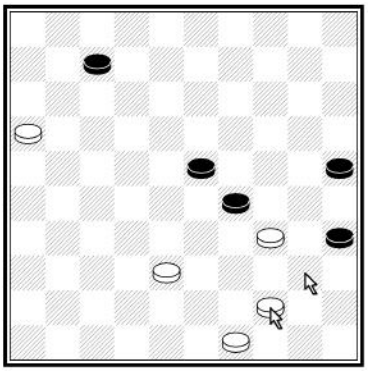

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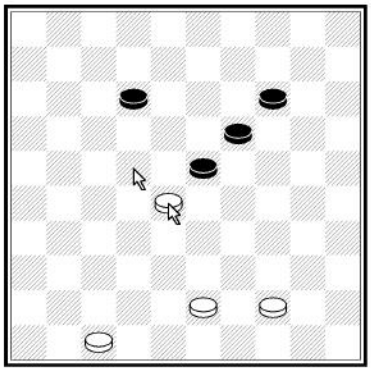

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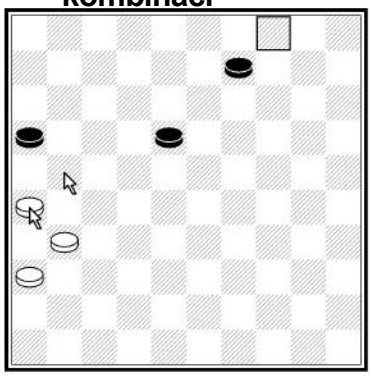
8. Princip kombinací



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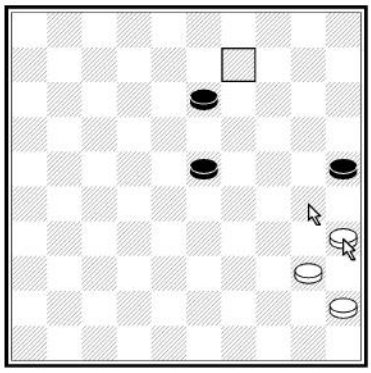

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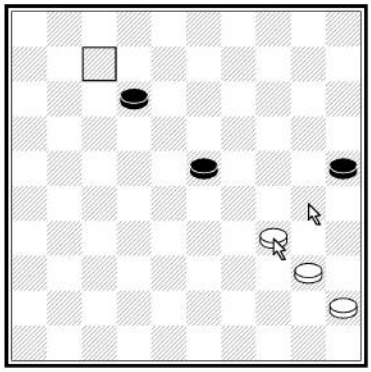

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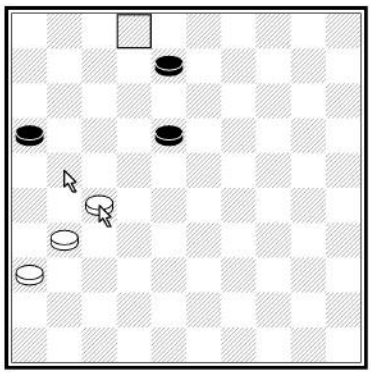

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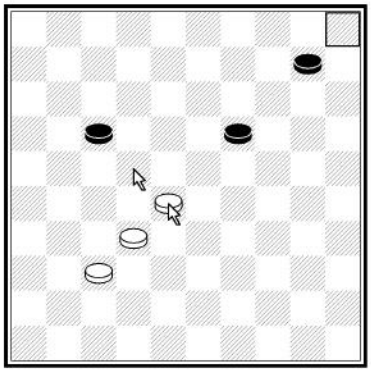
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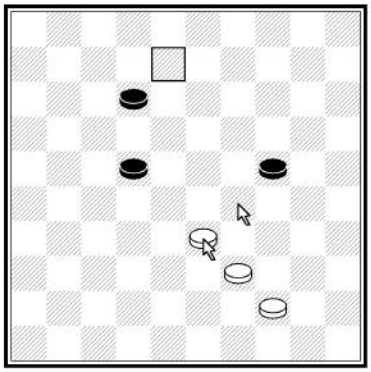
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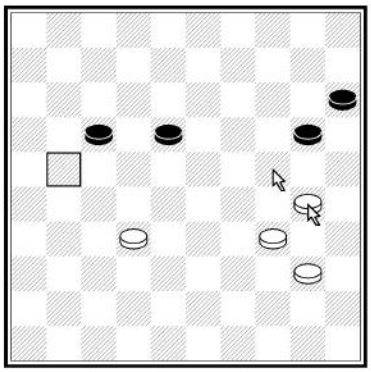
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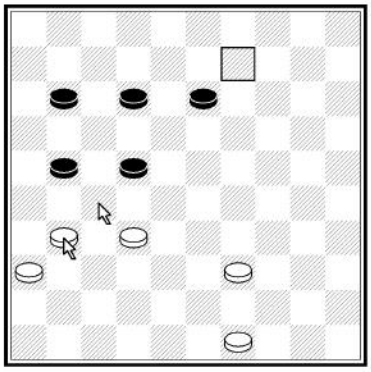
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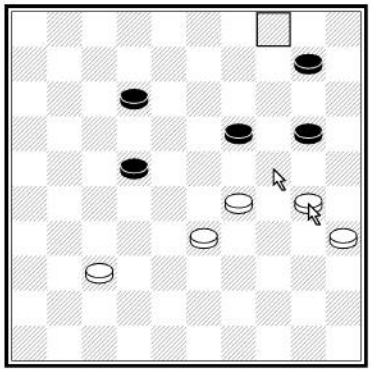
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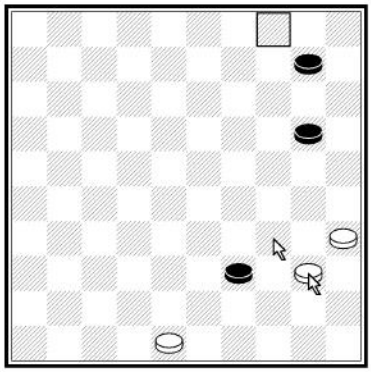
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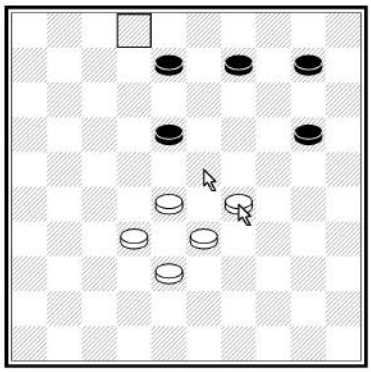
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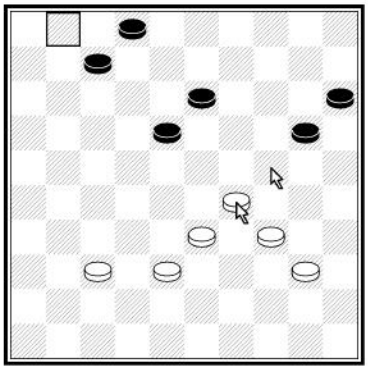
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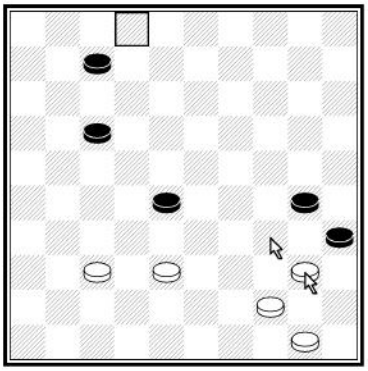
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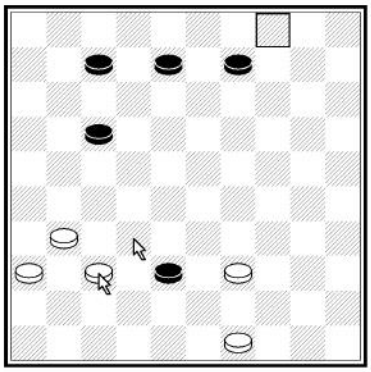
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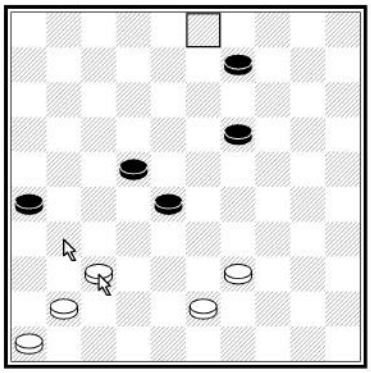
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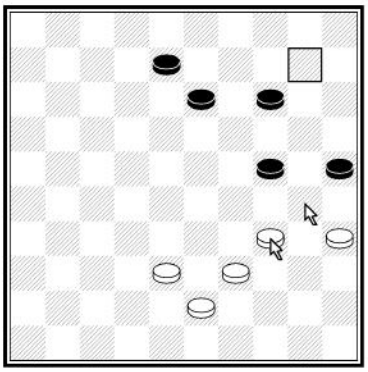
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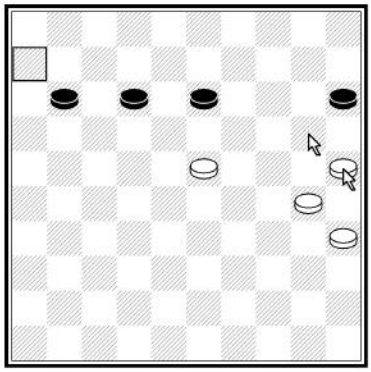
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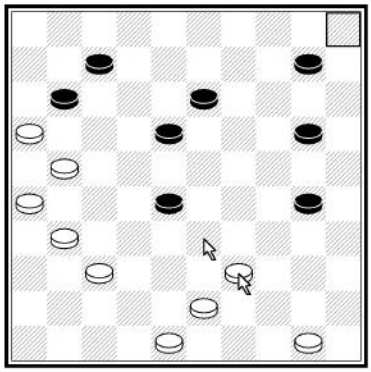
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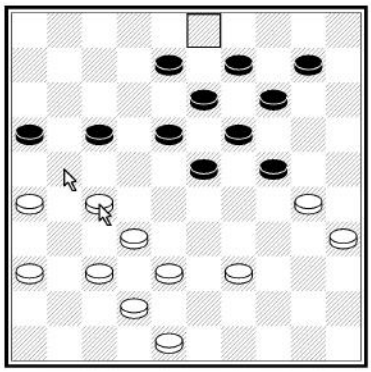
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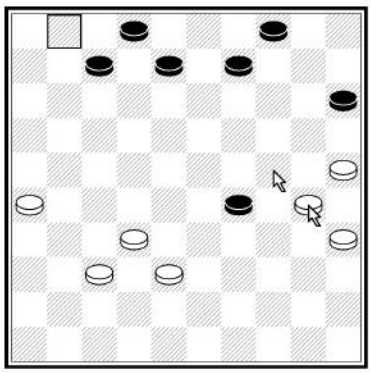
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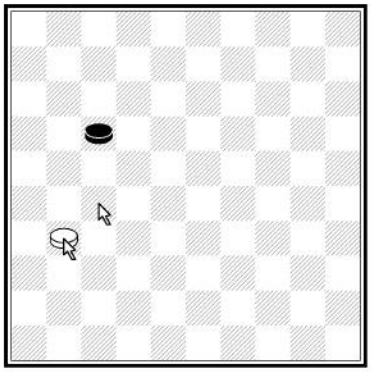
9. Zablokování a vazby



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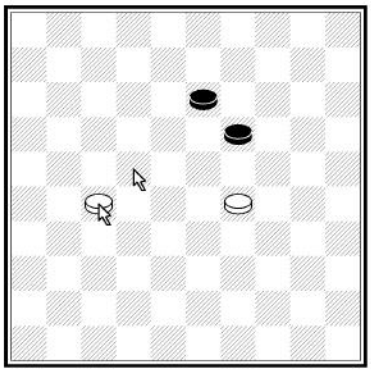

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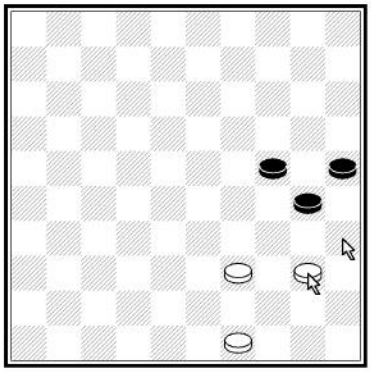

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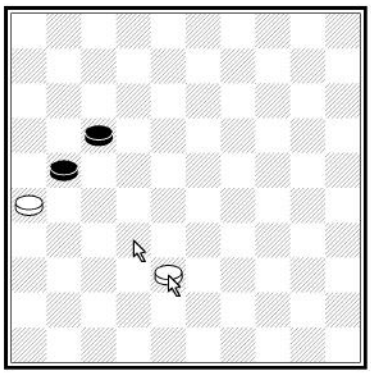

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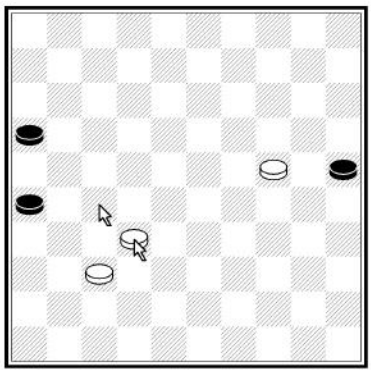

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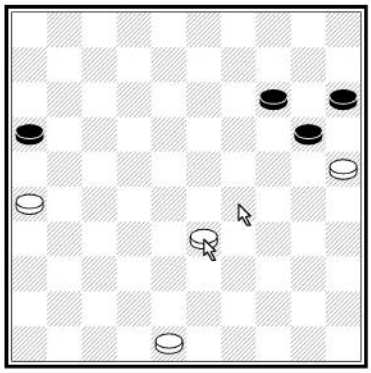

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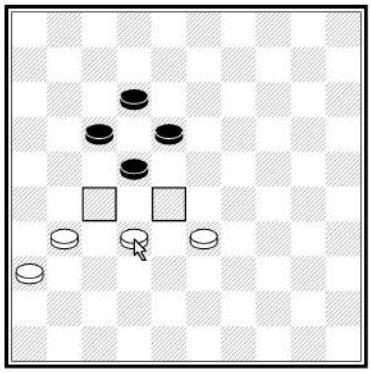

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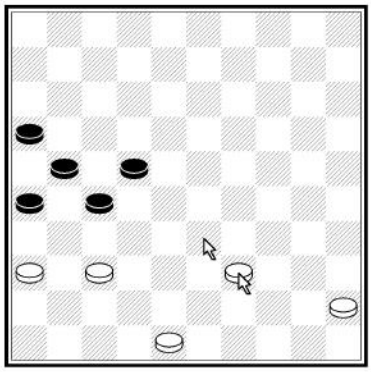

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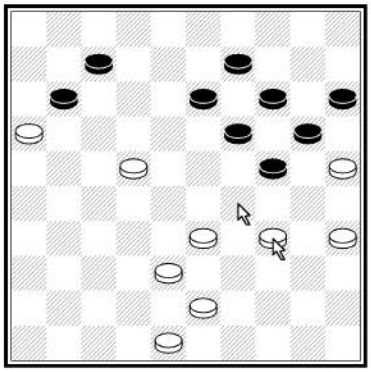
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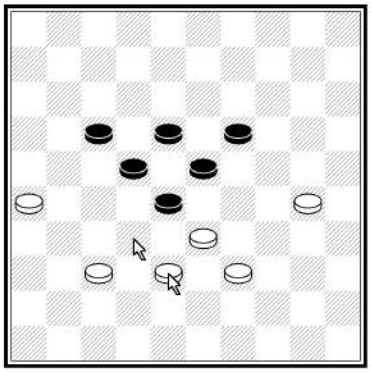
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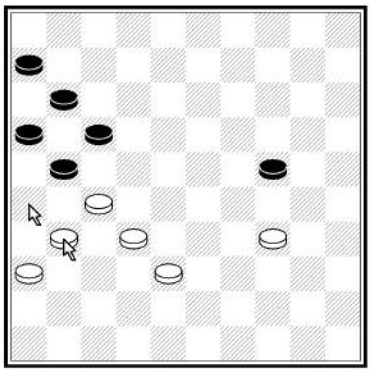
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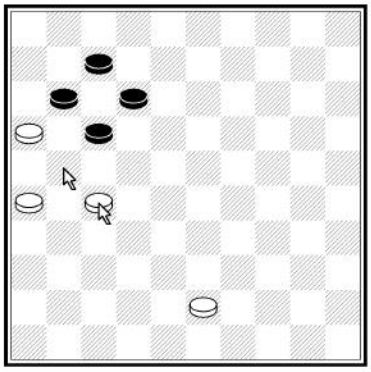
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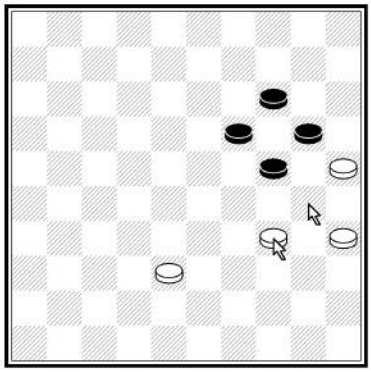
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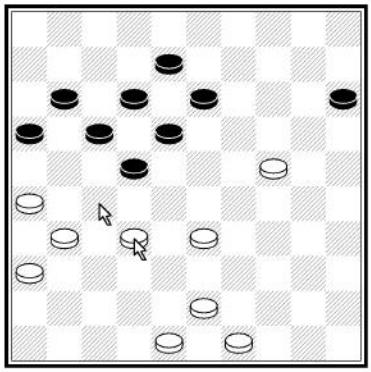
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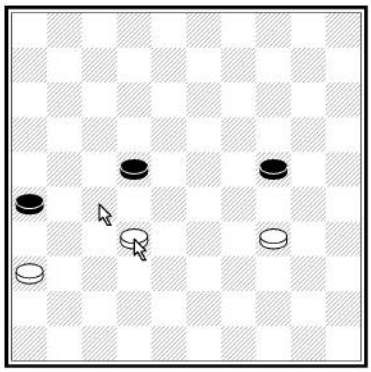
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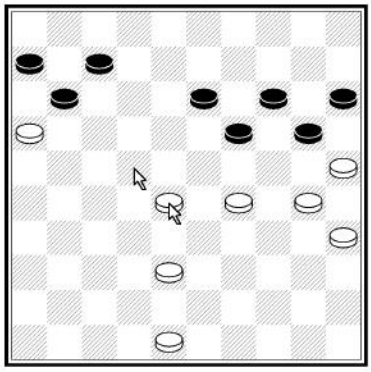
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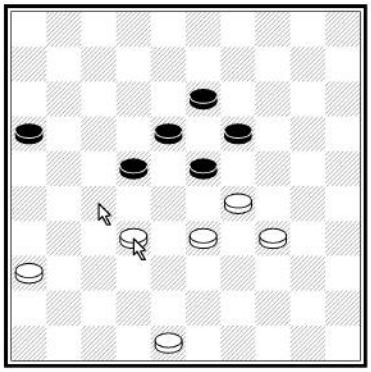

