TENTANG PENERJEMAH

Nama saya Sheilla Pfaff, 26 tahun. Saya berasal dari Jawa Timur. Saya berhasil lulus dari Universitas Padjajaran Bandung pada bidang Ilmu Pengetahuan dan Manejemen. Sekarang saya bekerja sebagai manejemen konsultan di salah satu perusahaan di Papua, Indonesia. Saya menyukai traveling, wisata kuliner, menonton film, membaca komik, dan saya juga senang bertemu dengan orang-orang baru.

Kesan pertama saya ketika mengetahui tentang permainan Draughts adalah ini mirip permainan saya ketika kecil. Bedanya dulu permainan ini menggunakan kerikil sebagai pion, dan papannya digambar di atas tanah. Beberapa peraturannya pun mirip, tapi tidak serumit peraturan Draughts yang asli. Jadi, ada dorongan emosional tersendiri untuk bisa memperkenalkan Draughts kepada Indonesia. Apalagi, belum ada perwakilan Indonesia dalam ajang pertandingan dunia.

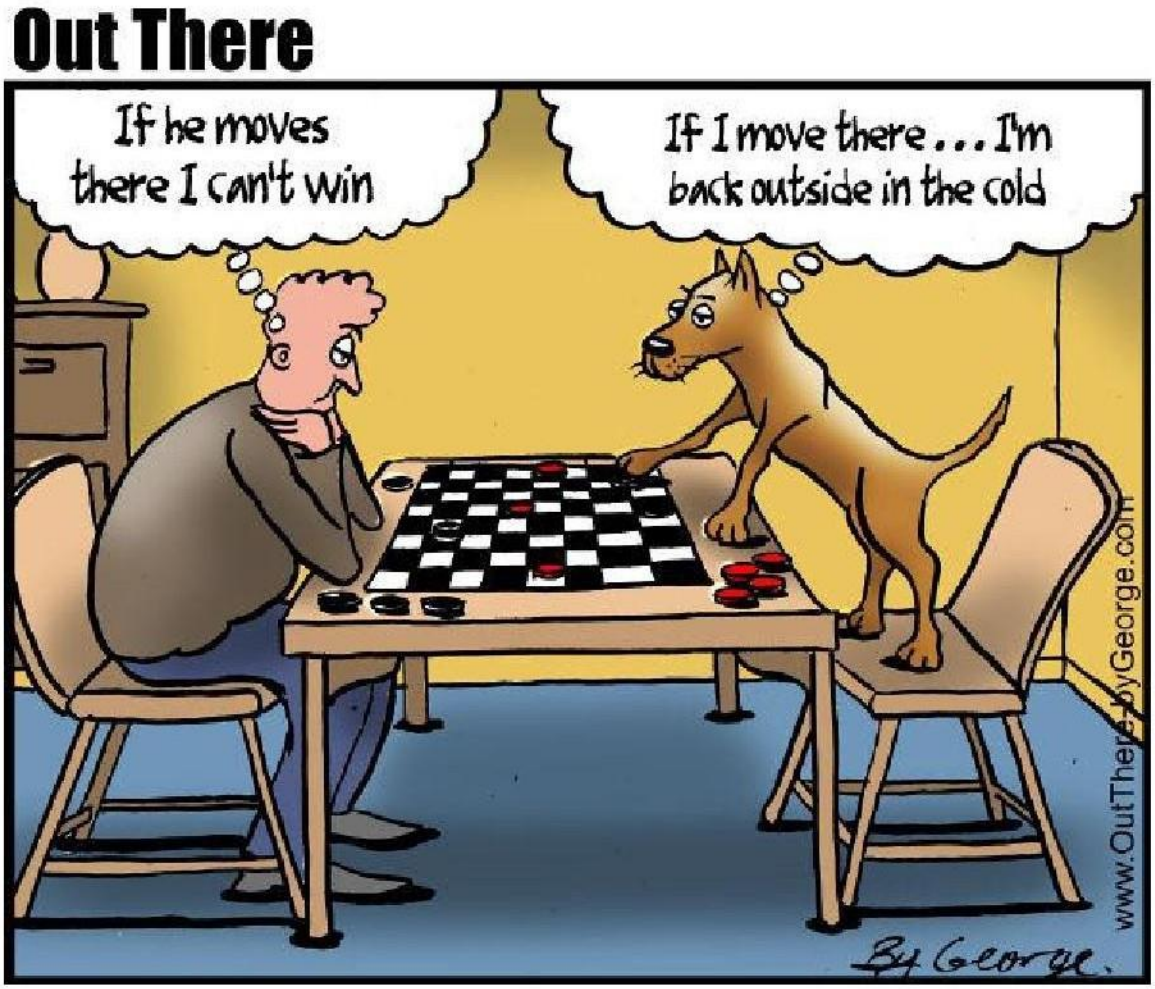
Padahal ketika bermain Draughts, kita bisa belajar banyak hal. Kita dilatih untuk fokus, berpikir strategis untuk jauh melangkah ke depan, dan tenang dalam melangkah. Permainan ini juga cocok dimainan oleh anak-anak. Kebetulan di daerah saya di Papua, anak-anak kurang sarana untuk bermain. Mereka lebih banyak menghabiskan waktu untuk hal yang tidak penting.

Menjadi hal penting bagi saya untuk bisa memperkenalkan Draughts kepada mereka. Alat dan bahan dari Draughts mudah untuk dibuat, dan peraturannya akan mudah diajarkan. Hanya tentang waktu dan praktik bagi mereka dan orang-orang Indonesia lainnya untuk menjadi mahir dalam permainan ini dan mengikuti pertandingan dunia. Untuk itu, semoga langkah kecil yang saya ambil dalam menerjemahkan Course in Draughts bisa membuka jalan bagi teman-teman lainnya untuk mengenal Draughts lebih jauh.

Nama saya Peter Frans Koops (1966). Saya dilahirkan di Belanda. Saya memulai permainan Draughts sejak saya berumur 12 tahun. Dan sampai saat ini saya masih jatuh cinta dengan permainan ini. Indonesia adalah negara kedua saya untuk tinggal di masa yang akan datang. Saya suka untuk memperkenalkan permainan ini, dan saya senang buku panduan Draughts sudah tersedia dalam Bahasa Indonesia. Saya berharap orang – orang di Indonesia akan menyukai permainan ini.

Sehingga di masa depan orang Indonesia bisa mengikuti pertandingan International. Dari sekian banyak masyarakat di Indonesia saya yakin banyak diantara mereka yang memiliki talenta untuk menjadi pemain Draughts. Terima kasih banyak saya ucapkan untuk Sheilla Pfaff yang telah memberikan kontribusi yang luar biasa dalam project menterjemahkan pelatihan Draughts.
Selamat menikmati permainan ini!!

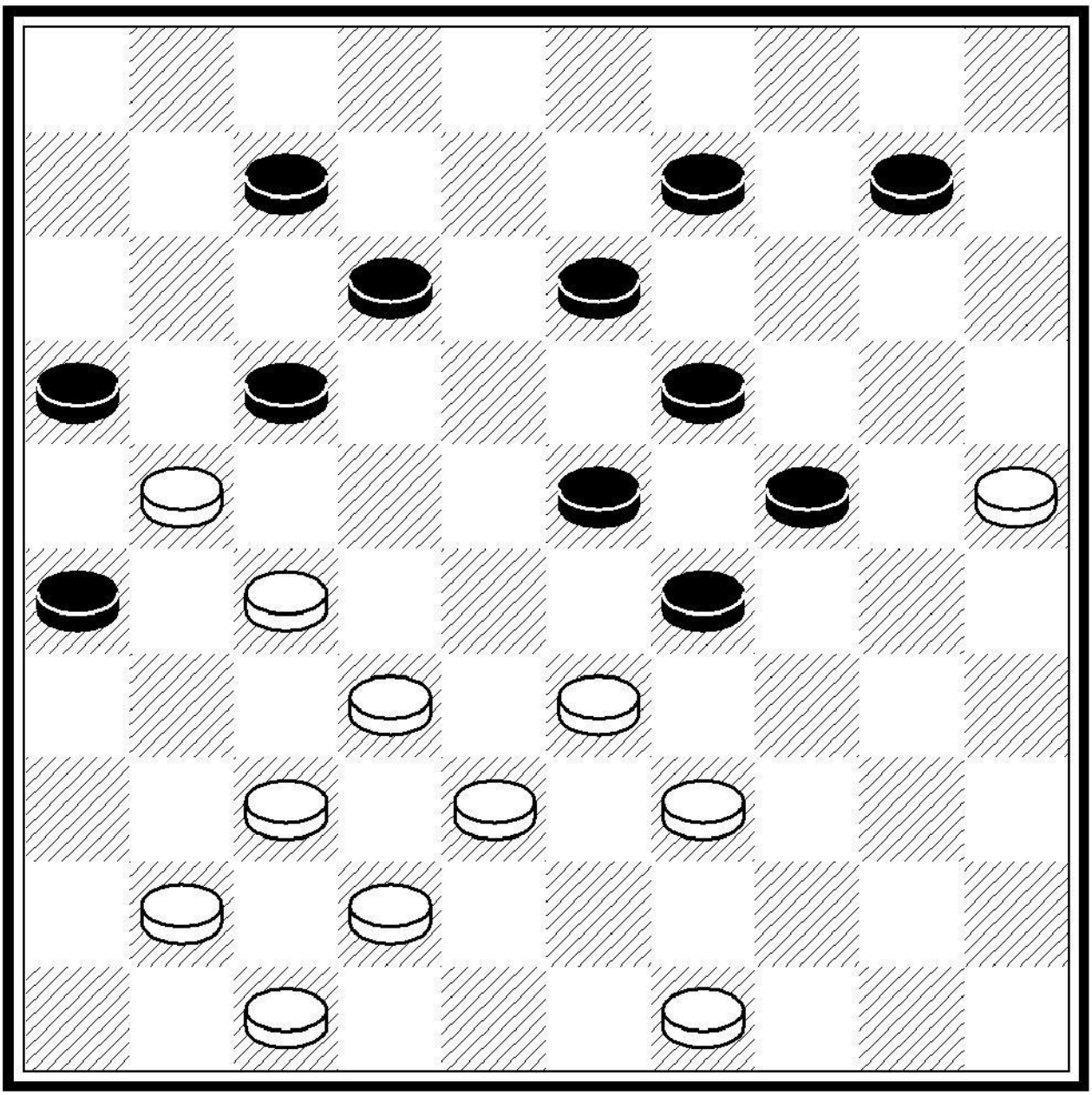
Pre-course in draughts



Pengantar kursus pada Kursus *Draughts*

Ditujukan untuk pemula dari permainan internasional draughts 10 x 10

Pra-Kursus di dalam Draughts



Komposisi Frans Hermelink (terinspirasi dari ide Kloos)

White plays and wins!

Pendahuluan

Pra-kursus ini ditujukan kepada para pemain draughts pemula yang ingin mempelajari permainan indah kami. Kursus draughts ditujukan untuk pemain yang sudah mengetahui aturan dan beberapa trik sederhana. Bagi banyak pemula, ini mungkin berjalan terlalu cepat di awal. Oleh karena itu saya menawarkan kursus ini untuk mengisi kekosongan tersebut. Teknik dasar untuk bermain game di level yang lebih tinggi disajikan dalam kursus ini. Latihan untuk pelajaran 1 - 22 juga dapat dilakukan di DamMentor di Internet. Tapi Anda juga bisa melakukan latihan di atas kertas. Jika Anda ingin menggunakan DamMentor, buka link berikut ini:

http://www.dammentor.nl/index.pl

Silahkan daftar terlebih dahulu dengan klik **Start** lalu klik **Aanmelden** (=register). Jangan lupa untuk mengingat kata sandi dan nama pengguna Anda!

Dari **Thema's** (tema) pilih **Van der Wal**. Kursus ini akan memandu Anda melalui/selama pelajaran. Setelah menyelesaikan latihan kursus Van der Wal, Anda dapat melanjutkan latihan **Tweegevers** dan mencoba membuat latihan di **Wiersma course**.
Semua latihan **Tweegevers** adalah kombinasi, di mana Anda harus mengorbankan bidak selama dua gerakan pertama dan melakukan tembakan pada gerakan ketiga.

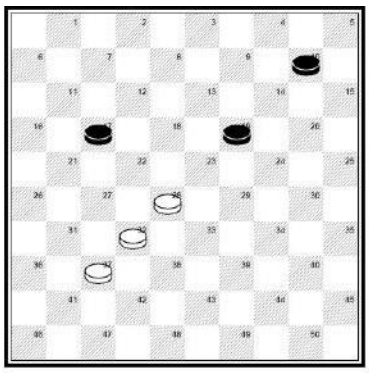
Tjalling Goedemoed, Leeuwarden, May 15th 2012

Anda harus sebijaksana/secerdik rubah ...

Simbol

<14>	Kotak 14
W+	Putih menang
=	Seri
28-22!	28 – 22 adalah langkah yang kuat
27-22?	27 – 22 adalah kesalahan
Ad lib.	Ad libitum (pilihan tangkapan)
****	Latihan yang sulit

Notasi



Kotak papan diberi nomor dari 1 sampai 50 seperti pada diagram. Kami dapat mencatat gerakan yang dibantu oleh angka-angka tersebut.

Putih memindahkan bidaknya dari <28> ke <22>. Hitam harus menangkap. Bidaknya di <17> melompat ke <28>. Putih dapat menangkap tiga bagian yang melompat dari <32> ke <23> ke <14> ke <5> mengambil semua bagian hitam. Kami mencatatnya seperti ini:

1.28 – 22 17 x 28
2.32 x 5

... untuk memainkan permainan indah ini...

Tentang Kursus dalam Draughts

Kursus di draughts bagian I adalah kursus bahasa Inggris pertama yang saya tulis. Sebenarnya niat pertama saya adalah menulis buku untuk pemain draughts China. Frits Luteyn mencetuskan ide untuk membuat e-course bahasa Inggris yang dapat diunduh oleh siapa saja secara gratis. Awalnya saya ragu apakah menawarkan ajaran secara gratis akan efektif, tetapi ternyata berhasil dengan sangat baik. Saya mendapat kehormatan untuk menerima banyak tanggapan dari luar negeri.
Orang-orang sangat antusias dengan kursus ini dan beberapa terjemahan sudah dibuat. Terjemahan kursus draughts dalam bahasa Spanyol dan Prancis bagian I diterbitkan di situs web FMJD.

http://fmjd.org/?p=promo

Juan Bautista dari Kosta Rika menawarkan terjemahan bahasa Spanyol. Terjemahan Perancis dibuat oleh sekelompok pemain draughts, yang juga menerjemahkan kursus bagian kedua.
Terjemahan juga dibuat dalam bahasa Cina, Creole dan saya mendengar terjemahan Rusia dan Italia sedang dibuat. Saya menerima email dari seluruh dunia, bahwa kursus ini digunakan untuk mengajar draughts.
Karena kursusnya sukses saya melanjutkan menulis bagian 2 dan bagian 3. Tapi ternyata bagian 1 terlalu sulit untuk pemula dan anak-anak. Untuk alasan ini saya menulis dua kursus pengantar untuk pemain pemula. Ini bagian pertama dari kursus pengantar. Ini ditujukan untuk pemula yang tidak banyak pengalaman dalam game. Anak-anak dapat mempelajari aspek dasar permainan kami di pra-kursus ini, seperti menangkap, bergerak, menembak, dan rencana sederhana.
Dalam kursus Perkenalan draughts, kami menguraikan aspek-aspek seperti mengubah, menyerang, bertahan, melakukan tembakan, menggunakan formasi, bermain dengan raja, dan sebagainya.
Pra-kursus dapat digunakan dalam dua cara. Ini dapat digunakan sebagai panduan untuk membuat latihan dengan Dammentor. Tetapi program DamMentor dalam bahasa Belanda dan tidak semua orang memiliki kesempatan untuk melakukan latihan di komputer. Jadi, semua latihan bisa dilakukan dengan mudah di kursus ini. Notasi belum diperlukan untuk melakukan kursus ini. Anda dapat menuliskan solusinya dengan menggambar panah dan menandai kotak.
Teman draughts China saya, Tian Chengcheng membantu saya dengan mengoreksi kursus ini. Tian Chengcheng sendiri adalah seorang guru draughts dan menggunakan kursus untuk mengajar murid-murid mudanya.
Chengcheng adalah juara China pada 2013. Saya sangat ingin tahu tentang perkembangan draughts di China. Dengan lebih dari satu miliar penduduk, Cina sangat menarik bagi komunitas draughts internasional.
Ini adalah versi yang telah dikoreksi, terima kasih kepada Hasan Ciftcy dari Turki, yang mengirimi saya daftar kesalahan.
Tjalling Goedemoed
Leeuwarden 18-06-2014

Pemain draughts mendiskusikan terjemahan bahasa Belanda dari Kursus Draughts Bagian I

Kursus yang telah dirilis sejauh ini:

Pra - Kursus

Kursus pengantar dalam draughts

Pelajaran draughts bagian I (dikoreksi)

Pelajaran draughts bagian II (dikoreksi)

Pelajaran draughts bagian III

Kursus yang direncanakan:

Pelajaran draughts bagian III dikoreksi

Lampiran bagian I

Buku latihan pada pelajaran draughts bagian II

Buku latihan pada pelajaran draughts bagian III

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2. Diharuskan untuk Mengambil..... 6
3. Tangkap Bidak Paling Banyak 9
4. Bergerak dengan Raja 12
5. Menangkap Menggunakan Raja 15
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7. Mempertahankan..... 22
8. Membuat Tembakan 25
9. Membekukan Lawan..... 28
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18. Tembakan dengan Tangkapan Terbanyak55
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20. Memberikan Lawan Anda Raja 61
21. Tembakan Kung Fu 64
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24. Soal Pilihan Berganda..... 73
25. Permulaan dalam Permainan..... 77
Solusi..... **Error! Bookmark not defined.**

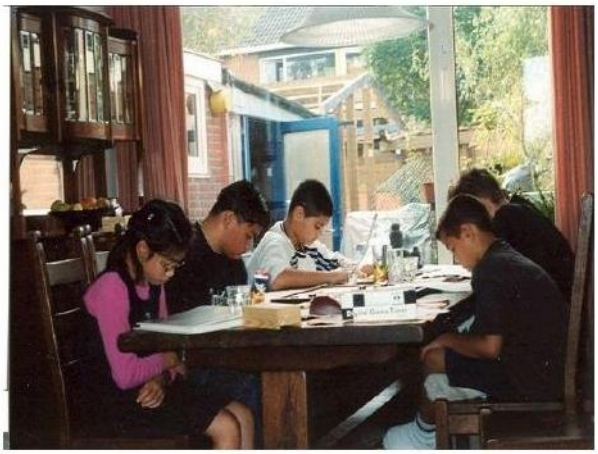
Nasihat untuk Guru

Kursus ini dapat digunakan sebagai panduan belajar mandiri, tetapi untuk anak-anak pemula, lebih baik mereka dibimbing oleh seorang guru.
Guru dapat meletakkan contoh di papan besar - jika tersedia, untuk mengajar seluruh kelas tentang pelajaran tersebut. Setelah itu, anak-anak dapat membuat latihan di atas kertas. Akan sangat membantu untuk mencetak latihan untuk anak-anak.
Guru dapat menjelaskan cara melakukan latihan. Anak-anak belum perlu belajar notasi. Gerakan dapat ditandai dengan meletakkan panah pada diagram. Kotak tempat tembakan berakhir biasanya ditandai, seperti pada contoh.

Saat anak mengerjakan latihan, guru dapat membantu mereka dengan memberikan petunjuk dan mengoreksi kesalahan serta memberikan pujian.

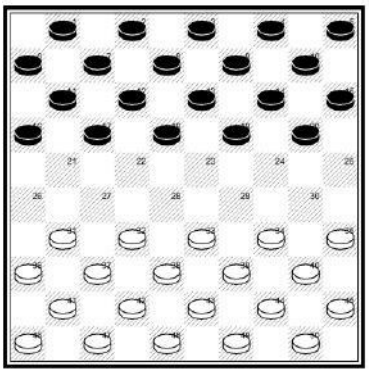
Dalam kursus ini, peraturan dijelaskan dan aspek taktis sederhana dari permainan dibahas.
Dalam notasi kursus kedua dipelajari dan tema dari kursus ini diperlakukan pada tingkat yang lebih tinggi. Aspek penting dari permainan kami seperti membuat tembakan, menyerang dan mempertahankan bidak, bermain dengan raja, dan membekukan lawan diulangi di kursus kedua (kursus pengantar dalam draughts).

Good Luck!



Murid-murid draughts di Belanda mengerjakan latihan selama pembelajaran

1.Peraturan

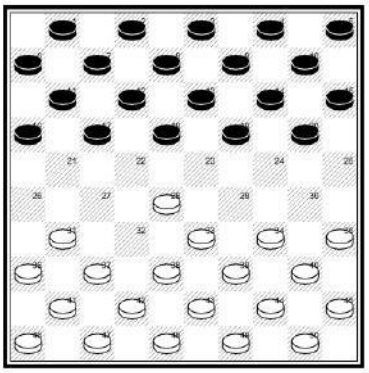


Seperti yang mungkin sudah Anda ketahui, kami memulai permainan dengan masing-masing 20 buah. Bidak hitam ada di kotak 1 – 20. Bidak putih ada di kotak 31 - 50. Permainan ini dimainkan di kotak gelap. Putih memulai permainan dengan memindahkan bidak.

Putih dapat memilih dari 9 langkah. Anda harus selalu bergerak maju. Sebagai contoh:

1.32 - 28

Bidak pada <32> dipindahkan ke <28>. Kami menempatkan angka 1 di depan langkah karena ini adalah langkah pertama.



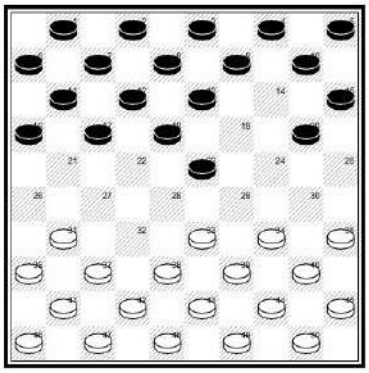
Hitam juga dapat memilih dari 9 langkah. Kita memindahkan:

1…19 - 23

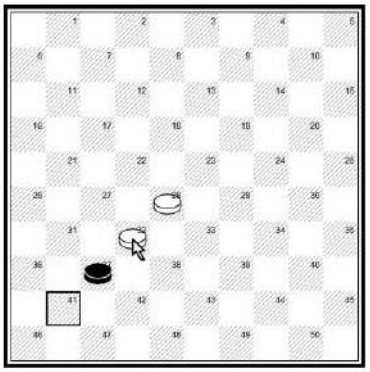
Kotak di belakang bidak 23 (kotak <19>) kosong. Sekarang putih harus menangkap. Menangkap adalah kewajiban.
Hitam juga menangkap, mengambil kembali sepotong bidak.

