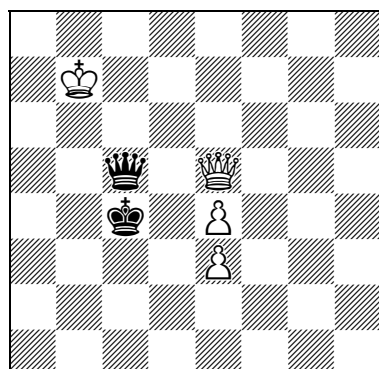
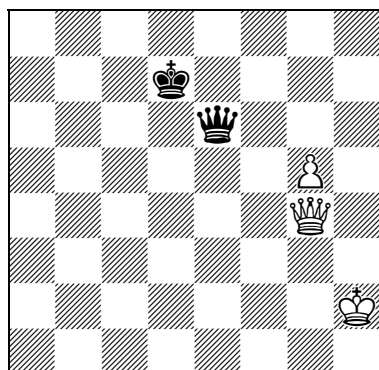
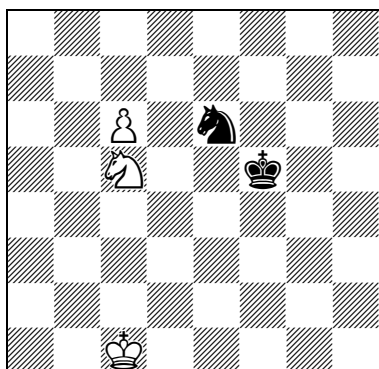
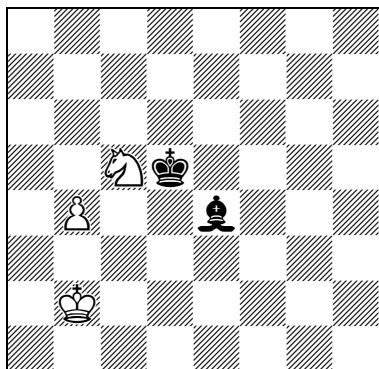
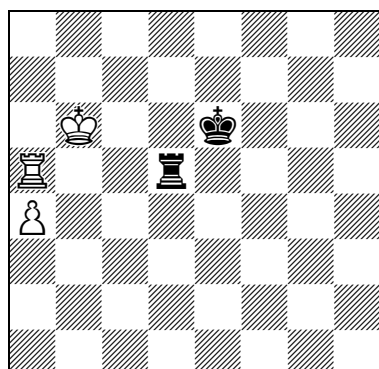
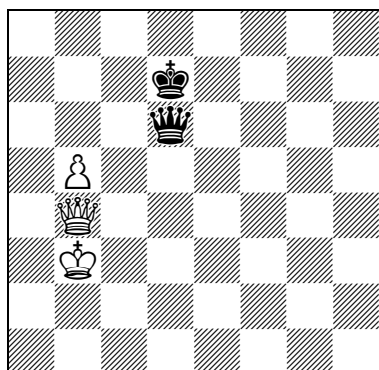
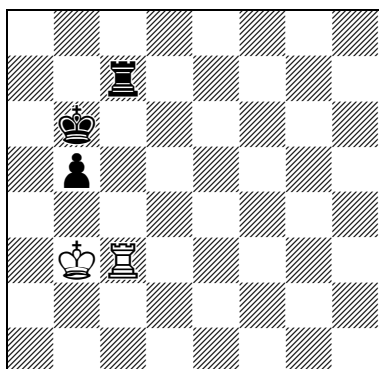
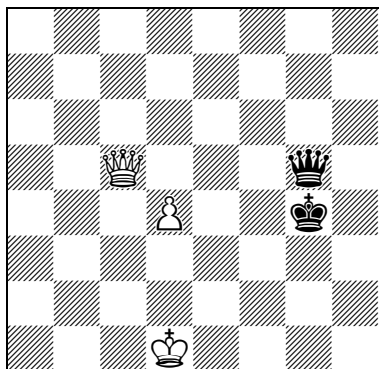