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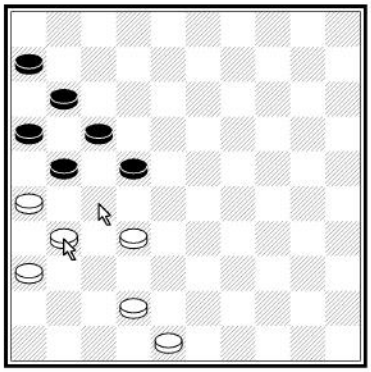

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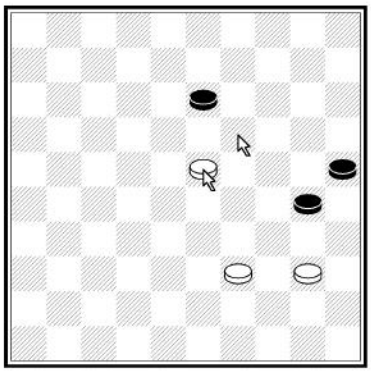
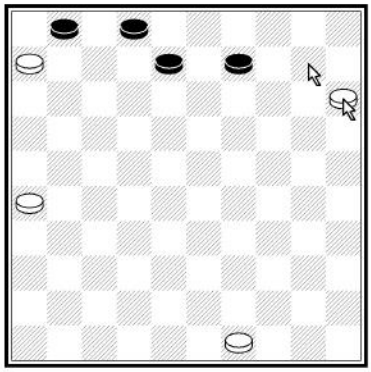
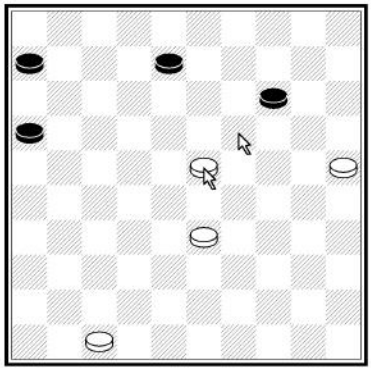


9.19

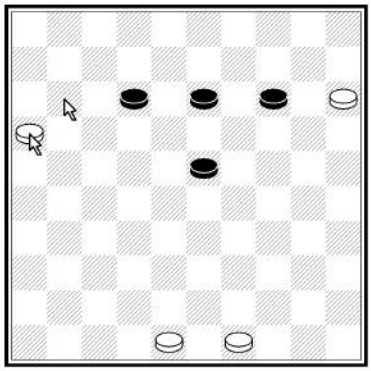
10. Průchod do dámy



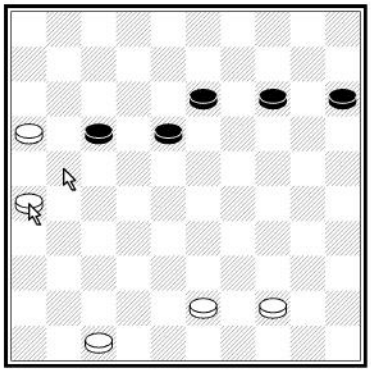
10.1. 15 – 10



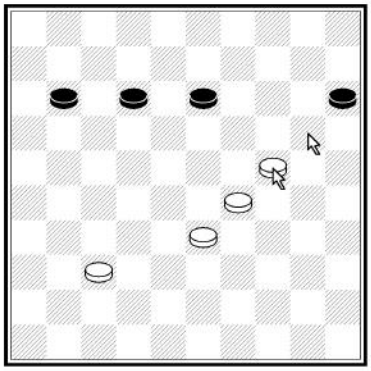
10.2. 23 – 19 14 x 23 25 – 20



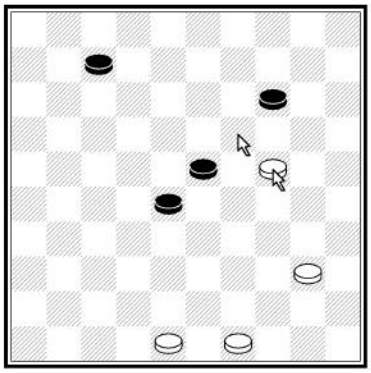
10.3. 16 – 11



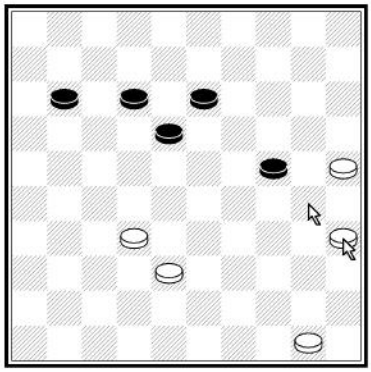
10.4. 26 – 21 17 x 26 16 – 11



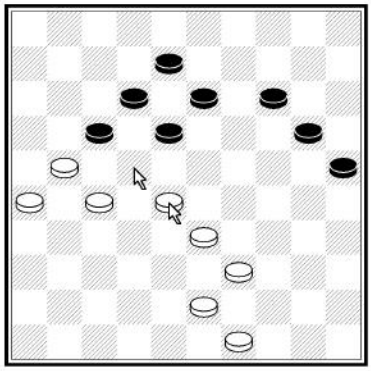
10.5. 24 – 20 15 x 24 29 x 20



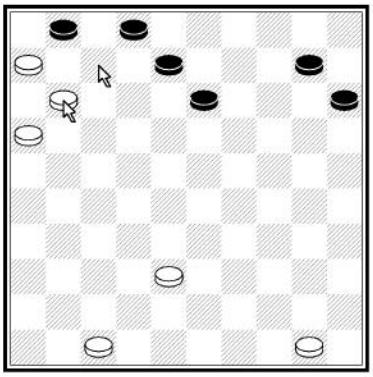
10.6. 24 – 19



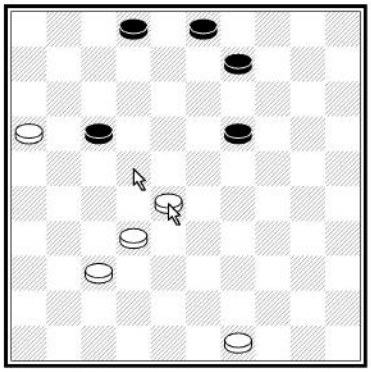
10.7. 35 - 30 24 x 35 25 - 20



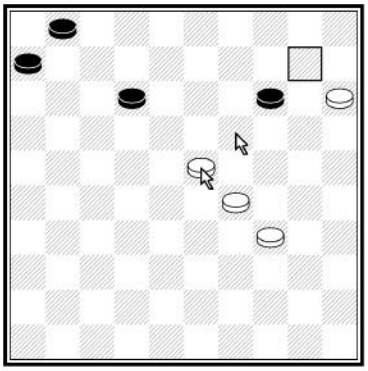
10.8. 28 – 22 17 x 28 33 x 22 (22 prochází do dámy)



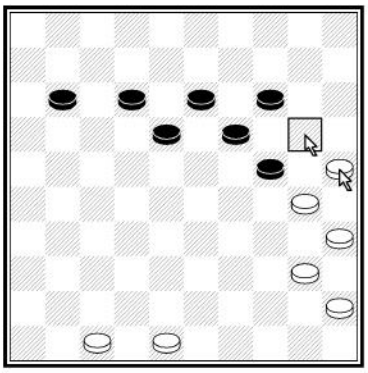
10.9. 11 – 7 2 x 11 16 x 7 1 x 12 6 – 1



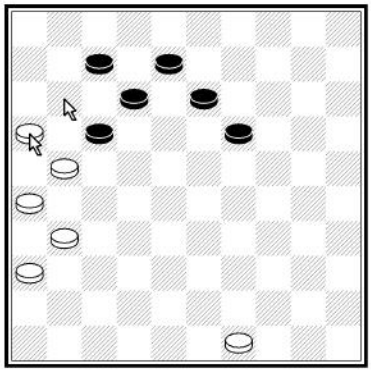
10.10. 28 – 22 17 x 28 32 x 14 9 x 20 16 – 11



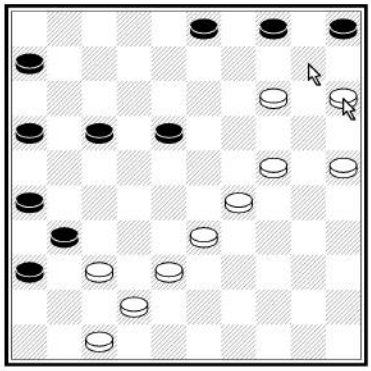
10.11. 23 – 19 14 x 23 29 x 7 1 x 12 15 – 10



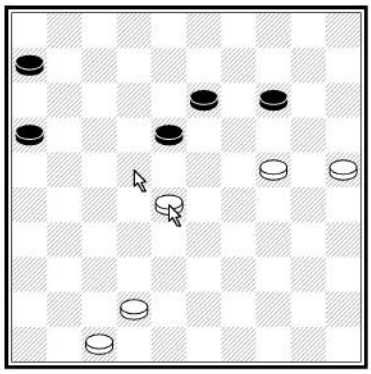
10.12. 25 – 20 14 x 34 40 x 20



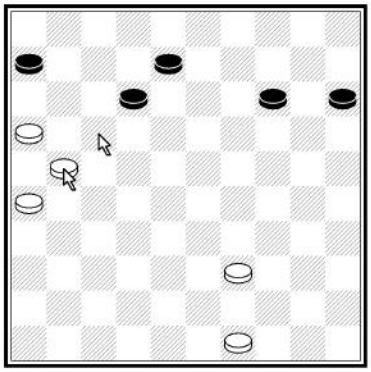
10.13. 16 - 11 7 x 27 31 x 11



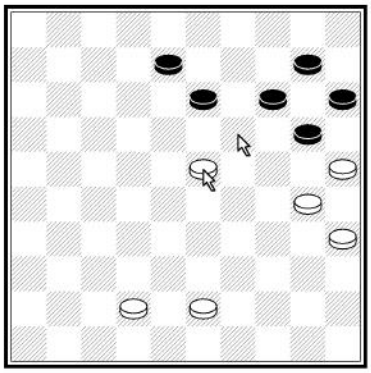
10.14. 15 - 10 4 x 15 14 - 9 3 x 14 24 – 20
15 x 24 29 x 9



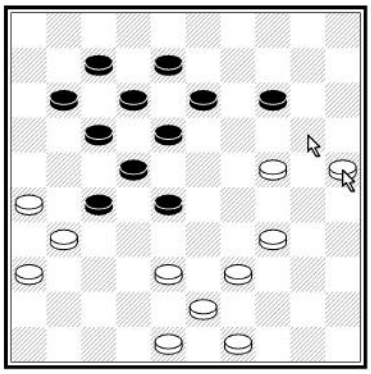
10.15. 28 – 22 18 x 27 24 - 20 14 – 19 20 – 15



10.16. 21 - 17 12 x 21 26 x 17 a kámen <16> prochází do dámy.

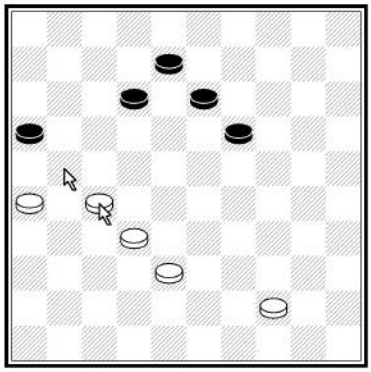


10.17. 23 – 19 13 x 24 30 x 19 14 x 23 25 x 5



18*

10.18. 25 – 20 14 x 25 34 – 30 25 x 34 39 x 30



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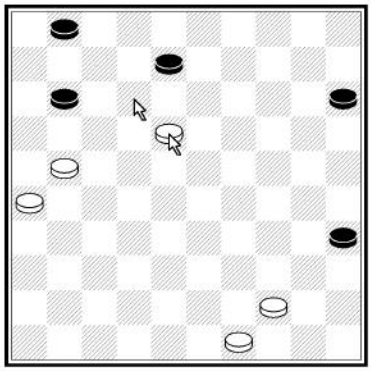
10.19. 27 – 21 16 x 27 32 x 21 a následuje 21 - 17 (12 x 21 26 x 17)



20

10.20. 18 – 12 8 x 17 21 x 12

11. Hodnocení pozice

11.1. Lepší pro bílého. Má kámen navíc.

11.2. Lepší pro bílého. Černý nemá prostor.

11.3. Vyrovnané

11.4. Lepší pro černého. Bílý nemá prostor.

11.5. Lepší pro černého. Prochází do dámy.

11.6. Lepší pro bílého. Černý je svázaný (nemá kam hrát).

11.7. Lepší pro černého. Bílý nemá kam hrát.

11.8. Vyrovnané

11.9. Lepší pro černého. Má kámen navíc.

11.10. Lepší pro bílého. Prochází do dámy.

11.11. Lepší pro bílého. Černý nemá prostor.

11.12. Lepší pro bílého. Prochází do dámy díky 24 – 20 15 x 24 29 x 20.

11.13. Lepší pro černého. Prochází do dámy díky 25 - 30 34 x 25 35 - 40.

11.14. Lepší pro bílého. Černý nemá prostor.

11.15. Vyrovnané. Symetrická pozice.

11.16. Lepší pro bílého. Po 37 – 32 musí černý obětovat 16 – 21 27 x 16 26 – 31 stejně však prohraje, pokud bílý nezkazí koncovku.

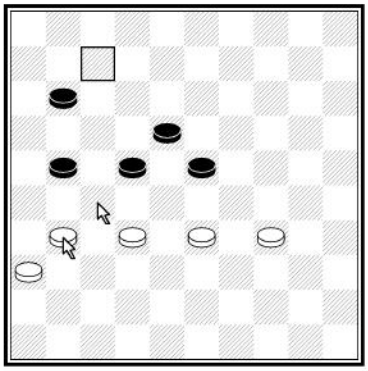
11.17. Lepší pro bílého. Prochází do dámy díky 28 – 22 17 x 28 33 x 22.

11.18. Lepší pro černého. Má kámen navíc.

11.19. Lepší pro černého. Bílý nemá prostor. Navíc černý hrozí zahrát 28 - 32 37 x 28 26 x 50. Bílý tomu nemůže zabránit.

11.20. Lepší pro černého. Bílý nemá prostor.

Jednoduché kombinace - údery



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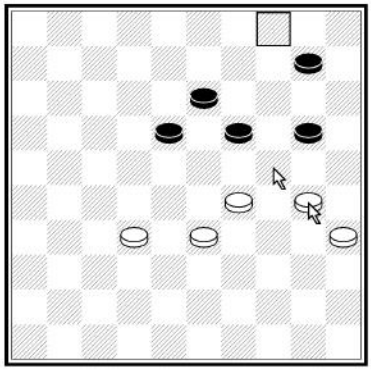

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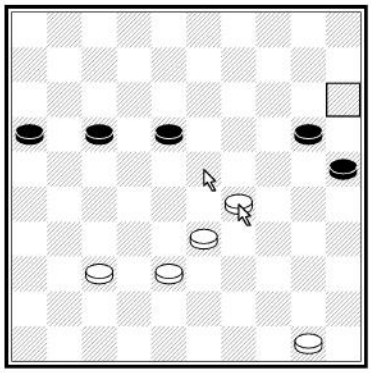

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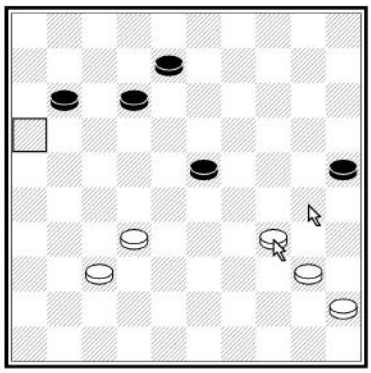