2.28 x 19 14 x 23

Seseorang dapat menangkap maju dan mundur (lihat pelajaran 2: menangkap wajib).

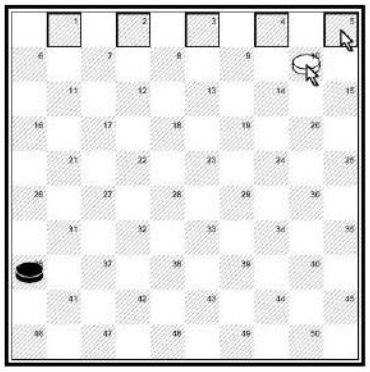


Dan permainan berlanjut.



Contoh ketika bidak putih menangkap secara mundur.

32 x 41

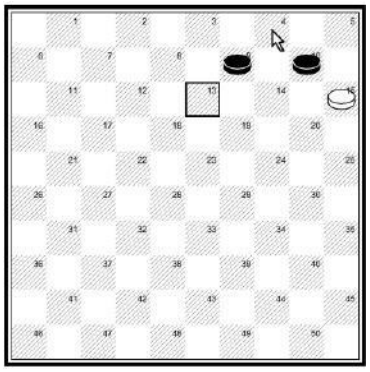


Jika putih sampai ke sisi lain (terjauh) dari papan (kotak <1, 2, 3, 4, atau 5>) dia akan mendapatkan raja.

1.10 – 5

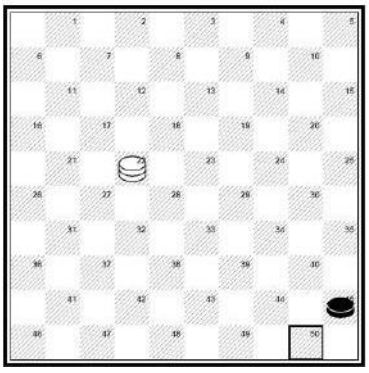
Raja mengontrol seluruh diagonal 5/46 (diagonal utama). Hitam tidak bisa melewati batas dengan bidaknya, karena raja menangkap bidak itu.

1… 36 – 41
2.5 x 46



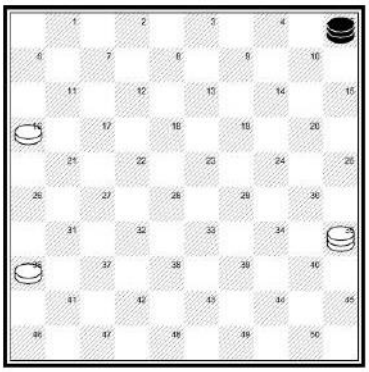
Putih menangkap 15 x 4 x 13. Bidak tidak berakhir pada persegi <4>, jadi putih tidak mendapatkan raja.

Anda memenangkan permainan saat lawan Anda tidak bisa bergerak lagi. Ada dua kemungkinan:
1. Lawan tidak memiliki bidak yang tersisa
2. Bidak lawan tidak bisa bergerak lagi.



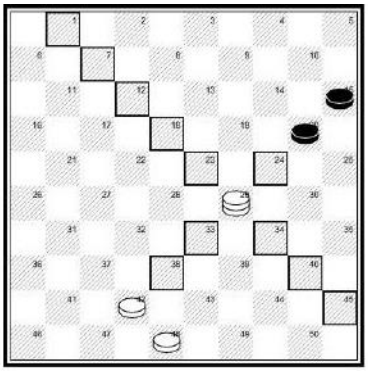
Putih untuk bergerak dan menempatkan rajanya di <50>. Hitam harus bergerak maju, dan dia tidak bisa bergerak lagi.
Putih menang.

22 – 50!

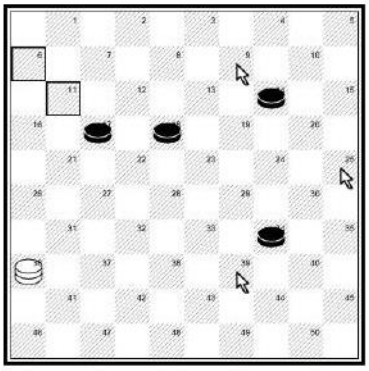


Permainan tidak selalu dimenangkan oleh salah satu dari kedua pemain. Jika tidak ada dari mereka yang bisa menang, itu seri.

Jika ada 3 bidak, di antaranya setidaknya ada satu raja, melawan satu raja di papan, pemain dengan 3 bidak dapat mencoba (masing-masing) 16 langkah untuk menangkap raja lawan. Setelah 16 gerakan dimainkan, permainan ini seri.



Raja dapat bergerak di seluruh diagonal. Putih dapat memindahkan raja ke 11 kotak yang berbeda. Dalam



pelajaran 4 Anda akan belajar lebih banyak tentang bergerak dengan seorang raja.

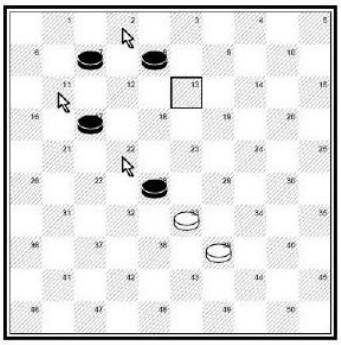
Raja bergerak di seluruh diagonal, juga saat menangkap. Menangkap dengan raja bisa menjadi sangat rumit. Itu bisa bergiliran, seperti dalam contoh ini, mengambil semua 4 bidak hitam. Raja dapat memilih tempat untuk berhenti, di <11 atau 6>. Jika putih menangkap 36 x 9 x 25 x 39 x 6, kami mencatat:

36 x 6

Aturan lain akan diajarkan selama pelajaran berikutnya

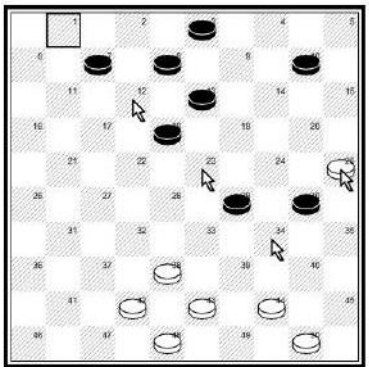
2. Diharuskan untuk Mengambil

Salah satu aturan terpenting dari permainan draughts adalah jika Anda dapat menangkap, Anda harus menangkapnya.



Putih dapat mengambil empat bagian: 33 x 22 x 11 x 2 x 13 (putih tidak mendapatkan raja!). Kita cukup mencatat:

33 x 13



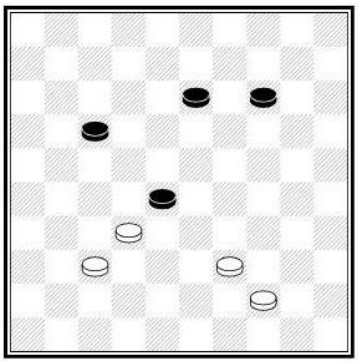
Selalu ambil potongan sebanyak mungkin. Anda dapat melangkah maju dan mundur.

Putih dapat mengambil 25 x 34 dan kemudian melanjutkan 34 x 23 x 12 x 1. Kami mencatatnya sebagai:

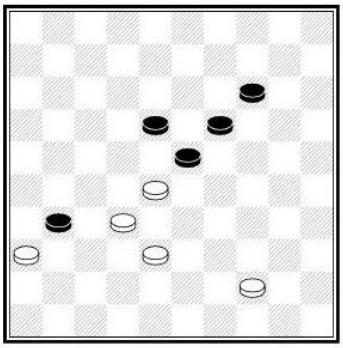
25x1

Anda dapat melakukan latihan 1 hingga 18 dari pelajaran pertama di **DamMentor** sekarang: **DamMentor Thema 2 Slaan**.
Pertanyaan di semua latihan adalah: Bagaimana cara menangkap? Anda dapat menggunakan mouse untuk menangkap bidak di papan dengan mengeklik kotak tempat Anda melompat.

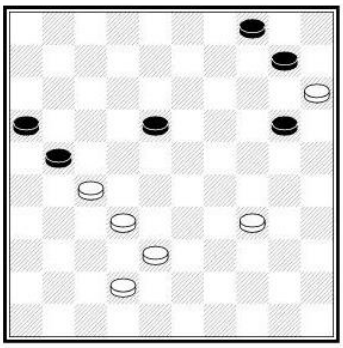
Latihan 1 – 20
Dalam diagram: Carilah cara yang tepat untuk menangkap. Gambarlah panah pada diagram dan tandai kotak tempat tangkapan berakhir.



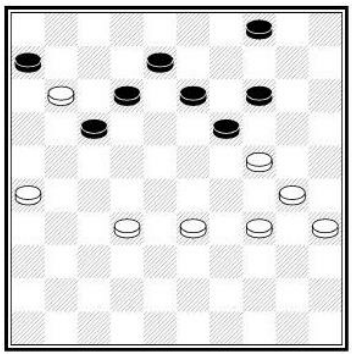
2.1



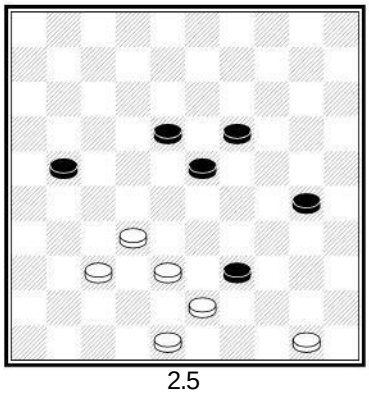
2.2



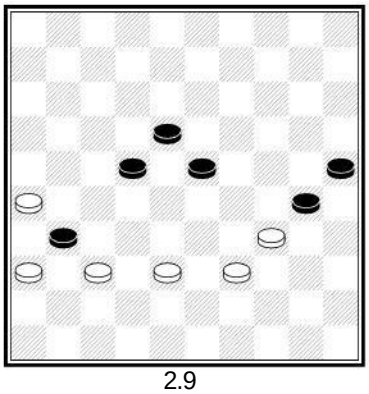
2.3



2.4



2.5



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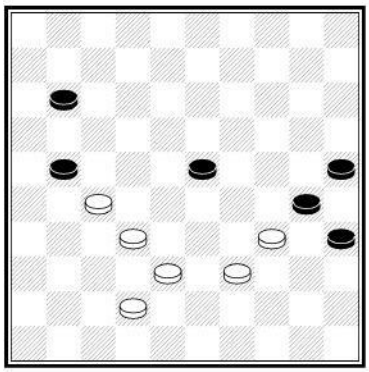

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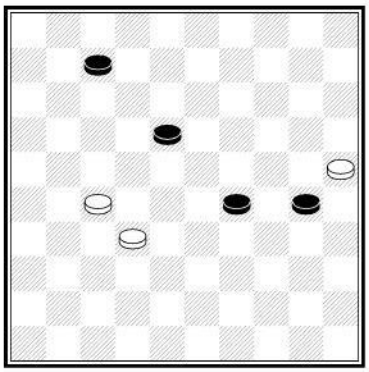

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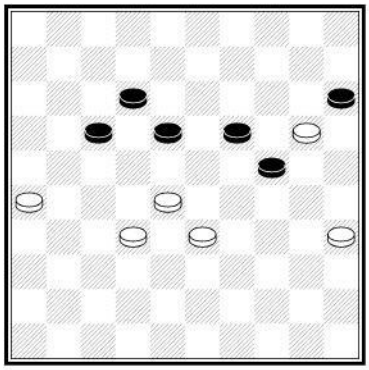

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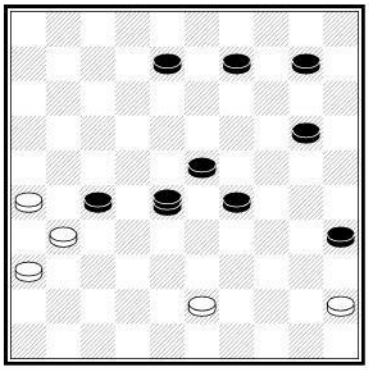

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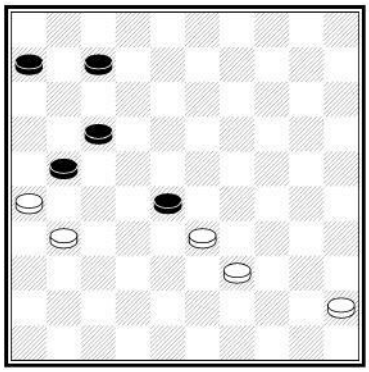

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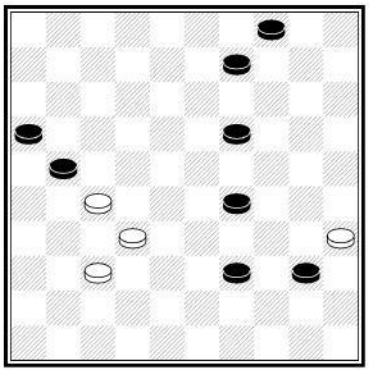

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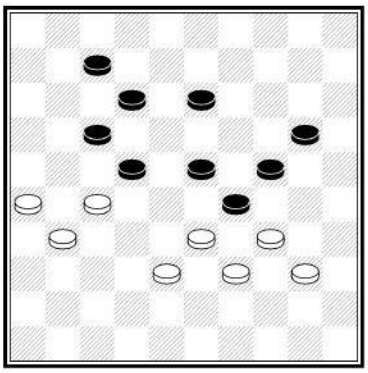

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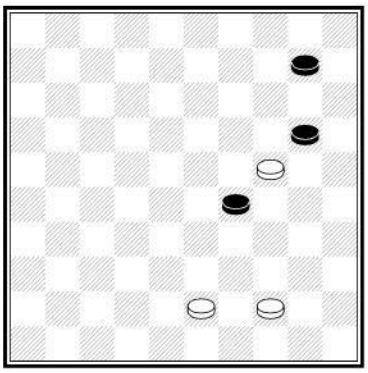

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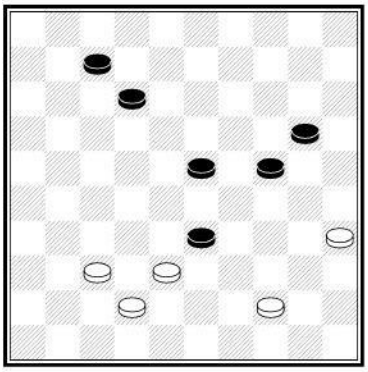

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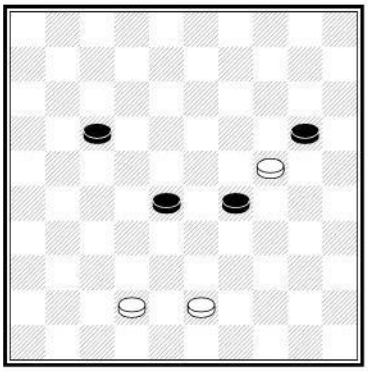

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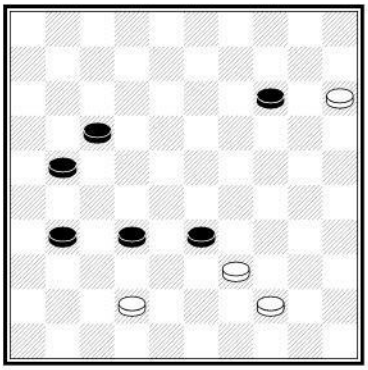

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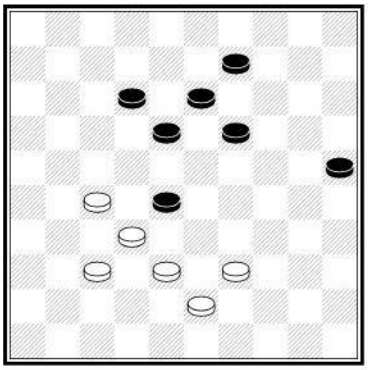

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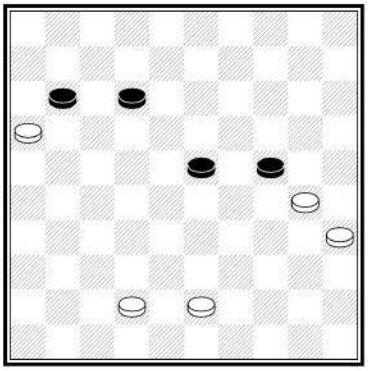

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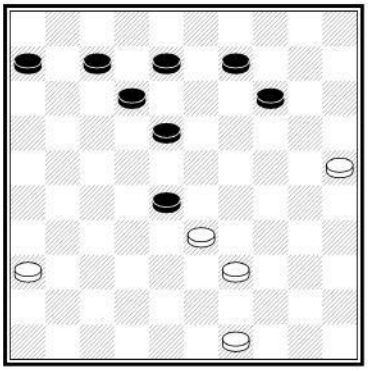
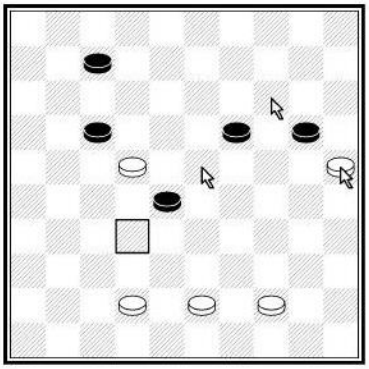


2.20

3. Tangkap Bidak Paling Banyak

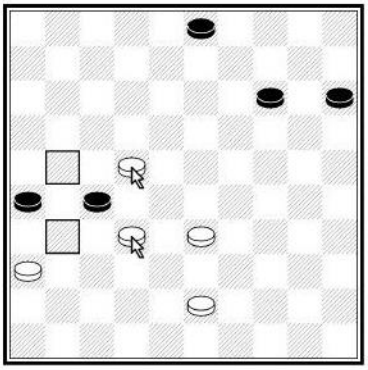
Jika ada lebih dari satu cara untuk mengambil bidak, Anda harus mengambil bidak paling banyak!

Hitam baru saja memainkan langkah yang sangat cerdas. Putih dapat mengambil dalam tiga cara:
1. 22 x 33 (ambil 1 buah)
2. 22 x 2 (ambil 2 buah)
3. 25 x 32 (ambil 3 buah)



Putih harus mengambil bidak paling banyak, jadi dia harus mengambil tiga bidak. Setelah menangkap 3 bidak hitam, hitam dapat menangkap semua bidak putih:

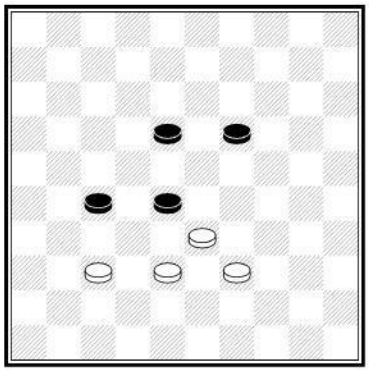
1.25 x 32 17 x 50



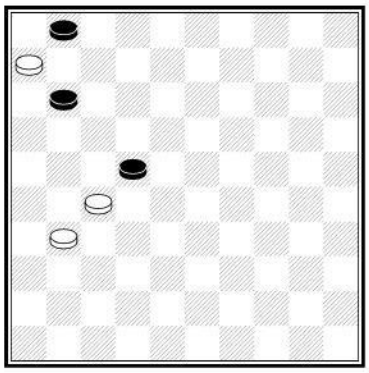
Jika Anda dapat menangkap dengan lebih dari satu cara, tetapi tidak ada penangkapan mayoritas, Anda dapat memilih cara mengambil. Putih dapat mengambil **32 x 21** atau **22 x 31**. Dalam kedua kasus, hitam mengambil semua bidaknya dengan menangkap **26 x 48**.

Latihan **DamMentor Thema 3 Meerslag 1 – 20.**

Latihan 1 – 20
Gambar panah cara menangkap dan tandai kotak tempat tangkapan terakhir.



