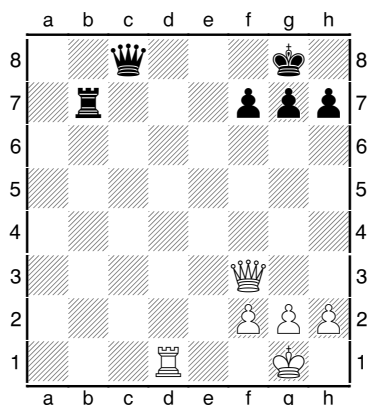


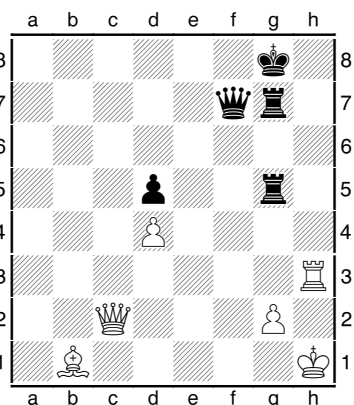
Odvlečení

V následujících diagramech najděte kombinaci založenou na odvlečení. Hráč na tahu dá mat nebo získá rozhodující materiální převahu.

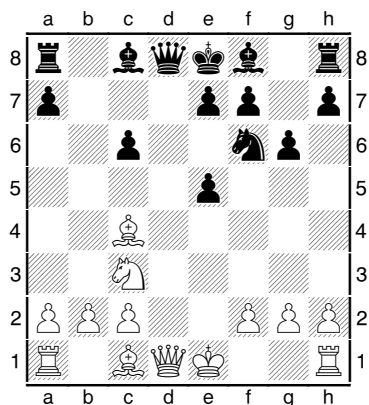
1) BNT



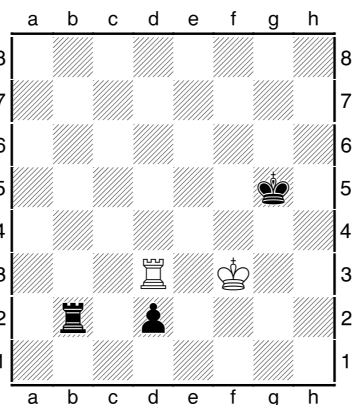
2) BNT



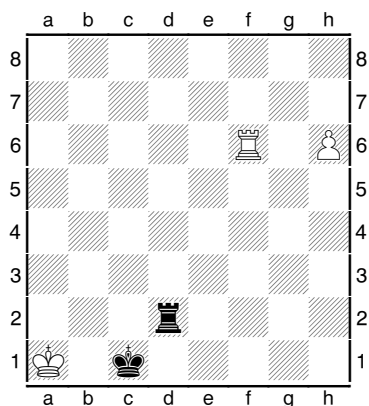
3) BNT



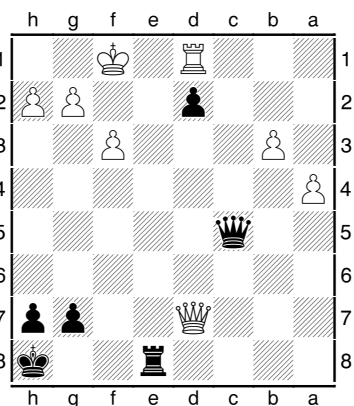
