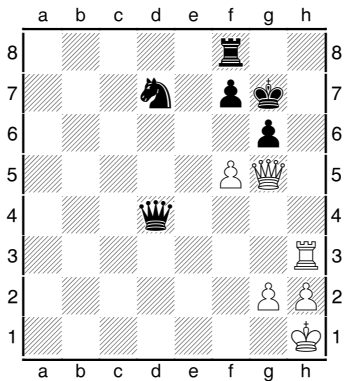
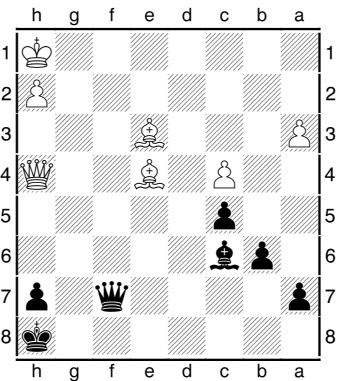
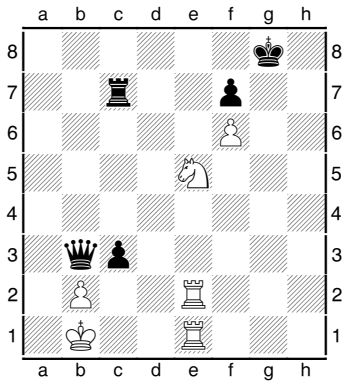
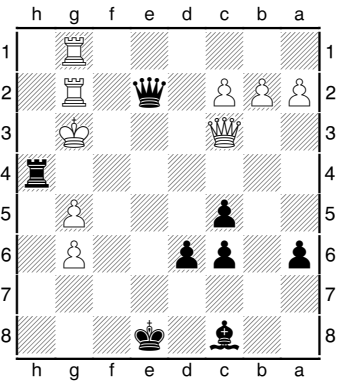
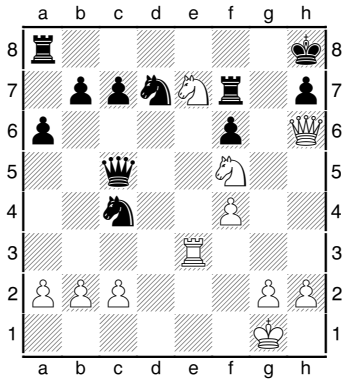
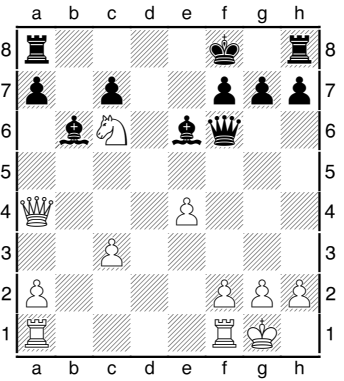
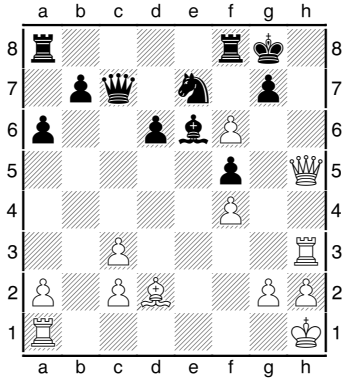
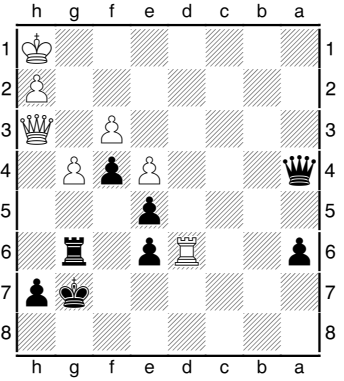
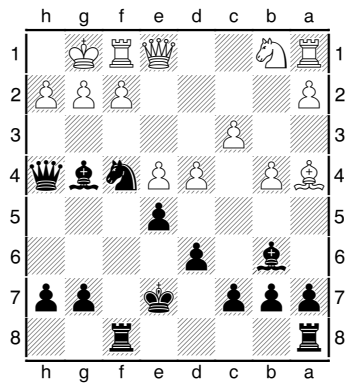


Blokáda

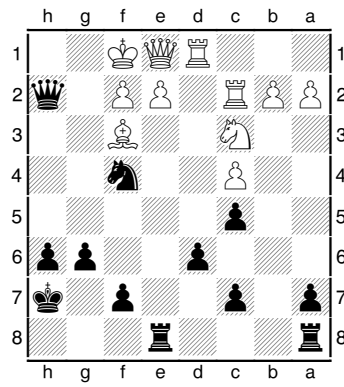
Při řešení následujících diagramů použijte ideu blokády.

