

Zavlečení

V následujících diagramech najděte kombinaci založenou na zavlečení do dvojího úderu, vazby, do některé formy odtahu, do napíchnutí.

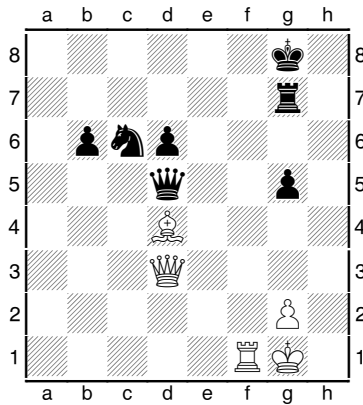
BNT – bílý na tahu

CNT – černý na tahu

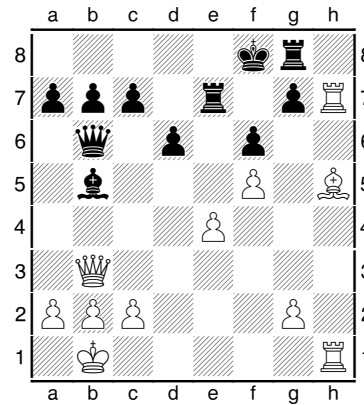
Strana, která je na tahu, dá mat nebo získá materiální výhodu.

Výraz typu 6k1/6r1/1pnp4/3q2p1/3B4/3Q4/6P1/5RK1 w - - 0 1 , který je uveden u řešení diagramů, představuje zápis pozice ve formátu FEN. Umožňuje například vložit pozici diagramu do Editoru šachovnice v Lichess.