4) CNT



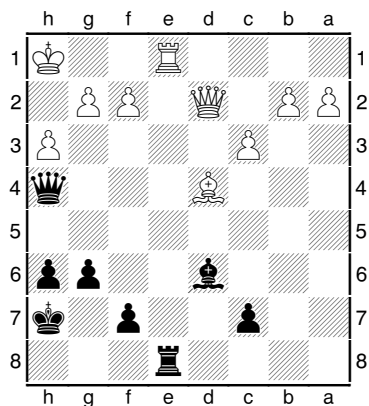
5) BNT



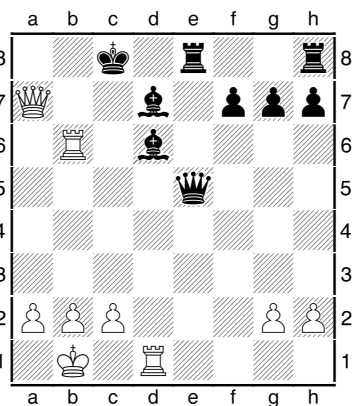
6) CNT



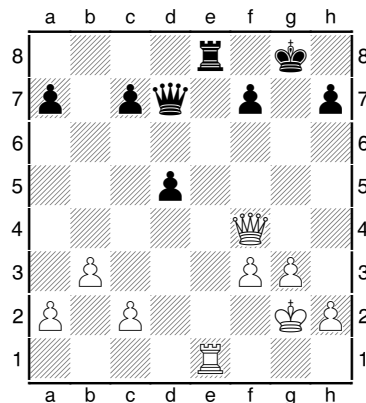
7) CNT



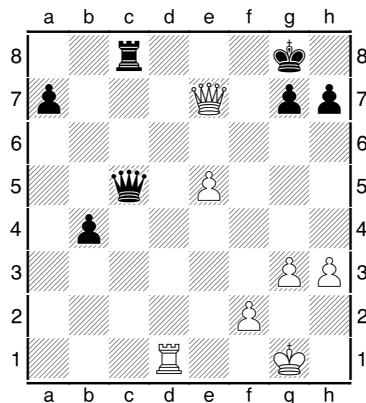
8) BNT



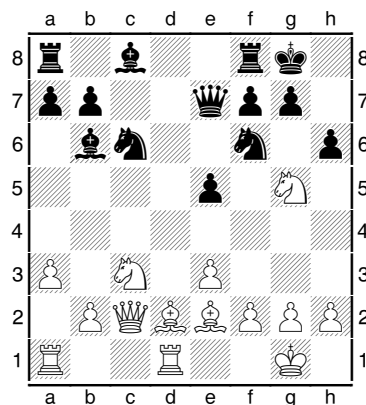
9) BNT



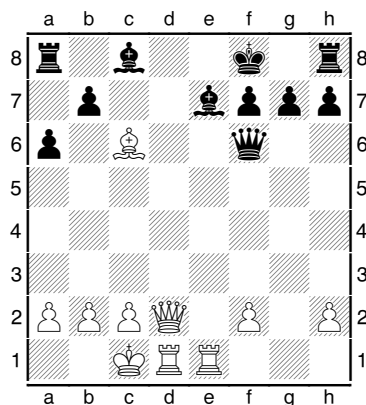
10) BNT



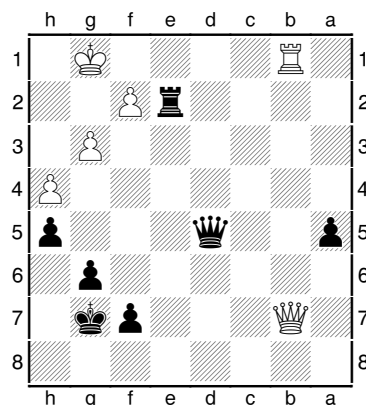
11) BNT



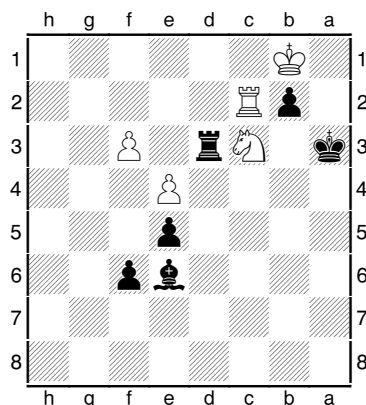
12) BNT



