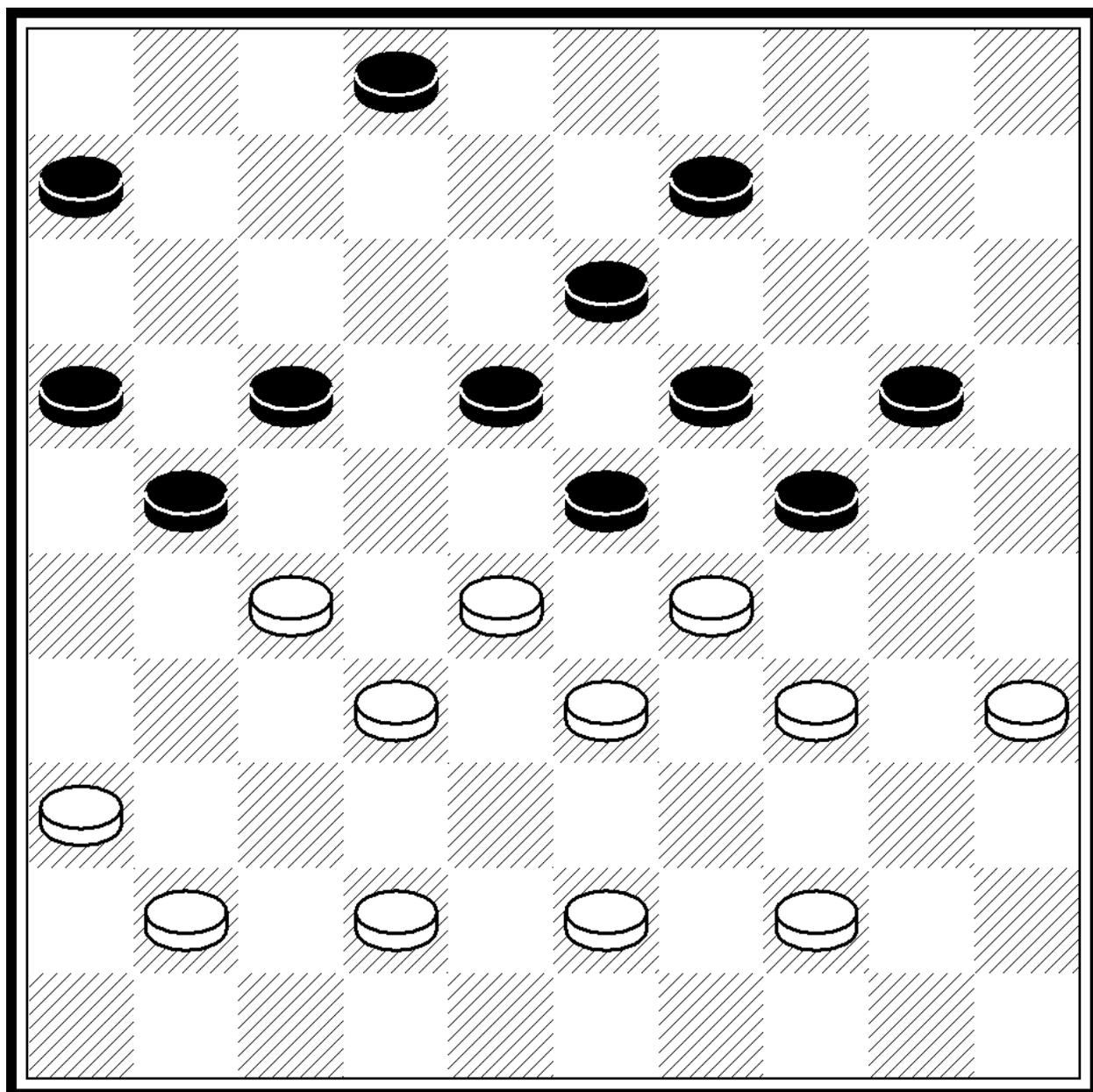


Pre-corso di Dama Internazionale



Primo corso introduttivo alla dama internazionale.

Destinato a chi si avvicina per la prima volta alle 100 caselle.



Una composizione di
Tjalling Goedemoed

**Bianco muove
e vince!**

Introduzione

Questo "pre-corso" è destinato ai giocatori che si avvicinano per la prima volta alla dama internazionale, che vogliono imparare i segreti di questo fantastico gioco.

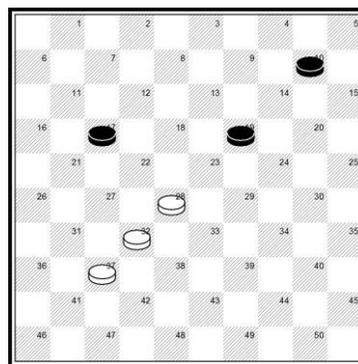
Course in Draughts I è destinato ai giocatori che conoscono già le regole e le basi del gioco. Per tantissimi esordienti era redatto ad un livello troppo avanzato e proprio per colmare questo gap, sono stati creati due corsi introduttivi.

In questo corso sono presentate le tecniche fondamentali per giocare una partita ad un livello un poco più elevato della base.

Le lezioni 1-22 hanno degli esercizi che si possono effettuare anche direttamente su carta.

Simboli

<14>	Casella 14
B+	Bianco Vince
=	Pari
28 – 22!	28 – 22 è una mossa forte
27 – 22?	27 – 22 è una mossa debole
Ad lib.	Ad libitum (a scelta)
**	Condotta difficile



Le caselle della damiera sono numerate da 1 a 50. Con l'aiuto dei numeri, si può annotare una partita o una posizione.

Bianco muove la pedina dalla casella <28> alla casella <22>. Il nero deve proseguire forzatamente mangiando. La pedina in <17> salta sopra la pedina bianca e arriva fino alla casella <28>, la pedina bianca in <22> deve essere tolta dalla damiera.

La pedina bianca in <32> mangia in <23> e prosegue in <14> e in <5> saltando le pedine nere che verranno tolte dalla damiera. Indichiamo questo insieme come segue:

1.28 – 22 17 x 28
2.32 x 5



*Hai bisogno di essere intelligente
come una volpe ...*



*... per migliorare in questo magnifico
gioco!*

Note dell'autore

Course in draughts parte I è stato il primo corso in inglese che ho scritto. È un dato di fatto che la mia intenzione era quella di scrivere un libro per gli emergenti giocatori cinesi. Frits Luteyn si avvicinò con l'idea di fare un corso in inglese che avrebbe potuto essere scaricato da chiunque gratuitamente. Ho avuto un po' di dubbi in un primo momento, se offrire questi insegnamenti gratuitamente sarebbe stato efficace, ma con il tempo ho scoperto che funziona benissimo. Ho avuto l'onore ricevere molte risposte dall'estero. La gente è entusiasta del corso e molte traduzioni sono state già fatte. Dallo Spagnolo, al Francese, al Cinese, Portoghese e adesso anche Italiano.

Il corso completo è pubblicato sul sito di FMJD al link:

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

Ho ricevuto e-mail da tutto il mondo, scoprendo con gioia che il corso viene utilizzato per insegnare la dama ovunque.

A causa del successo della prima parte del corso ho continuato con la scrittura della seconda e terza parte, ma in alcuni casi mi è stato eccepito che il primo corso era troppo difficile per dei veri principianti e per dei bambini. Per questo motivo ho scritto due corsi introduttivi e questo è il primo dei due.

È rivolto volto a principianti senza molta esperienza nel gioco. I bambini possono imparare gli aspetti elementari del gioco e capiranno: il movimento, i tiri e piani strategici semplici. Nella seconda parte del corso introduttivo verranno approfonditi altri aspetti come: il cambio, l'attacco, la difesa, le formazioni, giocare con una dama e così via. Tutti gli esercizi di questo corso possono semplicemente essere fatti anche senza la notazione, semplicemente annotando le soluzioni attraverso frecce e disegnando sulle caselle. Il mio amico cinese Tian Chengcheng mi ha aiutato nella correzione di questo corso. Tian Chengcheng è un insegnante di dama e usa i corsi per insegnare ai suoi giovani allievi. Chengcheng è stato il campione Cinese nel 2013. Questa versione è stata corretta, anche grazie a Hasan Ciftcy dalla Turchia, che mi gentilmente mandò un elenco di errori.



Tjalling Goedemoed, Willem Lep, Oege Dijkstra e Dicky Terpstra commentano il corso ...

Corsi realizzati:

Corsi elementari:

1. *Pre-corso di dama internazionale*
2. *Corso introduttivo alla dama internazionale*

Corsi per giocatori di livello medio:

- 3.1 *Course in Draughts parte I*
- 3.2 *Libro degli esercizi parte I*

Corsi per giocatori di livello avanzato:

- 4.1 *Course in Draughts parte II*
- 4.2 *Libro degli esercizi parte II*
- 5.1 *Course in Draughts parte III*
- 5.2 *Libro degli esercizi parte II*

Sommario

1. Le regole	4
2. L'obbligo di cattura	6
3. La cattura maggioritaria	9
4. Muovere con una dama	12
5. Catturare con una dama	15
6. L'attacco dei pezzi	19
7. Difendersi	22
8. Fare un tiro	25
9. Bloccare l'avversario	28
10. Sfondamento	31
11. Giudicare una posizione	34
12. Tiri	37
13. Tiri con la dama	40
14. Giocare con un piano	43
15. La rimozione dei pezzi	46
16. Usare il tempo d'attesa	49
17. La mossa collante	52
18. Tiri con presa maggioritaria	55
19. Il trasporto dei pezzi	58
20. Mandare a dama l'avversario	61
21. Il tiro Kung-fu	64
22. Cattura a scelta	67
23. Tiri in posizioni con tanti pezzi	70
24. Questionario a scelta multipla	73
25. L'apertura	77
Soluzioni	83

Consigli per gli insegnanti

Questo corso può essere utilizzato come una guida per uno studio autonomo, anche se sarebbe meglio che l'allievo sia comunque guidato da un insegnante.

L'insegnante può mostrare gli esempi su una damiera - ed insegnare l'argomento ad un'intera classe. Solo in seguito gli allievi potranno svolgere autonomamente gli esercizi su un foglio, in questo contesto, può essere utile stampare gli esercizi.

I bambini non hanno bisogno di imparare la notazione per svolgere gli esercizi; le mosse possono essere contrassegnate mettendo delle frecce sul diagramma.

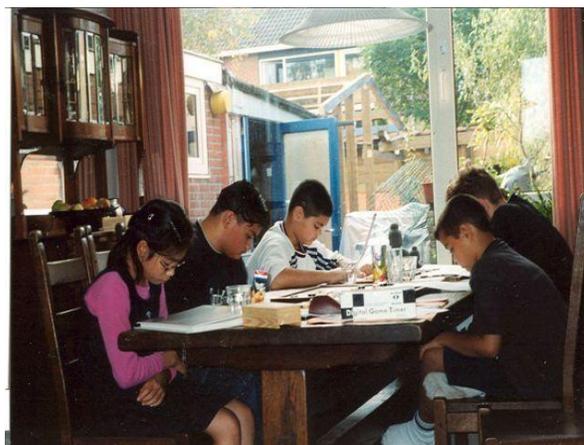
La casella dove finisce un tiro è segnata di solito con una croce, come negli esempi.

Mentre i bambini stanno facendo gli esercizi, l'insegnante può aiutarli dando suggerimenti e correggendo gli errori, senza mai scordarsi di fare i complimenti ai ragazzi dopo la risoluzione.

Questo corso spiega le regole e dei semplici aspetti tattici. Il secondo corso introduttivo insegnerà la notazione e alcuni temi ad un livello superiore.

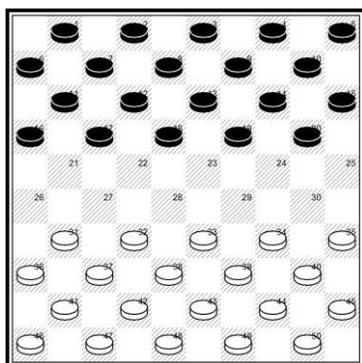
I temi presentati nel primo corso introduttivo sono in linea generale: come fare i tiri, attaccare o difendere i pezzi, giocare con la dama e bloccare l'avversario. Alcuni di questi temi si ripeteranno nel secondo corso (corso introduttivo) dove si daranno più informazioni all'allievo.

In bocca al lupo!



*Piccoli damisti studiano il corso
Drenthe (Olanda)*

1. Le regole

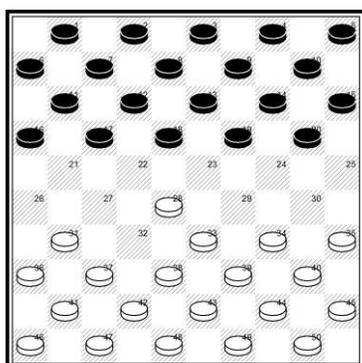


Come probabilmente già sapete il gioco inizia con 20 pedine ciascuno. Le pedine nere sono sulle caselle 1 – 20, le pedine bianche occupano le caselle 31 - 50.

Si gioca solo sulle caselle scure. Il bianco fa la **prima mossa e può scegliere tra 9 mosse e deve** sempre andare in avanti. Per esempio:

1.32 – 28

La pedina su <32> è giocata sulla casella 28. Abbiamo messo il numero uno davanti al movimento per far capire che questa è la prima mossa.



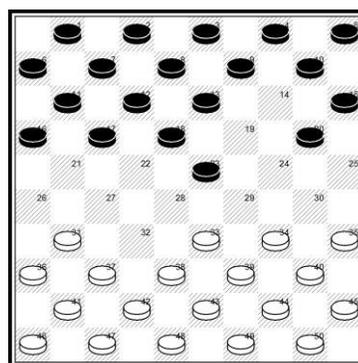
Il nero può scegliere tra nove mosse. Giochiamo:

1... 19 – 23

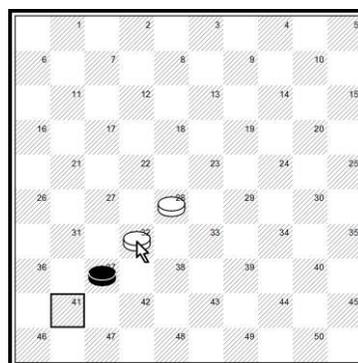
La casella dietro la pedina 23 (casella <19>) è libera. Ora il bianco deve mangiare. La mangiata è obbligatoria. Anche il nero deve mangiare riprendendo un pezzo.

2.28 x 19 14 x 23

Si può mangiare in avanti e indietro (vedi lezione 2: l'obbligo di cattura).

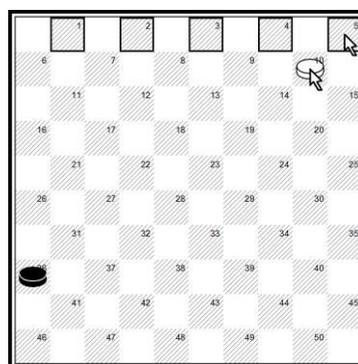


E la partita continua.



Un esempio di mangiata all'indietro del bianco

32 x 41

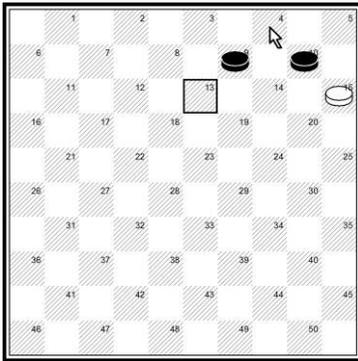


Se il bianco arriva dall'altra parte della damiera (la parte più lontana) ovvero nelle caselle <1, 2, 3, 4, or 5> otterrà una dama.

1.10 – 5

La dama controlla l'intera diagonale 5/46 (la diagonale principale). Il nero non può passare la linea con il suo pezzo, perchè la dama lo mangerebbe.

1... 36 – 41
2.5x46

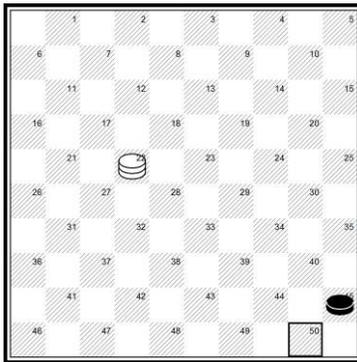


Il bianco mangia 15 x 4 x 13.
La pedina non si ferma sulla casella 4 e quindi non diventa una dama.

Si vince la partita quando l'avversario non può più muovere.

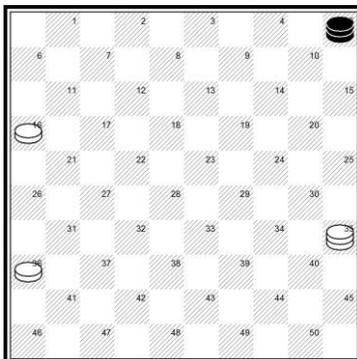
Ci sono due possibilità:

1. L'avversario non ha più pezzi;
2. I pezzi dell'avversario non possono più muoversi (sono bloccati).



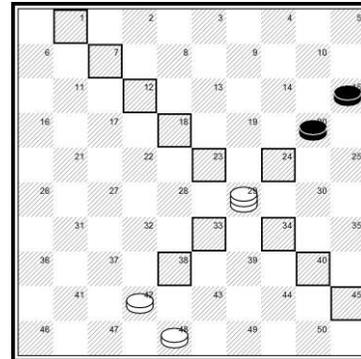
Il bianco muove e mette la sua dama in <50>.
Il nero dovrebbe andare avanti, ma non può più muoversi, quindi il bianco vince.

22 – 50!

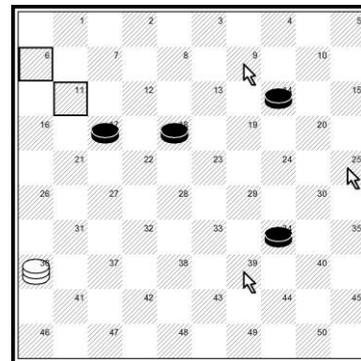


Il partita non è sempre vinta da uno dei due giocatori. Se nessuno può vincere, il risultato è il pareggio.

Se un giocatore ha 3 pezzi sulla damiera (di cui almeno uno è una dama) e il suo avversario ha solo una dama, il giocatore con 3 pezzi ha a disposizione 16 mosse per catturare la dama dell'avversario. Dopo 16 mosse giocate (da ciascuno) il risultato è pari.



La dama può muoversi sull'intera diagonale. Il bianco può muovere la dama in 11 caselle diverse. Nella lezione 4 imparerete di più sullo spostamento di una dama.



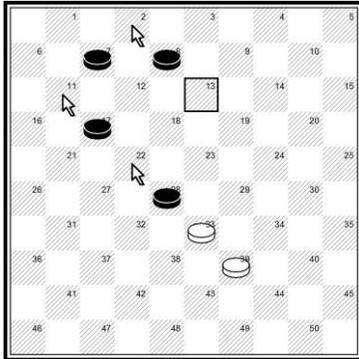
La dama si muove su intere diagonali, anche durante la mangiata. Mangiare con la dama può diventare piuttosto complicato. Si può prendere, come in questo esempio, mangiando tutti e 4 i pezzi neri. La dama può scegliere dove fermarsi, in <11> o <6>. Se il bianco mangia 36 x 9 x 25 x 39 x 6 si scrive come in basso:

36 x 6

Altre regole del gioco verranno insegnate nelle prossime lezioni.

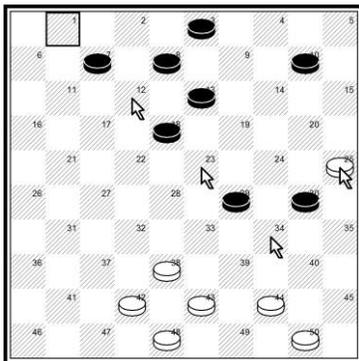
2. L'obbligo di cattura

Una delle regole più importanti del gioco di dama è che se c'è la possibilità di mangiare/catturare un pezzo, si deve fare per forza.



Il bianco deve mangiare 4 pezzi: 33 x 22 x 11 x 2 x 13 (e non ottiene una dama!). Possiamo semplicemente annotare:

33 x 13



Bisogna sempre mangiare il maggior numero di pezzi possibili.

Si può mangiare in avanti e indietro.

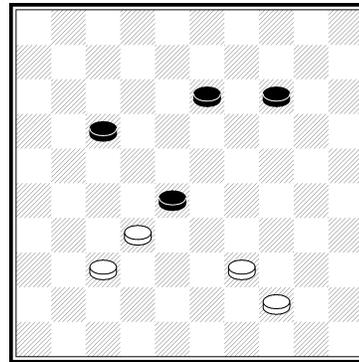
Il bianco deve mangiare 25 x 34 poi continua con 34 x 23 x 12 x 1.

La notazione sarà quindi:

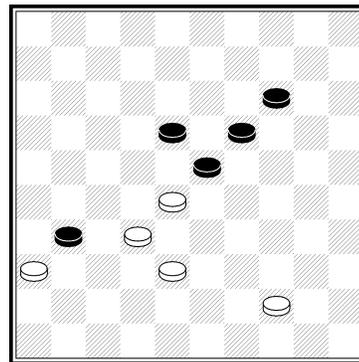
25 x 1

Esercizi 1 – 20

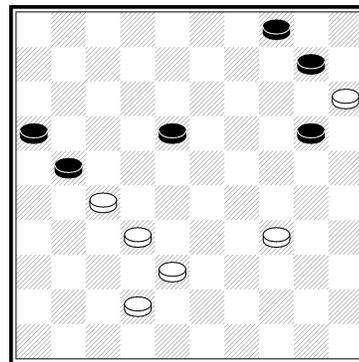
Nei diagrammi cerca il modo corretto per mangiare. Disegna le frecce sul diagramma e segna la casella dove termina la mangiata.



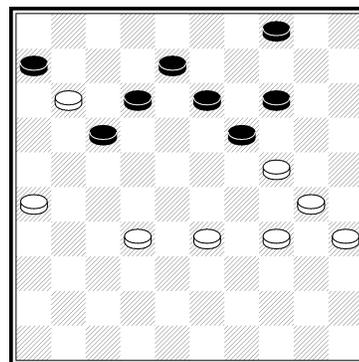
2.1



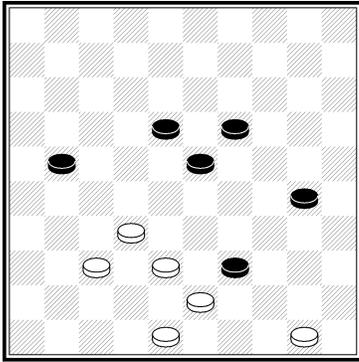
2.2



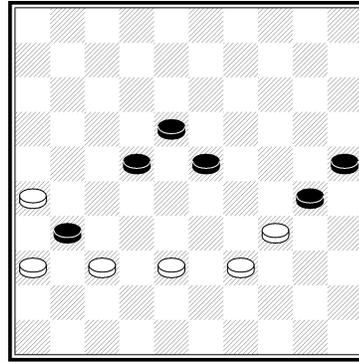
2.3



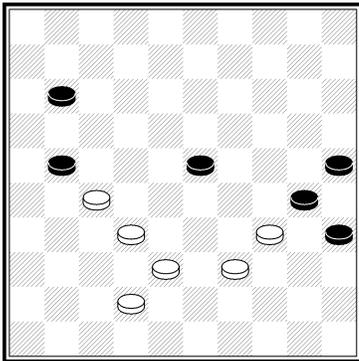
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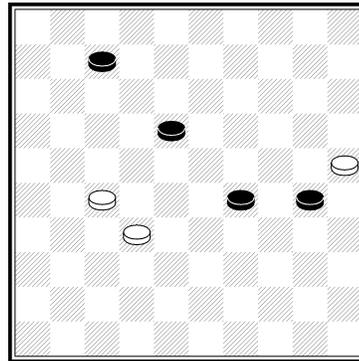
2.5



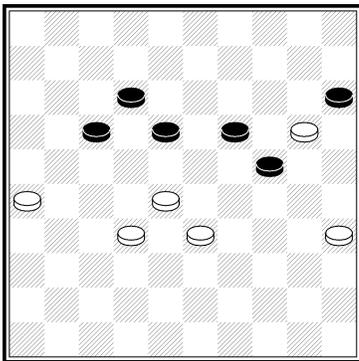
2.9



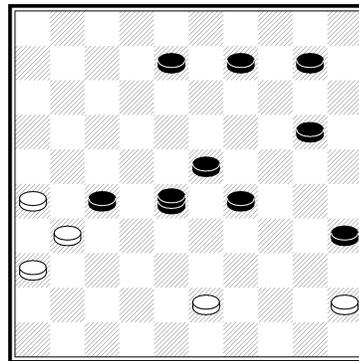
2.6



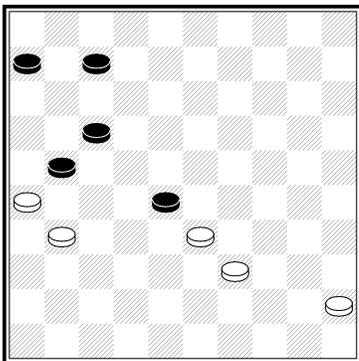
2.10



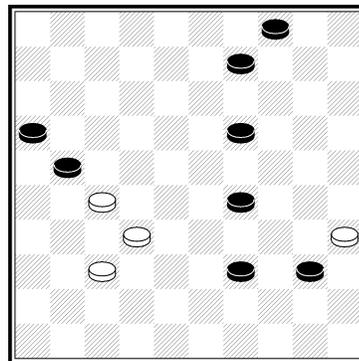
2.7



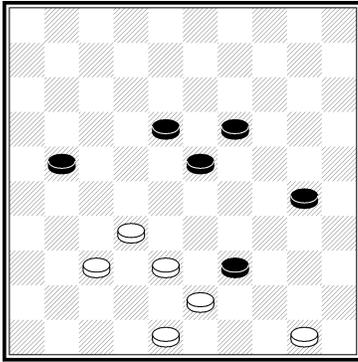
2.11



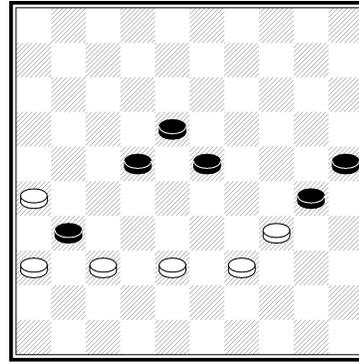
2.8



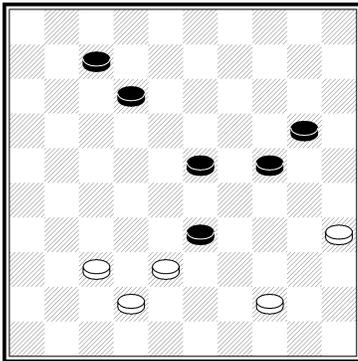
2.12



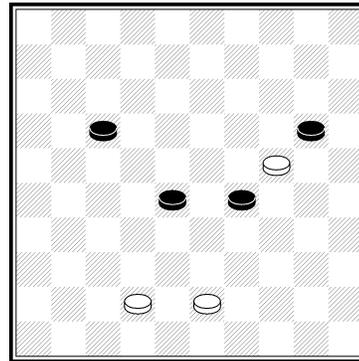
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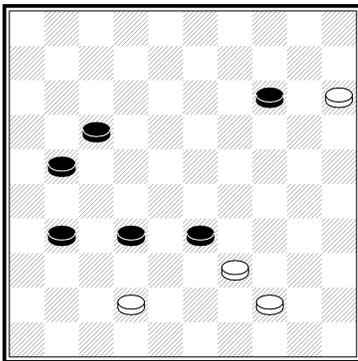
2.17



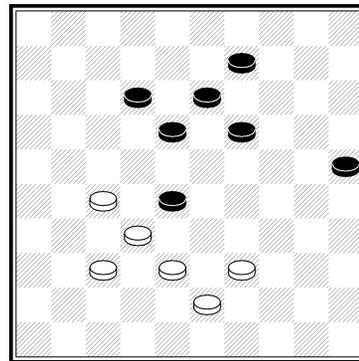
2.14



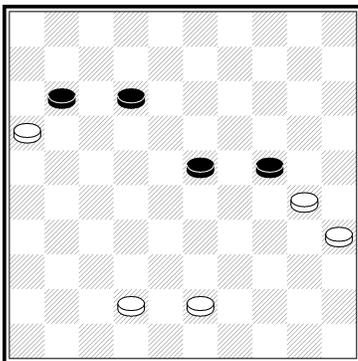
2.18



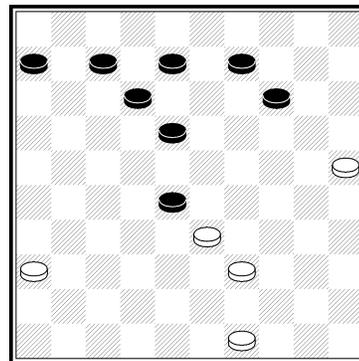
2.15



2.19



2.16



2.20

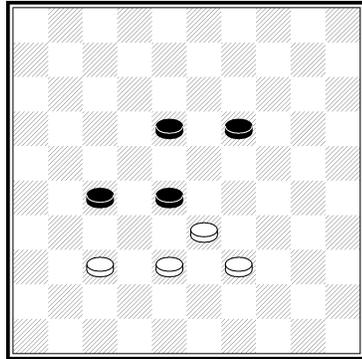
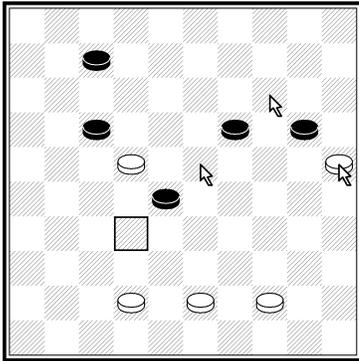
3. La cattura maggioritaria

Se c'è più di un modo per catturare i pezzi, si devono per forza catturare il maggior numero di pezzi.

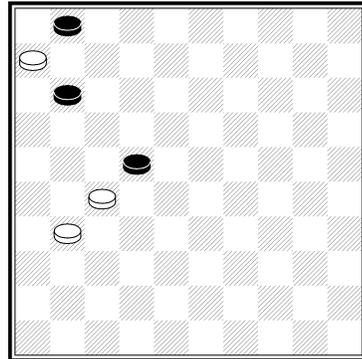
Il nero ha appena giocato una mossa molto intelligente.

Il bianco può mangiare in tre modi:

1. 22 x 33 (prendendo 1 pezzo)
2. 22 x 2 (prendendo 2 pezzi)
3. 25 x 32 (prendendo 3 pezzi)



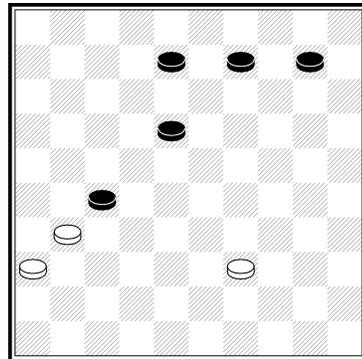
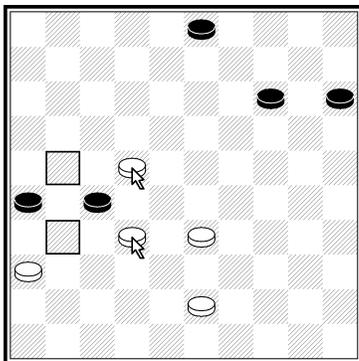
3.1



3.2

Ma bianco è obbligato a mangiare il maggior numero di pezzi e quindi deve prendere tre pezzi per forza! Dopo questa mangiata il nero mangia tutti i pezzi del bianco:

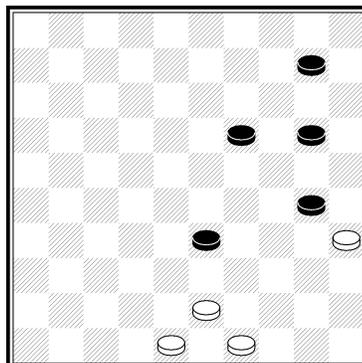
1.25 x 32 17 x 50



3.3

Se ci sono più possibilità di mangiare, ma non c'è nessuna mangiata con un maggior numero di pezzi, si può scegliere da quale parte mangiare.

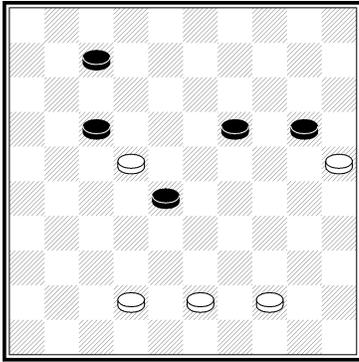
Il bianco può prendere **32x21** o **22x31**. In tutti e due i casi il nero mangia tutti i pezzi del bianco, catturando **26 x 48**.



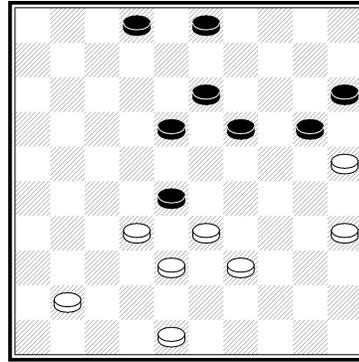
3.4

Esercizi 1 – 20

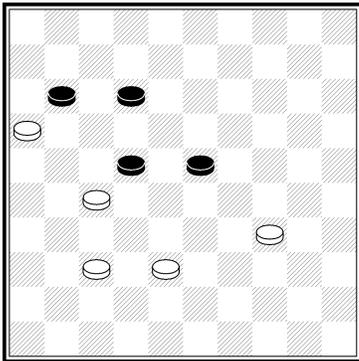
Disegna con le frecce come catturare e segna la casella su cui finisce la mangiata.



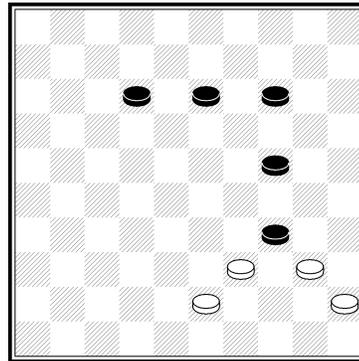
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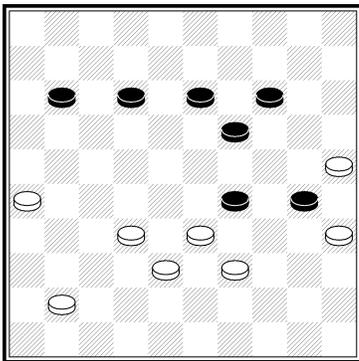
3.9



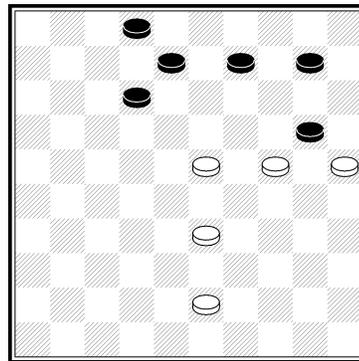
3.6



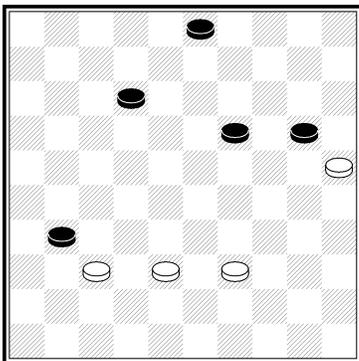
3.10



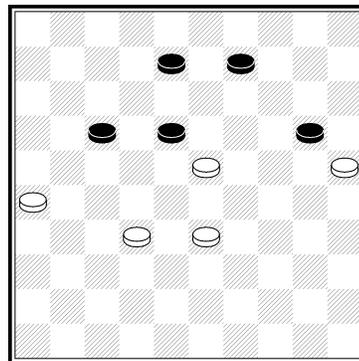
3.7



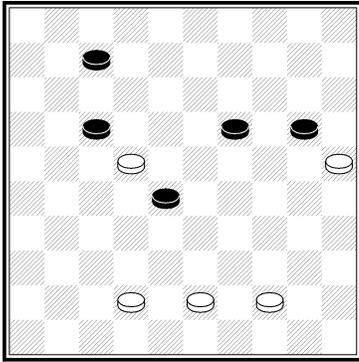
3.11



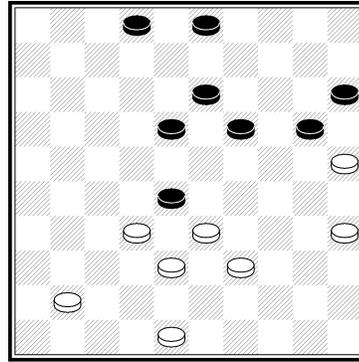
3.8



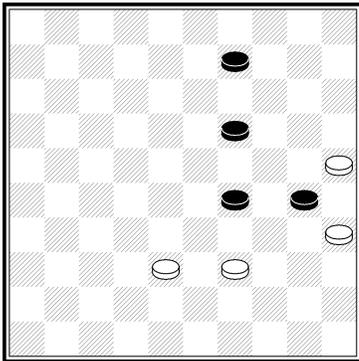
3.12



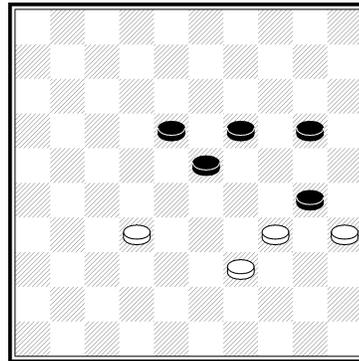
3.13



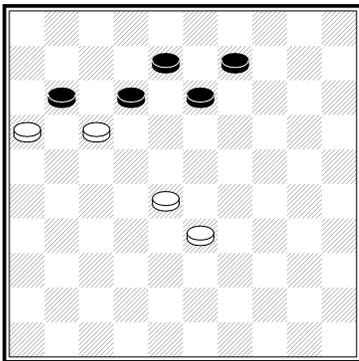
3.17



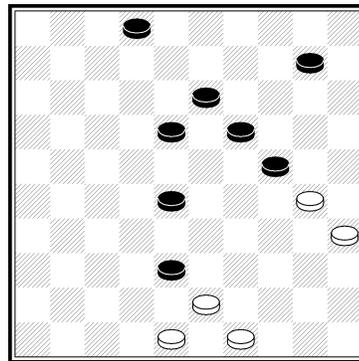
3.14



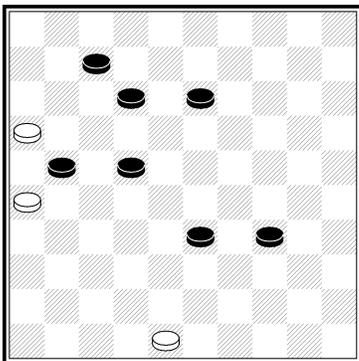
3.18



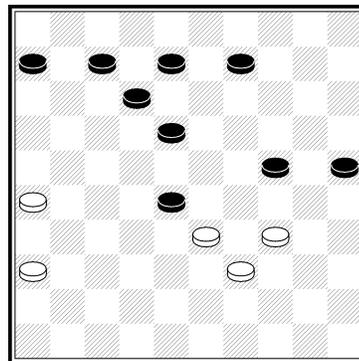
3.15



3.19

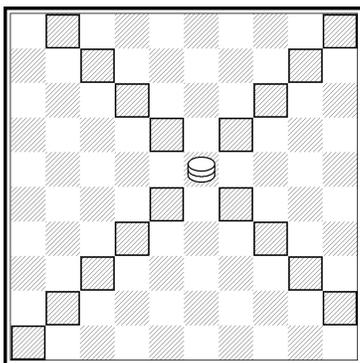


3.16

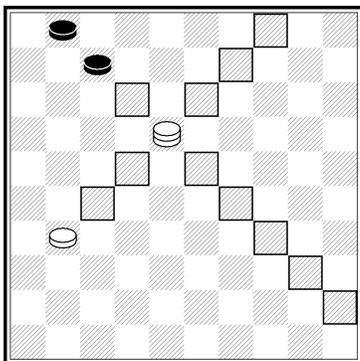


3.20

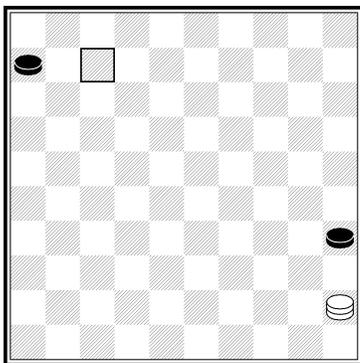
4. Muovere con una dama



La dama può muoversi su tutta la diagonale.
Ha la possibilità di scegliere tra 17 mosse!



A causa dei pezzi bianchi e neri presenti sulla damiera il numero di mosse che può fare la dama è limitato. Il bianco può scegliere tra le 11 mosse.



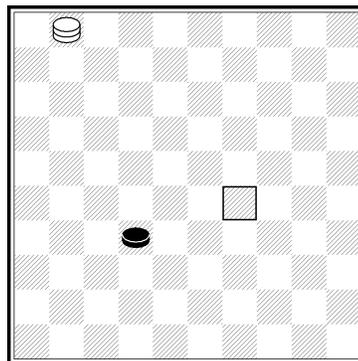
Il bianco vuole fermare entrambi i pezzi neri.
Perciò sposta la dama in casella 7:

1. 45 - 7!

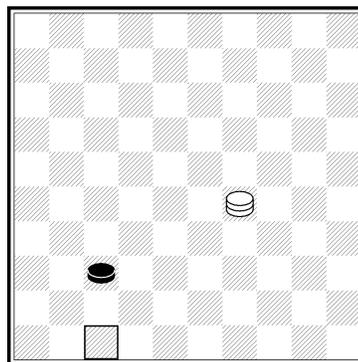
La partita può continuare così:

1 ... 6 - 11
2. 7 x 16 35 - 40

3. 16 - 11 40 - 45
4. 11 - 50 B+



La dama bianca deve fermare la pedina nera.
Prima si sposta in casella 29 (1 - 29). Una volta che il nero ha giocato (32 - 37) la posizione sarà la seguente:

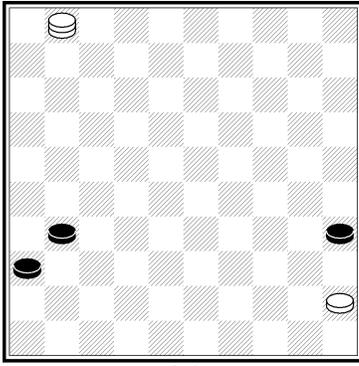


Ora il bianco blocca la pedina nera spostandosi in casella 47.

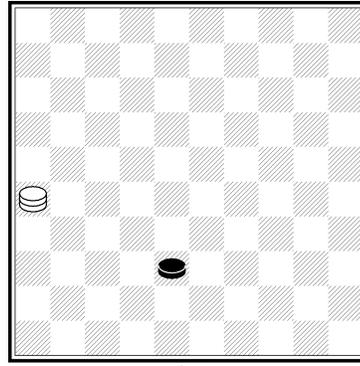
29 - 47!



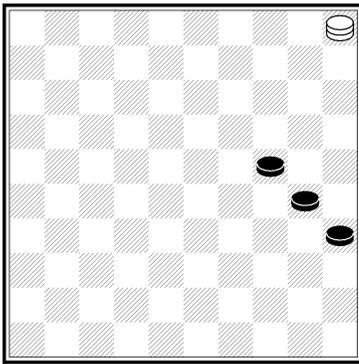
Esercizi 1 - 20 Segna la casella dove la dama dovrebbe spostarsi!



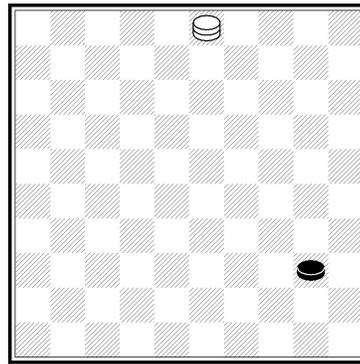
4.1



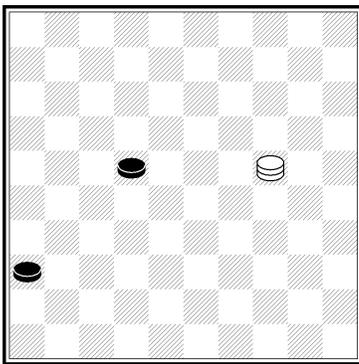
4.5



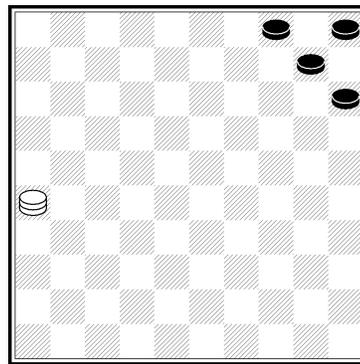
4.2



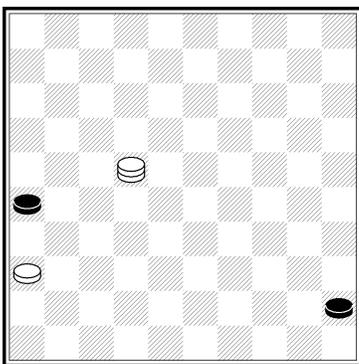
4.6



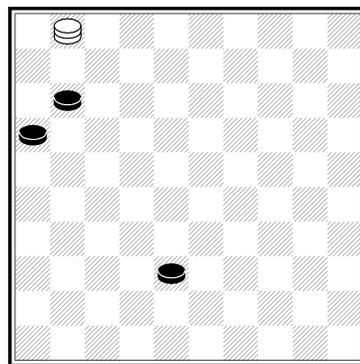
4.3



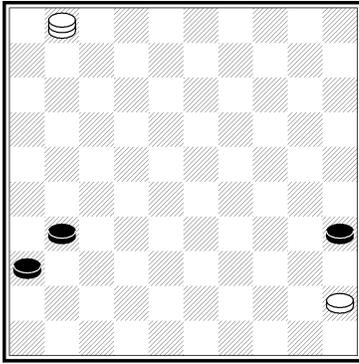
4.7



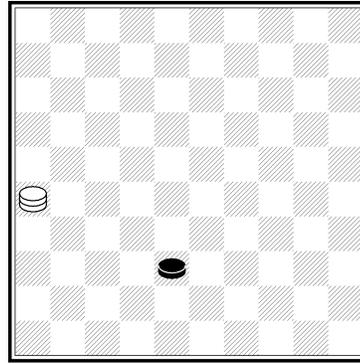
4.4



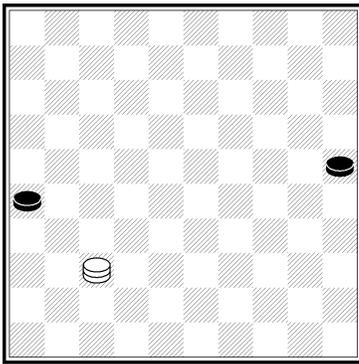
4.8



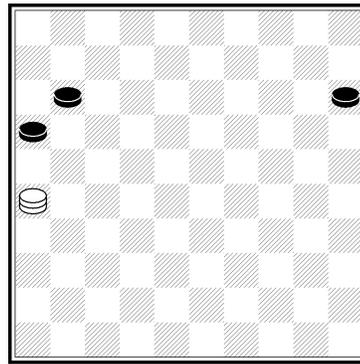
4.9



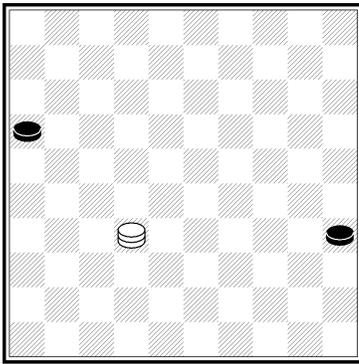
4.13



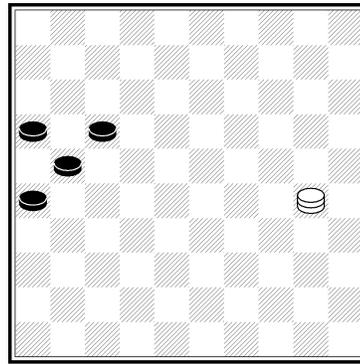
4.10



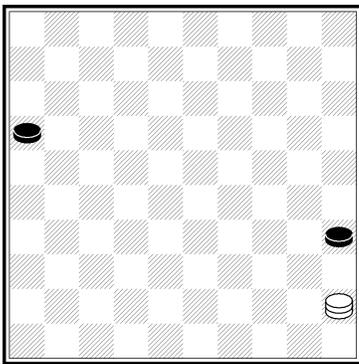
4.14



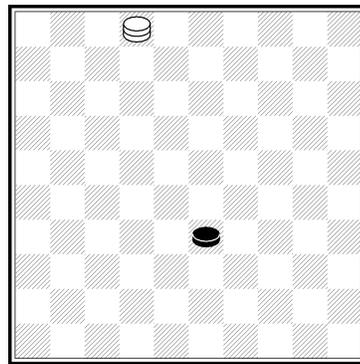
4.11



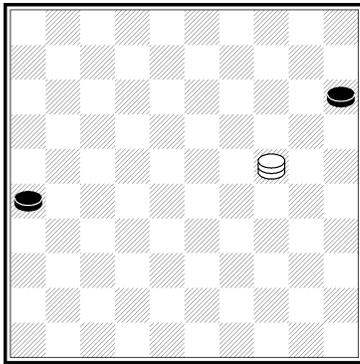
4.15



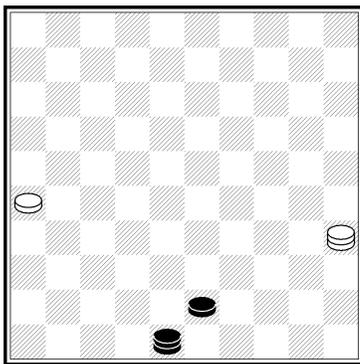
4.12



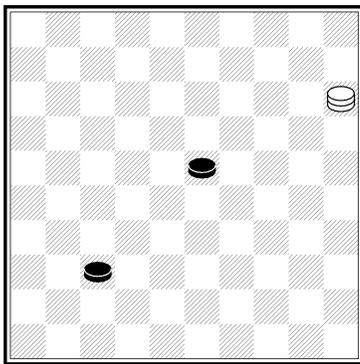
4.16



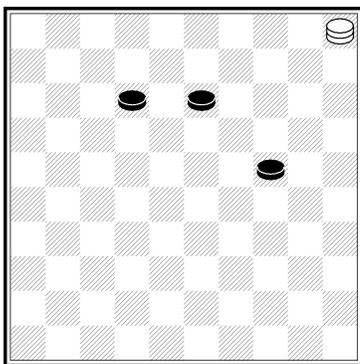
4.17



4.18

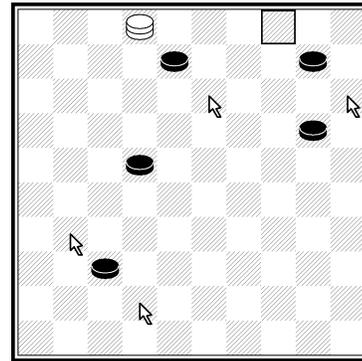


4.19



4.20

5. Catturare con una dama



La dama controlla interi diagonali. In questo esempio, la dama può catturare i cinque pezzi neri con una sola mossa!

Una dama non può catturare lo stesso pezzo più di una volta. Può passare però sulla stessa casella più di una volta.

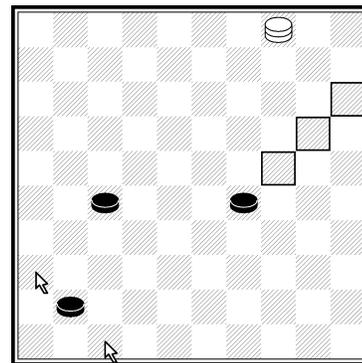
Prende $2 \times 13 \times 31 \times 42 \times 15 \times 4$.

Possiamo annotare questo con:

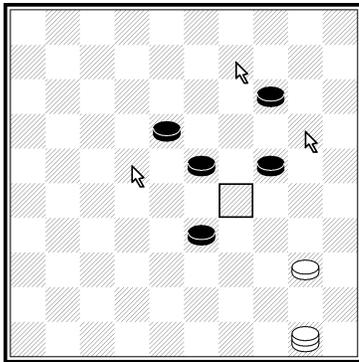
2 x 4

In realtà il bianco può catturare anche in un altro modo: $2 \times 24 \times 15 \times 4 \times 31 \times 42$ (o 48).

In entrambi i casi il bianco cattura tutte le pedine nere e può scegliere come farlo.



In questo caso la dama può scegliere dove fermarsi, dopo aver catturato 3 pezzi. Abbiamo evidenziato tutte le 3 caselle e così dovete fare anche negli esercizi.

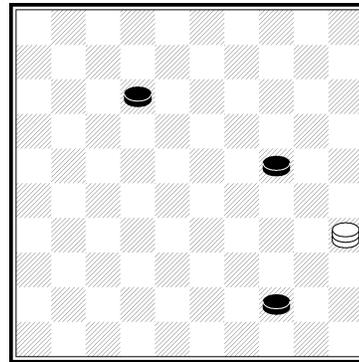


La dama bianca può catturare 3 pezzi in diversi modi. Ma è obbligato a prendere 4 pezzi (cattura maggioritaria). La dama deve fermarsi sulla casella <29>.

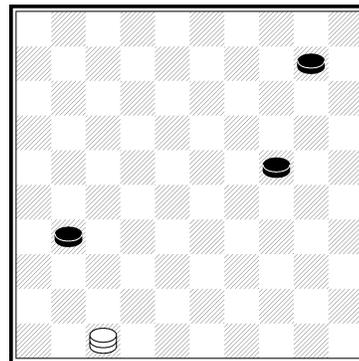
Non è consentito catturare lo stesso pezzo due volte. Inoltre la cosa importante è che bisogna mostrare la cattura completa e solo dopo possono essere tolte le pedine dalla damiera.

Ricapitolando: il bianco prende 50 x 29 il nero cattura la dama e una pedina vincendo la partita con: 23 x 45

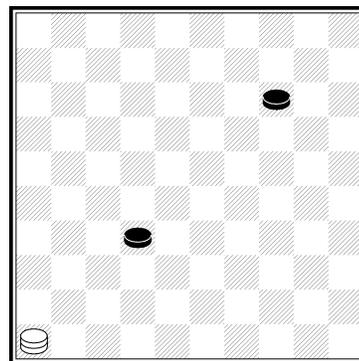
Questa tipologia di tiro è chiamato colpo turco.