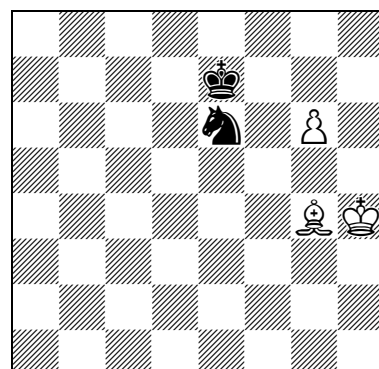
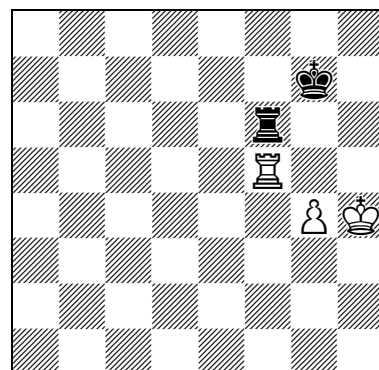
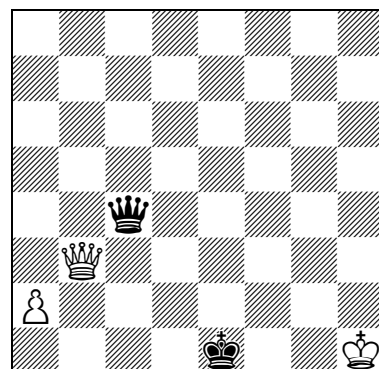
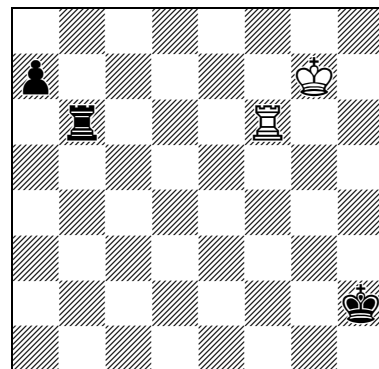
Slaan of niet?



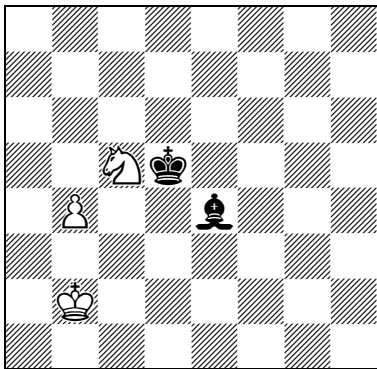
Sleutelvelden!



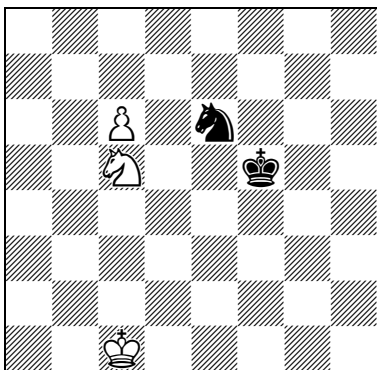
Mix: A



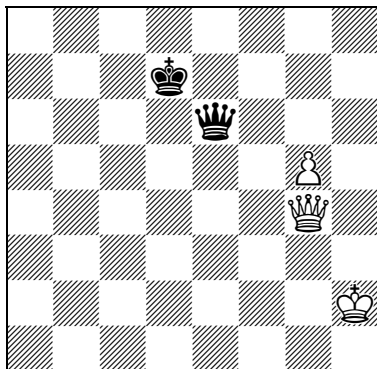
Slaan of niet?



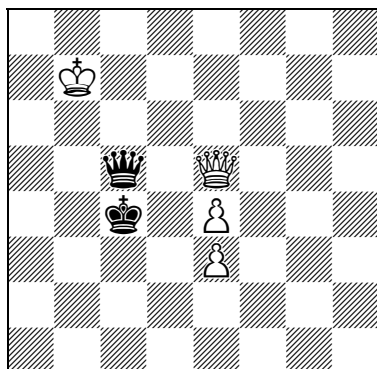
Ja: 1.Pxe4 Kxe4 2.Kb3 Kd5 3.Ka4 Kc6 4.Ka5 Kb7 5.Kb5 (1-0)



Nee: 1...,Ke5 (=)