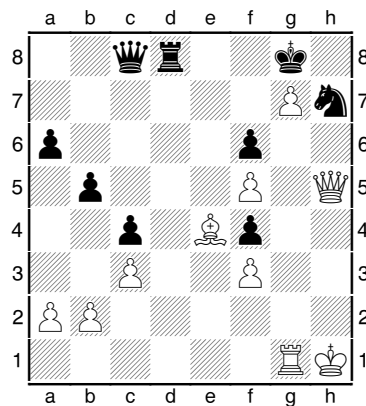
13) CNT



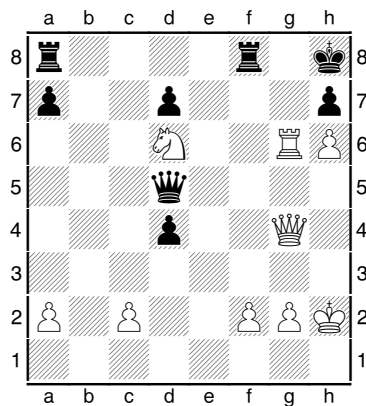
14) CNT



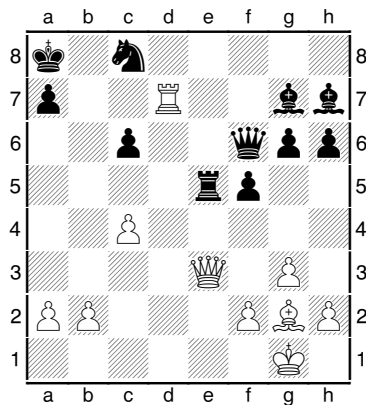
15) BNT



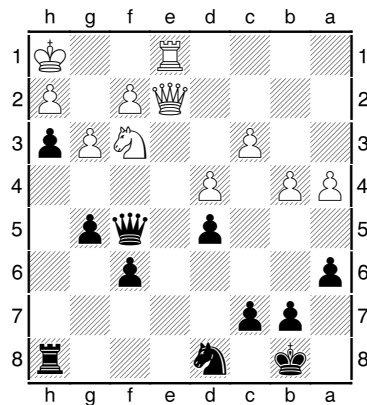
16) BNT



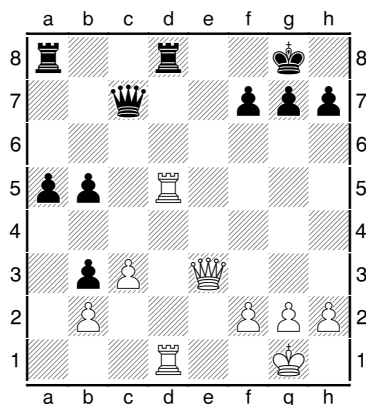
17) BNT



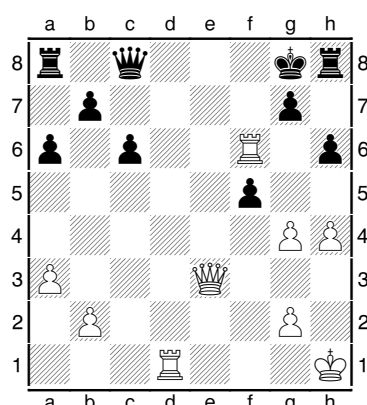
18) CNT



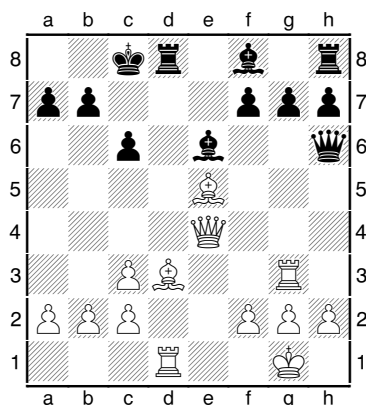
19) BNT



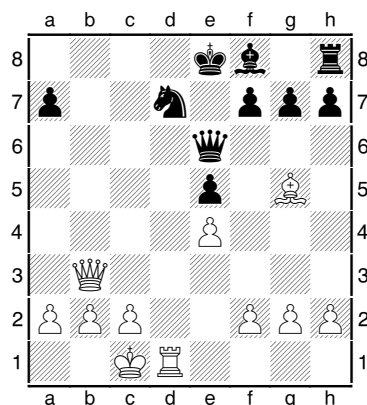
20) BNT