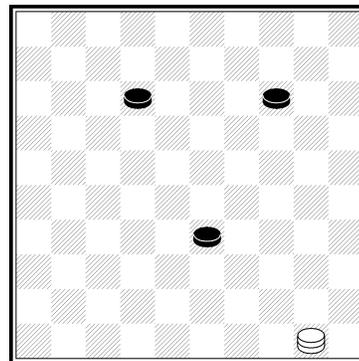
5.1



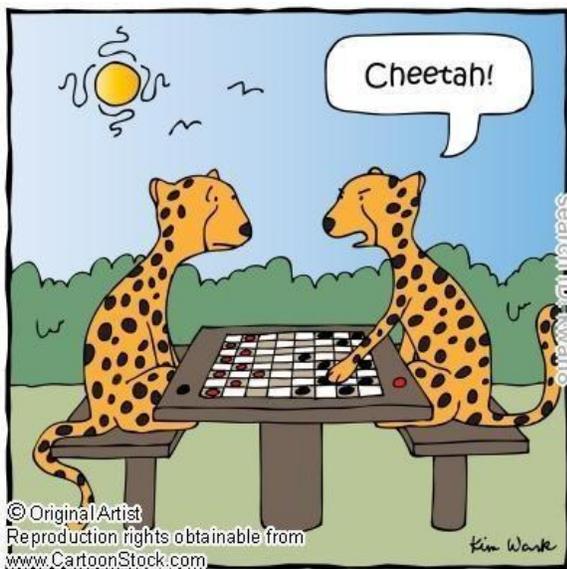
5.2



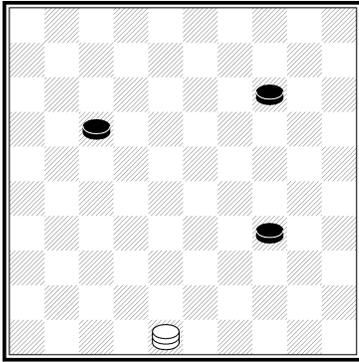
5.3



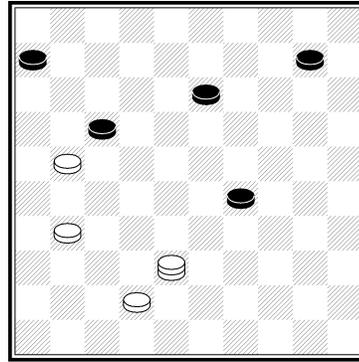
5.4



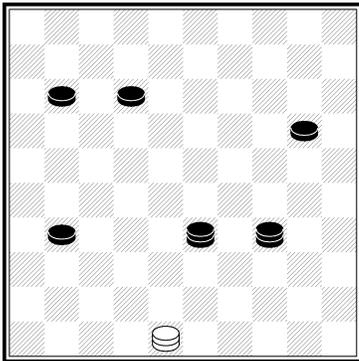
Esercizi 1 – 23 Disegna le frecce dove la dama cambia direzione e segna con una croce le caselle dove si può fermare.



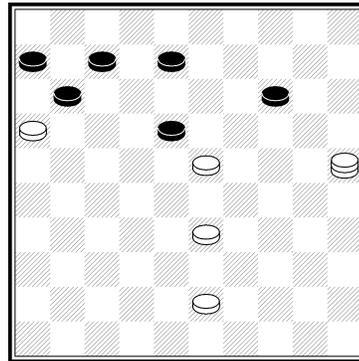
5.5



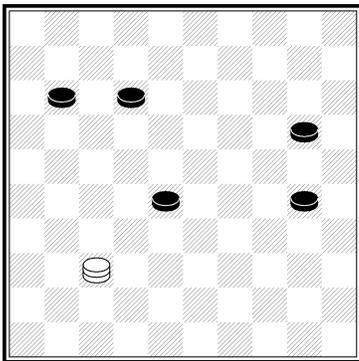
5.9



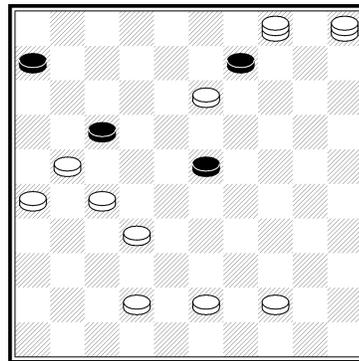
5.6



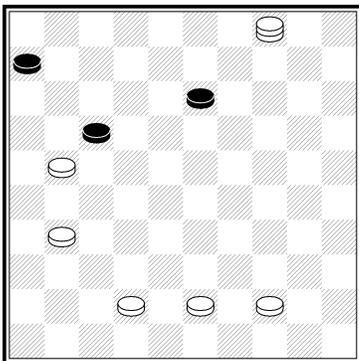
5.10



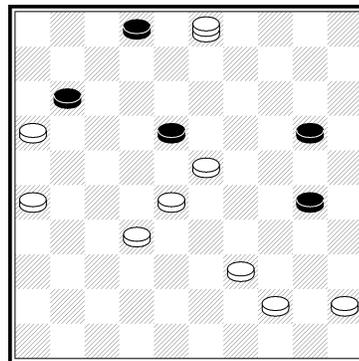
5.7



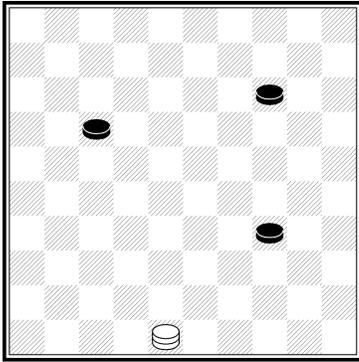
5.11



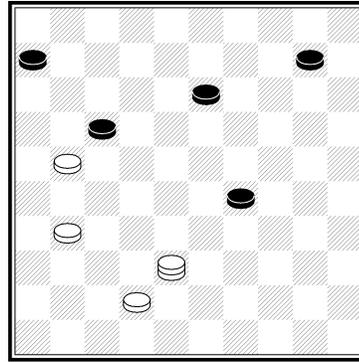
5.8



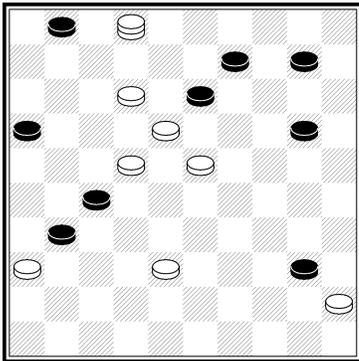
5.12



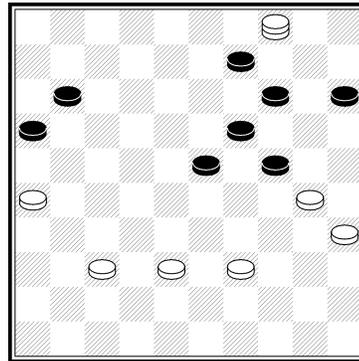
5.13



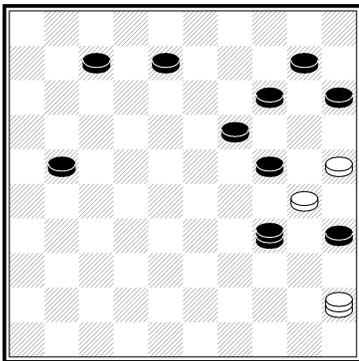
5.17



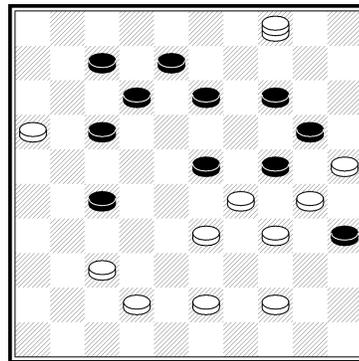
5.14



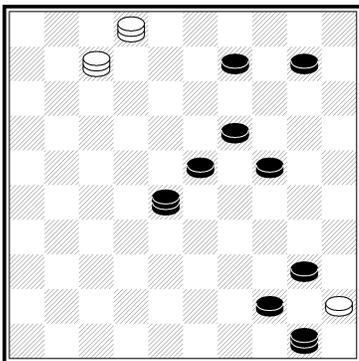
5.18



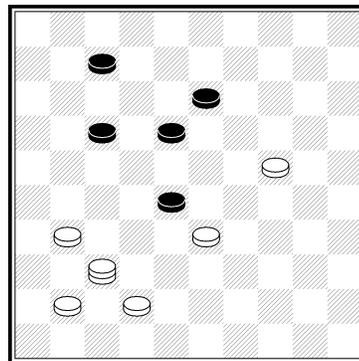
5.15**



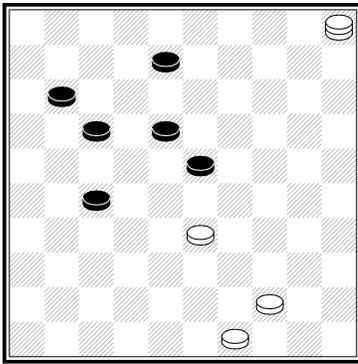
5.19



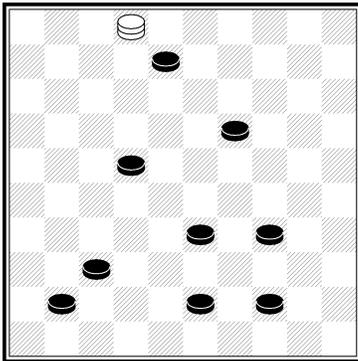
5.16



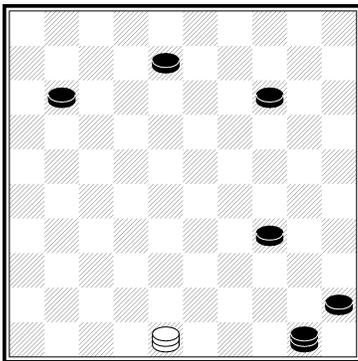
5.20



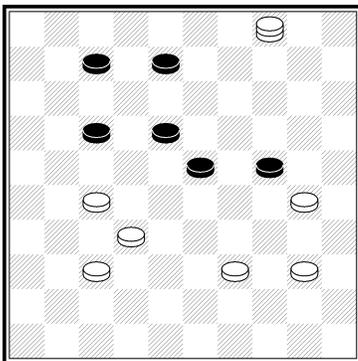
5.21



5.22**

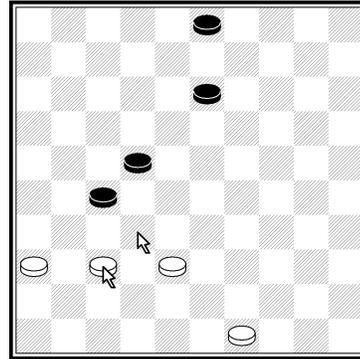


5.23



5.24**

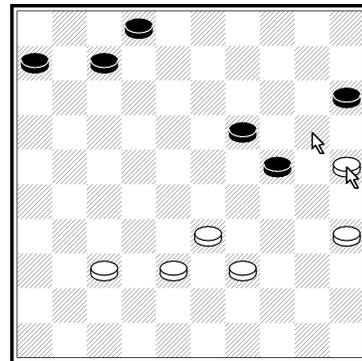
6. L'attacco dei pezzi



Il bianco può attaccare la pedina 27 giocando 37 - 32. Il nero non può difendere la pedina attaccata.

Se gioca 27-31 il bianco cattura tre pezzi: 36 x 9.

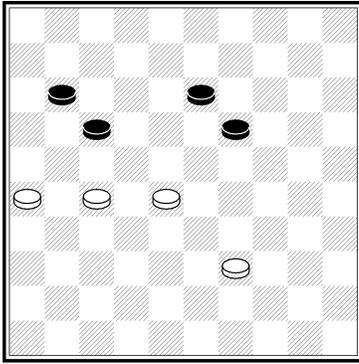
37 - 32!



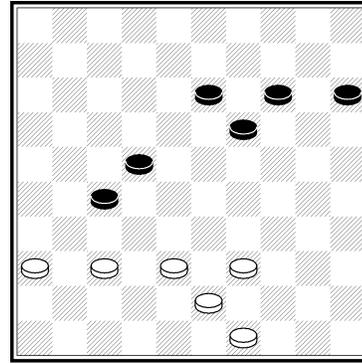
In questo caso una pedina nera viene attaccata da dietro. Il nero non può fare nulla per evitare di perdere un pezzo.



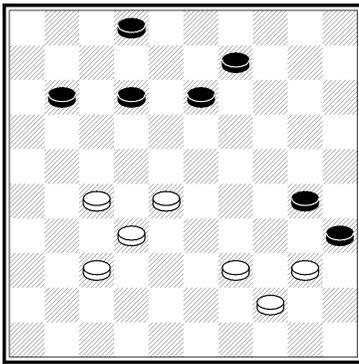
Esercizi 1 - 16 Mostra con una freccia la mossa che attacca correttamente.



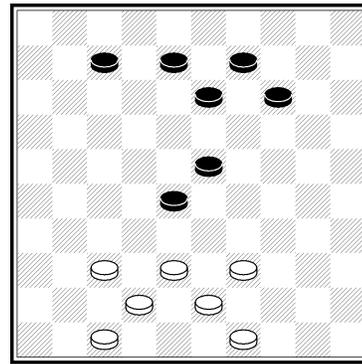
6.1



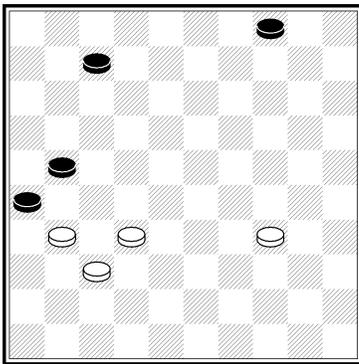
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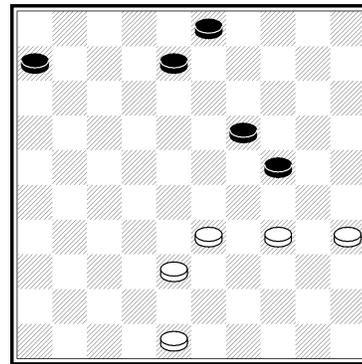
6.2



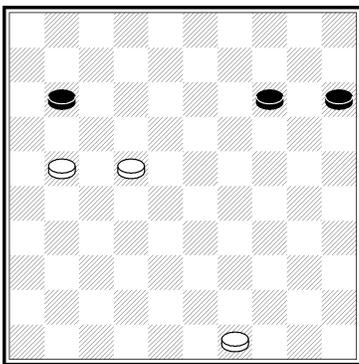
6.6



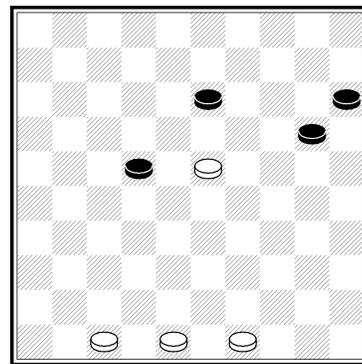
6.3



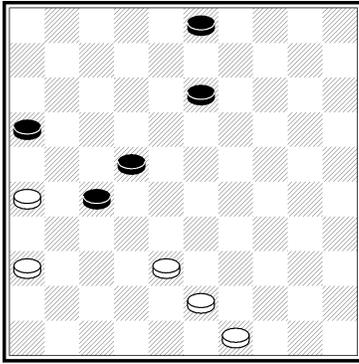
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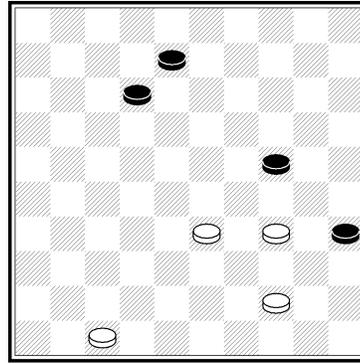
6.4



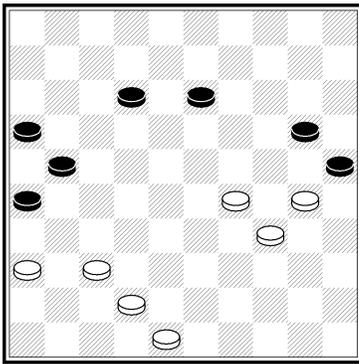
6.8



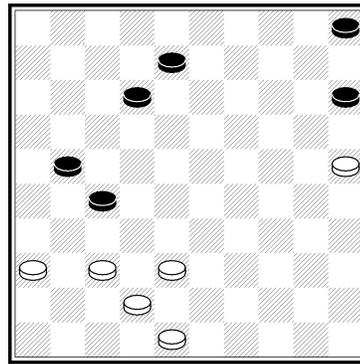
6.9



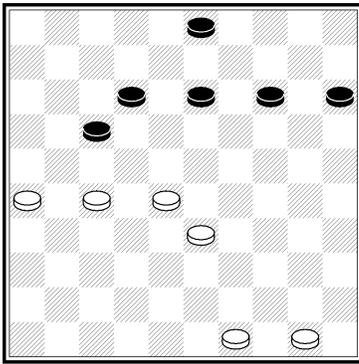
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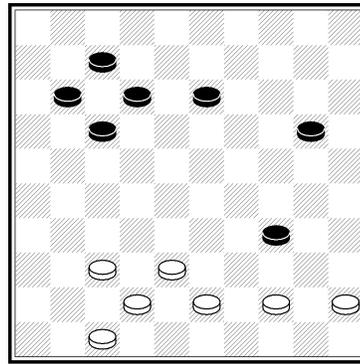
6.10



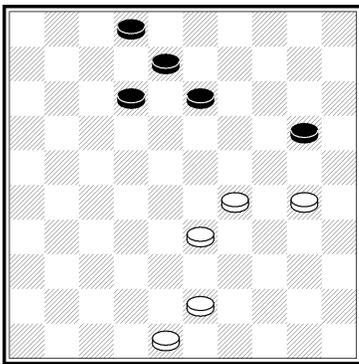
6.14



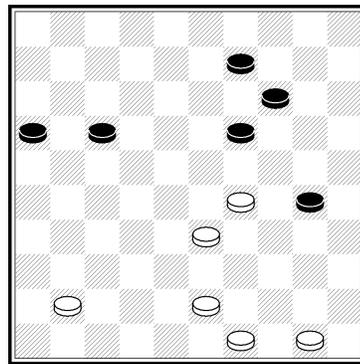
6.11



6.15

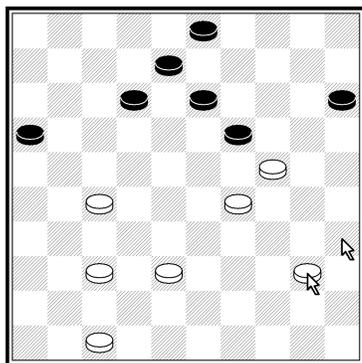


6.12



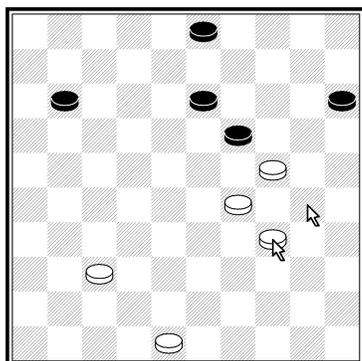
6.1

7. Difendersi



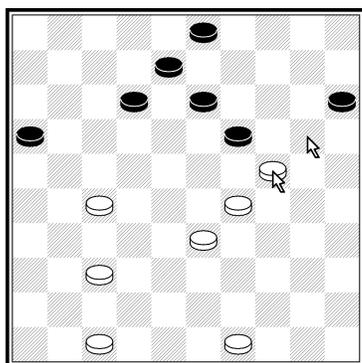
Il nero ha appena attaccato il pezzo <24>. Il bianco può difendere il pezzo giocando:

1.40 – 35 19 x 30
2.35 x 24



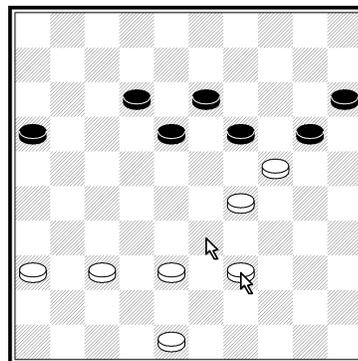
La pedina in >24> viene attaccata. In questo caso il bianco chiude la casella vuota in <30>.

34 – 30



In questa caso il bianco può difendere la pedina attaccata facendo il cambio.

1.24 – 20 15 x 24
2.29 x 20



In questa situazione è più complicato difendere la pedina attaccata.

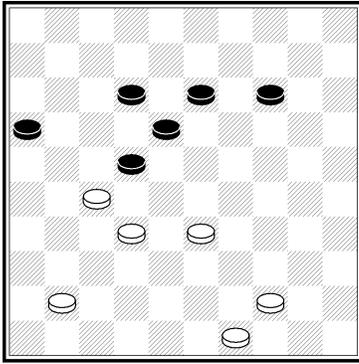
Il bianco ha un unico modo per non perdere un pezzo, prima fa 39-33 e poi fa uno cambio 2x2.

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

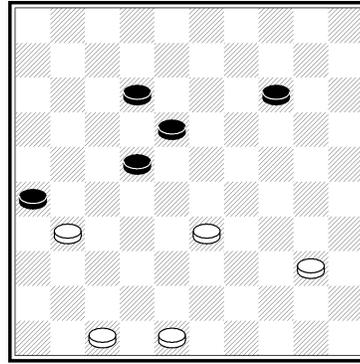


Una coppia si diverte a giocare in un parco a dama frisone, una variante in cui i pezzi possono essere mangiati anche in orizzontale e verticale.

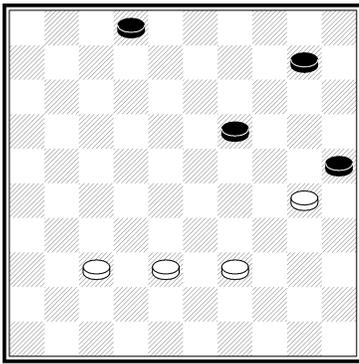
Esercizi 1 – 16 Qual è la mossa giusta per difendere il pezzo ?



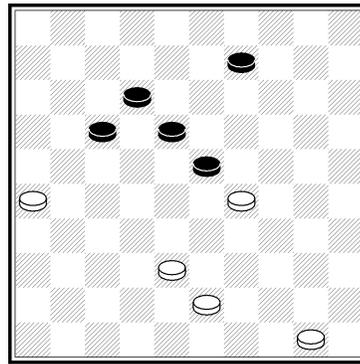
7.1



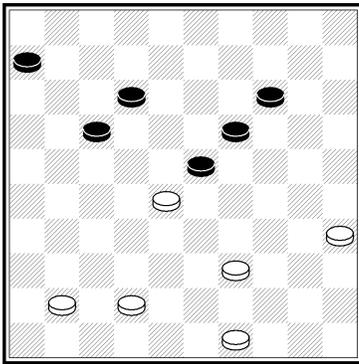
7.5



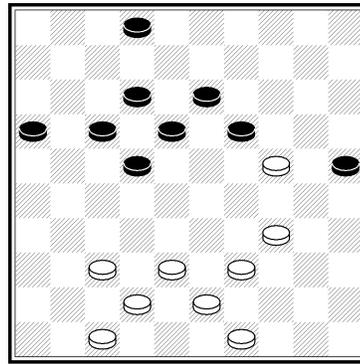
7.2



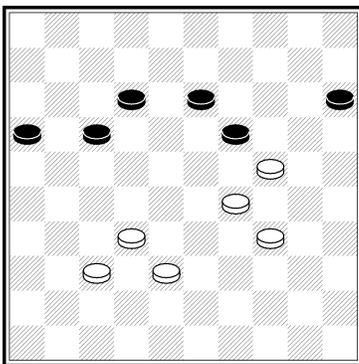
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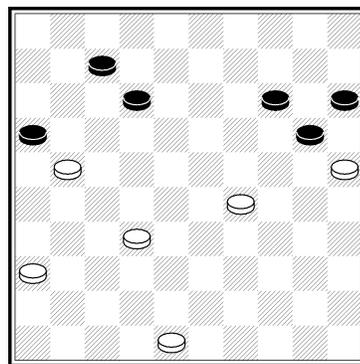
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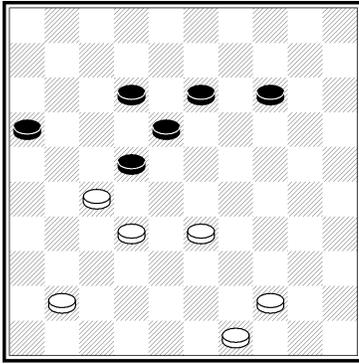
7.7



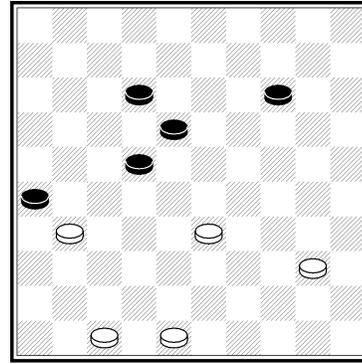
7.4



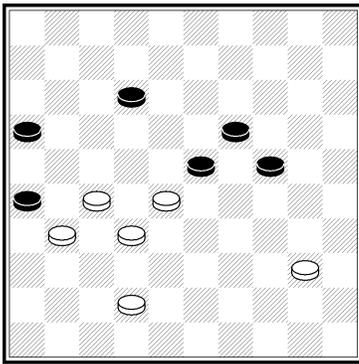
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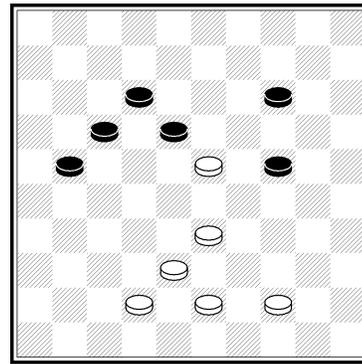
7.9



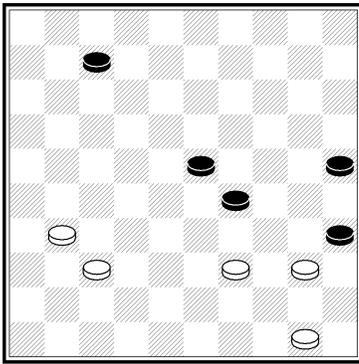
7.13



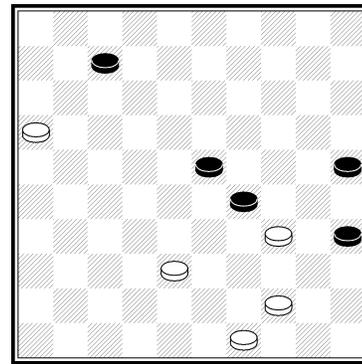
7.10



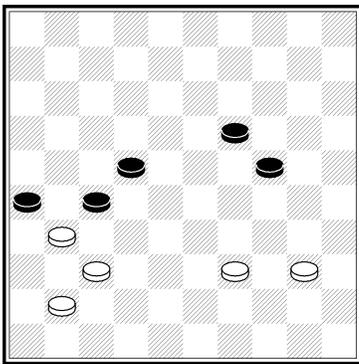
7.14



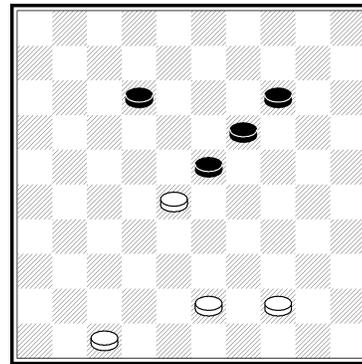
7.11



7.15

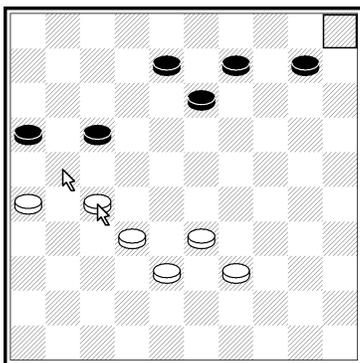


7.12



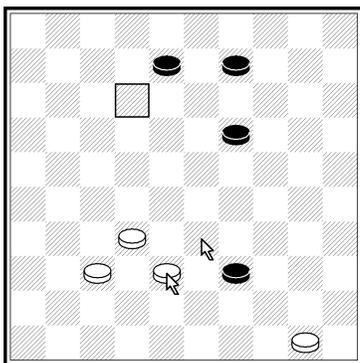
7.16

8. Fare un tiro



A volte può essere intelligente “regalare” una pedina.
L'utilizzo del sacrificio di un pezzo per ottenere più pezzi o per andare a dama viene chiamato in “gergo damistico” combinazione o tiro.
Il bianco fa un tiro e va a dama:

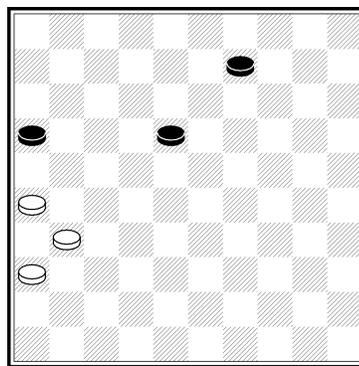
1.27 – 21 16 x 27
2.32 x 5



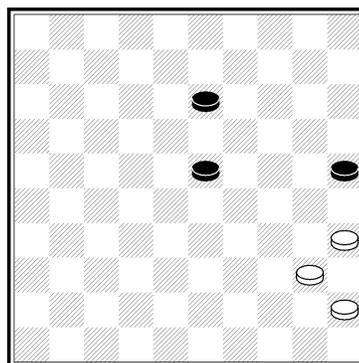
In questo caso il bianco dà un pezzo, il nero deve mangiare all'indietro, in seguito il bianco catturerà 4 pezzi neri.

1.38 – 33 39 x 28
2.32 x 12

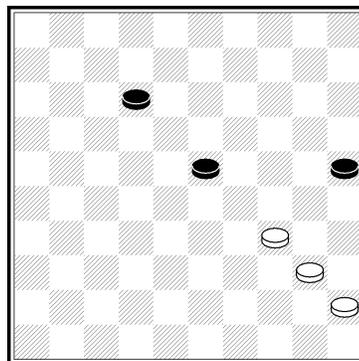
Esercizi 1 – 16 Il bianco fa un tiro. Metti una freccia per mostrare la prima mossa e segna la casella dove finisce il tiro.



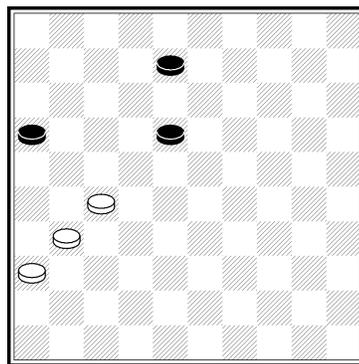
8.1



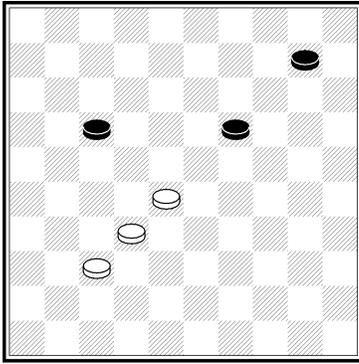
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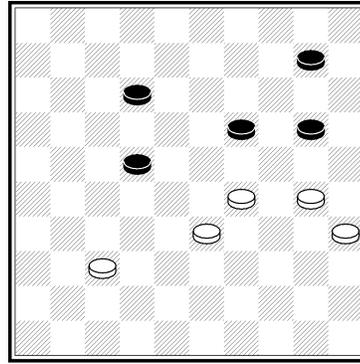
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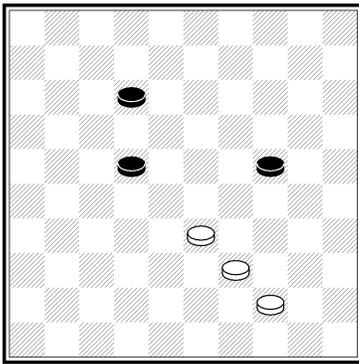
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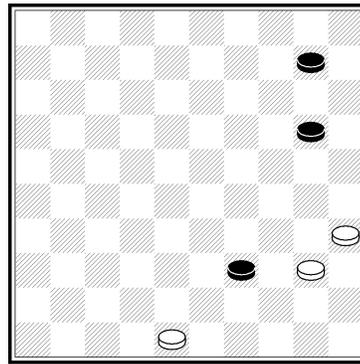
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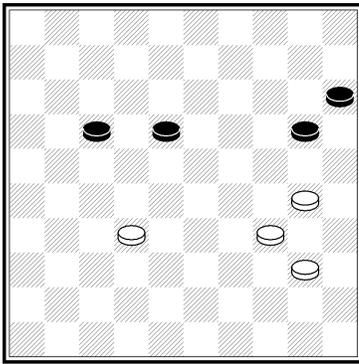
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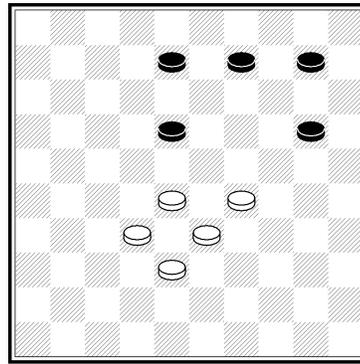
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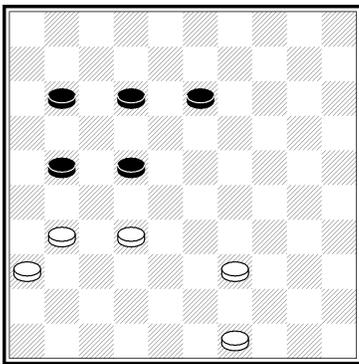
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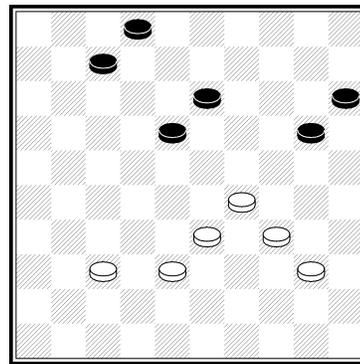
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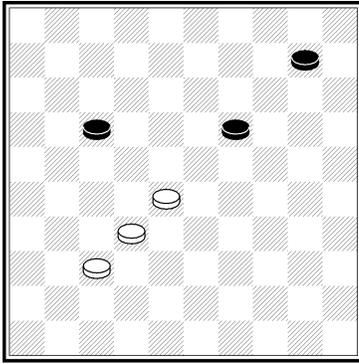
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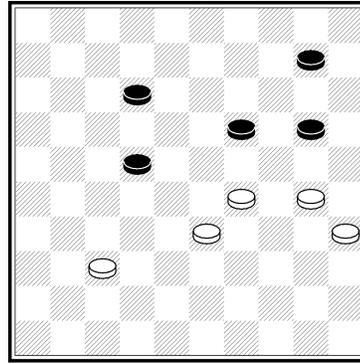
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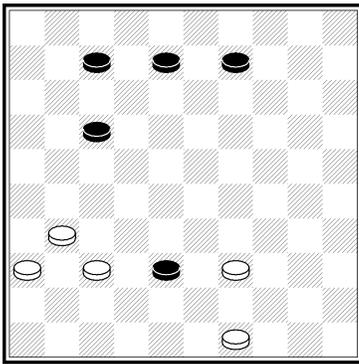
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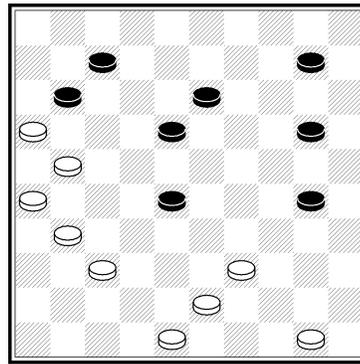
8.13



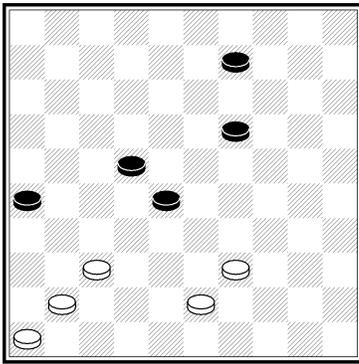
8.17



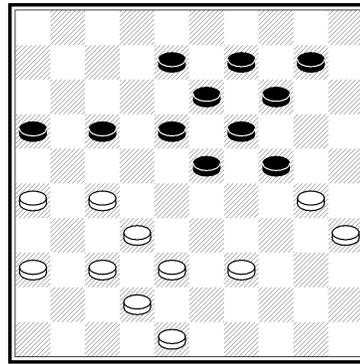
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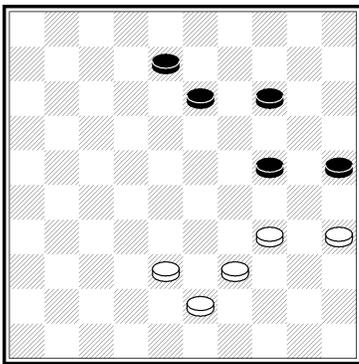
8.18



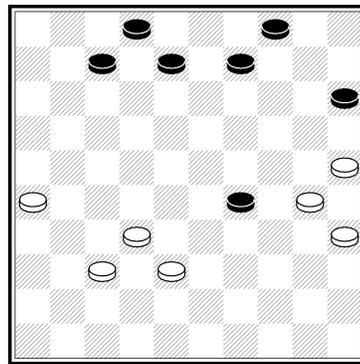
8.15



8.19

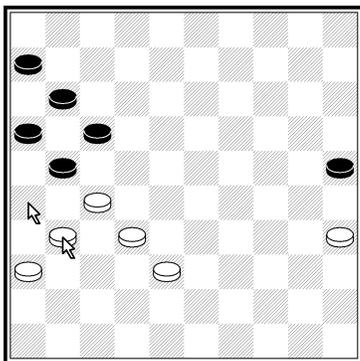


8.16



8.20

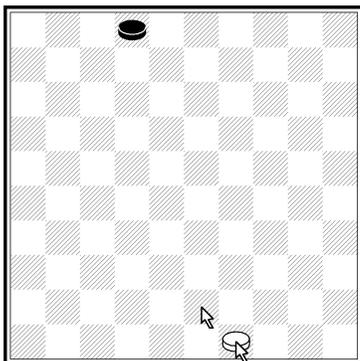
9. Bloccare l'avversario



Essere bloccato, significa che non si dispone più di una mossa buona.

Sapere a bloccare un avversario è una strategia molto importante, ed è utilizzata anche ad alti livelli nella dama internazionale! Il bianco può bloccare l'avversario giocando 31 - 26. Dopo questa mossa il nero può solamente sacrificare le pedine.

31 - 26!

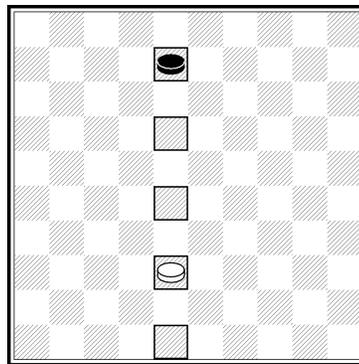


Il bianco può fermare la pedina nera per opposizione:

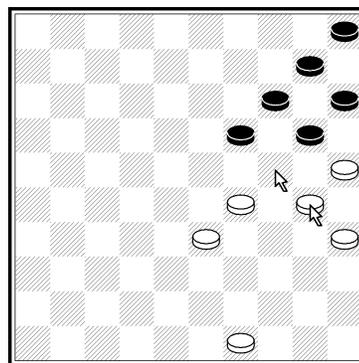
49 - 43!

Se le pedine sono nella stessa colonna, il colore che deve muoversi prima, perde per opposizione.

Dopo **49 - 43 2 - 8 43 - 38** il nero deve muoversi.



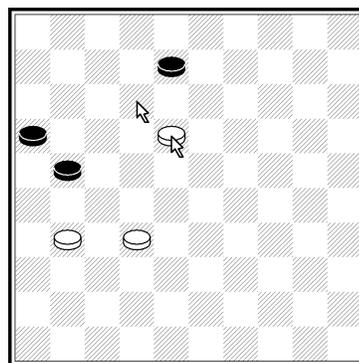
In questo modo è il bianco che vince per opposizione. Se toccasse al bianco, il nero vincerebbe.



Il bianco fa uno cambio per bloccare il nero:

**1.30 - 24 19 x 30
2.35 x 24**

Adesso il nero deve solo sacrificare le pedine.

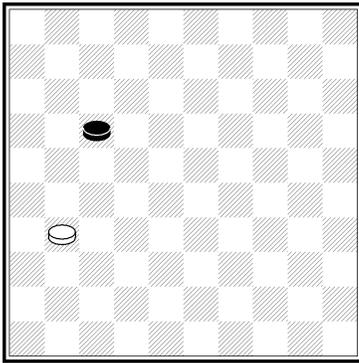


A volte è intelligente sacrificare una pedina. In questo caso il bianco sacrifica un pezzo giocando:

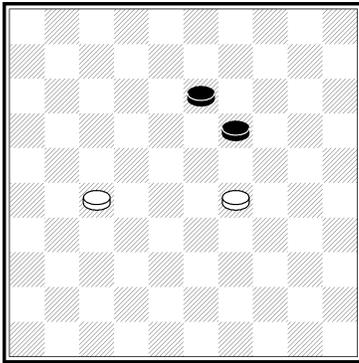
**1.18 - 12 ! 8 x 17
2.31 - 26**

Il nero è rimasto bloccato.

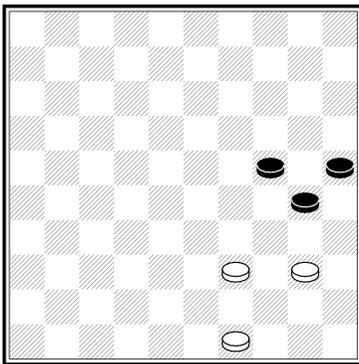
Esercizi 1 – 19 Con quale mossa è possibile bloccare l'avversario? (disegna le mosse con delle frecce)



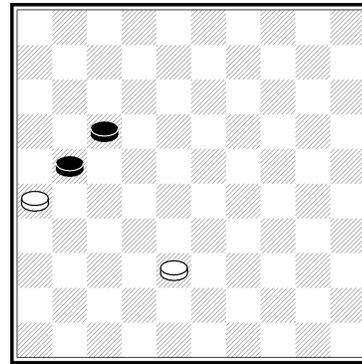
9.1



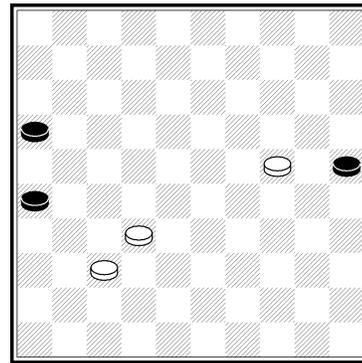
9.2



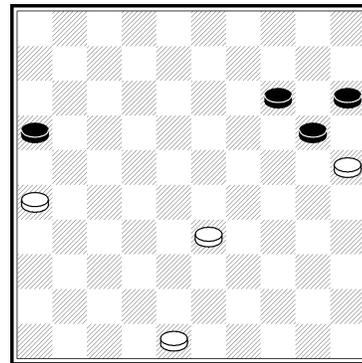
9.3



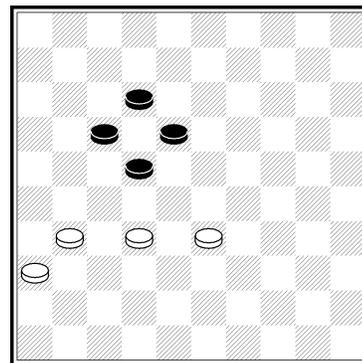
9.4



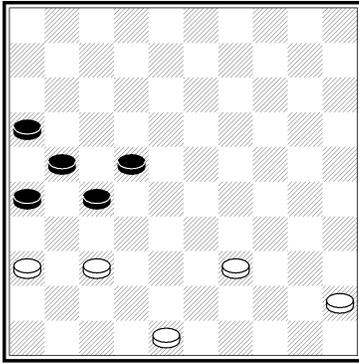
9.5



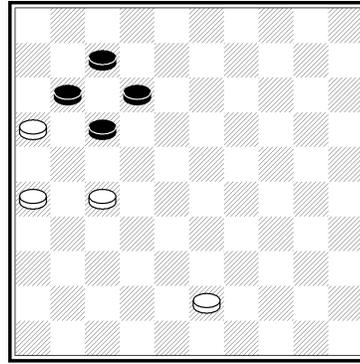
9.6



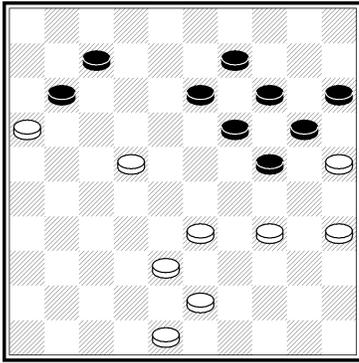
9.7



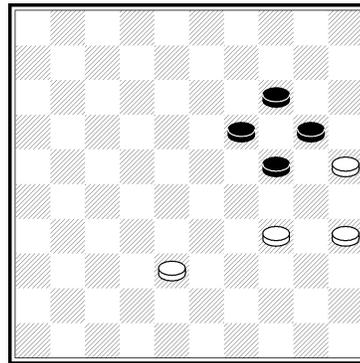
9.8



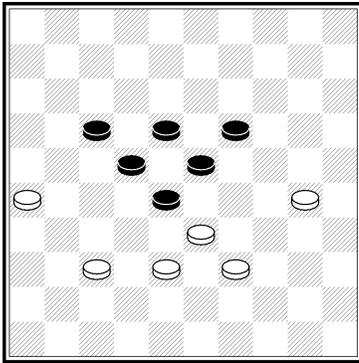
9.12



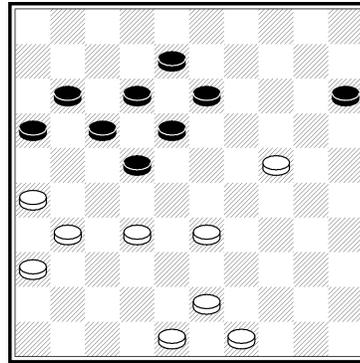
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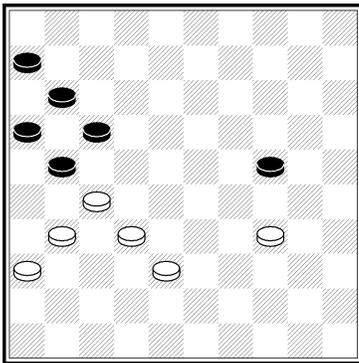
9.13



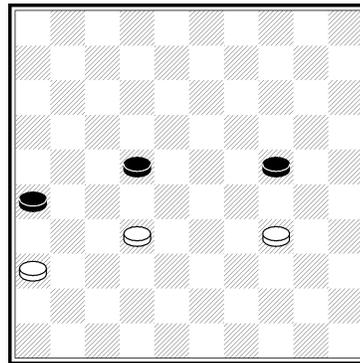
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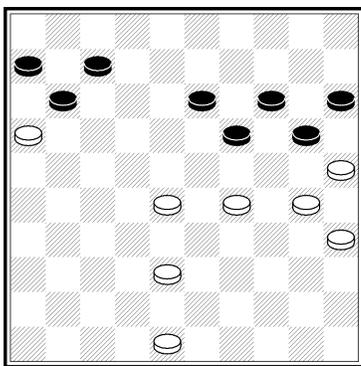
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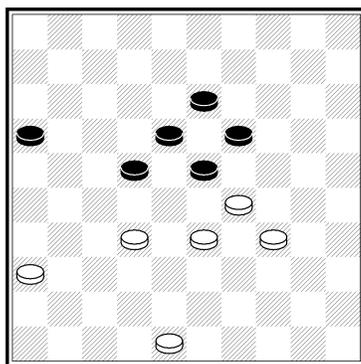
9.11



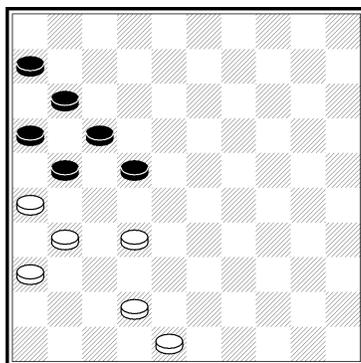
9.15



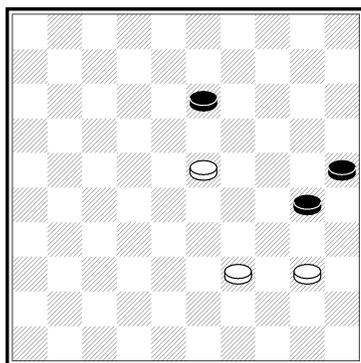
9.16



9.17

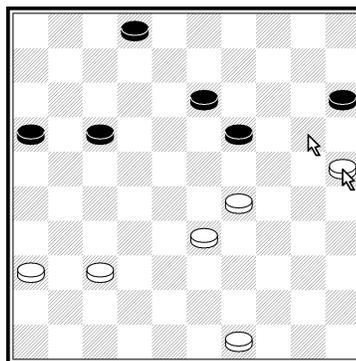


9.18



9.19

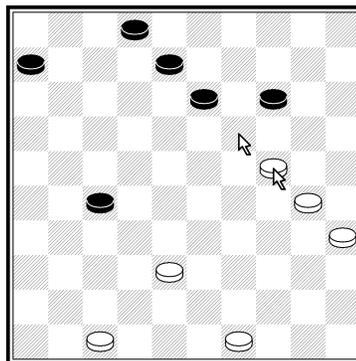
10. Sfondamento



Uno dei modi per vincere una partita è quello di ottenere un dama il prima possibile. In questo esempio il bianco “sfonda” verso dama facendo un semplice cambio:

1.25 – 20 15 x 24
2.29 x 20

Dopo questo cambio la pedina bianca <20> non può più essere fermata e va a dama.

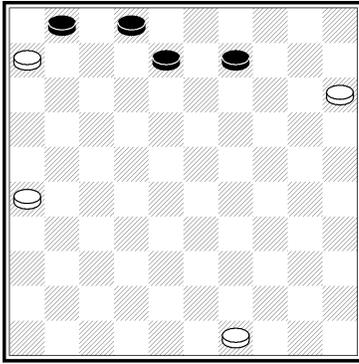


Poiché la dama è molto forte, bisogna essere disposti anche a sacrificare una pedina per sfondare. Il bianco sacrifica un pezzo per effettuare lo sfondamento verso dama.

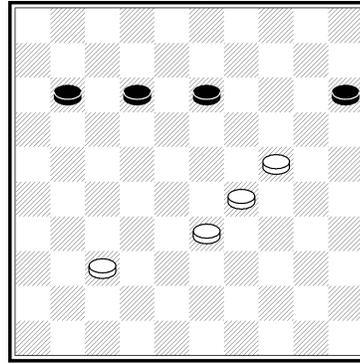
1.24 – 19! 14 x 23
2.30 – 25

La pedina in casella <25> non può più essere fermata e va a dama.

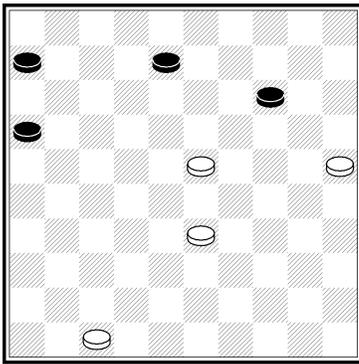
Esercizi 1 – 20 Indica con le frecce con quale mosse il bianco può sfondare.