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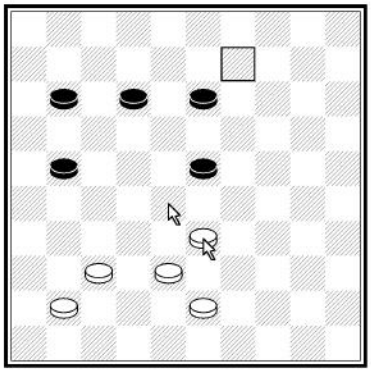
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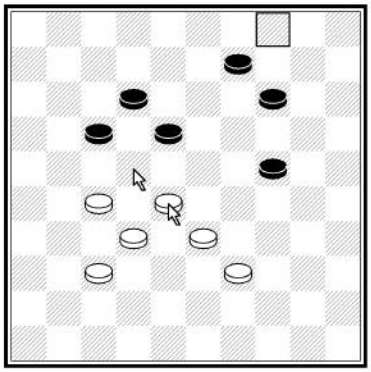
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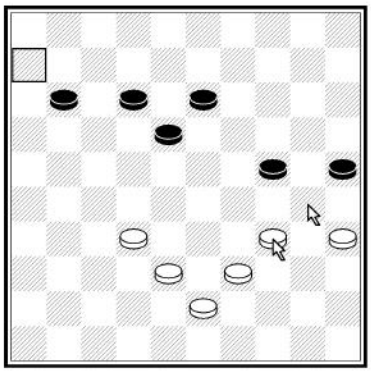
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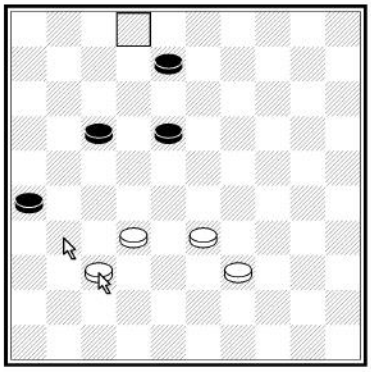
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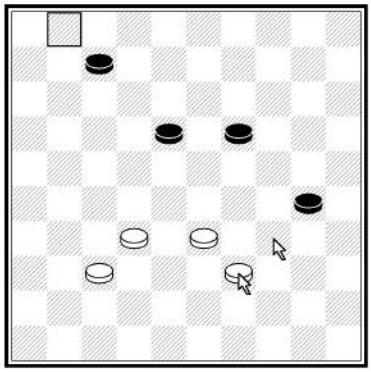
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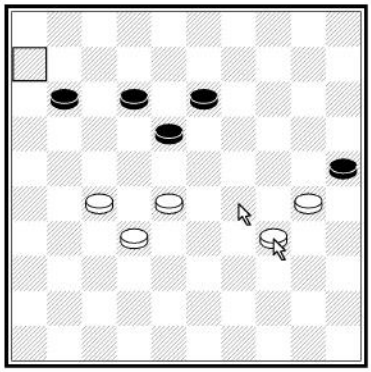
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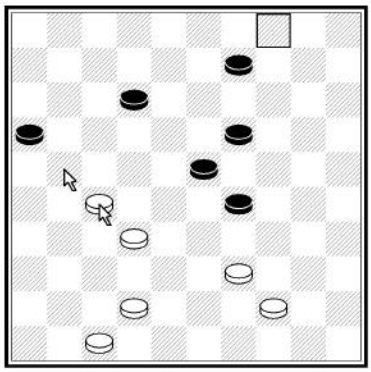
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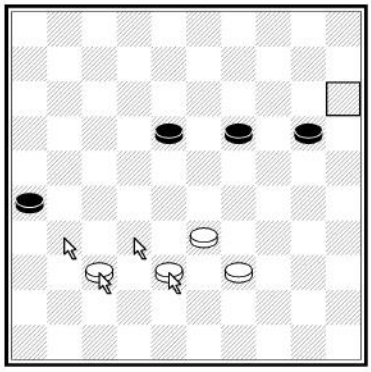
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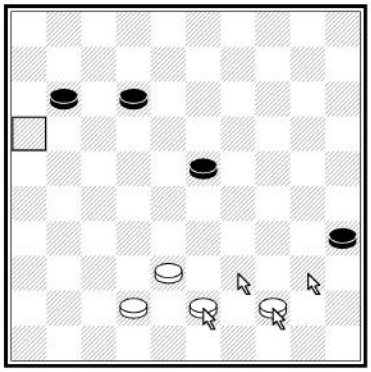
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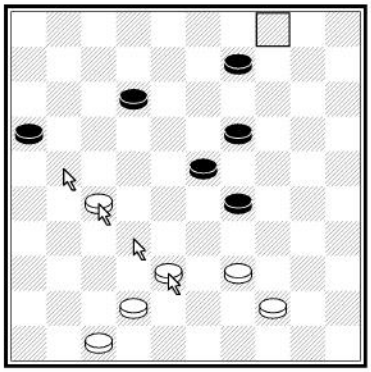
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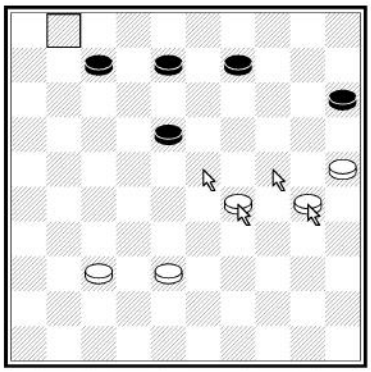
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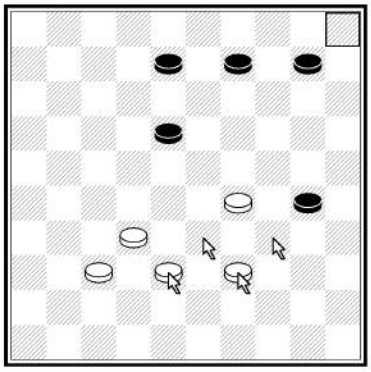
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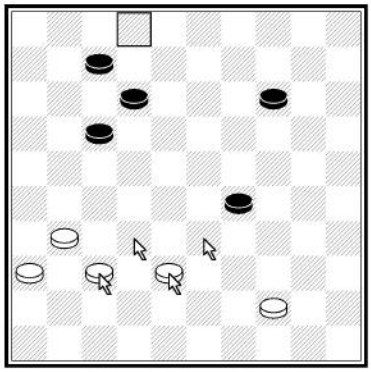
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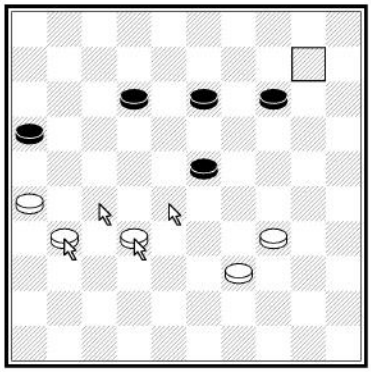
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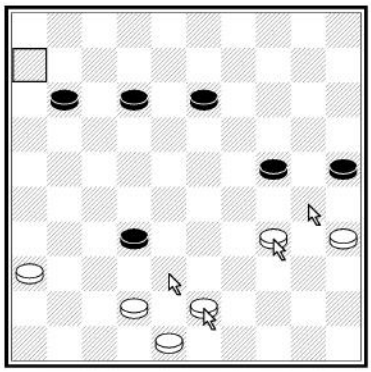
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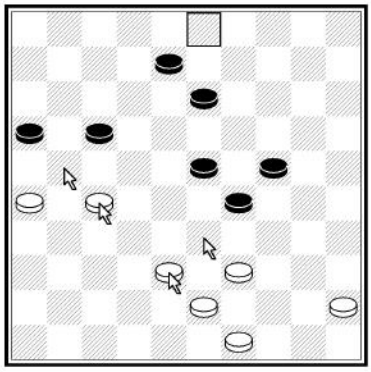
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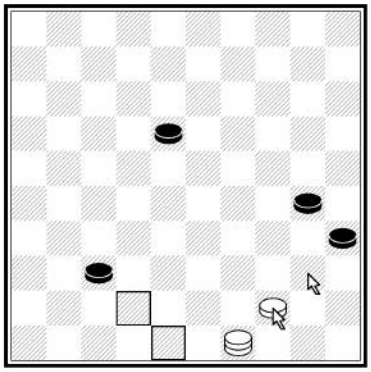
13. Údery pomocí dámy



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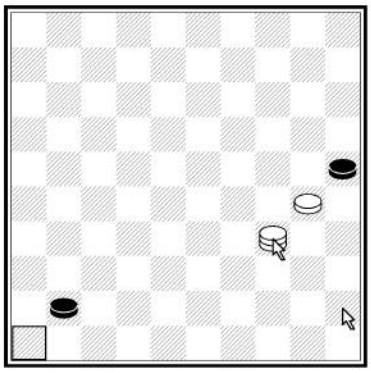

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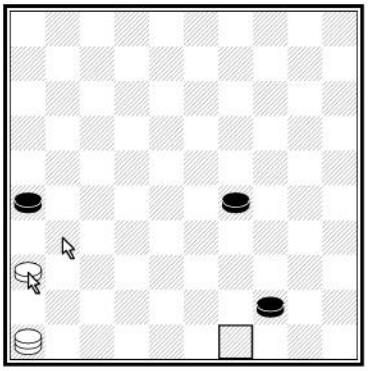

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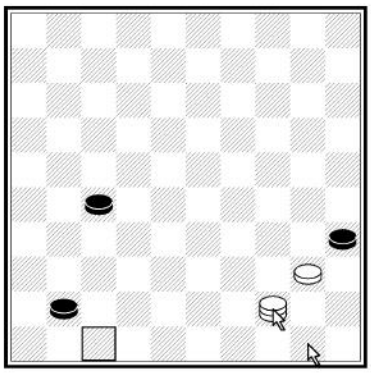

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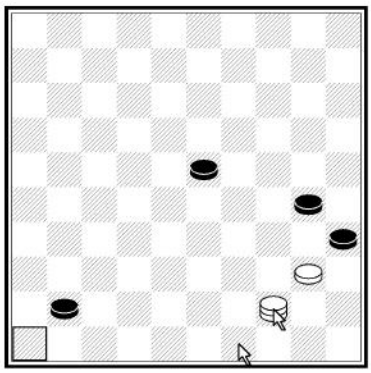

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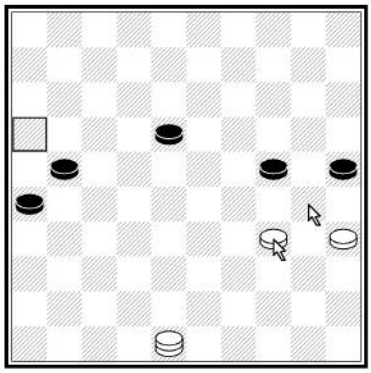

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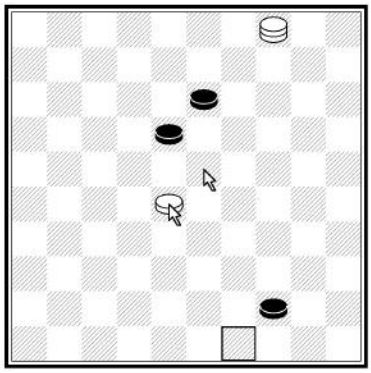

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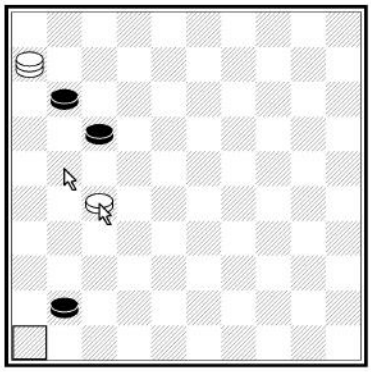

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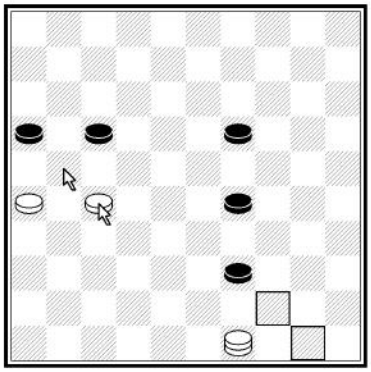
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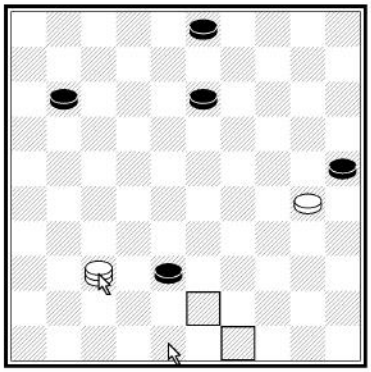
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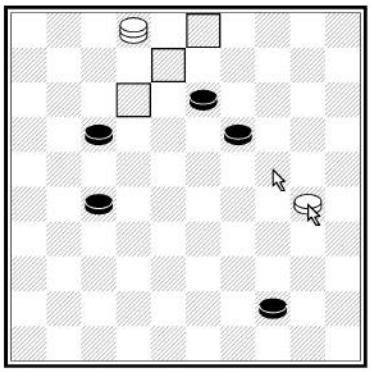
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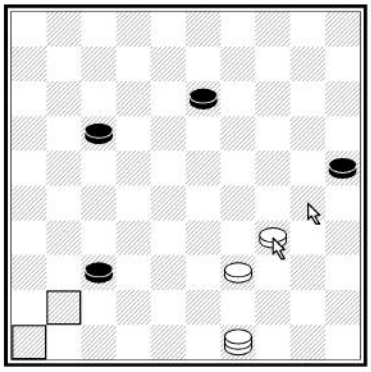
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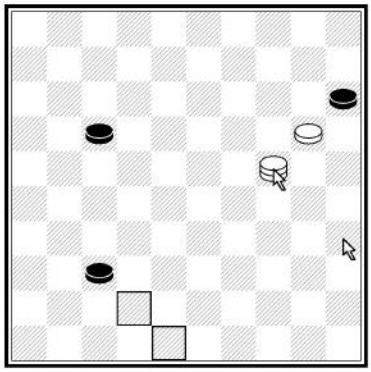
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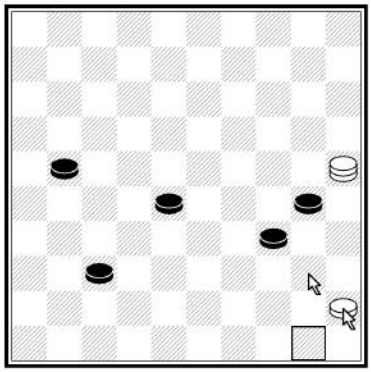
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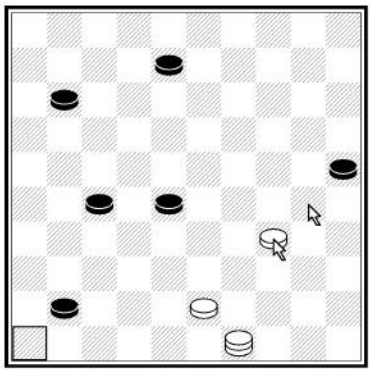
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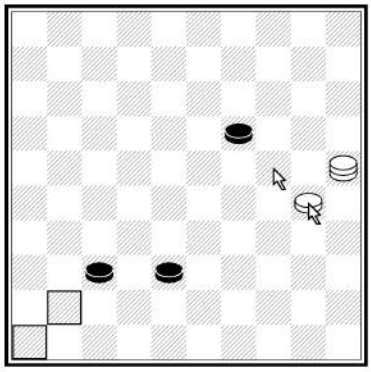
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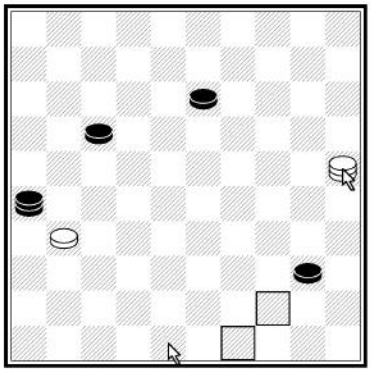

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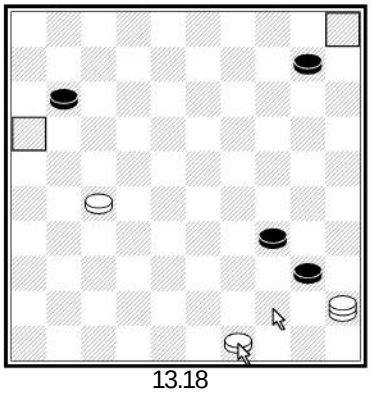

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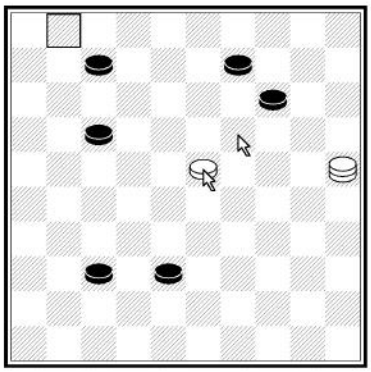

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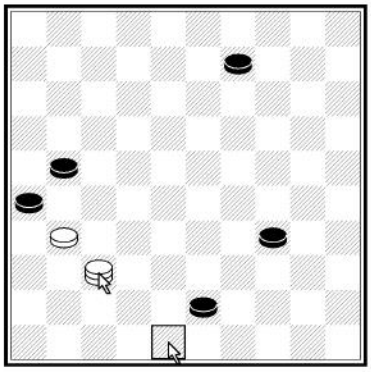
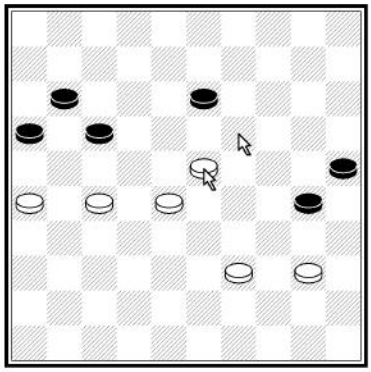
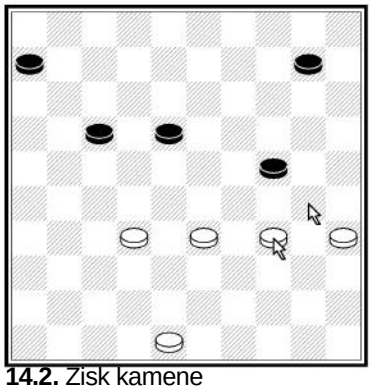


13.20

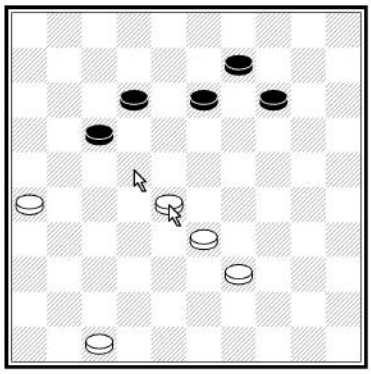
14. Volba plánu



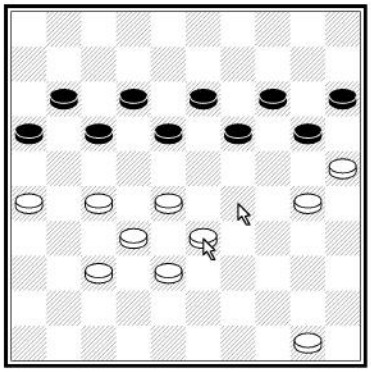
14.1. Zablokování: 23 – 19! 13 x 24 40 – 35 B+.



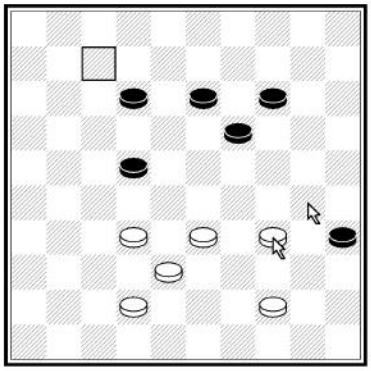
14.2. Zisk kamene napadením 34 - 30!



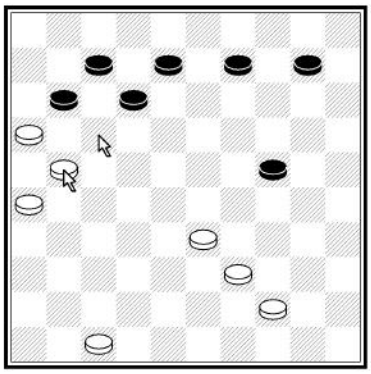
14.3. Průchod do dámy 28 – 22 17 x 28 33 x 22



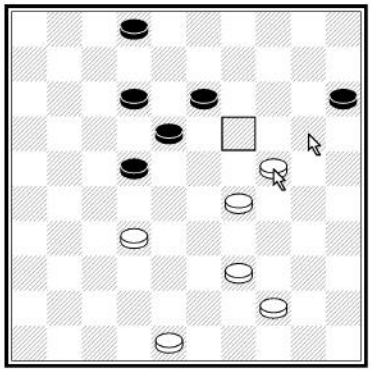
14.4. Zablokování 33 – 29!