3.1



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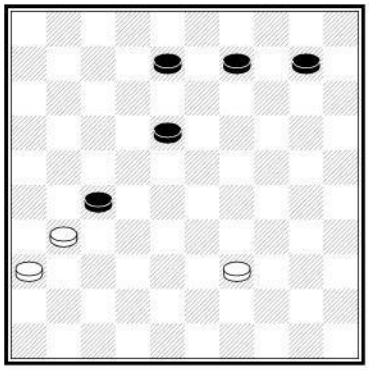

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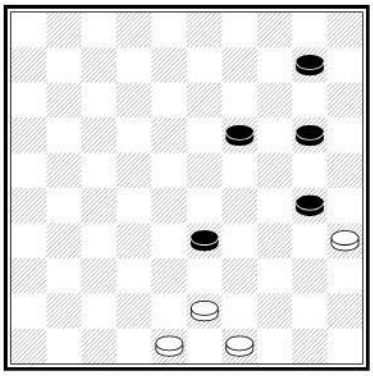

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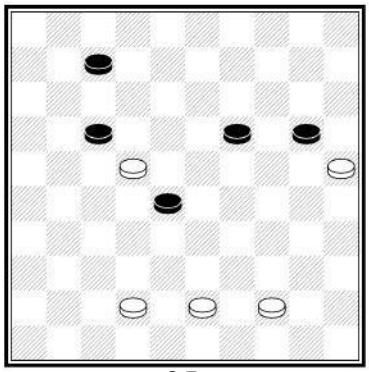

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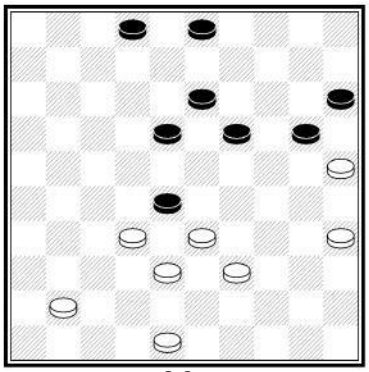

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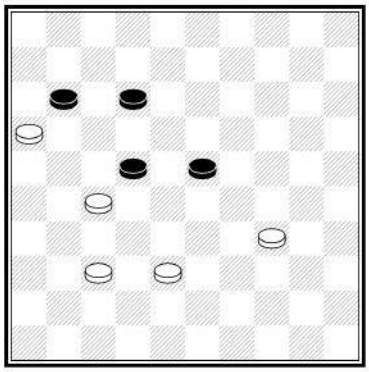

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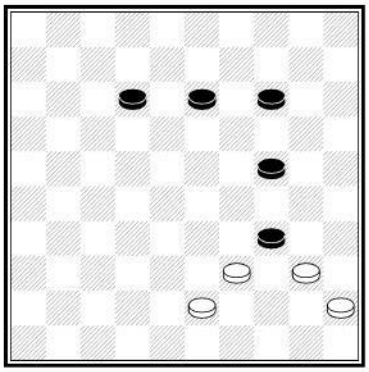

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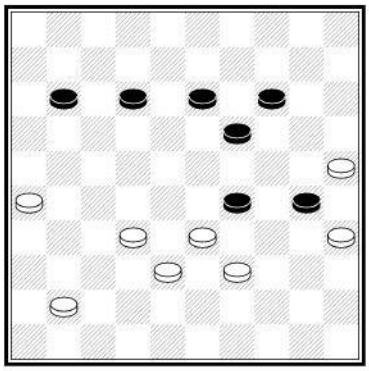

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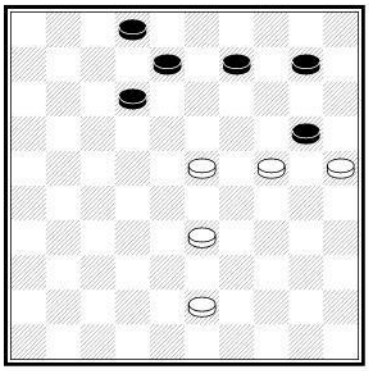

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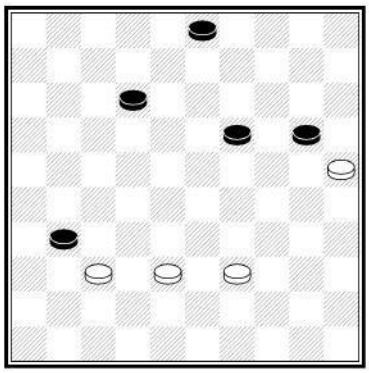

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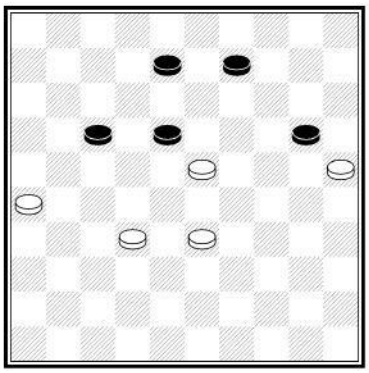

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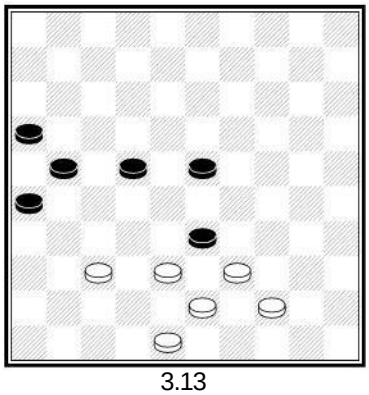

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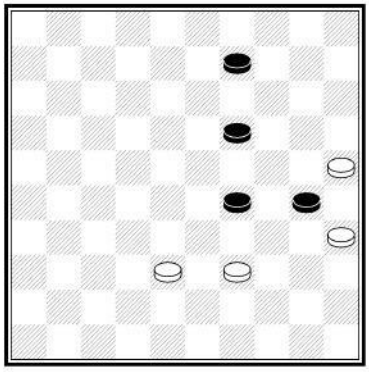

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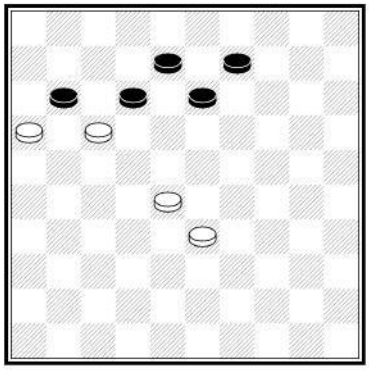

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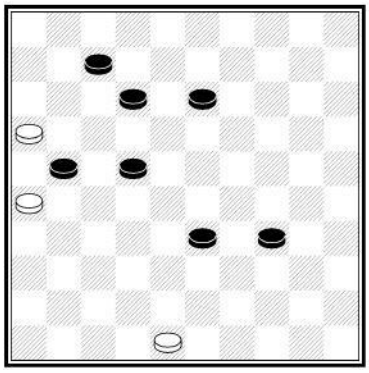

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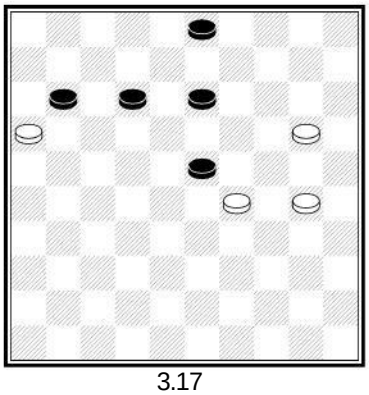

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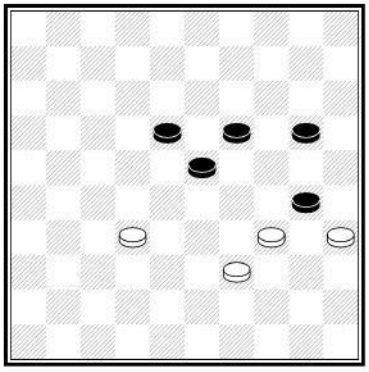

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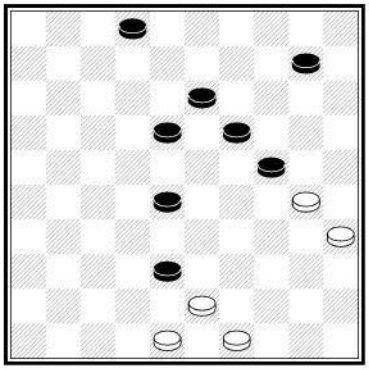

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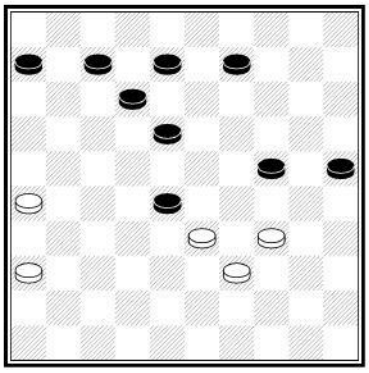
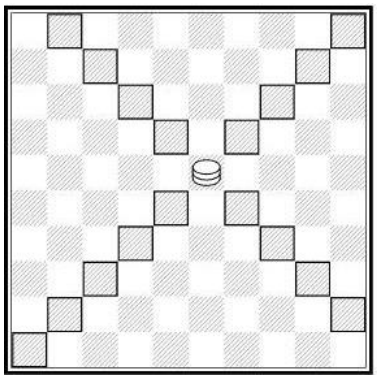
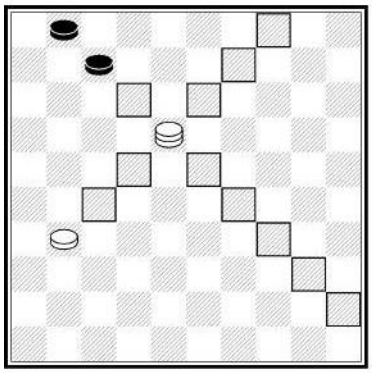


3.20

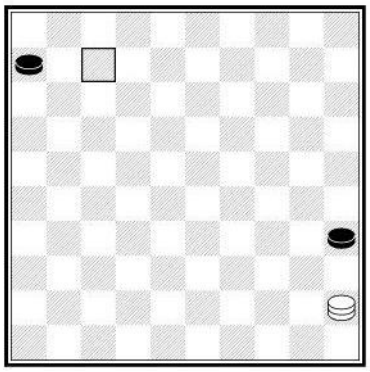
4. Bergerak dengan Raja



Bidak raja dapat bergerak di seluruh diagonal. Raja dapat memilih dari 17 gerakan!



Karena bidak hitam dan putih, jumlah gerakan raja terbatas. Putih dapat memilih dari 11 gerakan sekarang.

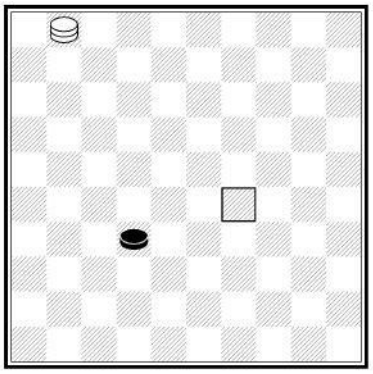


Putih ingin menghentikan kedua bidak hitam. Oleh karena itu dia harus memainkan rajanya ke kotak 7:

1.45 - 7!

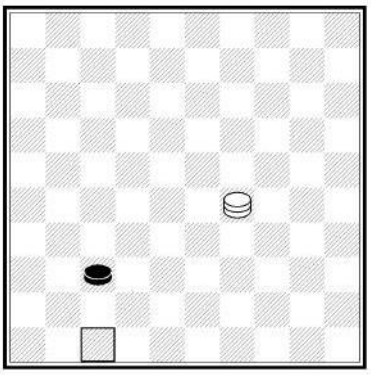
Permainan dapat berlanjut seperti ini:

1 … 6 – 11
2. 7 x 16 35 – 40
3. 16 – 11 40 – 45



4. 11 – 50 W+

Raja kulit putih harus menghentikan bidak hitam. Pertama raja harus pergi ke kotak 29 (**1 - 29!**), memotong rute bidak hitam menuju raja. Setelah gerakan hitam situasinya seperti ini:

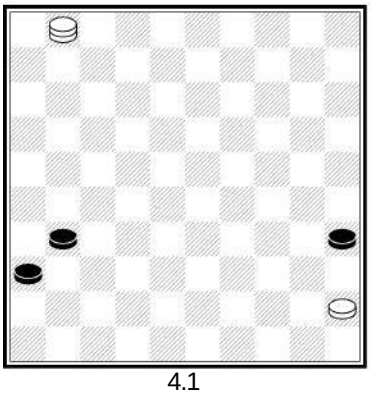


Sekarang putih menghalangi bidak hitam di kotak 47.

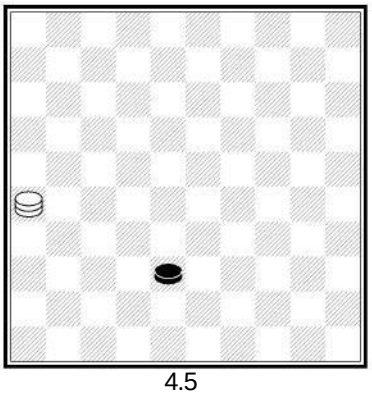
29 – 47!

DamMentor Thema 5 Spelen met de dam Ex 2 - 20

Latihan 1 – 20 Tandai kotak tempat raja harus pindah!



4.1



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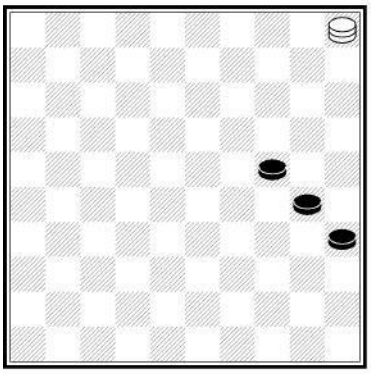

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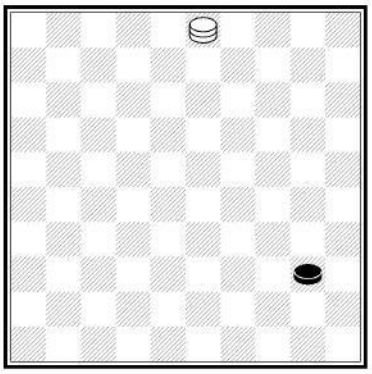

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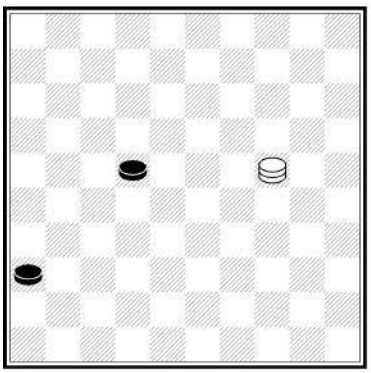

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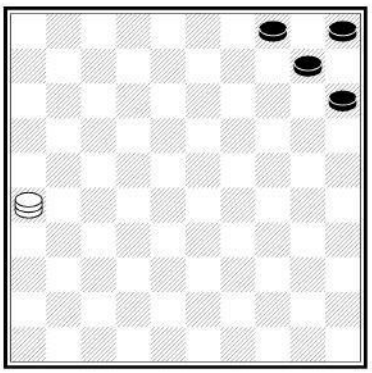

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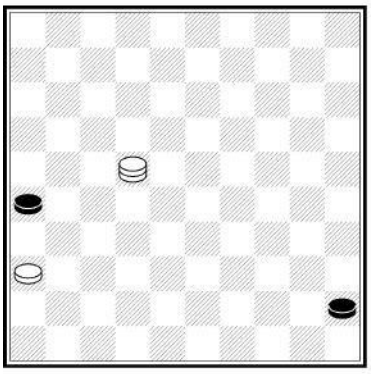

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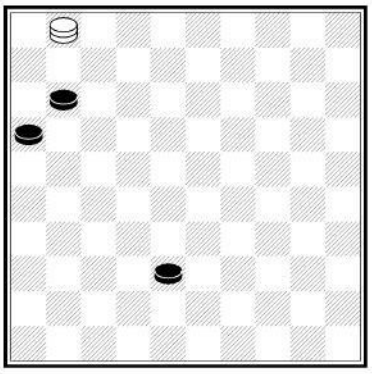
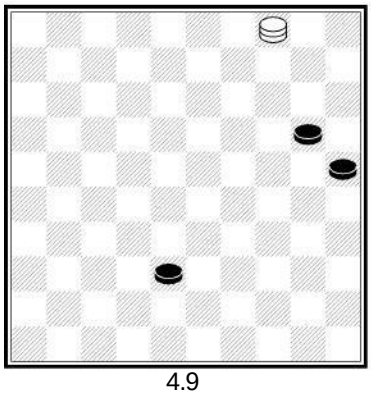


4.8



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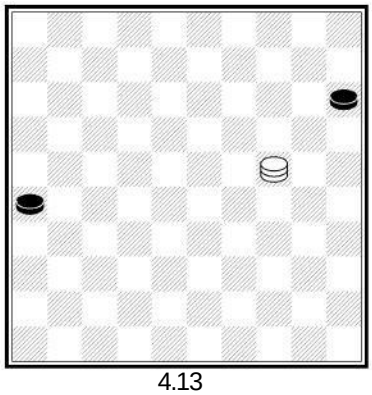

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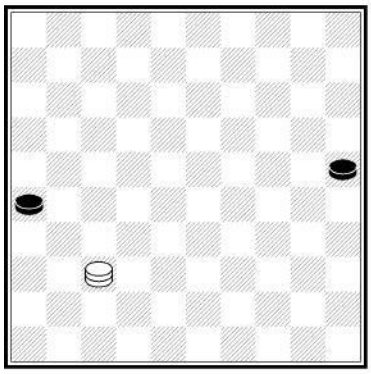

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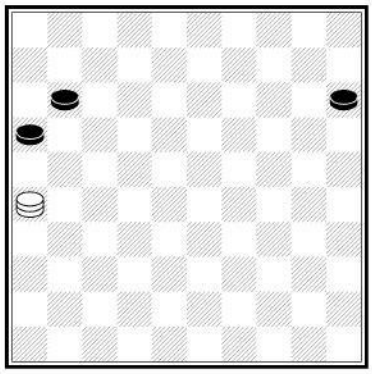

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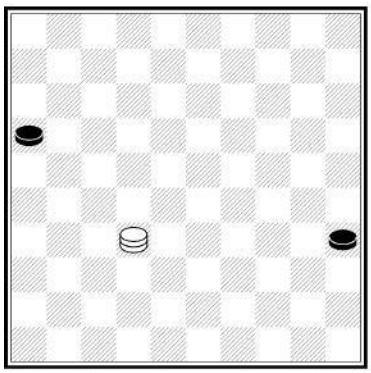

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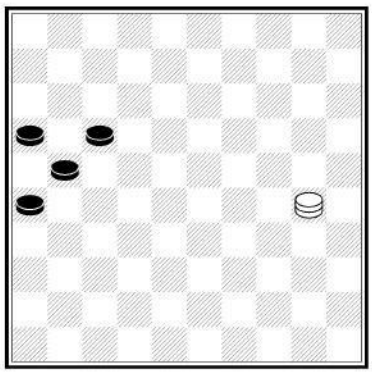

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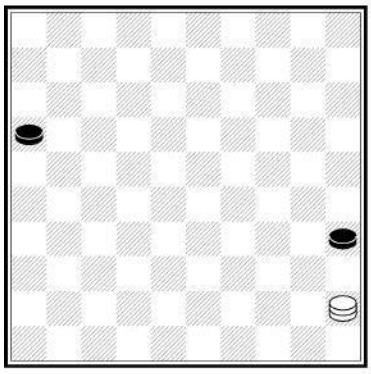

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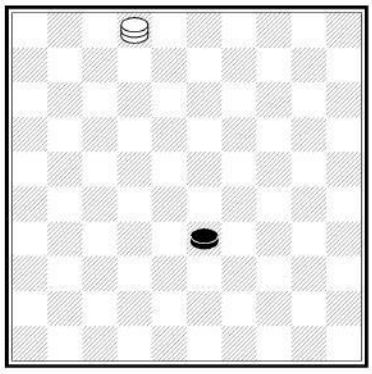

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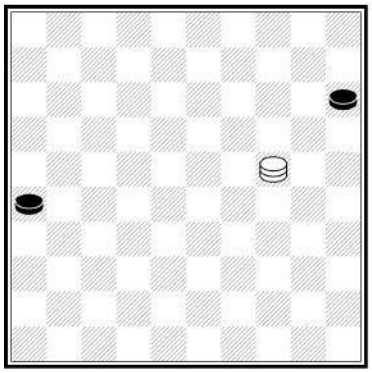

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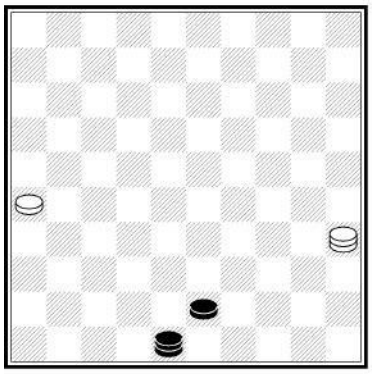

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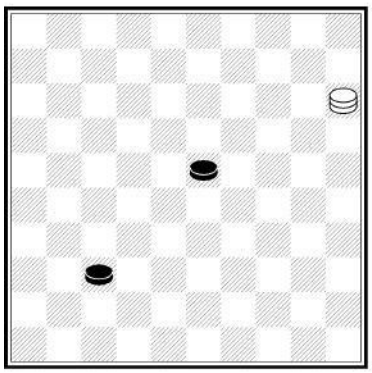

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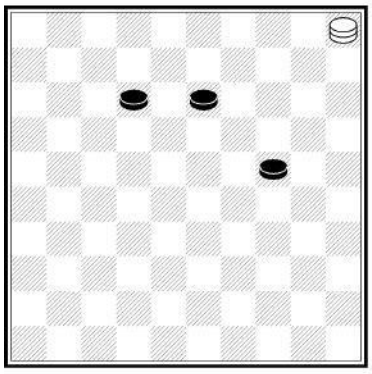
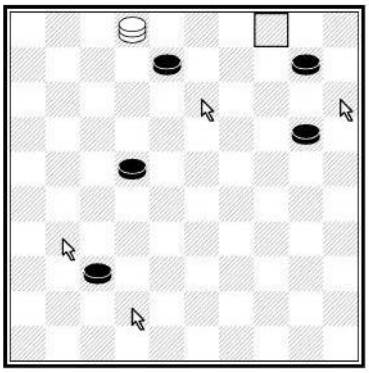


4.20

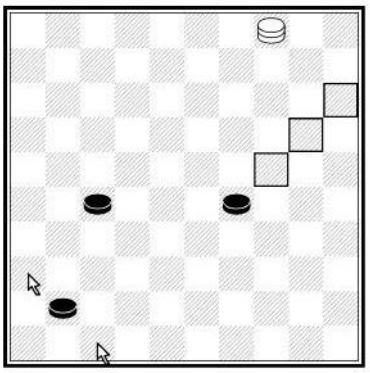
5. Menangkap Menggunakan Raja



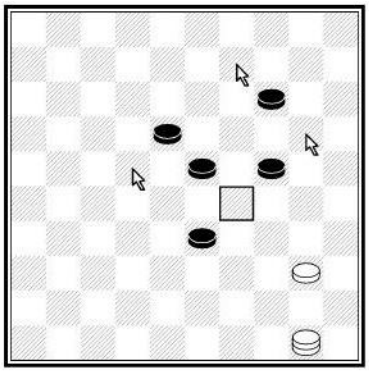
Raja mengontrol seluruh diagonal. Dalam contoh ini, raja dapat mengambil kelima bidak hitam.
Seorang raja tidak diperbolehkan melompati bidak yang sama lebih dari satu kali. Raja diperbolehkan untuk pergi ke kotak yang sama lebih dari satu kali. Dia melangkah ke 2 x 13 x 31 x 42 x 15 x 4. Kita dapat mencatatnya sebagai:

2 x 4

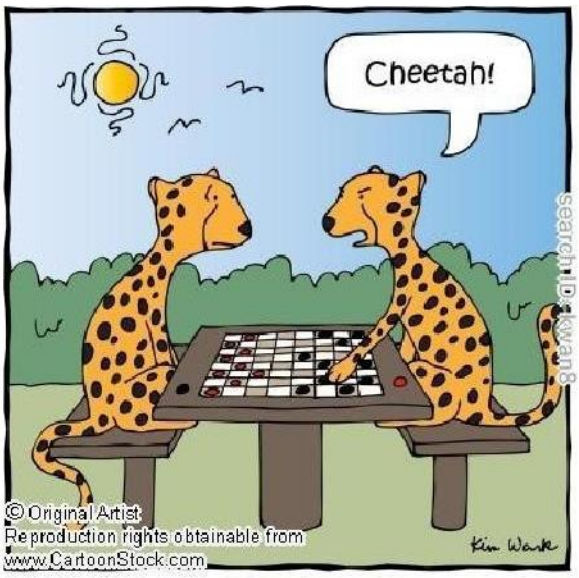
Sebenarnya warna putih juga bisa diambil dengan cara lain: 2 x 24 x 15 x 4 x 31 x 42 (atau 48). Dalam kedua kasus, putih mendapatkan lima bidak, jadi putih dapat memilih.



Dalam hal ini raja dapat memilih tempat berhenti, setelah menangkap 3 bidak. Kami menandai semua 3 kotak. Dalam latihan Anda harus melakukan ini juga.