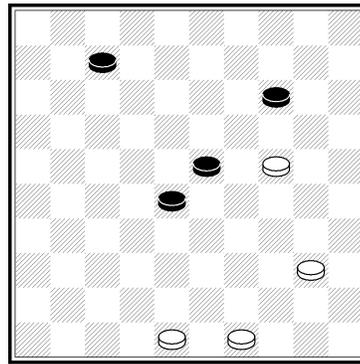
10.1



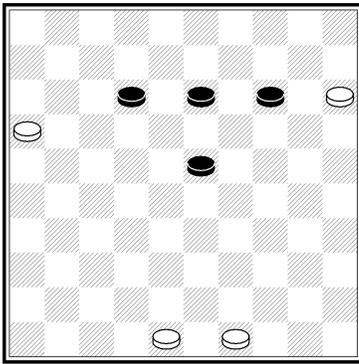
10.5



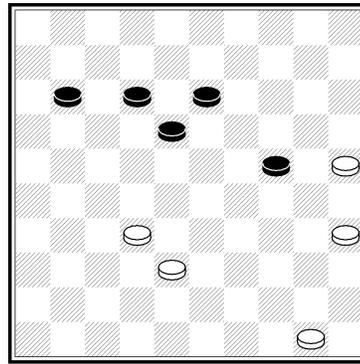
10.2



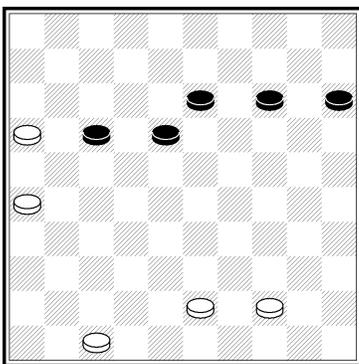
10.6



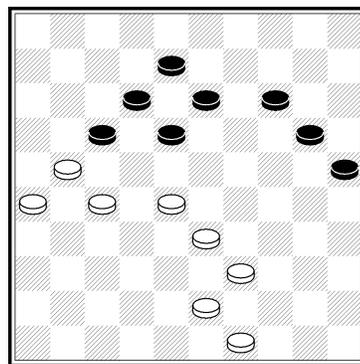
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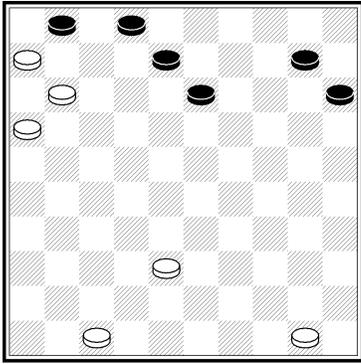
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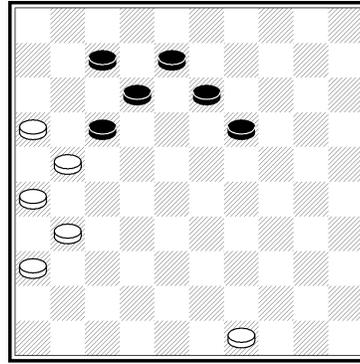
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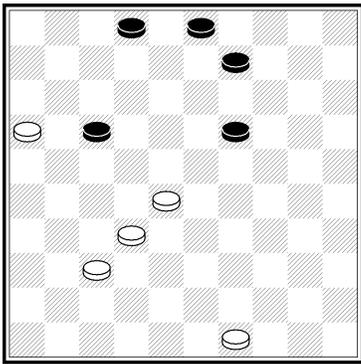
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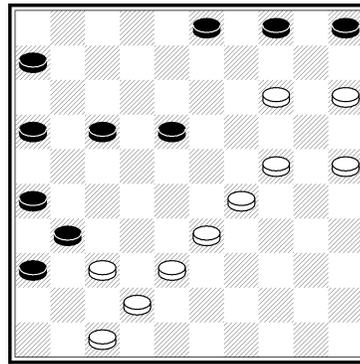
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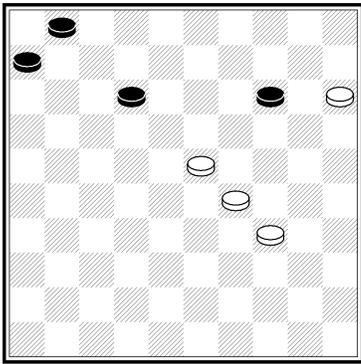
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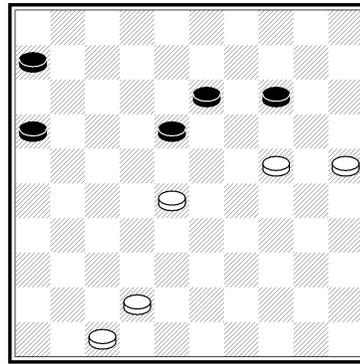
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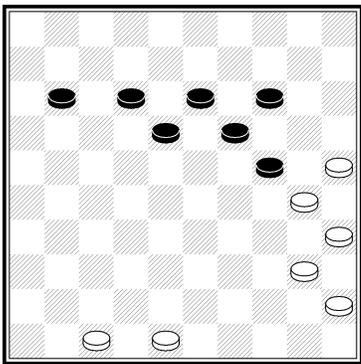
10.14



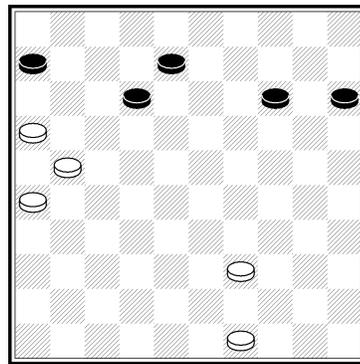
10.11



10.15



10.12

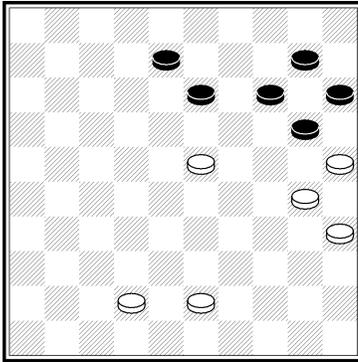


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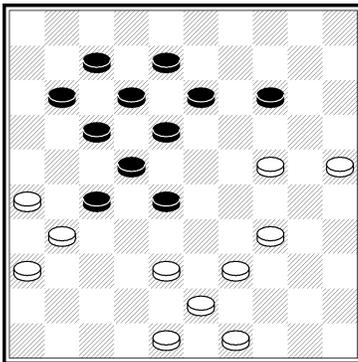
11. Giudicare una posizione

Non è facile a giudicare una posizione. Per stabilire chi ha la posizione migliore bisogna tenere in considerazione le seguenti caratteristiche:

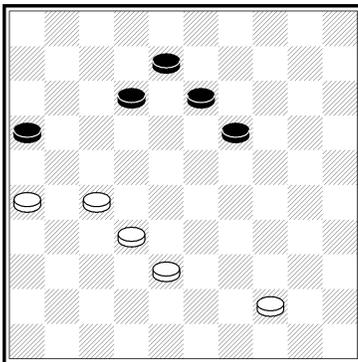
1. *Numero di pedine.* Naturalmente è vantaggioso avere più pedine. Ma non sempre,
2. *Lo spazio per giocare.* E 'necessario avere un ampio spazio per giocare,
3. *Pedine che possono sfondare.*



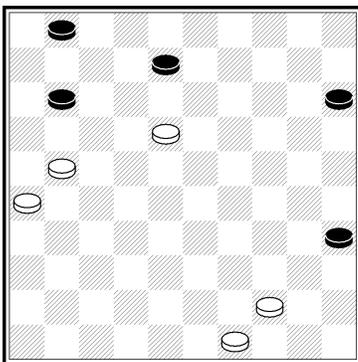
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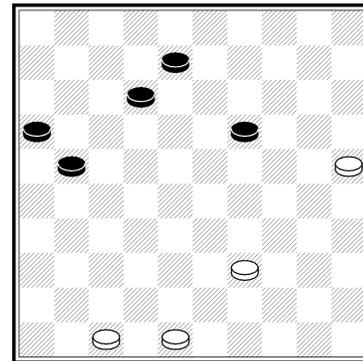
10.18**



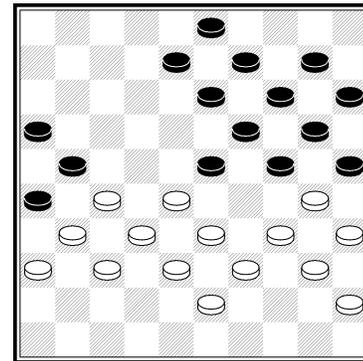
10.19**



10.20



In questo caso il bianco ha solo una pedina in meno ma con una pedina "sfondera" verso dama **25 - 20**. Per questo la posizione è migliore per il bianco.

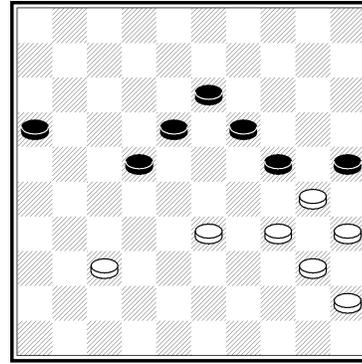


Il numero di pedine è uguale ma il bianco ha una carenza di spazio. Non ha una mossa buona. Controlla le seguenti mosse:

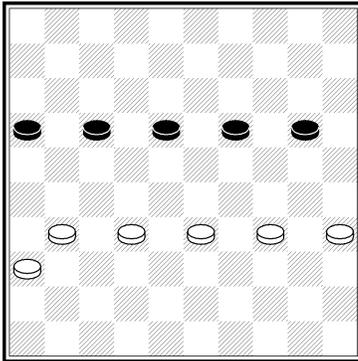
- 34 – 29 perde due pezzi (23 x 34 40 x 29 25 x 23),
- 33 – 29 24 x 42 perde un pezzo,
- 3. 27 – 22 risponde con 21 – 27! e dopo 32 x 21 23 x 41 36 x 47 16 x 18 (o 16 x 36) il nero guadagna 2 pezzi,

- 28 – 22 il nero risponde con 23 – 28! E guadagna facilmente 2 pezzi

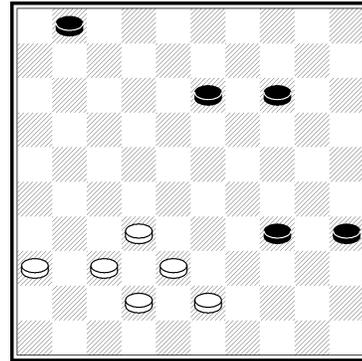
Esercizi 1 – 19 Chi sta meglio in queste posizioni: il bianco, il nero o la posizione è di pari? (In tutti i diagrammi muove il bianco)



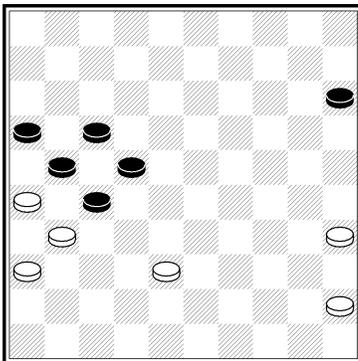
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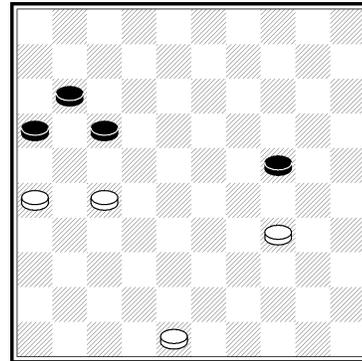
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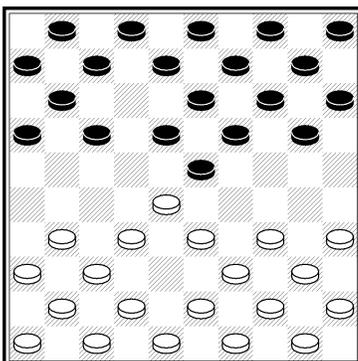
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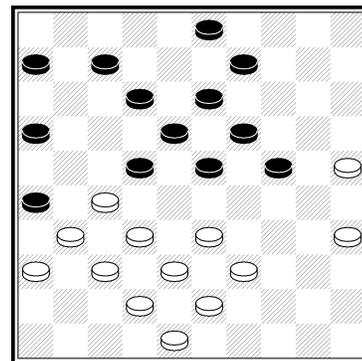
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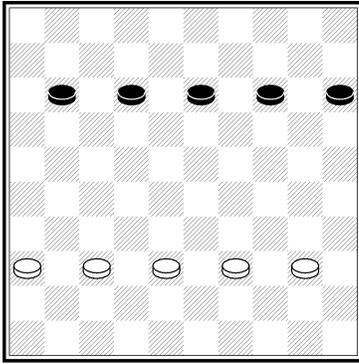
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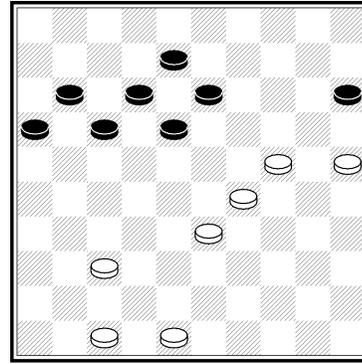
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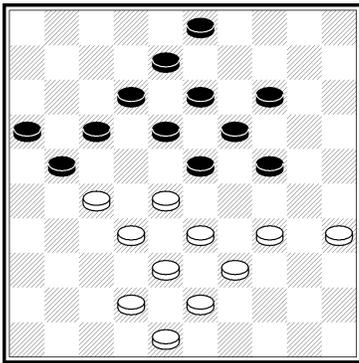
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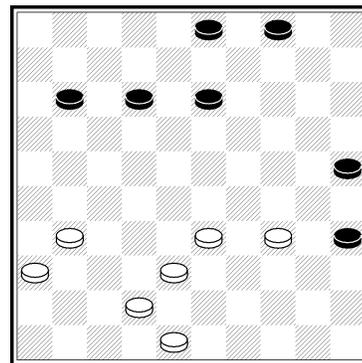
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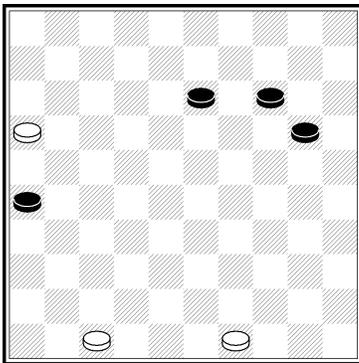
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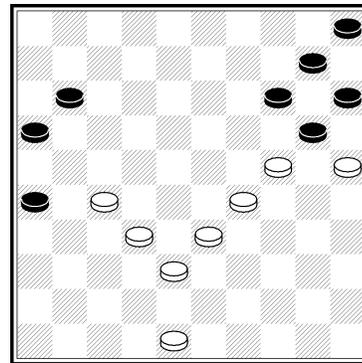
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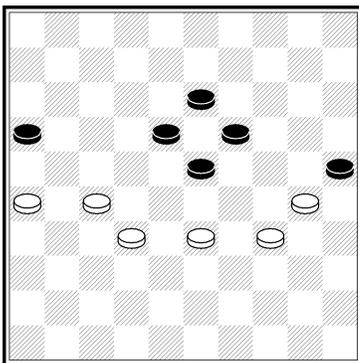
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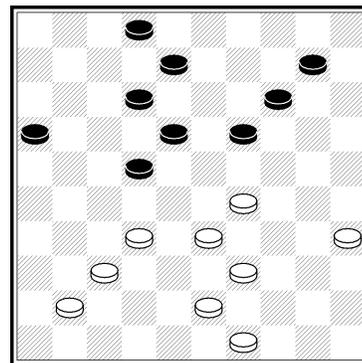
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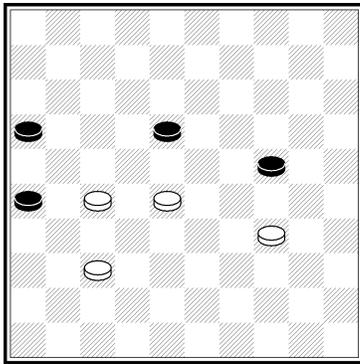
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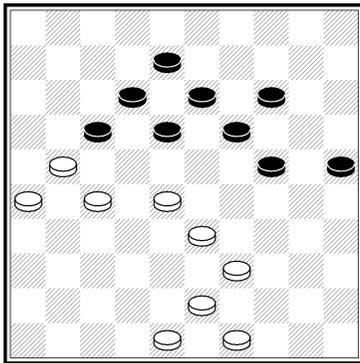
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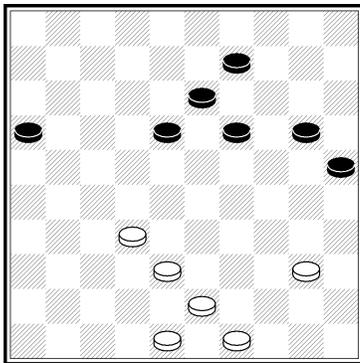
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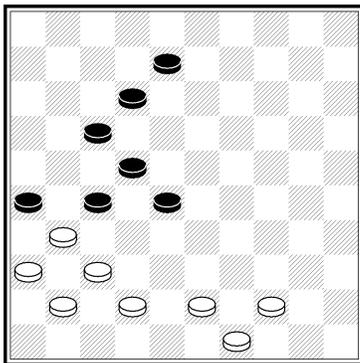
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11.17

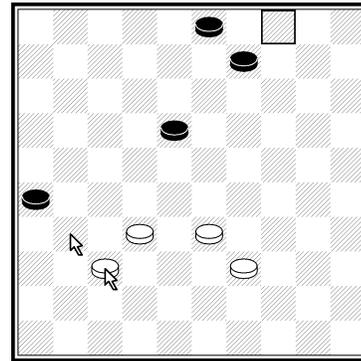


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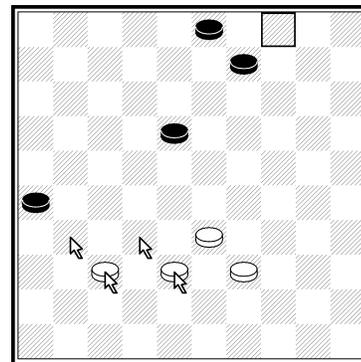
11.19

12. Tiri



I tiri sono molto importanti nel gioco della dama. A volte si può sacrificare più di un pezzo per fare un tiro. Il bianco vince giocando:

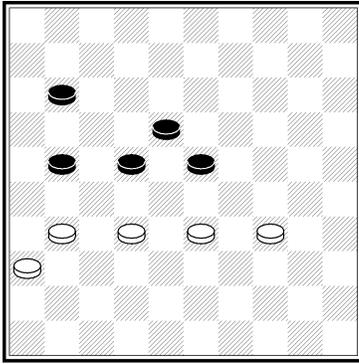
1.37 – 31 26 x 28
2.33 x 4



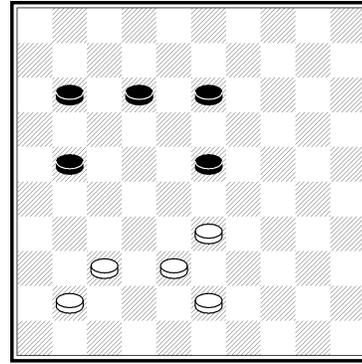
Il bianco deve dare prima un pezzo e poi un altro per fare il tiro.

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

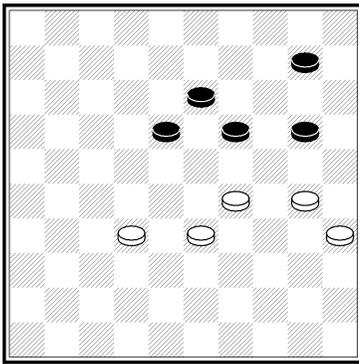
Esercizi 1 – 21 Metti una freccia per mostrare la mossa giusta e segna la casella su cui finisce il tiro con una croce.



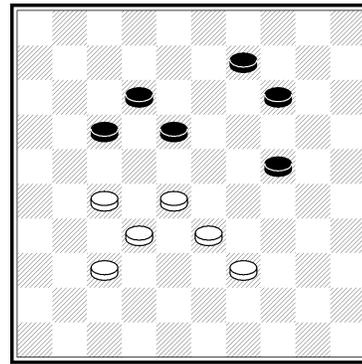
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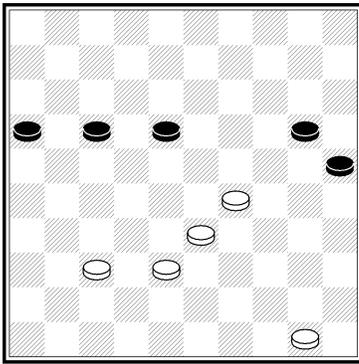
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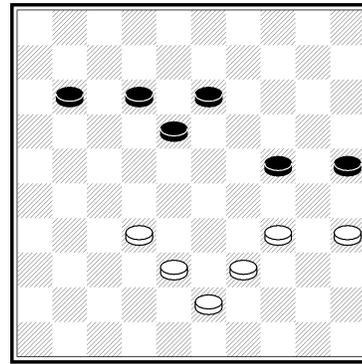
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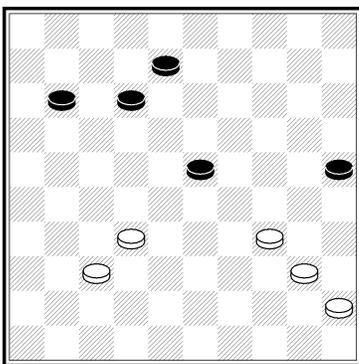
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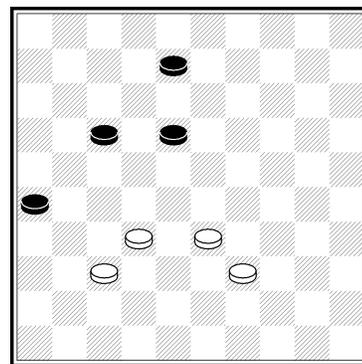
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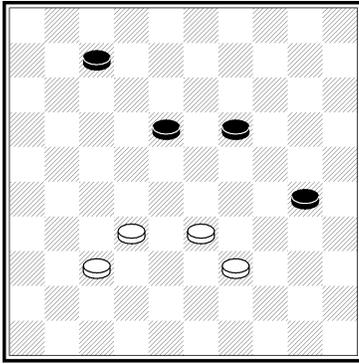
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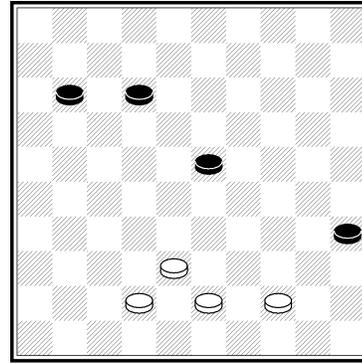
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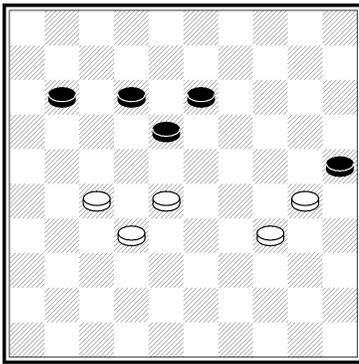
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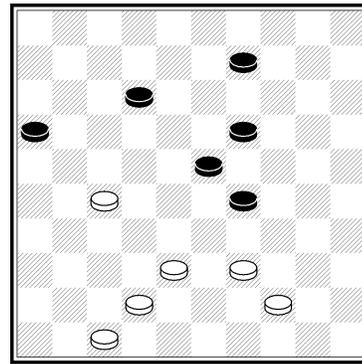
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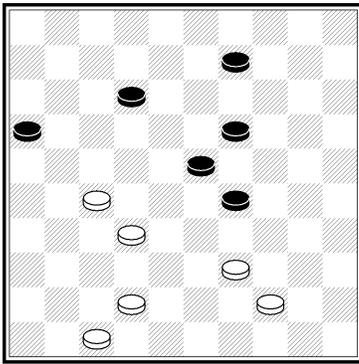
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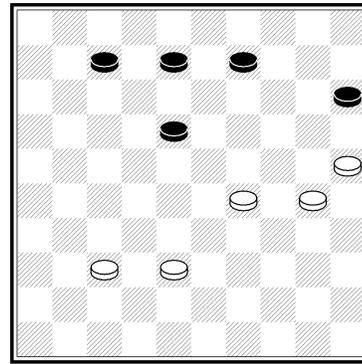
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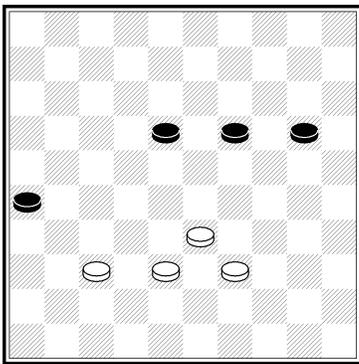
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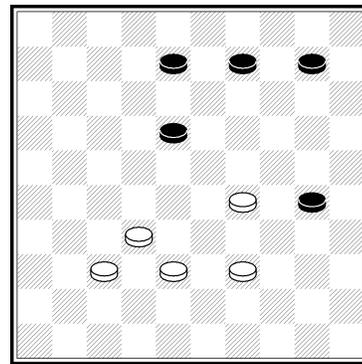
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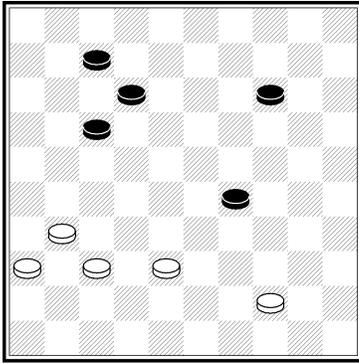
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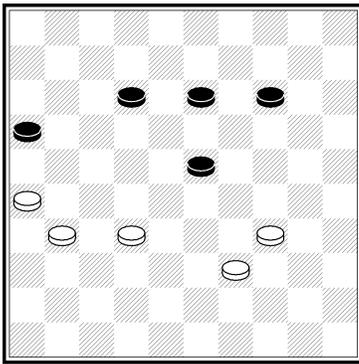
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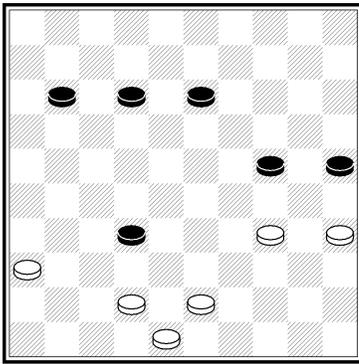
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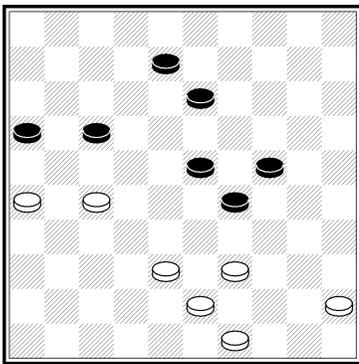
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12.18

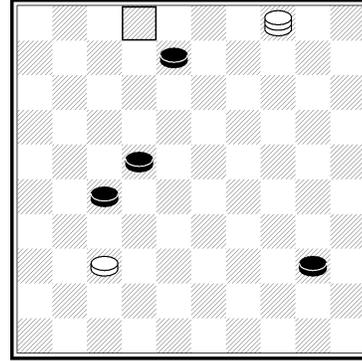


12.19



12.20

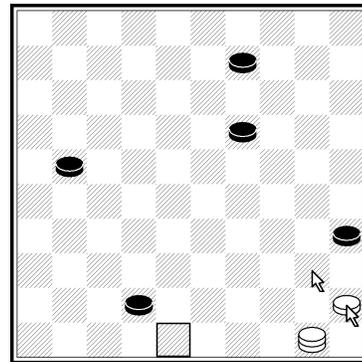
13. Tiri con la dama



La dama è un'arma molto potente, infatti la dama ha un enorme capacità di cattura e si possono quindi fare grandi tiri avendola.

Il bianco può catturare tutti i pezzi neri (4 x 27 x 49 x 35 x 2) giocando:

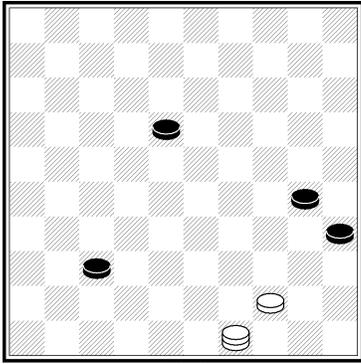
1.37 – 32 27 x 38
2.4 x 2



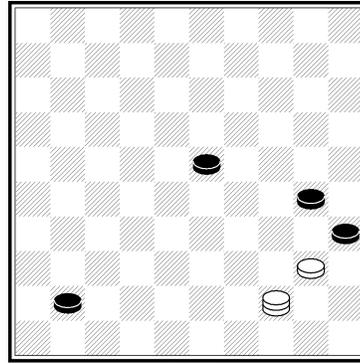
Il bianco dà un pezzo per catturare 5 pedine nere con la dama. Vediamo come:

1.45 – 40 35 x 44
2.50 x 48

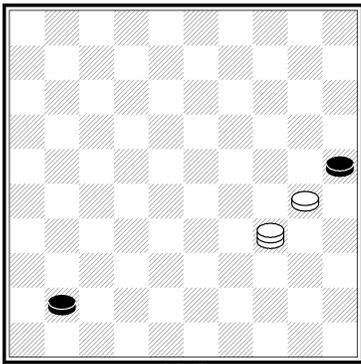
Esercizi 1 – 20 Metti una freccia per mostrare la mossa giusta e segna la casella su cui finisce il tiro con una croce.



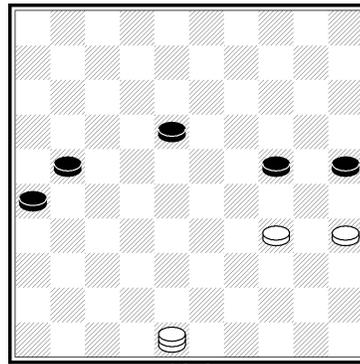
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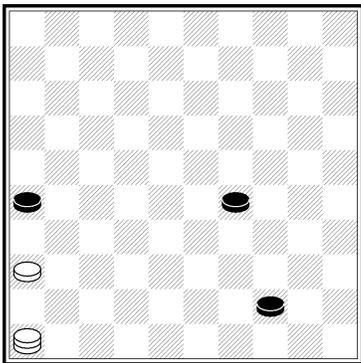
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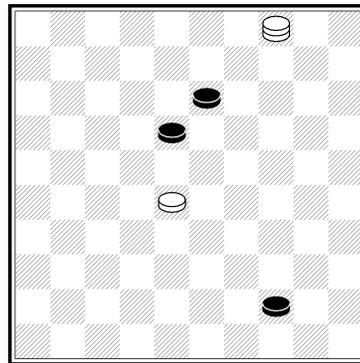
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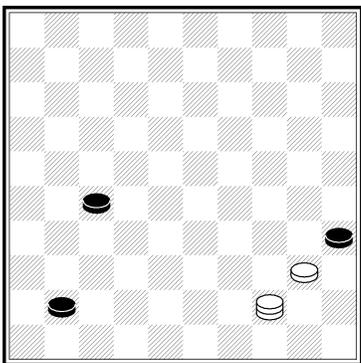
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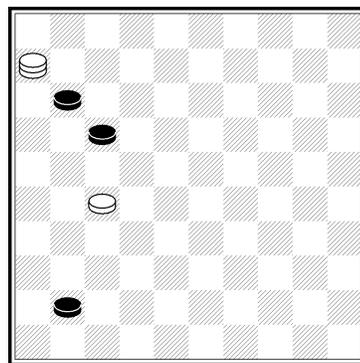
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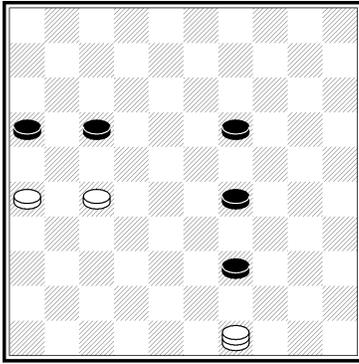
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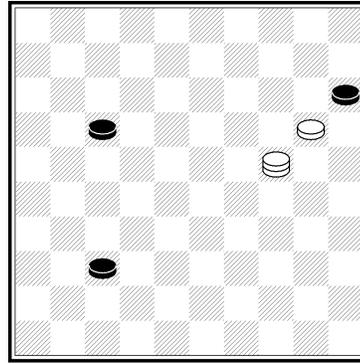
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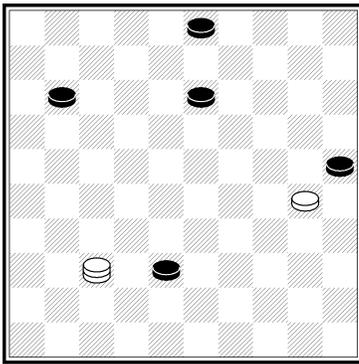
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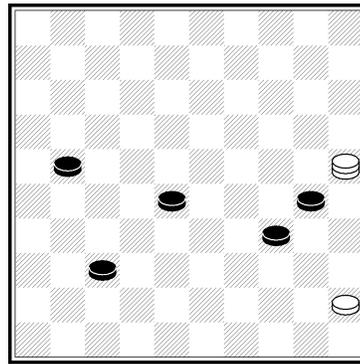
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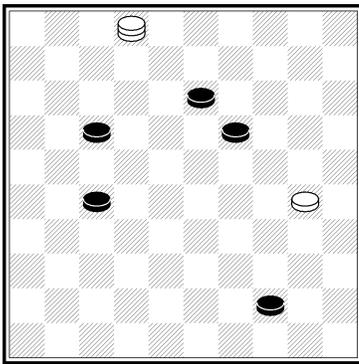
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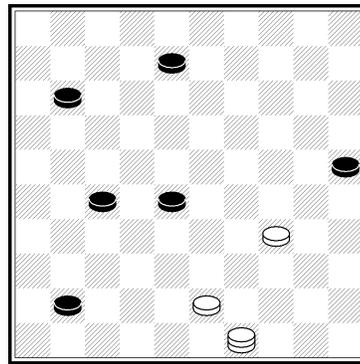
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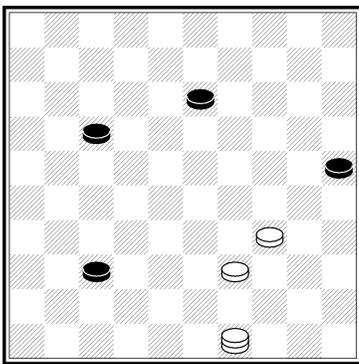
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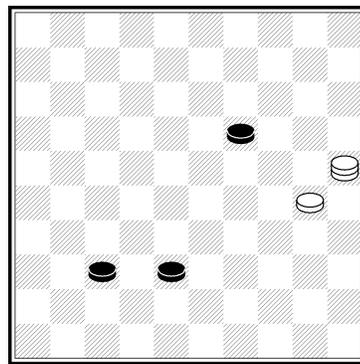
13.11



13.15



13.12

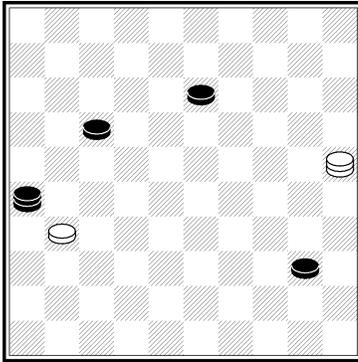


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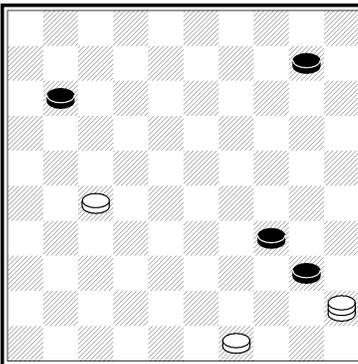
14. Giocare con un piano

Abbiamo imparato un diversi metodi per vincere una partita.

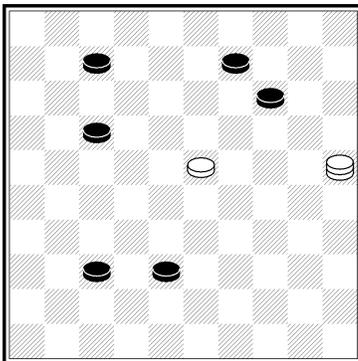
1. Fare un tiro
2. Bloccare l'avversario
3. Sfondare a dama
4. Attaccare dei pezzi



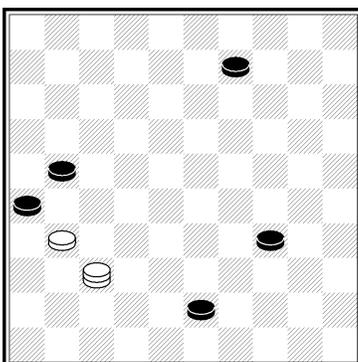
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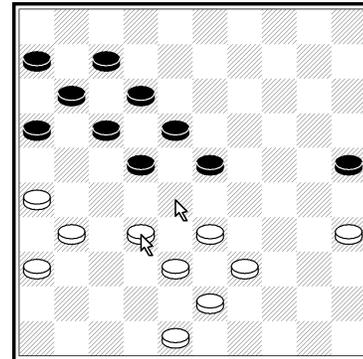
13.18



13.19



13.20

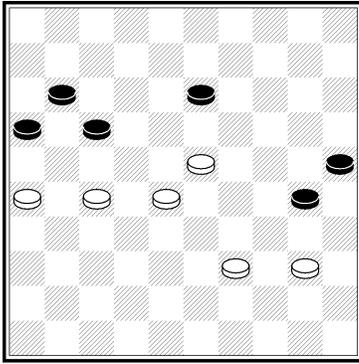


Gli esercizi sono sempre più difficili, se non si sa cosa contengono. Il bianco può fare un tiro? Può bloccare l'avversario? Il bianco può sfondare? Può attaccare con successo i pezzi dell'avversario?

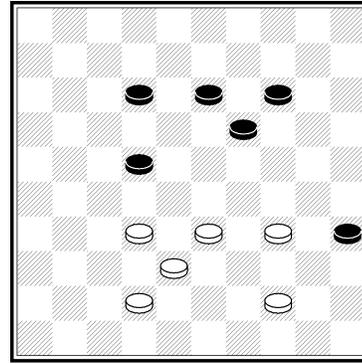
Nel diagramma il bianco può bloccare l'avversario facendo cambio: 32 - 28 23 x 32 38 x 27 e il nero deve regalare un pezzo.



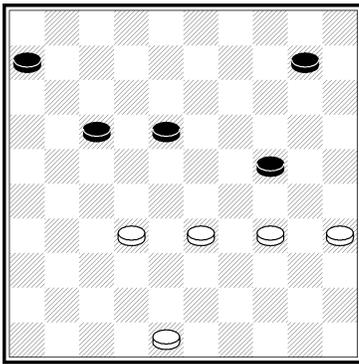
Esercizi 1 - 20 Qual è il piano giusto da giocare? Che mossa dovrebbe giocare il bianco? Mostra cosa fare mettendo delle frecce.



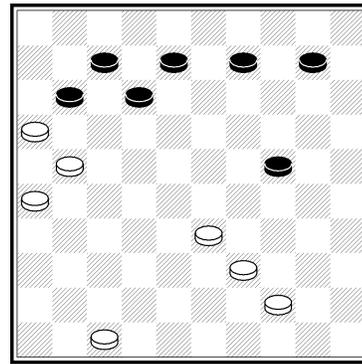
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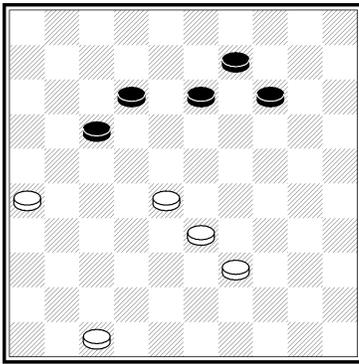
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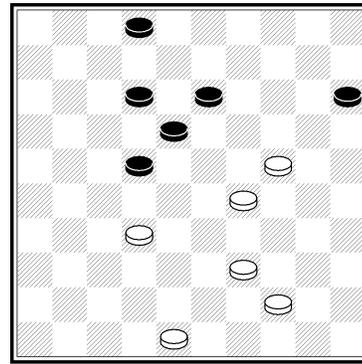
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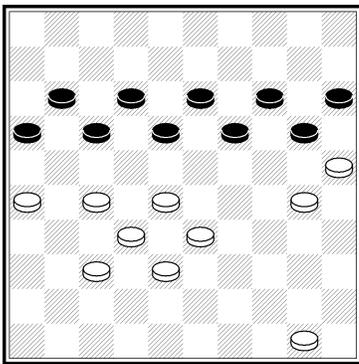
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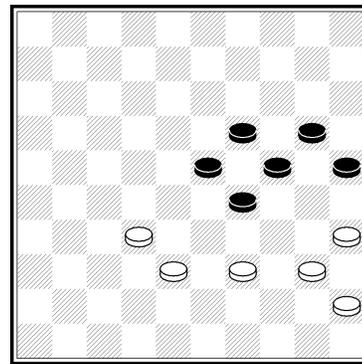
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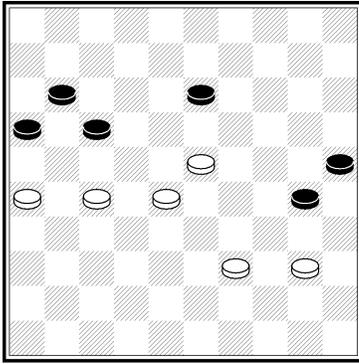
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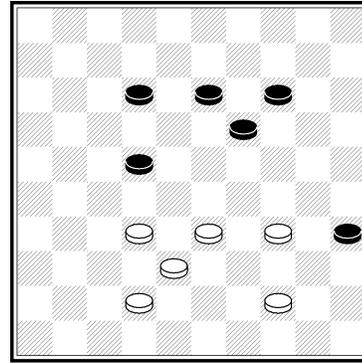
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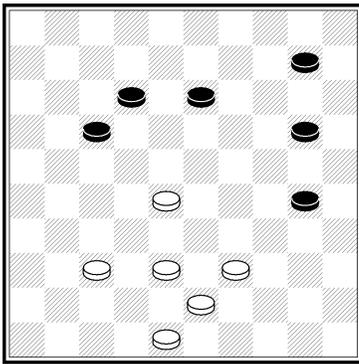
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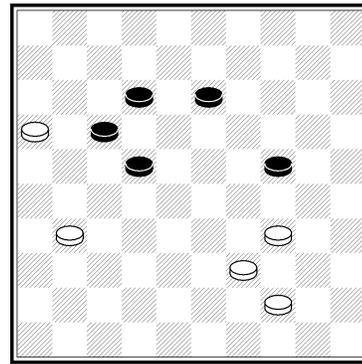
14.9



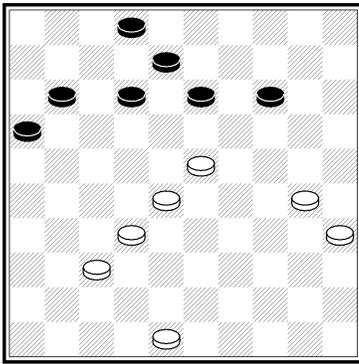
14.13



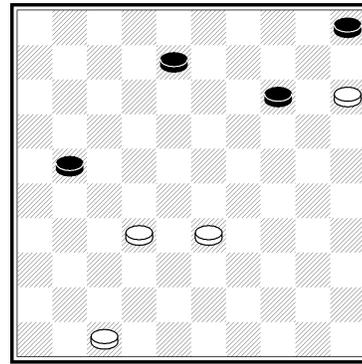
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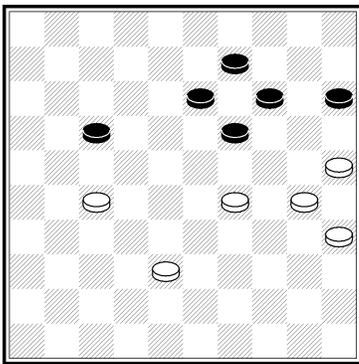
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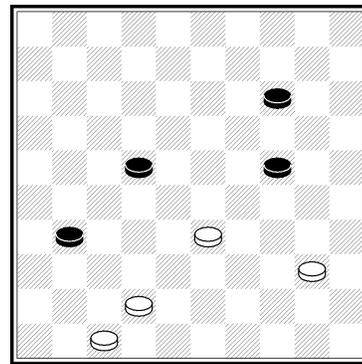
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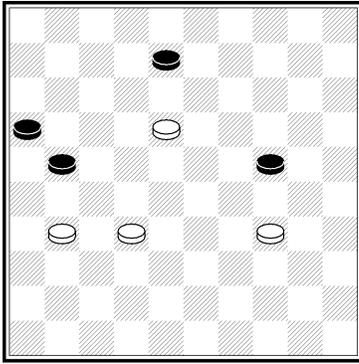
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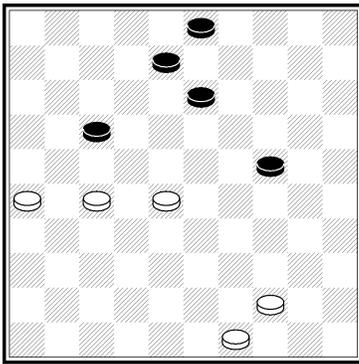
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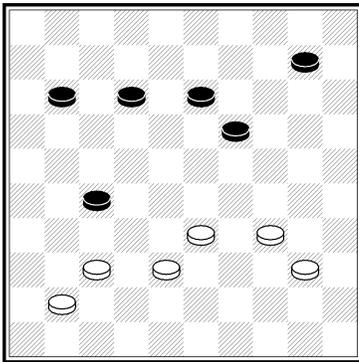
14.16



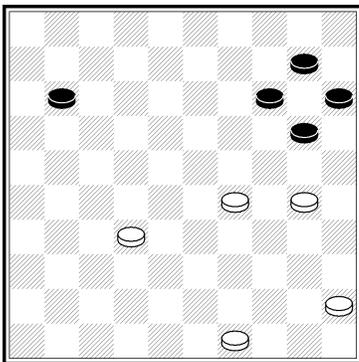
14.17



14.18

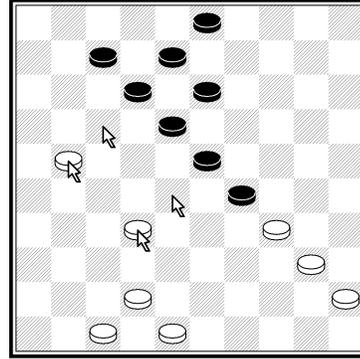


14.19



14.20

15. La rimozione dei pezzi

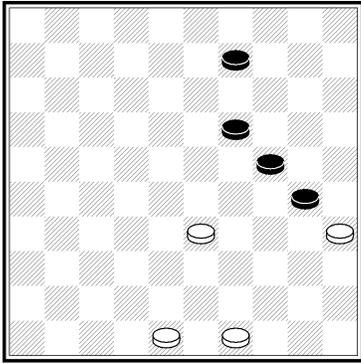


Il bianco può fare un tiro se elimina i pezzi neri dalle caselle <12 & 23>:

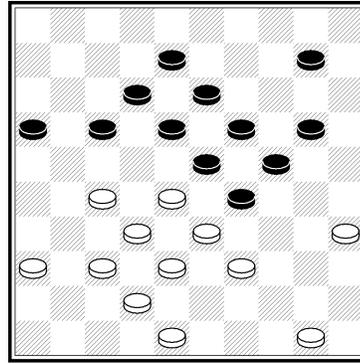
1.21 – 17 12 x 21
 2.32 – 28 23 x 32
 3.34 x 1



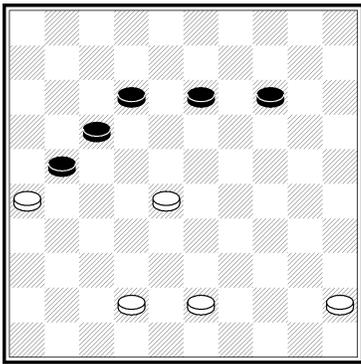
Esercizi 1 – 20 Il bianco può fare un tiro se elimina alcuni pezzi neri. Metti le frecce per indicare le mosse da fare e segna la casella in cui finisce il tiro con una crocetta.



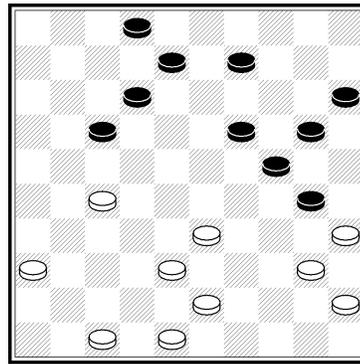
15.1



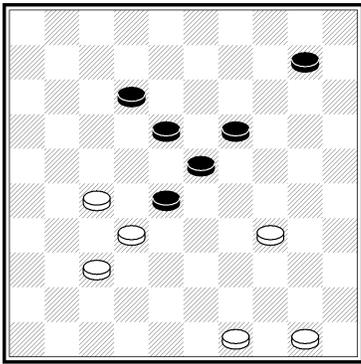
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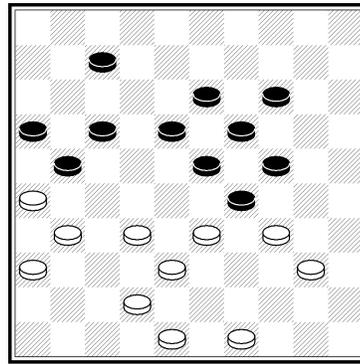
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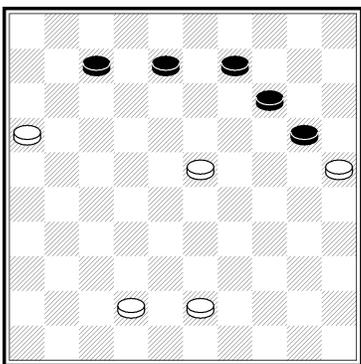
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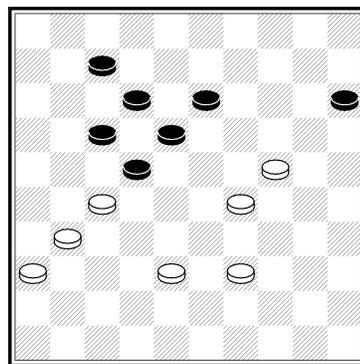
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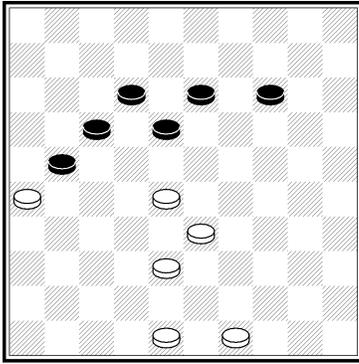
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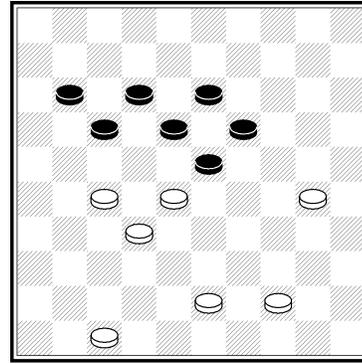
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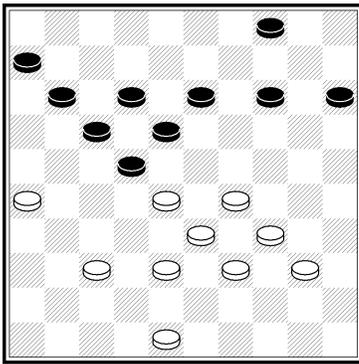
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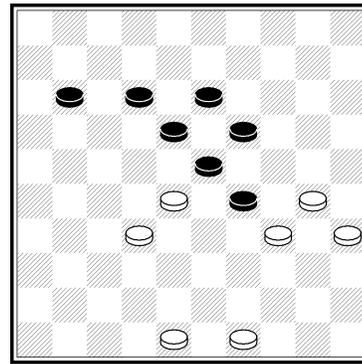
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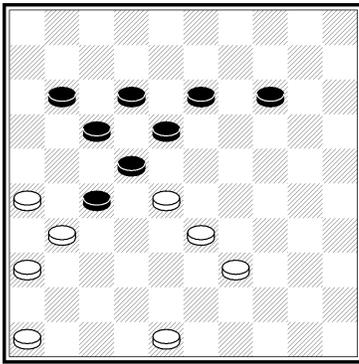
15.13



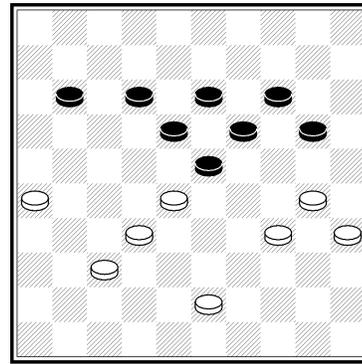
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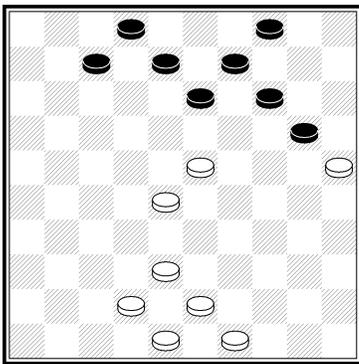
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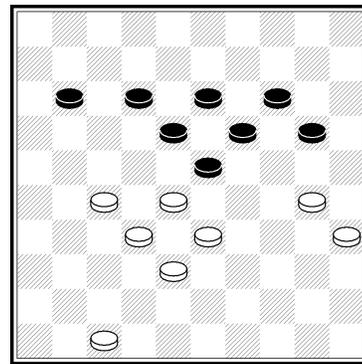
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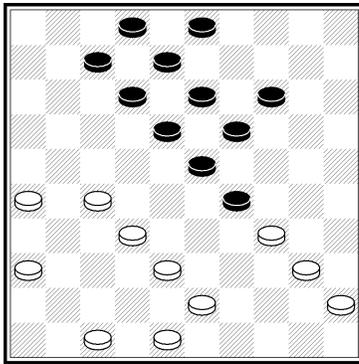
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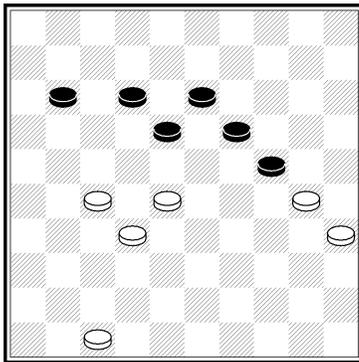
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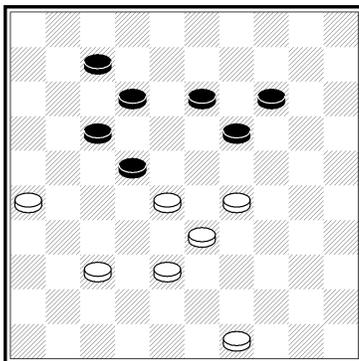
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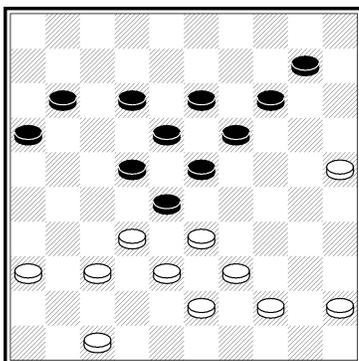
15.17



15.18

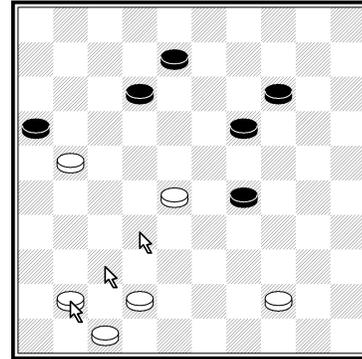


15.19



15.20

16. Usare il tempo d'attesa



Attaccare i pezzi può essere pericoloso perchè l'avversario ottiene un tempo d'attesa che potrà usare liberamente (nel senso che potrà muovere due volte senza che il nero abbia possibilità di giocare "liberamente" una mossa).

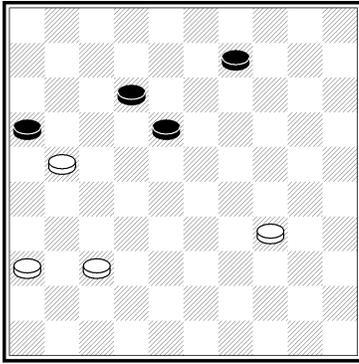
In questo esempio il nero ha appena attaccato il pezzo in <21>. Il bianco può utilizzare il tempo d'attesa per fare un tiro:

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

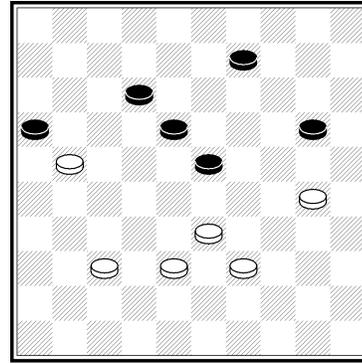


Giovani ragazze vengono premiate al Thailand Open.

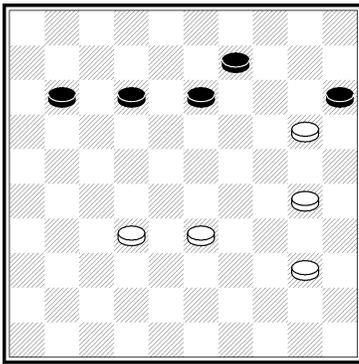
Esercizi 1 – 20 Il bianco utilizza il tempo d'attesa per fare un tiro. Metti una freccia per indicare la mossa giusta e segna la casella, sulla quale il tiro finisce.