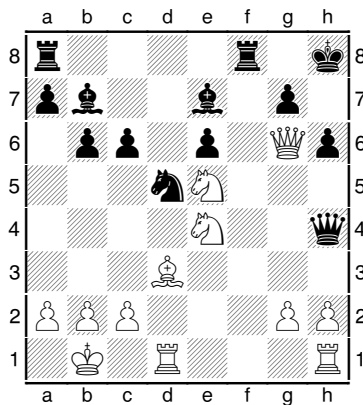
1) BNT



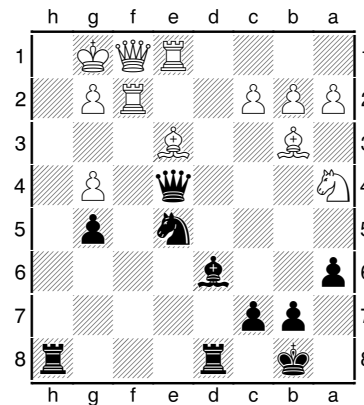
2) BNT



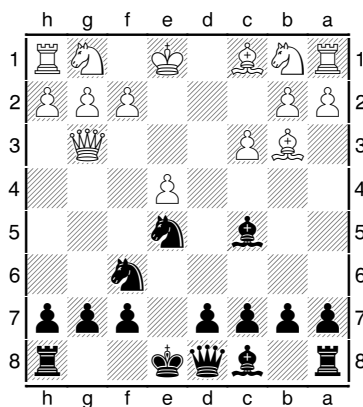
3) BNT



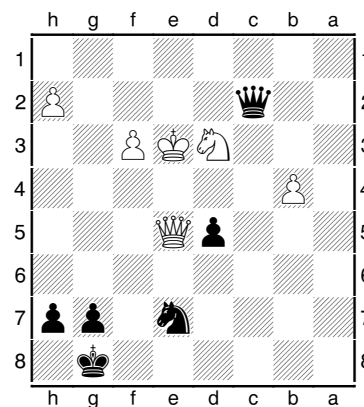
4) CNT



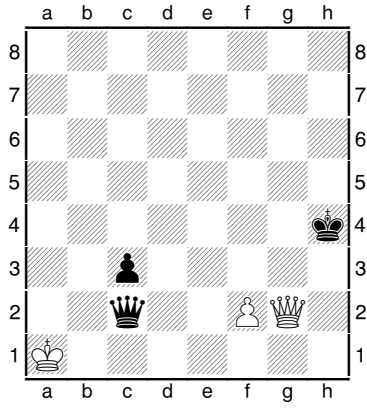
5) CNT



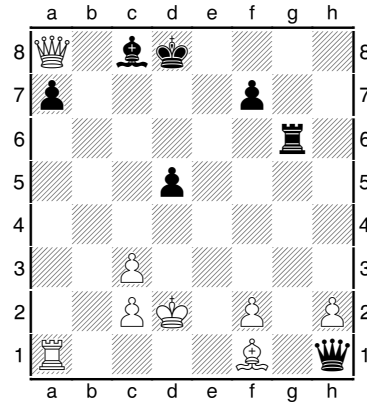
6) CNT



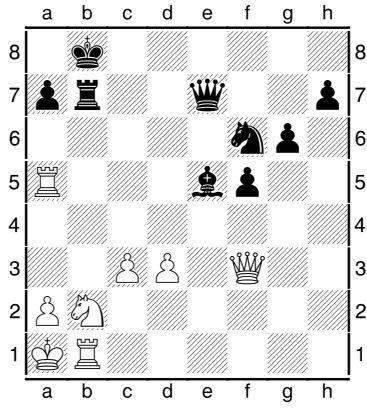
7) BNT



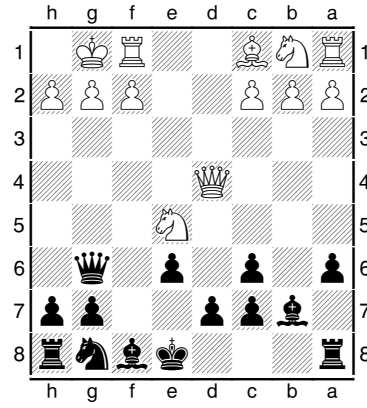
8) BNT



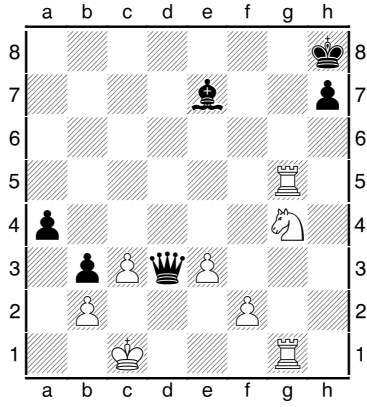
9) BNT



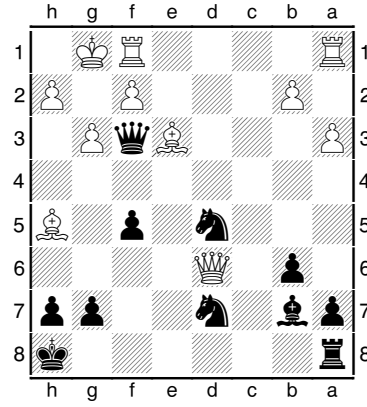
10) CNT



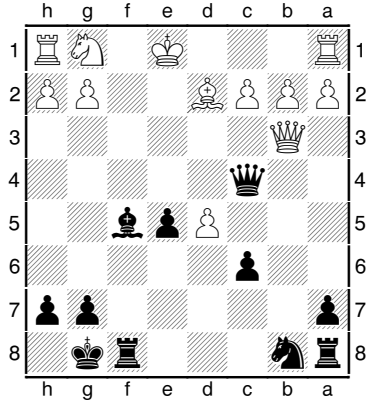
11) BNT



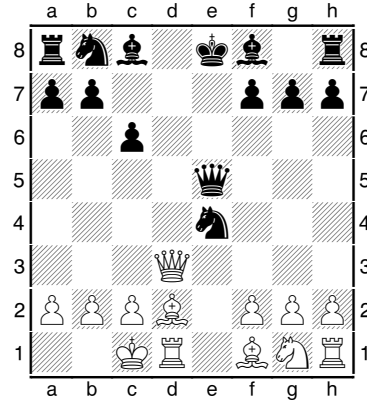