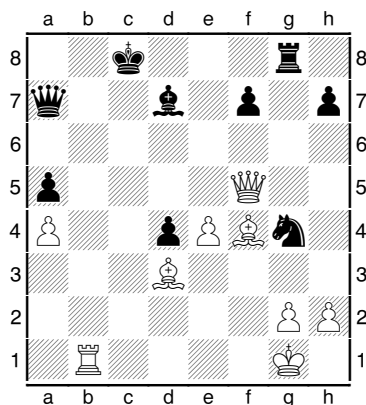
21) BNT



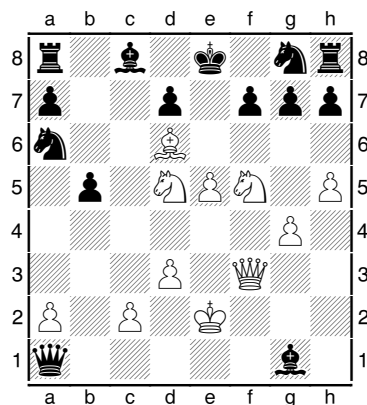
22) BNT



23) BNT

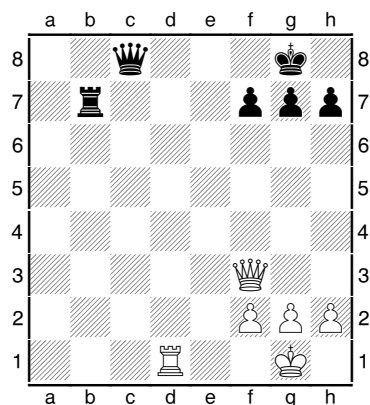


24) BNT



Řešení

1) BNT

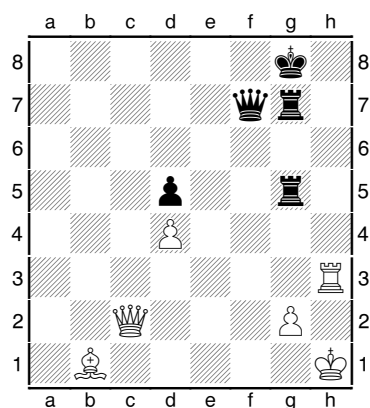


2q3k1/1r3ppp/8/8/5Q2/5PPP/3R2K1 w - - 0 1

Bílý potřebuje odvléct černou dámu od krytí pole d8. Kombinaci umožňuje slabost poslední řady černého. Pokud by měl černý král „okénko“ na h6, tak by kombinaci nešlo provést.