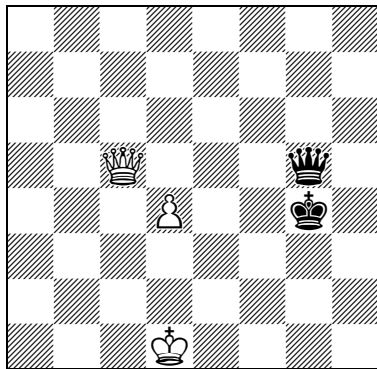


Nee

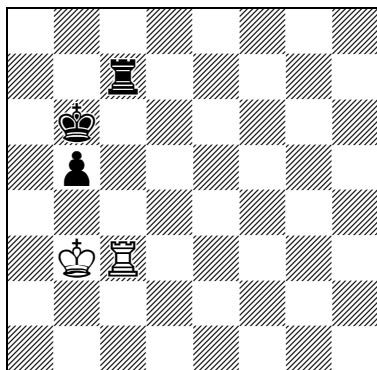


Ja: 1.Dxc5+ Kxc5 2.Kc7 (1-0)

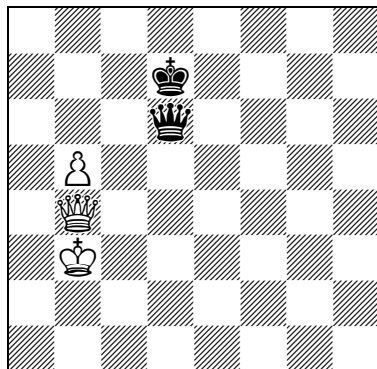
Sleutelvelden!



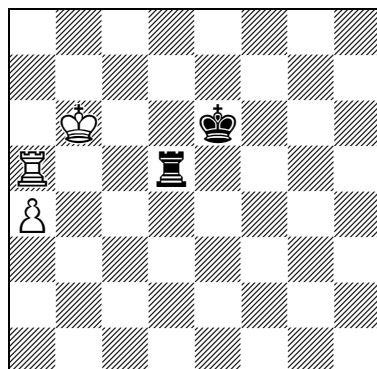
Ja: 1...,Dxc5 2.dxc5 Kf5 3.Kc2 Ke5 4.Kb3 Kd5 5.Kb4 Kc6 (=)



Nee

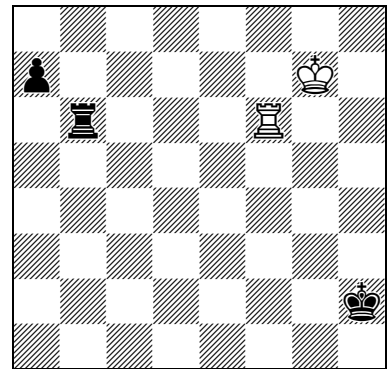


Ja: 1...,Dxb4+ 2.Kxb4 Kc7 (=)

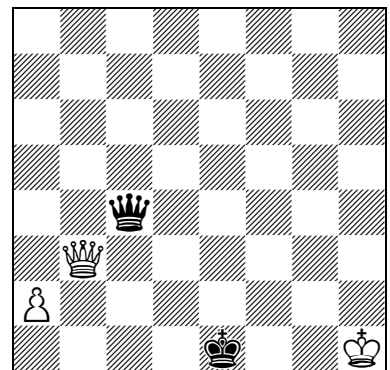


Ja: 1...,Txa5 2.Kxa5 Kd7 (=)

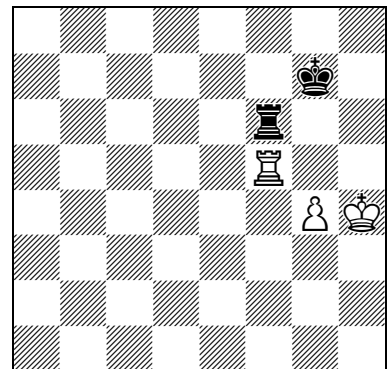
Mix: A



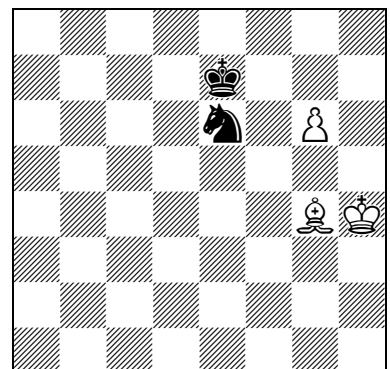
Ja: 1.Txb6 axb6 2.Kf6 (=)



Nee



Ja: 1.Txf6 Kxf6 2.Kh5 Kg7 3.Kg5 (1-0)