12) CNT



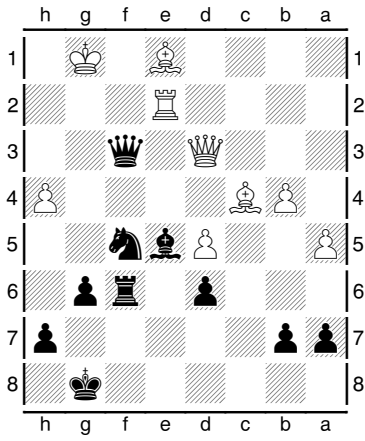
13) CNT



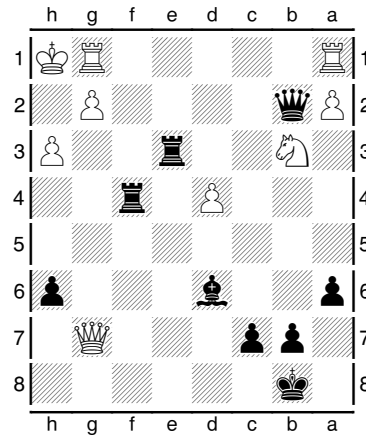
14) BNT



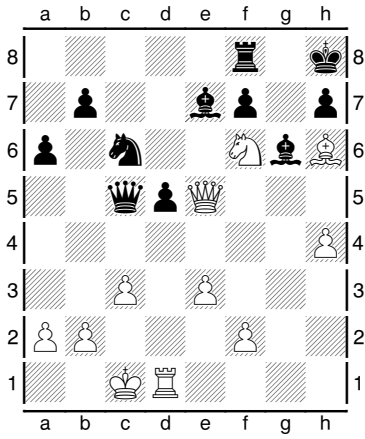
15) CNT



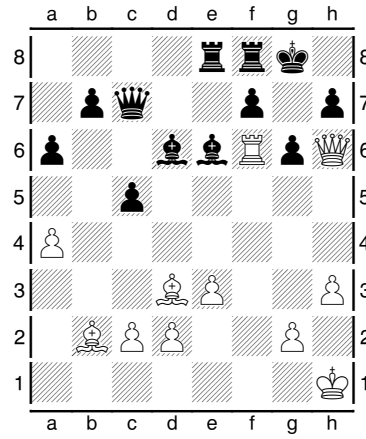
16) CNT



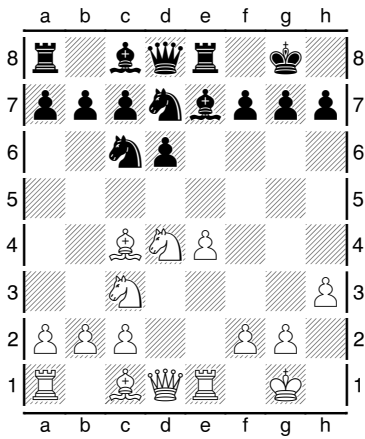
17) BNT



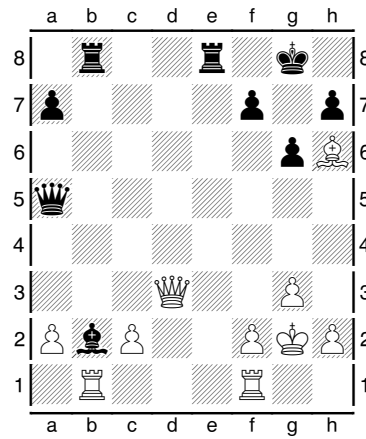
18) BNT



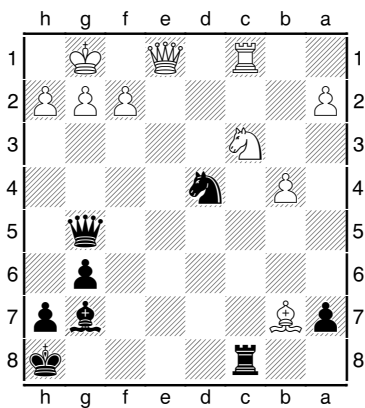
19) BNT



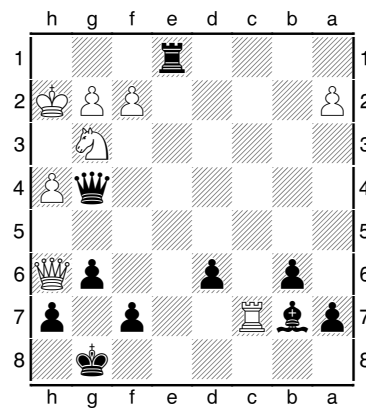
20) BNT



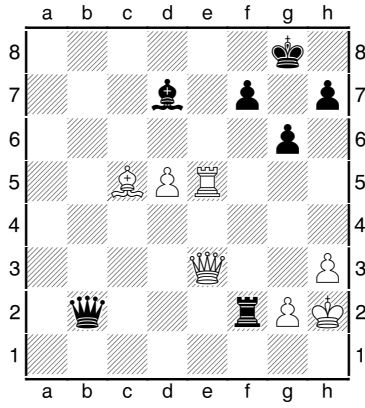
21) CNT



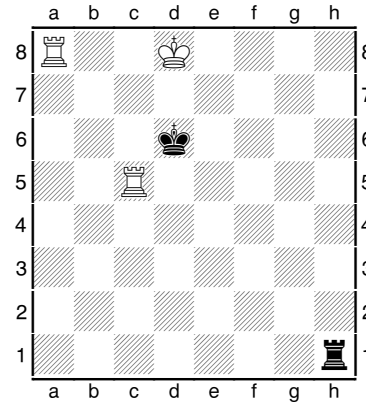
22) CNT



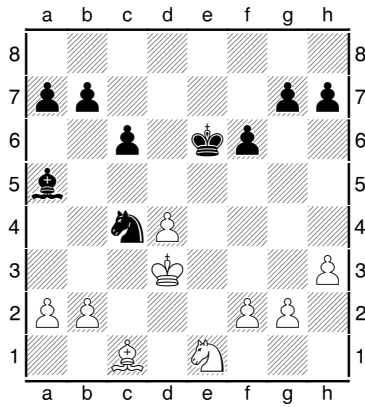
23) BNT