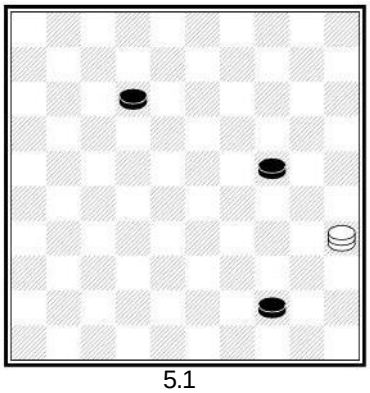


Raja putih dapat menangkap 3 bidak dengan beberapa cara. Namun raja harus mengambil 4 buah. Raja harus berhenti di <29>. Anda tidak diperbolehkan menangkap bagian yang sama dua kali. Hal lain yang penting untuk dilakukan adalah pertama-tama Anda harus menangkap dan setelah itu Anda mengambil bidak-bidak itu dari papan. Setelah putih mengambil **50 x 29** hitam menangkap raja dan bidak: **23 x 45**.
Tembakan ini disebut coup turc.



DamMentor Thema 4 Slaan met de dam

Latihan 1 – 23 Gambar panah di mana raja berubah arah dan tandai kotak tempat raja berhenti.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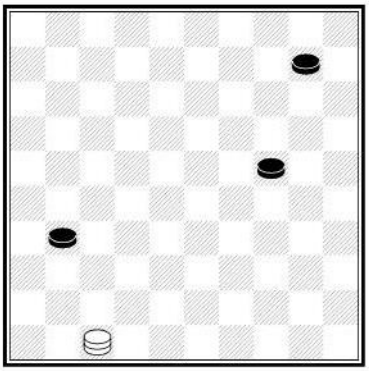
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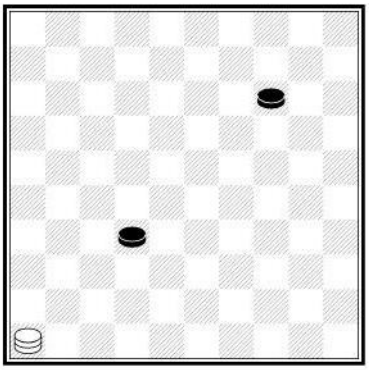
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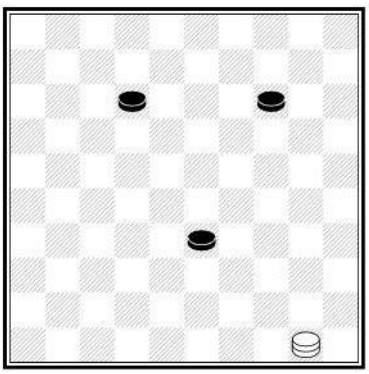
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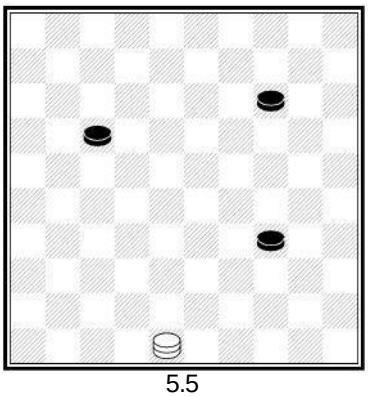

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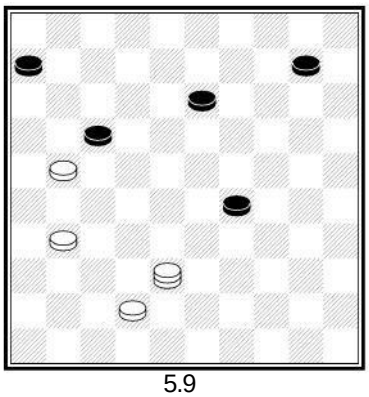

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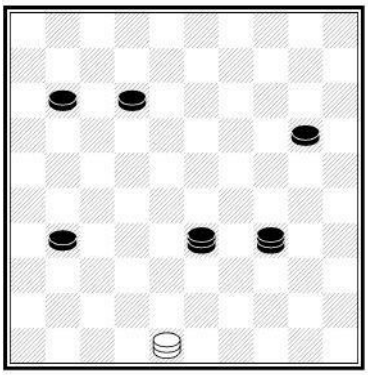

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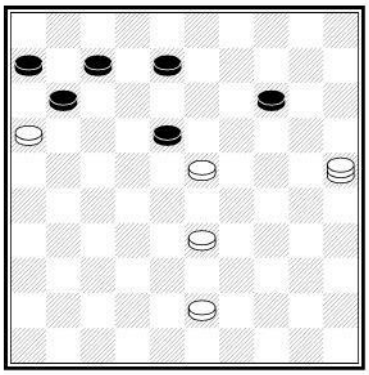

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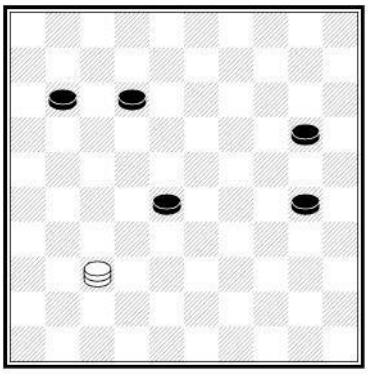

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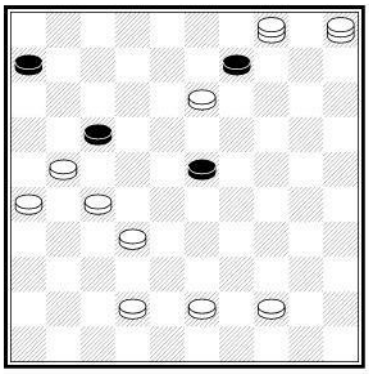

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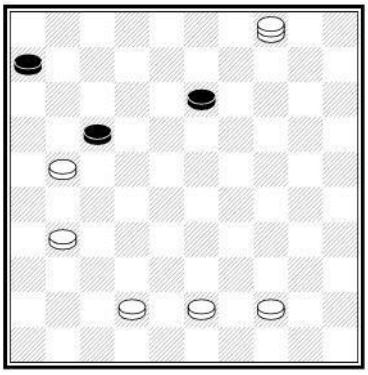

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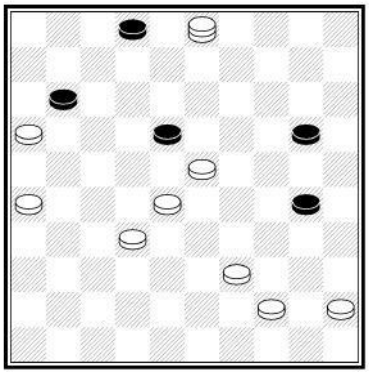

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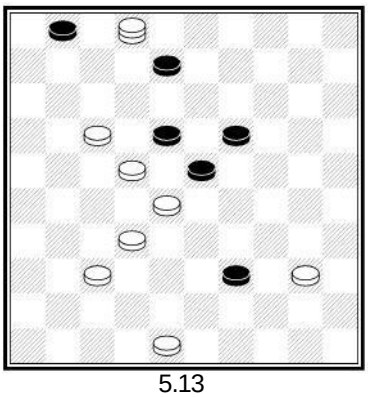

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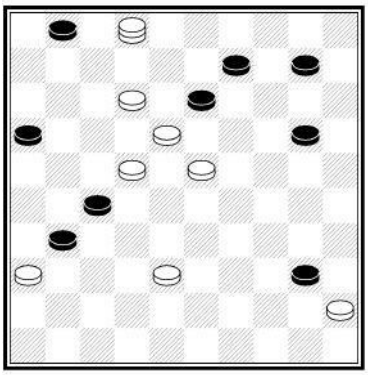

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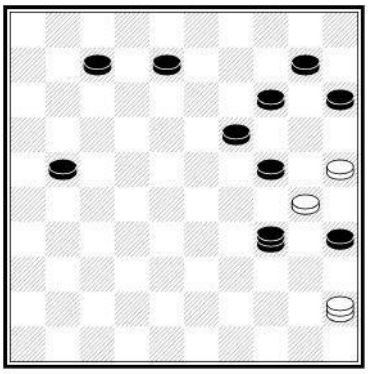

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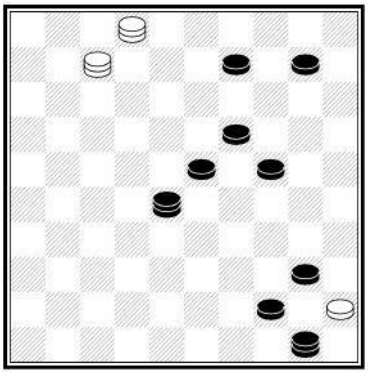

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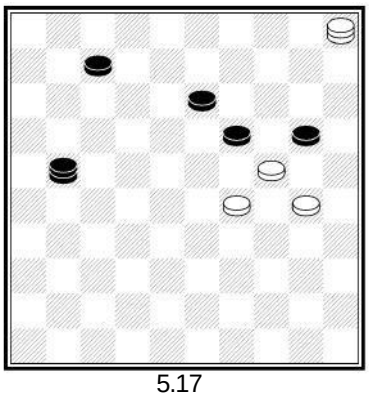

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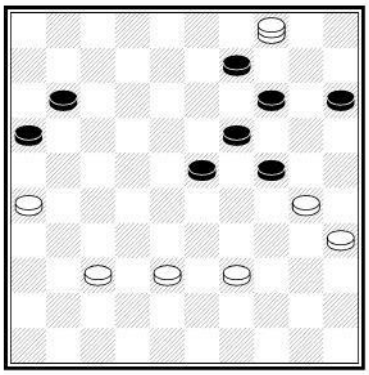

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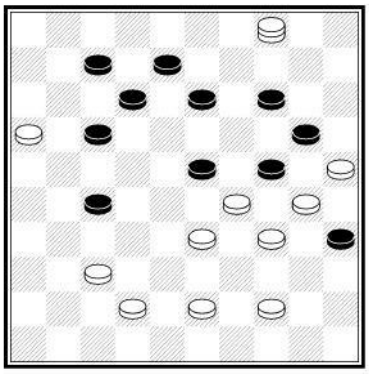

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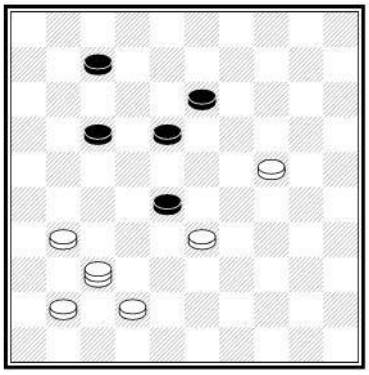

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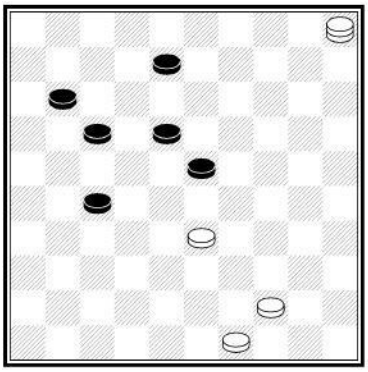

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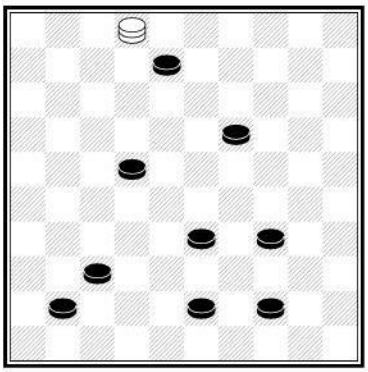

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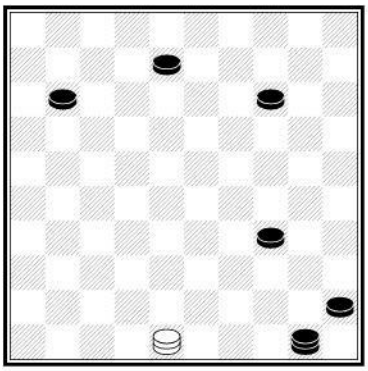

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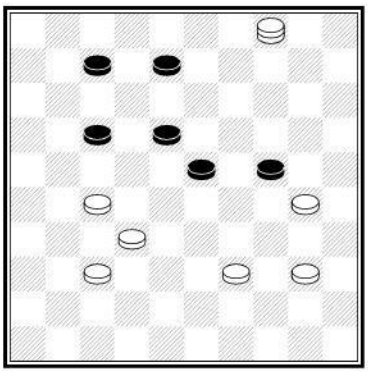
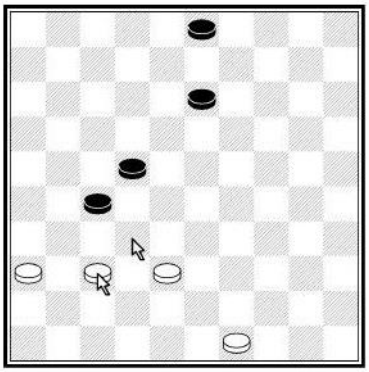


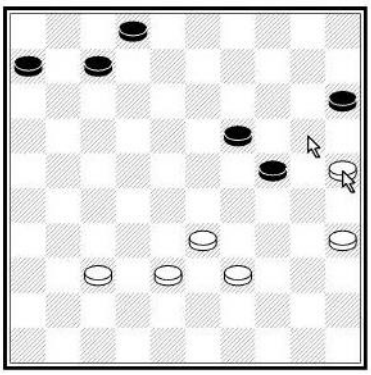
5.24**

6. Menyerang Bidak



Putih dapat menyerang bidak 27 dengan memainkan 37 - 32. Hitam tidak dapat mempertahankan bidak yang diserang. Jika dia bermain 27 - 31 putih mengambil tiga bidak dengan menangkap 36 x 9.

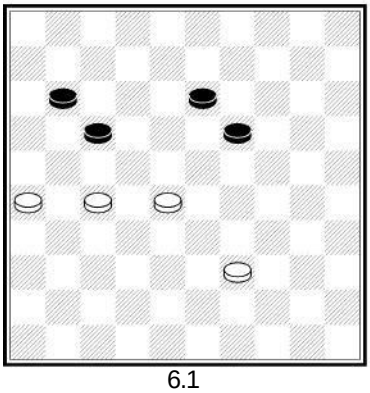
37 – 32!



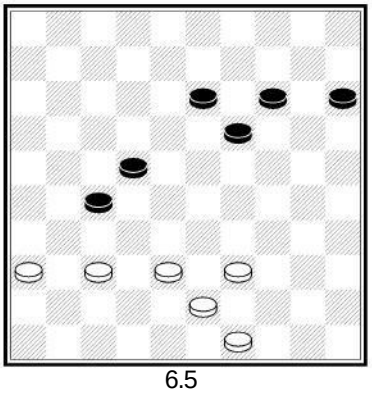
Dalam hal ini bidak hitam diserang dari belakang. Hitam tidak bisa berbuat apa-apa untuk menghindari kehilangan bidak.

DamMentor Thema 6 Aanvallen Exercises 1 – 18

Latihan 1 – 16
Tunjukkan gerakan menyerang yang tepat dengan panah.



6.1



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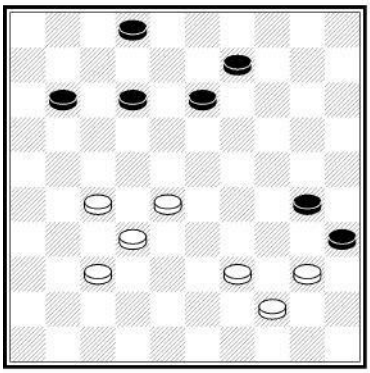

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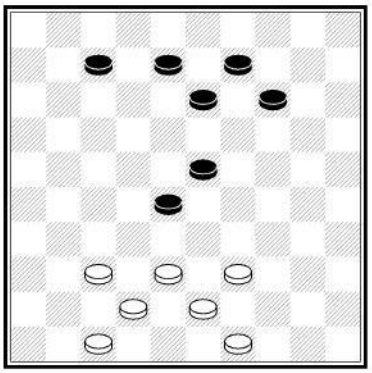

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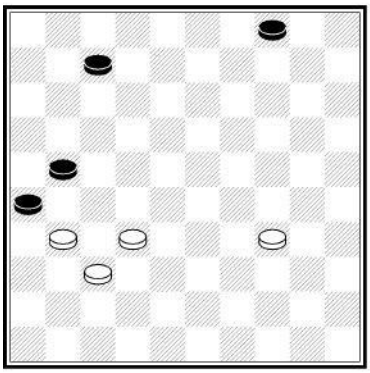

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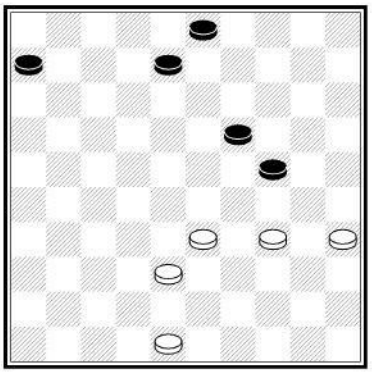

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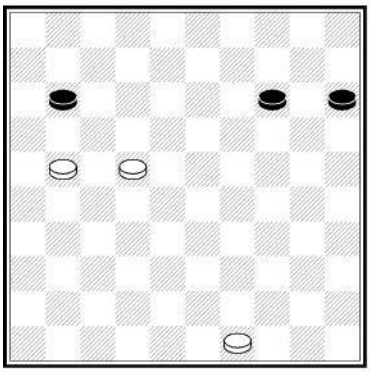

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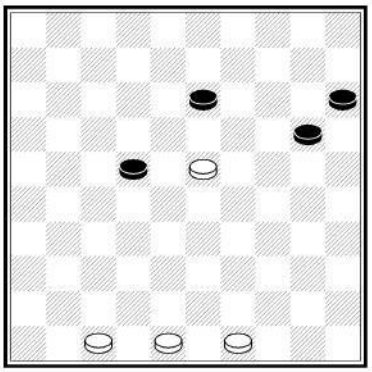
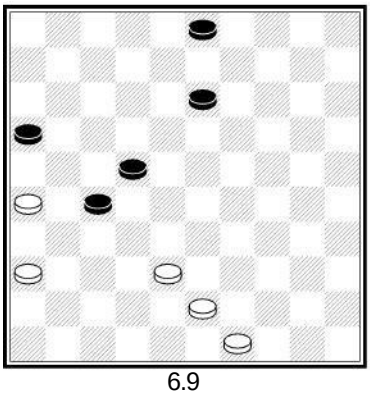
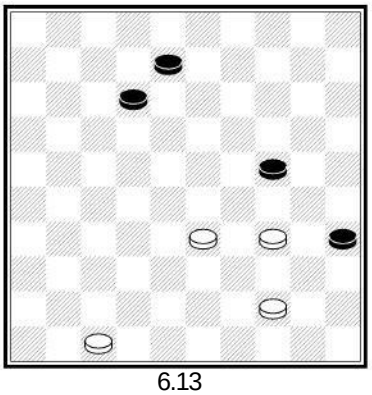


6.8



6.9



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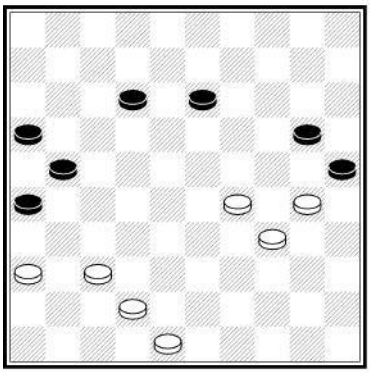
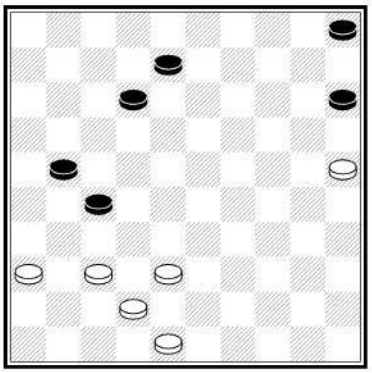


6.10



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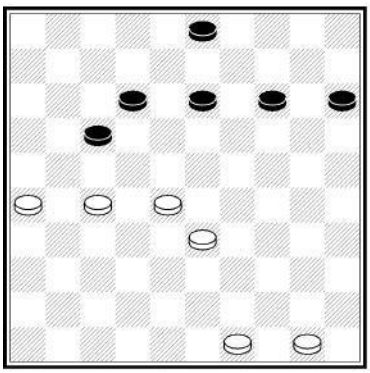

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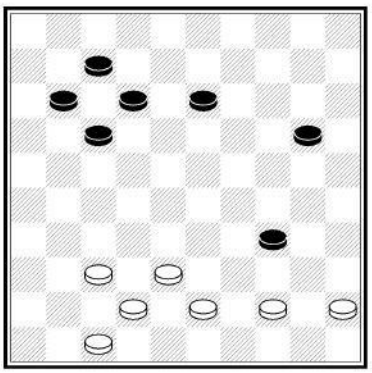

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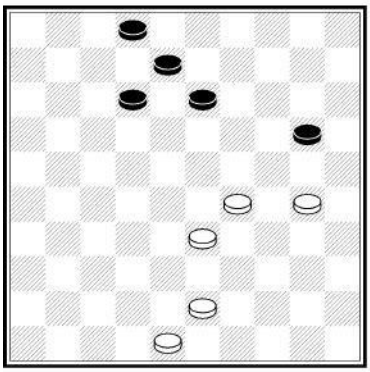
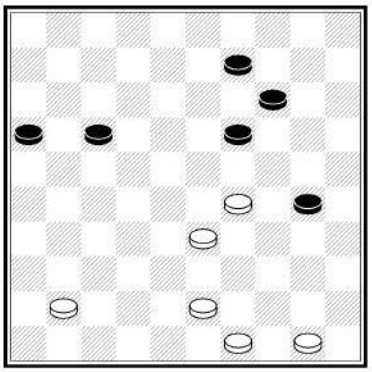
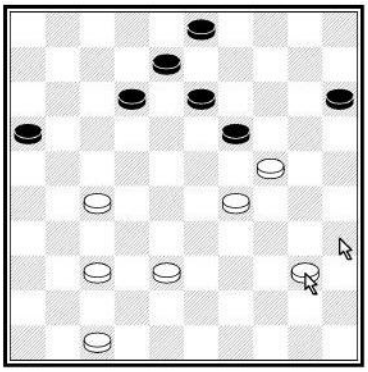


6.12



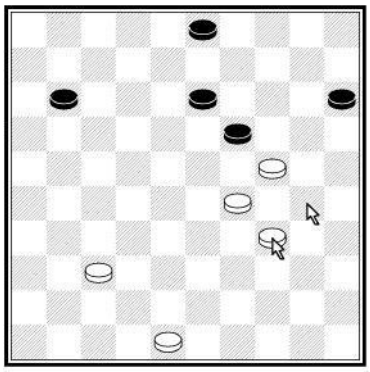
6.16

7. Pertahanan



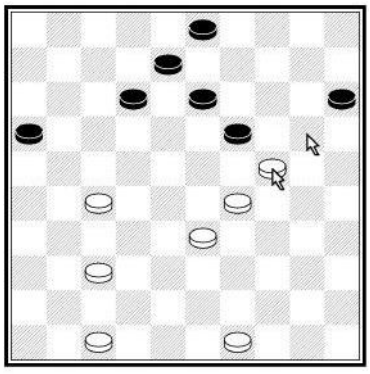
Hitam baru saja menyerang bidak di <24>. Putih dapat mempertahankan bidak dengan cara:

1.40 – 35 19 x 30
2.35 x 24



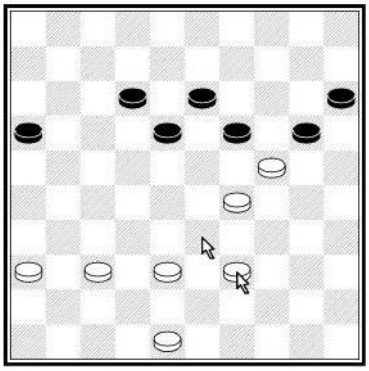
Bidak <24> diserang. Dalam hal ini putih menutup celah di <30>

34 - 30



Dalam situasi ini, putih dapat mempertahankan bagian yang diserang dengan mengubah

1.24 – 20 15 x 24
2.29 x 20

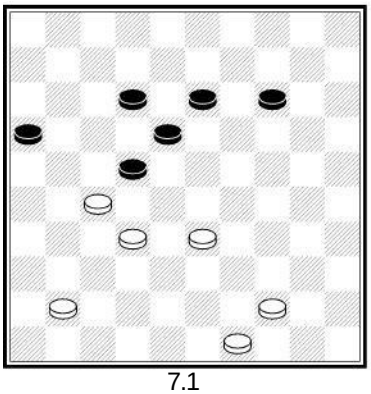


Dalam situasi ini mempertahankan bidak yang diserang lebih kompleks. Pertama putih membuat umpan 29/33/38 dan kemudian melakukan pertukaran 2 x 2.