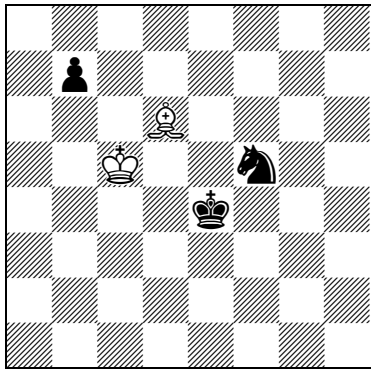


Ja: 1.Lxe6 Kxe6 2.Kg5 Ke7 3.Kh6 Kf8 4.Kh7 (1-0)

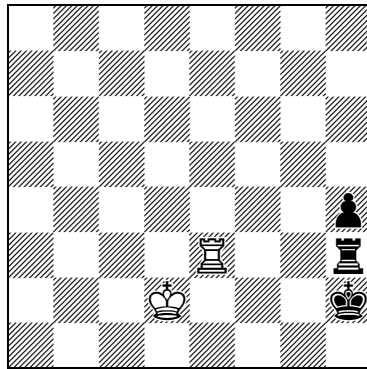
Slaan of niet? Sleutelvelden! Mix: B

Het onderwerp 'sleutelvelden' uit Stap 3 is uiterst belangrijk bij het afwickelen naar gewonnen stellingen.

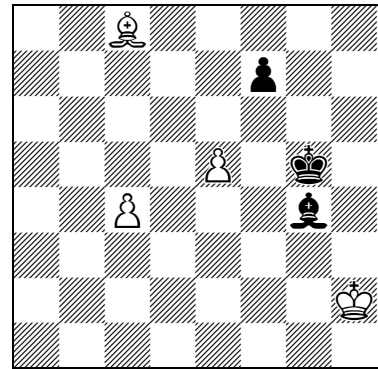
Weet je in de onderstaande stellingen een sleutelveld te veroveren door te slaan of niet?



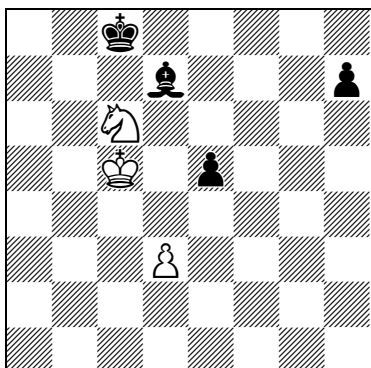
[1]



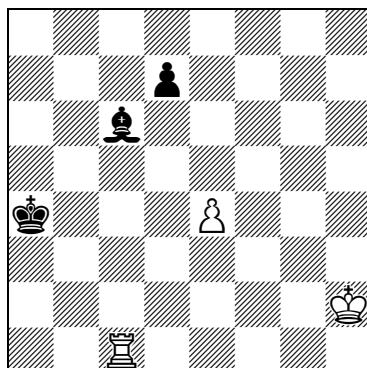
[2]



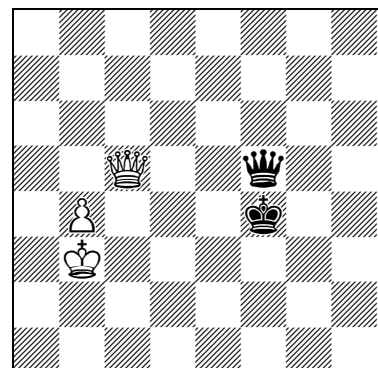
[3]



[4]



[5]



[6]

Slaan of niet?

Sleutelvelden!

Mix: B

[1] Ja: 1..,Pxd6 2.Kxd6 Kd4 3.Kc7 b5

[2] Nee: 1.Te2+ Kg3 2.Te3+ Kg4 3.Te4+ Kg5 4.Ke2

[3] Ja: 1.Lxg4 Kxg4 2.e6 fxe6 3.c5 Kf5 4.c6 Kf6

[4] Ja: 1..,Lxc6 2.Kxc6 e4 3.dxe4 h5 4.Kd5 h4 5.Kd4

[5] Ja: 1.Txc6 dxc6 2.e5 c5 3.e6 c4 4.e7 c3 5.e8D+ Kb3

[6] Nee 1..,Dd3+ 2.Dc3 Dd1+ 3.Ka3 en zwart speelt nog

1..,Dxc5? 2.bxc5 Ke5 3.Kb4 Ke6 4.Kb5 Kd7 5.Kb6 Kc8 6.Kc6 1-0