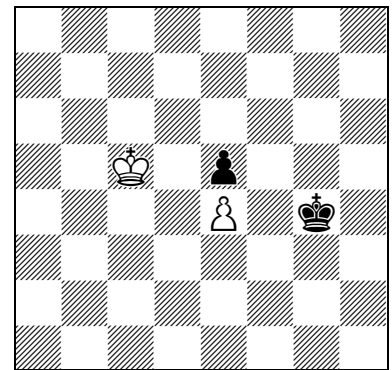
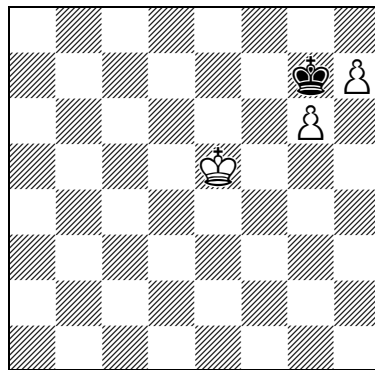
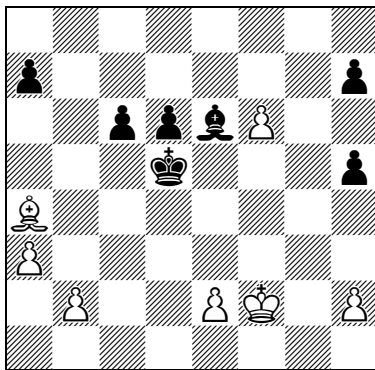
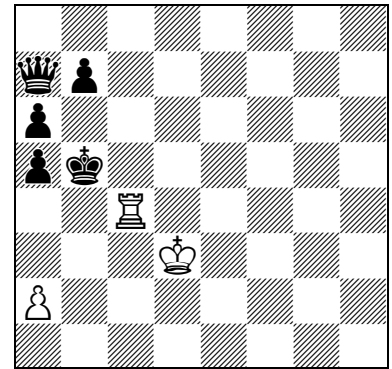
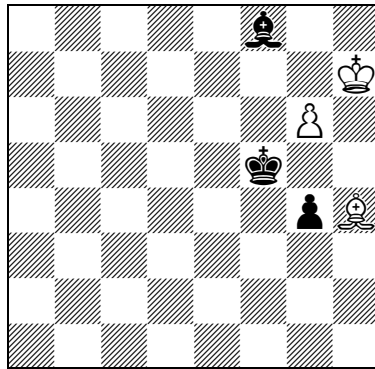
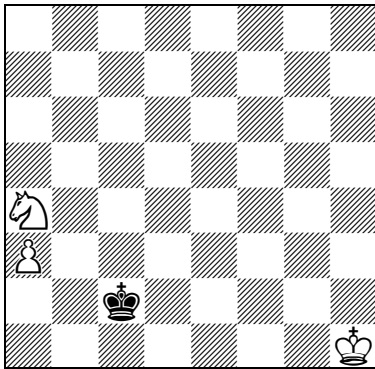
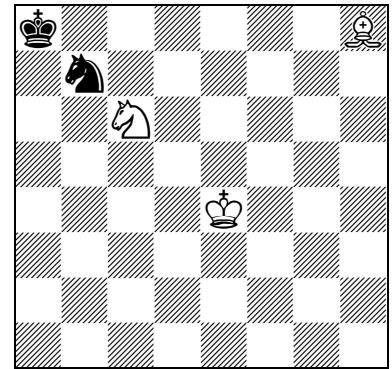
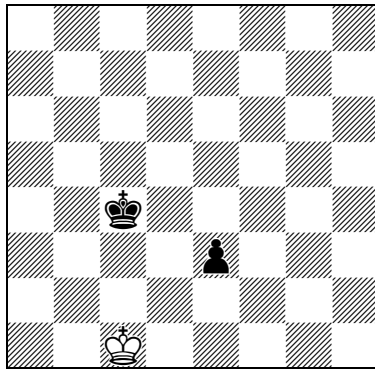
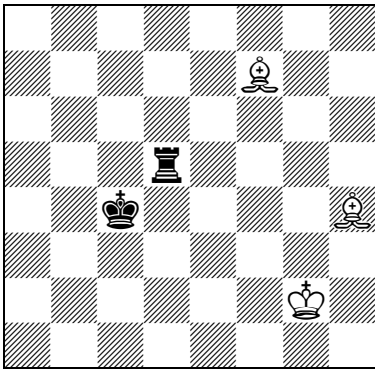
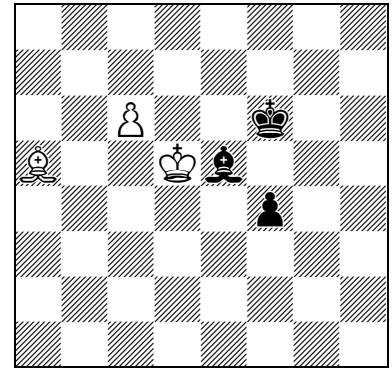
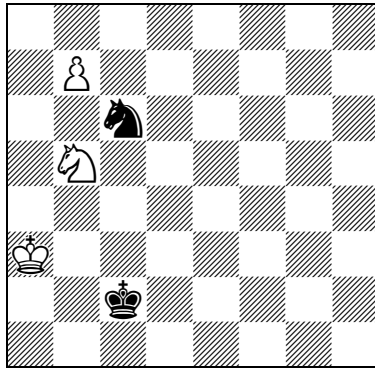
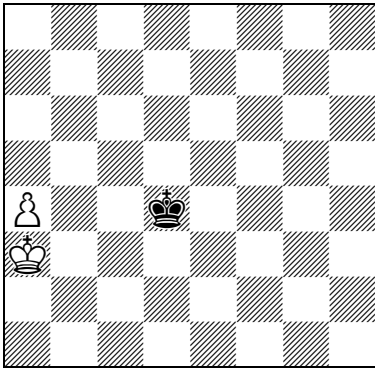