1. Dxb7 a bílý vyhraje

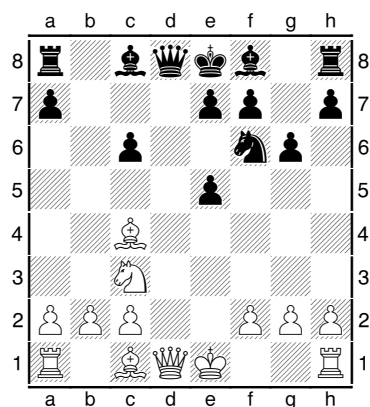
2) BNT



6k1/5qr1/8/3p2r1/3P4/7R/2Q3P1/1B5K w - - 0 1

1. Dc1+ Df8 2. Vh8+ Kxh8 3. Dxf8+ Vg8 4. Dh6 mat

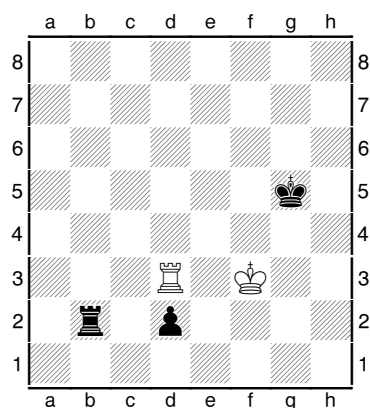
3) BNT



r1bqkb1r/p3pp1p/2p2np1/4p3/2B5/2N5/PPP2PPP/R1BQK2R w KQkq - 0 1

1. Sxf7 Kxf7 2. Dxd8 a bílý vyhraje

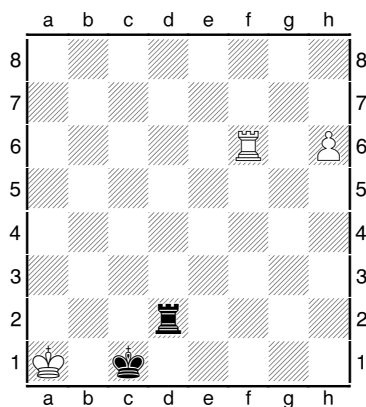
4) CNT



8/8/8/6k1/8/3R1K2/1r1p4/8 b - - 0 1

1. ... Vb3 a černý prosadí pěšce

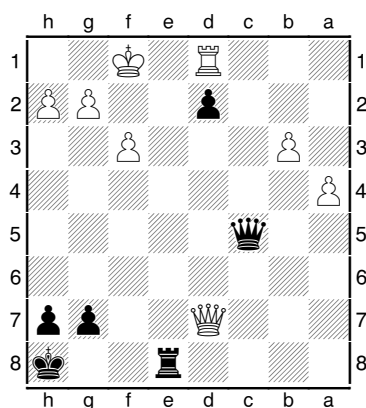
5) BNT



8/8/5R1P/8/8/3r4/K1k5 w - - 0 1

1. h7 Vh2 2. Vf1+ Kd2 3. Vf2+

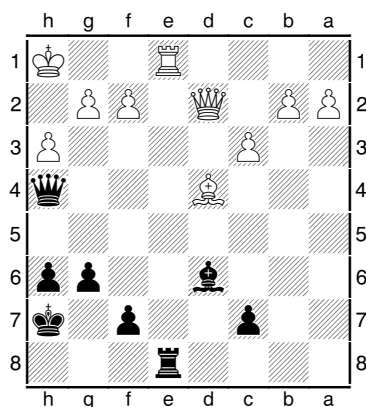
6) CNT



4r2k/3Q2pp/8/2q5/P7/1P3P2/3p2PP/3R1K2 b - - 0 1

1. ... Ve1 2. Vxe1 Dg1+ 3. Kxg1 dxe1D mat

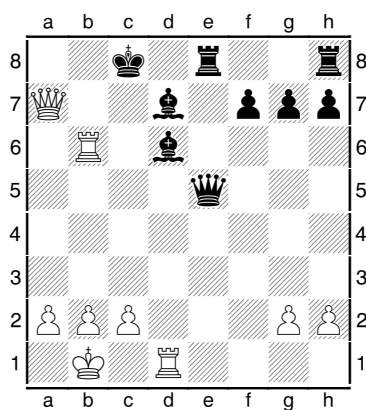
7) CNT



4r3/2p2p1k/3b2pp/8/3B3q/2P4P/PP1Q1PP1/4R2K b - - 0 1

1. ... Df4 2.Dxf4 Vxe1+ 3. Kh2 Sxf4+ a černý vynuceně získal věž.