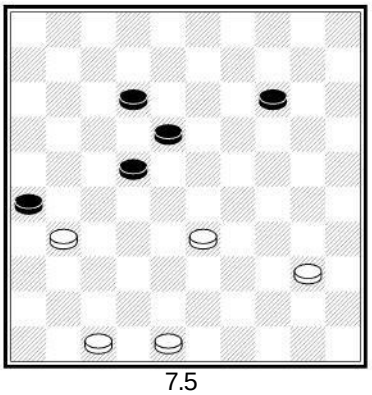
1.39 – 33 19 x 30
2.29 – 23 18 x 29
3.33 x 35

DamMentor Thema 7 Verdedigen Exercises 1 – 19

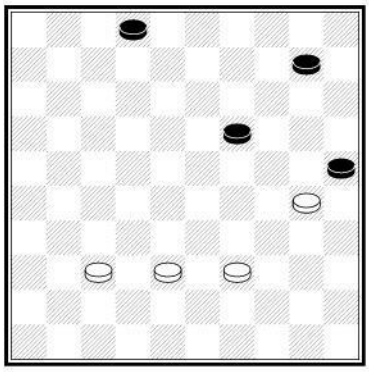
Latihan 1 – 16 Apa langkah yang tepat untuk bertahan?



7.1



7.5



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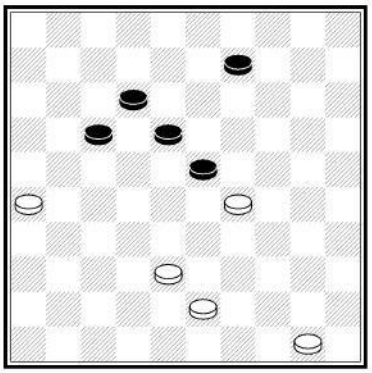

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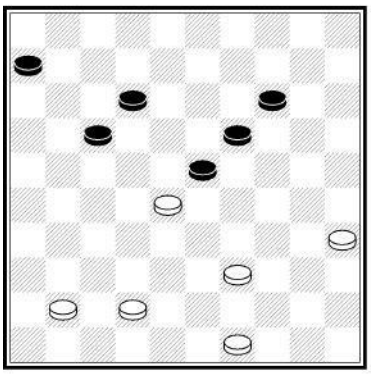

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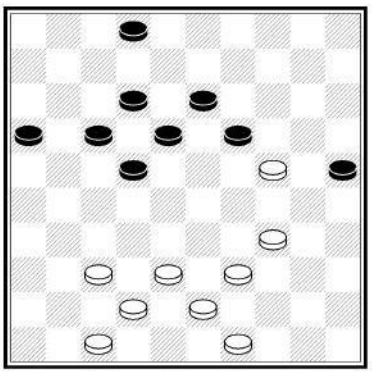

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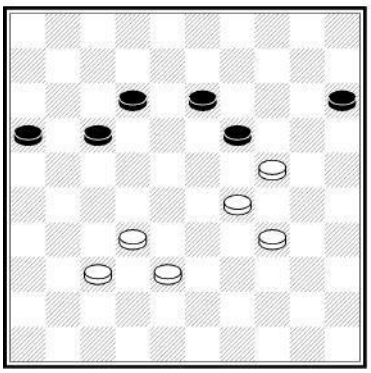
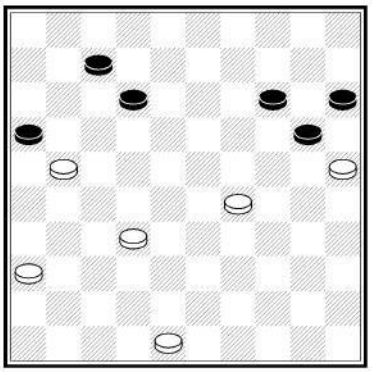


7.4



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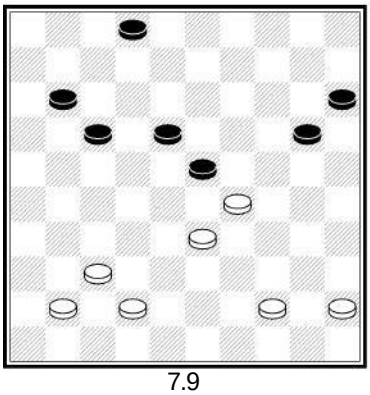

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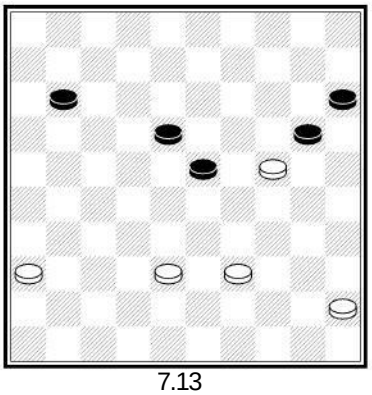

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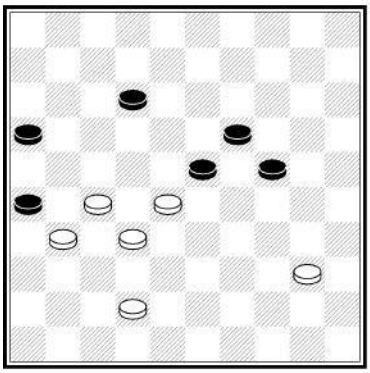
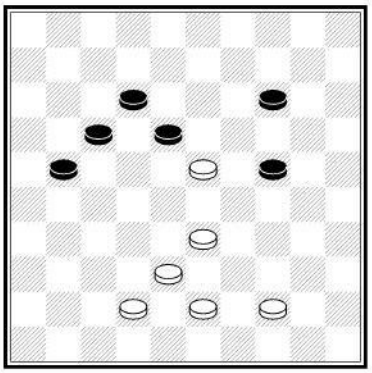


7.10



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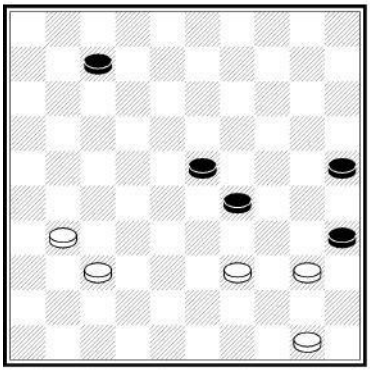
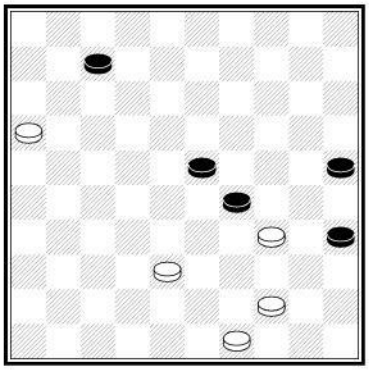


7.11



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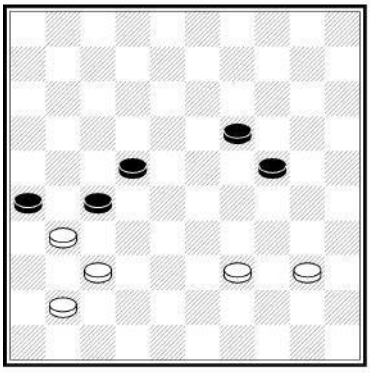
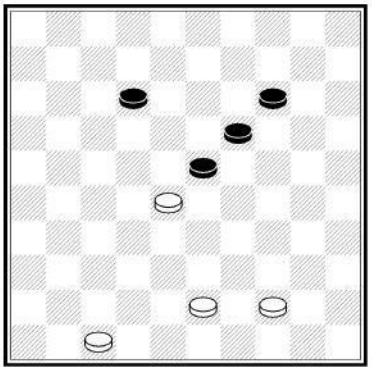
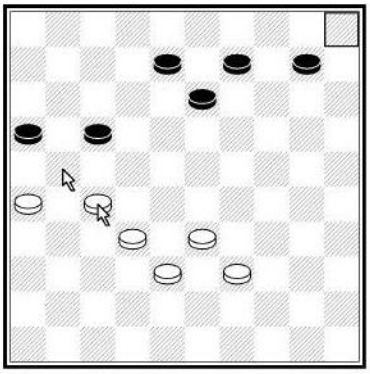


7.12



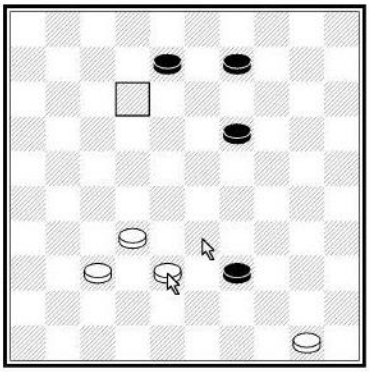
7.16

8. Membuat Tembakan



Terkadang cara cerdik untuk menyerahkan sebuah bidak. Mengorbankan sebuah bidak untuk mendapatkan lebih banyak bidak atau berubah menjadi raja, disebut dengan kombinasi atau tembakan. Putih membuat kingshott di sini dengan cara:

1.27 – 21 16 x 27
2.32 x 5

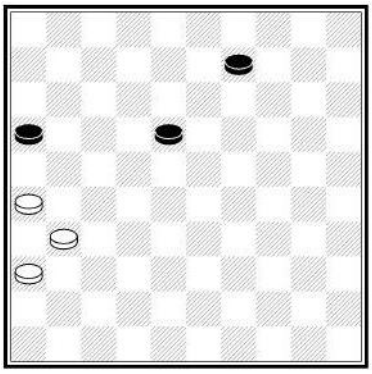


Dalam hal ini putih mengorbankan bidak, hitam menangkap mundur dan putih mengambil 4 bidak.

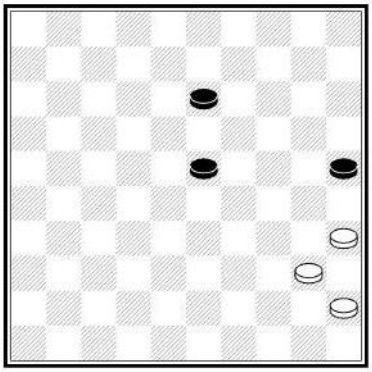
1.38 – 33 39 x 28
2.32 x 12

DamMentor Thema 8 Combineren Exercises 1 - 20

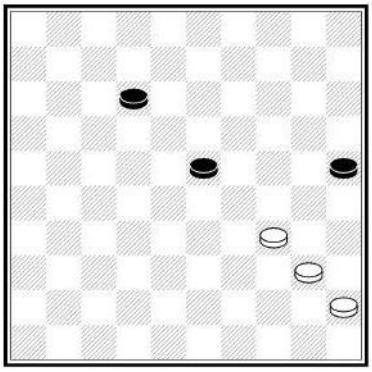
Latihan 1 – 16 Putih membuat tembakan.
Letakkan panah pada gerakan pertama dan tandai kotak tempat tembakan berakhir.



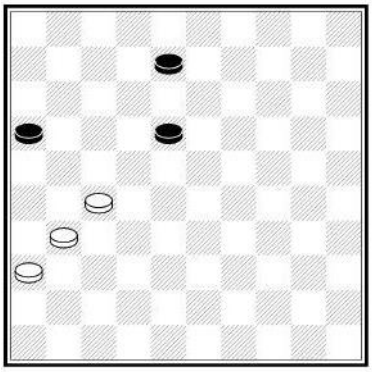
8.1



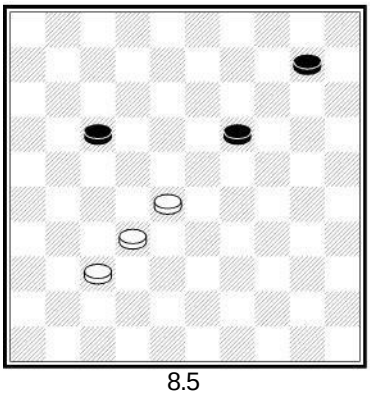
8.2



8.3



8.4



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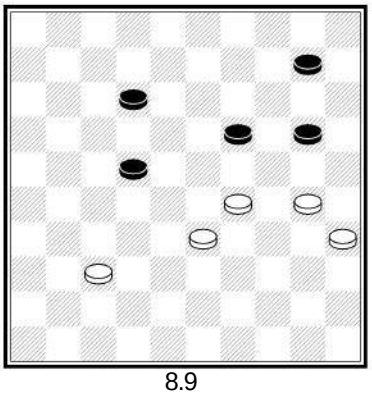

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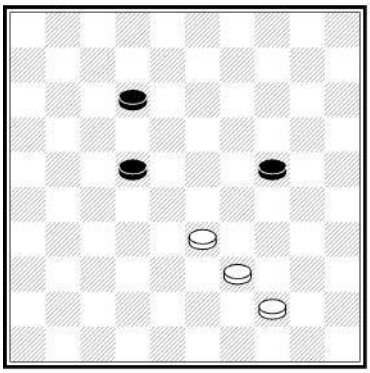

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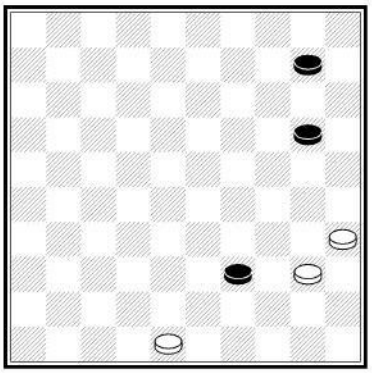

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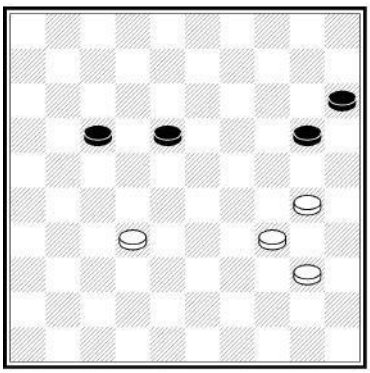
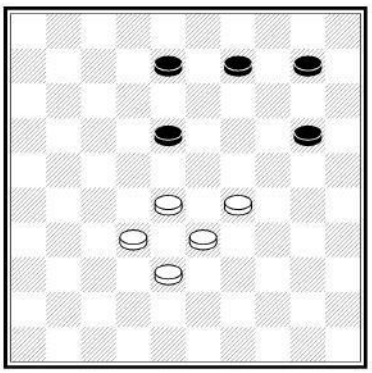
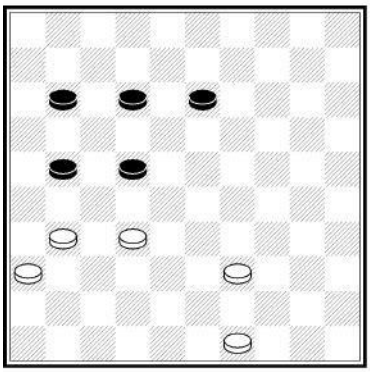


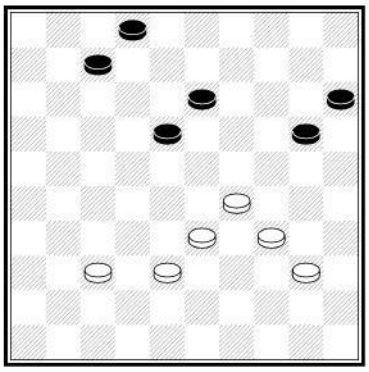
8.7



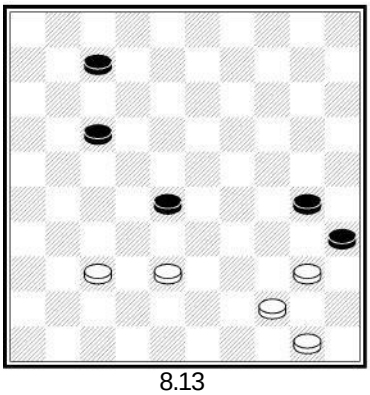
8.11



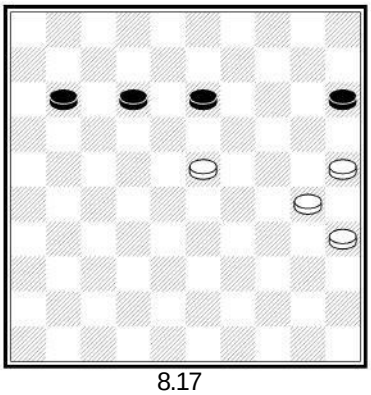
8.8



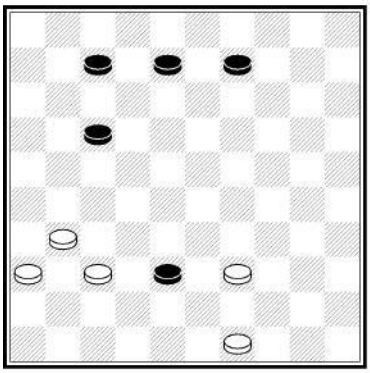
8.12



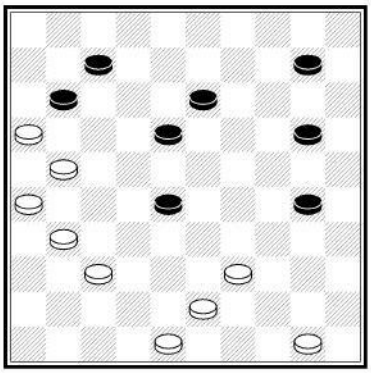
8.13



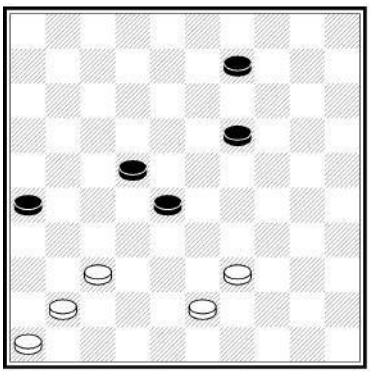
8.17



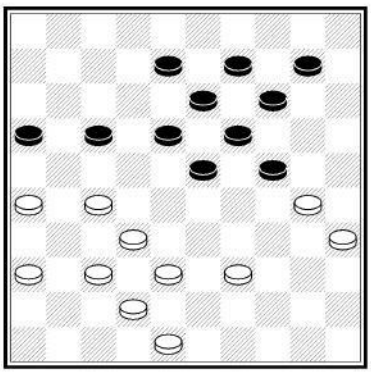
8.14



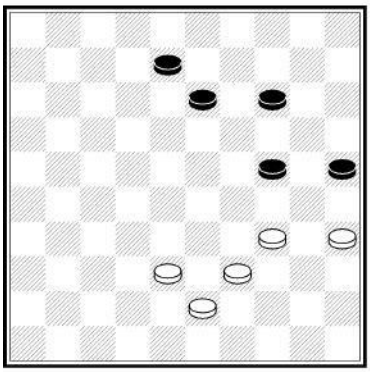
8.18



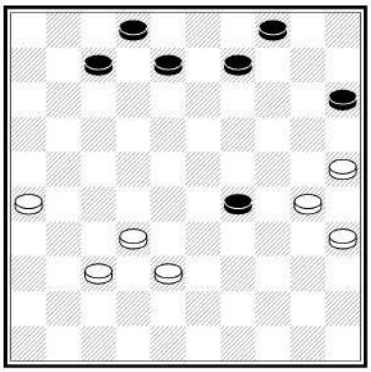
8.15



8.19

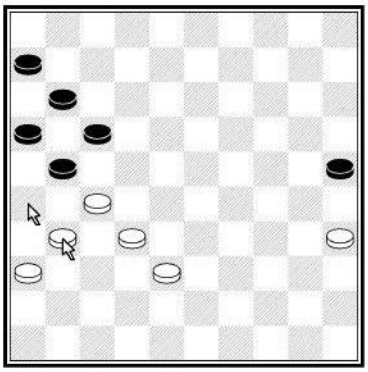


8.16



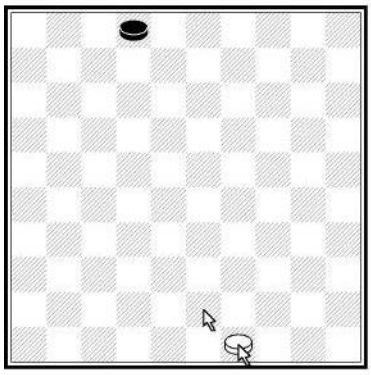
8.20

9. Membekukan Lawan



Jika Anda dibekukan, itu berarti Anda tidak memiliki langkah yang baik lagi. Membekukan lawan adalah strategi yang sangat penting dalam game draughts tingkat tinggi!
Putih dapat membekukan lawan dengan memainkan 31 - 26. Setelah langkah ini, hitam hanya dapat mengorbankan bidak.