# Wetten van het eindspel

# Mix: A

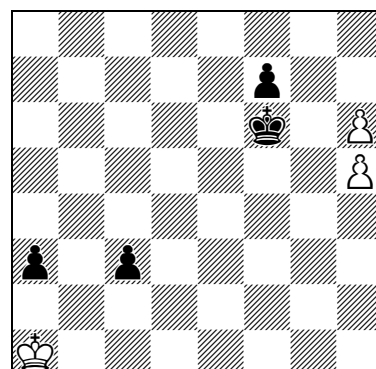
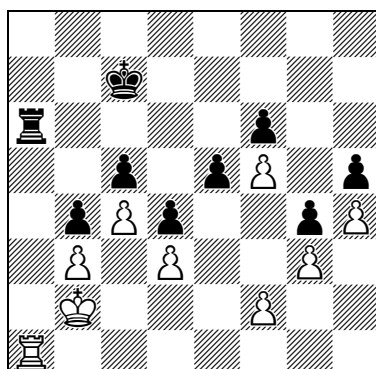
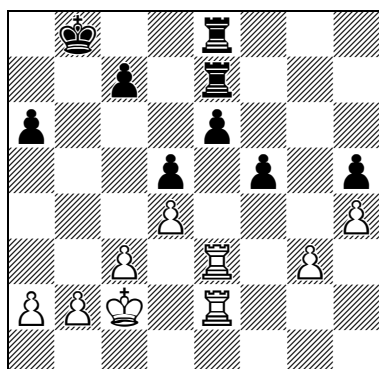
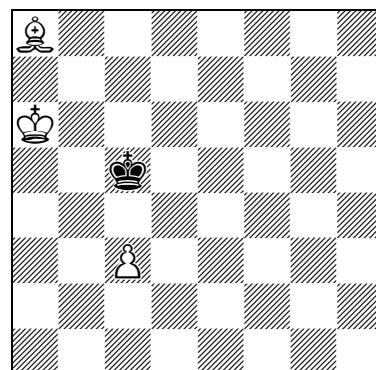
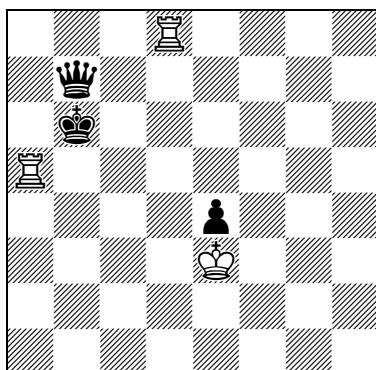
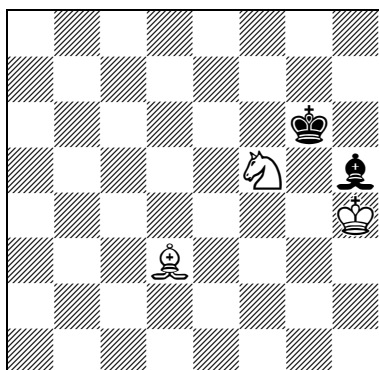
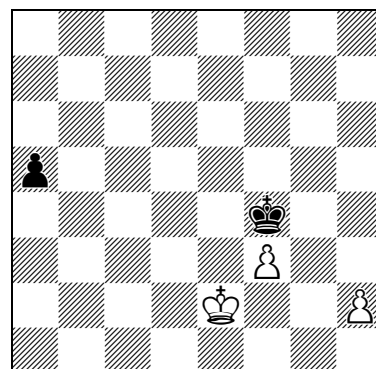
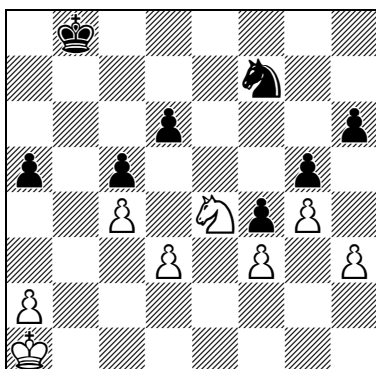
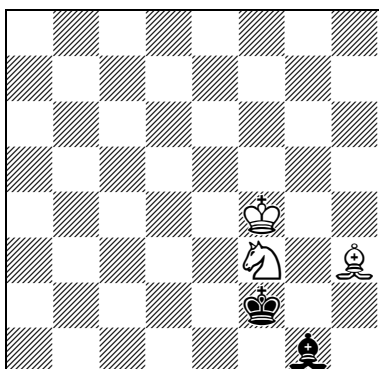
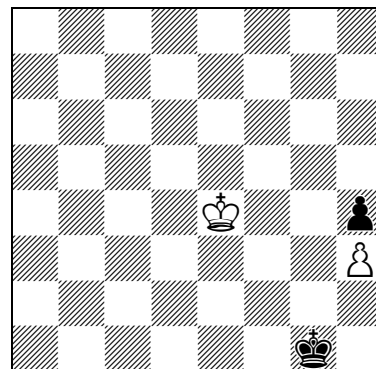