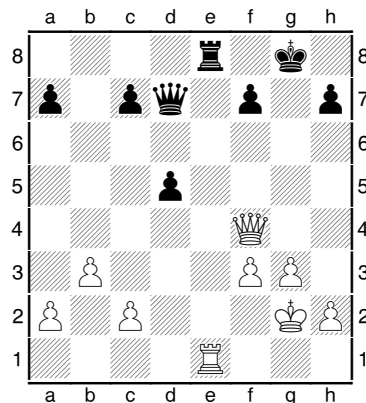
8) BNT



2k1r2r/Q2b1ppp/1R1b4/4q3/8/8/PPP3PP/1K1R4 w - - 0 1

1. Vb8+ Sxb8 2. Dxd7 mat

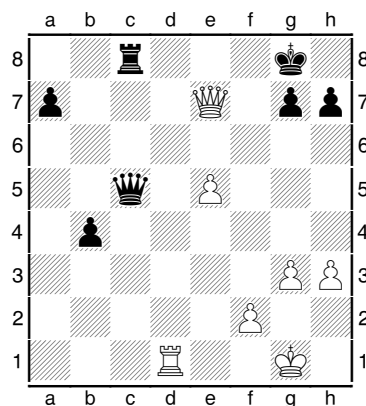
9) BNT



4r1k1/p1pq1p1p/8/3p4/5Q2/1P3PP1/P1P3KP/4R3 w - - 0 1

1. Dg4+ Dxg4 2. Vxe8+ Kg7 fxg4

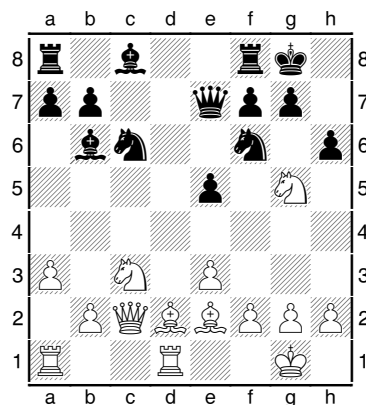
10) BNT



2r3k1/p3Q1pp/8/2q1P3/1p6/6PP/5P2/3R2K1 w - - 0 1

1. Vd8+ Vxd8 2. Dxc5

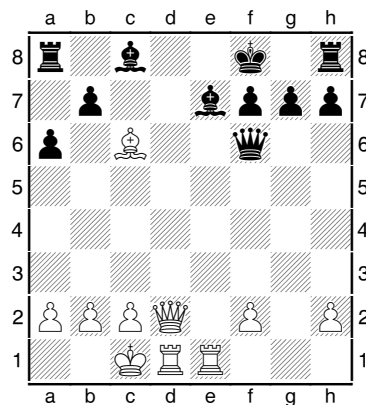
11) BNT



r1b2rk1/pp2qpp1/1bn2n1p/4p1N1/8/P1N1P3/1PQBBPPP/R2R2K1 w - - 0 1

1. Jd5 a pokud chce černý zabránit matu, tak přijde o dámu.

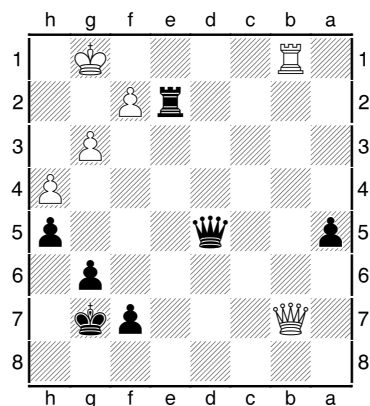
12) BNT



r1b2k1r/1p2bPPP/p1B2q2/8/8/8/PPPQ1P1P/2KRR3 w - - 0 1

1. Dd8+ Sxd8 2. Ve8 mat

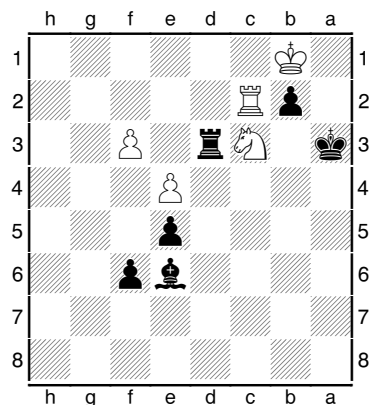
13) CNT



8/1Q3pk1/6p1/p2q3p/7P/6P1/4rP2/1R4K1 b - - 0 1

1. ... Ve1+ 2. Kh2 Vh1+ 3. Vxh1 Dxb7

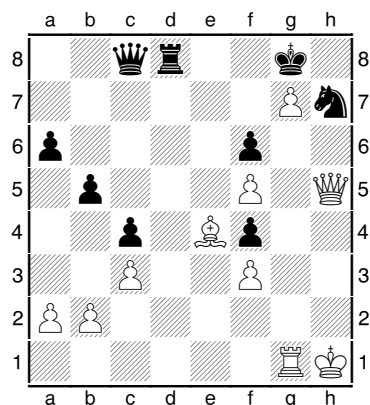