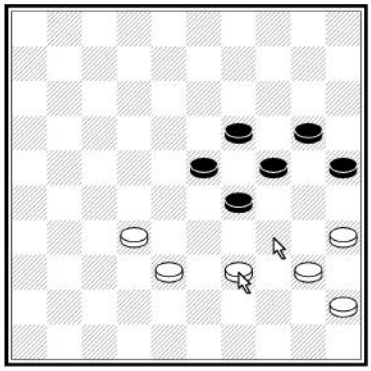
14.5. Kombinace 34 – 30 35 x 24 33 – 28 22 x 33 38 x 7



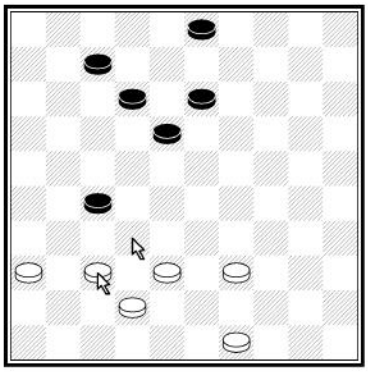
14.6. Průchod 21 – 17 11 x 22 33 – 29 24 x 33 39 x 17 12 x 21 26 x 17



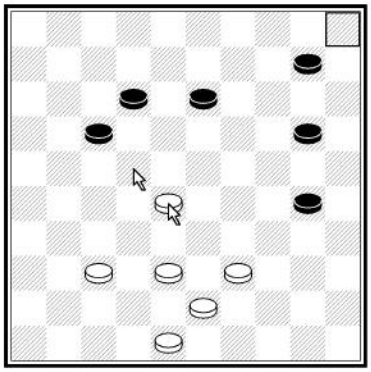
14.7. Úder 24 – 20 15 x 33 39 x 19



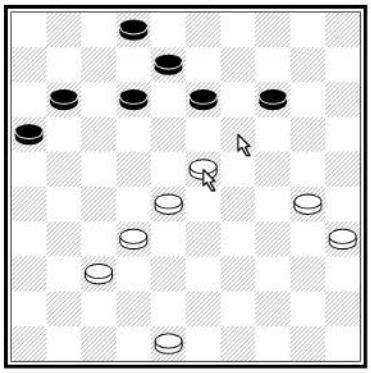
14.8. Vazba 39 – 34



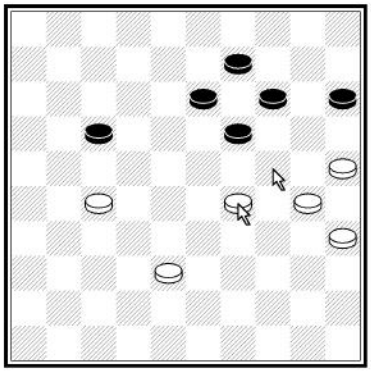
14.9. Napadení 37 – 32



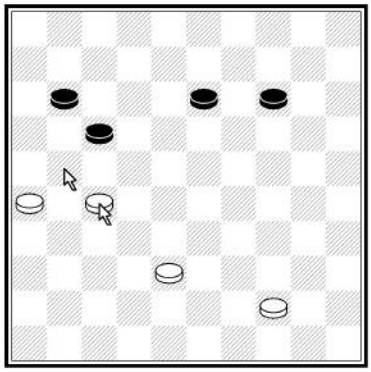
14.10. Kombinace 28 – 22 17 x 28 39 – 33 28 x 39 43 x 5



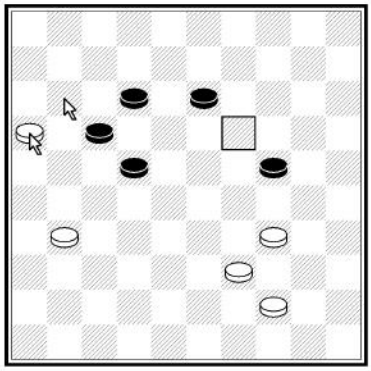
14.11. Průchod 23 – 19 14 x 23 28 x 19 13 x 24 30 x 19



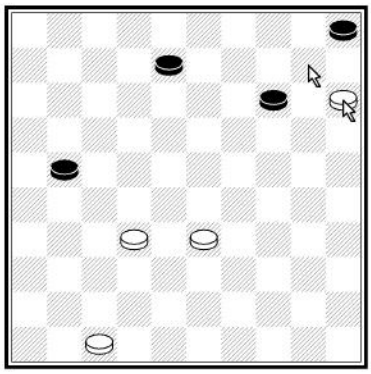
14.12. Vazba 29 – 24!



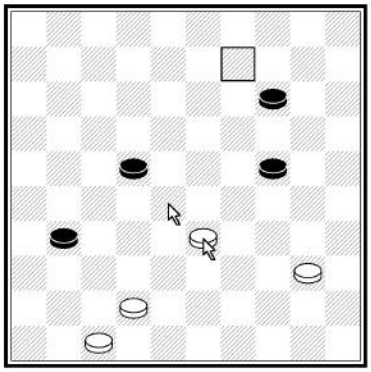
14.13. Napadení 27 – 21 17 – 22 21 – 17



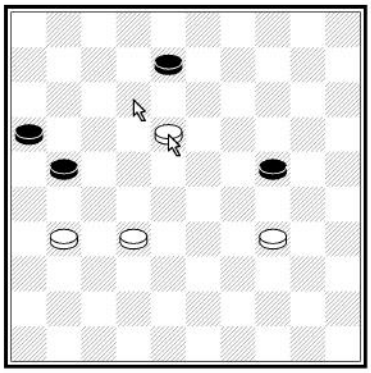
14.14. Kombinace 16 – 11 17 x 6 34 – 29 24 x 33 39 x 19



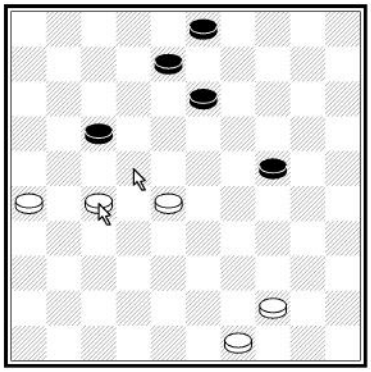
14.15. Napadení 15 – 10



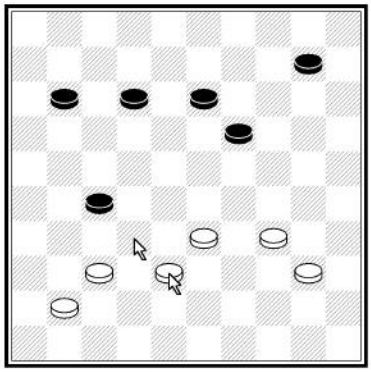
14.16. Kombinace 33 – 28 22 x 33 42 – 37 31 x 42 47 x 9



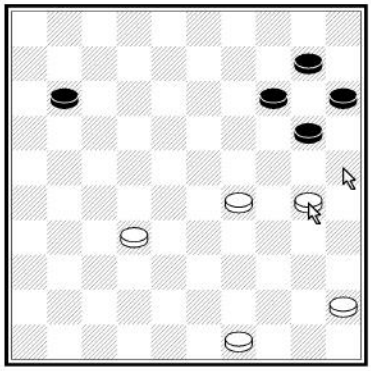
14.17. Vazba 18 – 12 8 x 17
31 – 26



14.18. Napadení 27 – 22

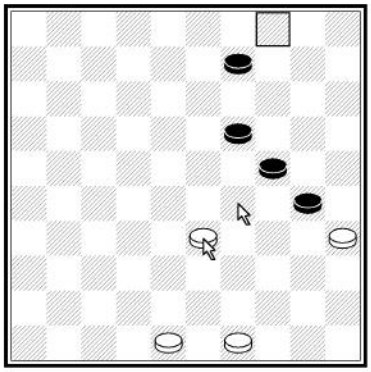


14.19. Úder 38 – 32 27 x 29 34 x 5



14.20. Vazba 30 – 25!

15. Vyražení kamene



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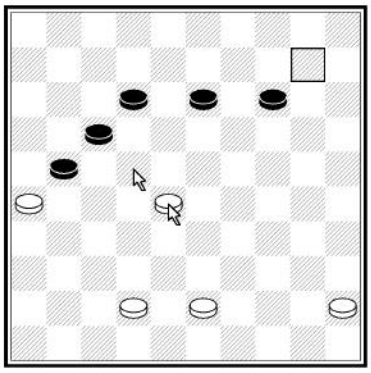

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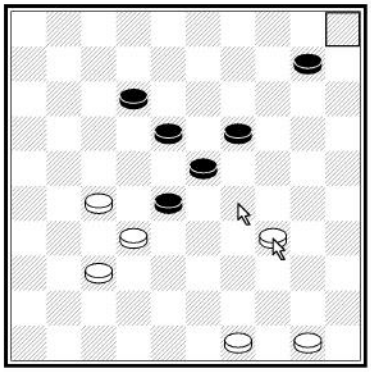

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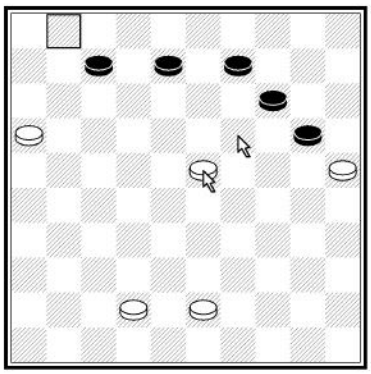

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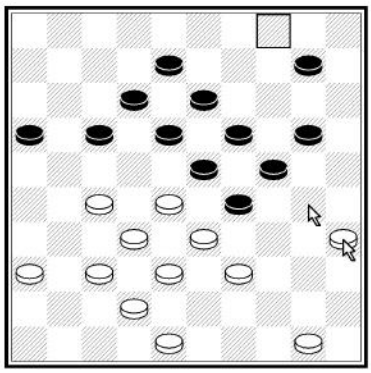

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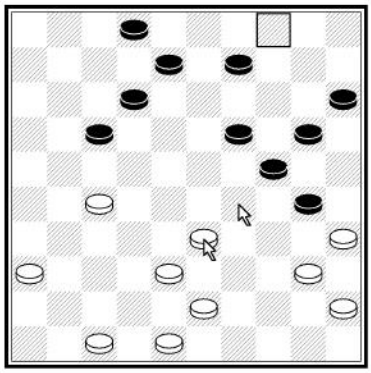

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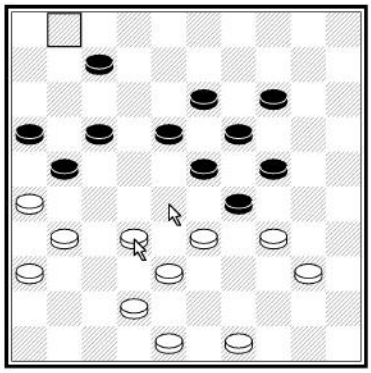

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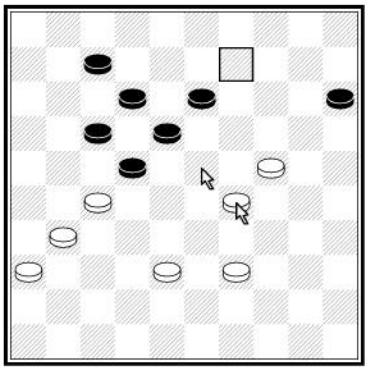

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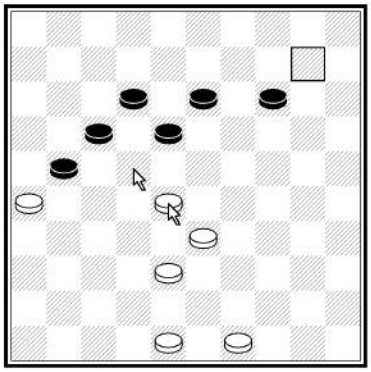

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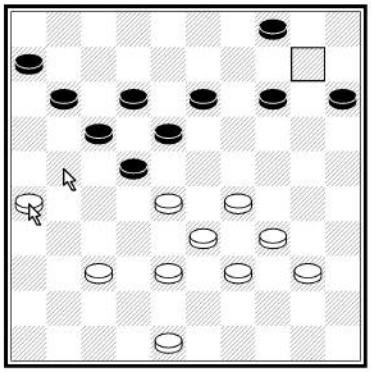

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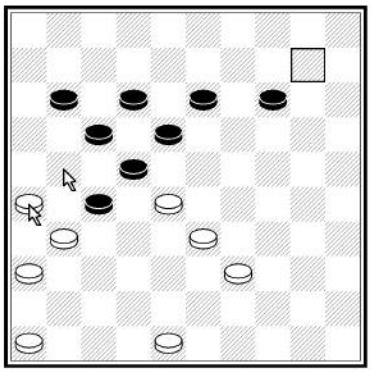

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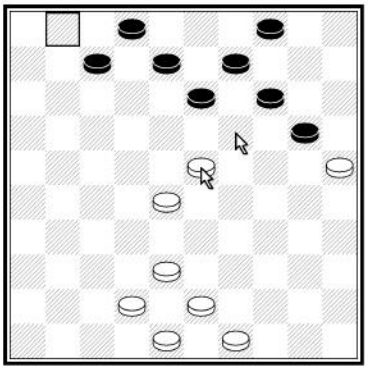

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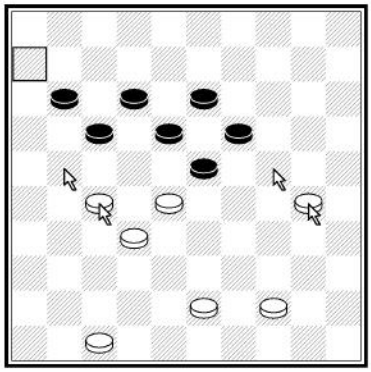
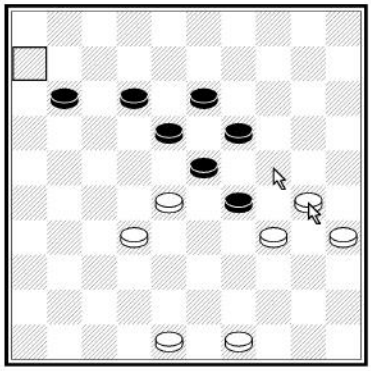


15.13. 27 – 21 17 x 26 30 - 24 19 x 30 28 x 6



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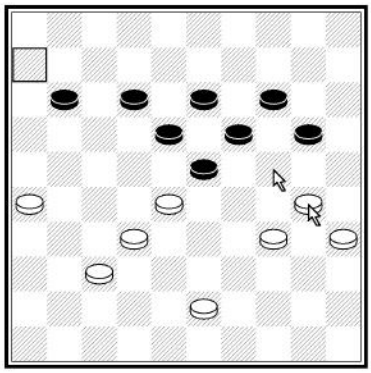
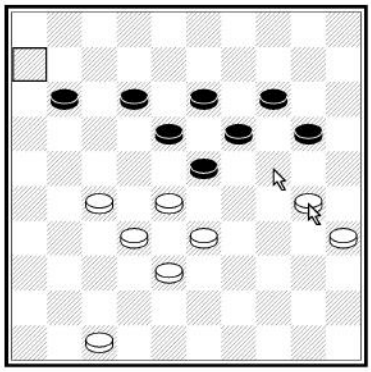


15.15. 30 – 24 19 x 48 28 x 6 48 x 31 26 x 37



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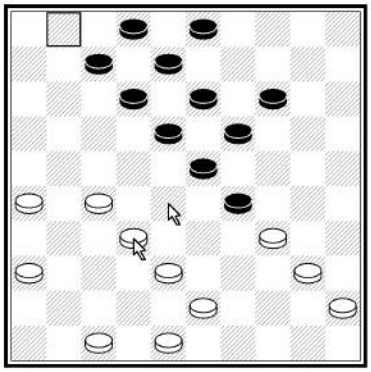
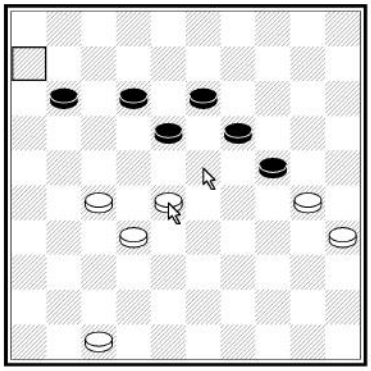


15.17. 32 – 28 23 x 21 26 x 17 12 x 21 34 x 1



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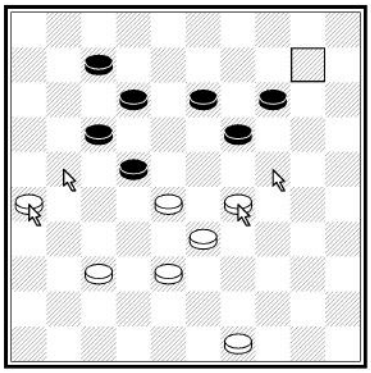
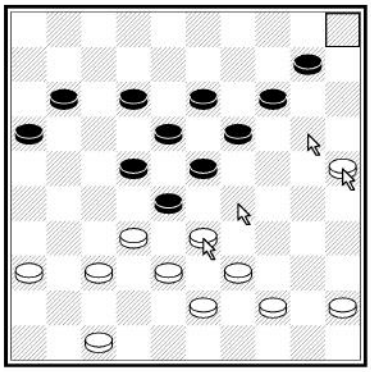
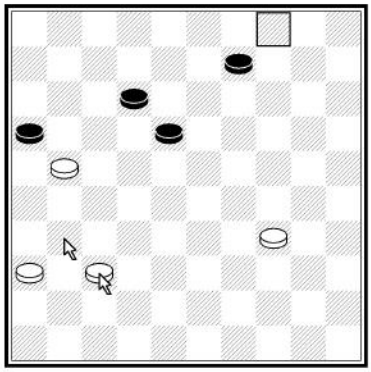


15.19. 29 – 24 19 x 30 26 – 21 17 x 26 28 x 10



15.20 25 – 20 14 x 25 33 - 29 23 x 34 32 x 5

16. Volné tempo



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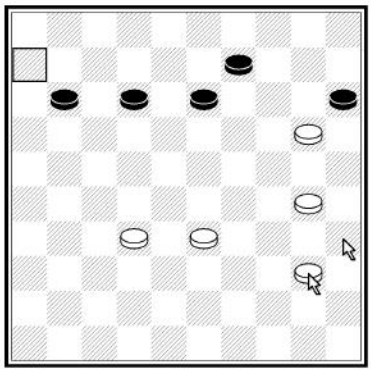

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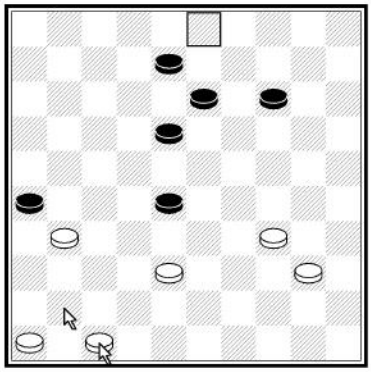

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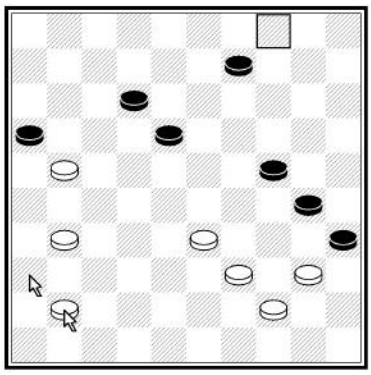