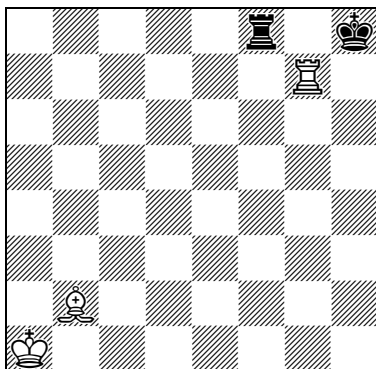
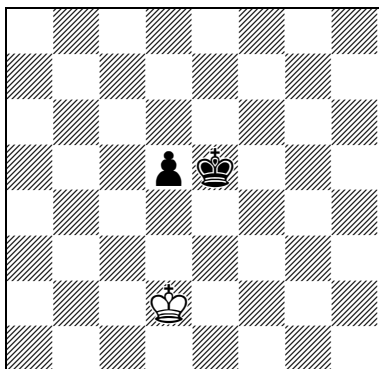


## ANTWOORDEN WETTEN VAN HET EINDSPEL: A

- 1 1.Kb4
- 2 1.Pd4+
- 3 1.Lc3
- 4 1.Lf2!
- 5 1...Kc3 2.Kd1 Kd2 3.Ke1 d2
- 6 1.Kd5
- 7 1.Pb2
- 8 1.Le7
- 9 1.a4+ Kb6 2.Tc8
- 10 1.f7 Lxf7 2.Lb3+ (“omdraaien van de zetten” kan ook: 1.Lb3+ en 2.f7)
- 11 1.h8D+ Kxh8 2.Kf6 Kg8 3.g7 Kh7 4.Kf7
- 12 1.Kd6 Kf4 2.Kd5 (niet: 1.Kd5?? Kf4! en zwart wint)