<p>1) BNT</p> 	<p>2) CNT</p> 
<p>3) BNT</p> 	<p>4) CNT</p> 
<p>5) BNT</p> 	<p>6) BNT</p> 
<p>7) BNT</p> 	<p>8) CNT</p> 

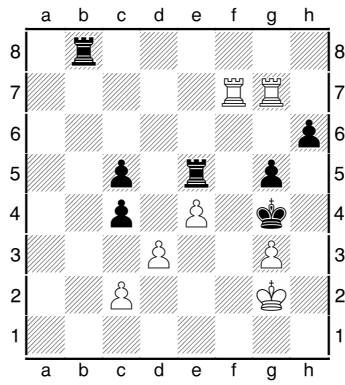
9) CNT



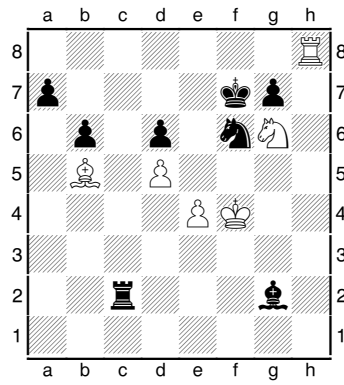
10) CNT



11) BNT



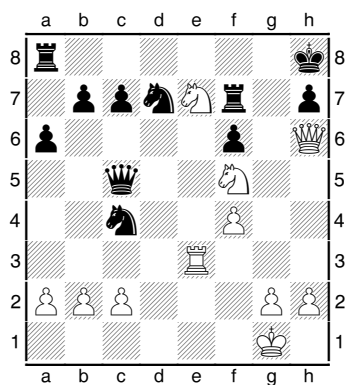
12) BNT



Řešení

<p>1) BNT</p>	<p>5r2/3n1pk1/6p1/5PQ1/3q4/7R/6PP/7K w - - 0 1</p> <p>1. f6+ a ted'</p> <p>1. ... Dxf6 2. Dh6+ Kg8 3. Dh7 mat</p> <p>1. ... Jxf6 2. Dh6+ Kg8 3. Dh8 mat</p> <p>1. ... Kg8 2. Vh8+ Kxh8 3. Dh6+ Kg8 4. Dg7 mat</p>
<p>2) CNT</p>	<p>7k/p4q1p/1pb5/2p5/2P1B2Q/P3B3/7P/7K b - - 0 1</p> <p>1. ... Df1+ 2. Sg1 Df3+ 3. Sxf3 Sxf3 mat</p> <p>Bílý král má blokována obě ústupová pole g1 i h2.</p>
<p>3) BNT</p>	<p>6k1/2r2p2/5P2/4N3/8/1qp5/1P2R3/1K2R3 w - - 0 1</p> <p>1. Vg8+ Kf8 2. Jd7+ Vxd7 3. Ve8+ Kxe8 4. Vg8 mat</p> <p>Černá věž na d7 blokuje králi únik.</p>
<p>4) CNT</p>	<p>2b1k3/8/p1pp2P1/2p3P1/7r/2Q3K1/PPP1q1R1/6R1 b - - 0 1</p> <p>1. ... Vh3+ 2. Kf4 Vf3+ 3. Dxf3 De5+</p> <p>Bílá dáma na f3 blokuje králi únik.</p>

5) BNT

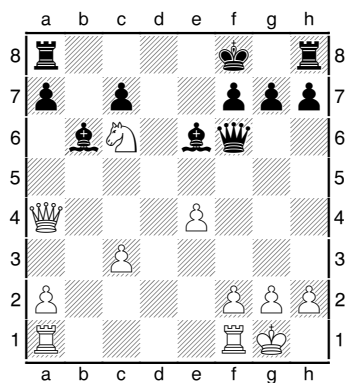


r6k/1ppnNr1p/p4p1Q/2q2N2/2n2P2/4R3/PPP3PP/6K1 w - - 0 1

1. Jg6+ Kg8 2. Dg7+ Vxg7 3. Jh6 mat

Oběť dámy na g7 zablokovala černému králi únik a navíc uvolnila pole h6 pro jezdce.

6) BNT

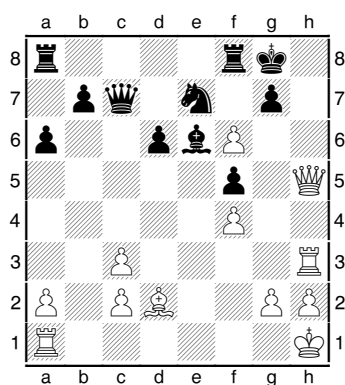


r4k1r/p1p2ppp/1bN1bq2/8/Q3P3/2P5/P4PPP/R4RK1 w - - 0 1

1. e5 Dg5 2. h4 Dh6 3. Db4+ Kg8 4. Je7+ Kf8 5. Jg6+ Kg8
6. Df8+ Vxf8 7. Je7 mat

Smyslem tahů bílého e5, h4 bylo odvléct černou dámu z krytí pole e7. Hned dušený mat nefunguje, protože po Db4+ by mohl černý král jít na e8 a nejde De7 mat.