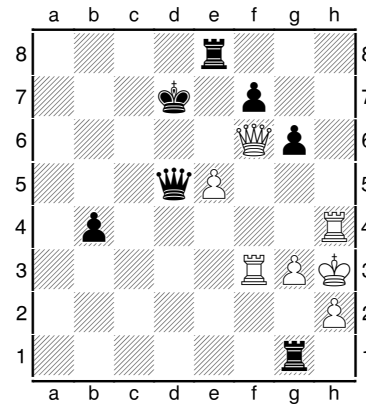
24) BNT bílý vyhraje



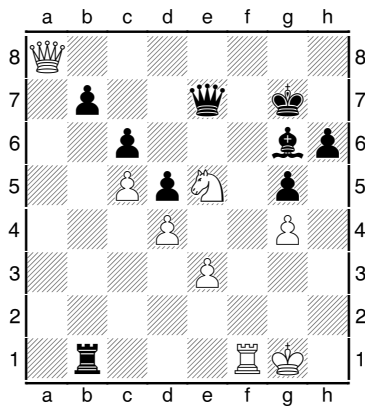
25) BNT



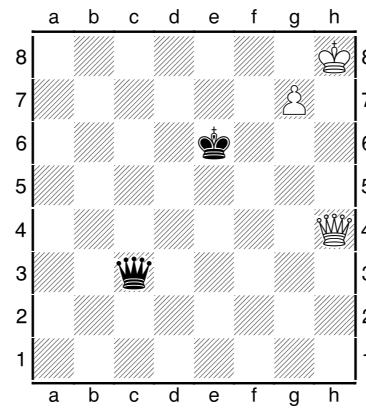
26) BNT



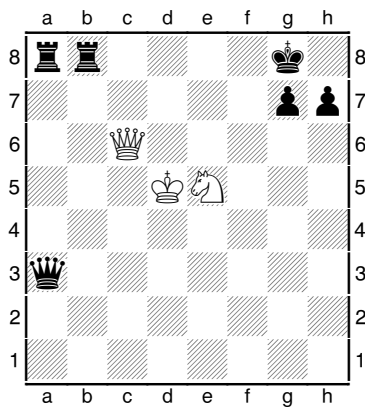
27) BNT



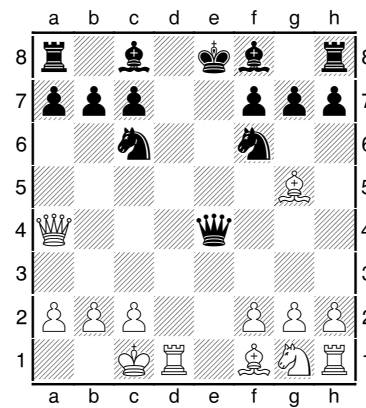
28) BNT



29) BNT – úloha z roku 1497, bílý na tahu matí

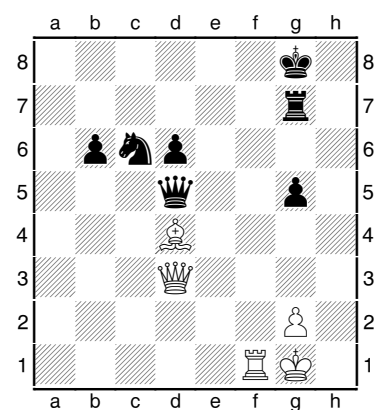


30) BNT



Řešení

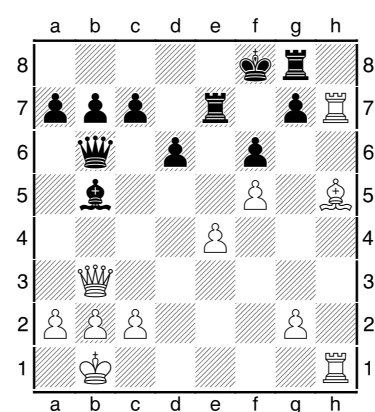
1) BNT



6k1/6r1/1pnp4/3q2p1/3B4/3Q4/6P1/5RK1 w - - 0 1

1. Vf8+ Kxf8 2. Sxg7+ Kxg7 3. Dxd5

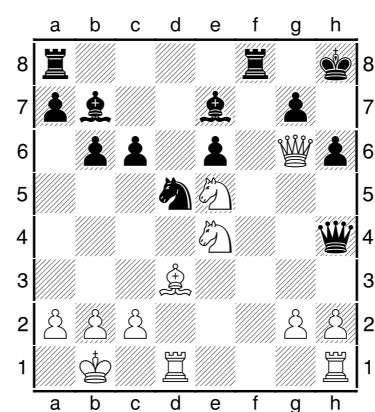
2) BNT



5kr1/ppp1r1pR/1q1p1p2/1b3P1B/4P3/1Q6/PPP3P1/1K5R w - - 0 1