# Wetten van het eindspel

# Mix: B

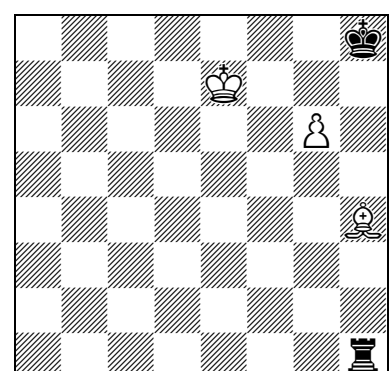
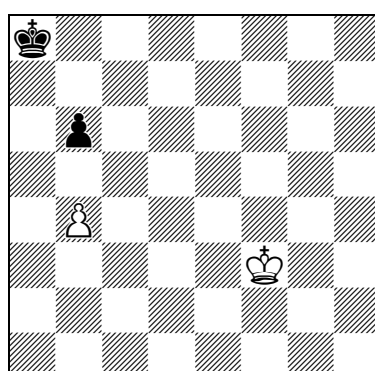
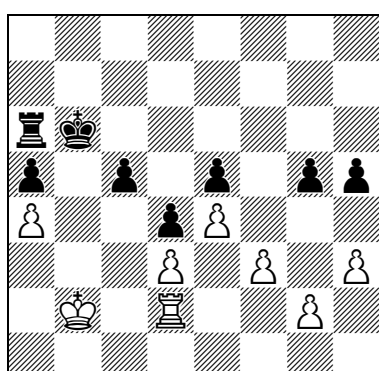
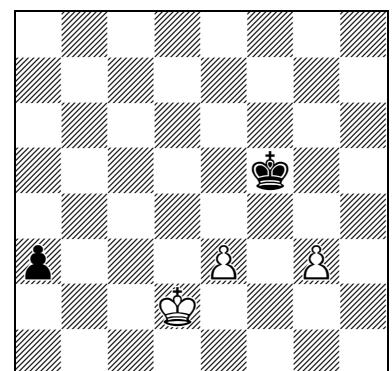
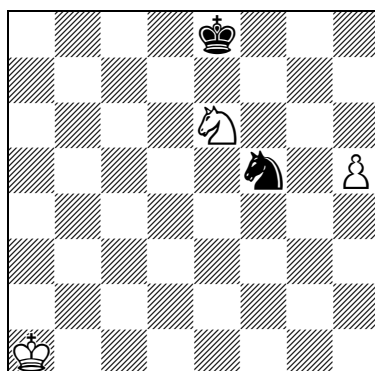
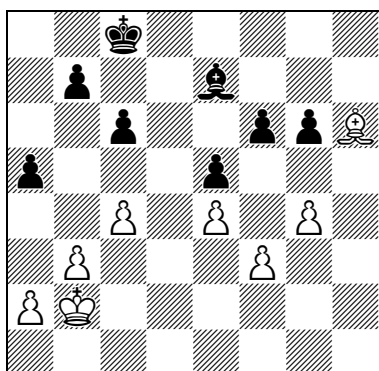
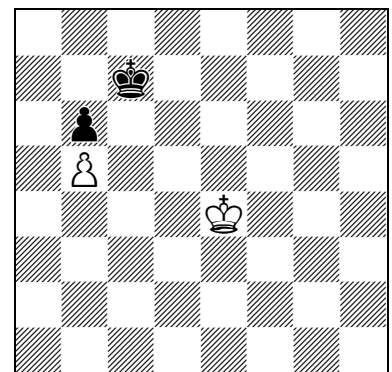
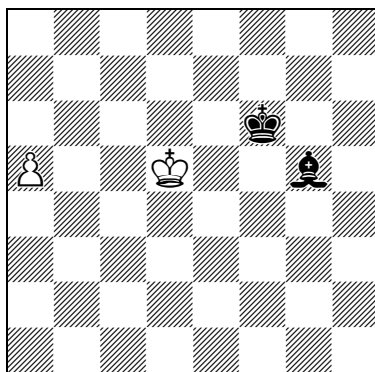
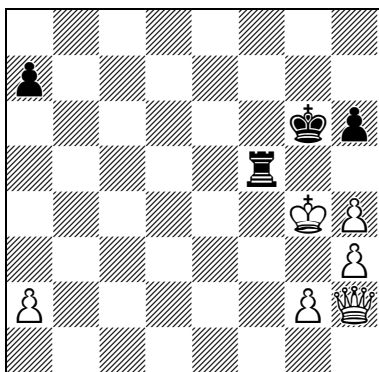
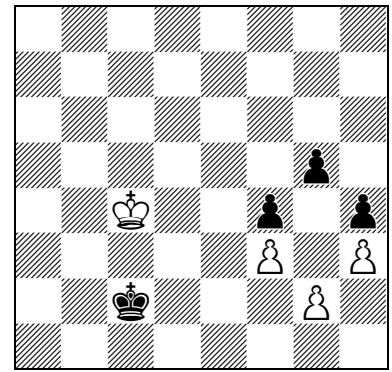
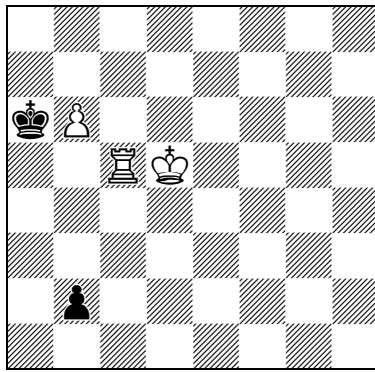
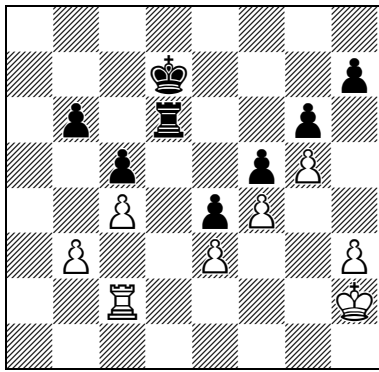