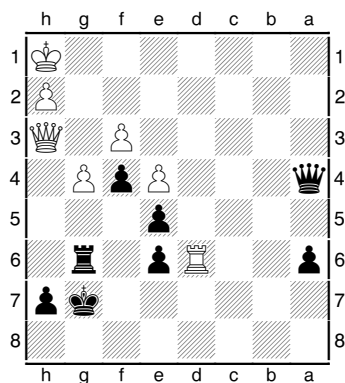
7) BNT



r4rk1/1pq1n1p1/p2pbP2/5p1Q/5P2/2P4R/P1PB2PP/R6K w - - 0 1

1. f7+ Sxf7 2. Dh8 mat
1. f7+ Vxf7 2. Dh8 mat

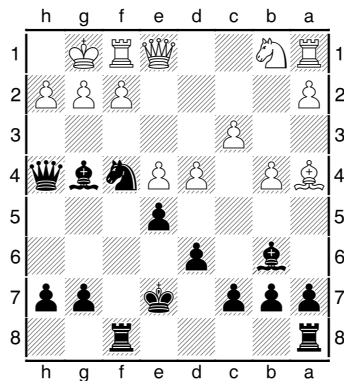
8) CNT



8/6kp/p2Rp1r1/4p3/q3PpP1/5P1Q/7P/7K b - - 0 1

1. ... Da1+ 2. Kg2 Vh6 a bílý ztratí dámu, vlastní král ji zablokoval ústupové pole.

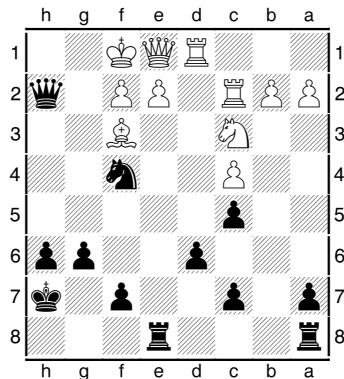
9) CNT



r4r2/ppp1k1pp/1b1p4/4p3/BP1PPnbq/2P5/P4PPP/RN2QRK1 b - - 0 1

1. ... Dh3 2. gxh3 Sf3 a bílý nemůže pokrýt hrozbu Jxh3 mat, všechny únikové cesty pro krále jsou zablokované.

10) CNT



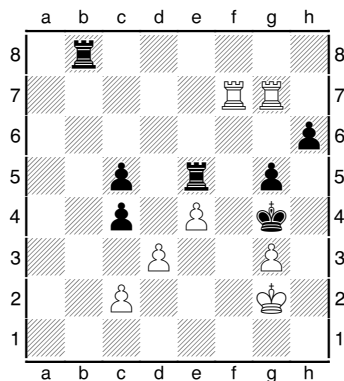
r3r3/p1p2p1k/3p2pp/2p5/2P2n2/2N2B2/PPR1PP1q/3RQK2 b - - 0 1

Černý hrozí Jh3 s dalším Dg1 mat, zatím ale Jh3 nejde, protože bílý by zahrál e3 a udělal by si únikové pole pro krále.

Proto černý zahraje

1. ... Ve3 a bílý už nemá žádnou obranu proti Jh3 a Dg1 mat.

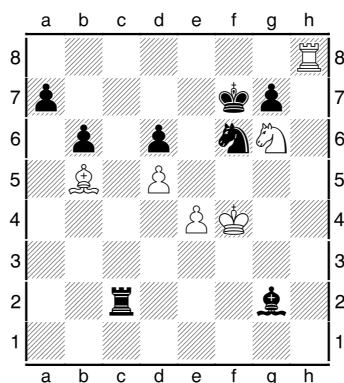
11) BNT



1r6/5RR1/7p/2p1r1p1/2p1P1k1/3P2P1/2P3K1/8 w - - 0 1

1. Vf4+ Kh5 2. Vh4+ gxh4 3. g4 mat

12) BNT



7R/p4kp1/1p1p1nN1/1B1P4/4PK2/8/2r3b1/8 w - - 0 1

1. Se8+ Jxe8 2. Kg5 a černý nezabrání matu 3. Vf8 mat.

Hned Kg5 nešlo kvůli Jxe4+