1. Dxg8+ Kxg8 2. Vh8+ Kxh8 3. Sf7 mat

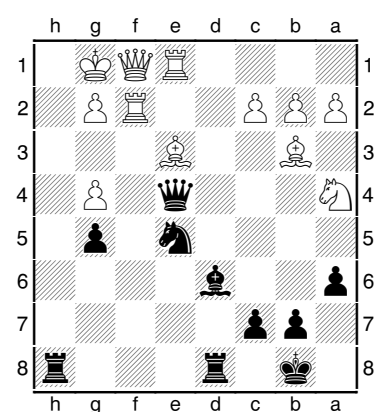
3) BNT



r4r1k/pb2b1p1/1pp1p1Qp/3nN3/4N2q/3B4/PPP3PP/1K1R3R w - - 0 1

1. Dh7+ Kxh7 2. Jf6+ Kh8 3. Jg6 mat

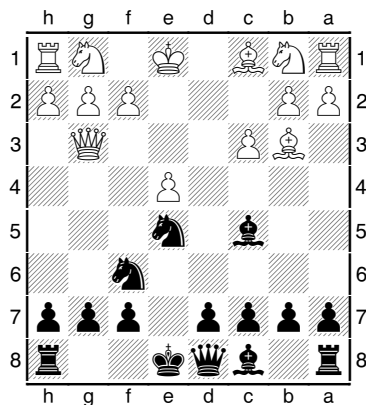
4) CNT



1k1r3r/1pp5/p2b4/4n1p1/N3q1P1/1B2B3/PPP2RP1/4RQK1 b - - 0 1

1. ... Vh1+ 2. Kxh1 Dh7+ 3. Kg1 Dh2+ 4. Kxh2 Jf3+
5. Kh1 Vh8 mat

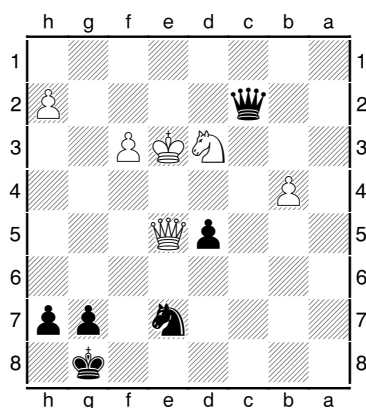
5) CNT



r1bqk2r/pppp1ppp/5n2/2b1n3/4P3/1BP3Q1/PP3PPP/RNB1K1NR
b KQkq - 0 1

1. ... Sxf2 a teď
 2. Dxf2 Jd3+
 2. Kxf2 Jxe4+
- V každém případě černý získá dámu.