## ANTWOORDEN WETTEN VAN HET EINDSPEL: B

- 1 1...,Kd4
- 2 1.Ka2 (de enige zet) Ta8+ 2.Ta7+
- 3 1.Kf3 Kf1. 2.Kg4
- 4 1.Kg4 Lh2 2.Pxh2 (moet je nog wel mat zetten met P + L....)
- 5 1...,Kc7 (eerst je eigen zwakte dekken) en daarna Pe5
- 6 1.h4 Kf5 2.Kd3 (f en h-pion “dekken elkaar”)
- 7 1.Lc2! (en wint de zwarte looper) Niet 1.Pg3+? Kh6 2.Pxh5 pat!
- 8 1.Tda8 en zwart verliest altijd zijn dame
- 9 1.Ld5 Kxd5 2.Kb5
- 10 1...,Kc8-d7 waarna een zwarte toren actief kan worden
- 11 1...,Txa1 2.Kxa1 e4 3.fxe4 Kd6 en de zwarte koning komt binnen.  
Omdraaien van de zetten kan ook: 2...,Kd6 3.Kb2 e4
- 12 1.Kb1 en zwart is in zetdwang

# Wetten van het eindspel

# Mix: C



## ANTWOORDEN WETTEN VAN HET EINDSPEL: C

- 1 1..,Kc7 of 1...,Kc6 (Om te voorkomen dat de witte toren actief kan worden. Na 2.Ta2 volgt nu Kb7! (Niet 1..,Td3? 2.Ta2!))
- 2 1.Tb5 Kxb5 2.b7 b1D 3.b8D+
- 3 1.Kd4 Kd2 2.Ke4 Ke2 3.Kf5 Kf2 4.Kxg5 Kxg2 5.Kg4!
- 4 1...,h5+ 2.Kg3 Tf1 3.a3 a6 4.a4 a5
- 5 1.Ke4 Lh4 2.Kf3 (*de a-pion promoveert*)
- 6 1.Ke5 Kd7 2.Kd5 Kc7 3.Ke6
- 7 1...,g5 (*de zwarte koning haalt de witte loper op*)
- 8 1.Pg7+ Pxg7 2.h6
- 9 1.Kc3 (*of 1.Kc1 / Kc2*) Ke4 2.g4 (*de witte pionnen “dekken elkaar”*)
- 10 1...,c4 2.dxc4 Kc5 (*koning en toren activeren, vrijpion gemaakt*)
- 11 1.b5 Kb7 2.Ke4 Kc7 (zie stelling 6) (Na 1.Kf3?? b5! is het remise)
- 12 1.Kf7 Tf1+ 2.Lf6+ Txf6+ 3.Kxf6 Kg8 4.g7