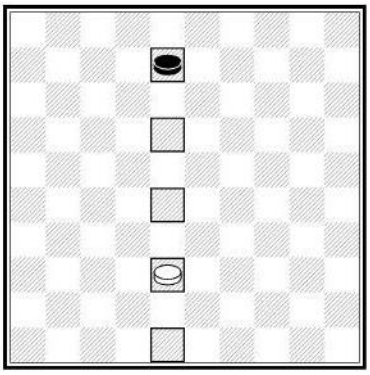
31 - 26



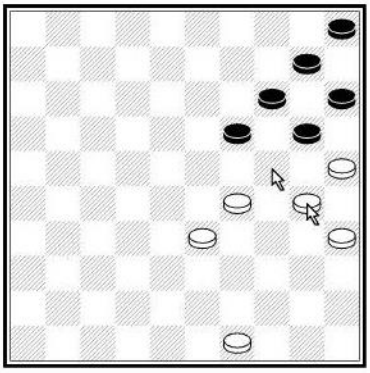
Putih dapat menghentikan bidak hitam dengan berlawanan:

49 – 43! Jika bidak berada di kolom yang sama, warna yang harus bergerak lebih dulu, kalah karena berlawanan.

Setelah **49 – 43 2 – 8 43 – 38** hitam akan bergerak.



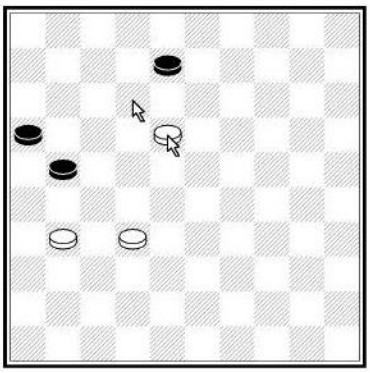
Giliran hitam bergerak, jadi putih menang dengan berlawanan. Jika putih bergerak, hitam akan menang.



Dalam hal ini putih melakukan pertukaran untuk membekukan hitam.

1.30 – 24 19x30
2.35 x 24

Sekarang hitam hanya bisa mengorbankan bidaknya.



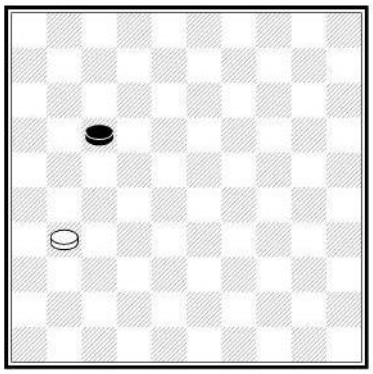
Terkadang cerdik untuk mengorbankan sebuah bidak. Dalam hal ini putih mengorbankan bidak dengan cara:

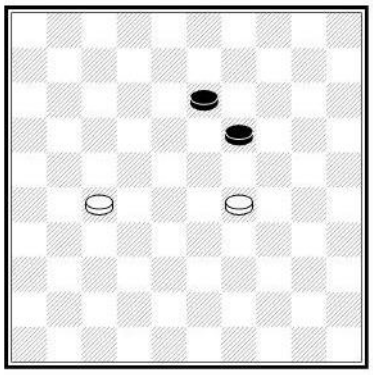
1.18 – 1! 8x17
2.31 – 26

dan hitam membeku.

DamMentor Thema 9 Vastzetten Exercises 2 - 20
(Pada **latihan 17** dikatakan: Gunakan pertukaran!)

Latihan 1 – 20 Dengan gerakan apa kamu bisa membekukan lawan (menggambar panah)?


9.1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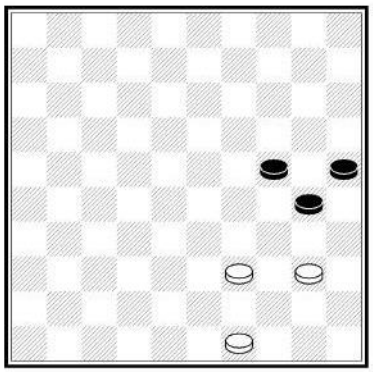
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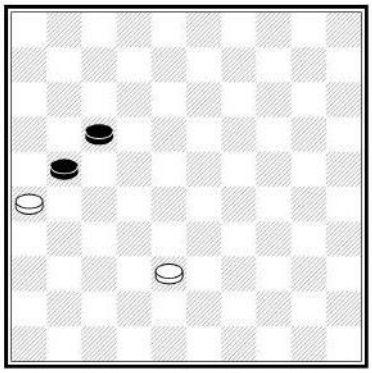
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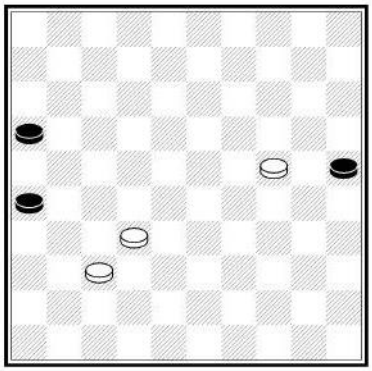
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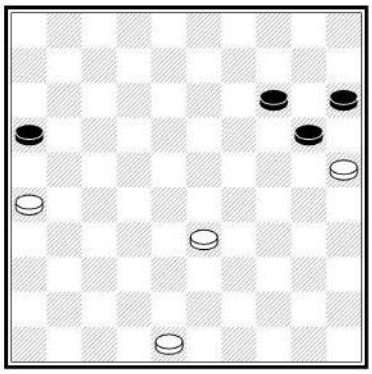
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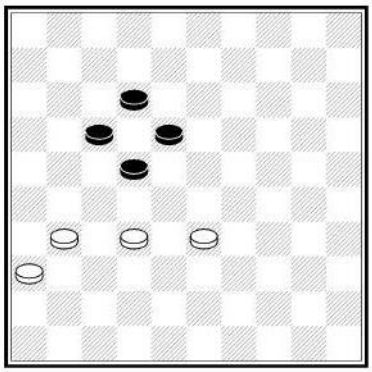
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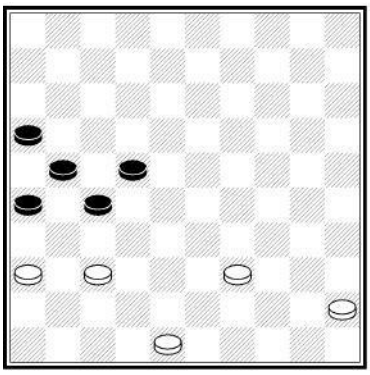

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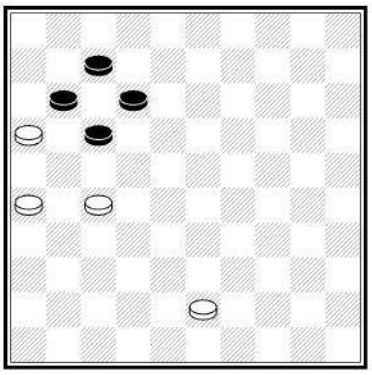

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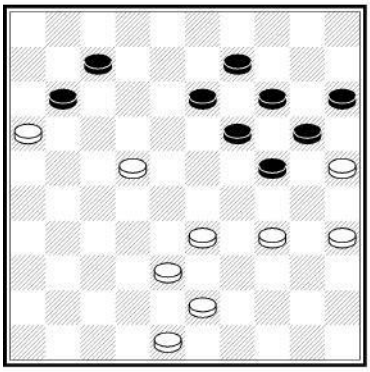

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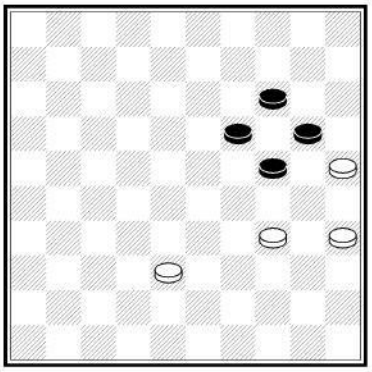

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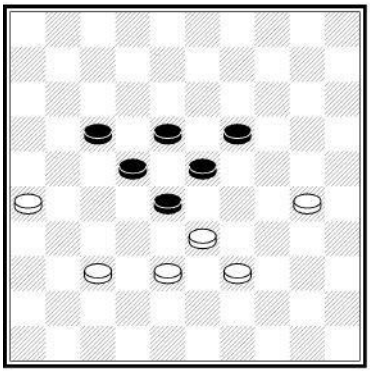

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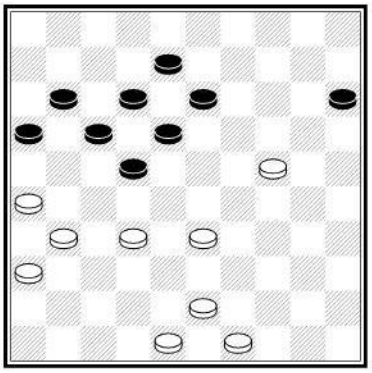

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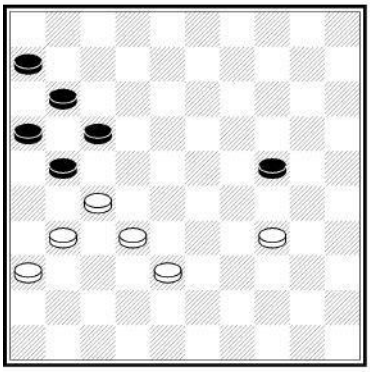

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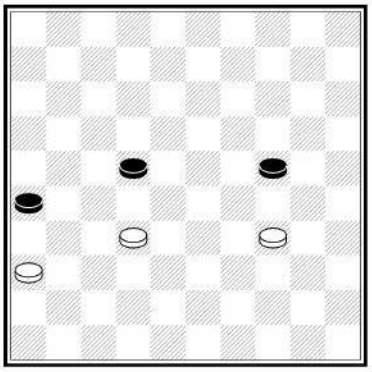

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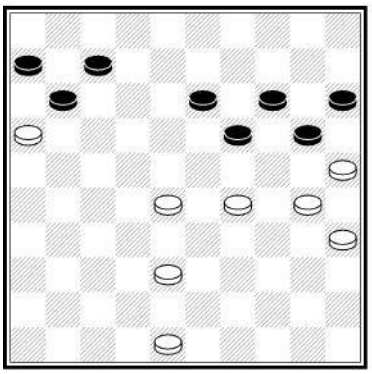

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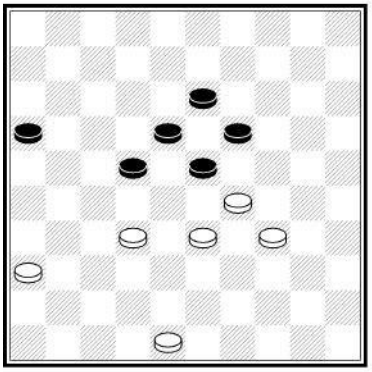

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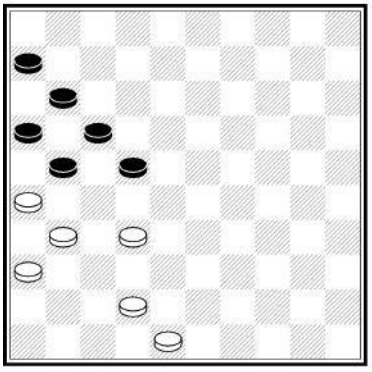

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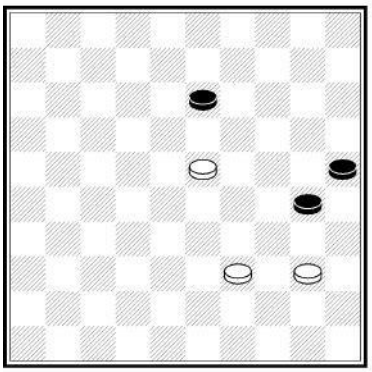
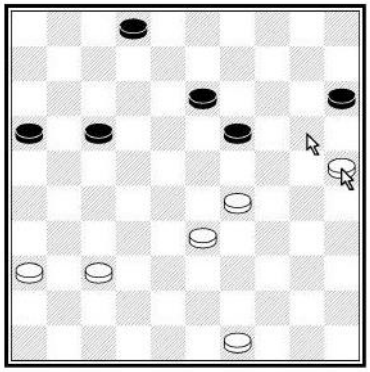


9.19

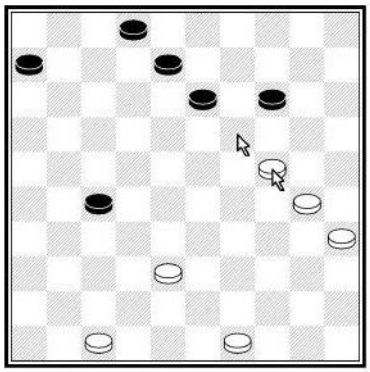
10. Membuat Terobosan



Salah satu cara untuk memenangkan permainan adalah dengan mendapatkan seorang raja. Dalam contoh ini putih membuat terobosan dengan melakukan pertukaran:

1.25 – 20 15x24
2.29x20

Setelah pertukaran ini bidak putih di <20> tidak dapat dihentikan lagi dan menjadi raja.



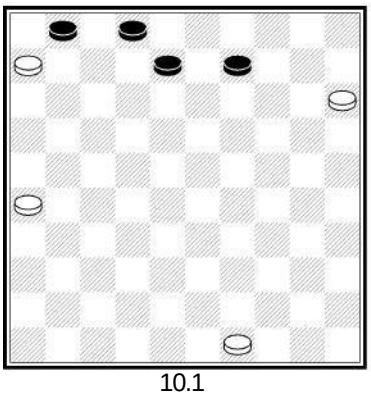
Karena seorang raja sangat kuat, Anda harus rela mengorbankan bidak untuk membuat terobosan. Putih mengorbankan sebuah bidak di sini, setelah itu, dia membuat terobosan dengan bermain:

1.24 – 19 14 x 23
2.30 – 25

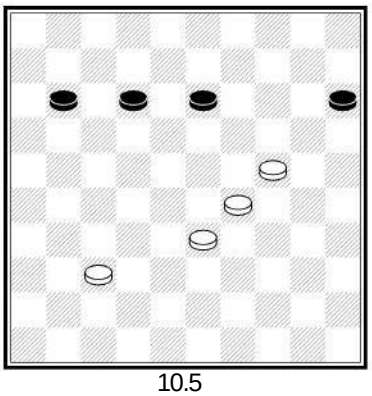
Bidak 25 tidak bisa dihentikan lagi dalam pergerakannya menjadi raja.

DamMentor Thema 10 Doorbreken Exercises 1 - 20

Latihan 1 – 20 Lakukan terobosan (gambar panah)!



10.1



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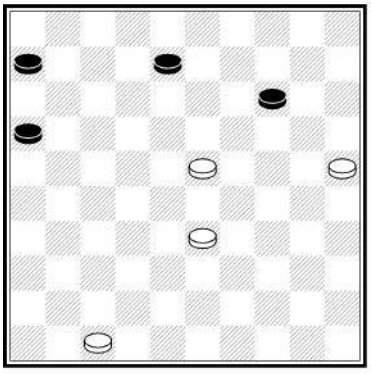

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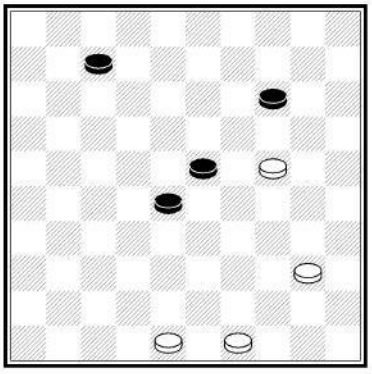

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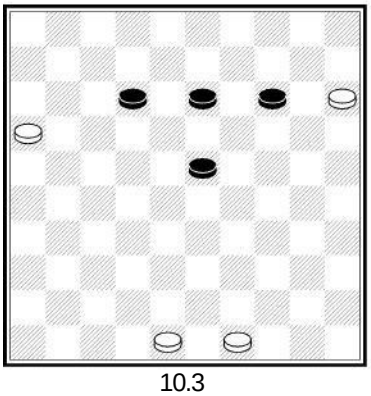

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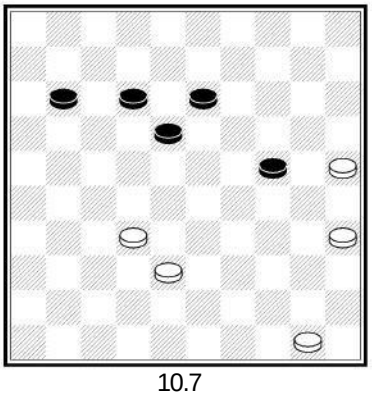

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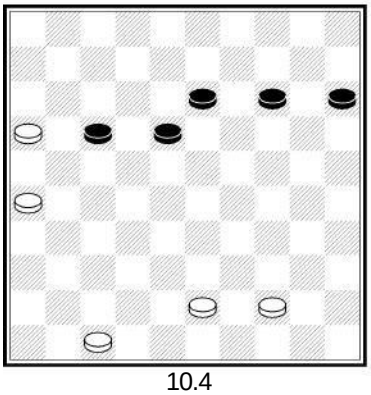

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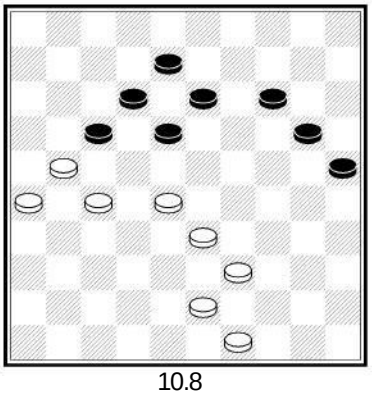

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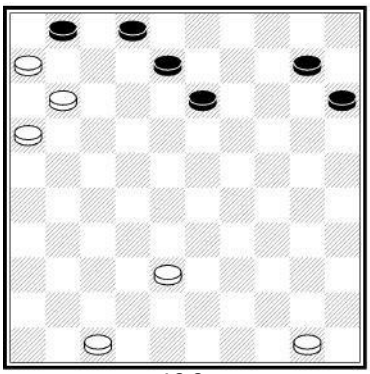

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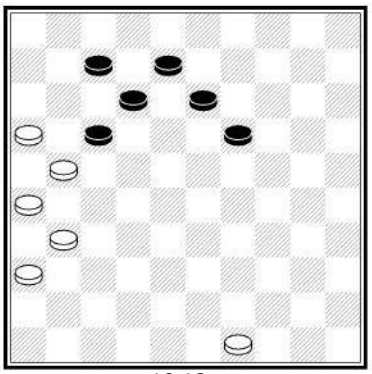

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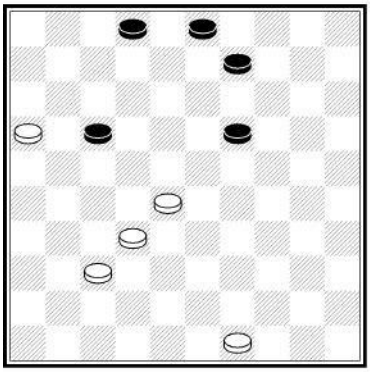

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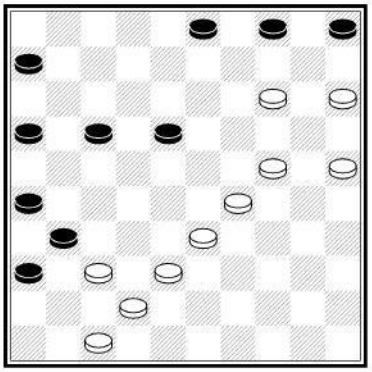

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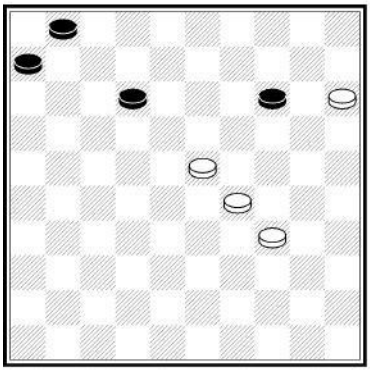

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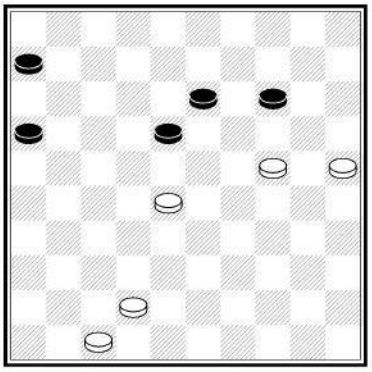

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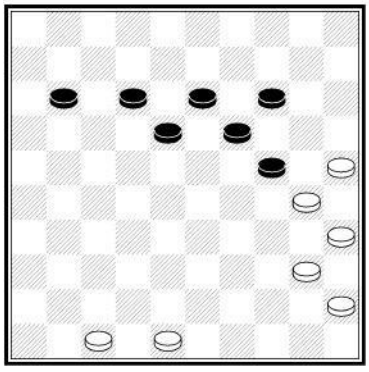

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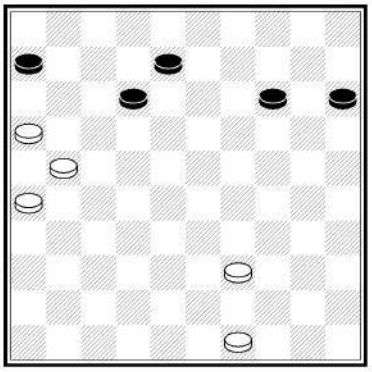

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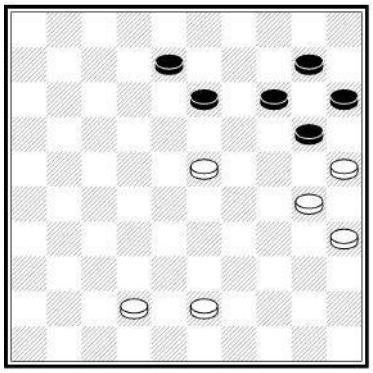

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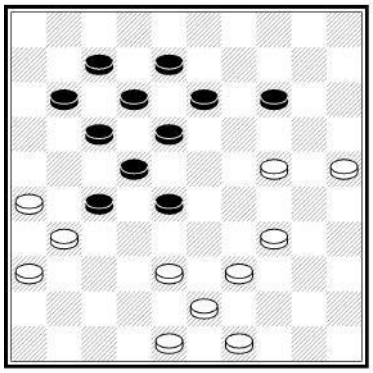

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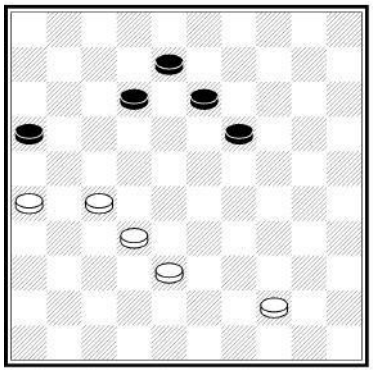

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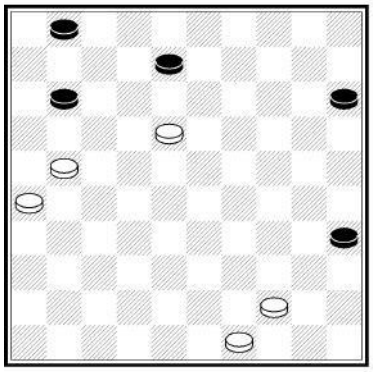
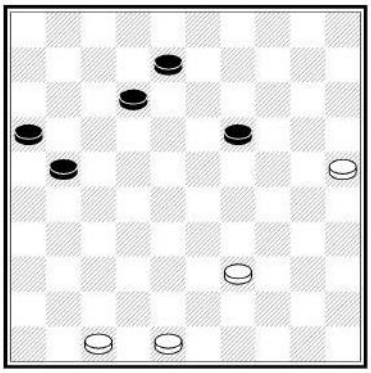


10.20

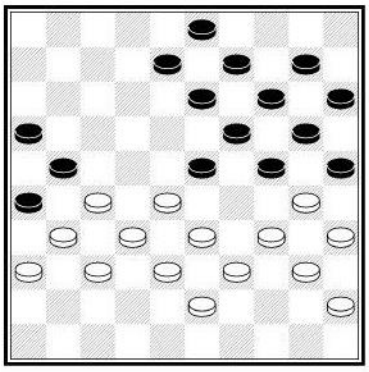
11. Menganalisa Posisi

Menganalisa posisi tidaklah mudah. Kita akan mempelajari beberapa ciri suatu posisi yang menentukan siapa yang memiliki posisi terbaik.