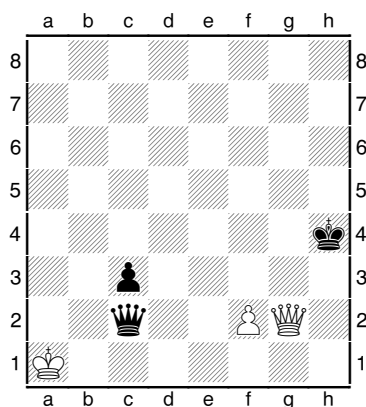
6) CNT



6k1/4n1pp/8/3pQ3/1P6/3NKP2/2q4P/8 b - - 0 1

1. ... d4+ a teď
 2. Kxd4 Jc6+
 2. Dxd4 Jf5+
 2. Kf4 Jg6+
 2. Ke4 De2+ 3. Kf4 Jg6+
- Pokaždé se získá dáma.

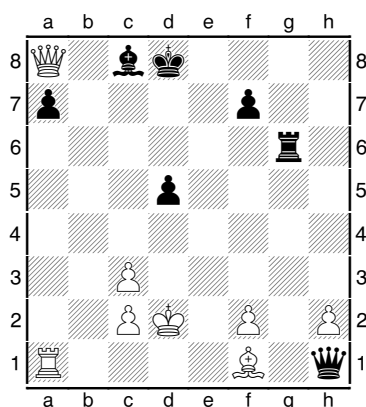
7) BNT



8/8/8/8/7k/2p5/2q2PQ1/K7 w - - 0 1

1. Dh2+ a teď
1. ... Kg4 2. f3+ s dalším Dxc7
1. ... Kg5 2. f4+ s dalším Dxc7

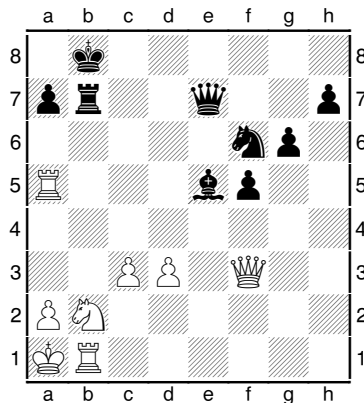
8) BNT



Q1bk4/p4p2/6r1/3p4/8/2P5/2PK1P1P/R4B1q w - - 0 1

1. Dxc8 Kxc8 2. Sh3+ s následujícím Vxh1.
- Pokud černý nechce ztratit dámu, tak po 1. Dxc8 musí ustoupit králem na e7, ale i tak má bílý rozhodující výhodu.

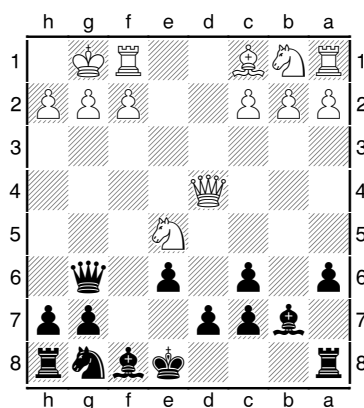
9) BNT



1k6/pr2q2p/5np1/R3bp2/8/2PP1Q/PN6/KR6 w - - 0 1

1. Vxe5 Dxe5 2. Dxb7+ Kxb7 3. Jc4+ s následujícím Jxe5.
Pokud černý nechce přijít o dámu, tak se musí smířit se ztrátou střelce a dámou uhnout.

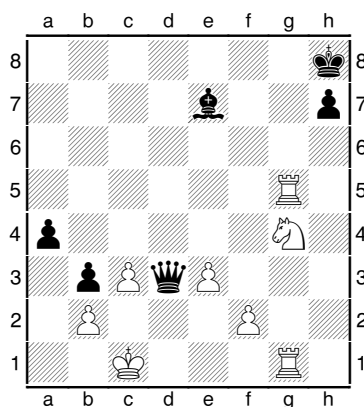
10) CNT



r3kbnr/1bpp2pp/p1p1p1q1/4N3/3Q4/8/PPP2PPP/RNB2RK1
b kq - 0 1

1. ... Dxd2 2. Kxd2 c5+ 3. Kg1 cxd4 a černý touto kombinací získal pěšce.