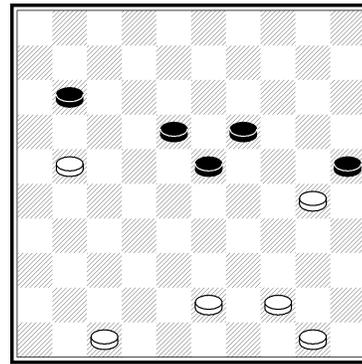
16.1



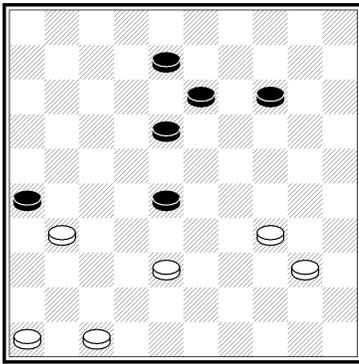
16.5



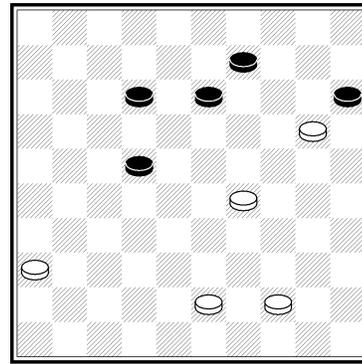
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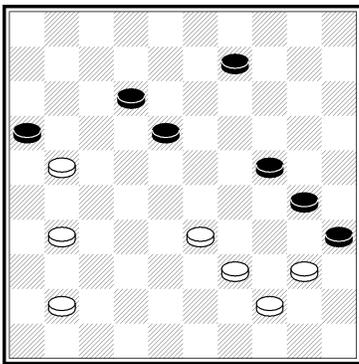
16.6



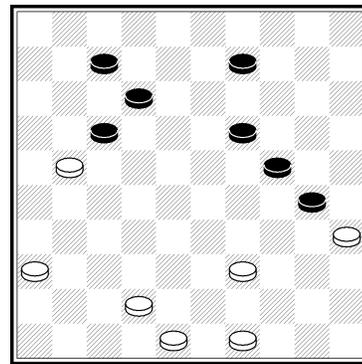
16.3



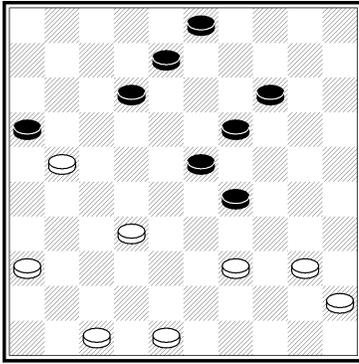
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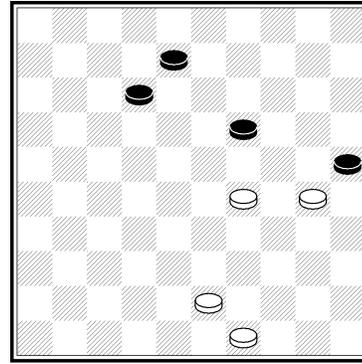
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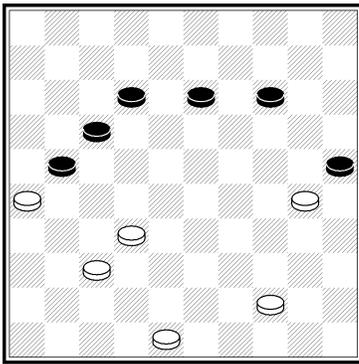
16.8



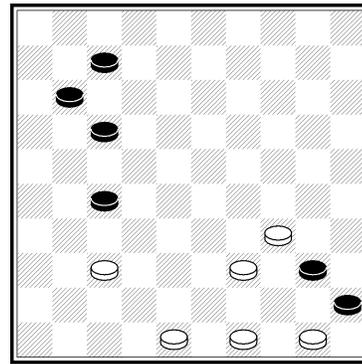
16.9



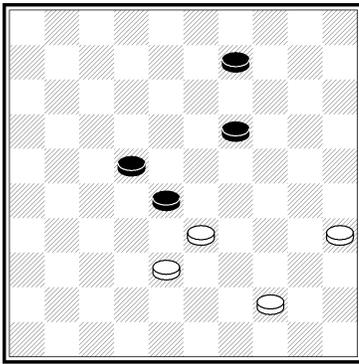
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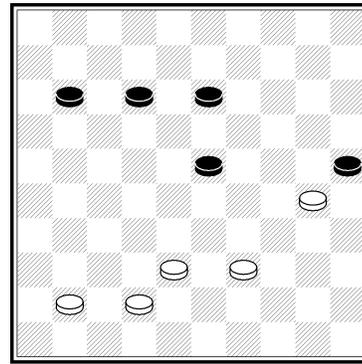
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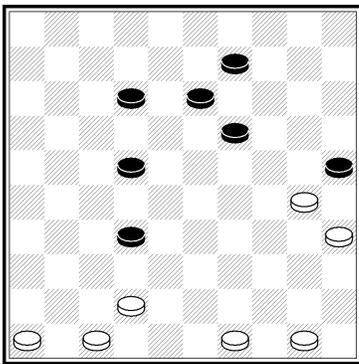
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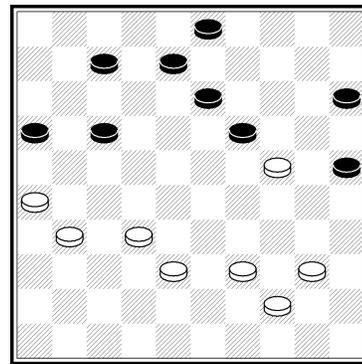
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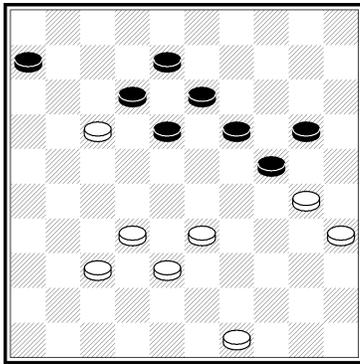
16.15



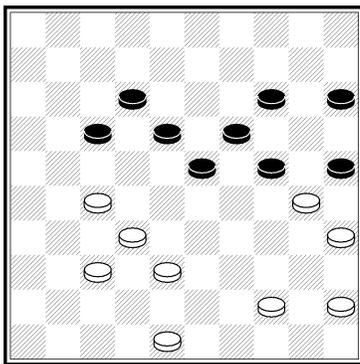
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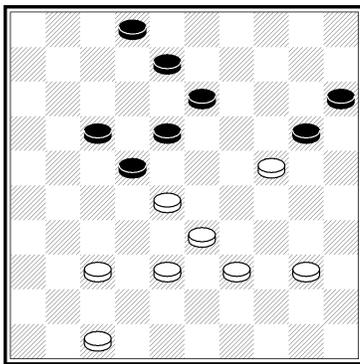
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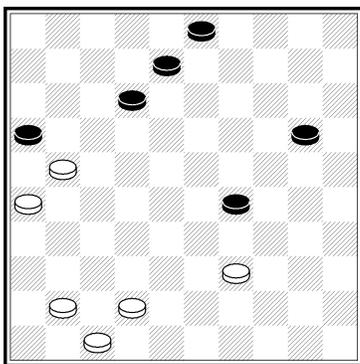
16.17



16.18

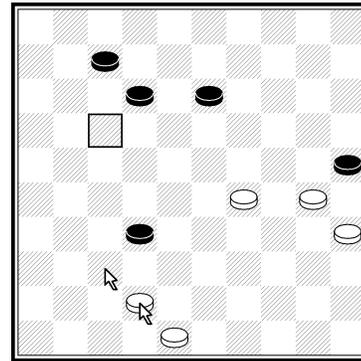


16.19



16.20

17. La mossa collante

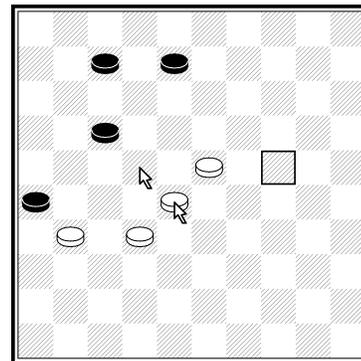


Se l'avversario attacca più di un pezzo come in questo caso (il nero ha appena attaccato due pezzi) è possibile talvolta utilizzare "la mossa collante".

Dopo 42 – 37 il nero deve catturare il maggior numero dei pezzi 25 x 23.

1.42 – 37 25 x 23

2.37 x 17

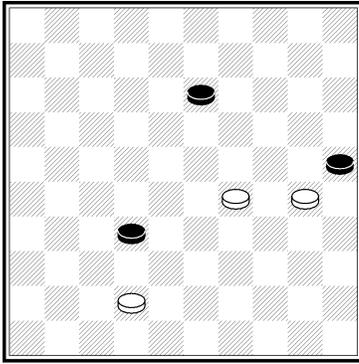


In questo caso il bianco utilizza la mossa collante in maniera inaspettata. Questa tipologia di mossa collante è chiamata "Africana" per sottolineare la fantasia dei giocatori provenienti da quel continente.

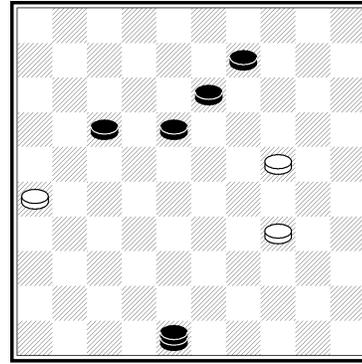
1.28 – 22 26 x 19

2.22 x 24

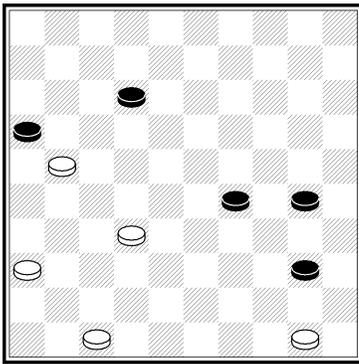
Esercizi 1 – 20 Il bianco vince giocando una mossa collante. Disegna una freccia per indicare la mossa giusta e segna la casella su cui il tiro finisce con una croce.



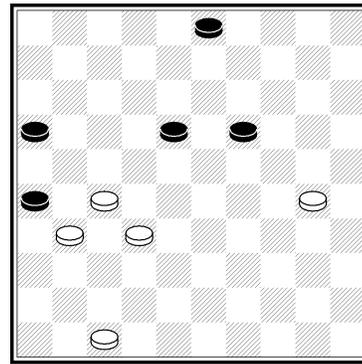
17.1



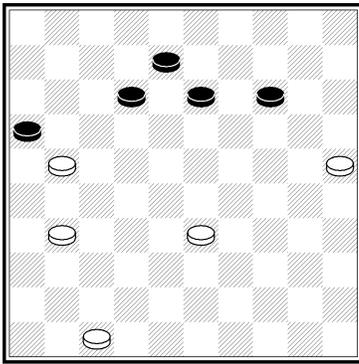
17.5



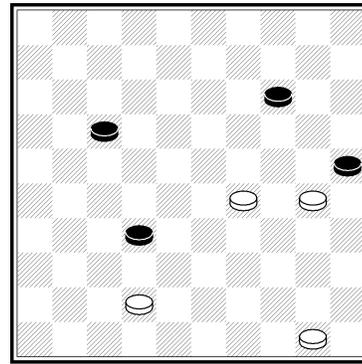
17.2



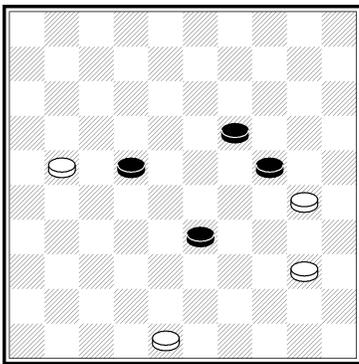
17.6



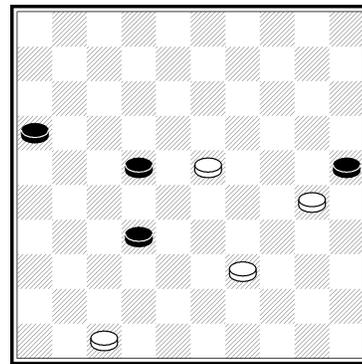
17.3



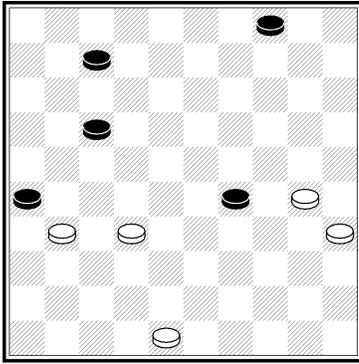
17.7



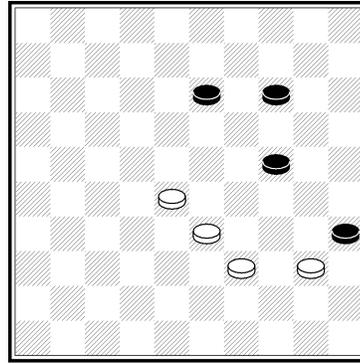
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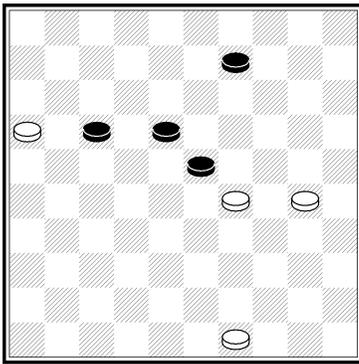
17.8



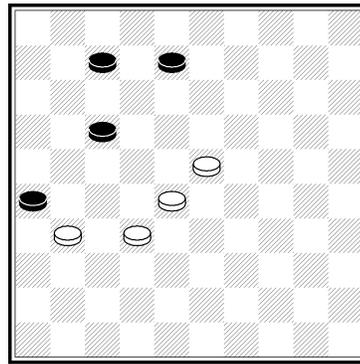
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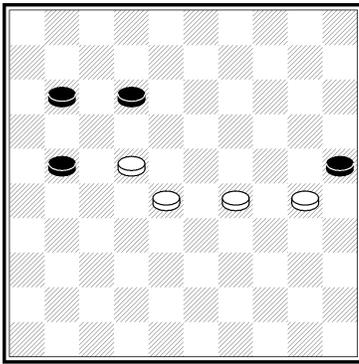
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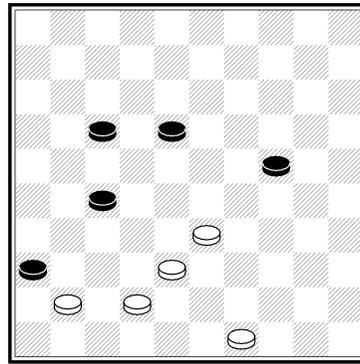
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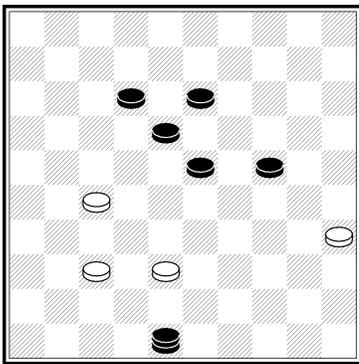
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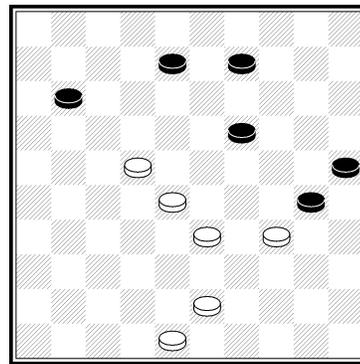
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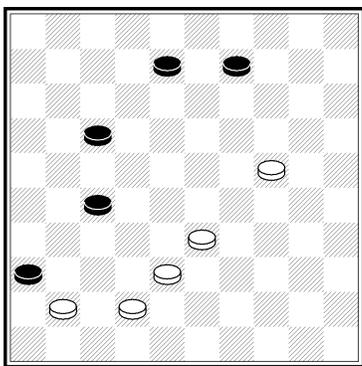
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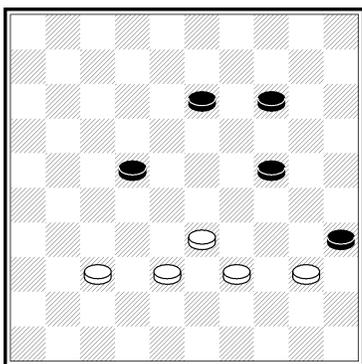
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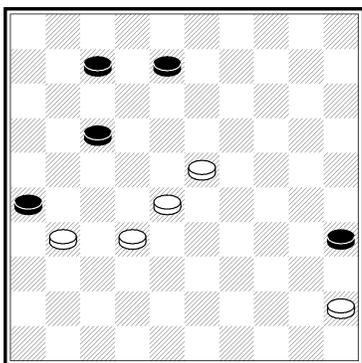
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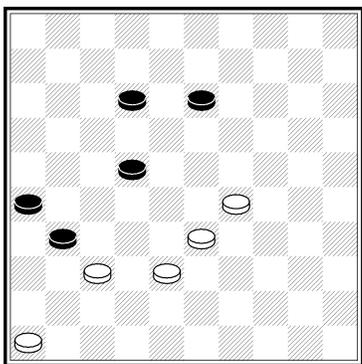
17.17



17.18

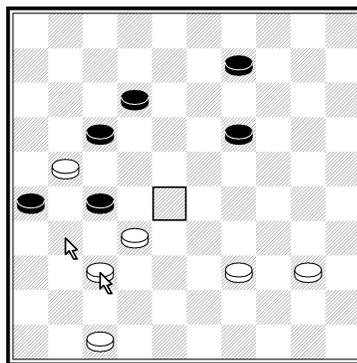


17.19



17.20

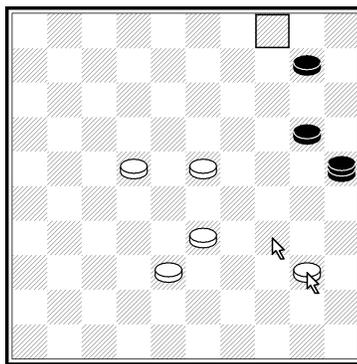
18. Tiri con presa maggioritaria



Grazie alla regola della presa maggioritaria, il gioco della dama contiene tanti tiri sorprendenti. Il nero ha appena attaccato due pezzi bianchi contemporaneamente.

Il bianco inaspettatamente risponde con un tiro. Il nero deve prendere due pezzi e in seguito il bianco cattura quattro pezzi e va a dama.

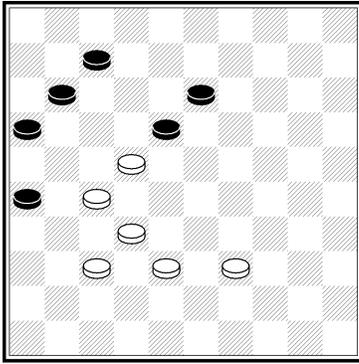
1.37 – 31 26 x 28
2.21 x 3



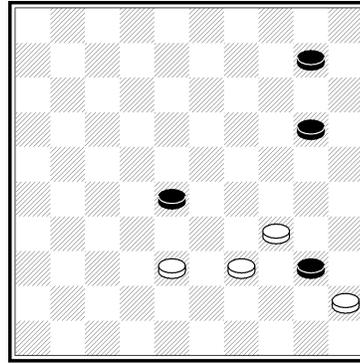
Un caso particolare di questa tipologia di tiro è il “colpo turco”. La dama dell' avversario deve fare una cattura multipla. Non può catturare lo stesso pezzo due volte (in questo caso la pedina <34>). Deve prima catturare tutti i pezzi e solo in seguito togliere i pezzi della damiera. Il nero deve quindi mangiare 25 x 43 x 27 x 18 x 29.

1.40 – 34 25 x 29
2.33 x 4

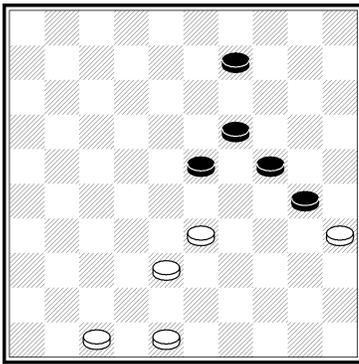
Esercizi 1 – 20 Disegna con delle frecce la mossa da fare e segna la casella finale con una croce.



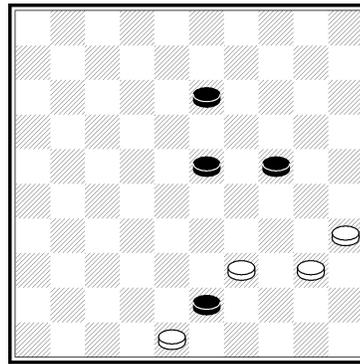
18.1



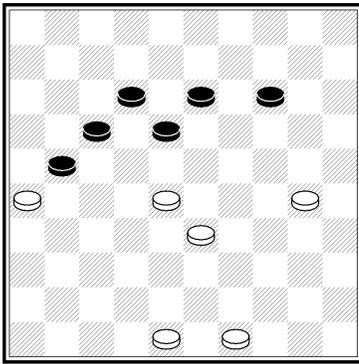
18.5



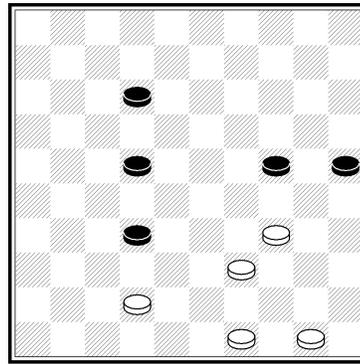
18.2



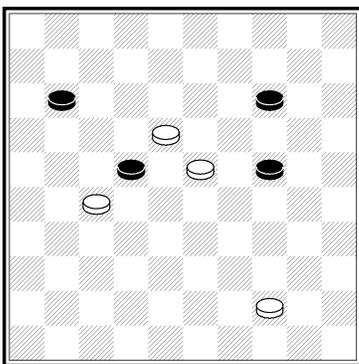
18.6



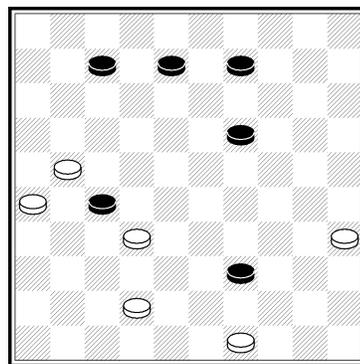
18.3



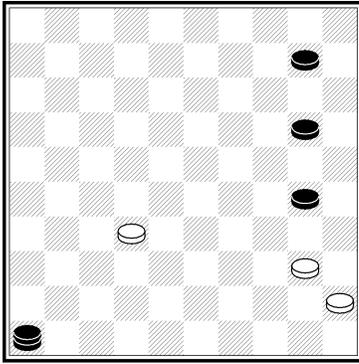
18.7



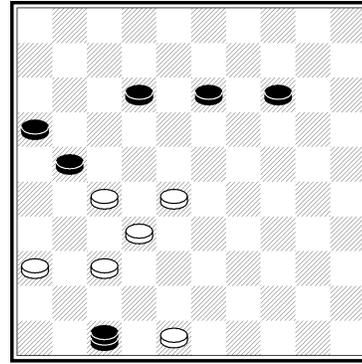
18.4



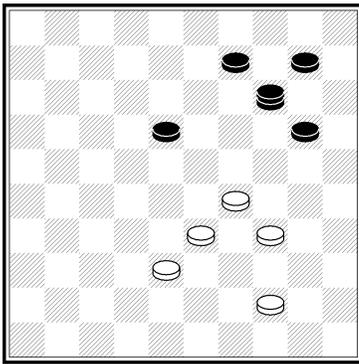
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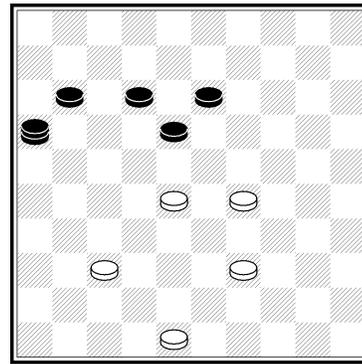
18.9



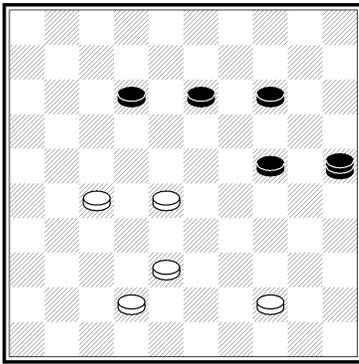
18.13



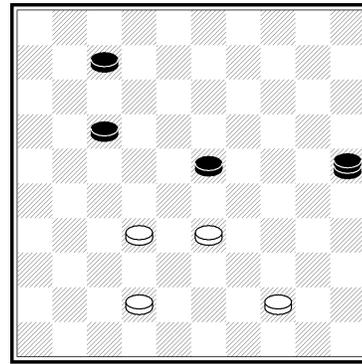
18.10



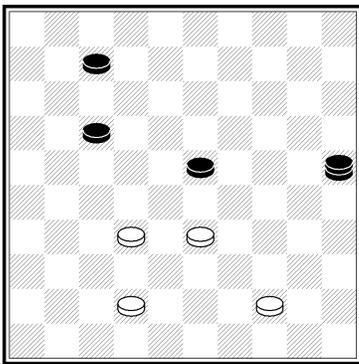
18.14



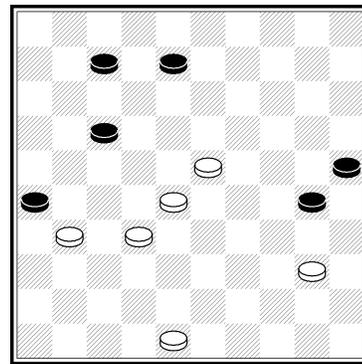
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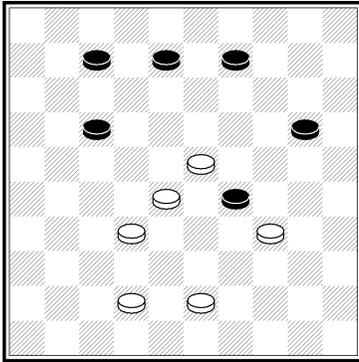
18.15



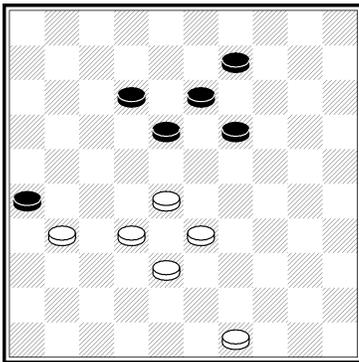
18.12



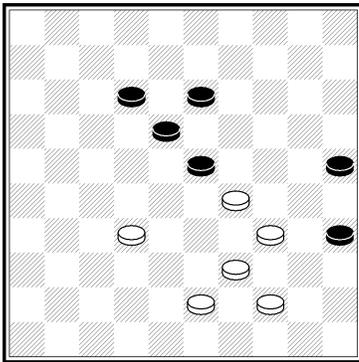
18.16



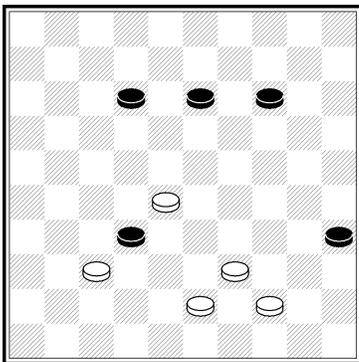
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18.18

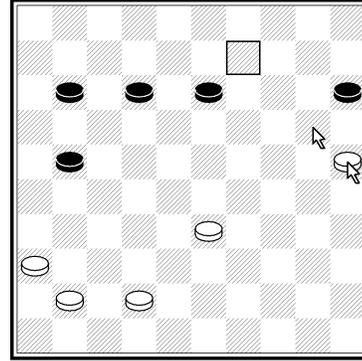


18.19



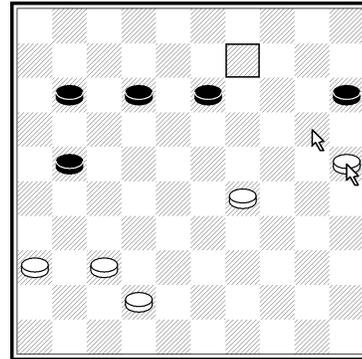
18.20

19. Il trasporto dei pezzi



La pedina in <15> viene trasportata in <31> per catturare tutti i pezzi neri.

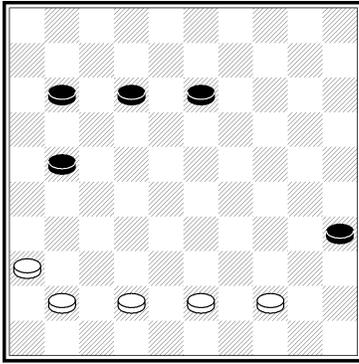
- 1.25 – 20 15 x 24
- 2.33 – 29 24 x 33
- 3.42 – 38 33 x 42
- 4.41 – 37 42 x 31
- 5.36 x 9



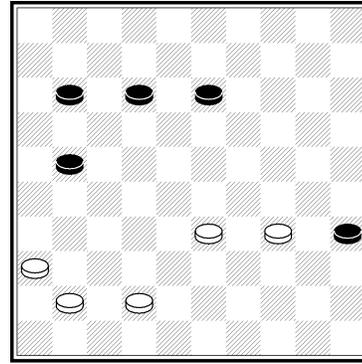
A volte il trasporto è più “veloce”. In questa posizione il bianco dà due pezzi per due volte, prima di effettuare la cattura finale.

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

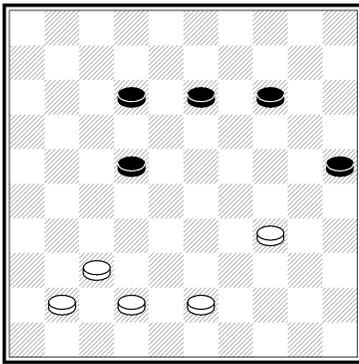
Esercizi 1 – 20 Il bianco vince con un tiro che utilizza la tecnica del trasporto dei pezzi. Segna con le frecce come muovere i pezzi bianchi e con una croce la casella in cui arriva la mangiata finale.



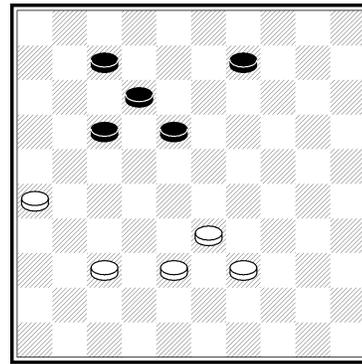
19.1



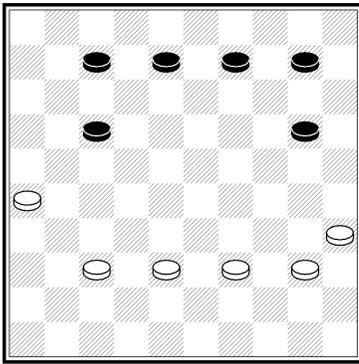
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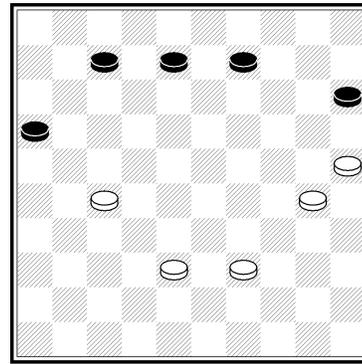
19.2



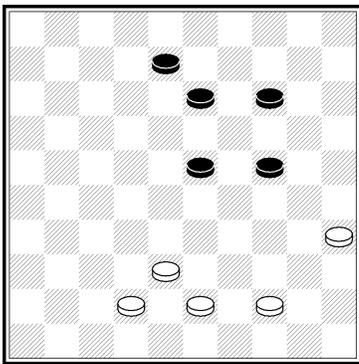
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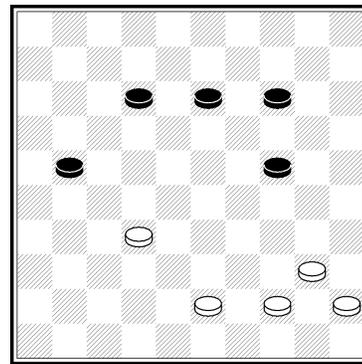
19.3



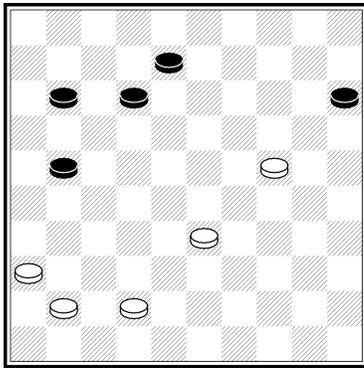
19.7



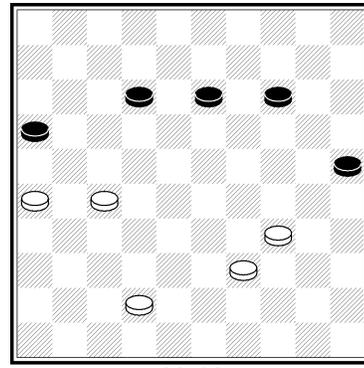
19.4



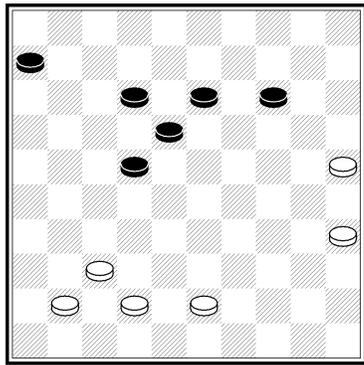
19.8



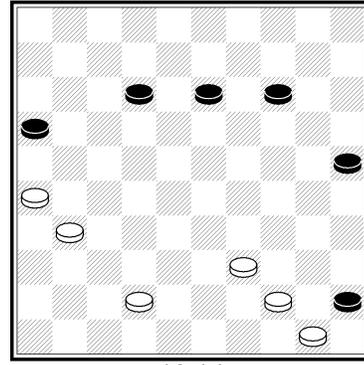
19.9



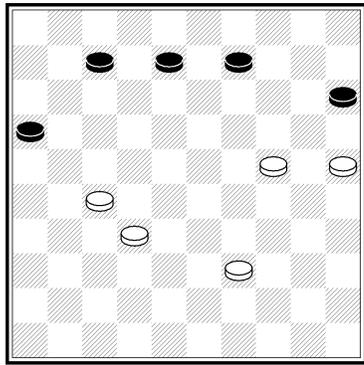
19.13



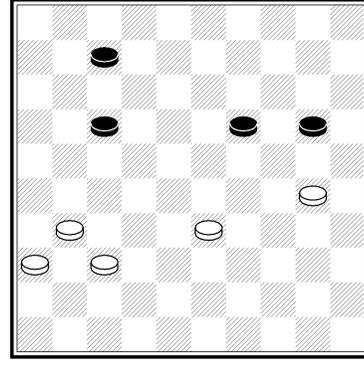
19.10



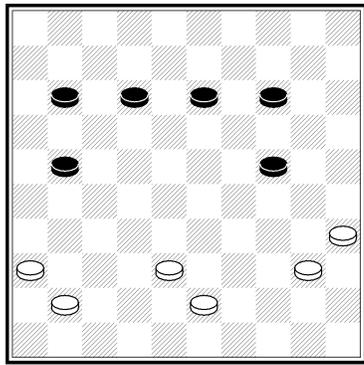
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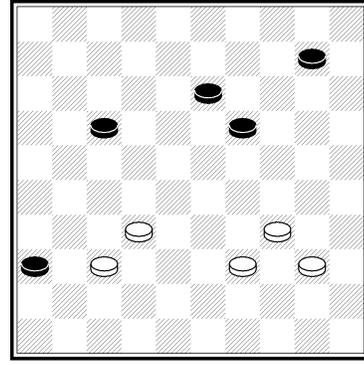
19.11



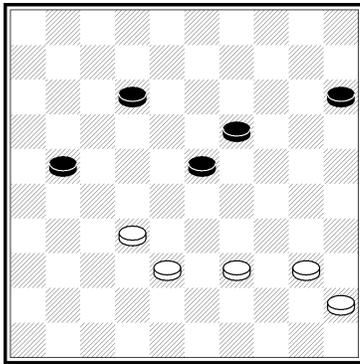
19.15



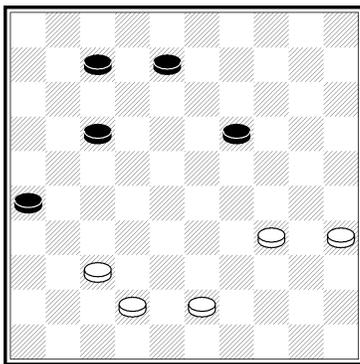
19.12



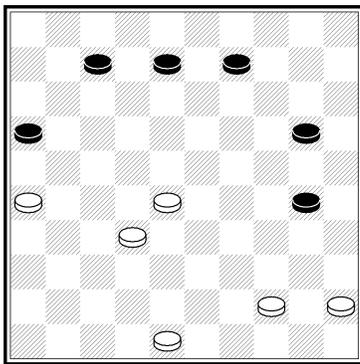
19.16



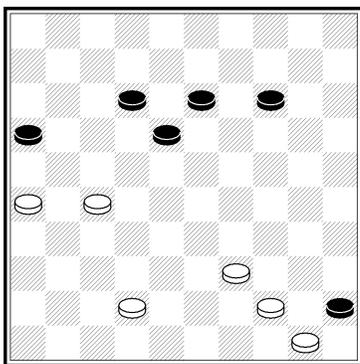
19.17



19.18

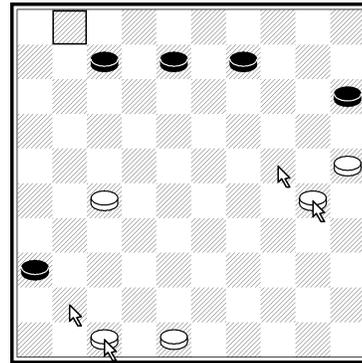


19.19



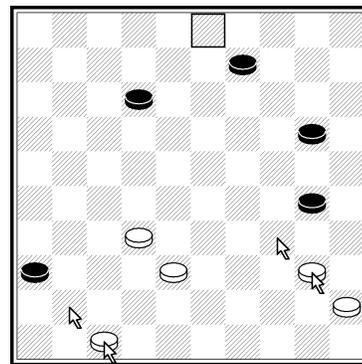
19.20

20. Mandare a dama l'avversario



A volte è possibile fare un tiro mandando a dama all'avversario. Il bianco manda a dama il nero sulla casella <47>, da lì è poi trasportata in <20>. Il bianco cattura infine 4 pezzi dell'avversario.

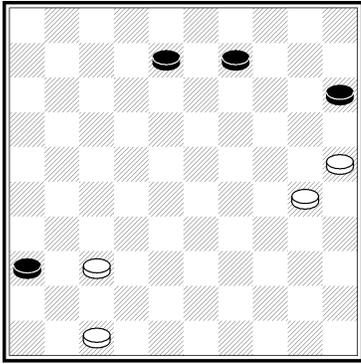
1.47 – 41 36 x 47
 2.30 – 24 47 x 20
 3.25 x 1



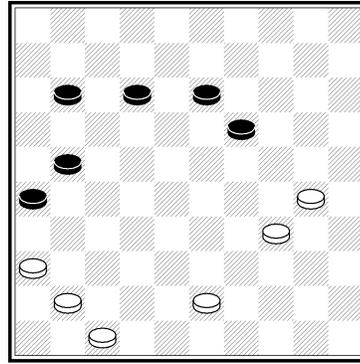
Il bianco permette all'avversario di andare a dama in <47>, dopodiché muove 40 – 34. Il nero è obbligato ad applicare la regola della cattura maggioritaria e deve mangiare fino alla casella <40>.

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

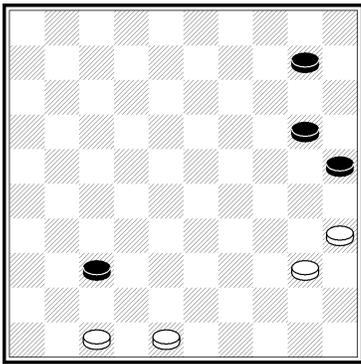
Esercizi 1 – 20 Il bianco fa un tiro, dopo aver dato al suo avversario la dama! Mostra come con le frecce e con una croce la casella in cui arriva la mangiata finale del bianco.



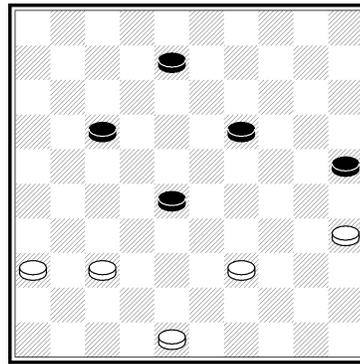
20.1



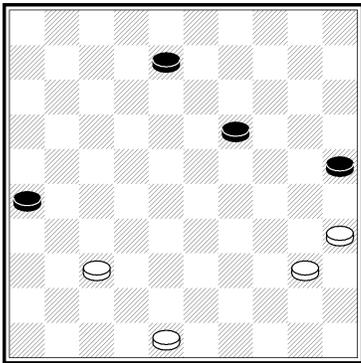
20.5



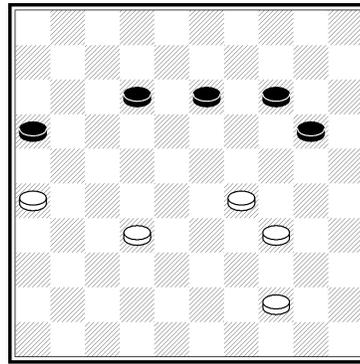
20.2



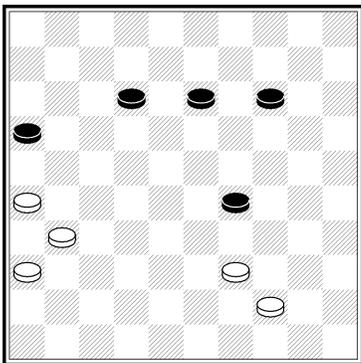
20.6



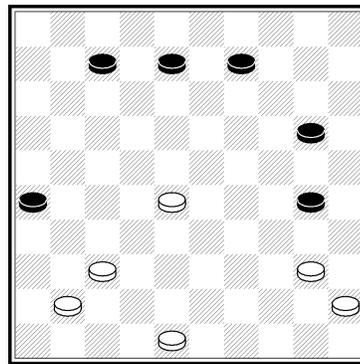
20.3



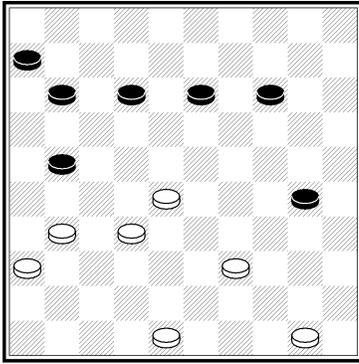
20.7



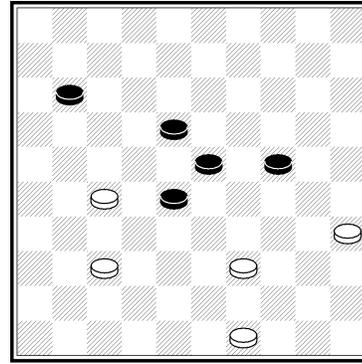
20.4



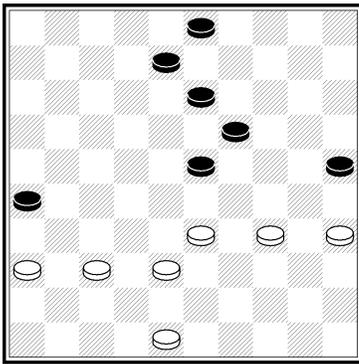
20.8



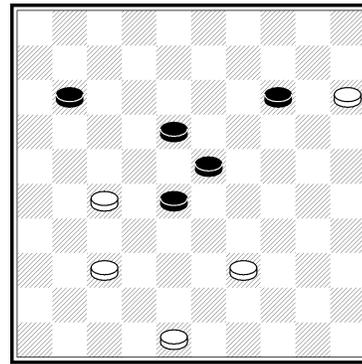
20.9



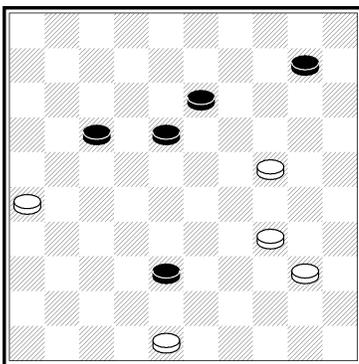
20.13



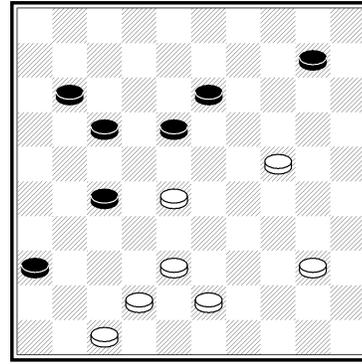
20.10



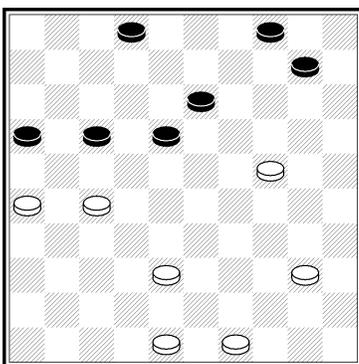
20.14



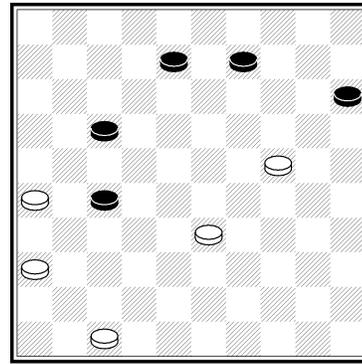
20.11



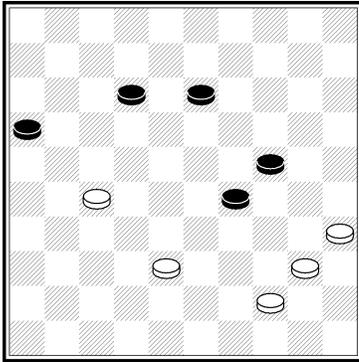
20.15



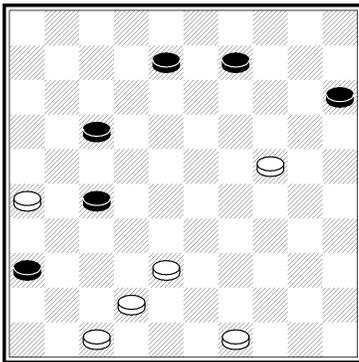
20.12



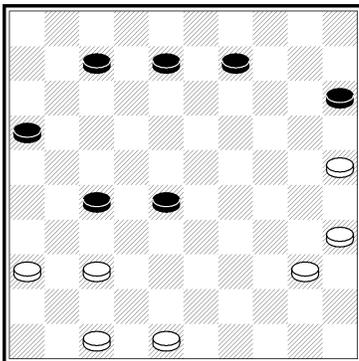
20.16



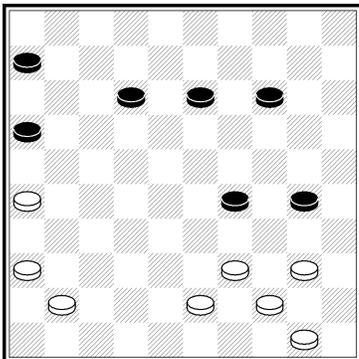
20.17



20.18

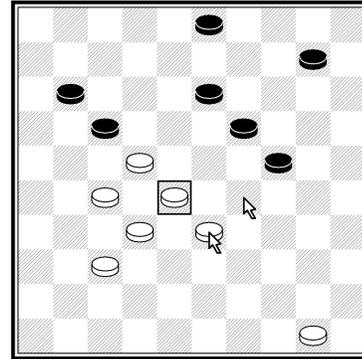


20.19



20.20

21. Il tiro Kung - fu



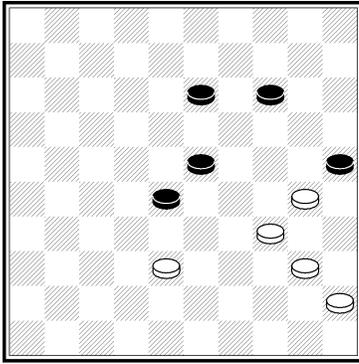
Il bianco può fare un cambio per svuotare la casella <28>.

Il nero deve catturare nuovamente e il bianco va a dama, questo tipo di tiro viene chiamato Kung Fu.

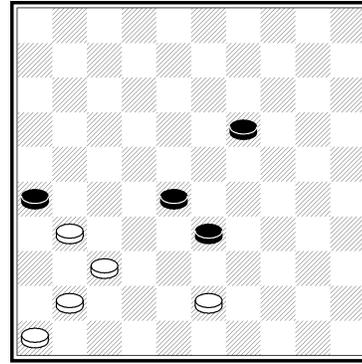
1.33 – 29 24 x 33
 2.28 x 39 17 x 28
 3.32 x 5



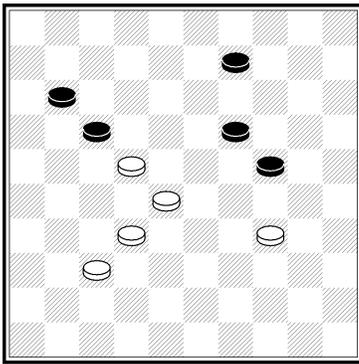
Esercizi 1 – 20 Trova il tiro Kung – fu, segnando con una freccia le mosse da fare e con un croce la casella d'arrivo.



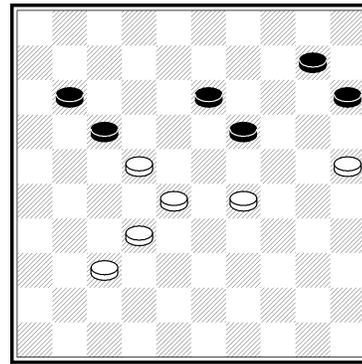
21.1



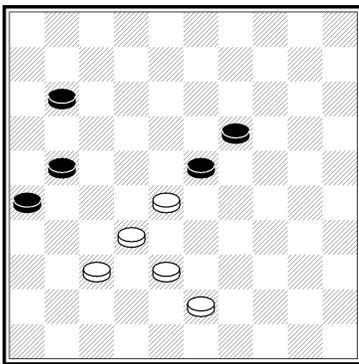
21.5



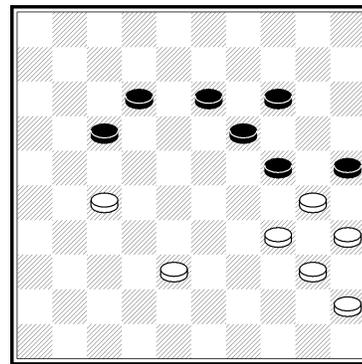
21.2



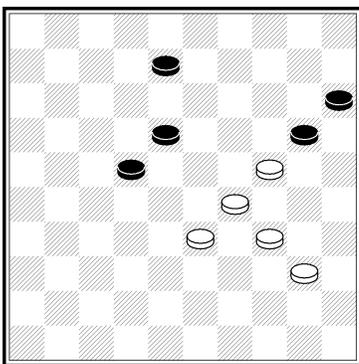
21.6



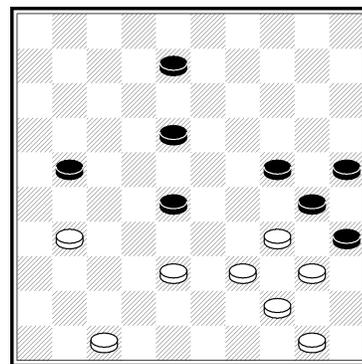
21.3



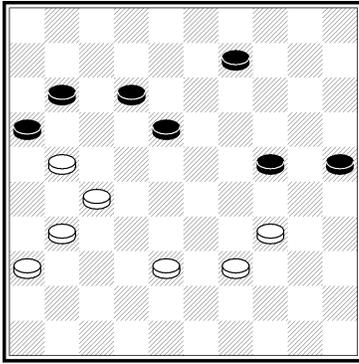
21.7



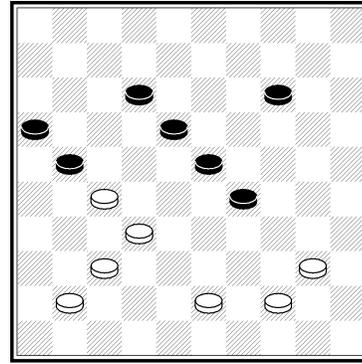
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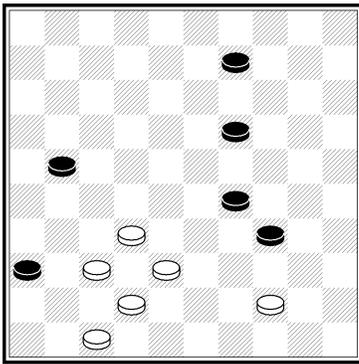
21.8



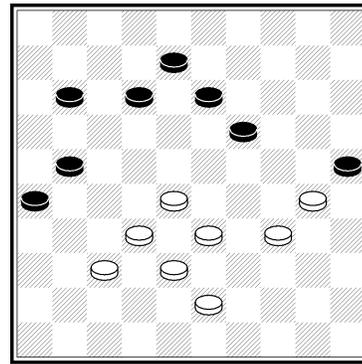
21.9



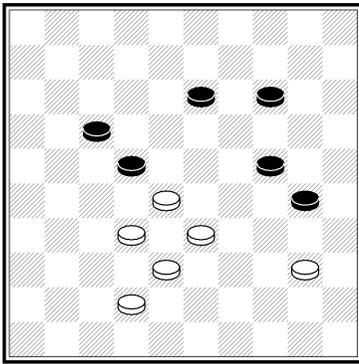
21.13



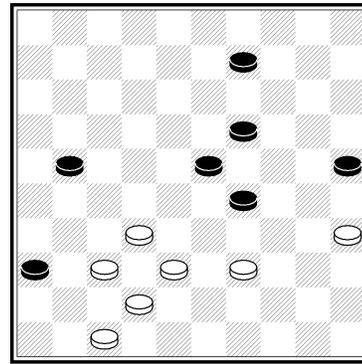
21.10



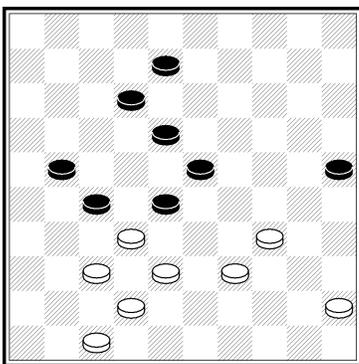
21.14



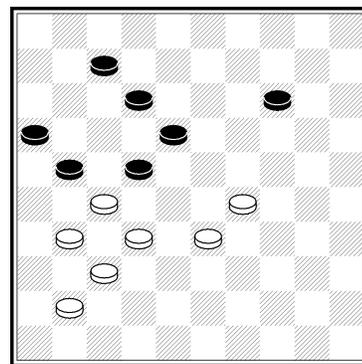
21.11



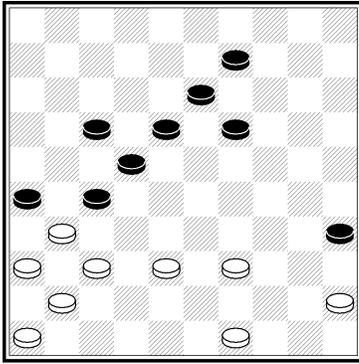
21.15



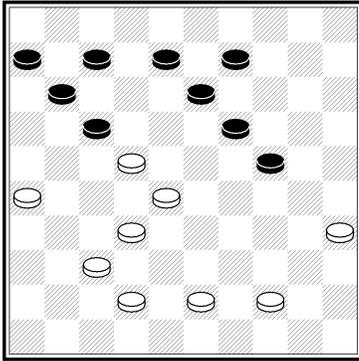
21.12



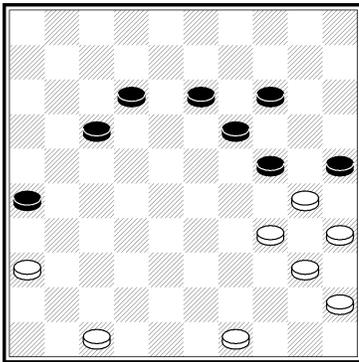
21.16



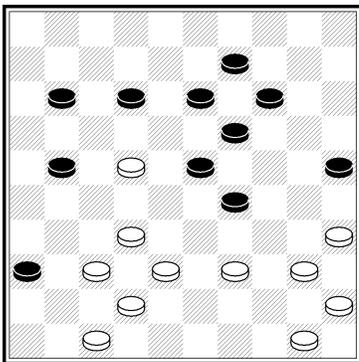
21.17



21.18

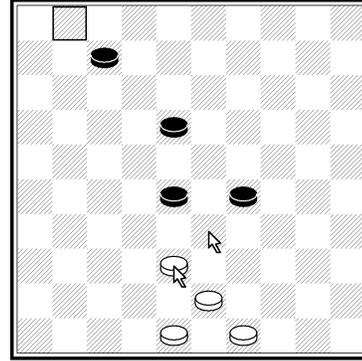


21.19



21.20

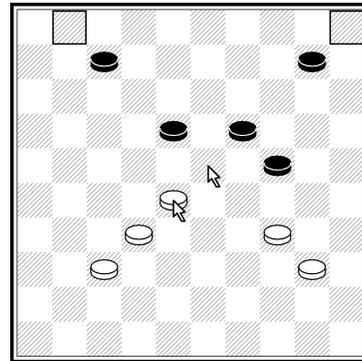
22. Cattura a scelta



Anche se il nero può scegliere come catturare dopo la mossa 38 - 33, il bianco effettua sempre un tiro e va a dama in casella <1>.

