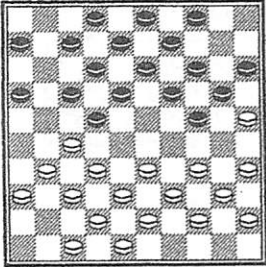


2. Opsluitingsvormen algemeen

2.1 Combineren

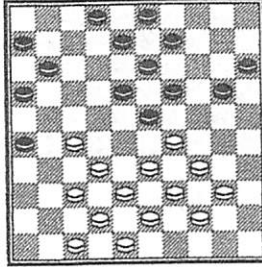
SERIE A: Oplossen onder tijdsdruk: je krijgt tien minuten. Noteer de eerste twee zetten van de kleur die de combinatie uitvoert.

diagram 1



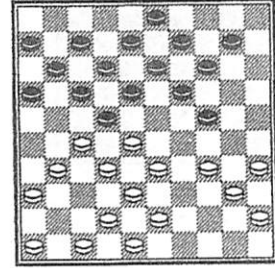
32-28?

diagram 2



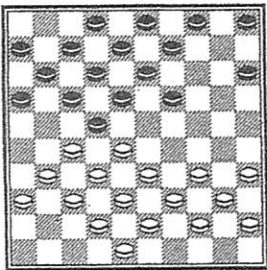
19-24?

diagram 3



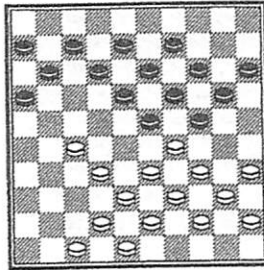
34-30? 46-41?

diagram 4



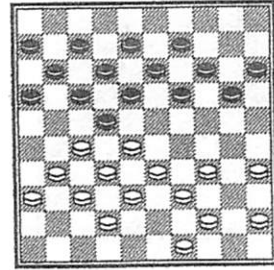
5-10?

diagram 5



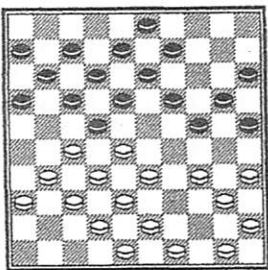
11-17?

diagram 6



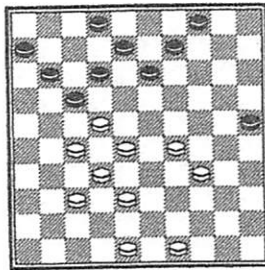
34-29?

diagram 7



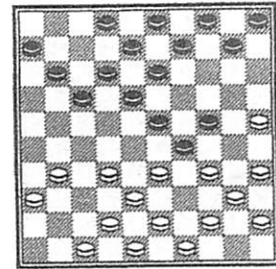
43-39?

diagram 8



12-18?

diagram 9

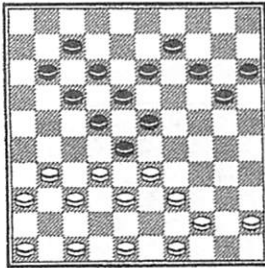


Zwart wint.

Thema 2

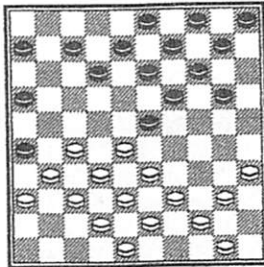
SERIE B: De aangegeven kleur is aan zet: wat speel je? Tijd: vijftien minuten.

diagram 1



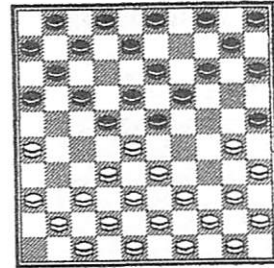
Zwart.

diagram 2



Wit.

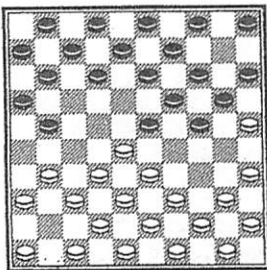
diagram 3



Wit.

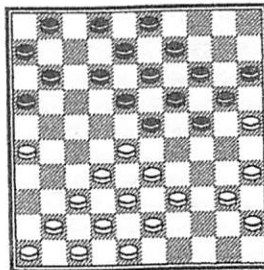
SERIE C: Is de aangegeven zet goed of fout? Tijd: vijftien minuten.

diagram 1



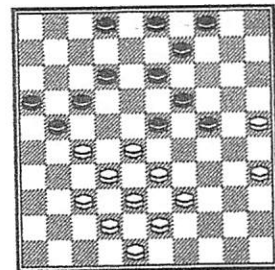
39-34

diagram 2



39-34

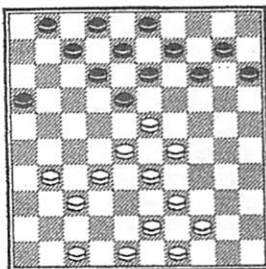
diagram 3



39-34

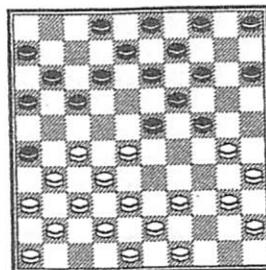
SERIE D: Blind oplossen: zoek de combinatie na de aangegeven zetten. Tijd: vijftien minuten.

diagram 1



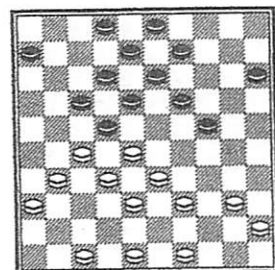
43-38; 7-11; 31-27; 13-19?

diagram 2



39-33; 12-18; 30-25; 5-10?

diagram 3



40-34; 2-7; 34-29; 24-30?
Forcing.