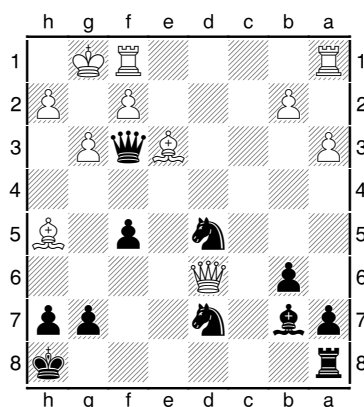
11) BNT



7k/4b2p/8/6R1/p5N1/1pPqP3/1P3P2/2K3R1 w - - 0 1

1. Vg8+ Kxd8 2. Jh6+ s dalším Vg8 mat

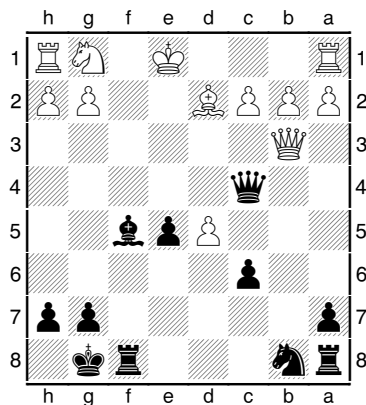
12) CNT



r6k/pb1n2pp/1p1Q4/3n1p1B/8/P3BqP1/1P3P1P/R4RK1 b -
- 0 1

1. ... Dg2+ 2. Kxd2 Jf4+ 3. Kg1 Jh3 mat

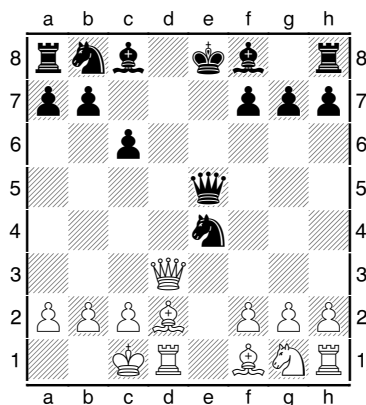
13) CNT



rn3rk1/p5pp/2p5/3Ppb2/2q5/1Q6/PPPB2PP/R3K1NR b
KQ - 0 1

1. ... Df1+ 2. Kxf1 Sd3+ 3. Ke1 Vf1 mat

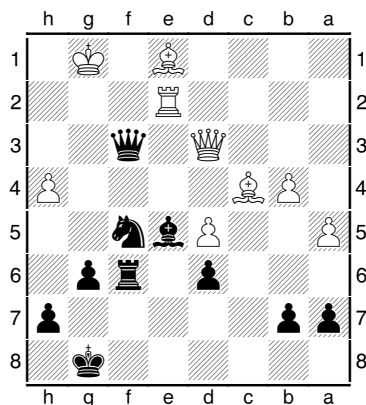
14) BNT



rnb1kb1r/pp3ppp/2p5/4q3/4n3/3Q4/PPPB1PPP/2KR1BNR
w kq - 0 1

1. Dd8+ Kxd8 2. Sg5+ a ted'
2. ... Ke8 3. Vd8 mat
nebo
2. ... Kc7 3. Sd8 mat

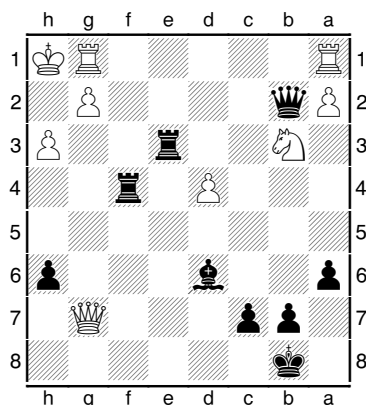
15) CNT



6k1/pp5p/3p1rp1/P2Pbn2/1PB4P/3Q1q2/4R3/4B1K1 b - -
0 1

1. ... Df1+ 2. Kxf1 Je3+ 3. Kg1 Vf1 mat

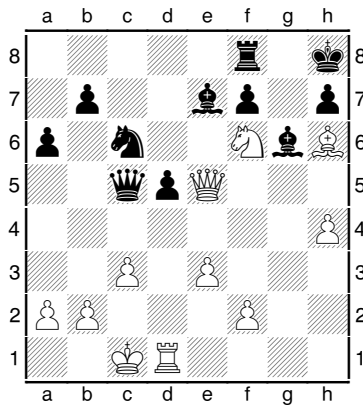
16) CNT



1k6/1pp3Q1/p2b3p/8/3P1r2/1N2r2P/Pq4P1/R5RK b - - 0 1

1. ... Vxh3 2. gxh3 Dh2+ 3. Kxh2 Vf2+ 4. Kh1 Vh2 mat

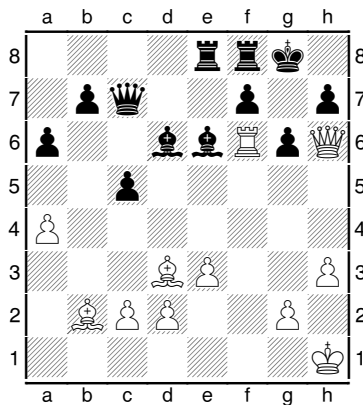
17) BNT



5r1k/1p2bp1p/p1n2NbB/2qpQ3/7P/2P1P3/PP3P2/2KR4 w - - 0 1

1. Sg7+ Kxg7 2. Je8+ Kh6 3. Df4+ Kh5 4. Jg7 mat.

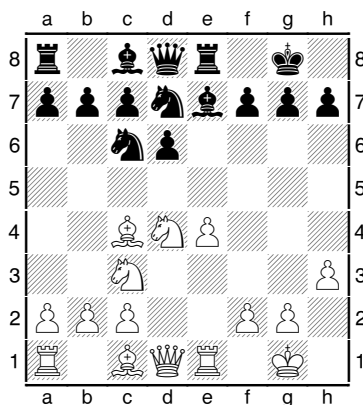
18) BNT



4rrk1/1pq2p1p/p2bbRpQ/2p5/P7/3BP2P/1BPP2P1/7K w - - 0 1

1. Dg7+ Kxg7 2. Vxg6 mat.

19) BNT

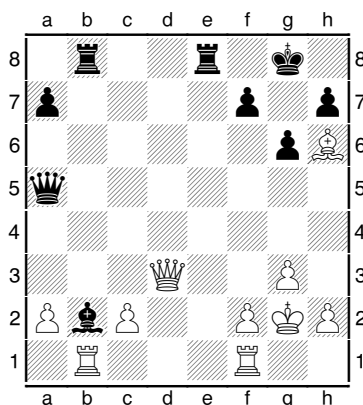


r1bqr1k1/pppnbppp/2np4/8/2BNP3/2N4P/PPP2PP1/R1BQR1K1 w - - 0 1

1. Sxf7 Kxf7 2. Je6 Kxe6 3. Dd5+ Kf6 4. Df5 mat.

Černý proto střelce na f7 brát nemůže, ale pak ztratí pěšce a kvalitu (věž za střelce) a je stejně prohraný.

20) BNT



1r2r1k1/p4p1p/6pB/q7/8/3Q2P1/PbP2PKP/1R3R2 w - - 0 1

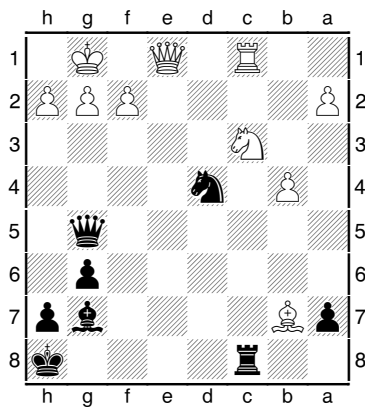
1. Vxb2 Vxb2 2. Dd4 De5 (jediná obrana, hrozil mat nebo ztráta věže) 3. Ve1 a černý nemůže ani

3. ... Dxd4 kvůli 4. Ve8 mat ani

3. ... Dxe1 kvůli 4. Dg7 mat. Musí proto 3. ... Vb5, ale po

4. Vxe5 je prohraný.

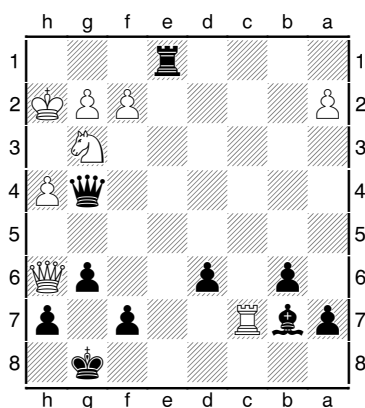
21) CNT



2r4k/pB4bp/6p1/6q1/1P1n4/2N5/P4PPP/2R1Q1K1 b
- - 0 1

1. ... Dxc1 2. Dxc1 Vxc3 a teď když bílý ustoupí dámou kamkoliv, tak přijde 3. ... Vc1 4. Dxc1 Je2+ s dobráním dámy. Černý bude mít figuru navíc.