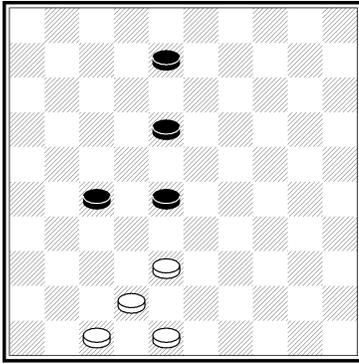
La possibilità di scegliere si annota con: ad lib (Itum).

1.38 – 33 ad lib.
2.43 x 1

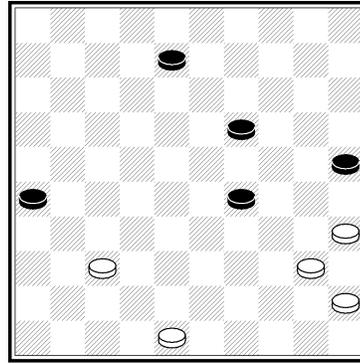


A volte c'è più di una scelta, ma il risultato è in ogni caso vantaggioso, in questo diagramma qualsiasi mangiata effettuata il nero, dopo la mossa 28-23 subirà un tiro.

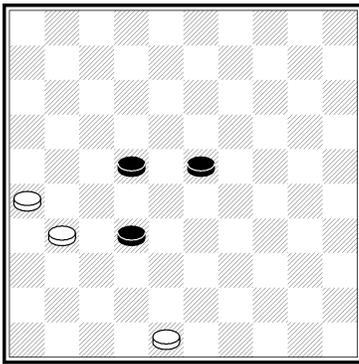
Esercizi 1 – 20 Il bianco muove e vince lasciando al nero la possibilità di scegliere dove catturare. Negli esercizi 17-20 bisogna indicare due caselle: la casella dove inizia e dove finisce il tiro.



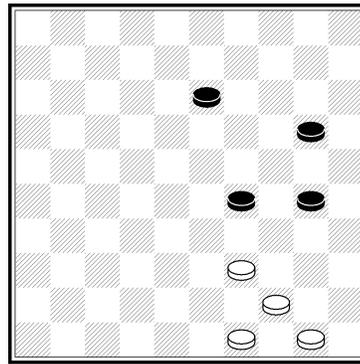
22.1



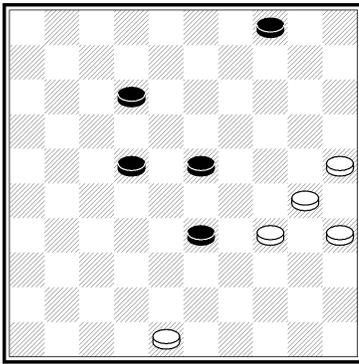
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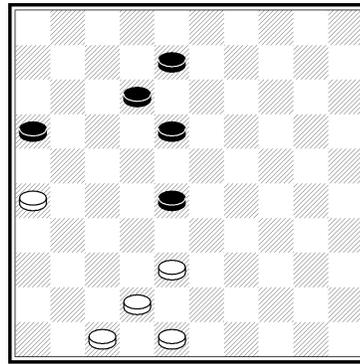
22.2



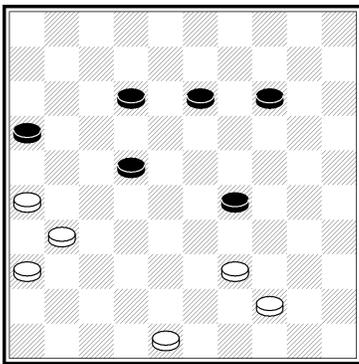
22.6



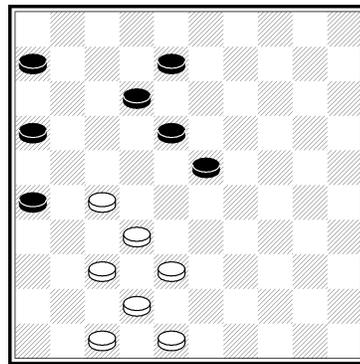
22.3



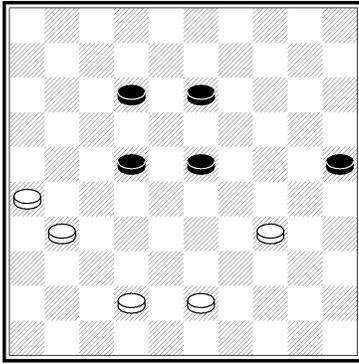
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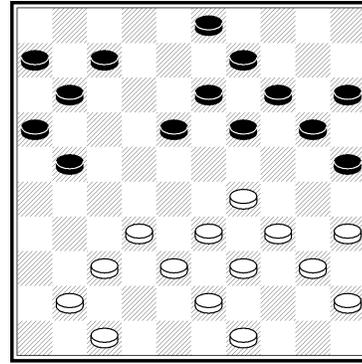
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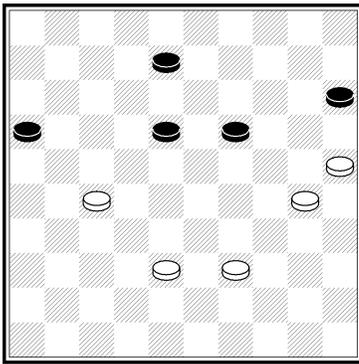
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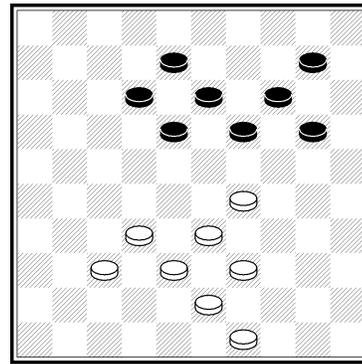
22.9



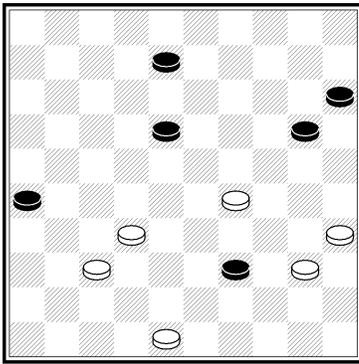
22.13



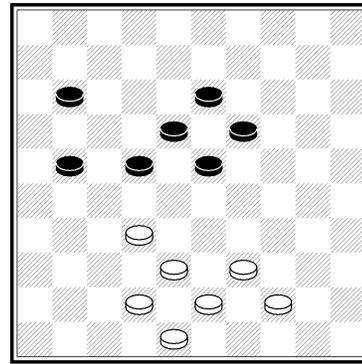
22.10



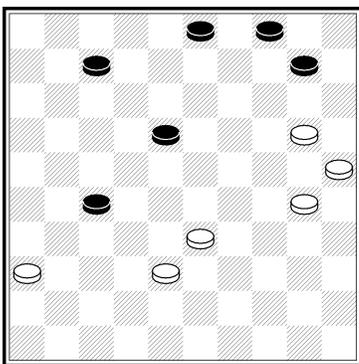
22.14



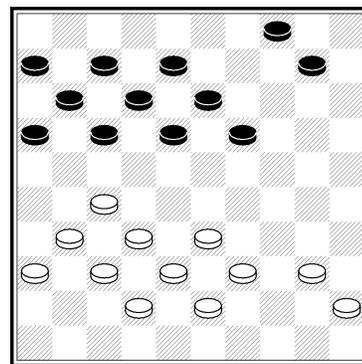
22.11



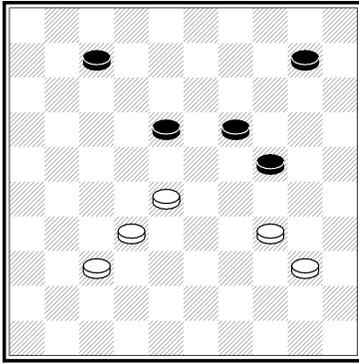
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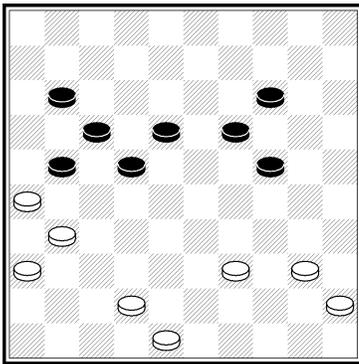
22.12



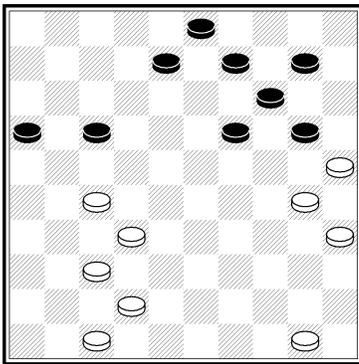
22.16



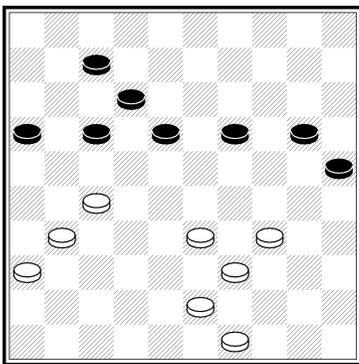
22.17



22.18



22.19

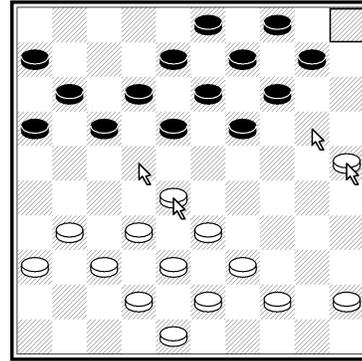


22.20

23. Tiri in posizioni con tanti pezzi

Fino ad adesso abbiamo presentato dei tiri in posizioni con poche pedine, ma è più difficile individuare un tiro in posizioni dove ci sono tante pedine.

Vediamone alcuni esempi adesso.



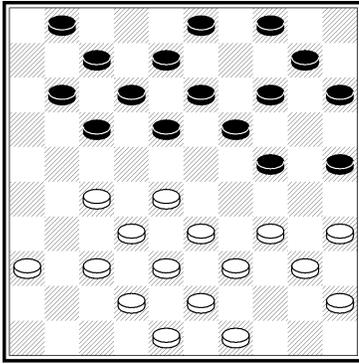
Il bianco prima rimuove il pezzo in <20>. Dopodiché gioca 28-22 e lascia una scelta di cattura per il nero, ma in entrambi casi il bianco va a dama in <5>.

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

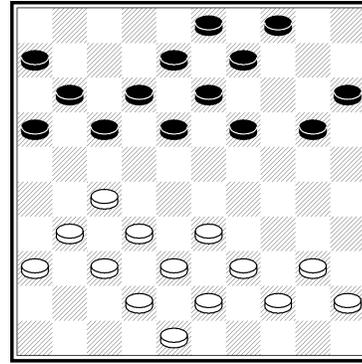


La dama in Sri Lanka (con la damiera 12 x 12)

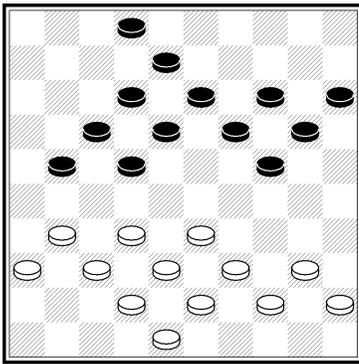
Esercizi 1 – 20 Il bianco guadagna almeno un pezzo facendo il tiro.



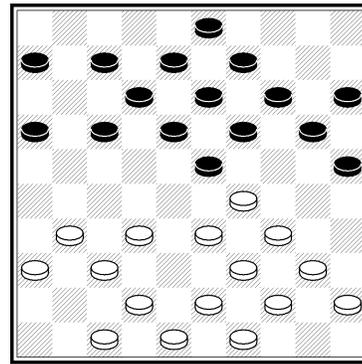
23.1



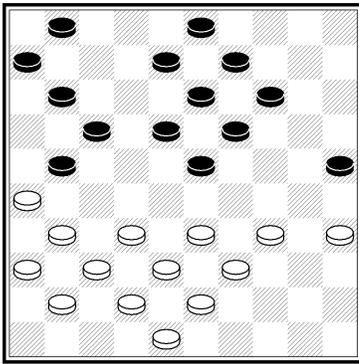
23.5



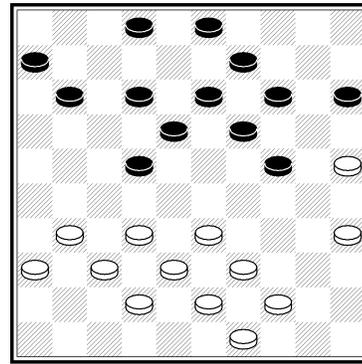
23.2



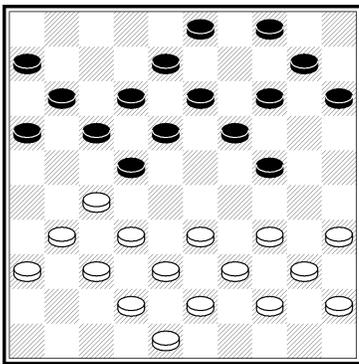
23.6



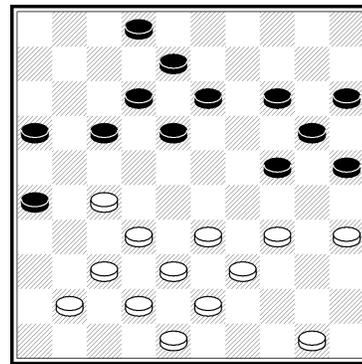
23.3



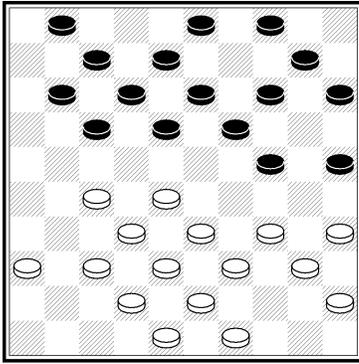
23.7



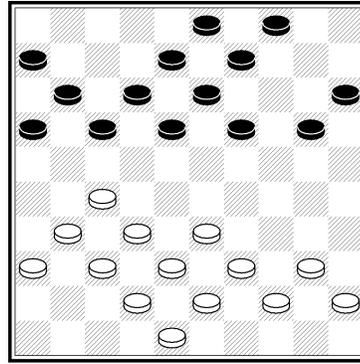
23.4



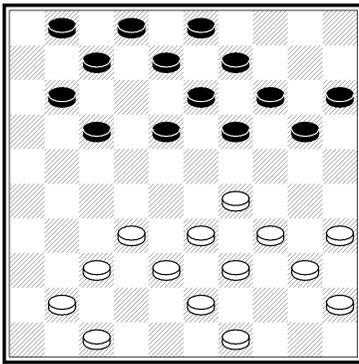
23.8



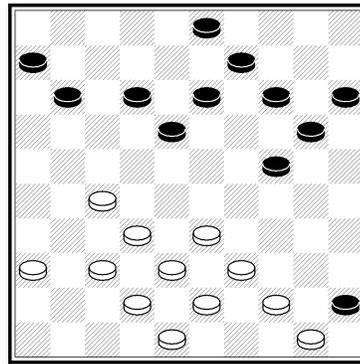
23.9



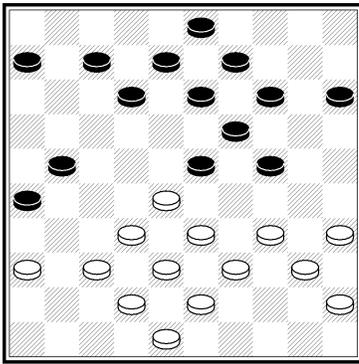
23.13



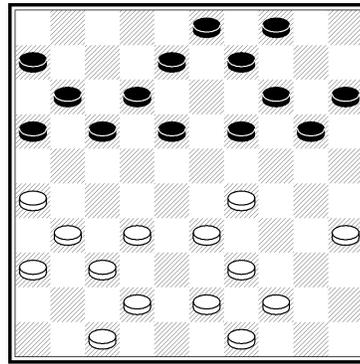
23.10



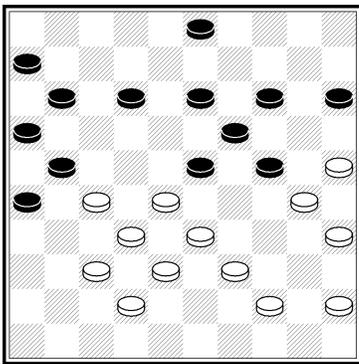
23.14



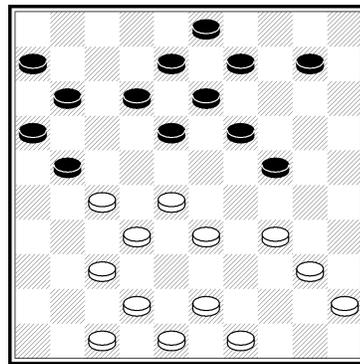
23.11



23.15



23.12

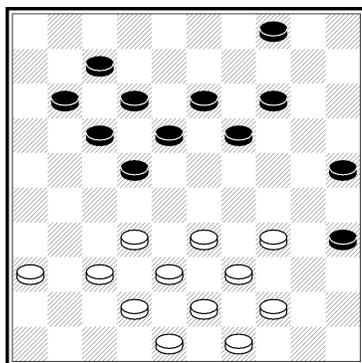


23.16

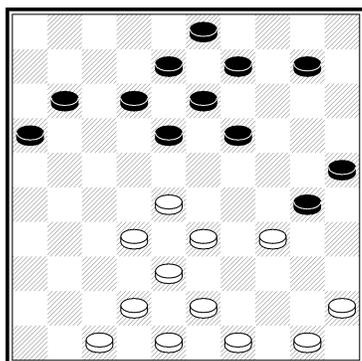
24. Questionario a scelta multipla

In questo capitolo, viene testata la conoscenza delle lezioni precedenti.

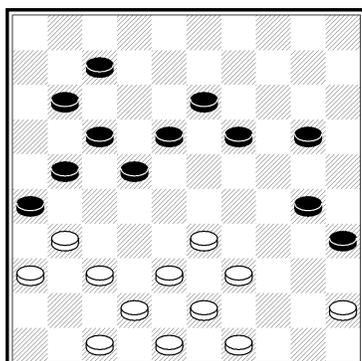
Negli esercizi, bisogna scegliere la risposta giusta tra le tre risposte possibili.



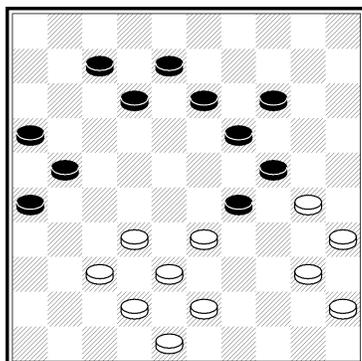
23.17



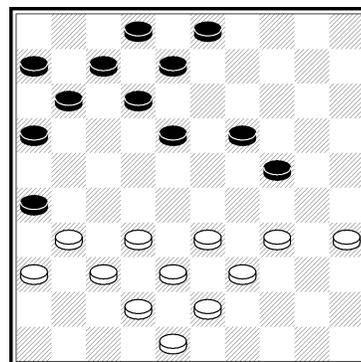
23.18



23.19

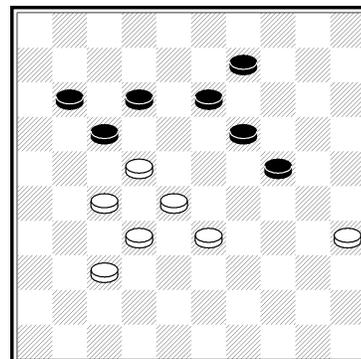


23.20



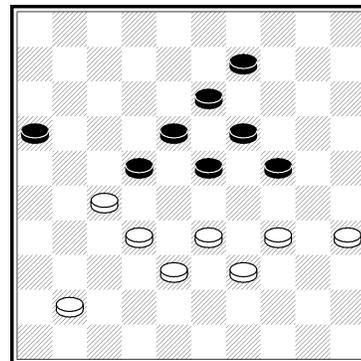
24.1. Il bianco vince facendo:

- A) Un tiro
- B) Un attacco
- C) Un cambio



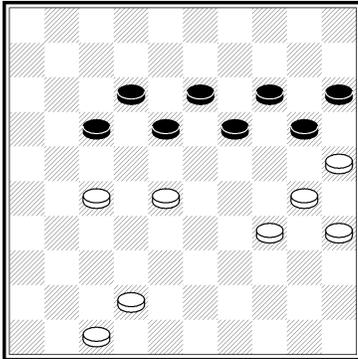
24.2. Il bianco vince facendo:

- A) Un tiro
- B) Un attacco
- C) Un cambio



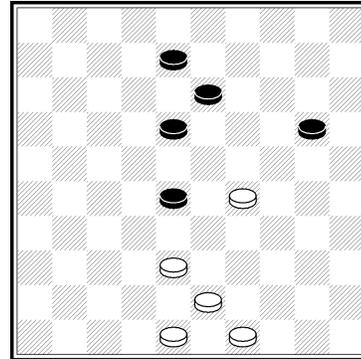
24.3. Che deve fare il bianco?

- A) Attaccare
- B) Fare un tiro
- C) Difendere



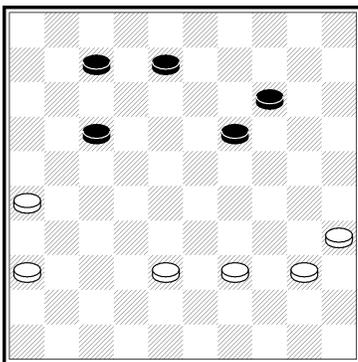
24.6. Come può vincere il bianco?

- A) Attaccando
- B) Facendo un tiro
- C) Bloccando l'avversario



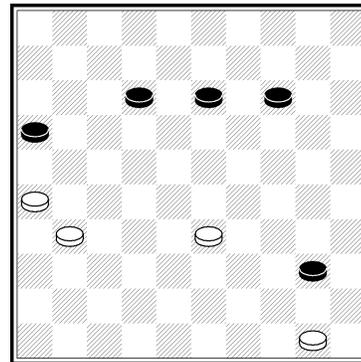
24.4. Come può vincere il bianco?

- A) Attaccando
- B) Facendo un tiro
- C) Bloccando l'avversario



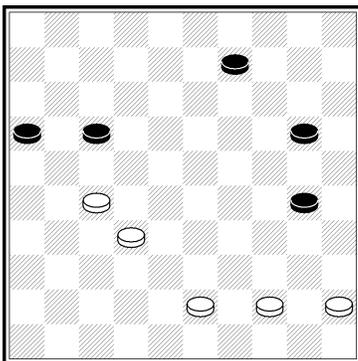
24.7. Che tipo di tiro può effettuare il bianco?

- A) Cattura a scelta
- B) Cattura maggioritaria
- C) Tiro Kung - fu



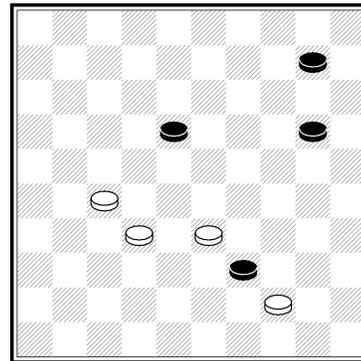
24.5. Come può vincere il bianco?

- A) Attaccando
- B) Facendo un tiro
- C) Bloccando l'avversario



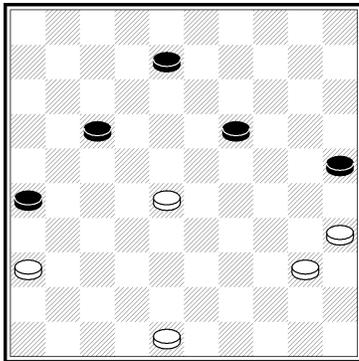
24.8. Che tipo di tiro può effettuare il bianco?

- A) Cattura a scelta
- B) Cattura maggioritaria
- C) Mandare a dama l'avversario



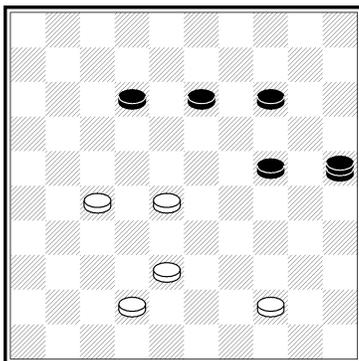
24.9. Che tipo di tiro può fare il bianco?

- A) Cattura a scelta
- B) Cattura maggioritaria
- C) Mandare a dama l'avversario



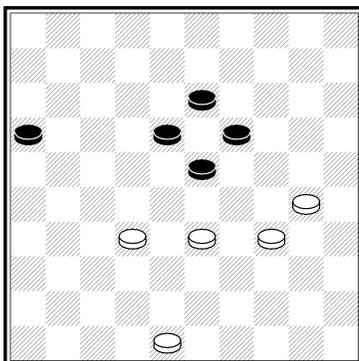
24.10. Che tipo di tiro può fare il bianco?

- A) Cattura a scelta
- B) Cattura maggioritaria
- C) Mandare a dama l'avversario



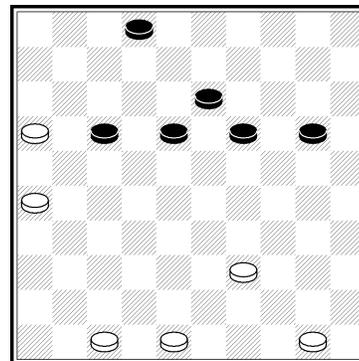
24.11. Qual'è il nome del tiro che può fare il bianco?

- A) Tiro Kung - fu
- B) Colpo turco
- C) Tiro a dama



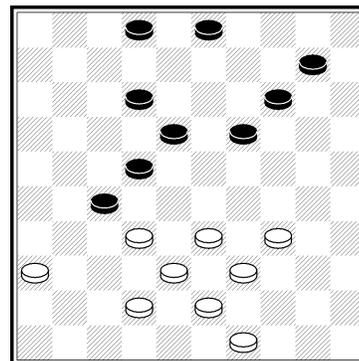
24.12. Il bianco può vincere:

- A) Facendo un tiro
- B) Attaccando
- C) Bloccando l'avversario



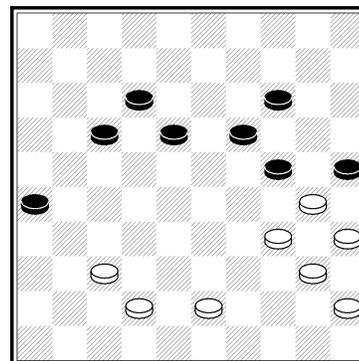
24.13. Il bianco può vincere:

- A) Facendo un tiro
- B) Attaccando
- C) Sfondando



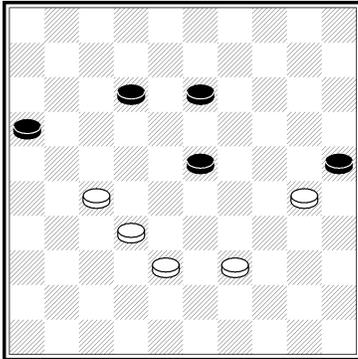
24.14. Il nero deve:

- A) Attaccare
- B) Difendere
- C) Sacrificare un pezzo



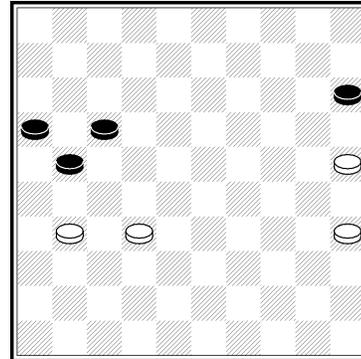
24.15. Che tipo di tiro può fare il bianco?

- A) Tiro Kung - fu
- B) Colpo turco
- C) Cattura maggioritaria



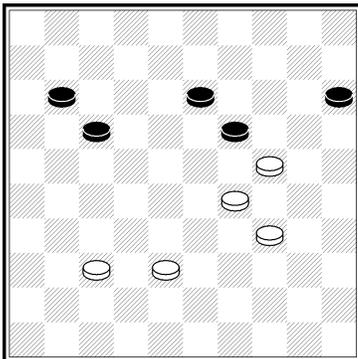
24.18. Il Bianco vince:

- A) Attaccando
- B) Giocando la mossa collante
- C) Sfondando



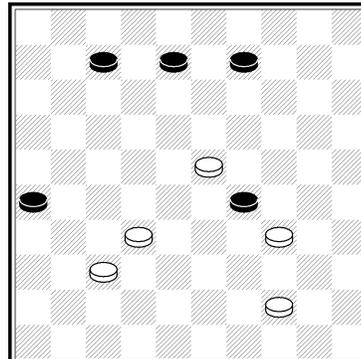
24.16. Per vincere il bianco usa:

- A) Un attacco
- B) La mossa collante
- C) Tiro Kung - fu



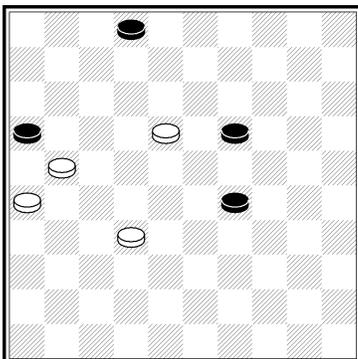
24.19. Il bianco vince:

- A) Bloccando l'avversario
- B) Sfondando
- C) Attaccando



24.17. Che deve fare il bianco:

- A) Un tiro
- B) Un cambio
- C) Difendere



24.20. Che tipo di tiro può fare il bianco?

- A) Mandare a dama l'avversario
- B) Cattura maggioritaria
- C) Cattura a scelta

25. L'apertura

In questo capitolo daremo alcuni suggerimenti su come giocare la fase iniziale della partita che viene comunemente chiamata: apertura.

Tre suggerimenti utili:

1. Cercare di accentrare i pezzi
2. Cercare di mantenere lo spazio per giocare. Questo vuole dire che non bisogna avere paura di fare i cambi.
3. Lasciare che i pezzi lavorino insieme.

Apertura 1.33 – 28

Dalla posizione d'inizio giochiamo:

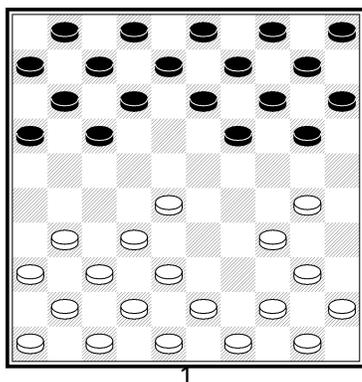
1.33 – 28

Questa mossa iniziale viene chiamata **apertura Sijbrands**, perché è l'apertura preferita del famoso Ton Sijbrands. Nella terza parte di "Course in Draughts" approfondiremo la conoscenza di questa apertura (e molte altre aperture).

1... 18 – 22

Il bianco dovrebbe giocare 2.38 - 33 o 2.31 – 27.
Se 2.35 – 30?

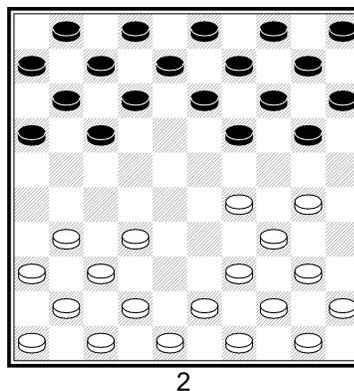
**2.35 – 30? 22 x 33
3.39 x 28**



Il nero può guadagnare un pezzo facendo un tiro:

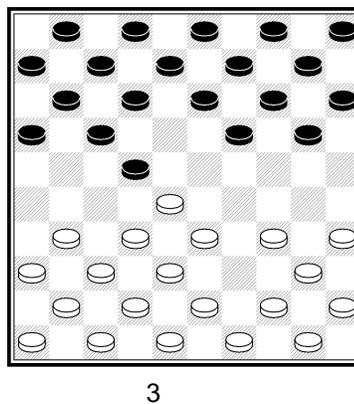
**3... 19 – 23
4.28 x 19 13 x 35**

Vediamo invece la posizione nel caso in cui il bianco mangia 3.38 x 29:



Esercizio 25.1 Come può guadagnare un pezzo il nero?

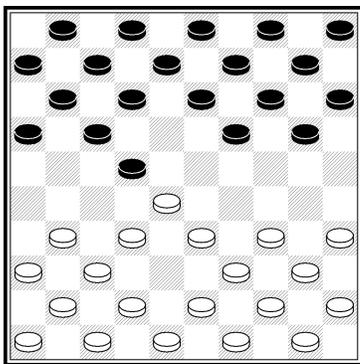
1.33 – 28 18 – 22 2.39 – 33? il nero dà all'avversario la possibilità di eseguire il famoso tiro "dell'imbecille".



Il nero porterà un pezzo bianco in <22> poi toglierà il pezzo dalla casella <28> e mangerà 17 x 28 x 39 x 30. Vediamo come:

**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**

Alla prossima mossa il nero guadagnerà un altro pezzo.



4

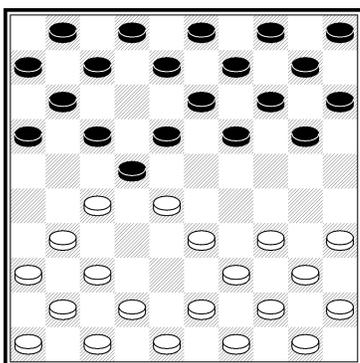
Questa è la posizione dopo 1.33 – 28 18 – 22 2.38 – 33. Che mossa dovrebbe giocare il nero adesso: 12 – 18 oppure 13 – 18?

Il nero dovrebbe accentrare i suoi pezzi e giocare 12 - 18 (e continuare con 7-12 e 1-7).

2... 12 – 18

Il bianco può scegliere tra diverse mosse. Può giocare 3.42 – 38 o 3.43 – 38 o 3.34 – 29.

Guardiamo prima la posizione dopo 3.32 – 27.



5

I pezzi in 27 / 28 / 31 / 33 formano una legatura che non permette al nero di muovere con 17-21 o 18-23.

Il modo migliore per rispondere di solito è rompere la legatura.

3... 19 – 23!
4.28 x 19 14 x 23

Il nero ha rotto la legatura la legatura e cercherà di accentrarsi con : 10 – 14, 14 – 19, 5 – 10, 10 – 14, 7 – 12 & 1 – 7.

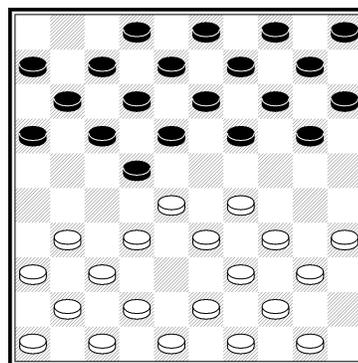
Esercizio 25.2 Come può guadagnare due pezzi il nero se il bianco gioca **5.37 – 32?**

Proseguendo dal diagramma 4:

Dopo **2... 12 – 18** giochiamo **3.34 – 29**. Il nero può scegliere adesso se fare il cambio con 19 – 23 o costruire con:

3... 7 – 12
4.40 – 34 1 – 7
5.45 – 40

Si può notare che entrambi i giocatori cercano di accentrare i loro pezzi.



6

Esercizio 25.3 Perché **5... 16 – 21?** non è una buona mossa?

Il nero di solito in questa posizione dà un cambio verso il centro.

5... 19 – 23 6.28 x 19 14 x 23

Esercizio 25.4 Qual è la mossa più logica per il bianco?

Utilizzando il diagramma 4 giochiamo:

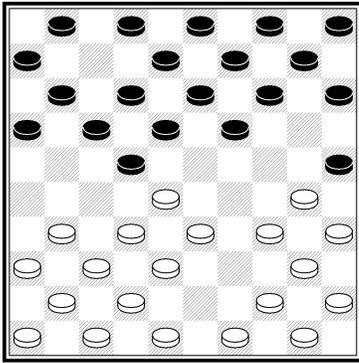
2... 12 – 18
3.43 – 38 7 – 12

Il bianco potrebbe continuare con 4.49 - 43 1 - 7 5.31 - 27 22 x 31 6.36 x 27, però gioca

4.34 – 30 20 – 25

Il bianco dovrebbe mantenere lo spazio per giocare e quindi dovrebbe fare un cambio giocando 5.49 - 43 25 x 34 6.40 x 29 o 6.39 x 30

anche se il nero ha un piccolo vantaggio!
 Se il bianco chiude invece la casella <34> giocando 5.39-34? Ora l'ala destra del bianco è bloccata.
 Senza un pezzo in <39> il nero può forzare immediatamente la presa di un pezzo.



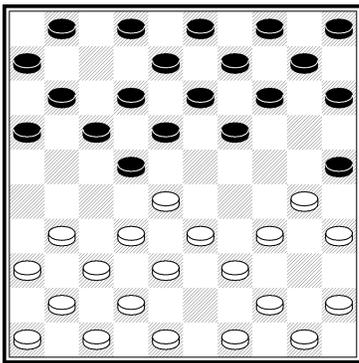
5... 22 – 27!
 6.31 x 22 18 x 27
 7.32 x 21 16 x 27

Il nero ha preparato due minacce: sta minacciando di giocare 19 – 24 30 x 19 14 x 43 N+1; se il bianco chiude in <43> giocando 49–43 allora 27 – 32 38 x 27 19 – 24 30 x 19 14 x 21.

Se il bianco gioca 8.37 – 31 seguirà 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 seguita da 12 – 18, il nero guadagna un pezzo.

Se il bianco gioca 8.37 – 32 allora 11 – 16 9.32 x 21 16 x 27 e la posizione non è molto differente. Il nero guarda un pezzo, per esempio dopo : 10.49–43 27 – 31! 11.36 x 27 19 – 24 12.30 x 19 14 x 21 N+1.

Se il bianco gioca 5.40 – 34 invece di 5.39 – 34? La posizione sarebbe questa:



8

Il bianco è ancora bloccato ma avendo un pezzo in casella <39> la posizione non è così male come quella nel diagramma 7.

Esercizio 25.5 Perché il nero giocando 5... 22 – 27 6.31 x 22 18 x 27 7.32 x 21 16 x 27? fa un errore?

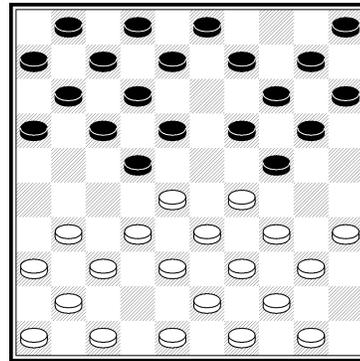
Dal diagramma 4 mostriamo come il nero può mettersi male velocemente.

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

Il nero dovrebbe crearsi un pò di spazio per giocare facendo il cambio 19 – 23 28 x 19 14 x 23 o 22-27 31 x 22 18 x 27 32 x 21 17 x 26.

Occupare insieme le caselle <22 & 24> è spesso pericoloso!

6. 45 – 40 13 – 19?



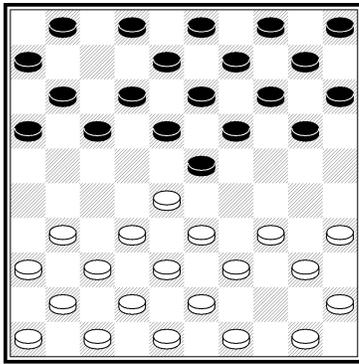
9

Le caselle vuote in <13 & 4> permettono al bianco di fare un tiro a dama.

Esercizio 25.6 Come il bianco può fare un tiro e andare a dama in casella <4>?

Il modo classico di giocare l'apertura Sijbrands, è questo:

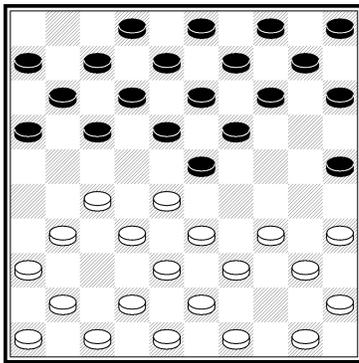
1. 33 – 28 18 – 23
 2.39 – 33 12 – 18
 3.44 – 39 7 – 12



10

4.31 – 27 è l'inizio di una partita classica. Di solito il nero risponde simmetricamente 4...20 – 24. Guardiamo un "trucco" che è utile conoscere:

4.31 – 27 1 – 7
5.37 – 31 20 – 25?



11

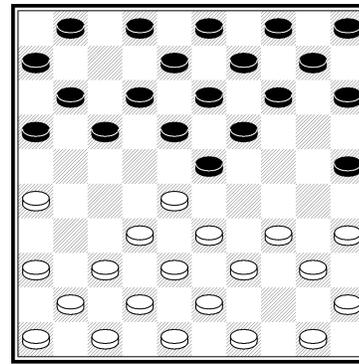
6.27 – 22! 18 x 27
7.31 x 22

Il bianco minaccia di giocare 22-18 13 x 22 34-30 25 x 34 40 x 27 B+1 e il nero non può fare nulla per evitarlo.

Giocare 7 ... 12-18?? non è buono, perché il bianco muove semplicemente 42-37 e ottiene una dama dopo 18 x 27 32 x 1 B+

Dal diagramma 10 si può proseguire:

4.31 – 26?! 20 – 25?



12

Il bianco può fare un tiro chiamato "Tiro della Scimmia":

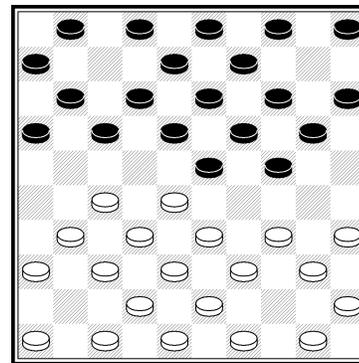
5.28 – 22! 17 x 28
6.33 x 22 18 x 27
7.32 x 21 16 x 27
8.34 – 30 25 x 34
9.40 x 16

La linea teorica principale dal diagramma 10 è la seguente:

4.31 – 27 20 – 24
5.37 – 31

La vecchia linea olandese continua con 5. 34 - 30 17 - 21. Mostriamo la linea moderna.

5... 14 – 20
6.41 – 37 10 – 14



13

Un trucco da ricordare è:

6.34 - 30 17 - 21 7.31 - 26? 24 - 29!! 8.26 x 17 11 x 31 9.36 x27 29 - 34 10.40 x 29 23 x 25 N+1. Il nero può rispondere a 6.34 – 30 con 20 – 25 sviluppando la sua ala sinistra dopo: 7.49 – 44 25 x 34 8.40 x 20 15 x 24 che è considerato vantaggioso per il nero. Spesso il bianco prova ad attaccare, occupando

la casella <22>, ma in questo caso non può occuparla direttamente con la mossa: 6.27 – 22? 18 x 27 7.31 x 22 perché sarebbe punito da un tiro, che permette al nero di guadagnare un pezzo.

Esercizio 25.7 Come si effettua il tiro?

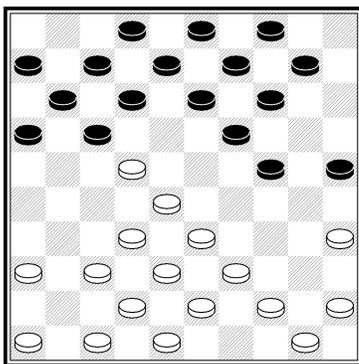
7.49 – 44

Il bianco può anche giocare 7.34 – 29 23 x 34 8.40 x 29 subito.

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

Il bianco lancia un attacco “Highland” di cui si parla nel libro “Course in Draughts 2”.

Dopo 12... 5 – 10 la posizione è la seguente:



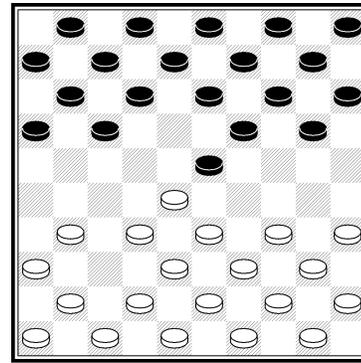
14

Esercizio 25.8 Come può il nero guadagnare un pezzo dopo 13.36 – 31?

L'apertura 1.32 – 28

Vediamo adesso un'altra apertura, che si gioca molto spesso 1.32 – 28.

Guardiamo prima 1... 18 – 23 il bianco non dovrebbe giocare adesso 2.37 – 32.



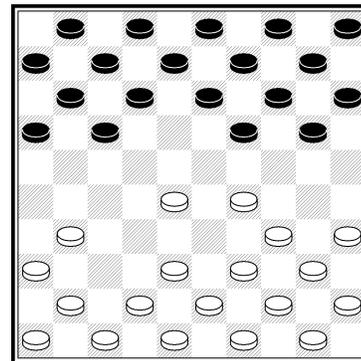
15

Il nero guadagna ora due pezzi facendo il tiro “dell'imbecille”, come nel diagramma 3.

Esercizio 25.9 Come si effettua il tiro per il nero?

Il bianco fa meglio a giocare 2.38 – 32 o 2.33 – 29 23 x 32 3.37 x 28. Guardiamo quest'ultima prosecuzione.

Il bianco sviluppa la sua ala sinistra con un cambio.



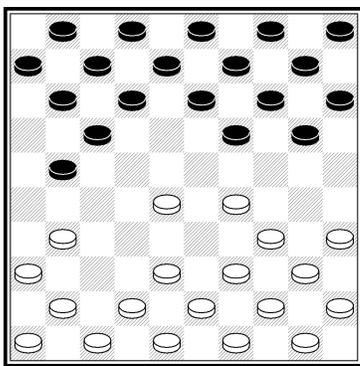
16

Il nero non può muovere 3... 12 – 18? perché il bianco guadagnerebbe due pezzi giocando 4.29 – 24. Il bianco potrebbe fare ancora meglio, regalando un pezzo prima di eseguire il tiro:

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

Delle buone continuazioni per il nero sono 3... 20 – 24 4.29 x 20 15 x 24 e 3... 17 - 22 4.28 x 17 11 x 22.

Diamo però uno sguardo a un'altra mossa forte: 3...16–21



17

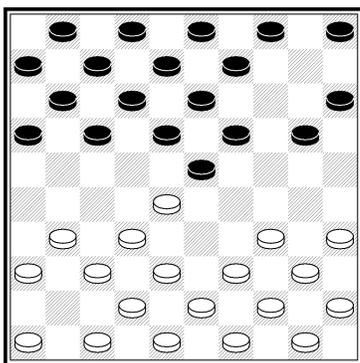
Il bianco non dovrebbe giocare 4.39 – 33? perché darebbe la possibilità al nero di fare un tiro.

Esercizio 25.10 Con quali mosse si esegue il tiro?

Il bianco può giocare 4.31 – 26 o 4.38 – 33 o fare un cambio 2 x 2 con 4.28 – 23 19 x 28 5.29 – 24 20 x 29 6.34 x 32.

A 1.32 – 28 si risponde spesso con 1... 19 – 23 2.28 x 19 14 x 23. Questa è una continuazione logica perché permette al nero di sviluppare la sua ala sinistra immediatamente. Mostriamo adesso un'apertura giocata molto spesso:

- 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

Il bianco può anche essere più attivo con 5.34 – 29 23 x 34 6.39 x 30 oppure con 5.35 – 30. Ma il bianco sta tentando di far cadere nella trappola il nero con 5 – 10?

Esercizio 25.11 Come si esegue il tiro dopo la mossa del nero 5... 5 – 10?

Una continuazione attiva e forte per il nero è 5...17 – 22 6.28 x 17 11 x 22, ma spesso per viene giocata la seguente:

- 5... 17 – 21
- 6.31 – 27 5 – 10?

Questa continuazione, ha fatto in passato (e continuerà a fare) molte vittime. Segue infatti:

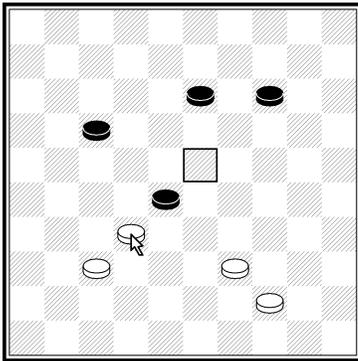
- 7.27 – 22! 18 x 27
- 8.38 – 33 27 x 29
- 9.37 – 31 23 x 32
- 10.34 x 5

Alla prossima mossa la dama del bianco mangerà il pezzo in <32> dopodiché dovrà essere nascosta dietro a qualche pezzo bianco, per utilizzarla in tutta la sua forza al momento opportuno.

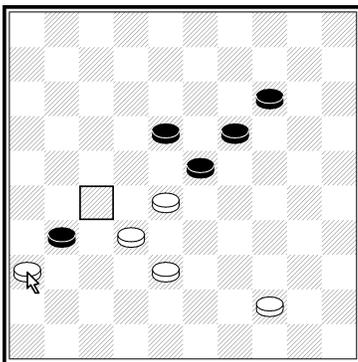


L'olandese Martijn van IJzendoorn si allena sulle aperture...