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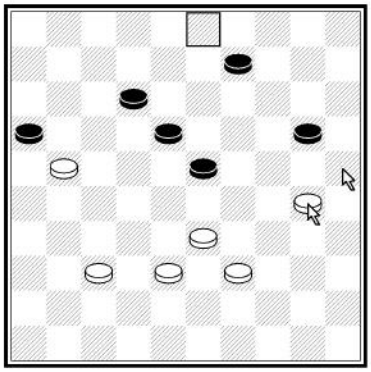
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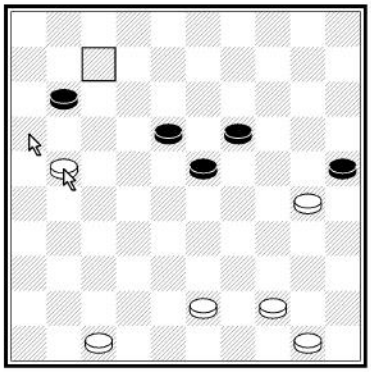
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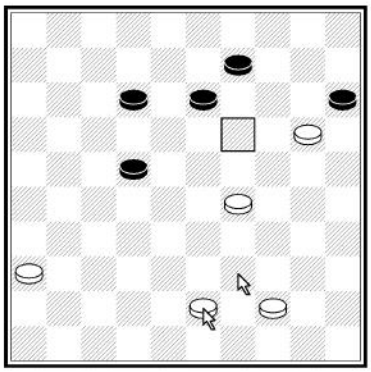
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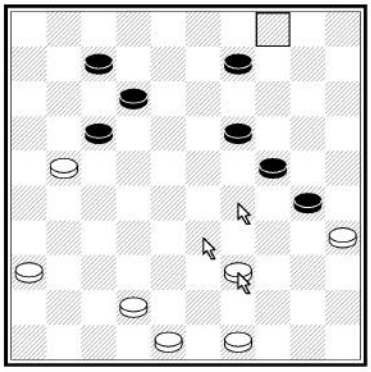
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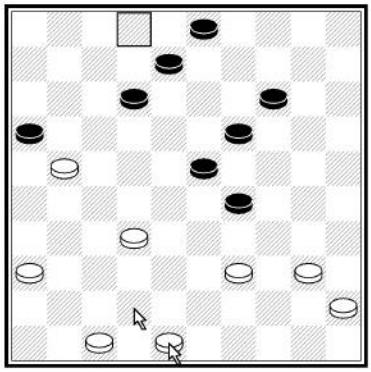
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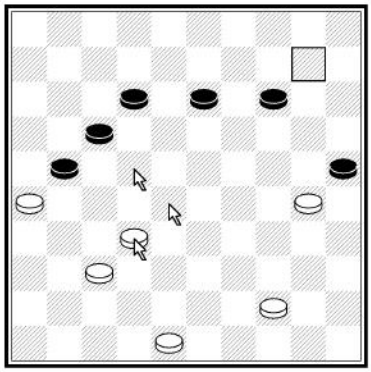
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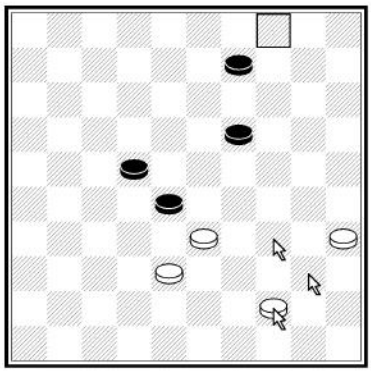
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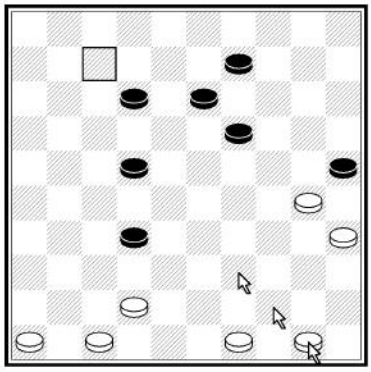
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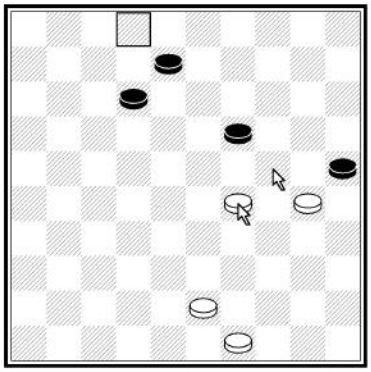
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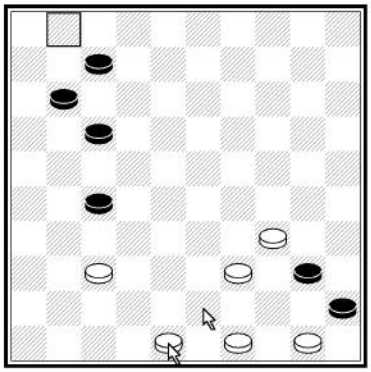
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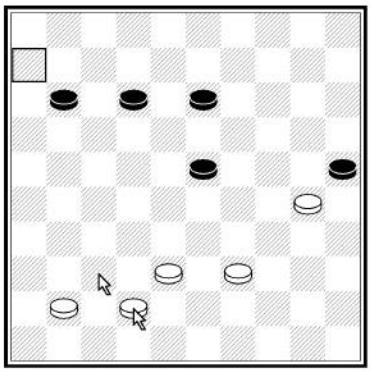
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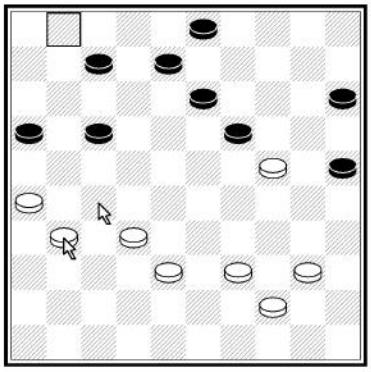
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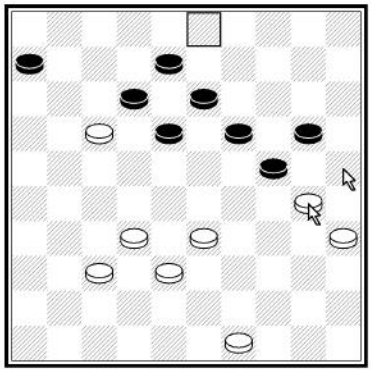
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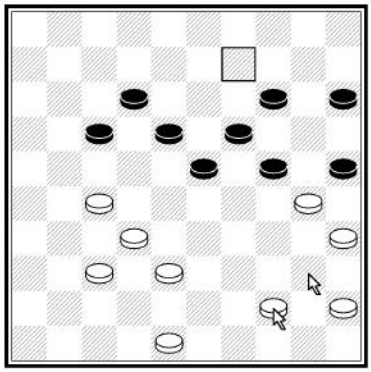
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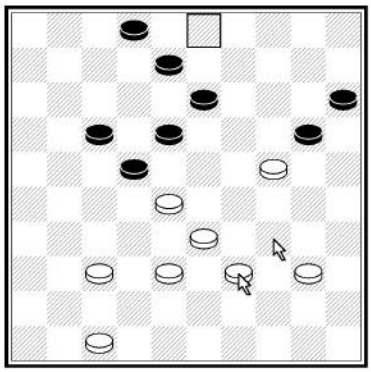
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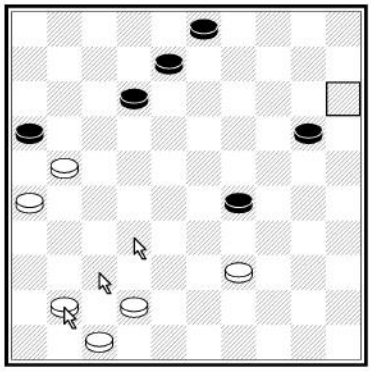
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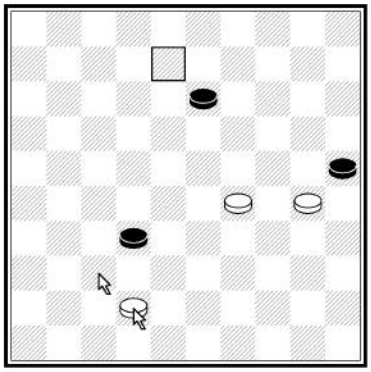
17. Využití většiny



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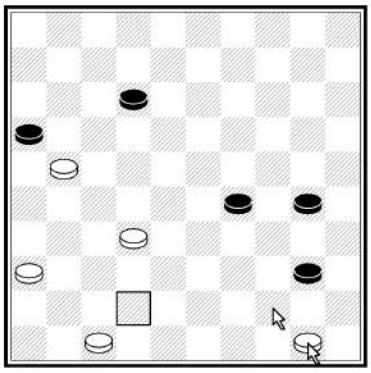

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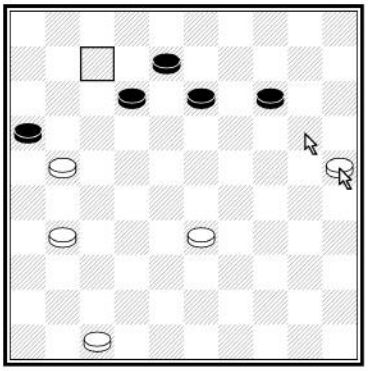

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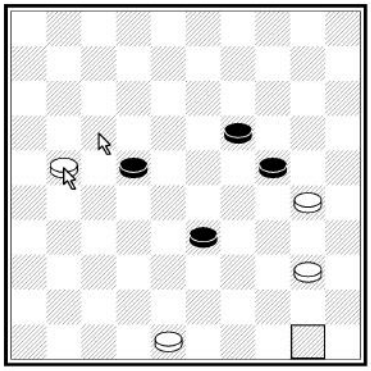

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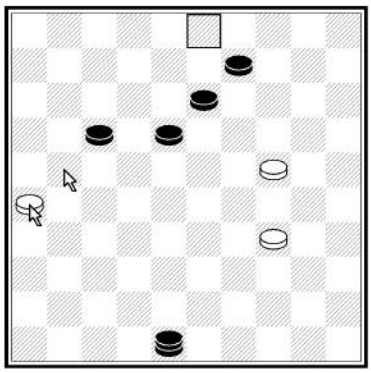

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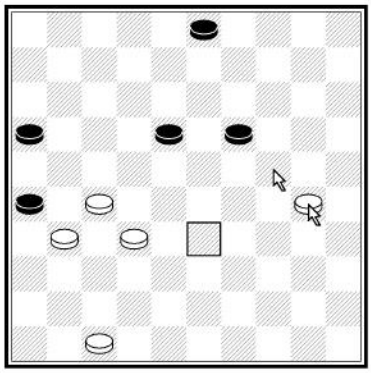

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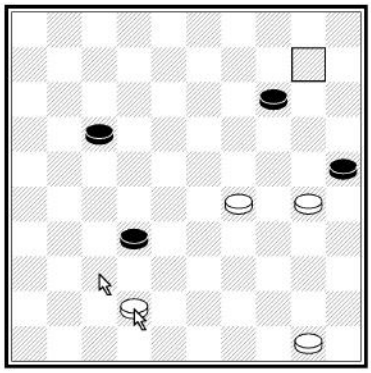

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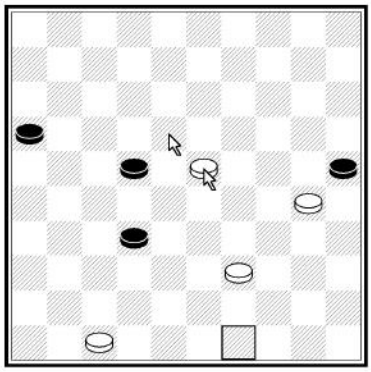

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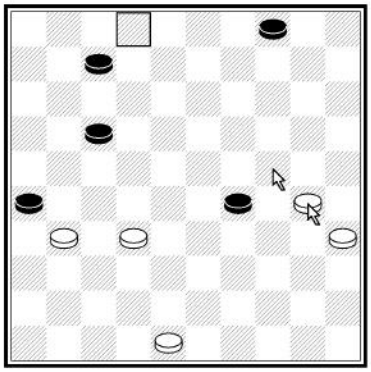
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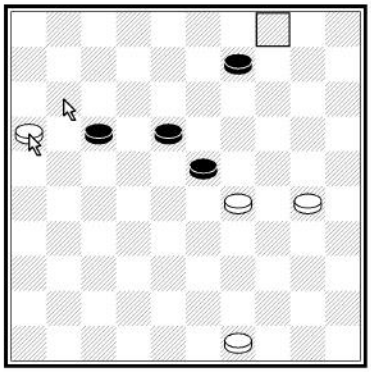
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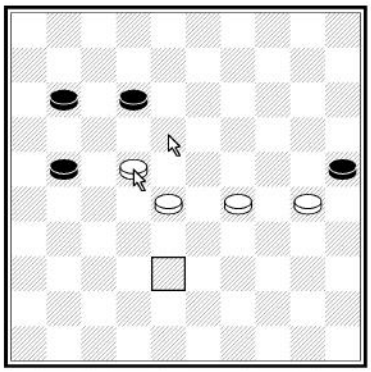
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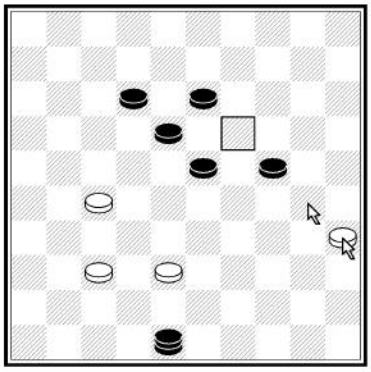
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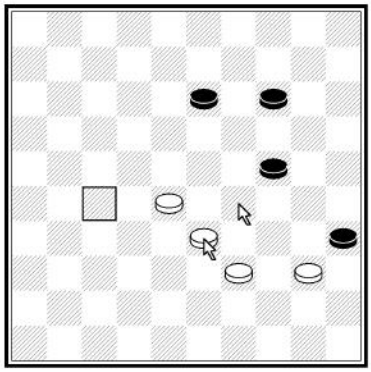
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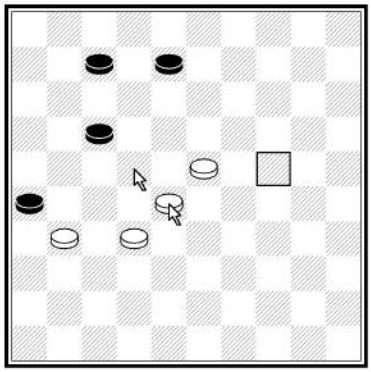
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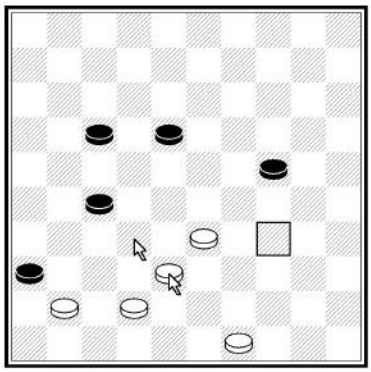
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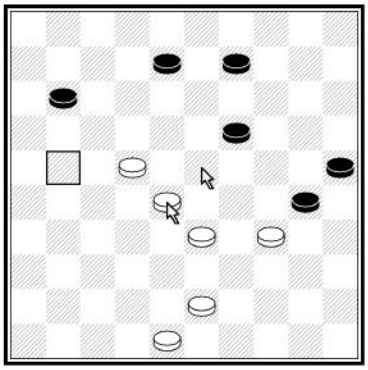
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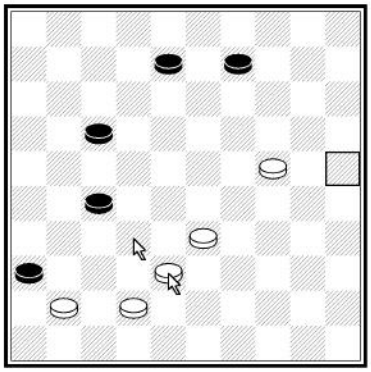

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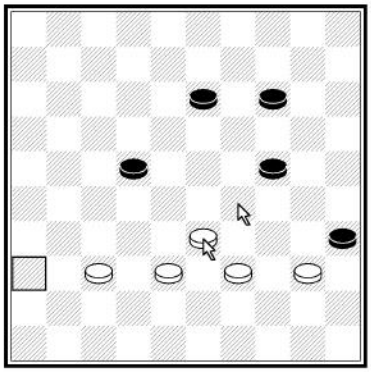

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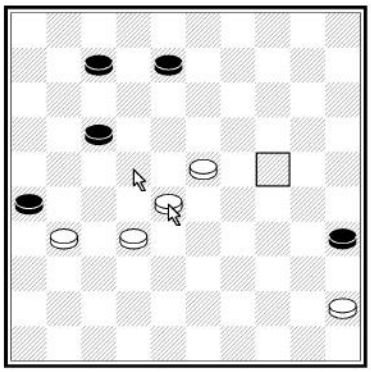

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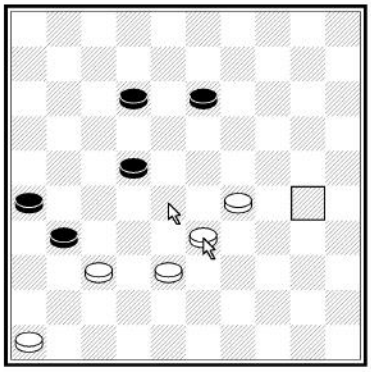

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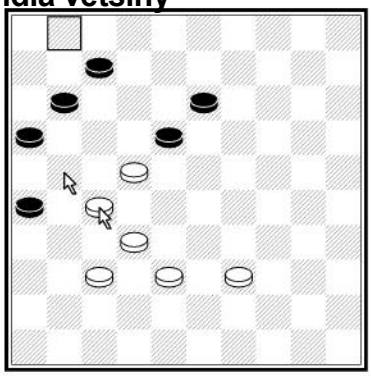
18. Kombinace s využitím pravidla většiny



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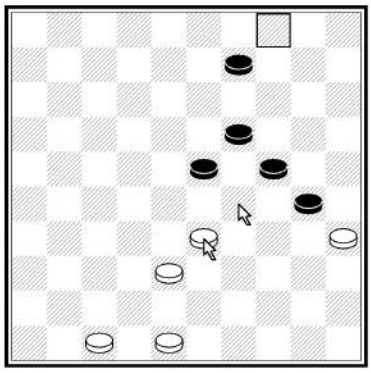

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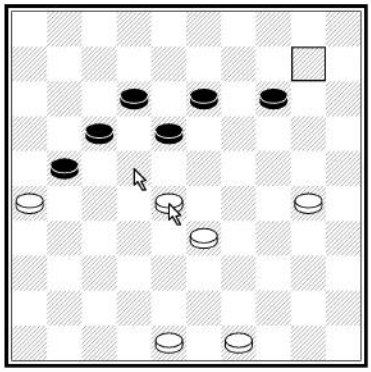