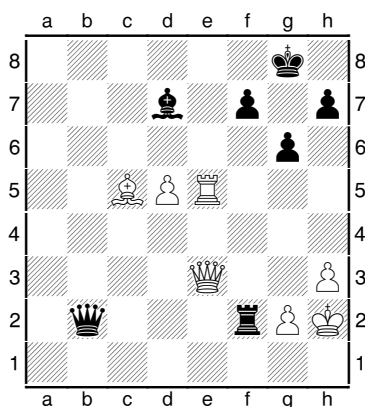
22) CNT



6k1/pbR2p1p/1p1p2pQ/8/6qP/6N1/P4PPK/4r3 b - - 0
1

1. ... Vh1+ a teď
2. Kxh1 Dh3 mat (dámu nelze brát kvůli vazbě)
2. Jxh1 Dxc2 mat

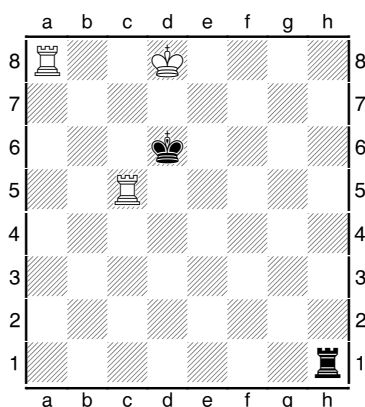
23) BNT



6k1/3b1p1p/6p1/2BPR3/8/4Q2P/1q3rPK/8 w - - 0 1

1. Ve8+ Sxe8 2. Dxe8+ Kg7 3. Df8+ Kf6
4. Sd4+ Dxd4 5. Dh8+ Ke7 6. Dxd4
Krásný příklad napíchnutí.

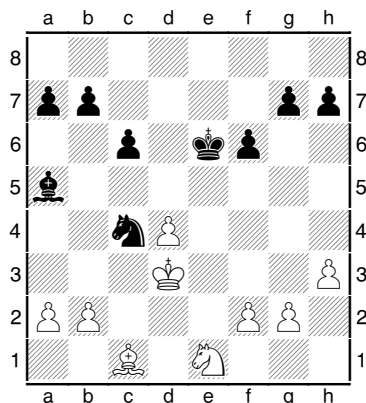
24) BNT



R2K4/8/3k4/2R5/8/8/8/7r w - - 0 1

1. Vh5 Vxh5 2. Va6+ Ke5 3. Va5+ s dalším Vxh5.
Opět příklad napíchnutí.
Tato úloha pochází již ze 13. století.

25) BNT



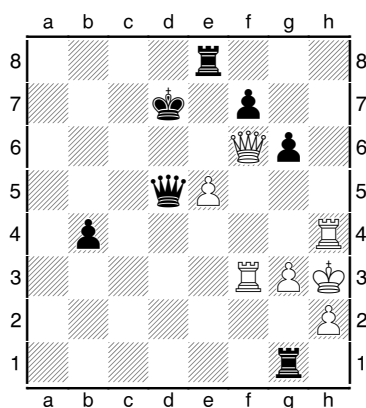
8/pp4pp/2p1kp2/b7/2nP4/3K3P/PP3PP1/2B1N3 w - - 0 1

Bílý nemůže brát jezdce, protože by o něj taky přišel. Pomůže ale zavlčení střelce na nevýhodné pole.

1. b4 Sxb4 2. Jc2

Nastala nevšední varianta dvojího úderu, černý má napadené dvě figury, každou ale od jiné figury bílého. O některou přijde.

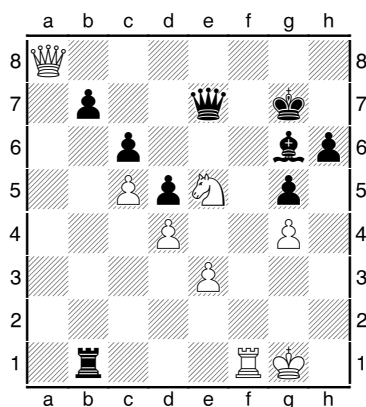
26) BNT



4r3/3k1p2/5Qp1/3qP3/1p5R/5RPK/7P/6r1 w - - 0 1

1. Vd4 Dxd4 2. e6+ Vxe6 3. Dxd4

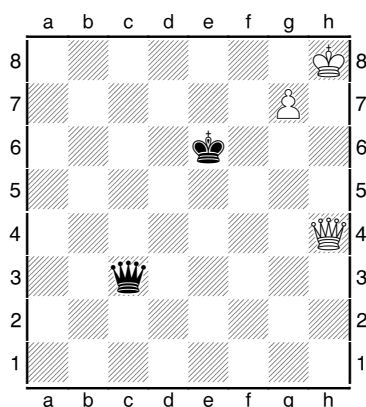
27) BNT



Q7/1p2q1k1/2p3bp/2PpN1p1/3P2P1/4P3/8/1r3RK1 w - - 0 1

1. Dh8+ Kxh8 2. Jxg6+ s dalším Jxe7

28) BNT

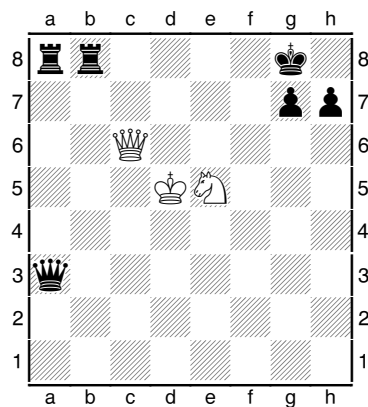


7K/6P1/4k3/8/7Q/2q5/8/8 w - - 0 1

1. Dc4+ Dxc4 2. g8D+ Kd6 3. Dxc4

Nejprve zrušení vazby a pak napíchnutí.

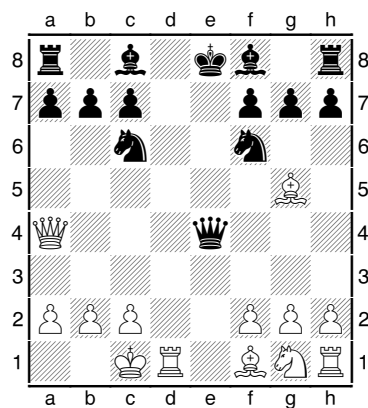
29) BNT – úloha z roku 1497, bílý na tahu
matí



rr4k1/6pp/2Q5/3KN3/8/q7/8/8 w - - 0 1

1. De6+ Kh8 2. Jf7+ Kg8 3. Jh6+ Kh8
4. Dg8+ Vxg8 5. Jf7 mat

30) BNT



r1b1kb1r/ppp2ppp/2n2n2/6B1/Q3q3/8/PPP2PPP/2KR1BNR
w kq - 0 1

1. Vd8+ Kxd8 2. Dxe4
Krásný příklad zavlčení do vazby.