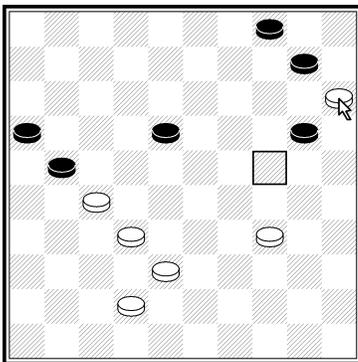
Soluzioni



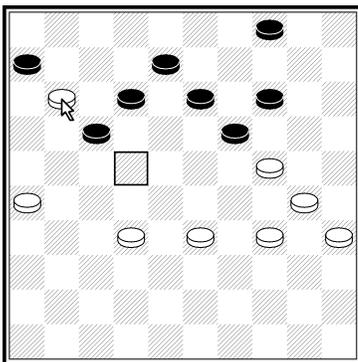
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2.2

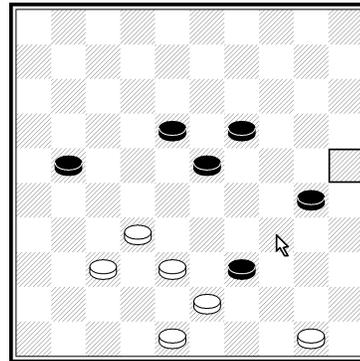


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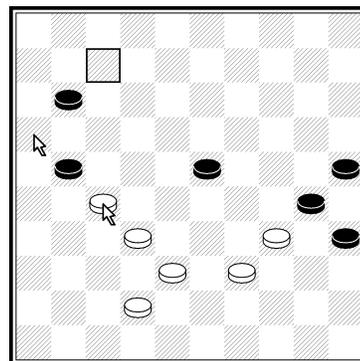


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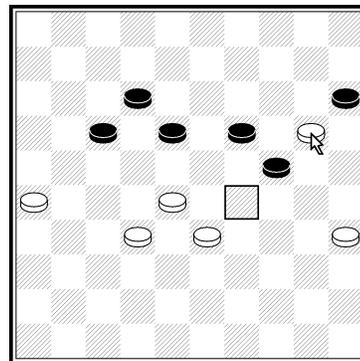
2. L'obbligo di cattura



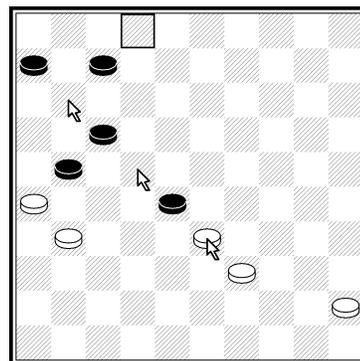
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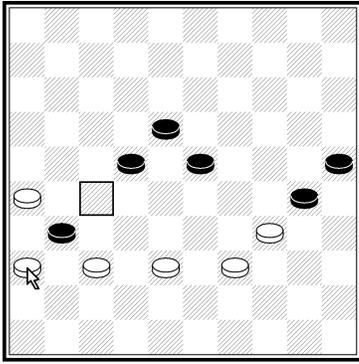
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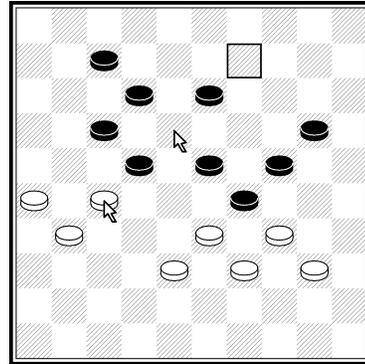
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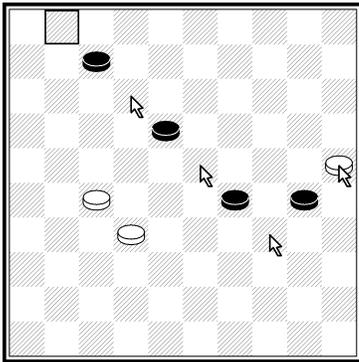
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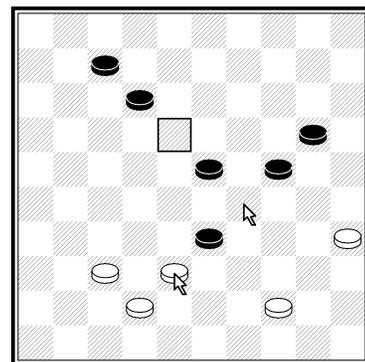
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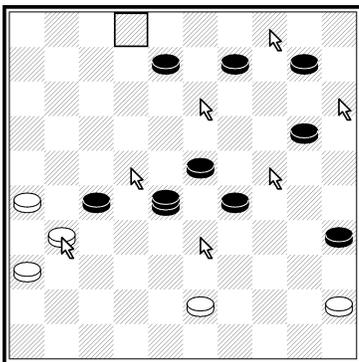
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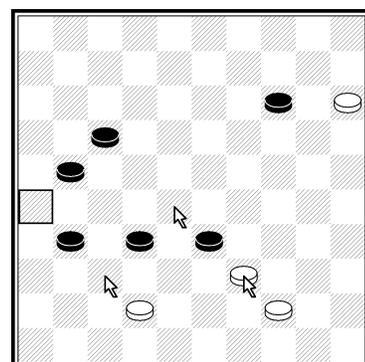
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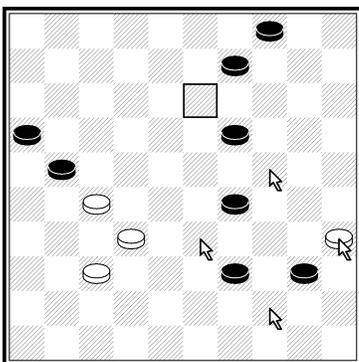
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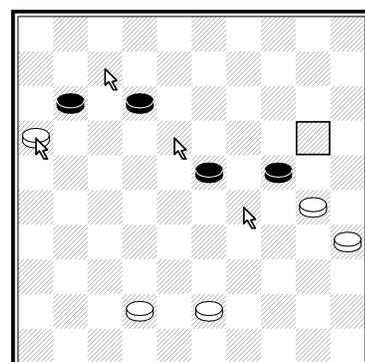
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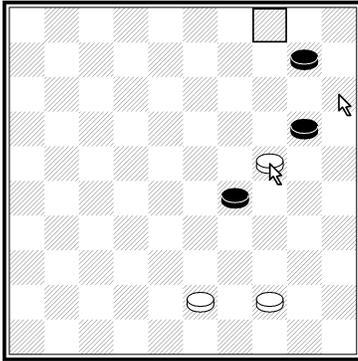


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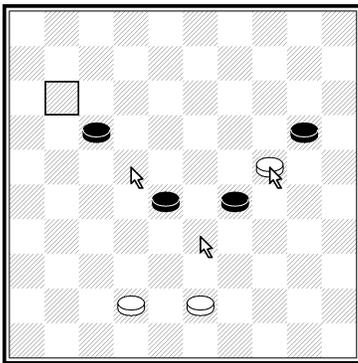


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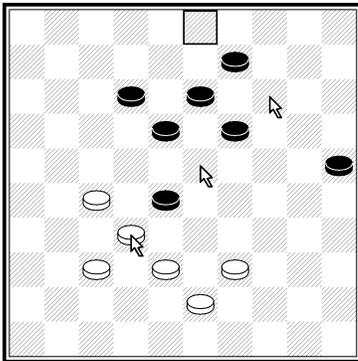
3. La cattura maggioritaria



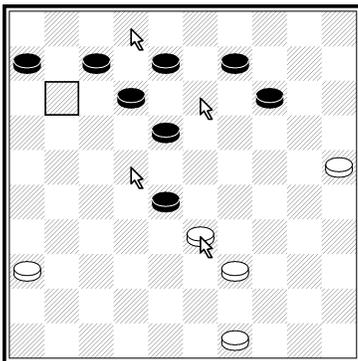
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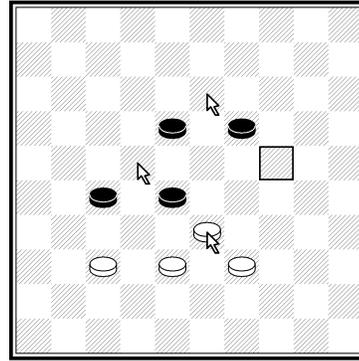
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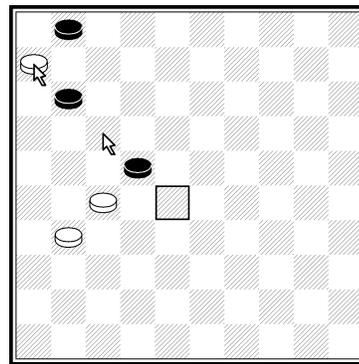
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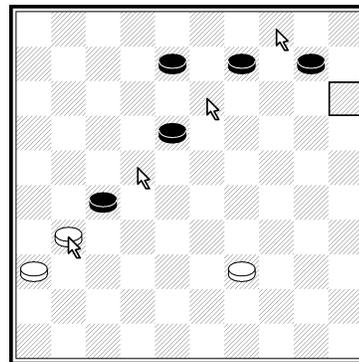
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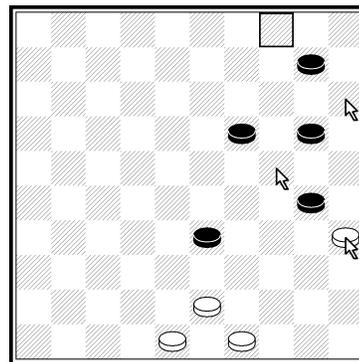
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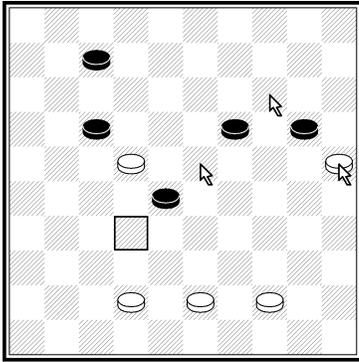
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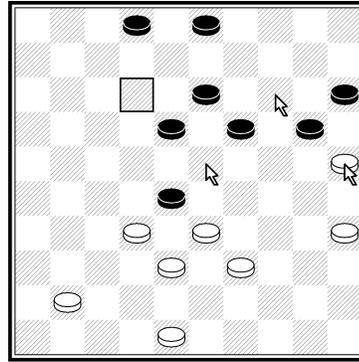
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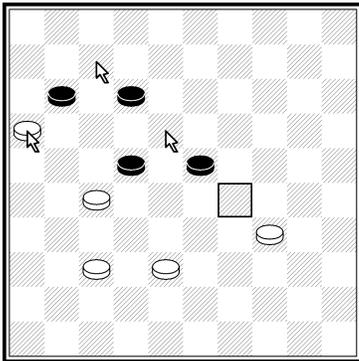
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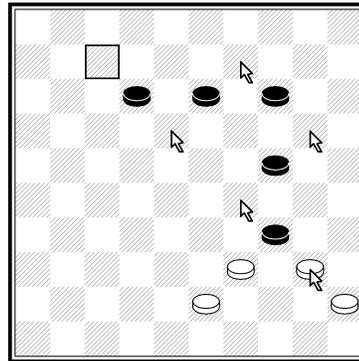
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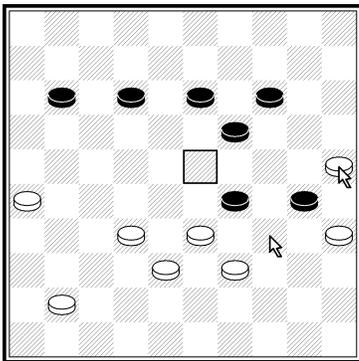
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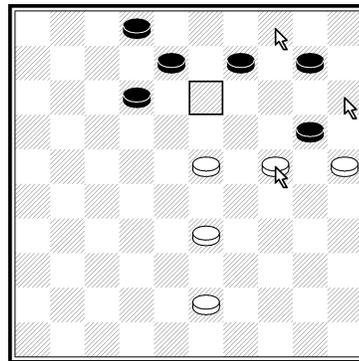
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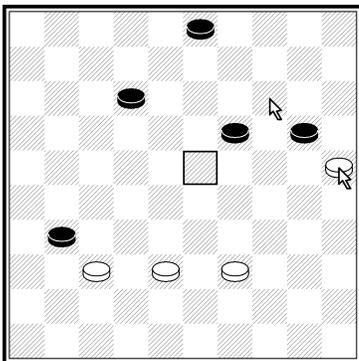
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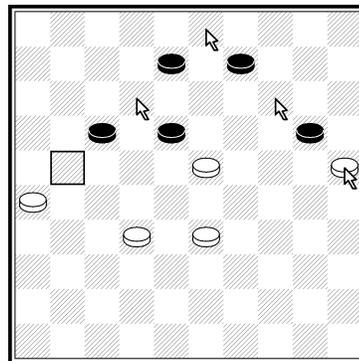
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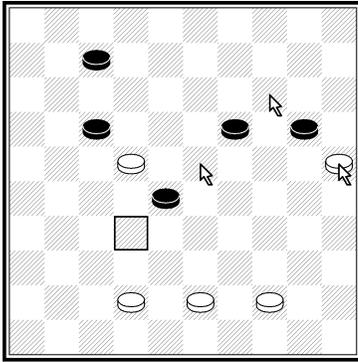
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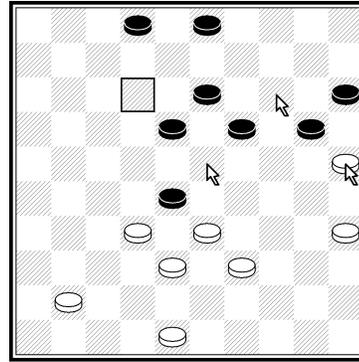
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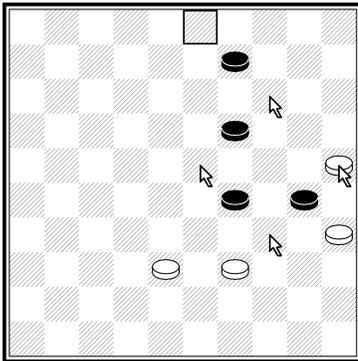
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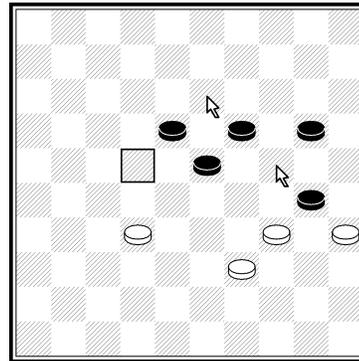
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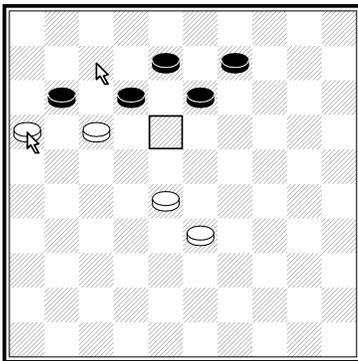
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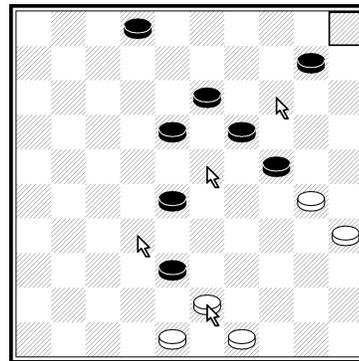
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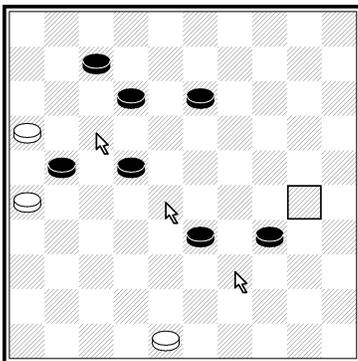
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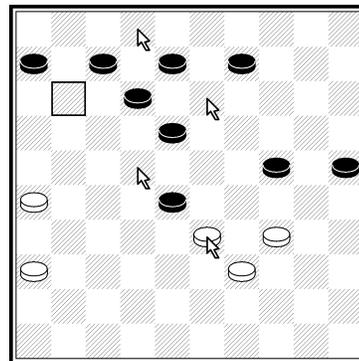
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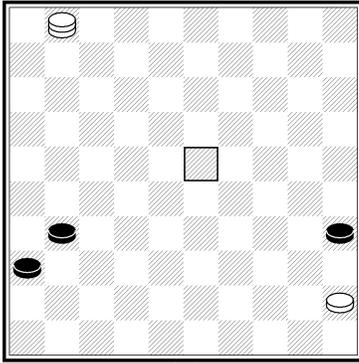


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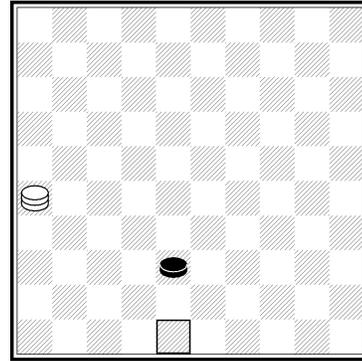


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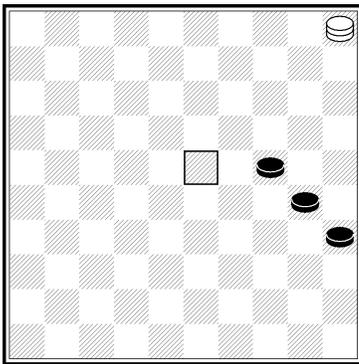
4. Muovere con una dama



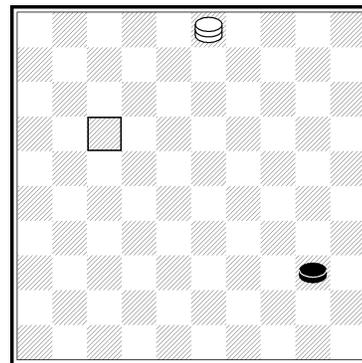
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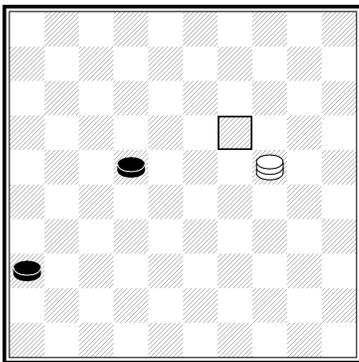
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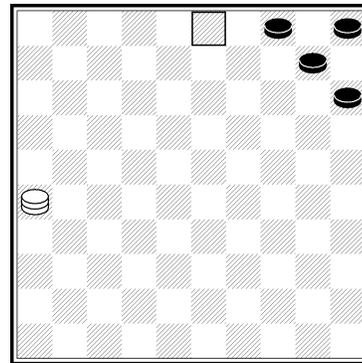
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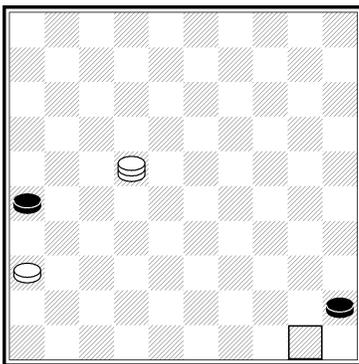
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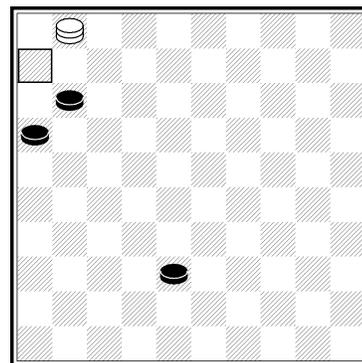
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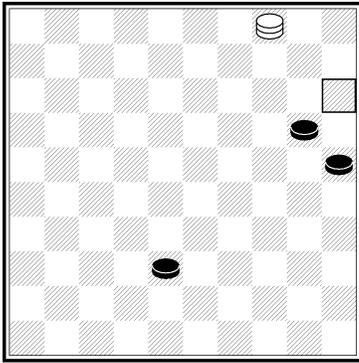
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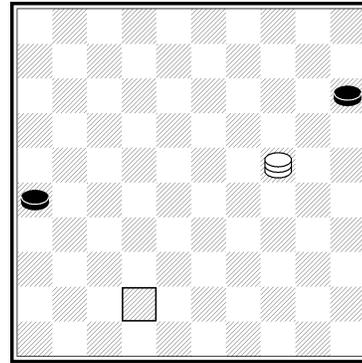
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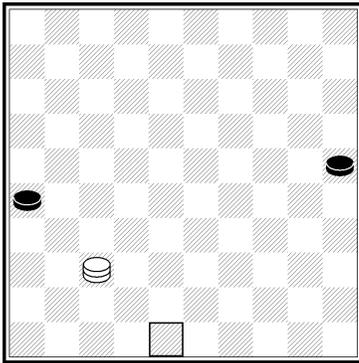
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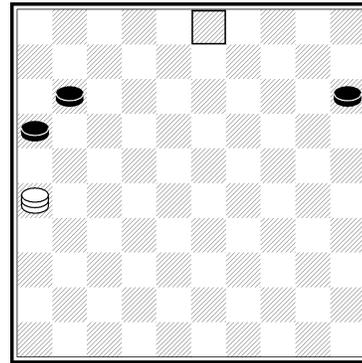
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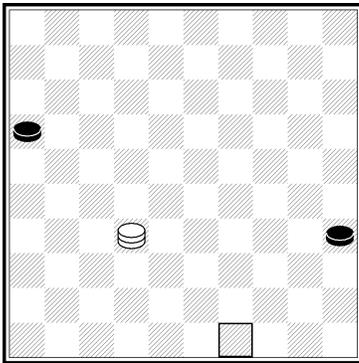
4.13



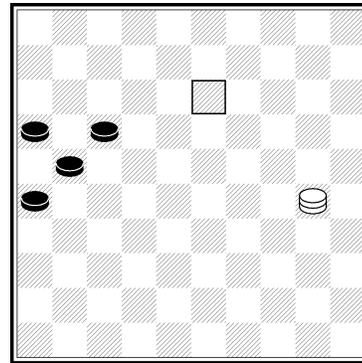
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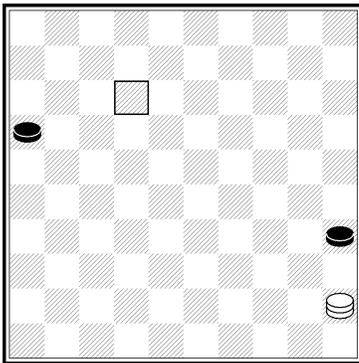
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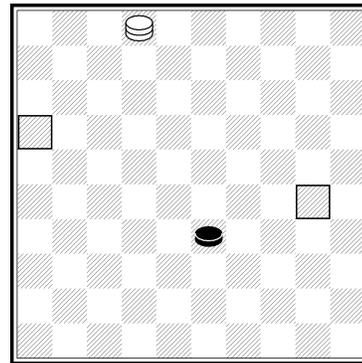
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4.15

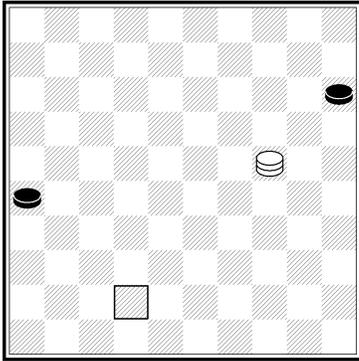


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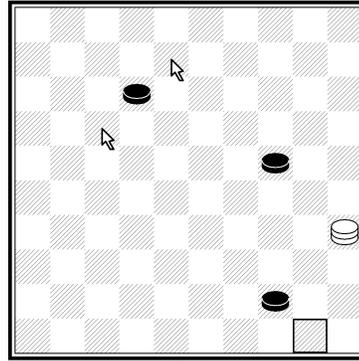


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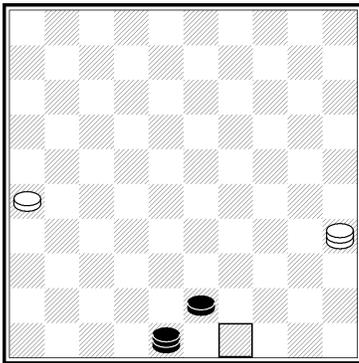
5. Catturare con una dama



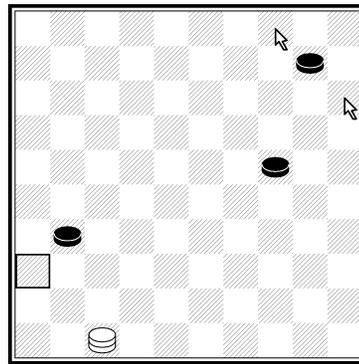
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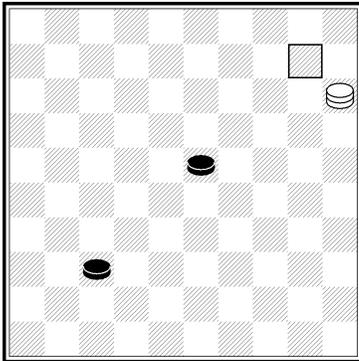
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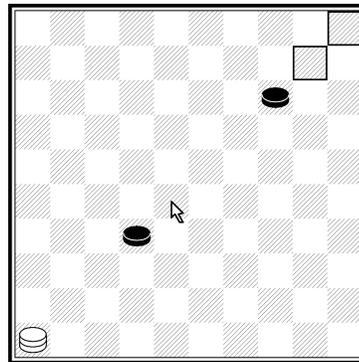
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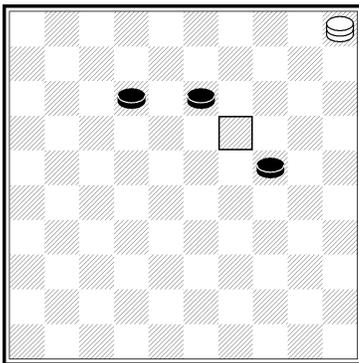
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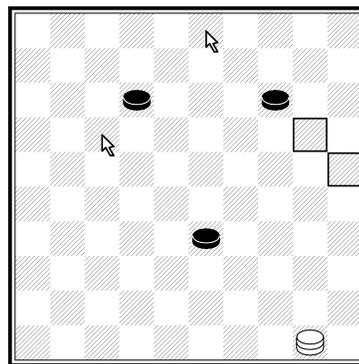
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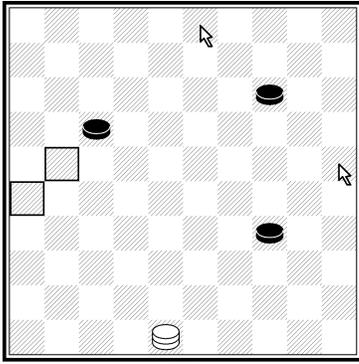
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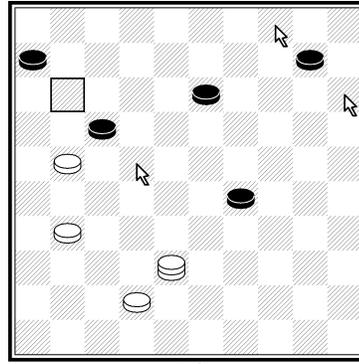
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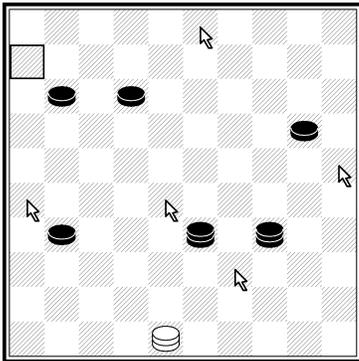
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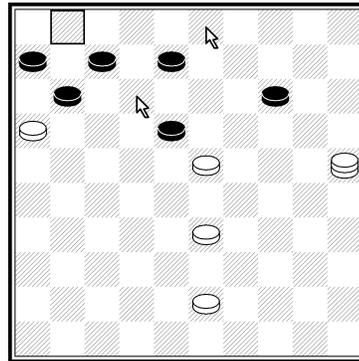
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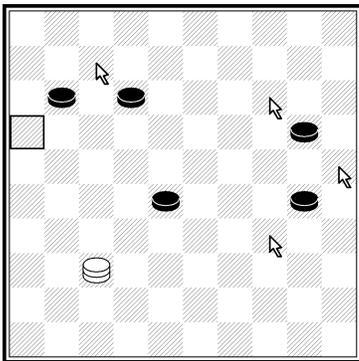
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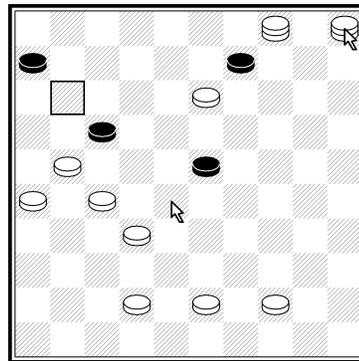
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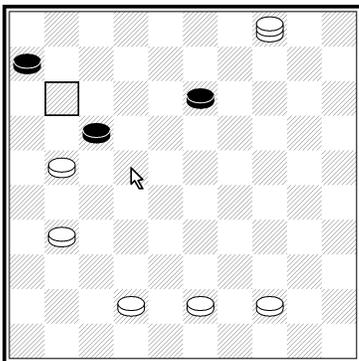
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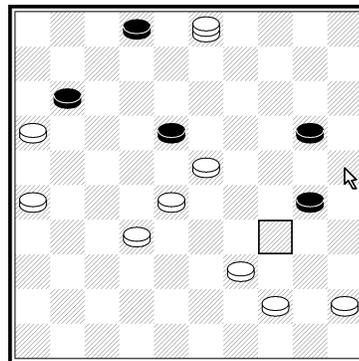
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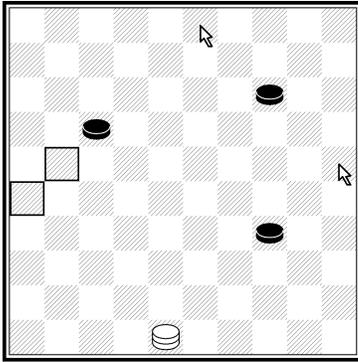
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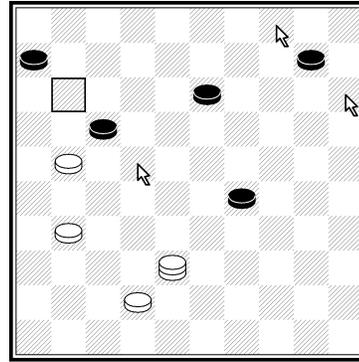
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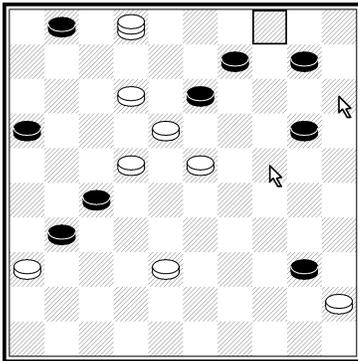
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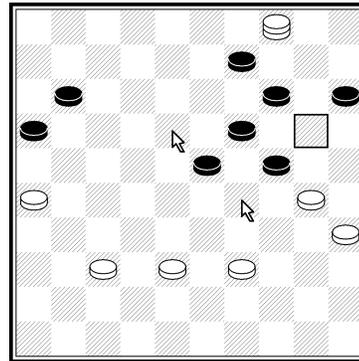
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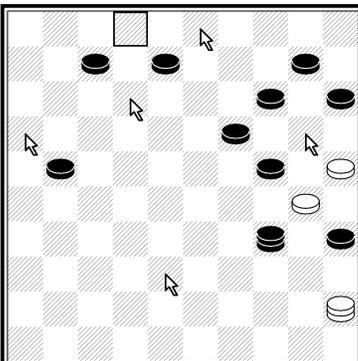
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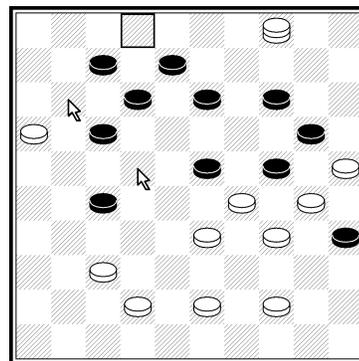
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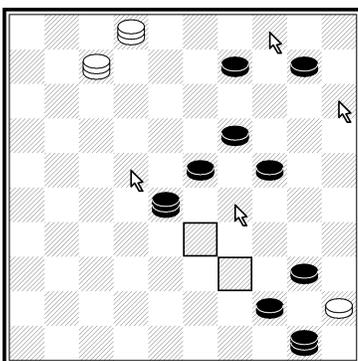
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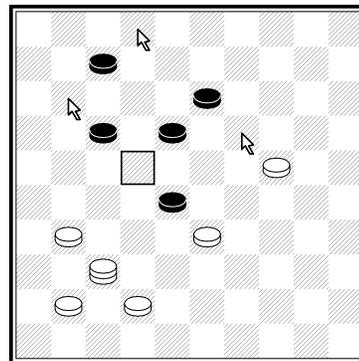
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5.19

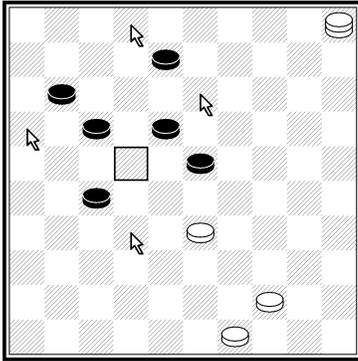


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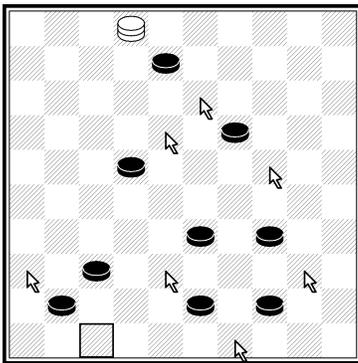


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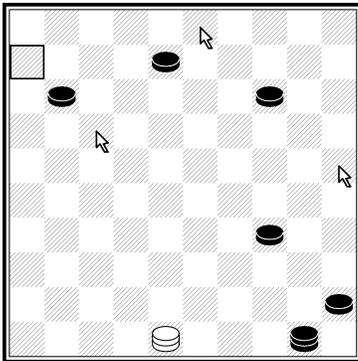
6. L'attacco dei pezzi



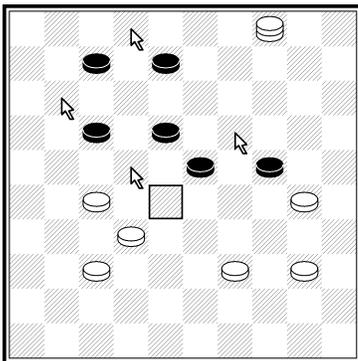
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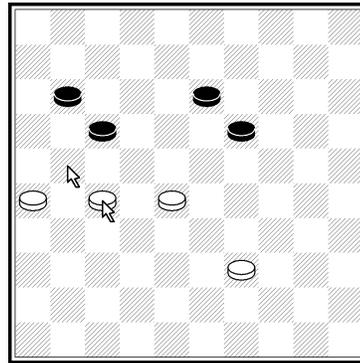
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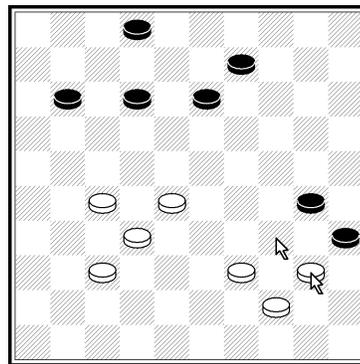
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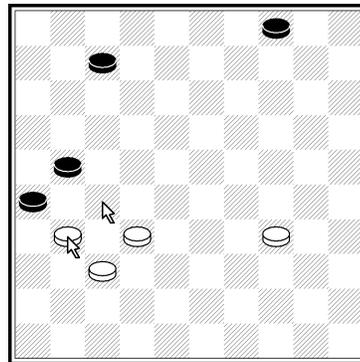
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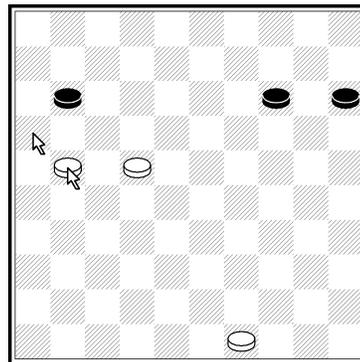
6.1



6.2

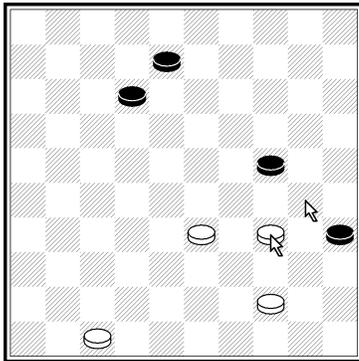


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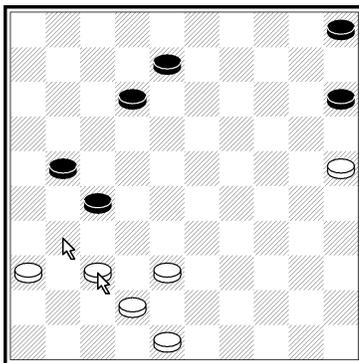


6.4

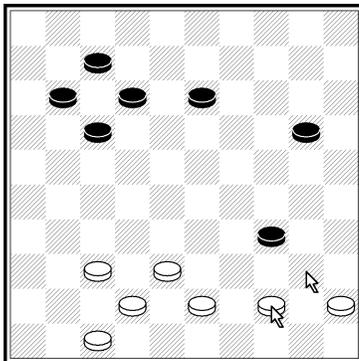
7. Difendersi



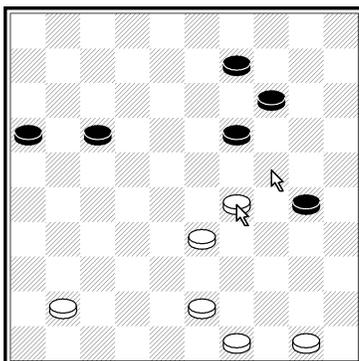
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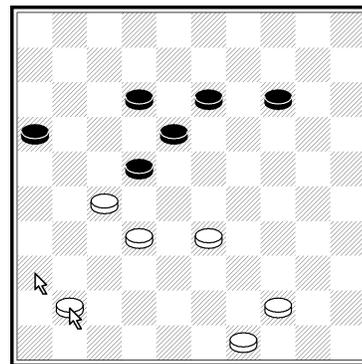
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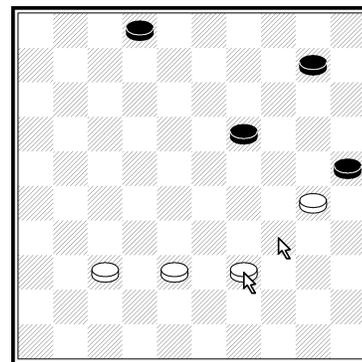
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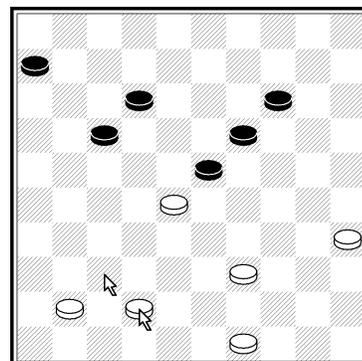
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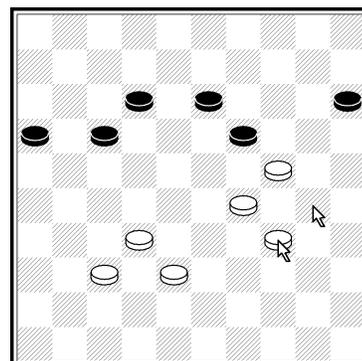
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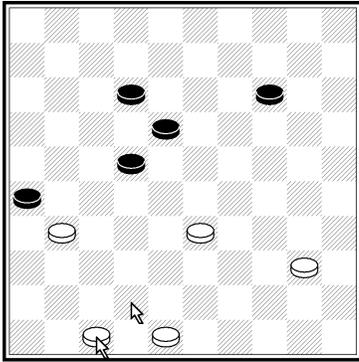
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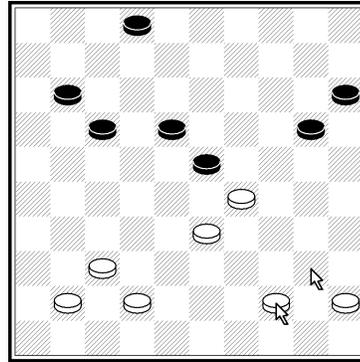
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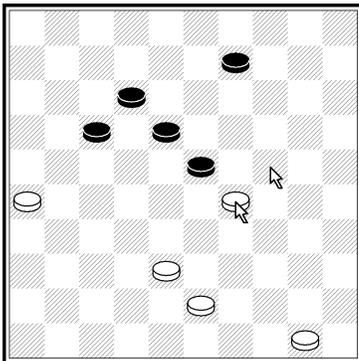
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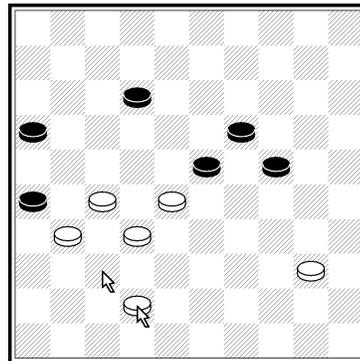
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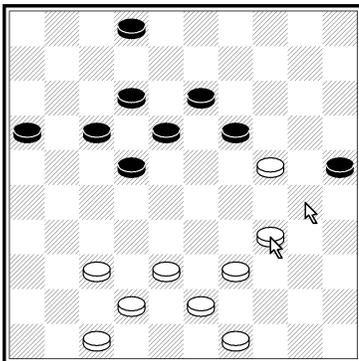
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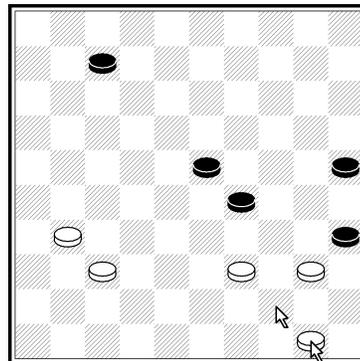
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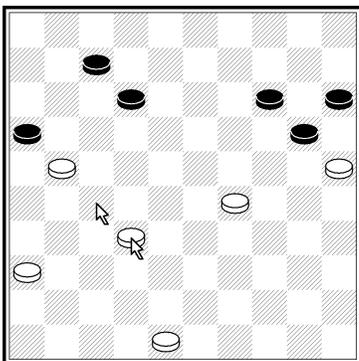
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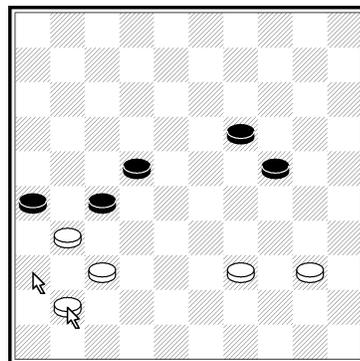
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7.11

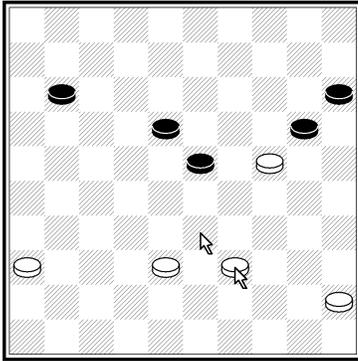


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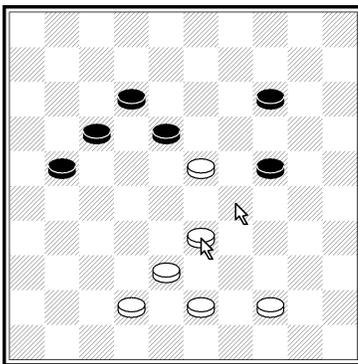


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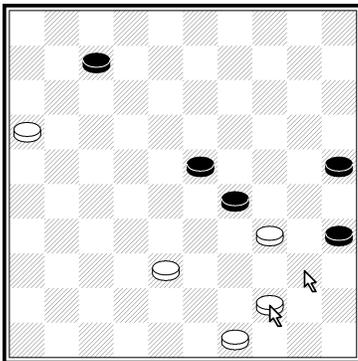
8. Fare un tiro



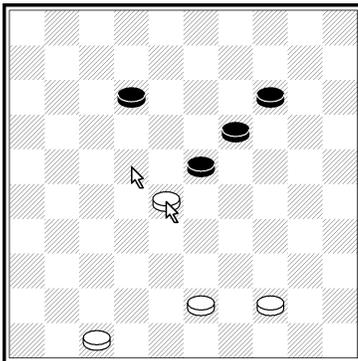
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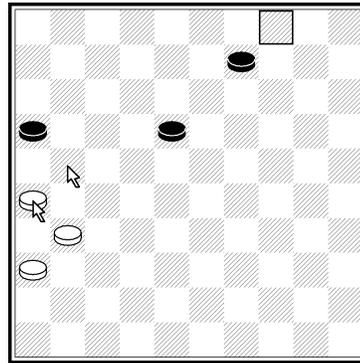
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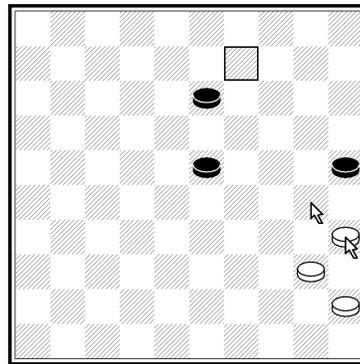
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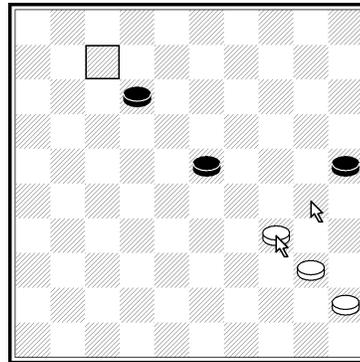
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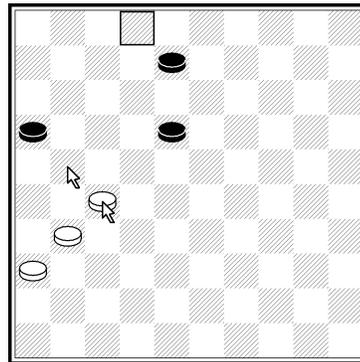
8.1



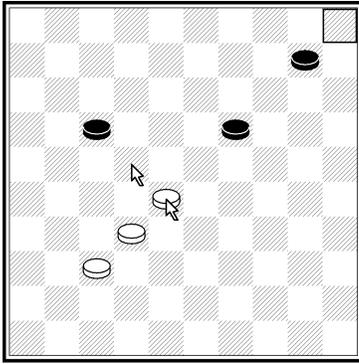
8.2



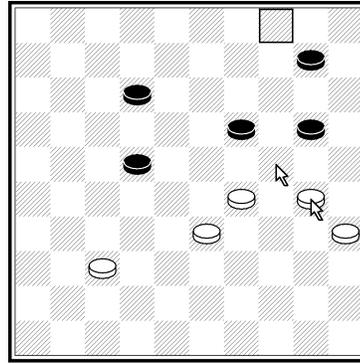
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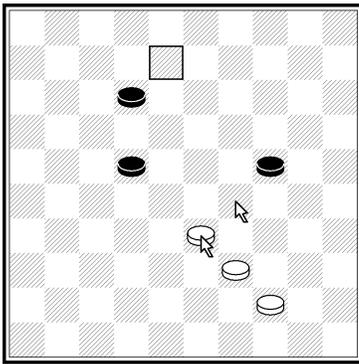
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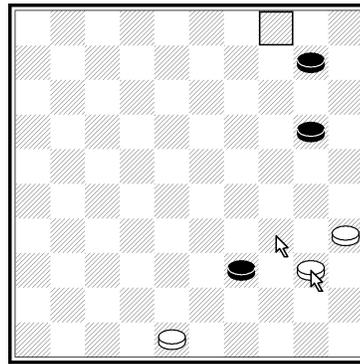
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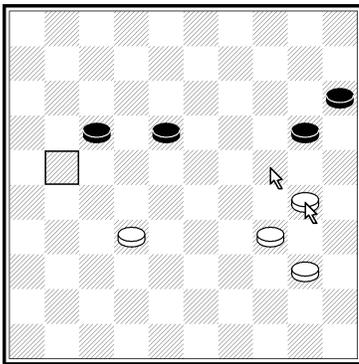
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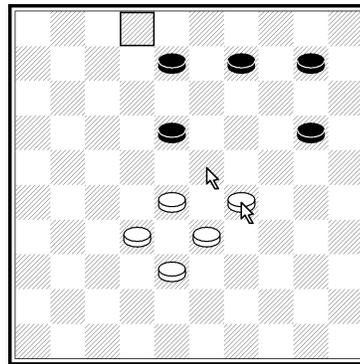
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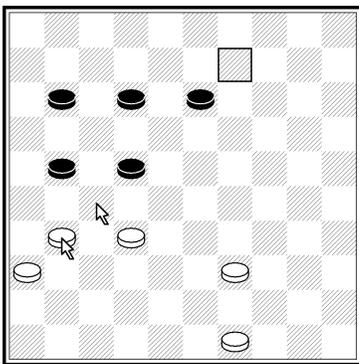
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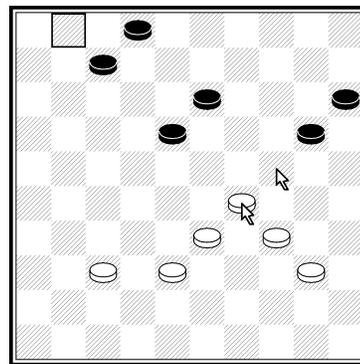
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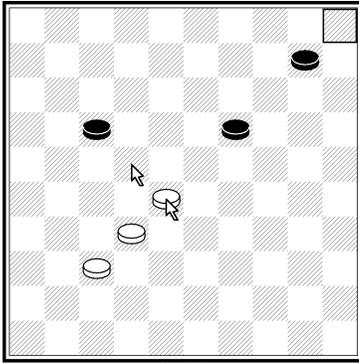
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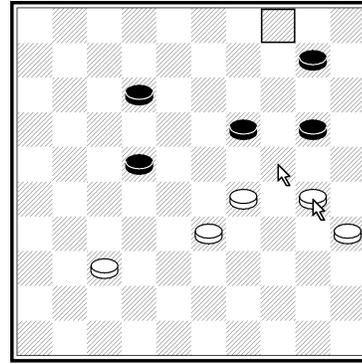
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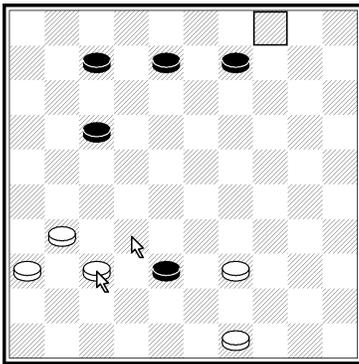
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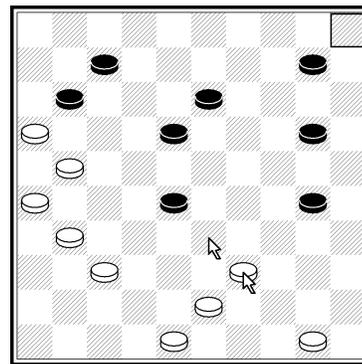
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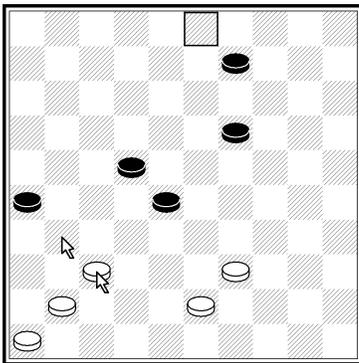
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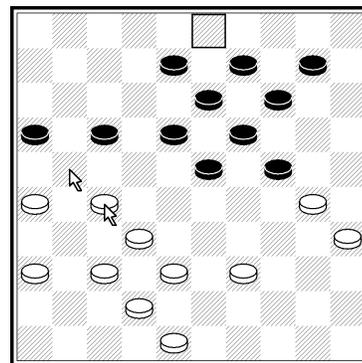
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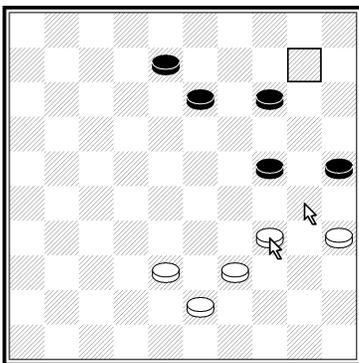
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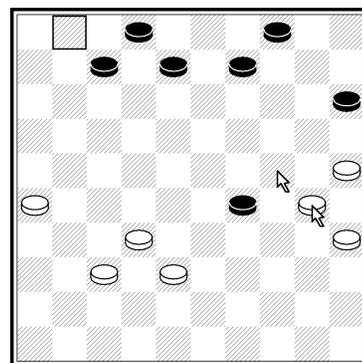
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8.19

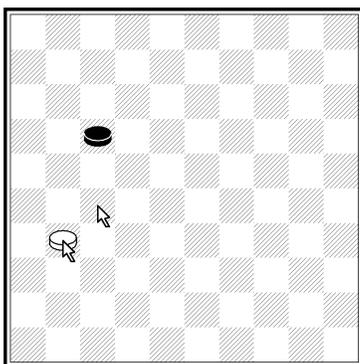


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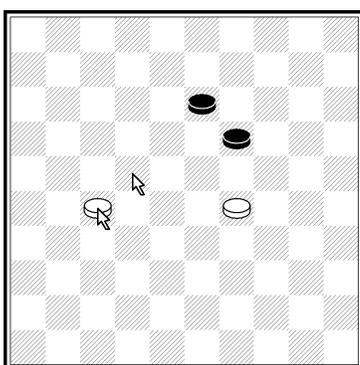


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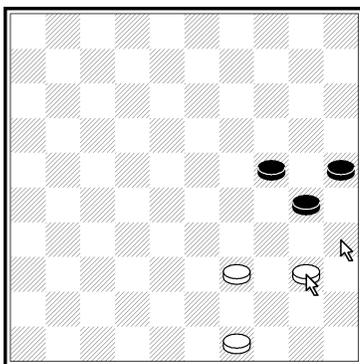
9. Bloccare l'avversario



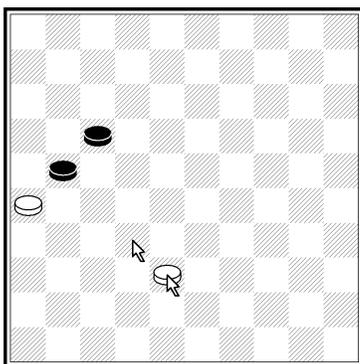
9.1



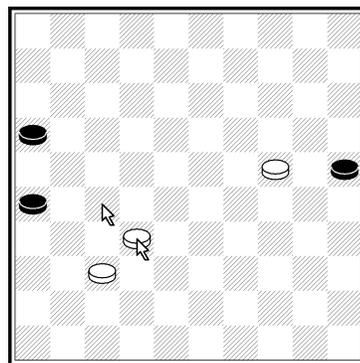
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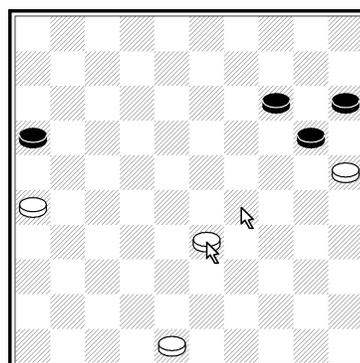
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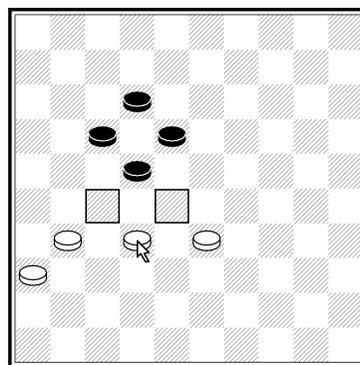
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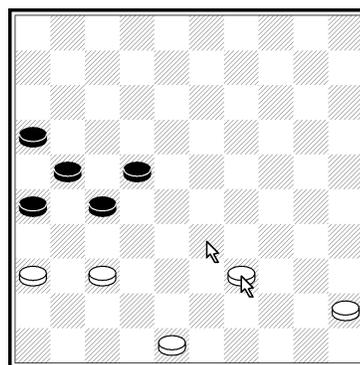
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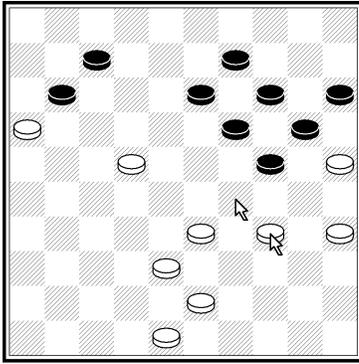
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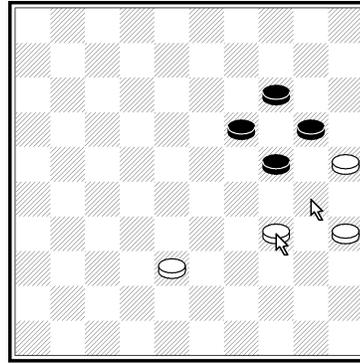
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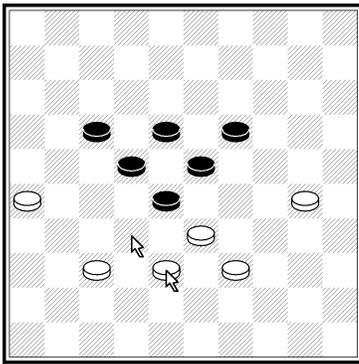
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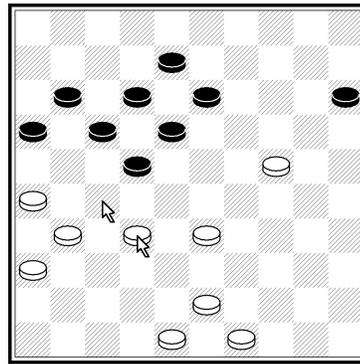
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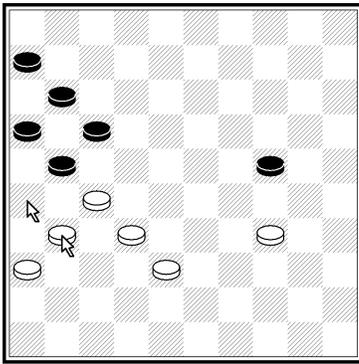
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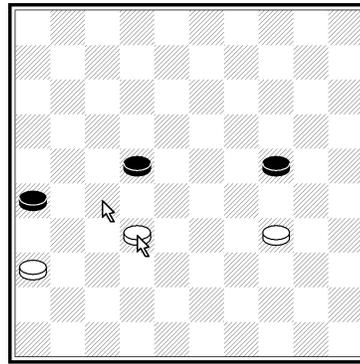
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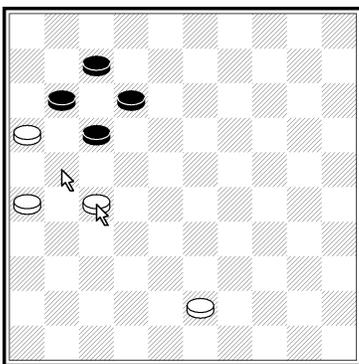
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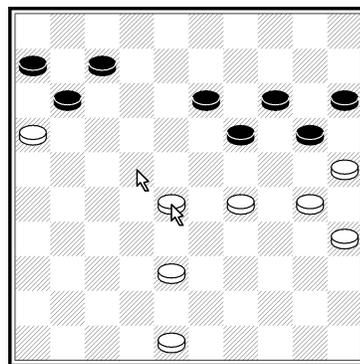
9.11