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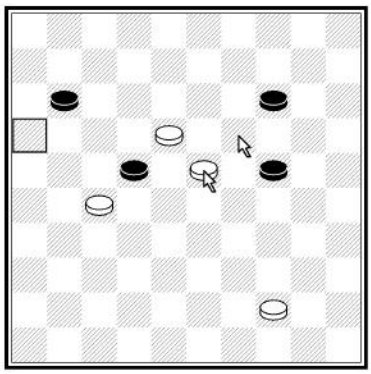

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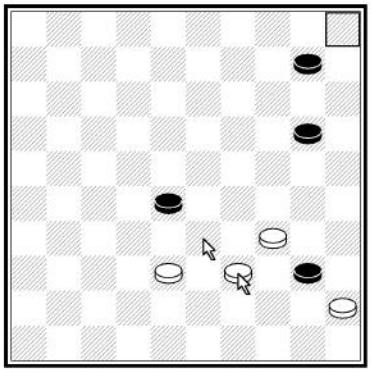
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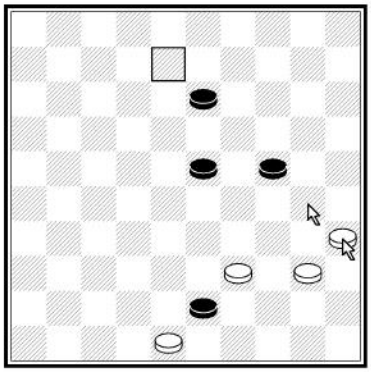
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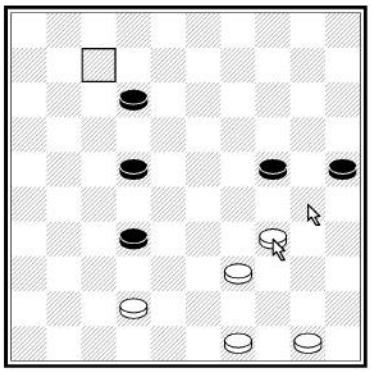
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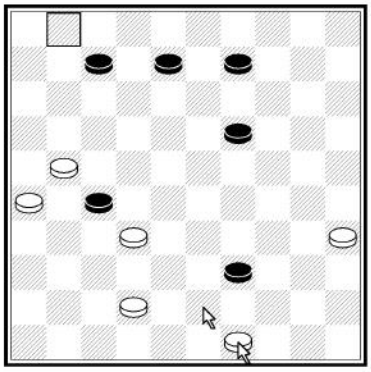
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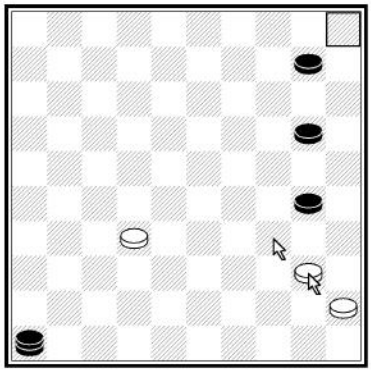
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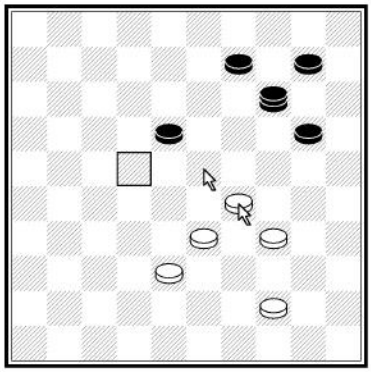
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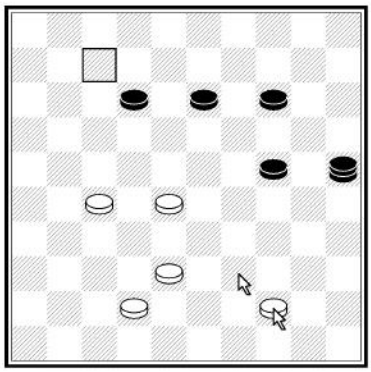
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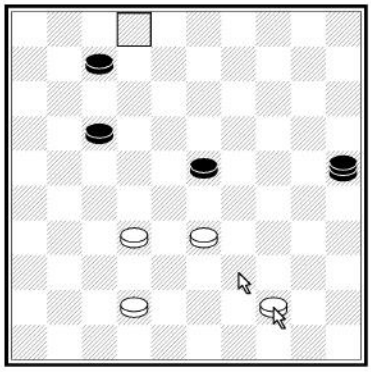
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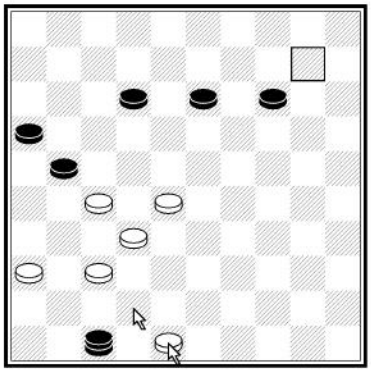
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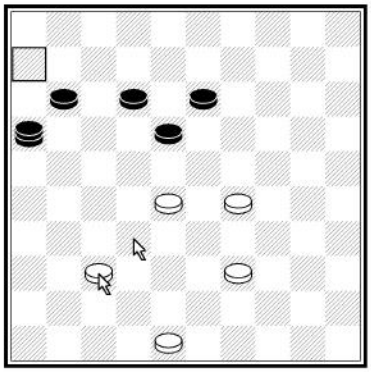
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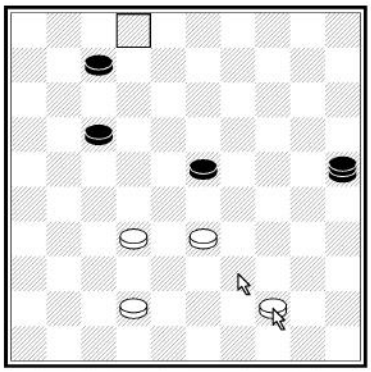
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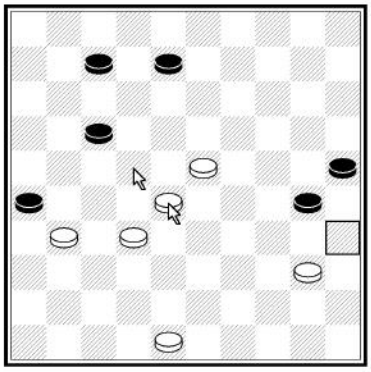
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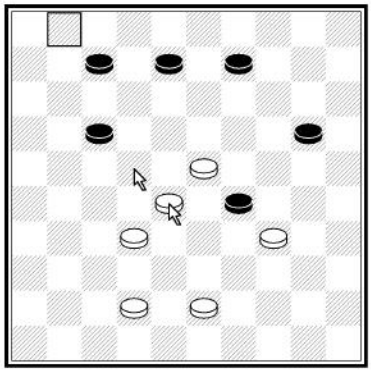
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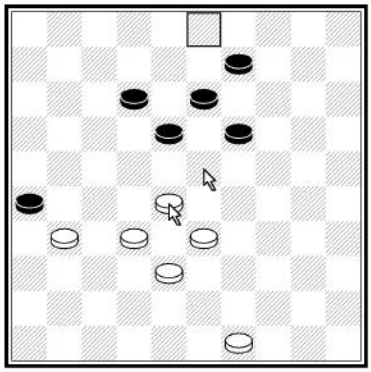
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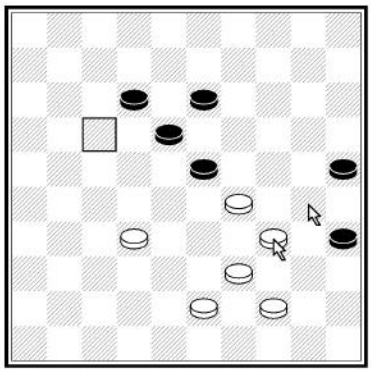
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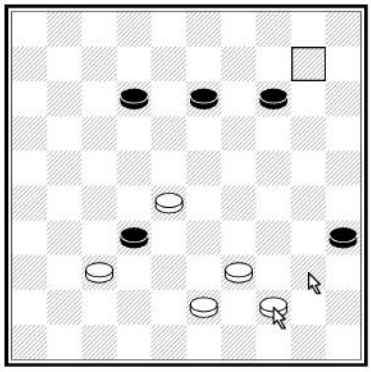
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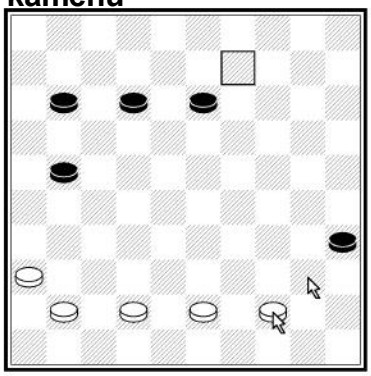
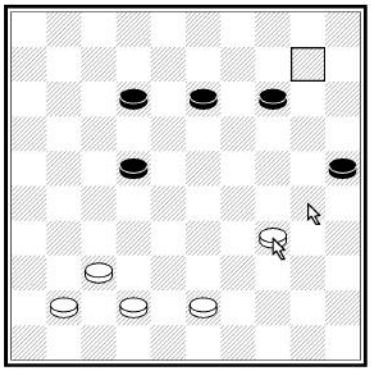
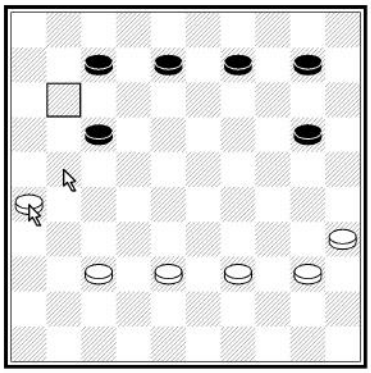
19. Přemístění soupeřových kamenů



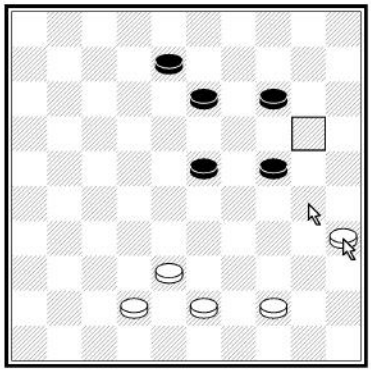
19.1. 44 – 40 35 x 44 43 – 39 44 x 33 42 – 38 33 x 42 41 – 37 42 x 31 36 x 9



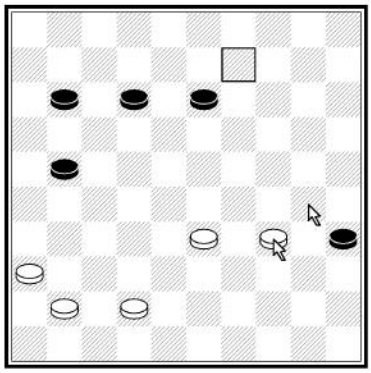
19.2. 34 – 30 25 x 34 43 - 39 34 x 43 42 – 38 43 x 32 37 x 10



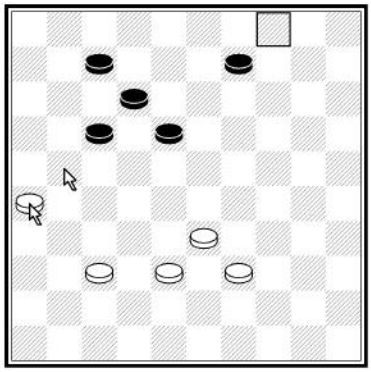
19.3. 26 – 21 17 x 26 37 – 31 26 x 37 38 – 32 37 x 28 39 – 33 28 x 39 40 – 34 39 x 30 35 x 11



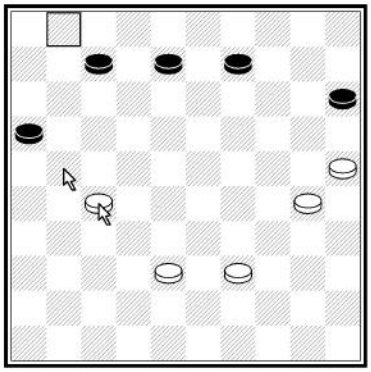
19.4. 35 – 30 24 x 35 44 – 40 35 x 44 43 – 39 44 x 33 38 x 20



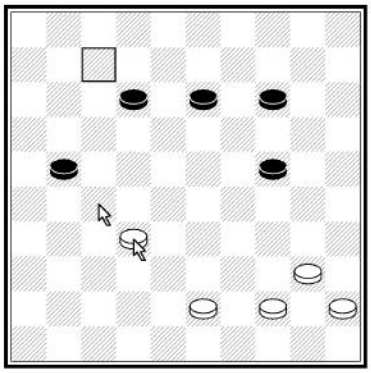
19.5. 34 – 30 35 x 24 33 – 29 24 x 33 42 - 38 33 x 42 41 - 37 42 x 31 26 x 9



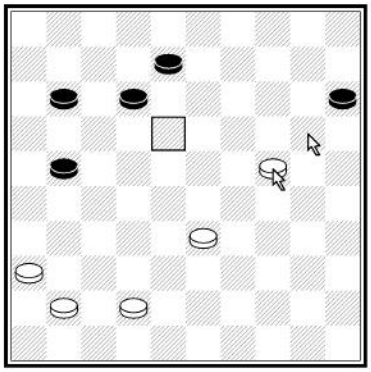
19.6. 26 – 21 17 x 26 37 – 31 26 x 37 38 – 32 37 x 28 33 x 4



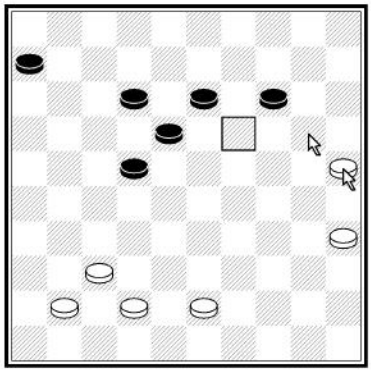
19.7. 27 – 21 16 x 27 38 - 32 27 x 38 39 - 33 38 x 29 30 – 24 29 x 20 25 x 1



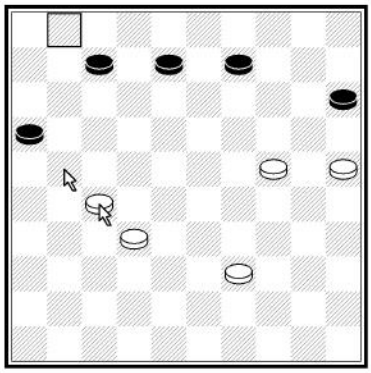
19.8. 32 – 27 21 x 32 43 - 38 32 x 43 44 – 39 43 x 34 40 x 7



19.9. 24 – 20 15 x 24 33 – 29 24 x 33 42 – 38 33 x 42 41 – 37 42 x 31 36 x 18



19.10. 25 – 20 14 x 25 35 - 30 25 x 34 43 – 39 34 x 43 42 – 38 43 x 32 37 x 19



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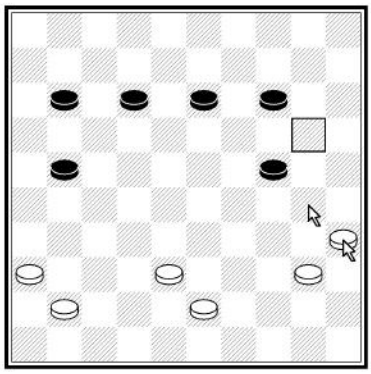
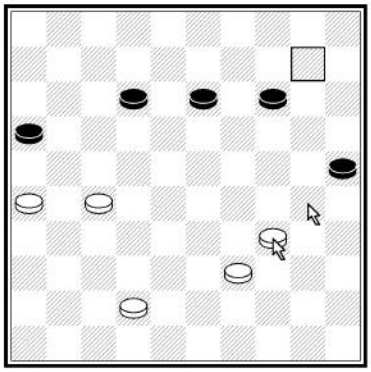
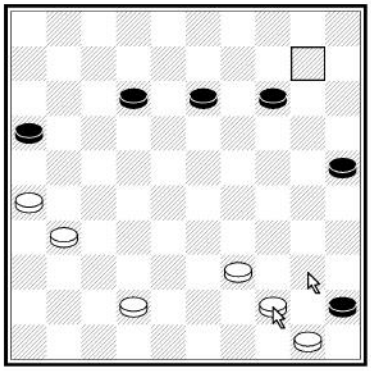


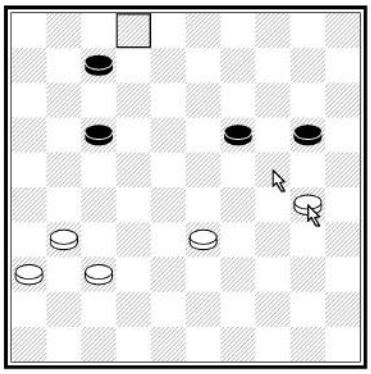
19.12. 35 – 30 24 x 44 43 - 39 44 x 42 41 – 37 42 x 31 36 x 20



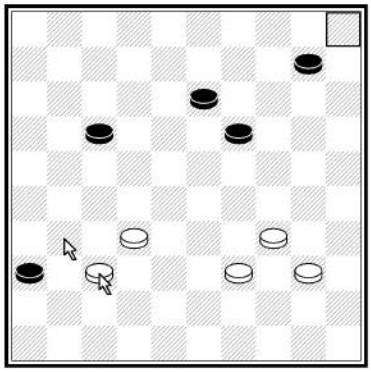
19.13. 34 – 30 25 x 43 42 – 38 43 x 21 26 x 10



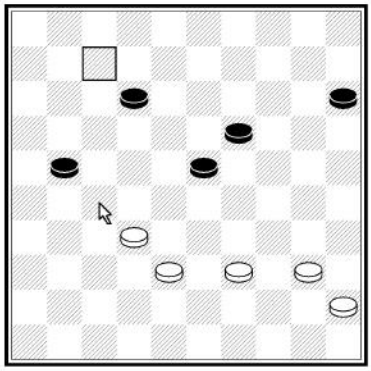
19.14. 44 – 40 45 x 43 42 – 38 43 x 32 31 – 27 32 x 21 26 x 10



19.15. 30 – 24 20 x 38 37 – 32 38 x 27 31 x 2



19.16. 37 – 31 36 x 38 39 – 33 38 x 29 34 x 5



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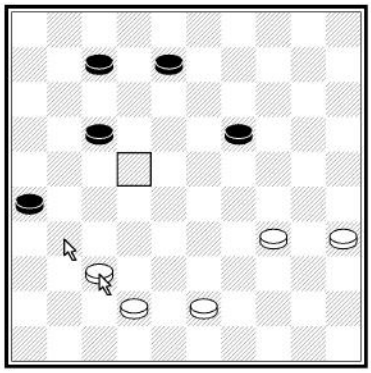