14) CNT



8/8/4bp2/4p3/4P3/k1Nr1P2/1pR5/1K6 b - - 0 1

1. ... Vd1+ 2. Jxd1 Sa2 mat

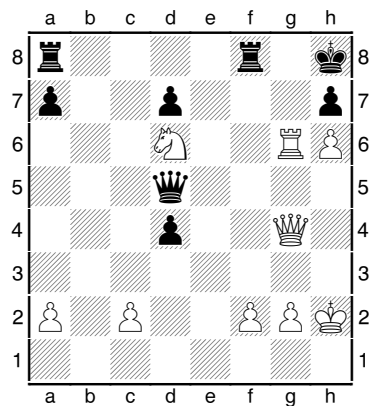
15) BNT



2qr2k1/6Pn/p4p2/1p3P1Q/2p1Bp2/2P2P2/PP6/6RK w - - 0 1

1. De8+ Vxe8 2. Sd5+ Ve6 3. Sxe6+ Dxe6
4. fxe6 a černý nezabrání proměně pešce.

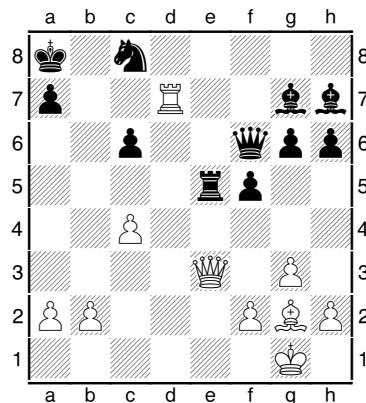
16) BNT



r4r1k/p2p3p/3N2RP/3q4/3p2Q1/8/P1P2PPK/8 w - - 0 1

1. Vg8+ Vxg8 2. Dxd4+ Dxd4 3. Jf7 mat

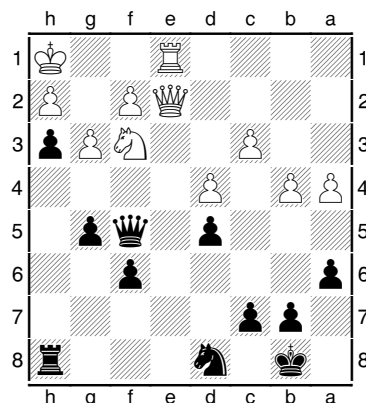
17) BNT



k1n5/p2R2bb/2p2qpp/4rp2/2P5/4Q1P1/PP3PBP/6K1 w - - 0 1

1. Dxe5 Dxe5 2. Sxc6+ Kb8 3. Vb7+ Ka6 4. Vb5 mat

18) CNT



1k1n3r/1pp5/p4p2/3p1qp1/PP1P4/2P2NPp/4QP1P/4R2K b - - 0 1

1. ... Ve8 2. Dxe8 Dxf3 3. Kg1 Dg2 mat

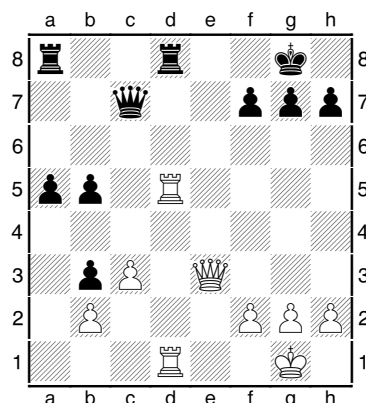
nebo

1. ... Ve8 2. Dd1 Dxf3+ 3. Dxf3 Vee1 mat

Bílý se musí smířit se ztrátou jezdce:

1. ... Ve8 2. Je5 fxe5 a černý má rozhodující výhodu.