9.15

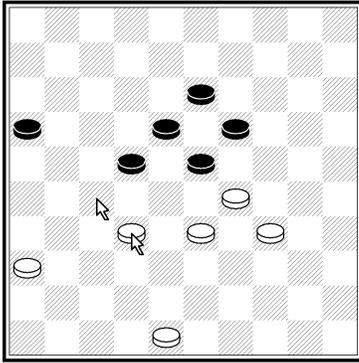


9.12

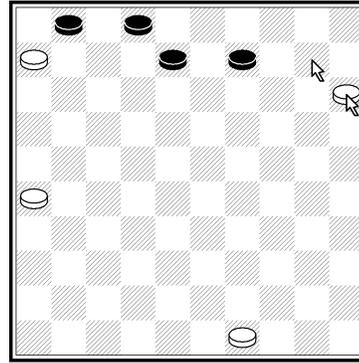


9.16

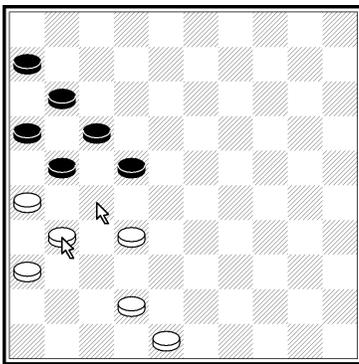
10. Sfondamento



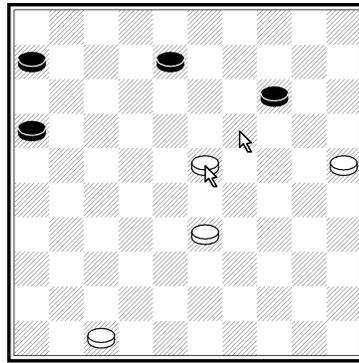
9.17



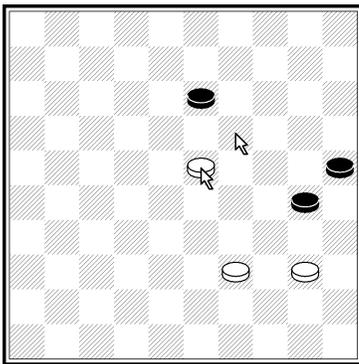
10.1 15 – 10



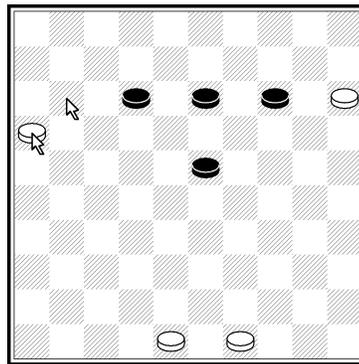
9.18



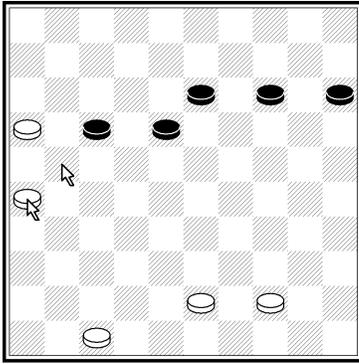
10.2. 23 – 19 14 x 23 25 – 20



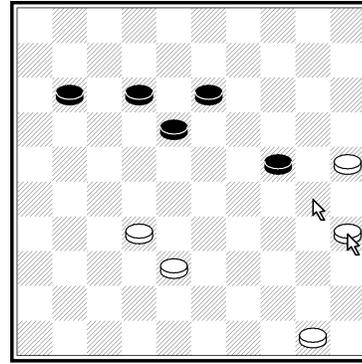
9.19



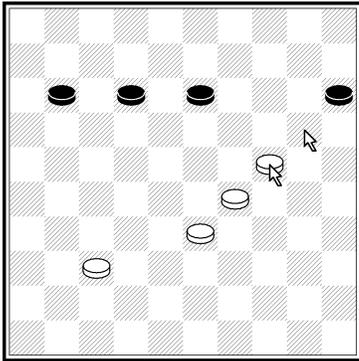
10.3. 16 – 11



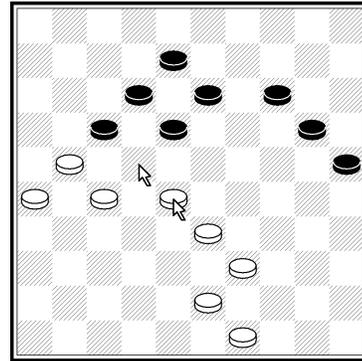
10.4. 26 – 21 17 x 26 16 – 11



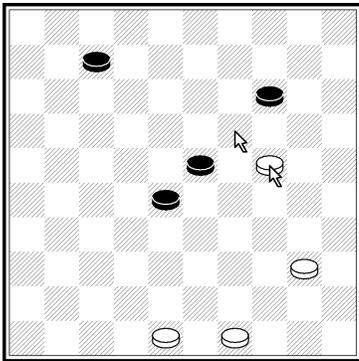
10.7. 35 – 30 24 x 35 25 – 20



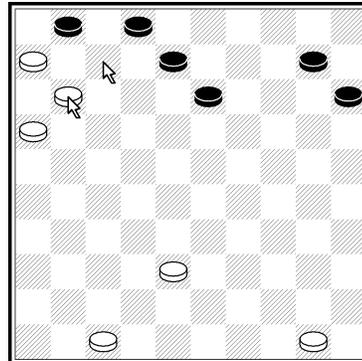
10.5. 24 – 20 15 x 24 29 x 20



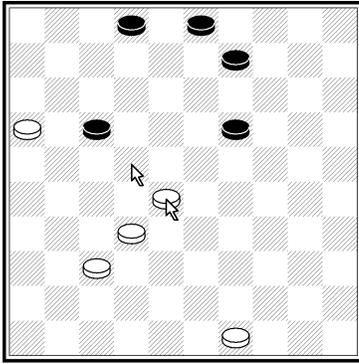
10.8. 28 – 22 17 x 28 33 x 22 (il 22 va dama)



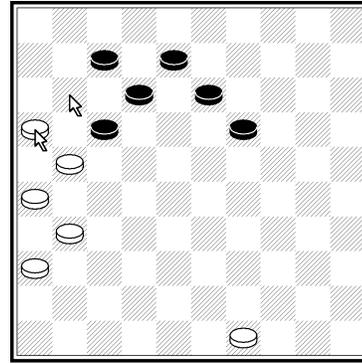
10.6. 24 – 19



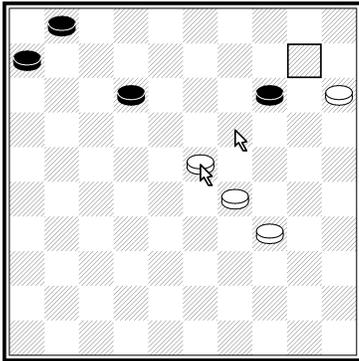
10.9. 11 – 7 2 x 11 16 x 7 1 x 12 6 – 1



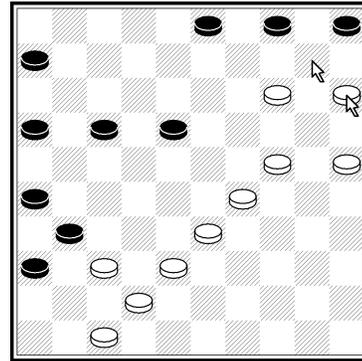
10.10. 28 – 22 17 x 28 32 x 14 9 x 20 16 – 11



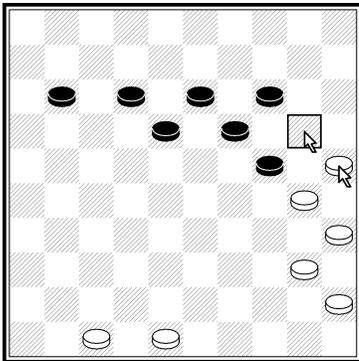
10.13. 16 – 11 7 x 27 31 x 11



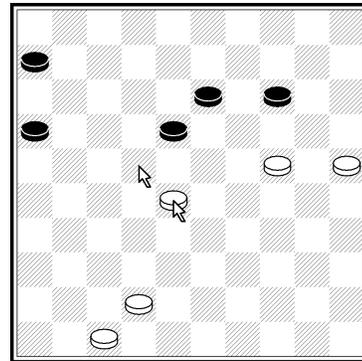
10.11. 23 – 19 14 x 23 29 x 7 1 x 12 15 – 10



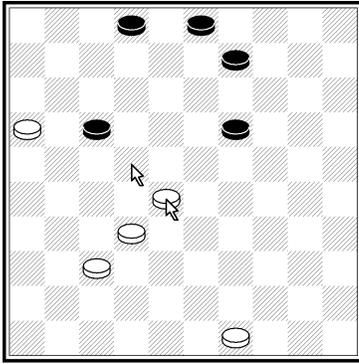
10.14. 15 – 10 4 x 15 14 – 9 3 x 14 24 – 20
15x24 29 x 9



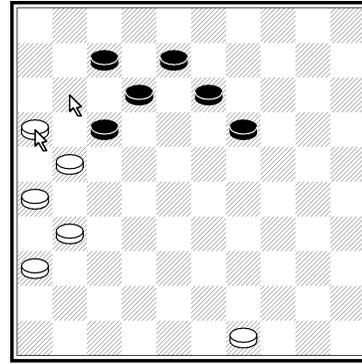
10.12. 25 – 20 14 x 34 40 x 20



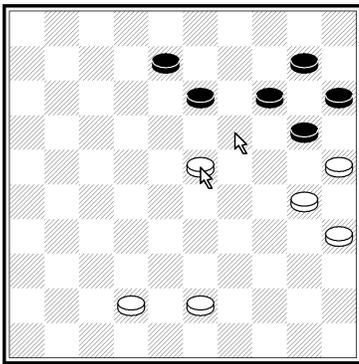
10.15. 28 – 22 18 x 27 24 – 20 14 – 19 20 – 15



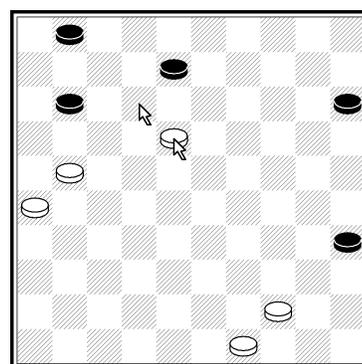
10.16. 21 – 17 12 x 21 26 x 17 e il pezzo in <16> va a dama.



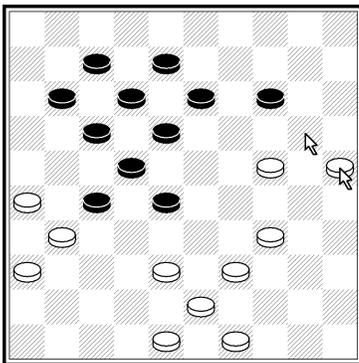
10.19. 27 – 21 16 x 27 32 x 21 se il nero sacrifica con 12-17 e 8-12 allora 21 – 17



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



10.20. 18 – 12 8 x 17 21 x 12



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

11. Giudicare una posizione

11.1. Meglio per il bianco. Il bianco ha un pezzo in più.

11.2. Meglio per il bianco. Il nero non ha lo spazio per giocare.

11.3. Uguale.

11.4. Meglio per il nero. Il bianco non ha spazio per giocare.

11.5. Meglio per il nero. Il nero utilizzerà lo sfondamento.

11.6. Meglio per il bianco. Il nero è bloccato e non ha spazio per giocare.

11.7. Meglio per il nero. Il bianco non ha lo spazio per giocare.

11.8. Uguale.

11.9. Meglio per il nero. Il nero ha un pezzo in più.

11.10. Meglio per il bianco. Il bianco sfonda.

11.11. Meglio per il bianco. Il nero non ha lo spazio per giocare.

11.12. Meglio per il bianco. Il bianco sfonda giocando 24 – 20 15 x 24 29 x 20.

11.13. Meglio per il nero, che sfonda giocando 25 - 30 34 x 25 35 - 40.

11.14. Meglio per il bianco. Il nero non ha spazio per giocare.

11.15. Uguale. La posizione è simmetrica.

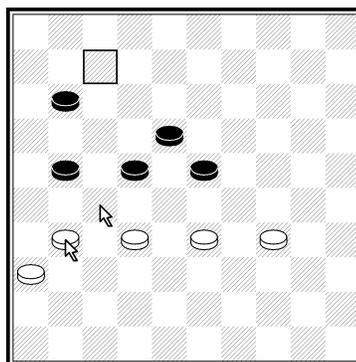
11.16. Meglio per il bianco. Dopo 37 – 32 il nero deve sacrificare 16 – 21 27 x 16 26 – 31 ma perde se il bianco giocherà il finale della partita correttamente.

11.17. Meglio per il bianco, che sfonda giocando 28 – 22 17 x 28 33 x 22.

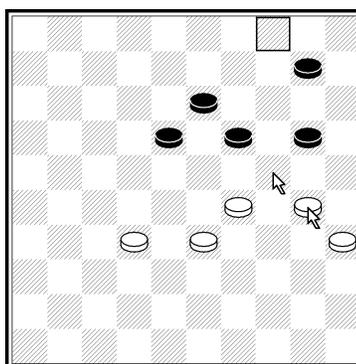
11.18. Meglio per il nero, ha un pezzo in più.

11.19. Meglio per il nero. Il bianco non ha lo spazio e il minaccia di giocare 28 – 32 37 x 28 26 x 50 Il bianco non può fermare la minaccia.

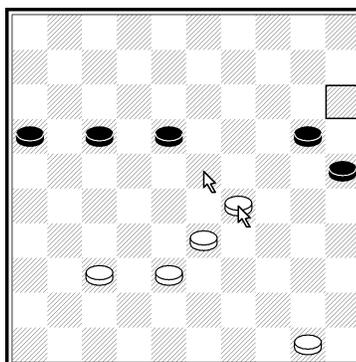
12. Tiri



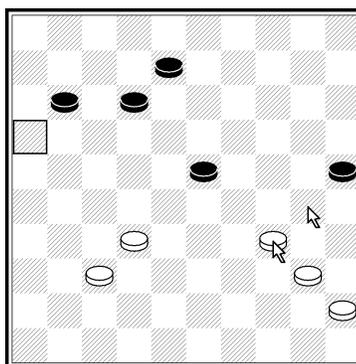
12.1



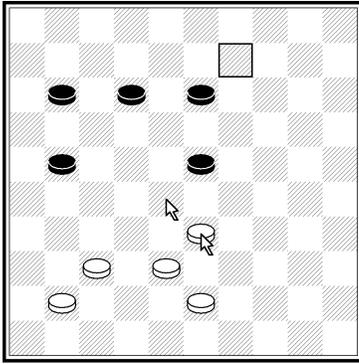
12.2



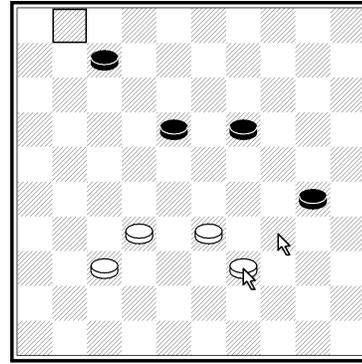
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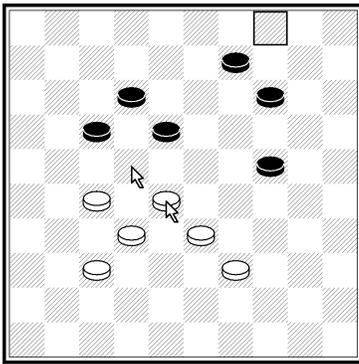
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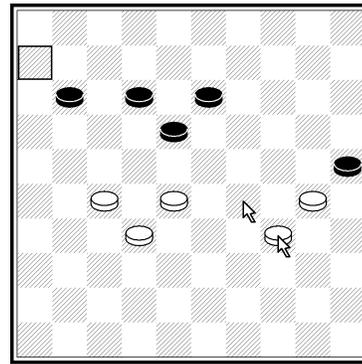
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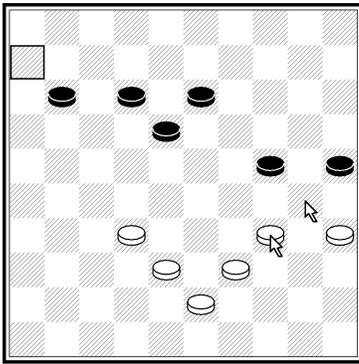
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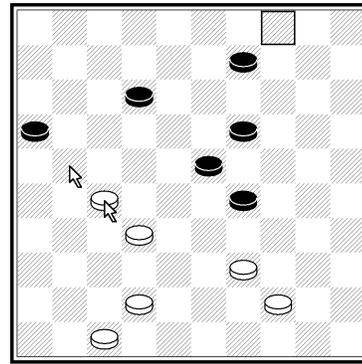
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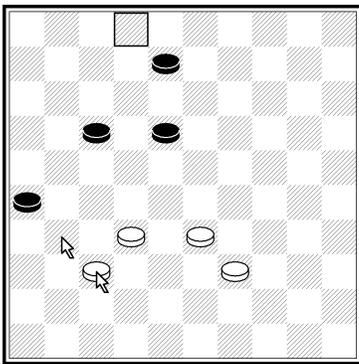
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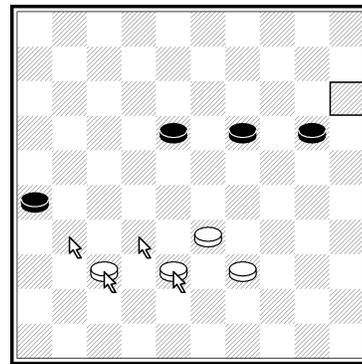
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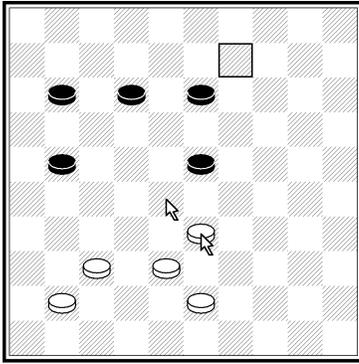
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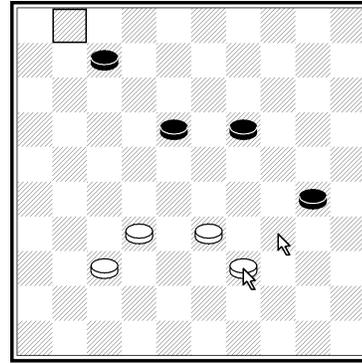
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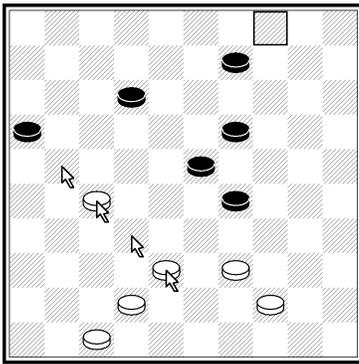
12.12



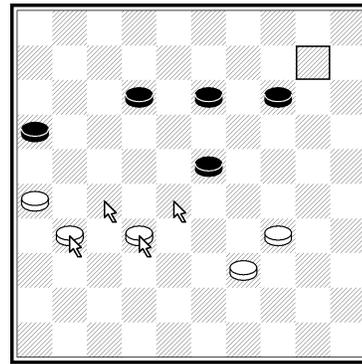
12.13



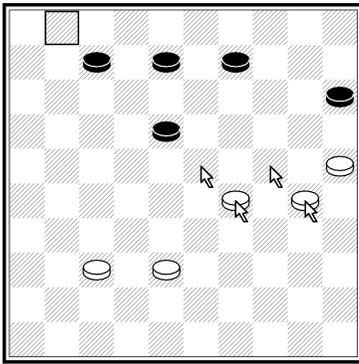
12.17



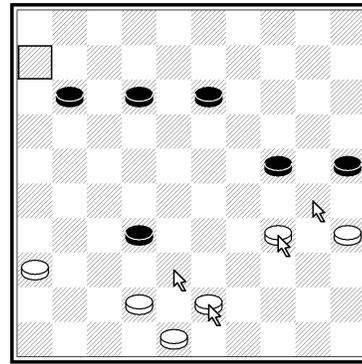
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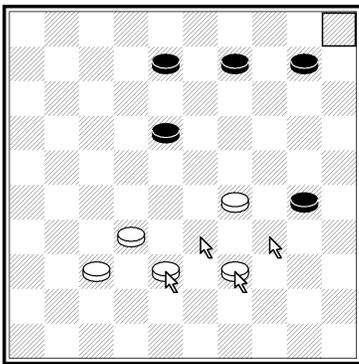
12.18



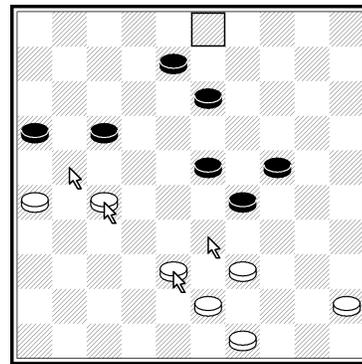
12.15



12.19

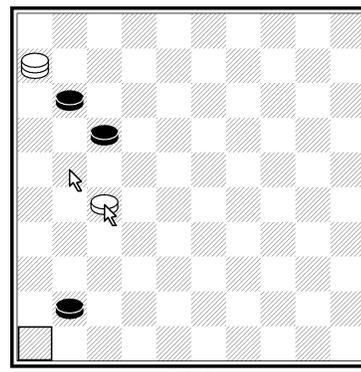
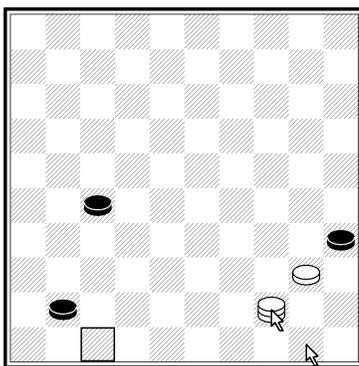
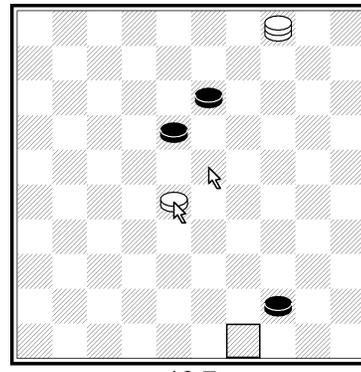
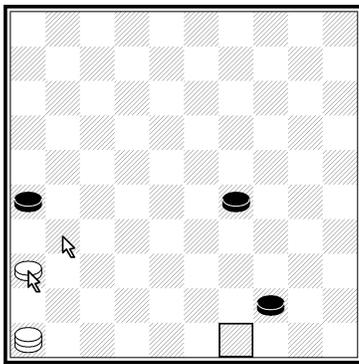
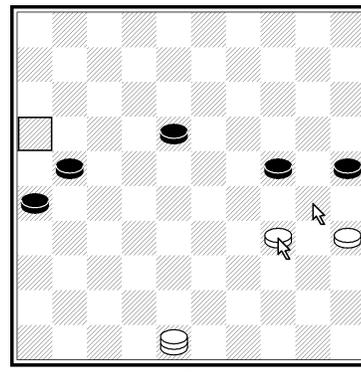
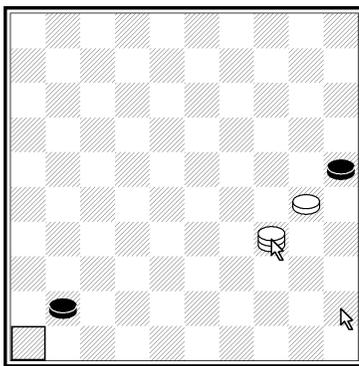
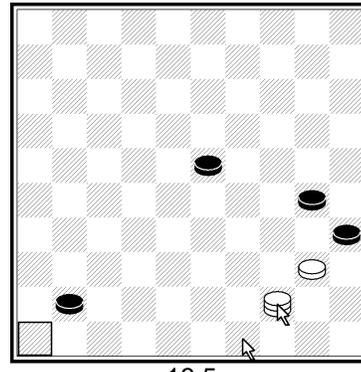
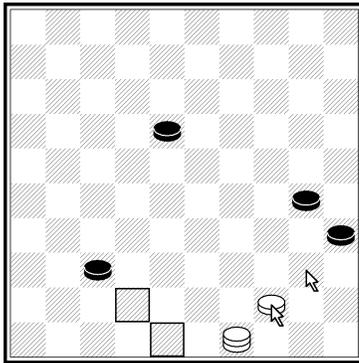


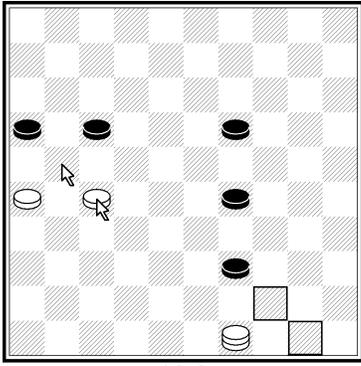
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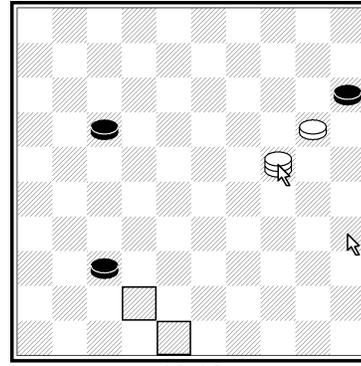
12.20

13. Tiri con la dama

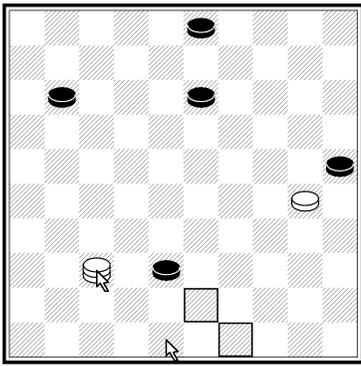




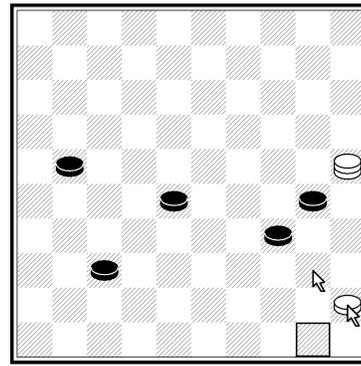
13.9



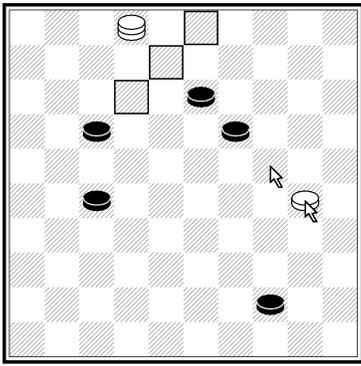
13.13



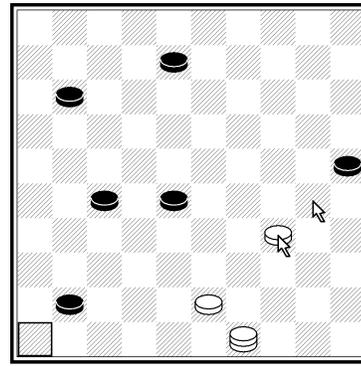
13.10

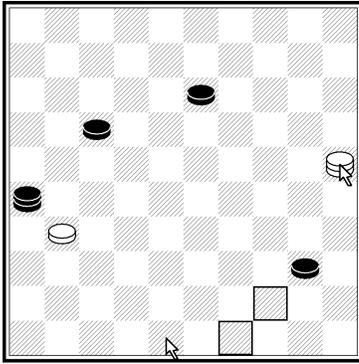


13.14

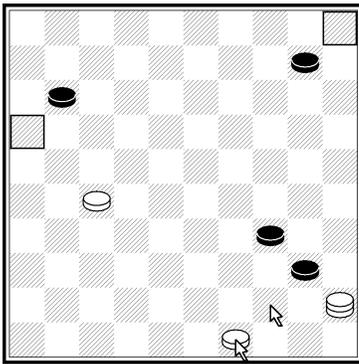


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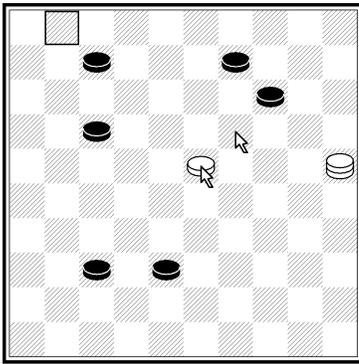




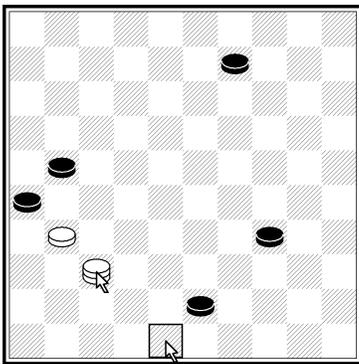
13.17



13.18

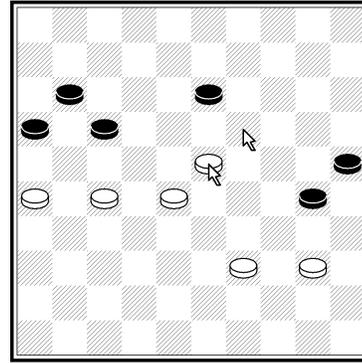


13.19

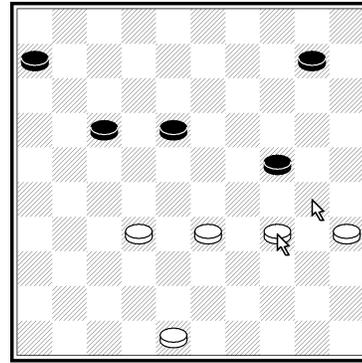


13.20

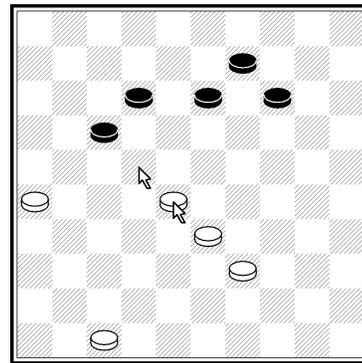
14. Giocare con un piano



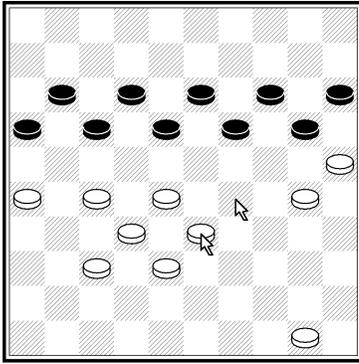
14.1. Bloccare l'avversario: 23 – 19! 13 x 24 40 – 35 B+.



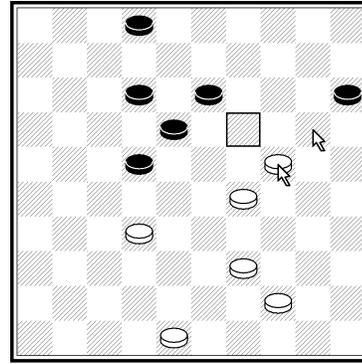
14.2. Attaccare 34 – 30!



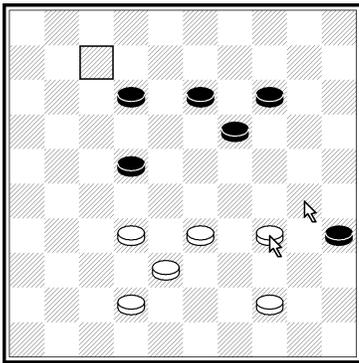
14.3. Sfondare 28 – 22 17 x 28 33 x 22



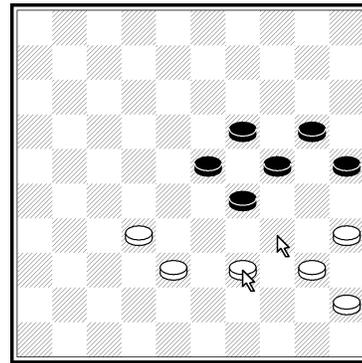
14.4. Bloccare l'avversario 33 – 29!



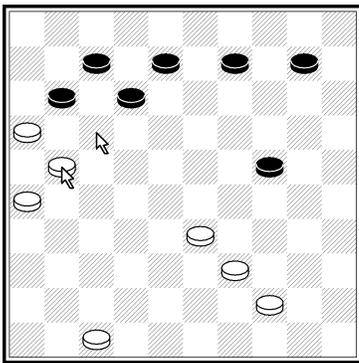
14.7. Fare un tiro 24 – 20 15 x 33 39 x 19



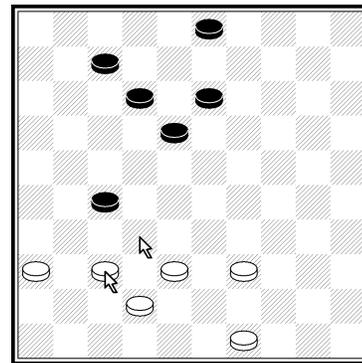
14.5. Fare un tiro 34 – 30 35 x 24 33 – 28
22 x 33 38 x7



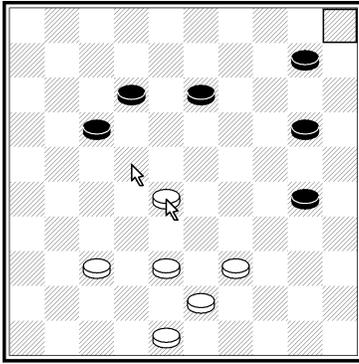
14.8. Bloccare l'avversario 39 – 34



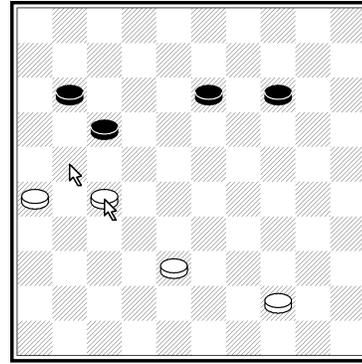
14.6. Sfondare 21 – 17 11 x 22 33 – 29 24 x
33 39 x 17 12 x 21 26 x 17



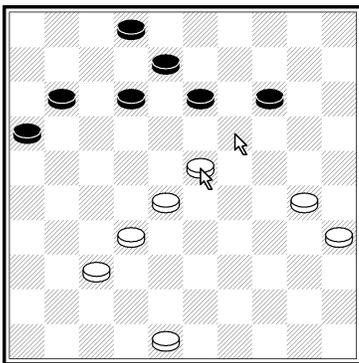
14.9. Attaccare 37 – 32



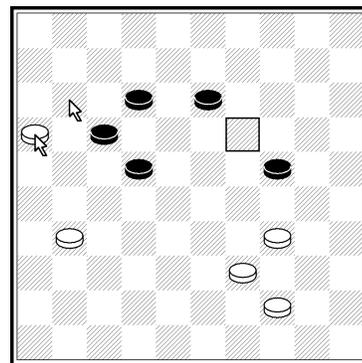
14.10. Fare un tiro 28 – 22 17 x 28 39 – 33 28 x 39 43 x 5



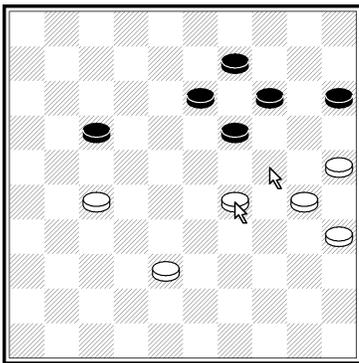
14.13. Attaccare 27 – 21 17 – 22 21 – 17



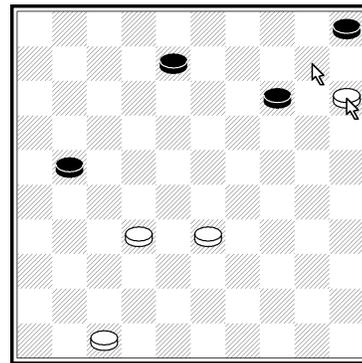
14.11. Sfondare 23 – 19 14 x 23 28 x 19 13 x 24 30 x 19



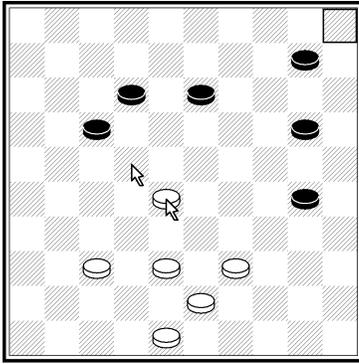
14.14. Fare un tiro 16 – 11 17 x 6 34 – 29 24 x 33 39 x 19



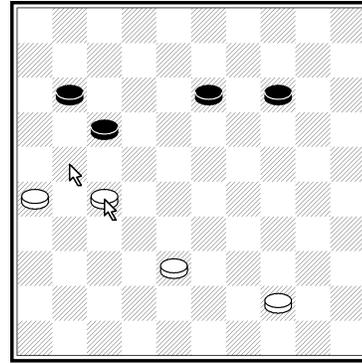
14.12. Bloccare l'avversario 29 – 24!



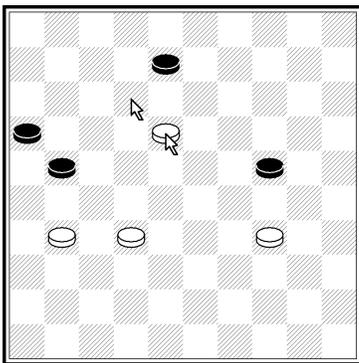
14.15. Attaccare 15 – 10



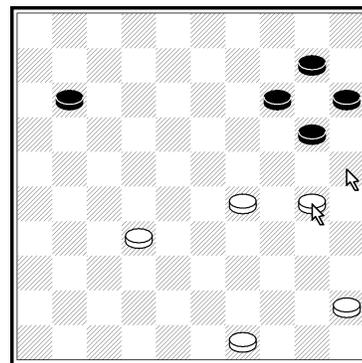
14.16. Fare un tiro 33 – 28 22 x 33 42 – 37 31 x 42 47 x 9



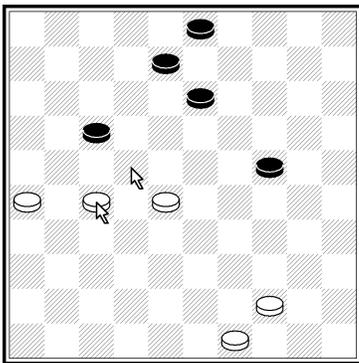
14.19. Fare un tiro 38 – 32 27 x 29 34 x 5



14.17. Bloccare l'avversario 18 – 12 8x17 31–26

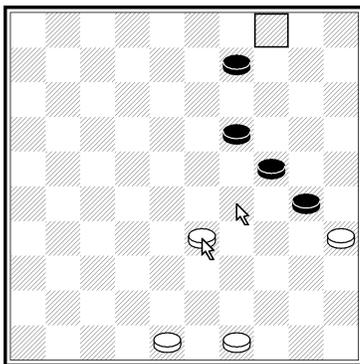


14.20. Bloccare l'avversario 30 – 25!

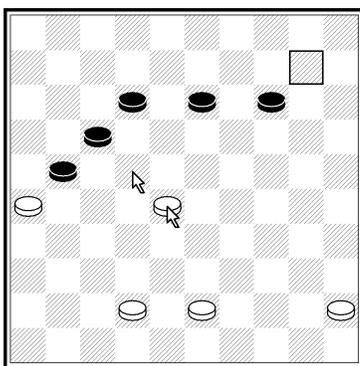


14.18. Attaccare 27 – 22

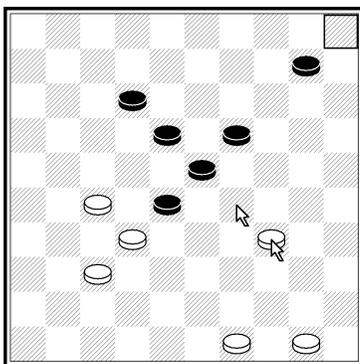
15. La rimozione dei pezzi



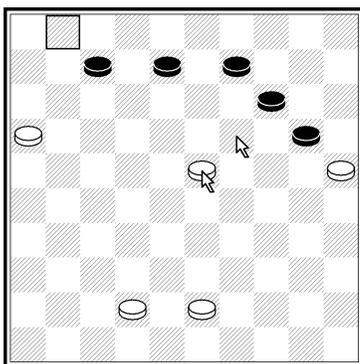
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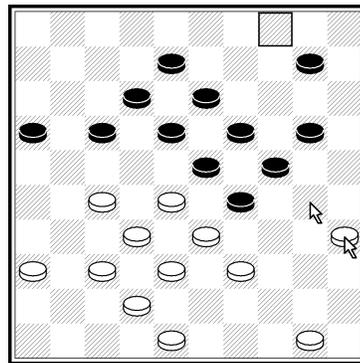
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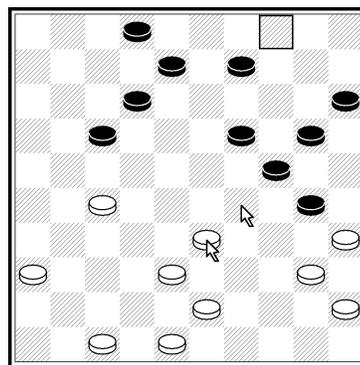
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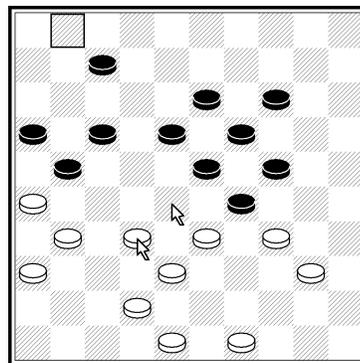
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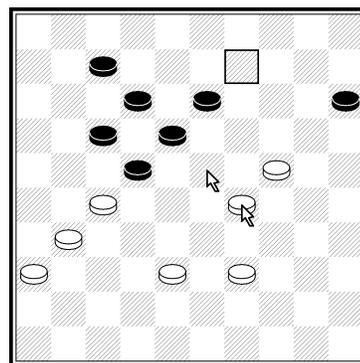
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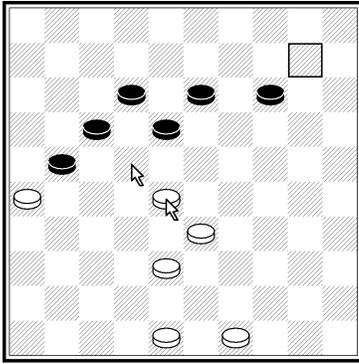
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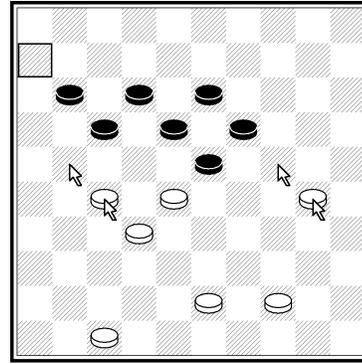
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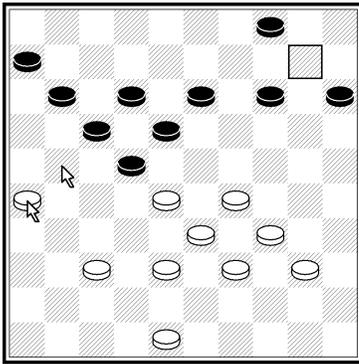
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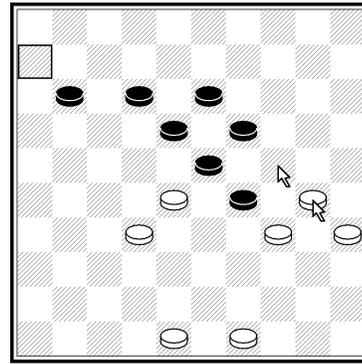
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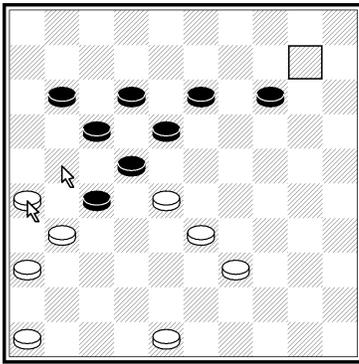
15.13. 27 – 21 17 x 26 30 – 24 19 x 30 28 x 6



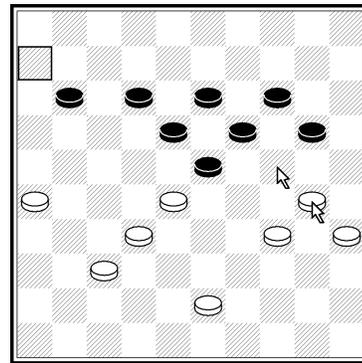
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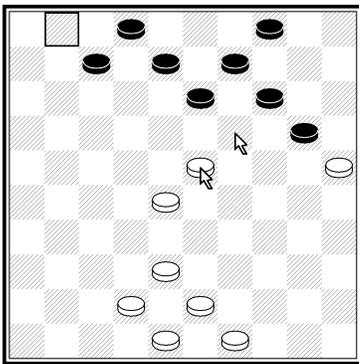
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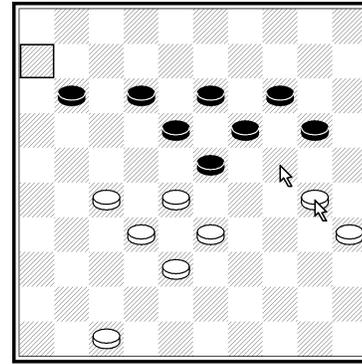
15.11



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

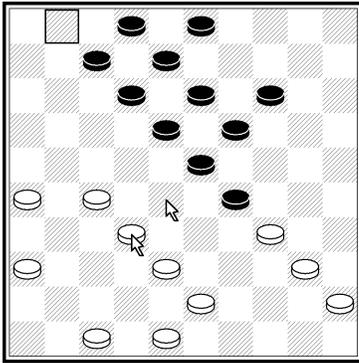


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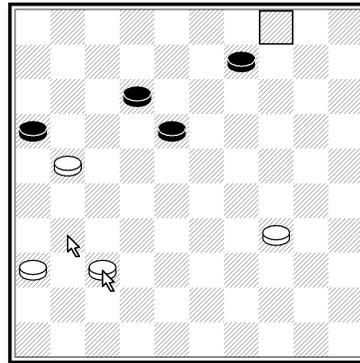


15.16

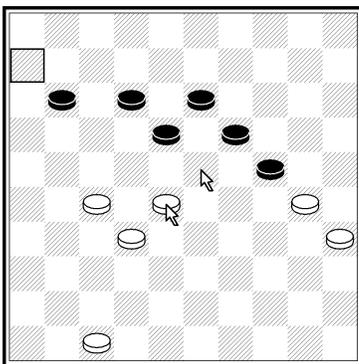
16. Usare il tempo d'attesa



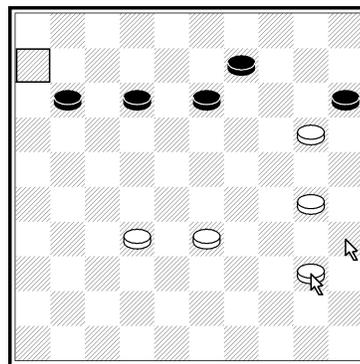
15.17. 32 – 28 23 x 21 26 x 17 12 x 21 34 x 1



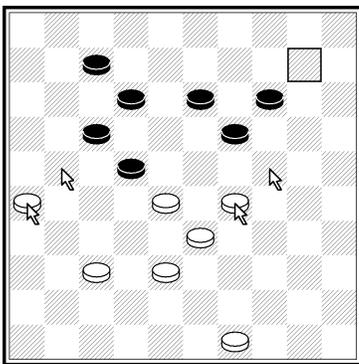
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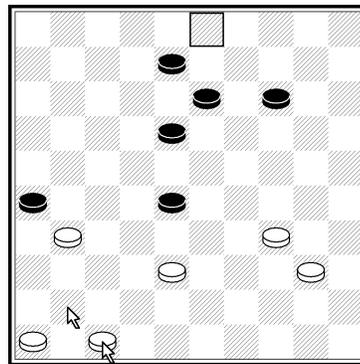
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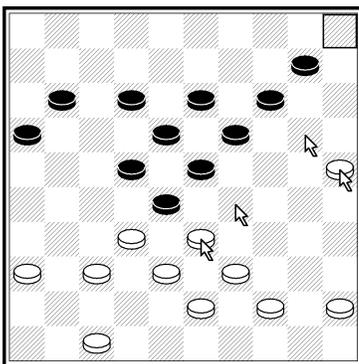
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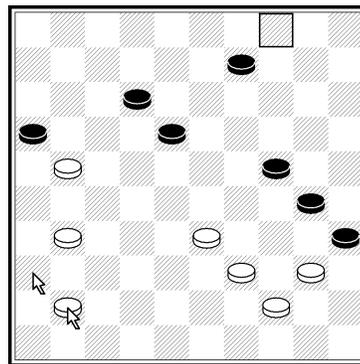
15.19. 29 – 24 19 x 30 26 – 21 17 x 26 28 x 10



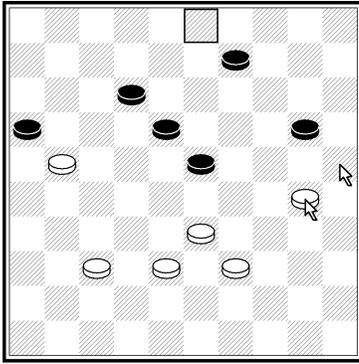
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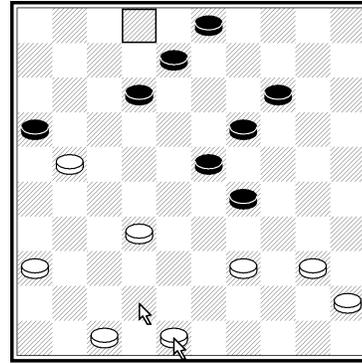
15.20 25 – 20 14 x 25 33 – 29 23 x 34 32 x 5



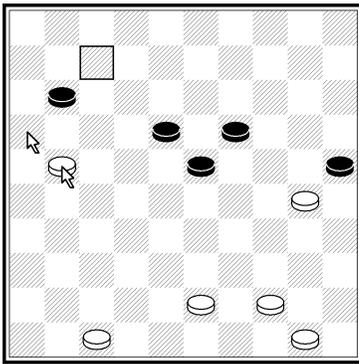
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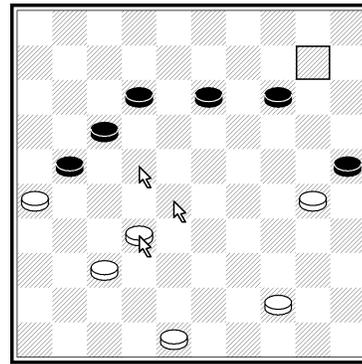
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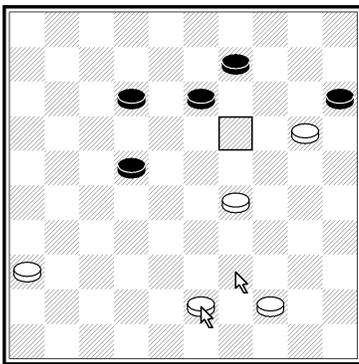
16.9



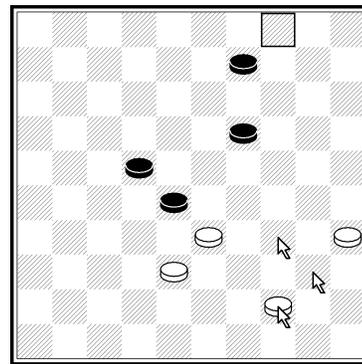
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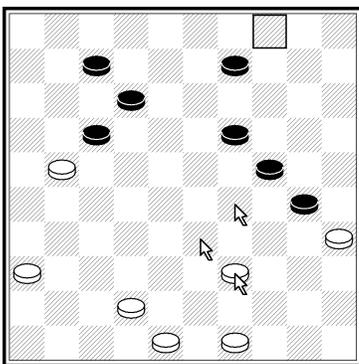
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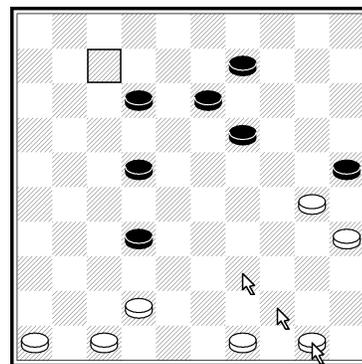
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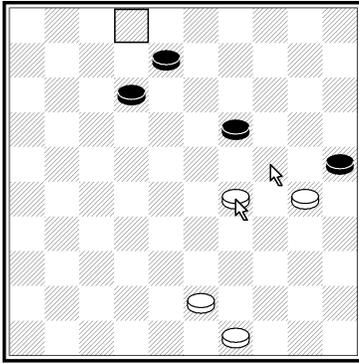
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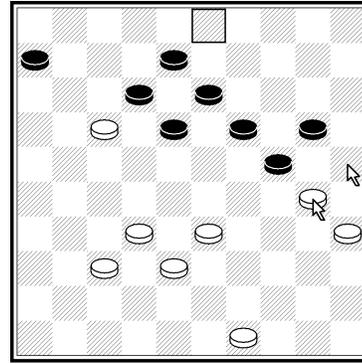
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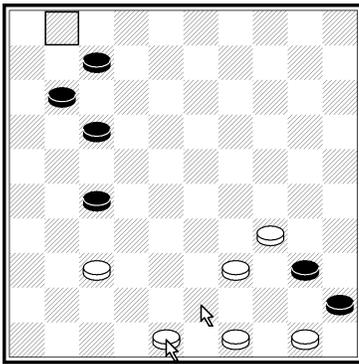
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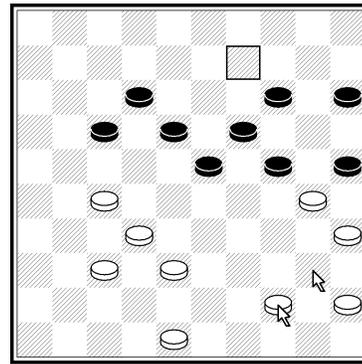
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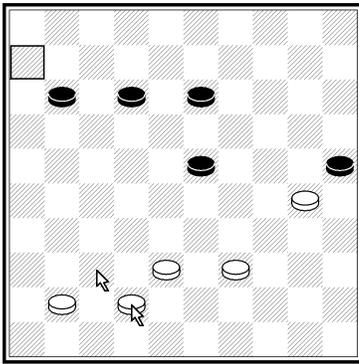
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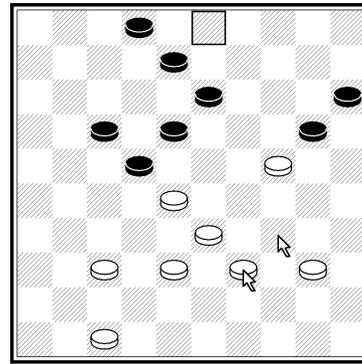
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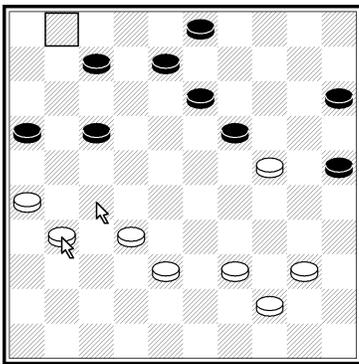
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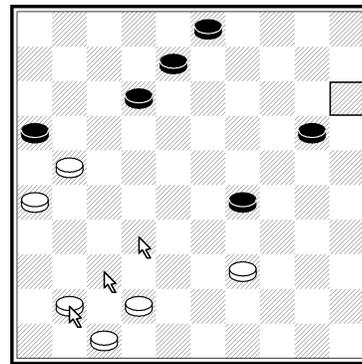
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16.19