1. Jumlah bidak.
   Tergantung keadaan. Biasanya - tetapi tidak selalu – lebih menguntungkan ketika memiliki lebih banyak bidak daripada lawan.
2. Ruang untuk bermain
3. Bidak penerobos



Dalam hal ini putih memiliki satu bidak lebih sedikit, tetapi bidak yang tepat akan menembus permainan 25 - 20. Jadi, posisi putih lebih baik.

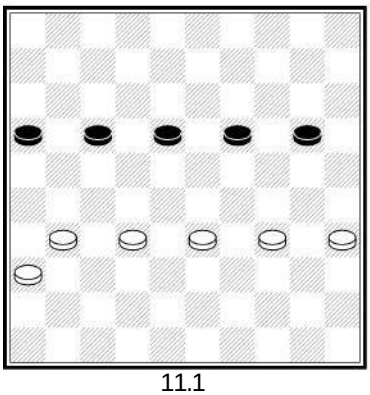


Jumlah potongannya sama tetapi putih memiliki kekurangan ruang. Dia tidak memiliki satu langkah pun yang bagus. Periksa gerakan berikut:

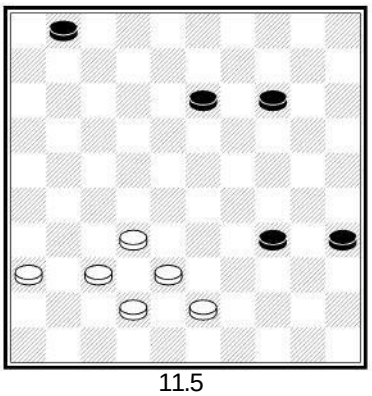
1. 34- 29 akan kehilangan dua bidak!
2. 33 - 29 24 x 42 kalah satu bidak.
3. 27 - 22 berhadapan dengan 21 - 27! B+
4. 28 - 22 berhadapan dengan 23 - 28 B+

DamMentor Thema 11 Taxeren Exercises 1 – 21

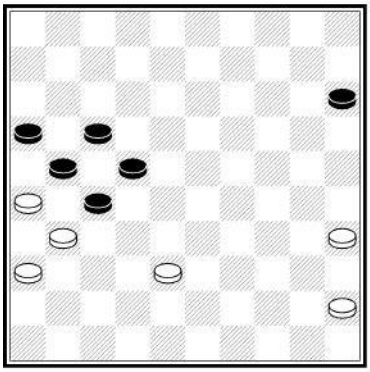
Latihan 1 – 20 Apakah posisi (putih untuk bergerak) lebih baik untuk putih atau hitam atau sama?



11.1



11.5



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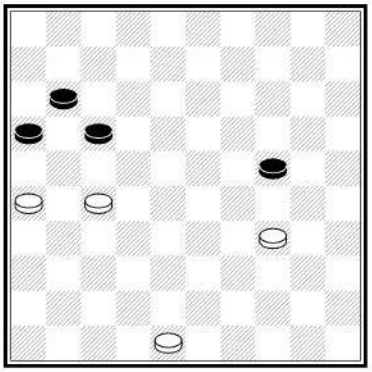

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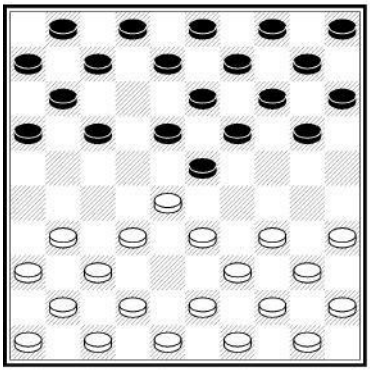

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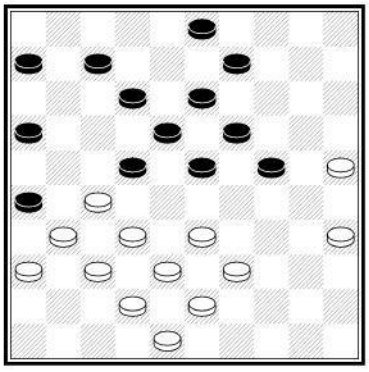

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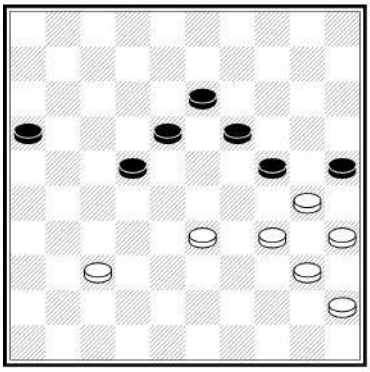

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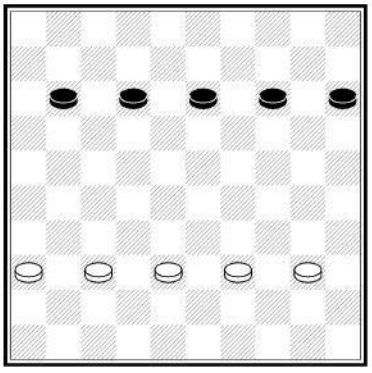

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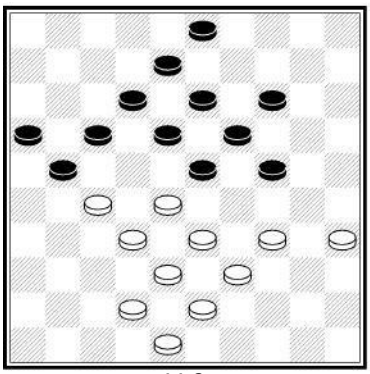

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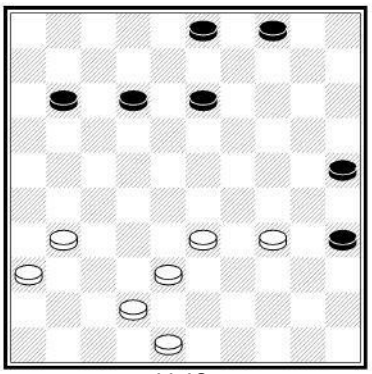

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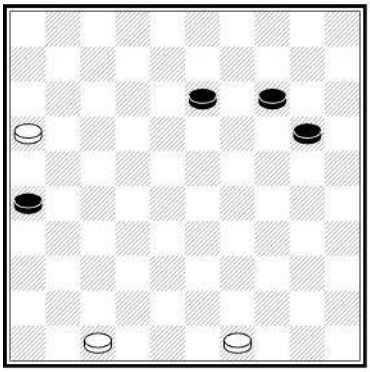

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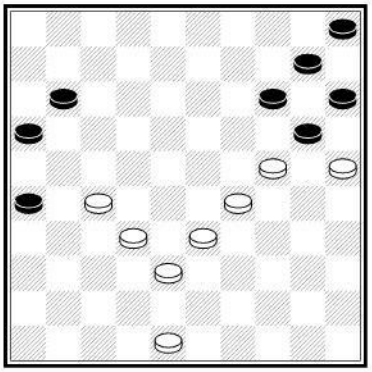

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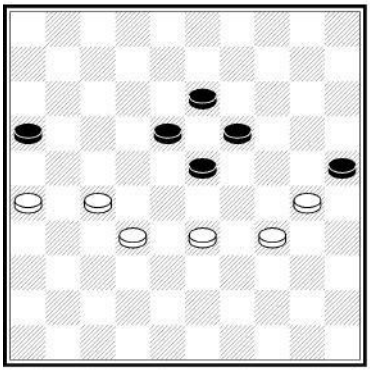

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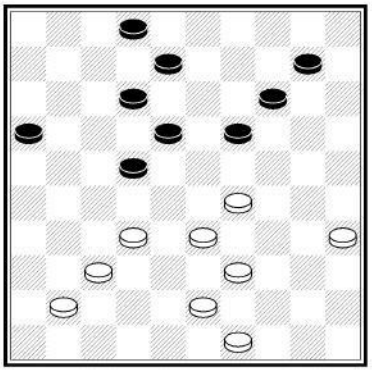

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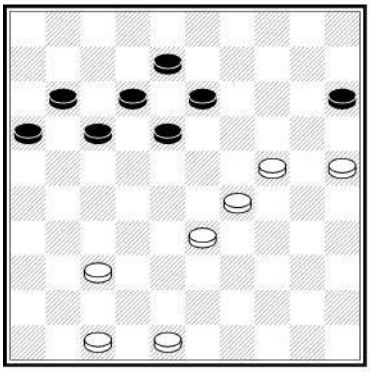

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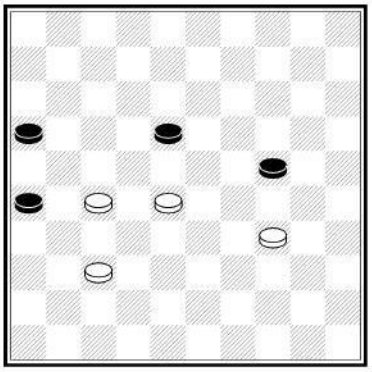

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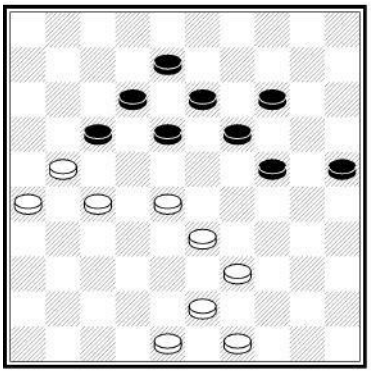

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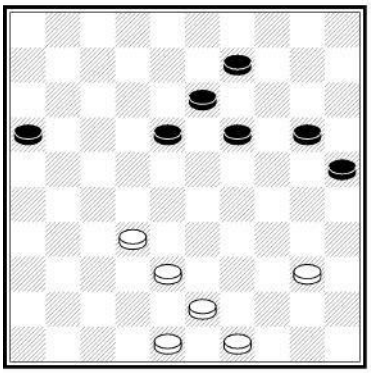

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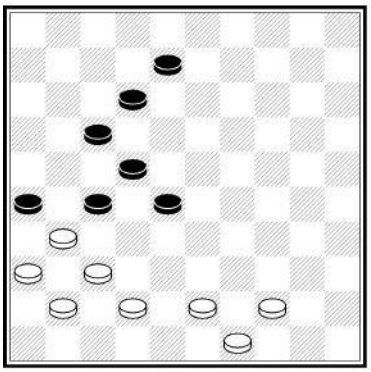

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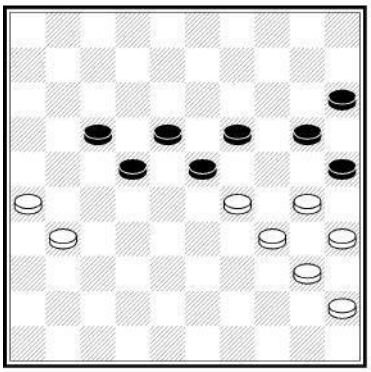
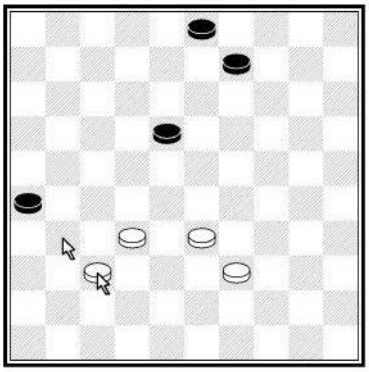


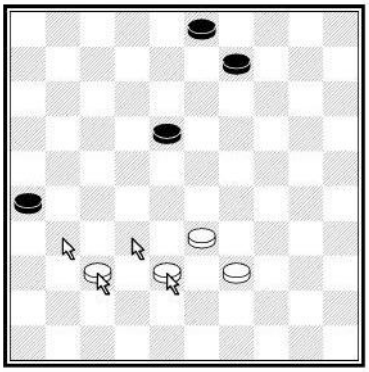
11.20

12. Tembakan



Tembakan sangat penting dalam permainan draughts. Terkadang Anda bisa mengorbankan lebih dari satu bidak untuk membuat bidikan. Putih menang dengan cara:

1.37 – 31 26 x 28
2.33 x 4

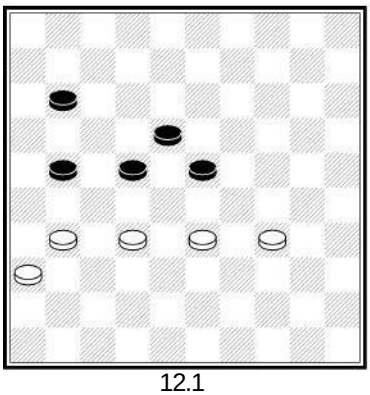


Putih harus memberikan bidak dan kemudian memberikan bidak lain untuk melakukan bidikan.

1.37 – 31 26 x 37
2.38 – 32 37 x 28
3.33 x 4

DamMentor Thema 13 Zetjes

Latihan 1 – 21 Letakkan panah di langkah kanan dan tandai kotak tempat tembakan berakhir.



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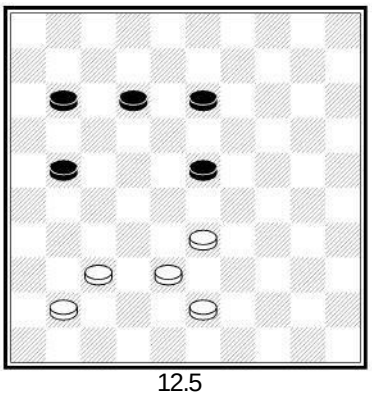

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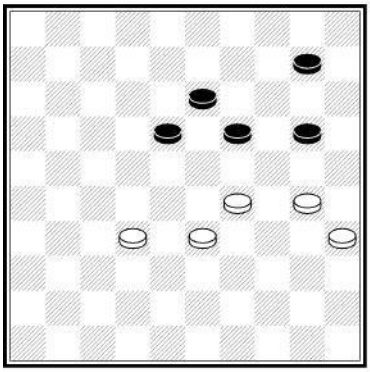

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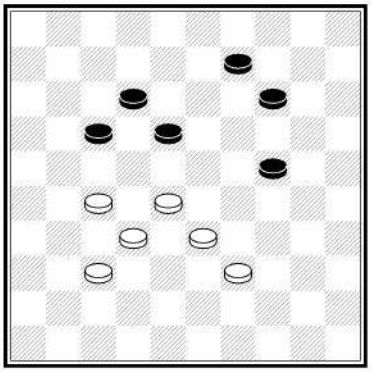

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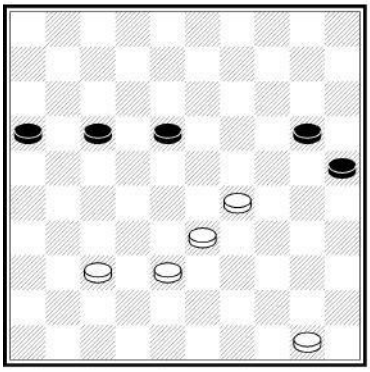

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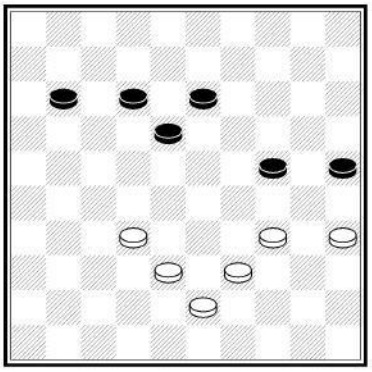

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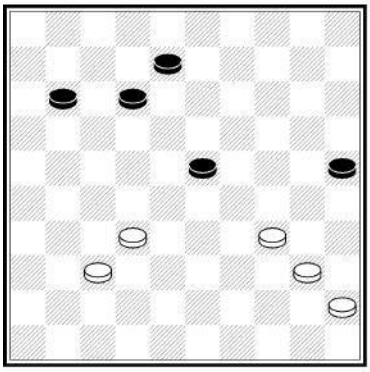

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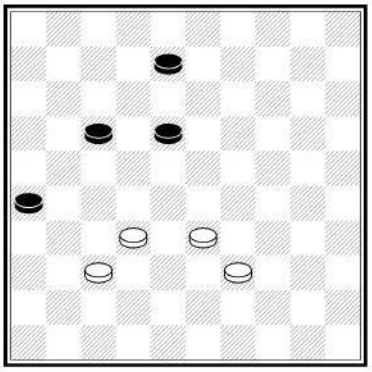

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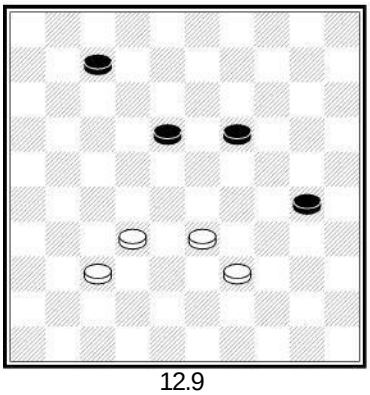

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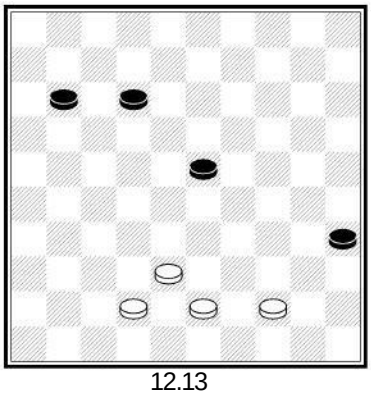

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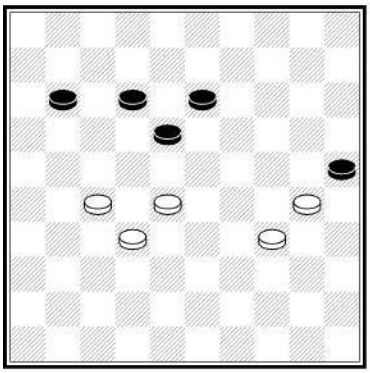

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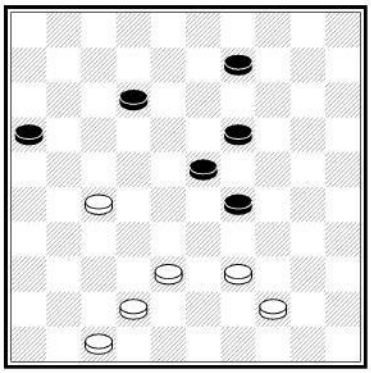

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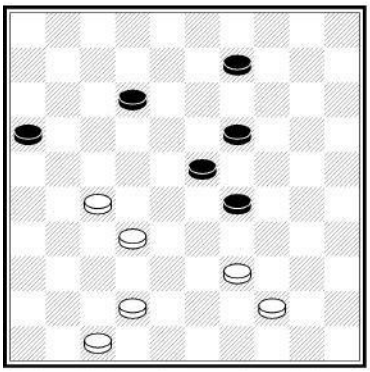

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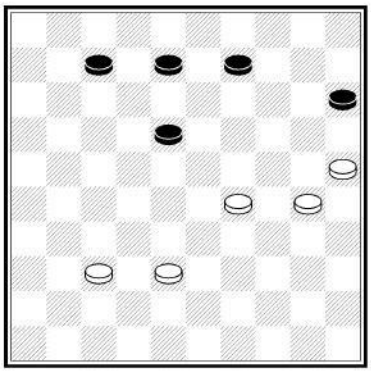

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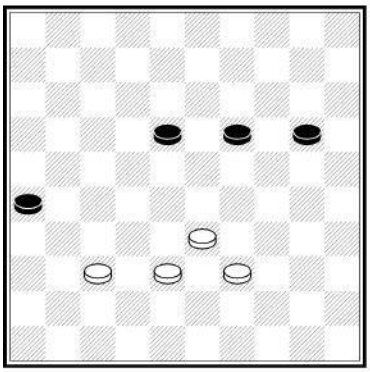

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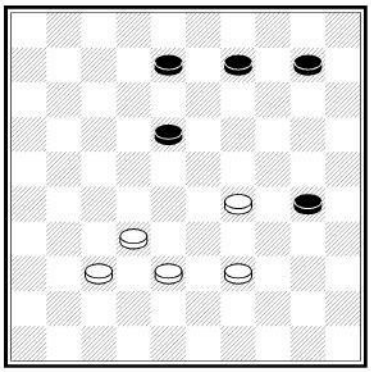

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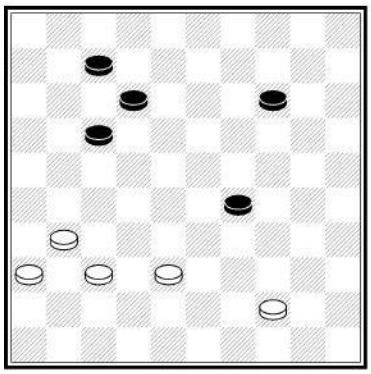

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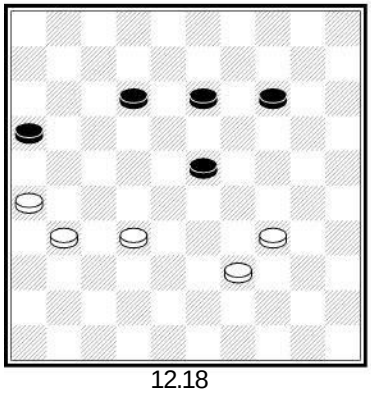