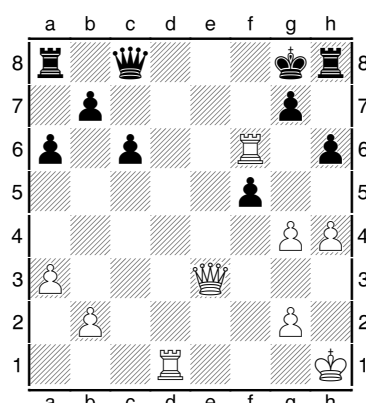
19) BNT



r2r2k1/2q2ppp/8/pp1R4/8/1pP1Q3/1P3PPP/3R2K1 w - - 0 1

1. Da7 a bílý vyhraje ve všech variantách na slabost poslední řady. Kdyby měl černý král „okénko“ na h6 nebo g6, tak by kombinace nebyla možná.

20) BNT

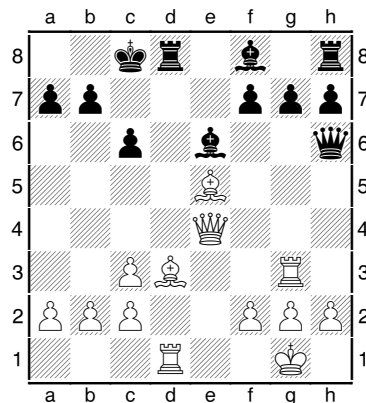


r1q3kr/1p4p1/p1p2R1p/5p2/6PP/P3Q3/1P4P1/3R3K w - - 0 1

1. Vd8+ Dxd8 2. De6+ Kh7 3. Vxh6+ gxh6 4. Df7 mat

Nádherná kombinace 1. mistra světa v šachu Wilhelma Steinitze.

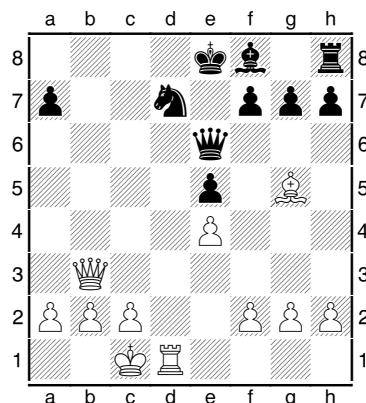
21) BNT



2kr1b1r/pp3ppp/2p1b2q/4B3/4Q3/2PB2R1/PPP2PPP/3R2K1 w - - 0 1

1. Dxc6 bxc6 2. Sa6 mat

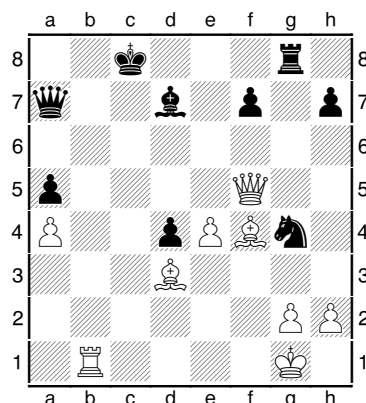
22) BNT



4kb1r/p2n1ppp/4q3/4p1B1/4P3/1Q6/PPP2PPP/2KR4 w k - 0 1

1. Db8+ Jxb8 2. Vd8 mat

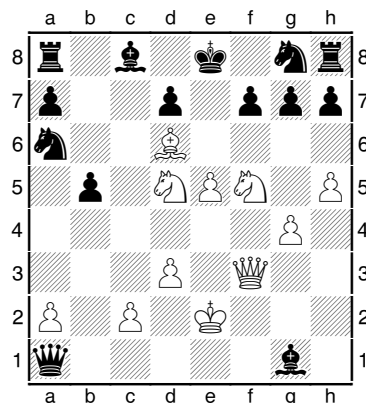
23) BNT



2k3r1/q2b1p1p/8/p4Q2/P2pPBn1/3B4/6PP/1R4K1 w - - 0 1

1. Dc5+ Dxc5 2. Vb8 mat

24) BNT



r1b1k1nr/p2p1ppp/n2B4/1p1NPN1P/6P1/3P1Q2/P1P1K3/q5b1 w kq - 0 1

1. Jxg7+ Kd8 2. Df6+ Jxf6 3. Se7 mat

Závěr nesmrtelné partie Anderssen – Kieseritzky.