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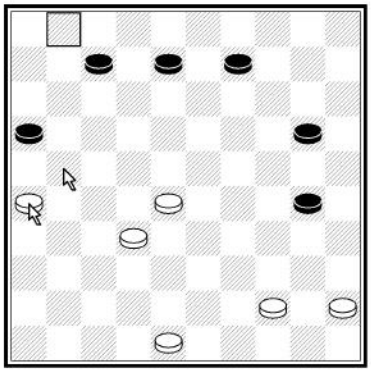
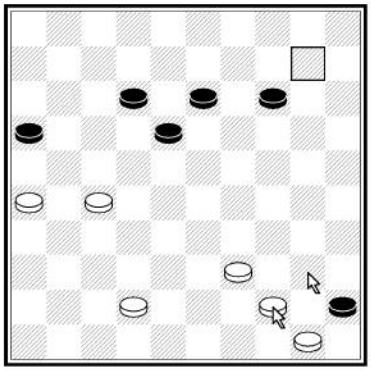


19.19. 26 – 21 16 x 38 48 – 43 38 x 40 45 x 1



19.20. 44 – 40 45 x 43 42 – 38 43 x 21 26 x 10

20. Kombinace přes dámu

20.1. 47 – 41 36 x 47 30 – 24 47 x 20 25 x 12

20.2. 48 – 42 37 x 48 40 – 34 48 x 30 35 x 4

20.3. 37 – 31 26 x 37 48 – 42 37 x 48 40 - 34 48 x 30 35 x 2

20.4.39 – 34 29 x 49 31 – 27 49 x 21 26 x 10

20.5. 30 – 24 19 x 48 41 – 37 48 x 31 36 x 9

20.6. 37 – 32 28 x 37 48 – 42 37 x 48 39 – 34 48 x 30 35 x 2

20.7. 29 – 24 20 x 49 32 – 27 49 x 21 26 x 10

20.8. 37 – 31 26 x 46 40 - 34 46 x 40 45 x 1

20.9. 39 – 34 30 x 39 50 – 44 39 x 50 31 – 27 50 x 31 36 x 20

20.10. 37 - 31 26 x 37 48 - 42 37 x 48 33 - 29 48 x 30 29 x 9 3 x 14 35 x 2

20.11. 48 – 43 38 x 49 26 – 21 49 x 19 21 x 5

20.12. 27 – 21 16 x 27 38 – 32 27 x 38 49 – 43 38 x 49 26 – 21 49 x 19 21 x 5

20.13. 39 – 33 28 x 39 49 – 43 39 x 48 35 - 30 48 x 22 30 x 6

20.14. 39 – 33 28 x 39 48 – 43 39 x 48 15 – 10 48 x 22 10 x 6

20.15. 47 – 41 36 x 47 38 – 32 47 x 19 32 x 5

20.16. 36 – 31 27 x 36 47 – 41 36 x 47 26 – 21 47 x 20 21 x 25

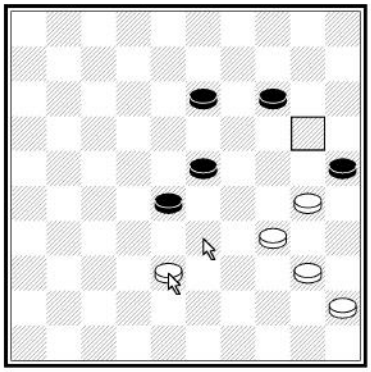
20.17. 40 – 34 29 x 49 35 – 30 49 x 21 30 x 26

20.18. 47 – 41 36 x 47 38 – 32 47 x 20 32 x 25

20.19. 36 – 31 27 x 36 37 – 32 28 x 37 48 – 42 37 x 48 47 – 41 36 x 47 40 – 34 48 x 30 35 x 24 47 x 20 25 x 1

20.20. 39 – 34 30 x 48 40 – 34 29 x 49 41 – 37 48 x 31 36 x 27 49 x 21 26 x 10

21. Úder podpatkem



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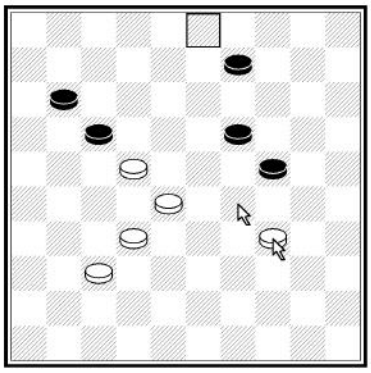

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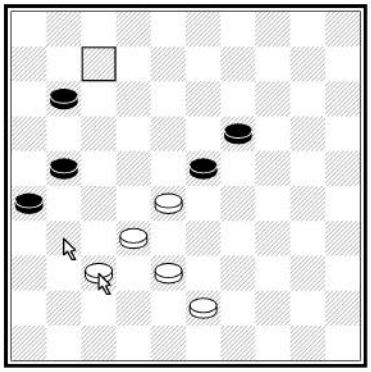

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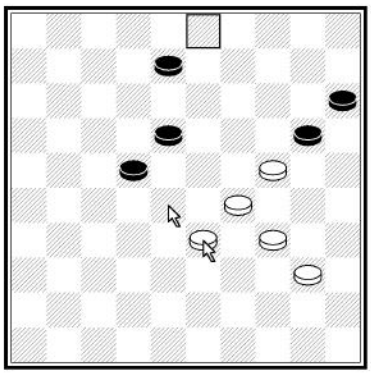

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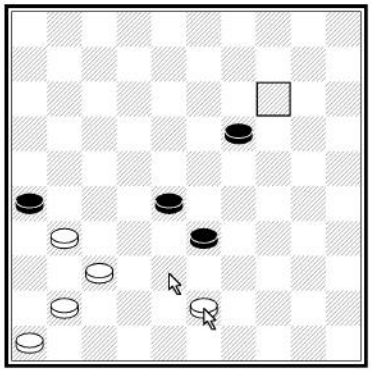

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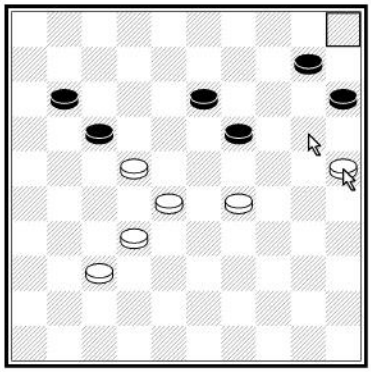

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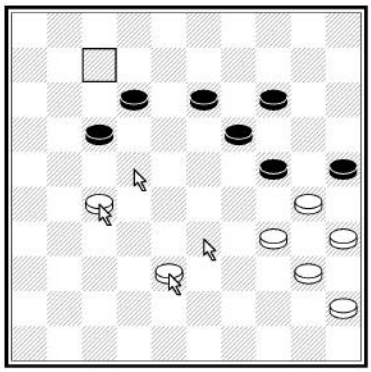
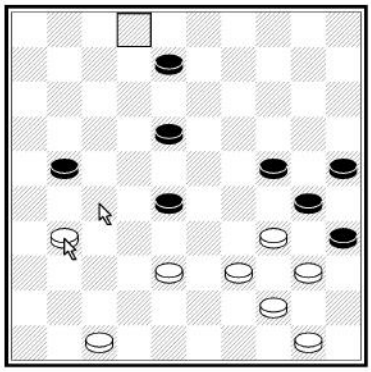


21.7. 27 – 22 17 x 28 38 – 33 28 x 39 34 x 43 25 x 34 40 x 7



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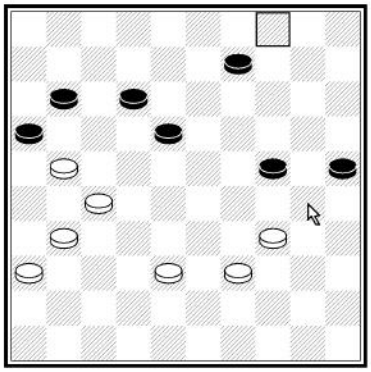

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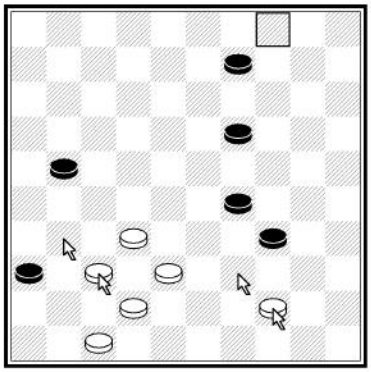
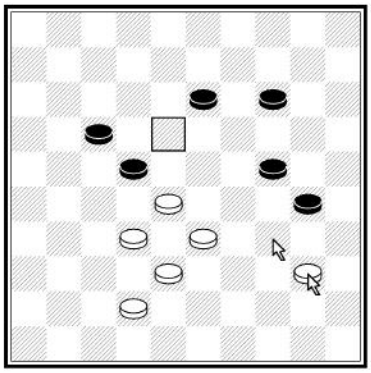


21.10. 37 – 31 36 x 27 44 - 39 34 x 43 38 x 49 27 x 38 42 x 4



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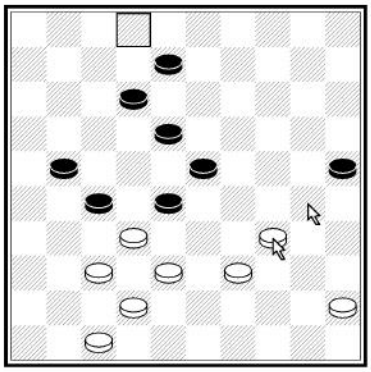

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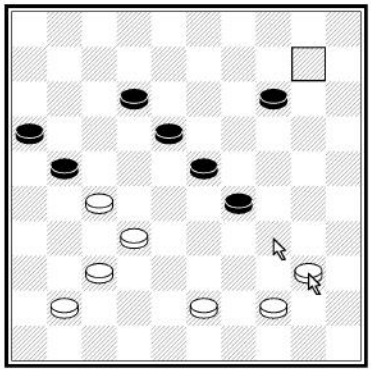

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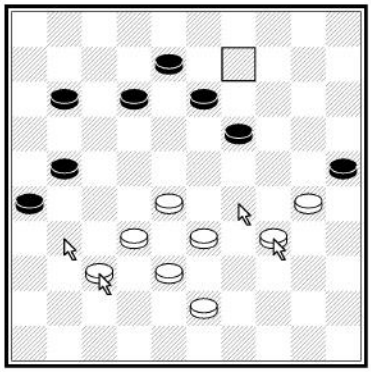
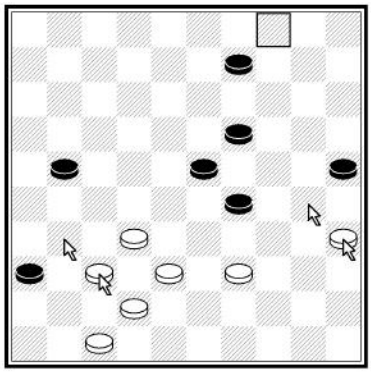
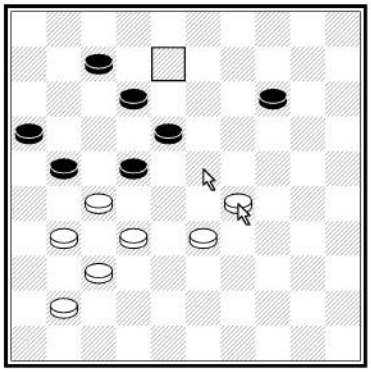


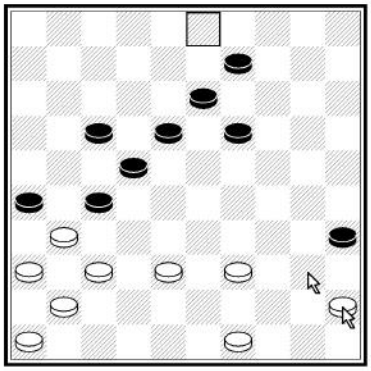
21.14. 34 – 29 25 x 23 37 – 31 26 x 37 32 x 41 23 x 32 38 x 9



21.15. 37 – 31 36 x 27 35 – 30 25 x 43 38 x 49 27 x 38 42 x 4



21.16. 29 – 23 18 x 38 32 x 43 21 x 32 37 x 8



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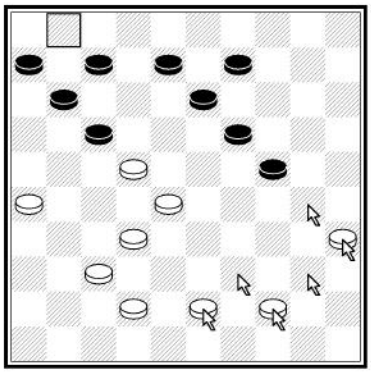
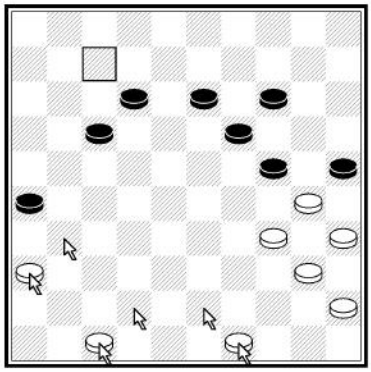
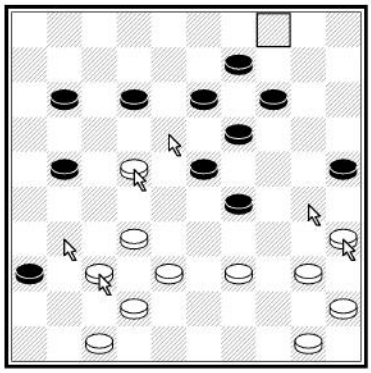


21.18 35 – 30 24 x 35 44 – 40 35 x 44 43 – 39 44 x 33 28 x 39 17 x 28 32 x 1

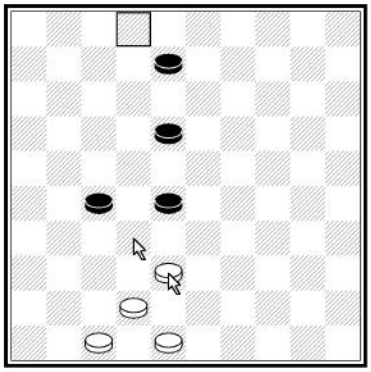


21.19. 36 – 31 26 x 37 47 – 42 37 x 48 49 – 43 48 x 39 34 x 43 25 x 34 40 x 7



21.20. 22 – 18 13 x 22 37 – 31 36 x 27 35 – 30 25 x 43 38 x 49 27 x 38 42 x 4

22. Možnost volby skoku



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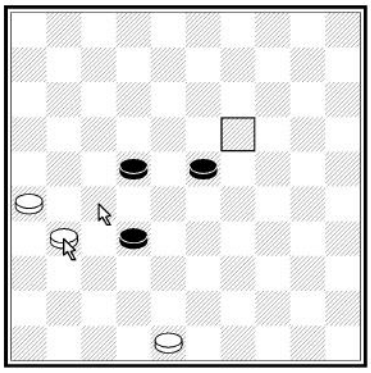

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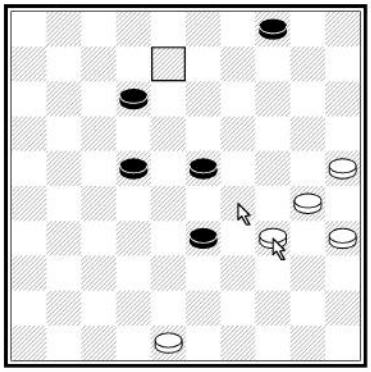

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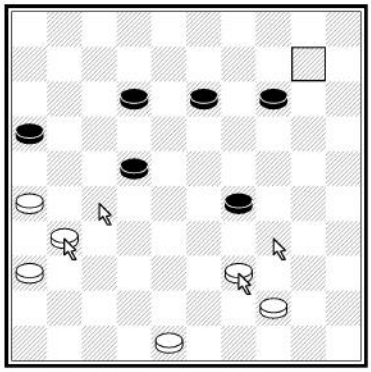
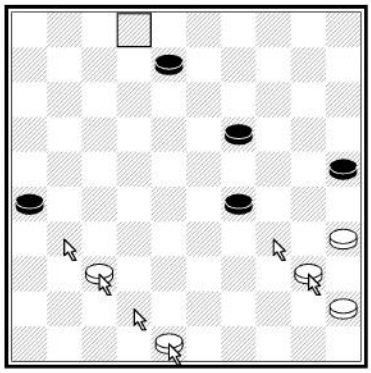
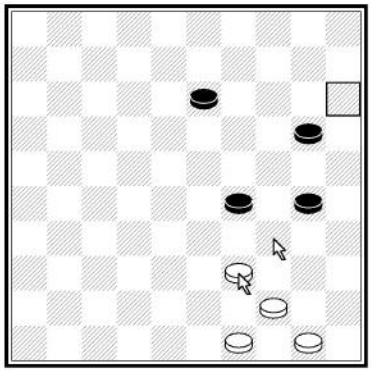


22.4. 39 – 34 29 x 49 31 – 27 22 x 31 36 x 27 49 x 21 26 x 10



22.5.37 – 31 26 x 37 48 – 42 37 x 48 40 – 34 29 x 40 45 x 34 48 x 30 35 x 2



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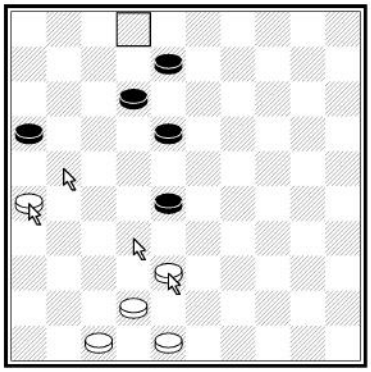
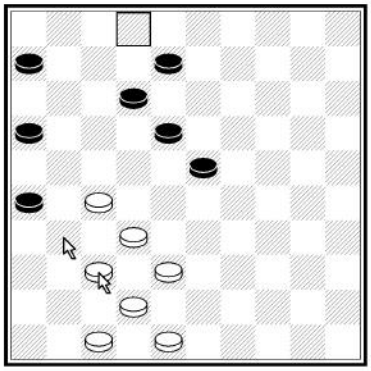