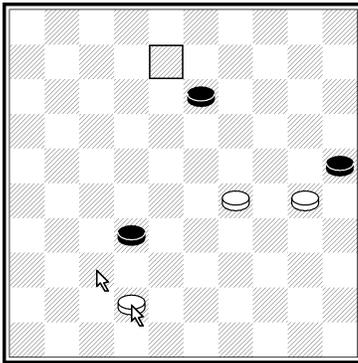


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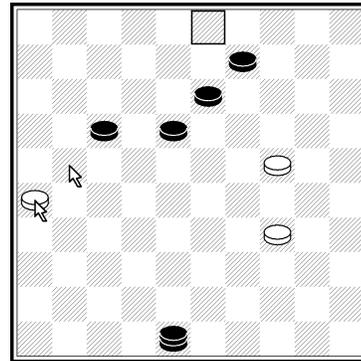


16.20

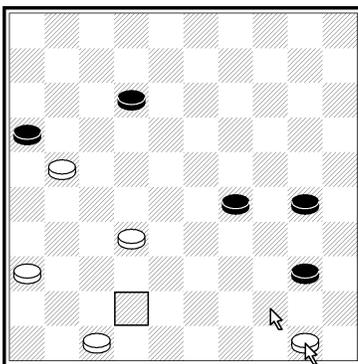
17. La mossa collante



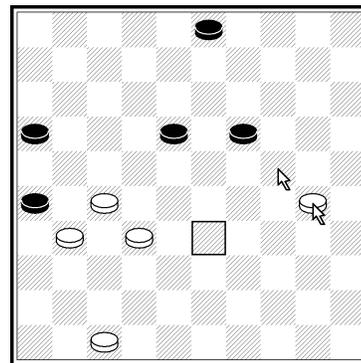
17.1



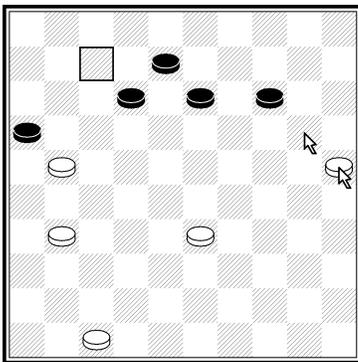
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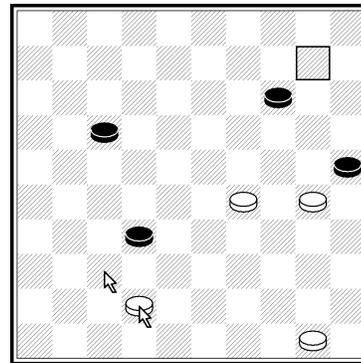
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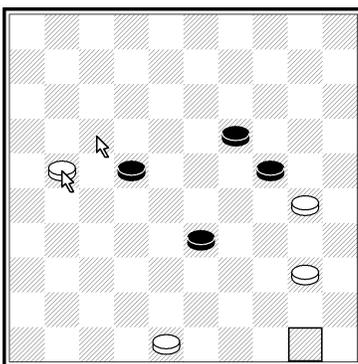
17.6



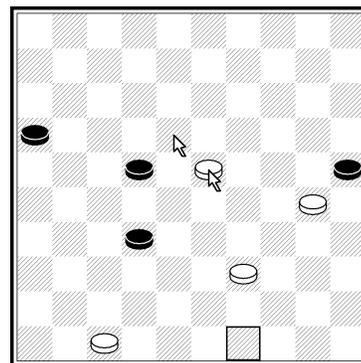
17.3



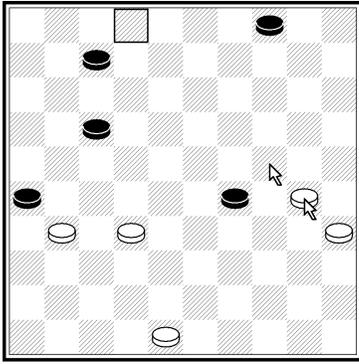
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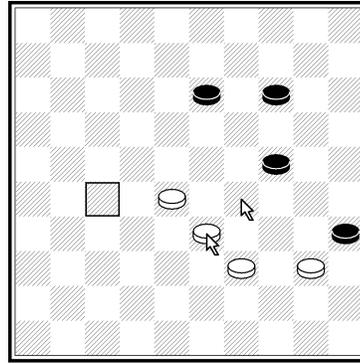
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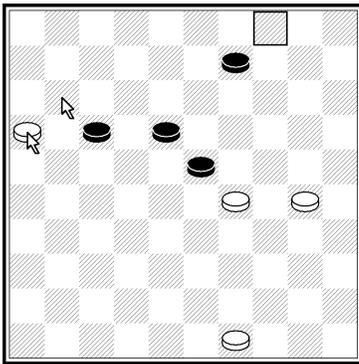
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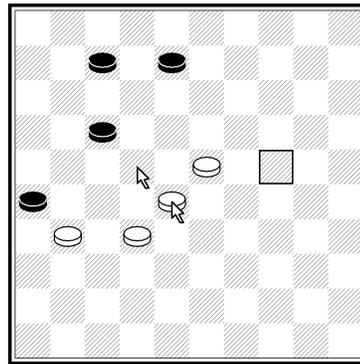
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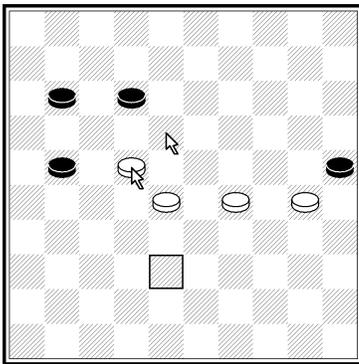
17.13



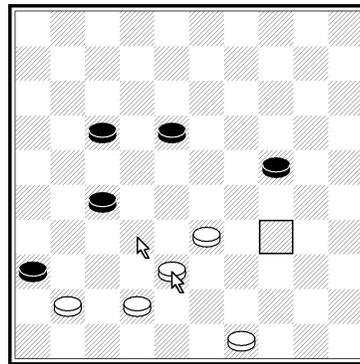
17.10



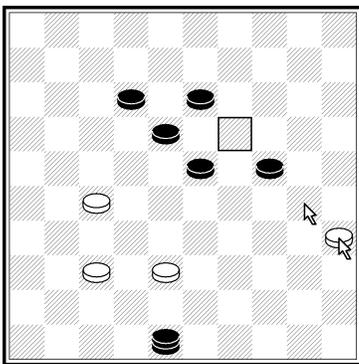
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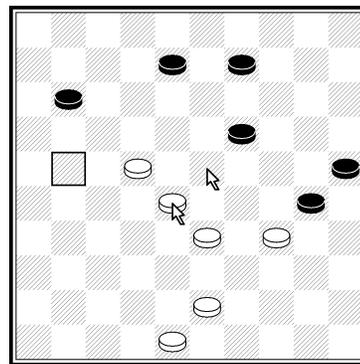
17.11



17.15

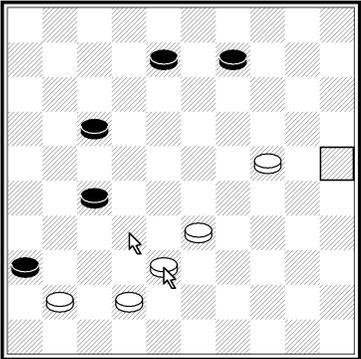


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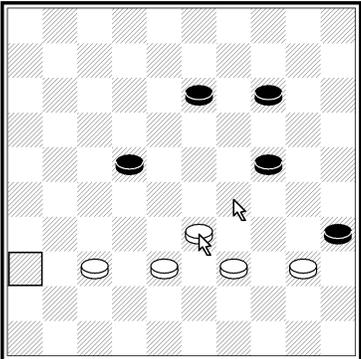


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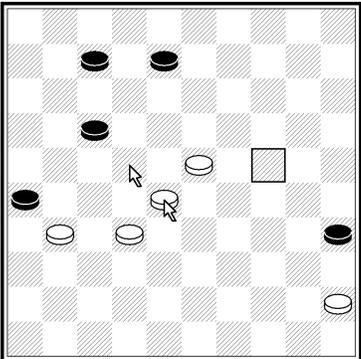
18. Tiri con presa maggioritaria



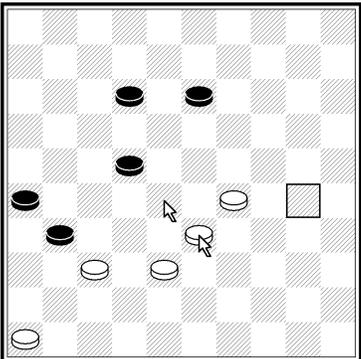
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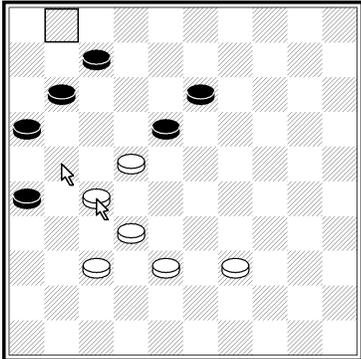
17.18



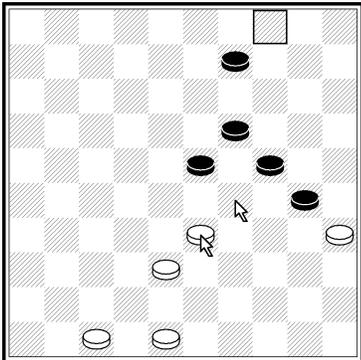
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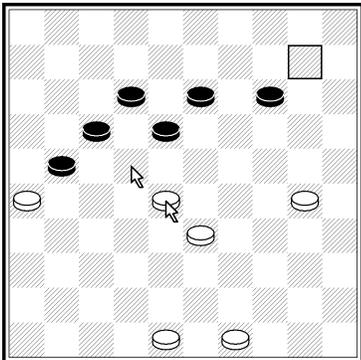
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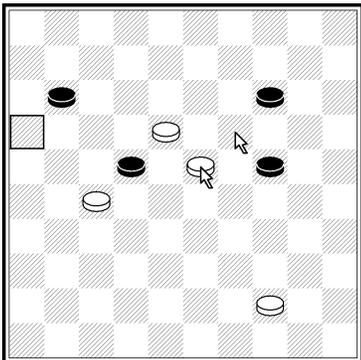
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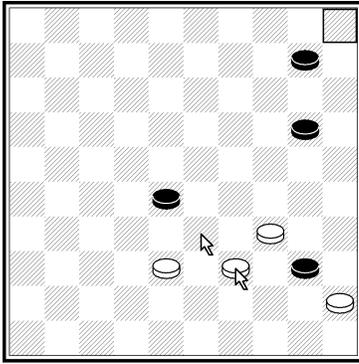
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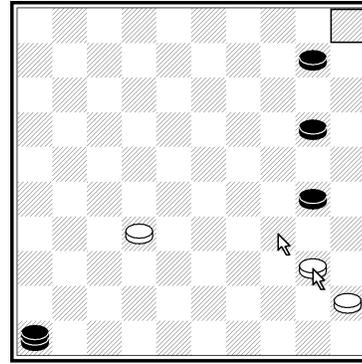
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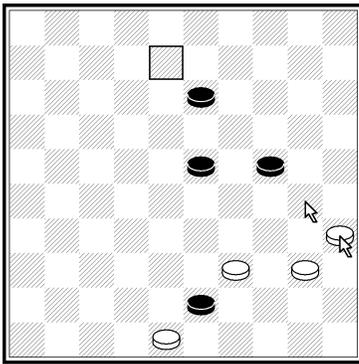
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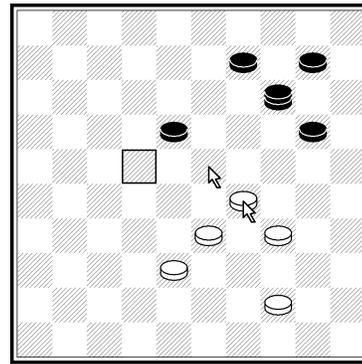
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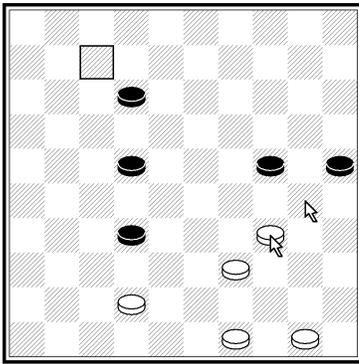
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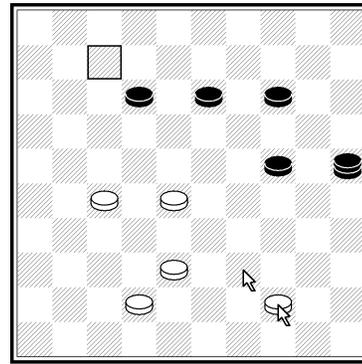
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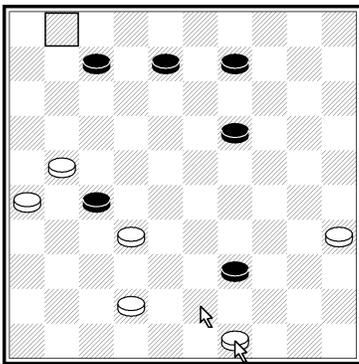
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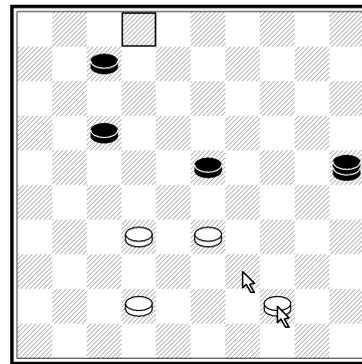
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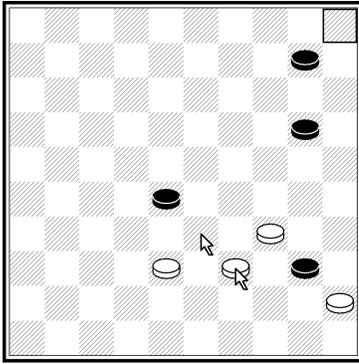
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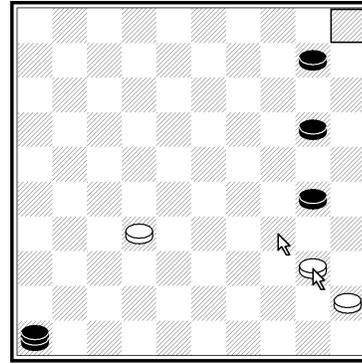
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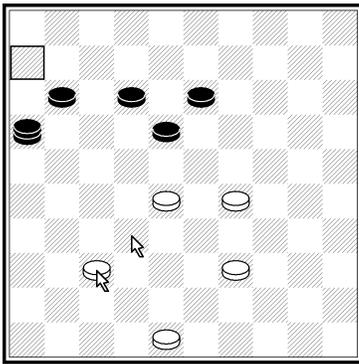
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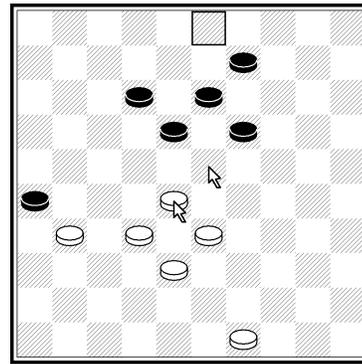
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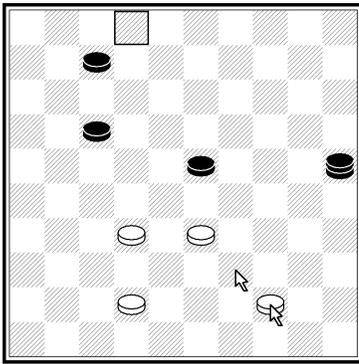
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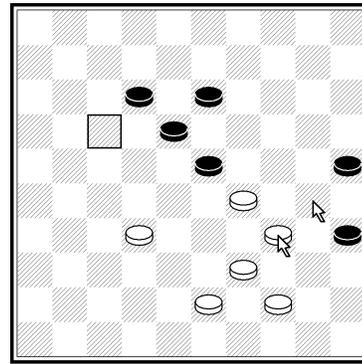
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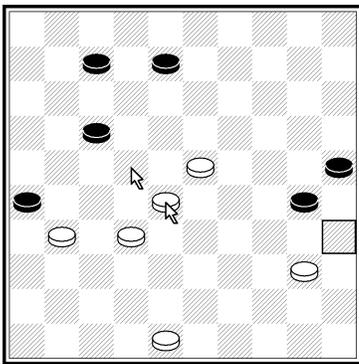
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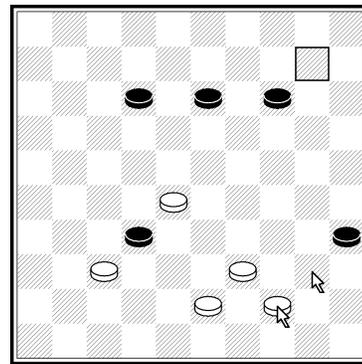
18.15



18.19

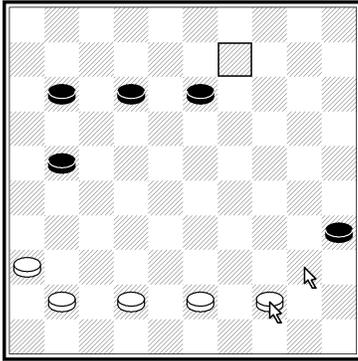


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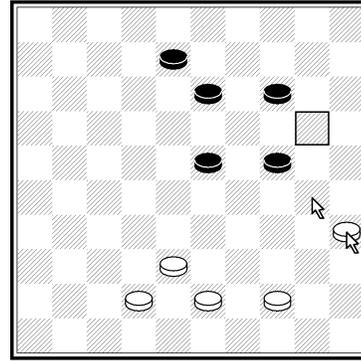


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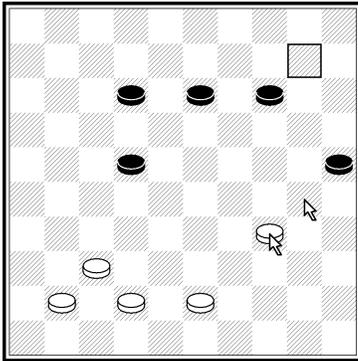
19. Il Trasporto dei pezzi



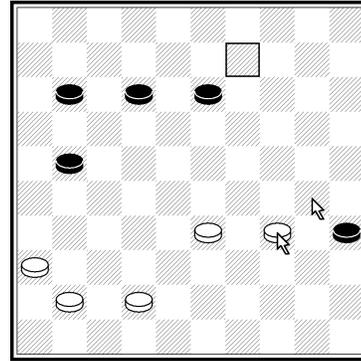
19.1. 44 – 40 35 x 44 43 – 39 44 x 33 42 – 38 33
x 42 41 – 37 42 x 31 36 x 9



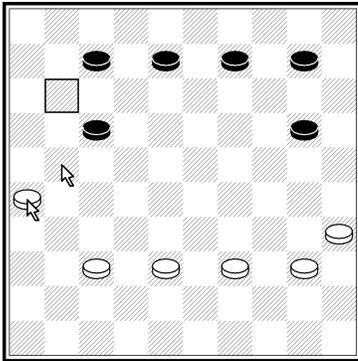
19.4. 35 – 30 24 x 35 44 – 40 35 x 44 43 – 39 44
x 33 38 x 20



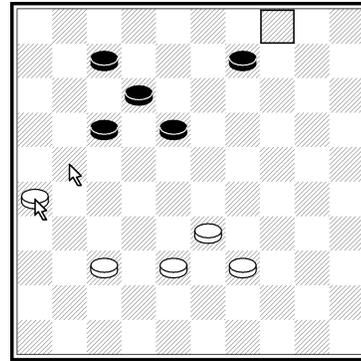
19.2. 34 – 30 25 x 34 43 – 39 34 x 43 42 – 38 43
x 32 37 x 10



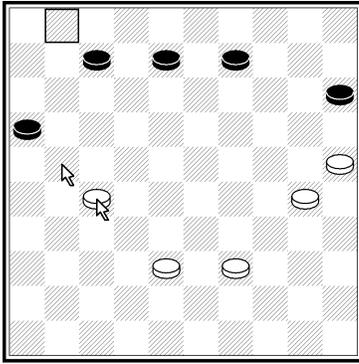
19.5. 34 – 30 35 x 24 33 – 29 24 x 33 42 – 38 33
x 42 41 – 37 42 x 31 26 x 9



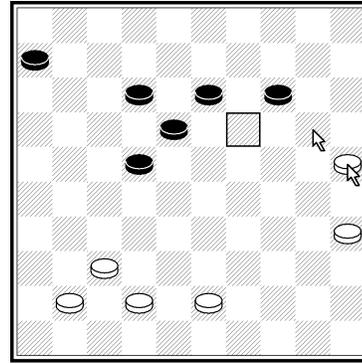
19.3. 26 – 21 17 x 26 37 – 31 26 x 37 38 – 32 37
x 28 39 – 33 28 x 39 40 – 34 39 x 30 35 x 11



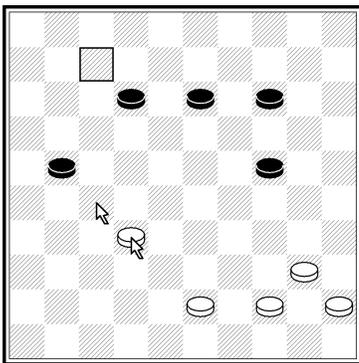
19.6. 26 – 21 17 x 26 37 – 31 26 x 37 38 – 32 37
x 28 33 x 4



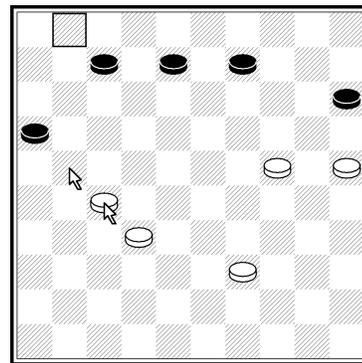
19.7. 27 – 21 16 x 27 38 – 32 27 x 38 39 – 33 38
x 29 30 – 24 29 x 20 25 x 1



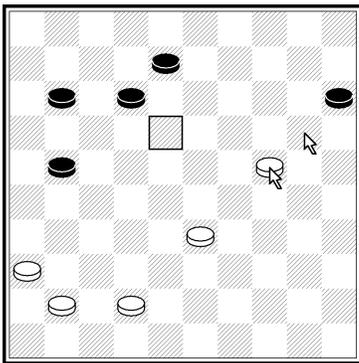
19.10. 25 – 20 14 x 25 35 – 30 25 x 34 43 – 39
34 x 43 42 – 38 43 x 32 37 x 19



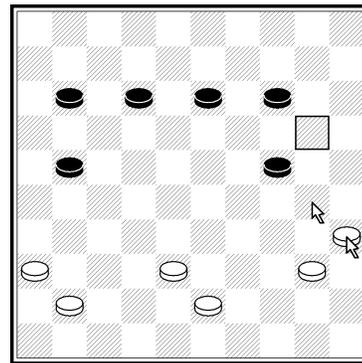
19.8. 32 – 27 21 x 32 43 – 38 32 x 43 44 – 39 43
x 34 40 x 7



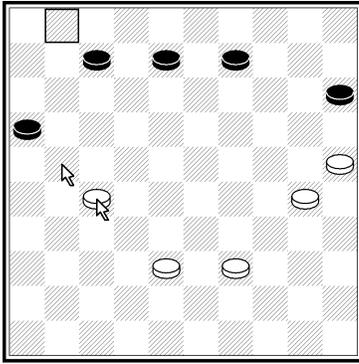
19.11. 27 – 21 16 x 38 39 – 33 38 x 20 25 x 1



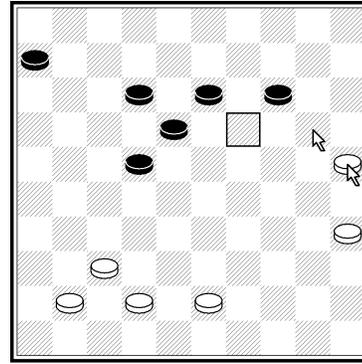
19.9. 24 – 20 15 x 24 33 – 29 24 x 33 42 – 38 33
x 42 41 – 37 42 x 31 36 x 18



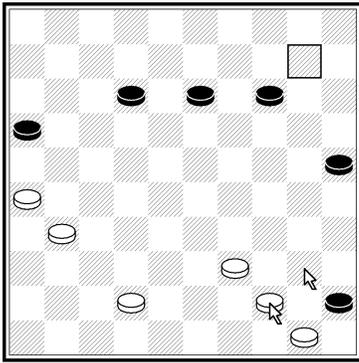
19.12. 35 – 30 24 x 44 43 – 39 44 x 42 41 – 37
42 x 31 36 x 20



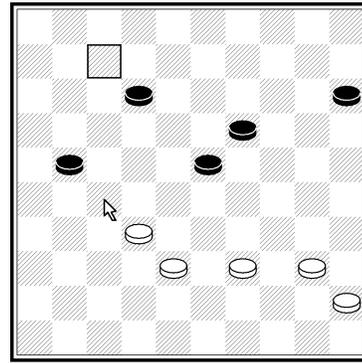
19.13. 34 – 30 25 x 43 42 – 38 43 x 21 26 x 10



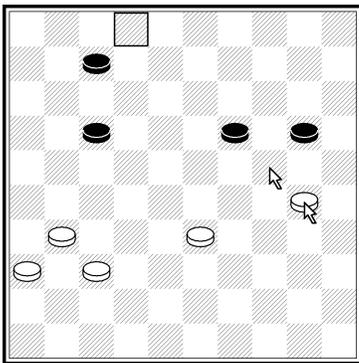
19.16. 37 – 31 36 x 38 39 – 33 38 x 29 34 x 5



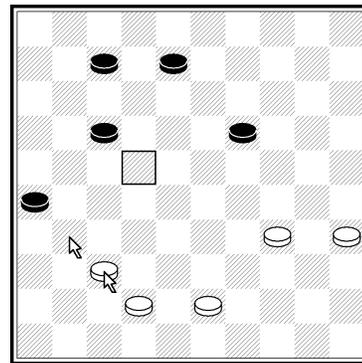
19.14. 44 – 40 45 x 43 42 – 38 43 x 32 31 – 27
32 x 21 26 x 10



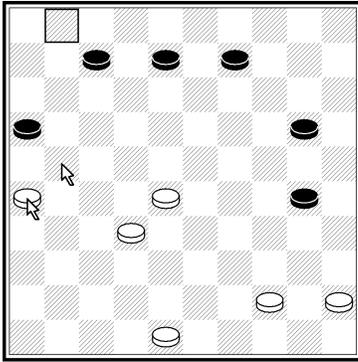
19.17. 32 – 27 21 x 34 40 x 7



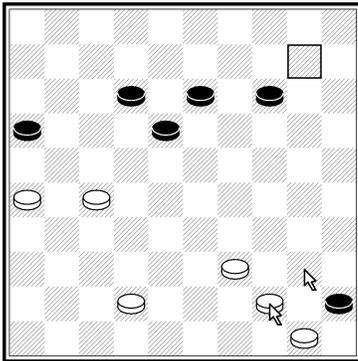
19.15. 30 – 24 20 x 38 37 – 32 38 x 27 31 x 2



19.18. 37 – 31 26 x 30 35 x 22



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. Mandare a dama l'avversario

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

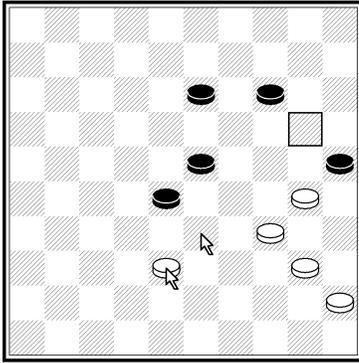
20.17. 40 – 34 29 x 49 35 – 30 49 x 21 30 x 26

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

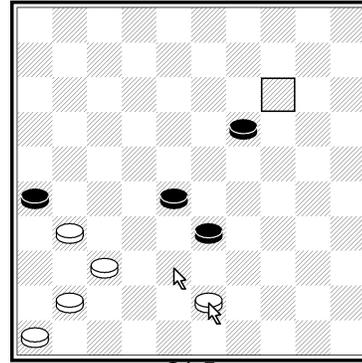
20.19. 36 – 31 27 x 36 37 – 32 28 x 37 48 – 42
37 x 48 47 – 41 36 x 47 40 – 34 48 x 30 35 x 24
47 x 20 25 x 1

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

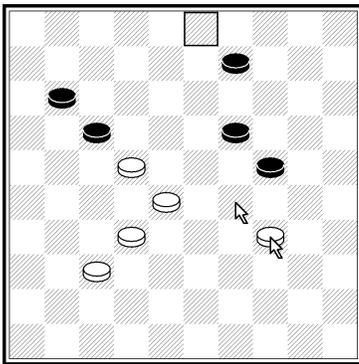
21. Il tiro Kung - fu



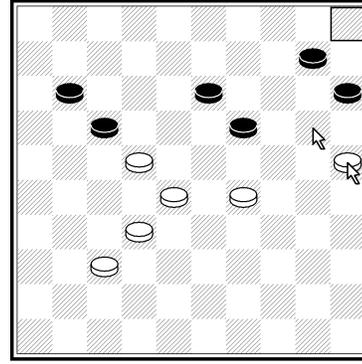
21.1



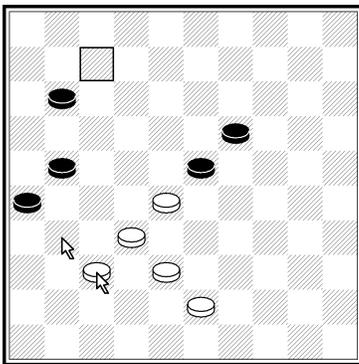
21.5



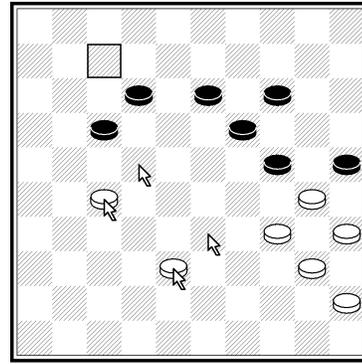
21.2



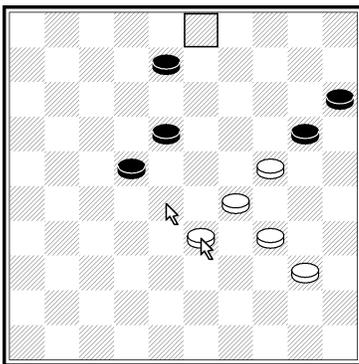
21.6



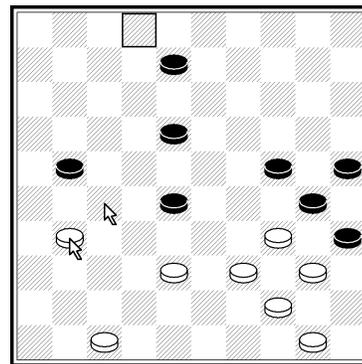
21.3



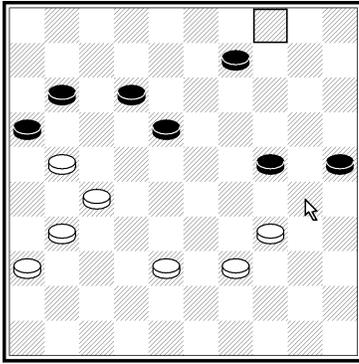
21.7. 27 - 22 17 x 28 38 - 33 28 x 39 34 x 43 25
x 34 40 x 7



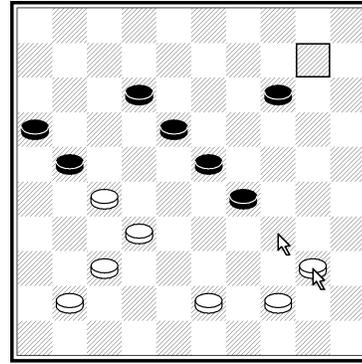
21.4



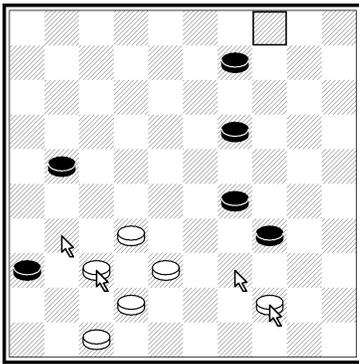
21.8



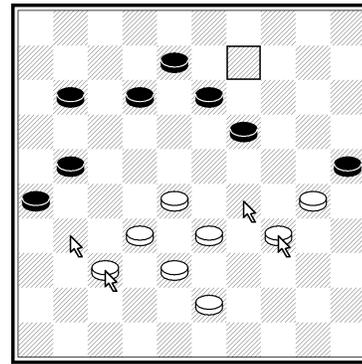
21.9



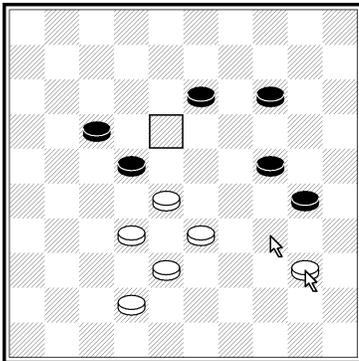
21.13



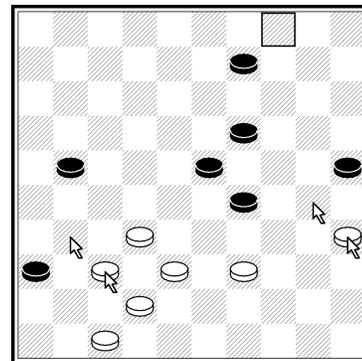
21.10. 37 – 31 36 x 27 44 – 39 34 x 43 38 x 49
27 x 38 42 x 4



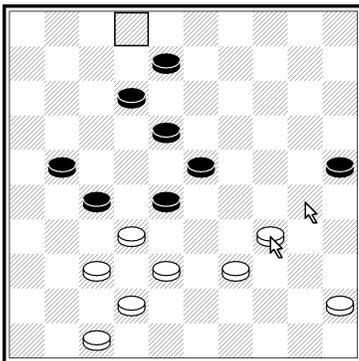
21.14. 34 – 29 25 x 23 37 – 31 26 x 37 32 x 41
23 x 32 38 x 9



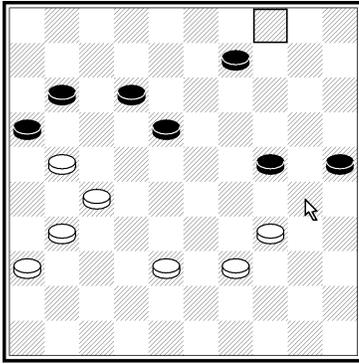
21.11



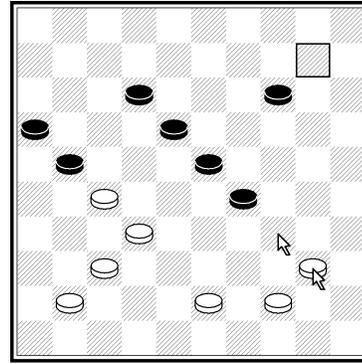
21.15. 37 – 31 36 x 27 35 – 30 25 x 43 38 x 49
27 x 38 42 x 4



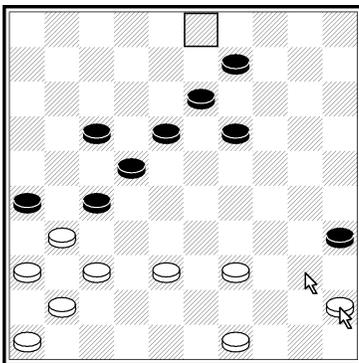
21.12



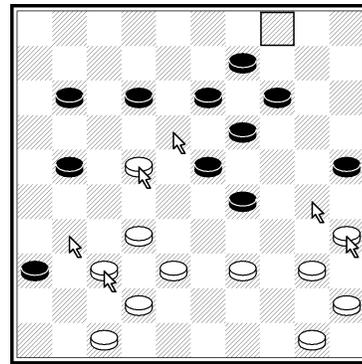
21.16. 29 – 23 18 x 38 32 x 43 21 x 32 37 x 8



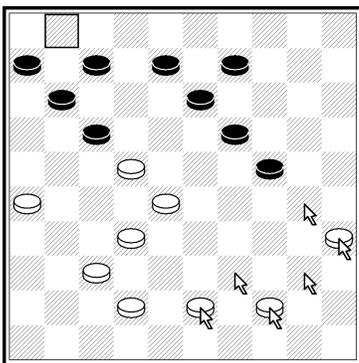
21.19. 36 – 31 26 x 37 47 – 42 37 x 48 49 – 43
48 x 39 34 x 43 25 x 34 40 x 7



21.17

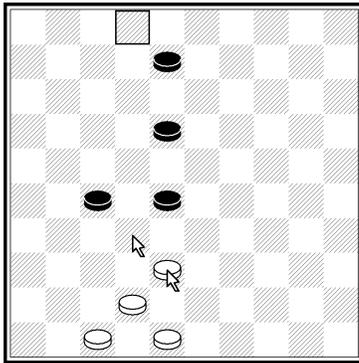


21.20. 22 – 18 13 x 22 37 – 31 36 x 27 35 – 30
25 x 43 38 x 49 27 x 38 42 x 4

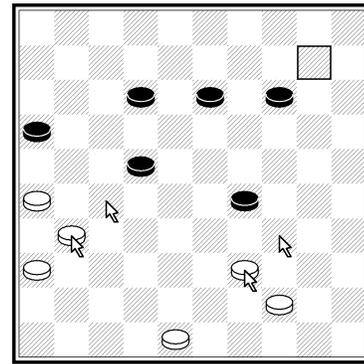


21.18 35 – 30 24 x 35 44 – 40 35 x 44 43 – 39
44 x 33 28 x 39 17 x 28 32 x 1

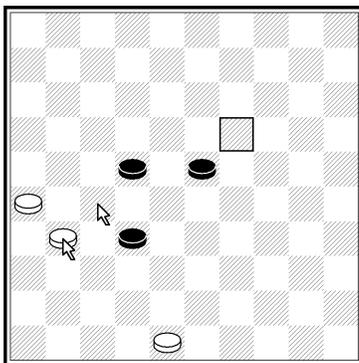
22. Cattura a scelta



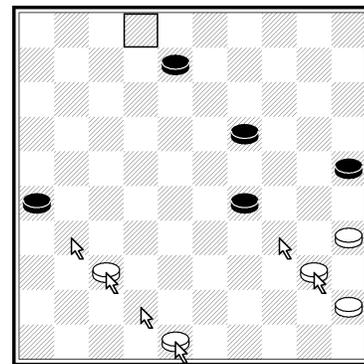
22.1



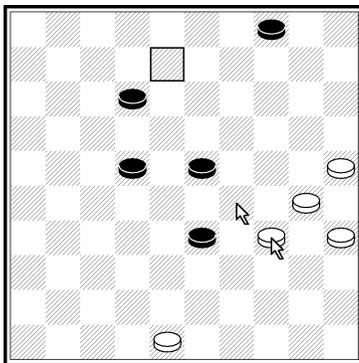
22.4. 39 – 34 29 x 49 31 – 27 22 x 31 36 x 27 49
x 21 26 x 10



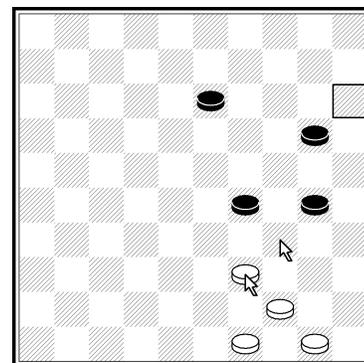
22.2



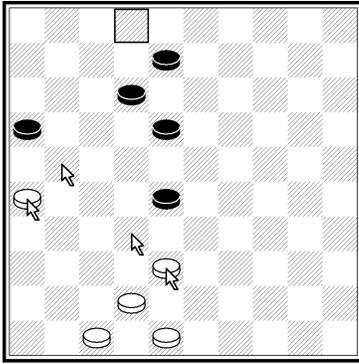
22.5. 37 – 31 26 x 37 48 – 42 37 x 48 40 – 34 29
x 40 45 x 34 48 x 30 35 x 2



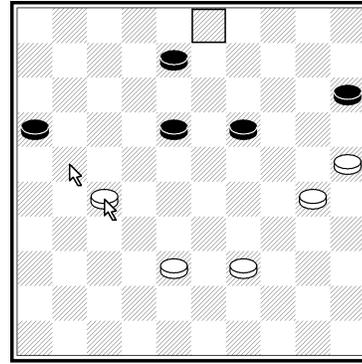
22.3



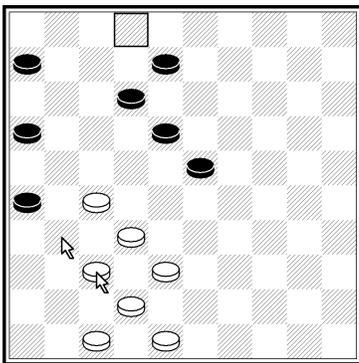
22.6



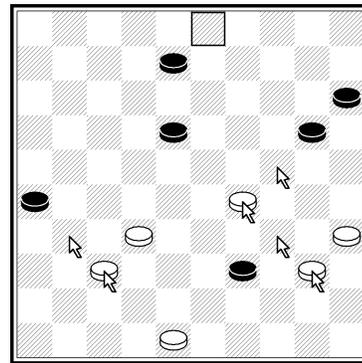
22.7. 26 – 21 16 x 27 38 – 32 ad lib. 42 x 2



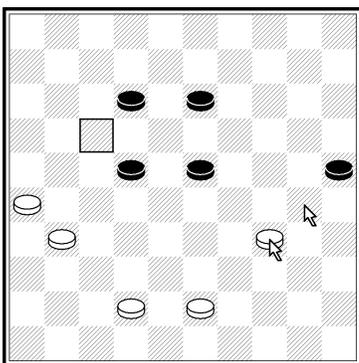
22.10. 27 – 21 16 x 27 38 – 32 27 x 38 39 – 33
38 x 29 30 – 24 ad lib. 25 x 3



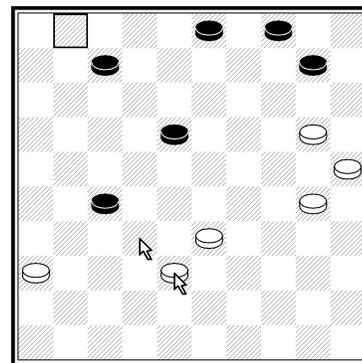
22.8. 37 – 31 26 x 28 27 – 21 16 x 27 38 – 32 ad
lib. 42 x 2



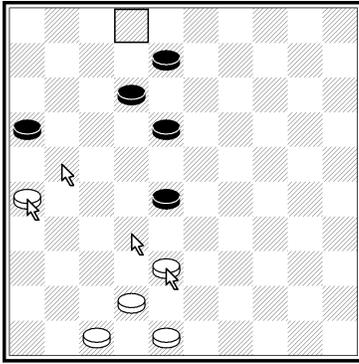
22.11. 37 – 31 26 x 28 29 – 24 20 x 29 (le prime
2 mosse possono essere scambiate) 40 – 34 ad
lib. 35 x 2



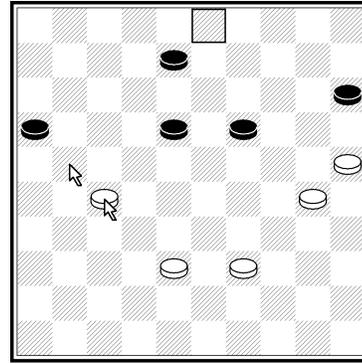
22.9. 34 – 30 25 x 34 43 – 39 34 x 43 42 – 38 43
x 32 31 – 27 ad lib. 26 x 17



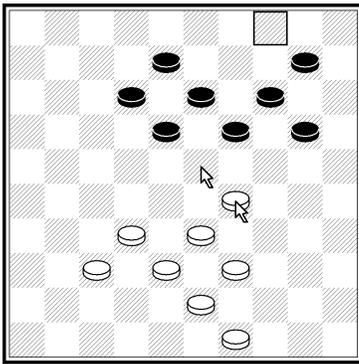
22.12. 38 – 32 27 x 29 20 – 14 10 x 19 30 – 24
ad lib. 25 x 1



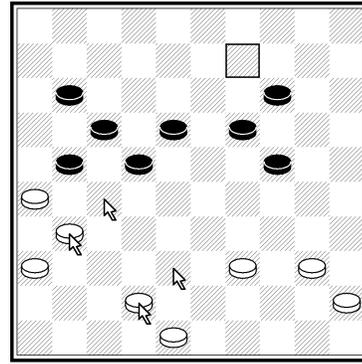
22.13



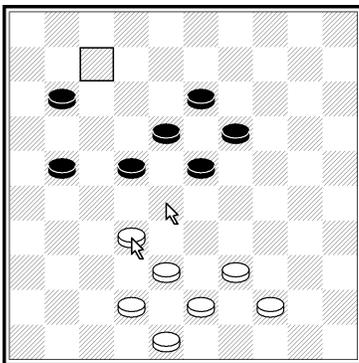
22.17



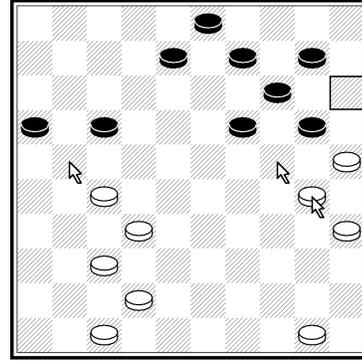
22.14



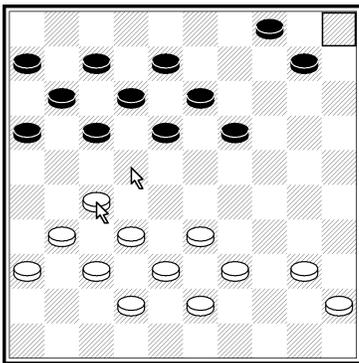
22.18. 31 – 27 21 x 32 42 – 38 32 x 34 40 x 9



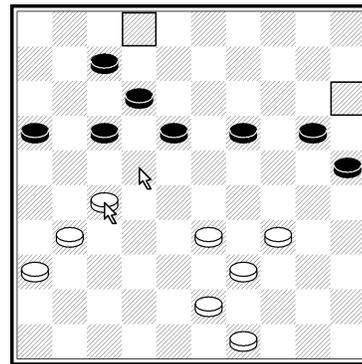
22.15



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

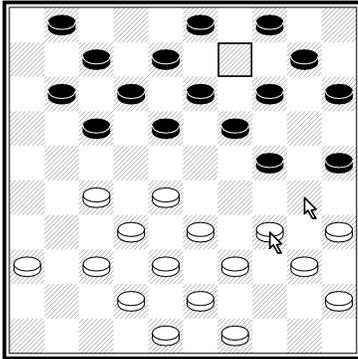


22.16

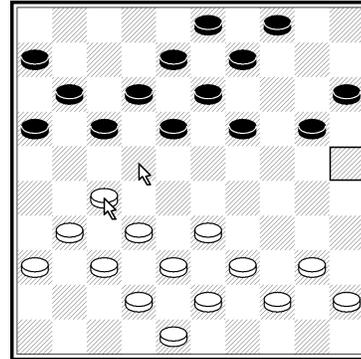


22.20

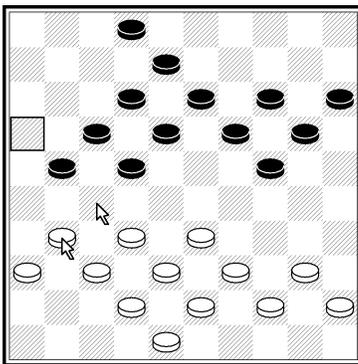
23. Tiri in posizioni con tanti pezzi



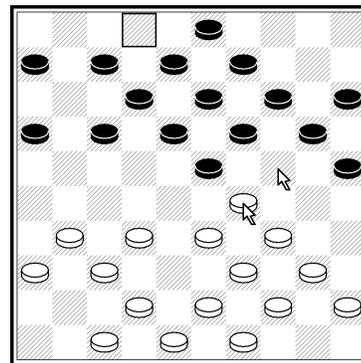
23.1



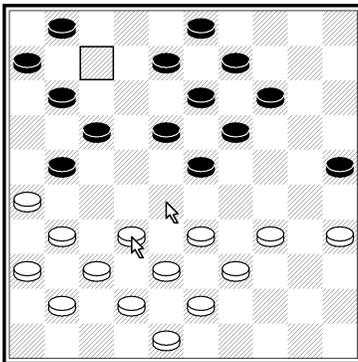
23.5



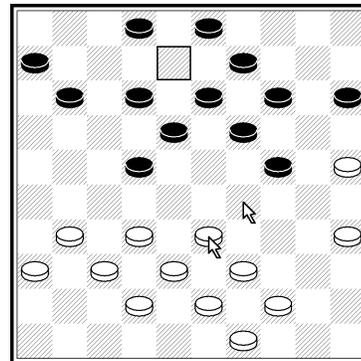
23.2



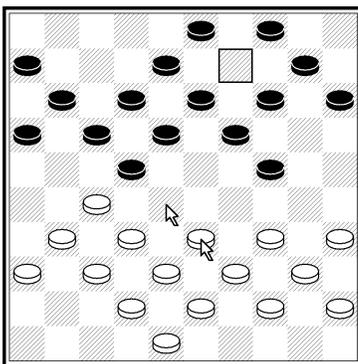
23.6



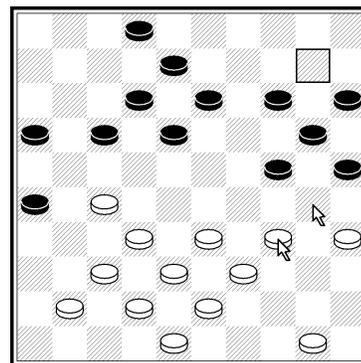
23.3



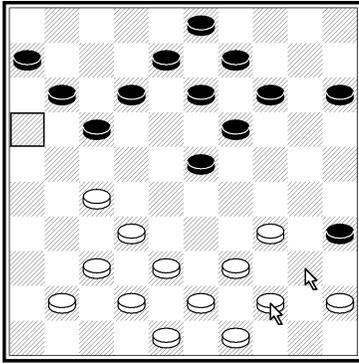
23.7



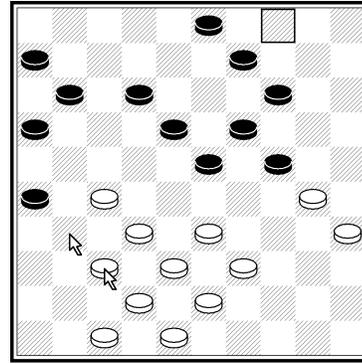
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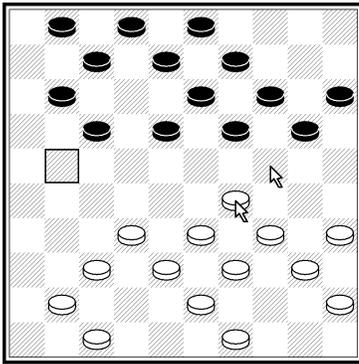
23.8



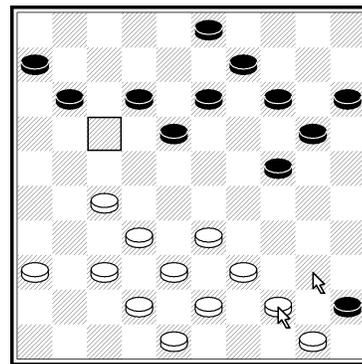
23.9



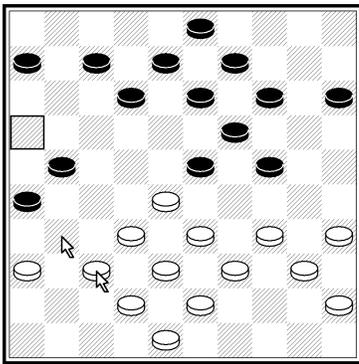
23.13



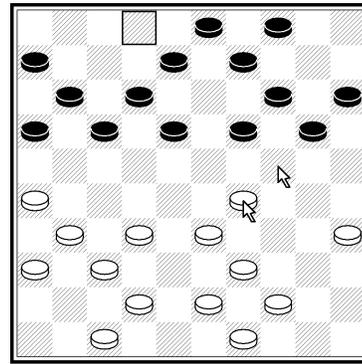
23.10



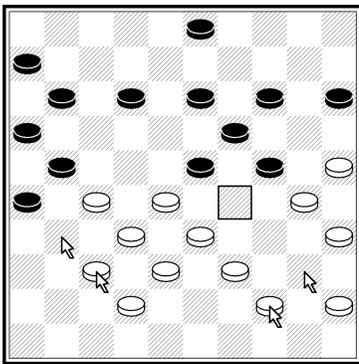
23.14



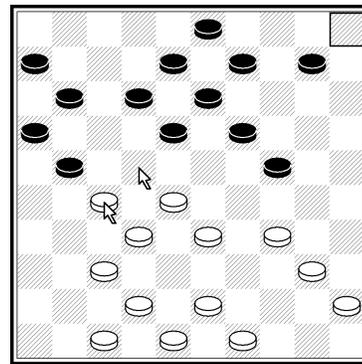
23.11. 37 – 31 26 x 37 32 x 41 23 x 32 38 x 16



23.15



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



23.16

**24. Questionario a scelta
multipla**

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. L'apertura

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

25.2 5... 22 – 28 6.33 x 22 17 x 26 N+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+

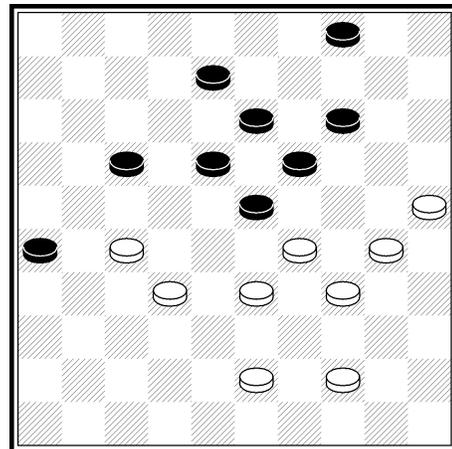
25.7 7... 23 – 29 8.34 x 23 34 – 30 9.35 x 24 20
x 27 10.32 x 21 17 x 26 N+1

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 N+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 N+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 N+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

Bianco muove
e vince!