22.7. 26 – 21 16 x 27 38 – 32 ad lib. 42 x 2



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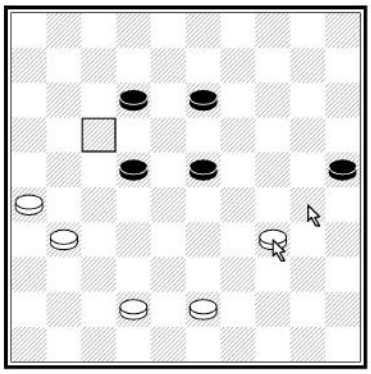
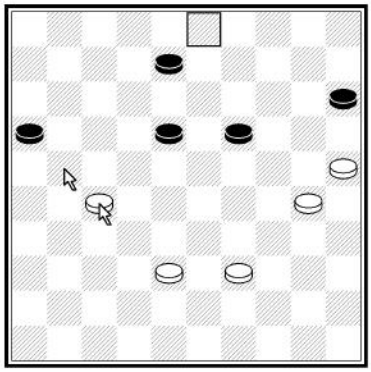
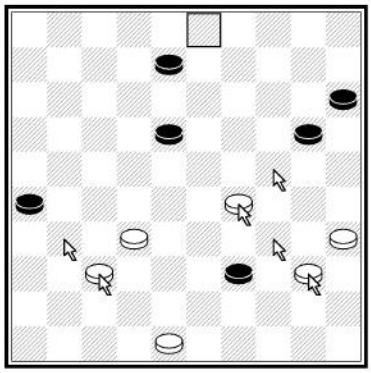


22.9. 34 – 30 25 x 34 43 – 39 34 x 43 42 – 38 43 x 32 31 – 27 ad lib. 26 x 17



22.10. 27 – 21 16 x 27 38 – 32 27 x 38 39 – 33 38 x 29 30 – 24 ad lib. 25 x 3



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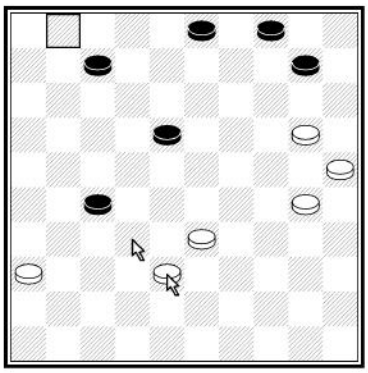
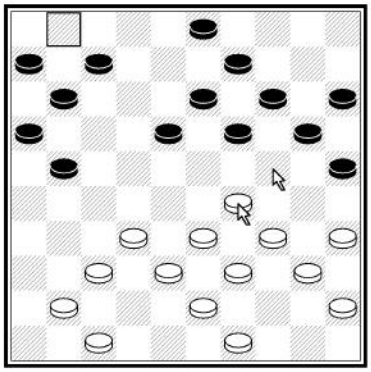


22.12. 38 – 32 27 x 29 20 – 14 10 x 19 30 – 24 ad lib. 25 x 1



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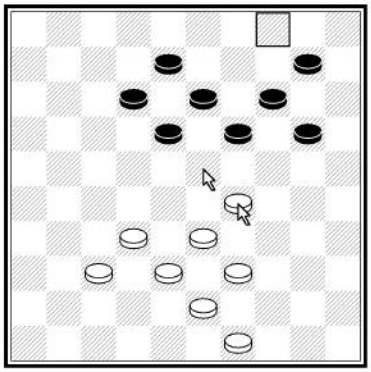

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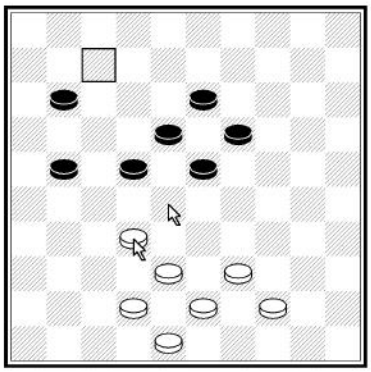

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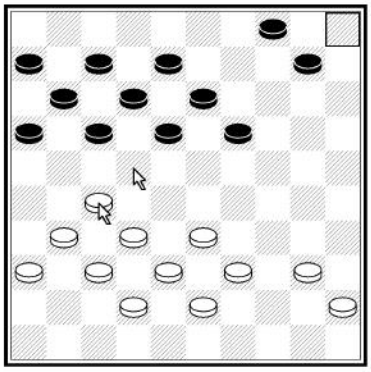

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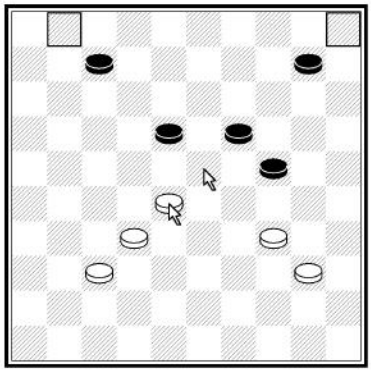
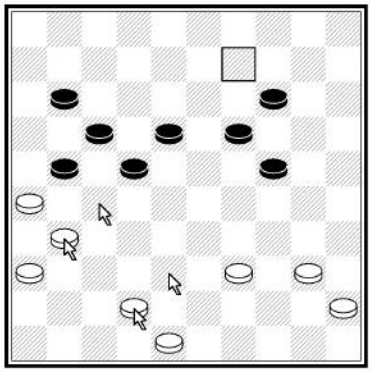
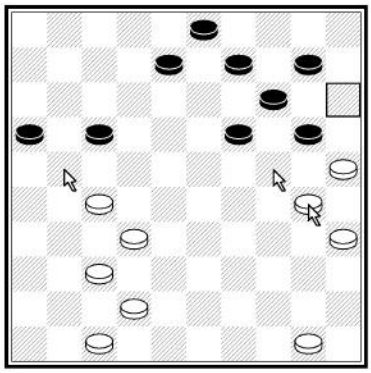


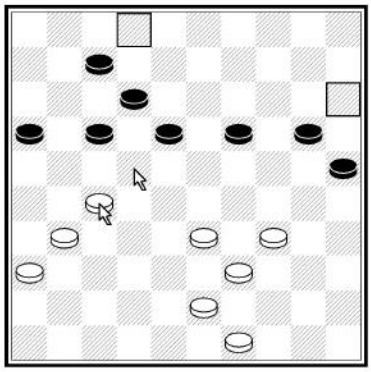
22.17



22.18. 31 – 27 21 x 32 42 – 38 32 x 34 40 x 9

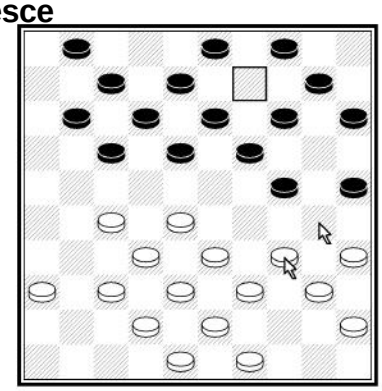


22.19. 30 – 24 20 x 29 27 – 21 16 x 38 42 x 15

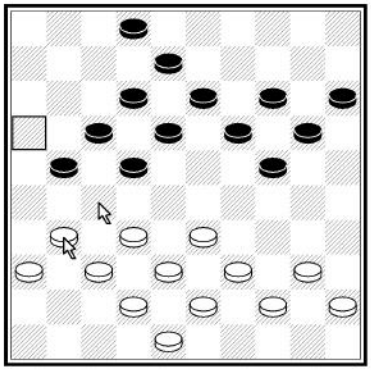


22.20

23. Úlohy s mnoha kameny na desce



23.1



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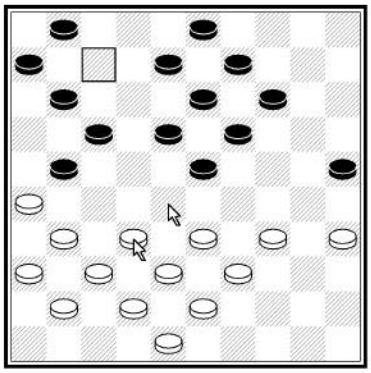

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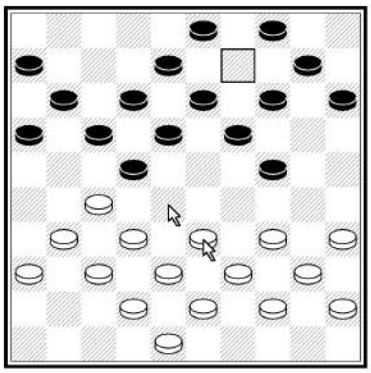

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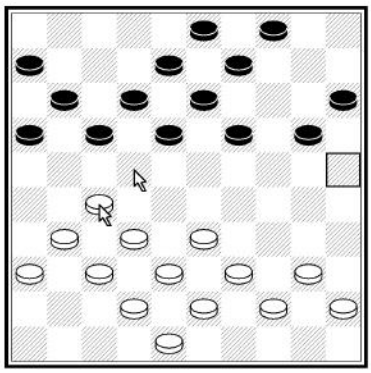

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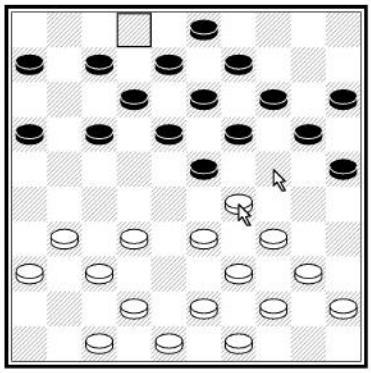

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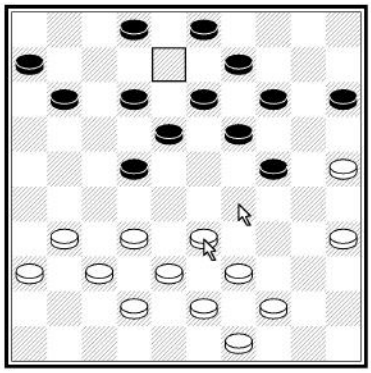

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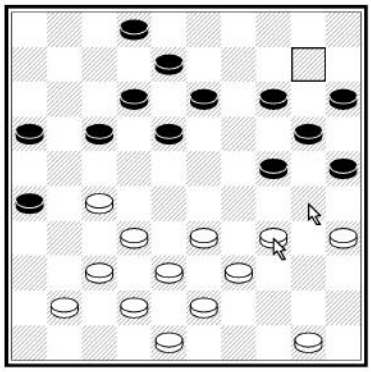

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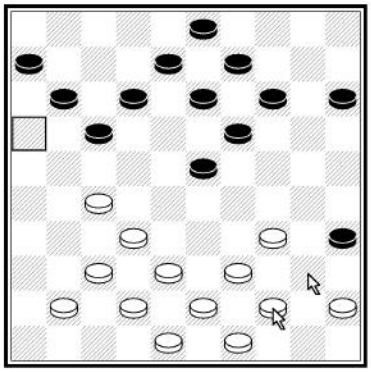

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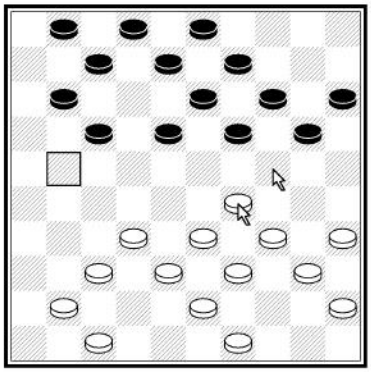

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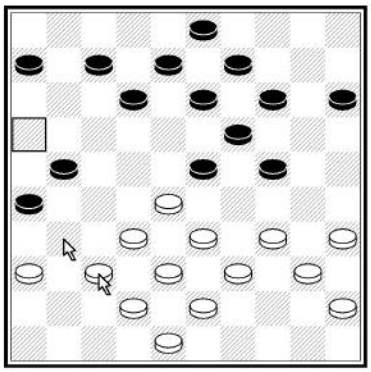
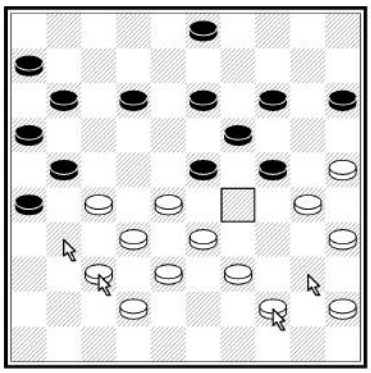
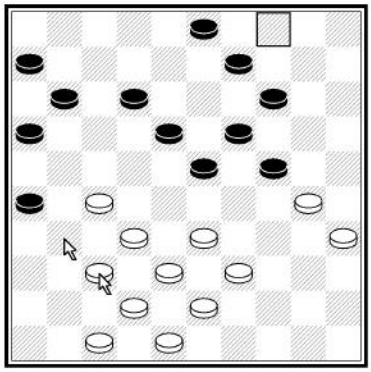


23.11. 37 – 31 26 x 37 32 x 41 23 x 32 38 x 16



23.12. 37 - 31 26 x 48 44 – 40 48 x 34 40 x 29



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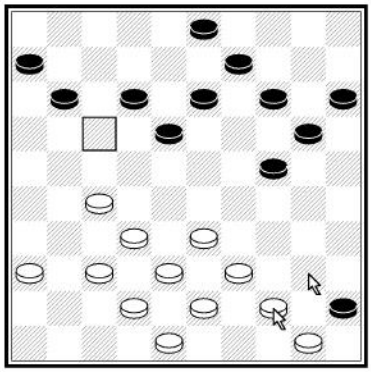

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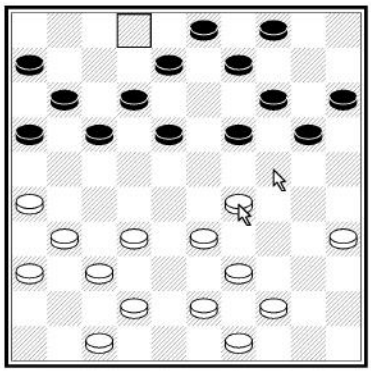

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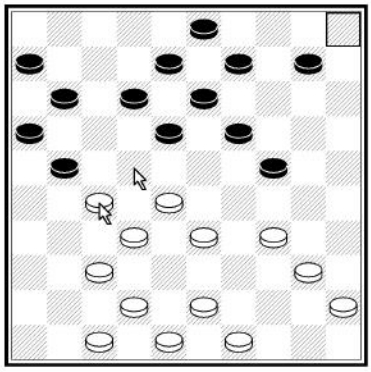

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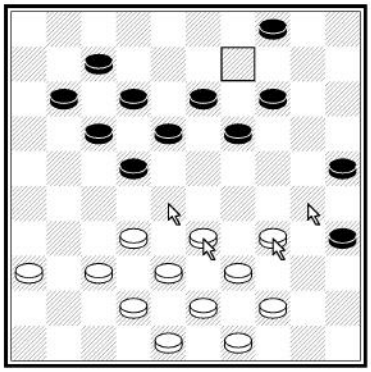
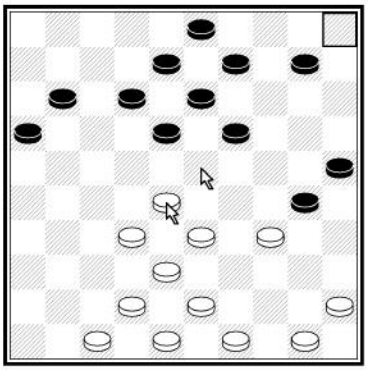


23.17. 34 – 30 25 x 34 39 x 30 35 x 24 33 – 28
22 x 33 38 x 9



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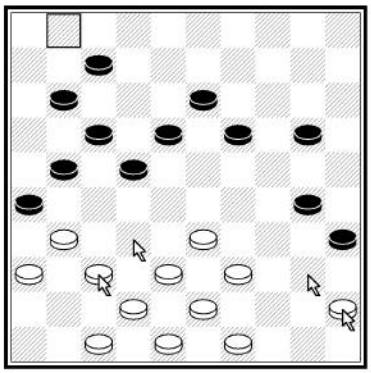
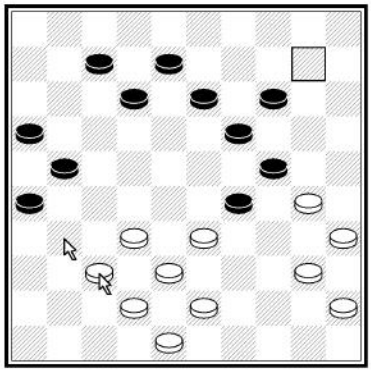


23.19. 37 – 32 26 x 28 45 – 40 35 x 44 39 x 50
28 x 39 43 x 1



23.20

24. Kroužkovací test

24.1. B (34 – 29)

24.2. A (33 – 29)

24.3. C (41 – 36)

24.4. C (34 – 29)

24.5. B (26 – 21)

24.6. B (27 – 21)

24.7. A (29 – 24)

24.8. C (50 – 44)

24.9. B (27 – 22)

24.10. C (36 – 31)

24.11. B (44 – 39)

24.12. C (32 - 27)

24.13. C (26 – 21)

24.14. B (27 – 31)

24.15. A (37 – 31)

24.16. B (32 – 28)

24.17. C (34 – 30)

24.18. B (18 – 13)

24.19. A (31 – 26)

24.20. B (37 – 31)

25. Zahájení

25.1 3... 20 – 24 4.29 x 20 15 x 35 Č+1

25.2 5... 22 – 28 6.33 x 22 17 x 26 Č+2

25.3 5... 16 – 21? 6.31 – 27! 22 x 31 7.36 x 16 B+1

25.4 7.32 – 28 23 x 32 8.37 x 28

25.5 8.28 – 23 19 x 28 33 x 31 B+1

25.6 7.35 – 30 24 x 35 8.29 – 23 18 x 29 9.33 x 4 22 x 42 10.47 x 38 B+

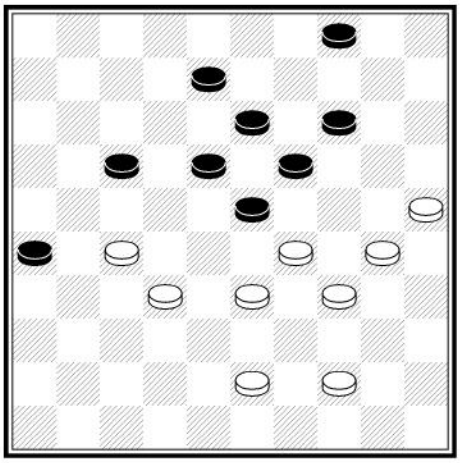
25.7 7... 23 – 29 8.34 x 23 34 – 30 9.35 x 24 20 x 27 10.32 x 21 17 x 26 Č+1

25.8 13.36 – 31? 24 - 29 14.33 x 24 19 x 30 15.35 x 24 13 – 19 16.24 x 13 9 x 36 Č+1

25.9 2... 23 – 29 3.33 x 24 20 x 29 4.34 x 23 17 – 22 5.28 x 17 19 x 26 Č+2.

25.10 4... 21 – 27 5.31 x 22 19 – 23 6.29 x 18 12 x 32 7.38 x 27 17 x 30 8.35 x 24 20 x 29 Č+2

25.11 6.28 – 22 18 x 27 7.31 x 22 17 x 28 8.34 - 29 23 x 34 9.32 x 5 B+



T. Goedemoed

Bílý na tahu vyhraje!