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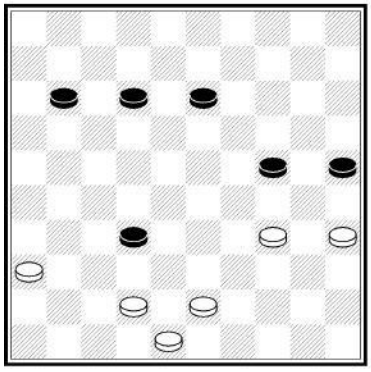

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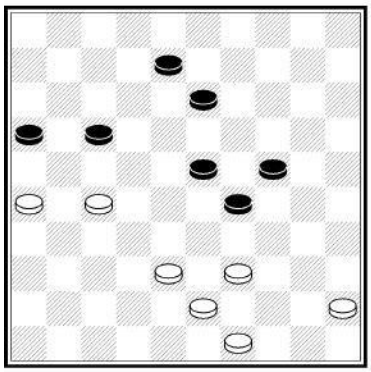
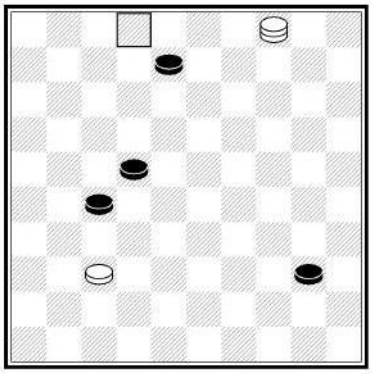


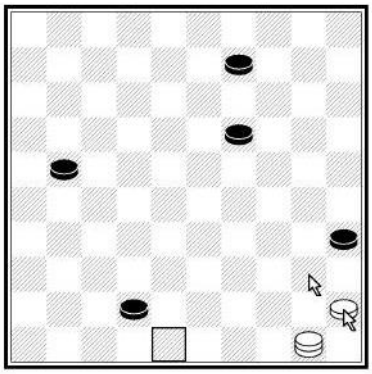
12.20

13. **Membuat Tembakan Menggunakan Raja**



Bidak raja bisa menjadi senjata yang ampuh. Karena raja memiliki potensi tangkapan yang sangat besar, Anda dapat membuat bidikan besar dengan mereka. Putih dapat mengambil semua potongan hitam (4 x 27 x 49 x 35 x 2) dengan cara:

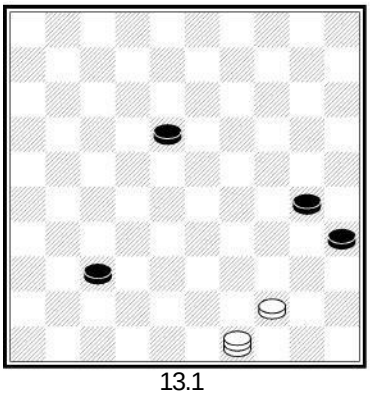
1.37 – 32 27 x 38
2.4 x 2



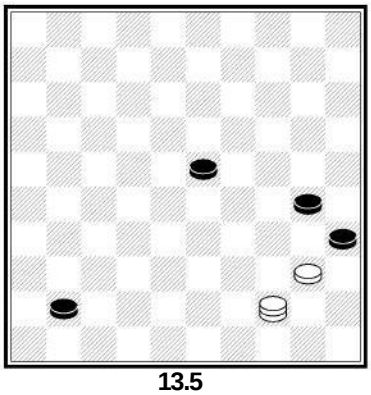
1.45 – 40 35 x 44
2.50 x 48

DamMentor Thema 12 Combineren met een dam

Latihan 1 – 20 Letakkan panah untuk menunjukkan gerakan yang benar dan tandai kotak tempat tembakan berakhir



13.1



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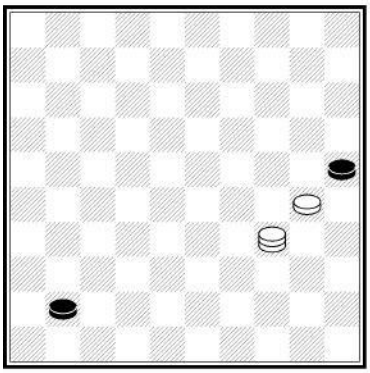

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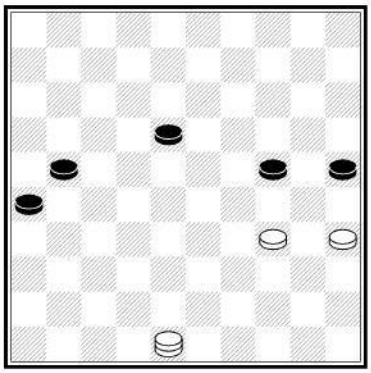

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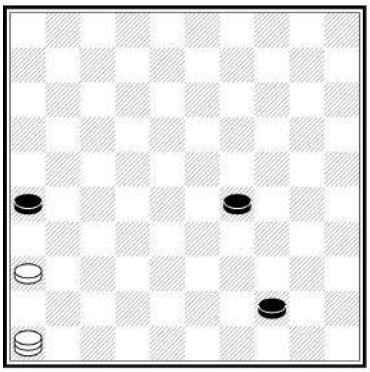

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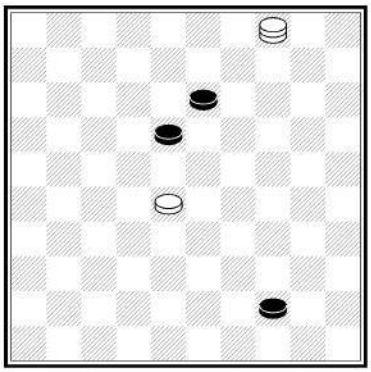

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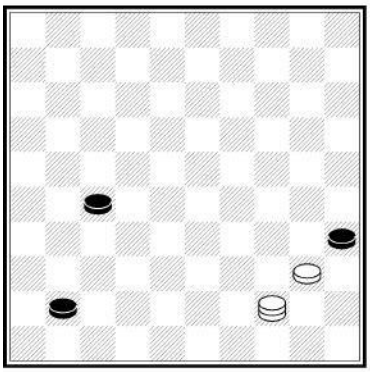

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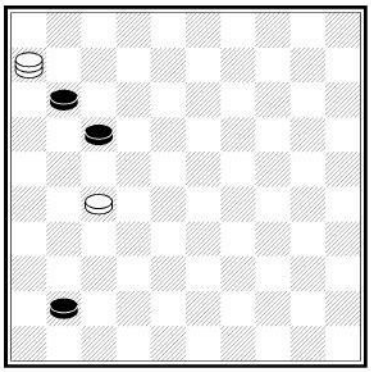

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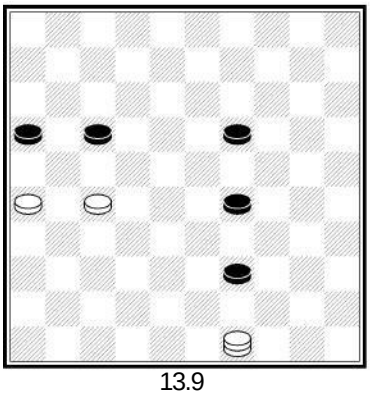

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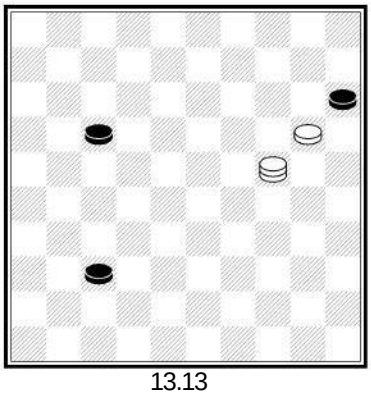
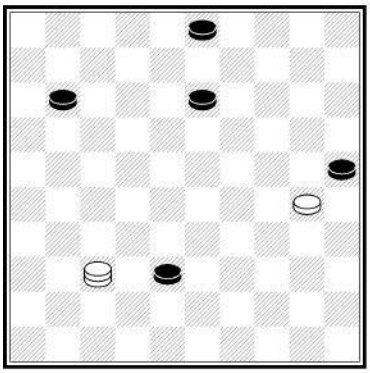


13.13



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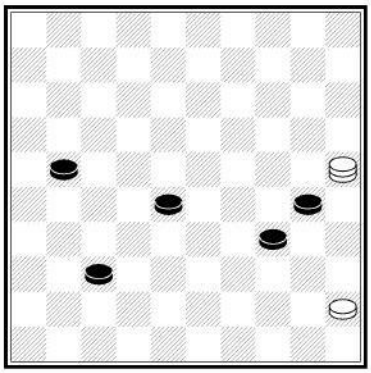

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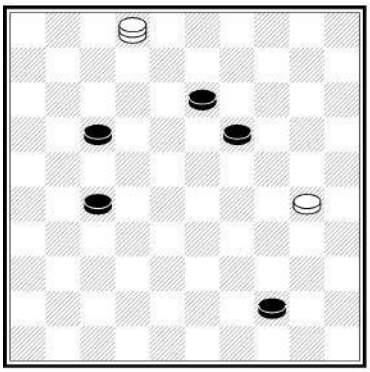

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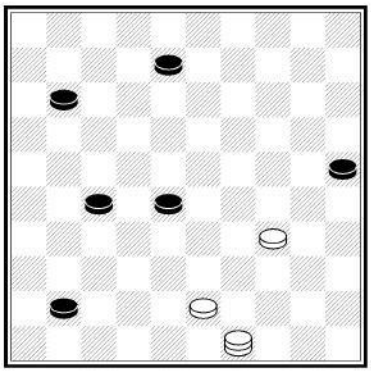
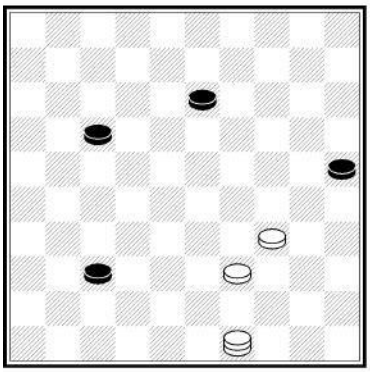


13.15



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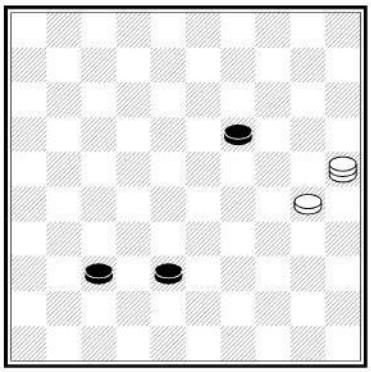

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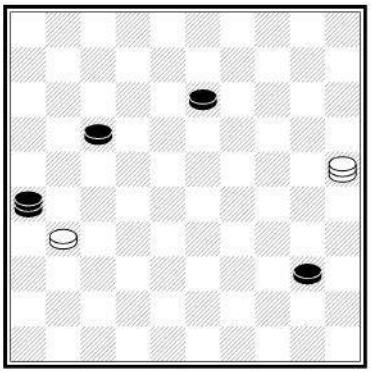

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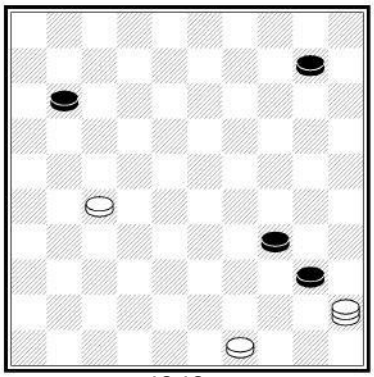

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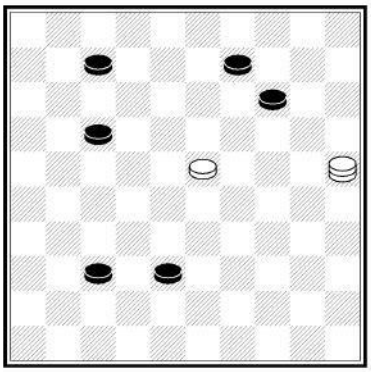

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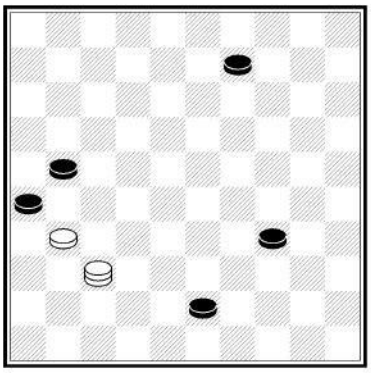
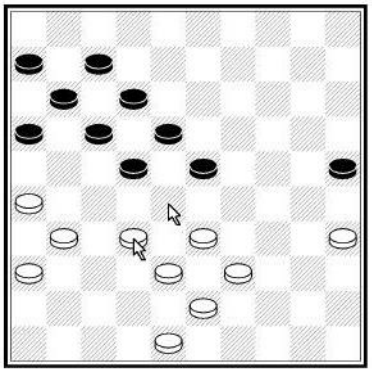


13.20

14. Membuat Rencana

Kami telah mempelajari beberapa metode (rencana) untuk memenangkan permainan:

1. Melakukan tembakan
2. Membekukan lawan
3. Menerobos
4. Menyerang bidak

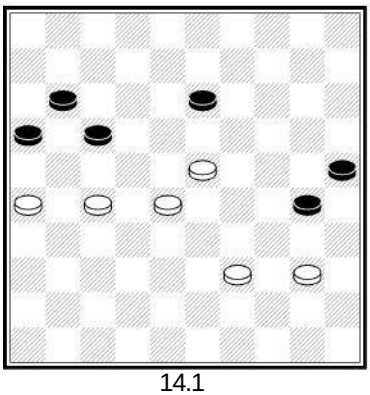


Latihan semakin sulit, karena Anda tidak tahu harus berbuat apa.
Bisakah putih membuat tembakan?
Bisakah Anda membekukan lawan?
Bisakah putih menerobos?
Bisakah putih berhasil menyerang bidak?

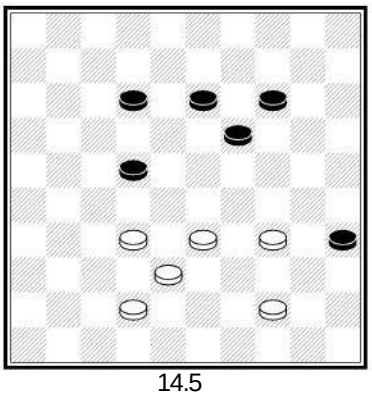
Dalam hal ini putih dapat membekukan lawan dengan melakukan pertukaran: 32 - 28 23 x 32 38 x 27 dan hitam tidak memiliki sisa langkah yang baik.

DamMentor Thema 14 Plannen maken Exercises 1 – 20

Latihan 1 – 20 Apa rencana yang tepat? Langkah apa yang harus dimainkan putih (letakkan panah)?



14.1



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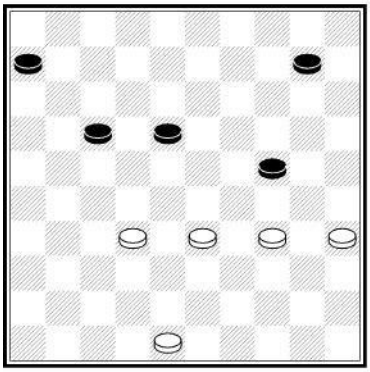

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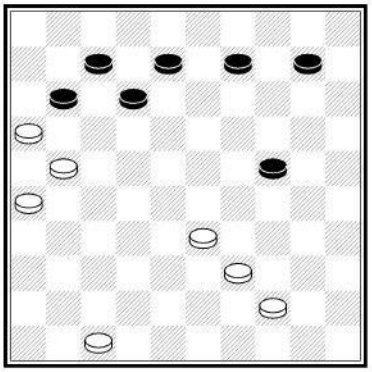
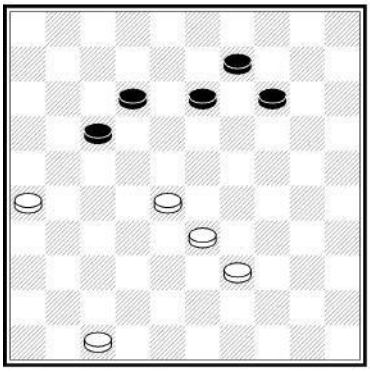


14.6



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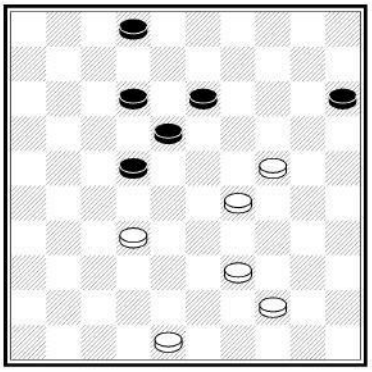

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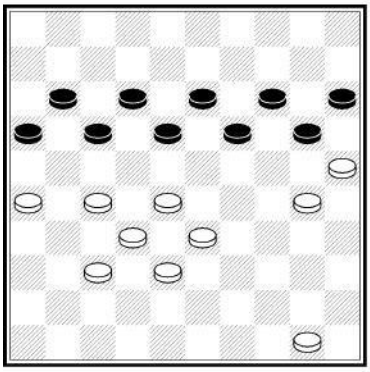

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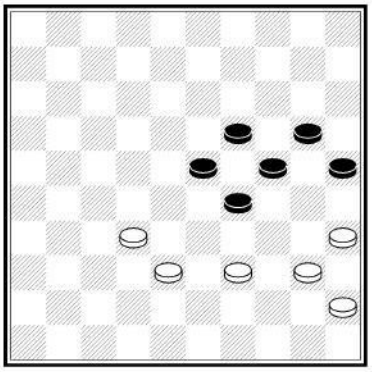

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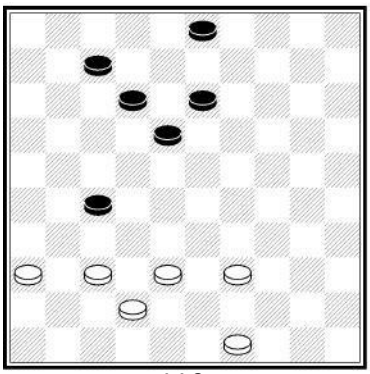

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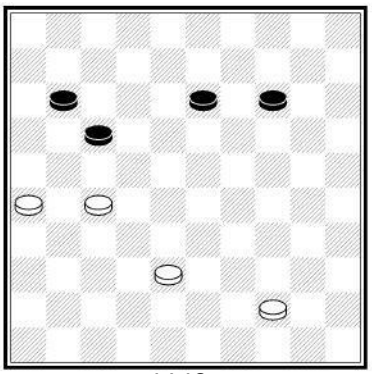

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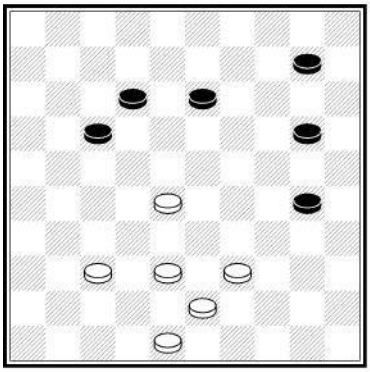

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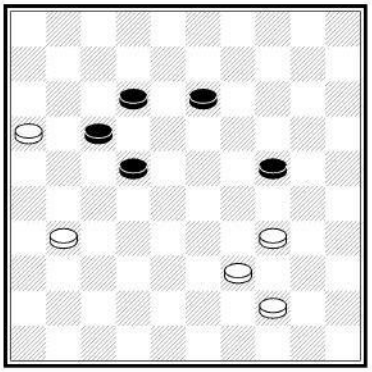

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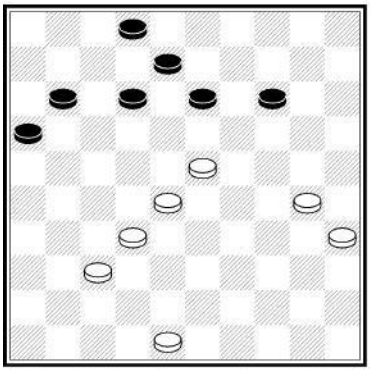

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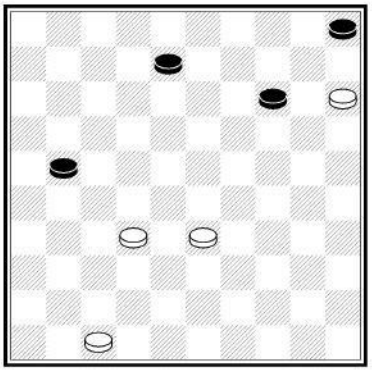

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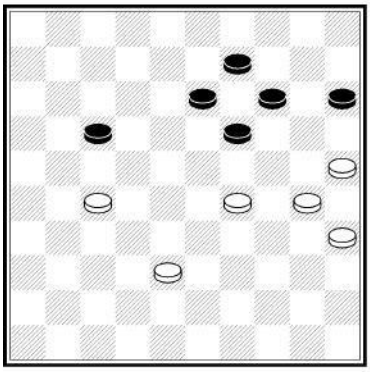
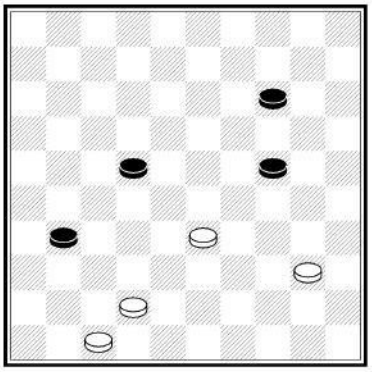


14.12



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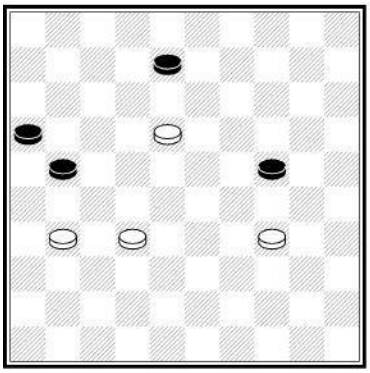

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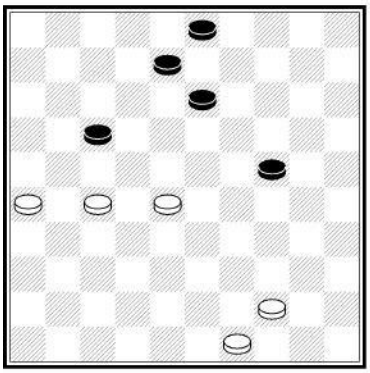

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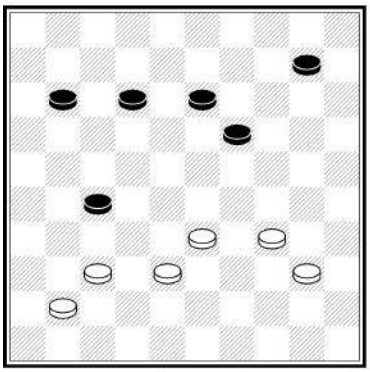

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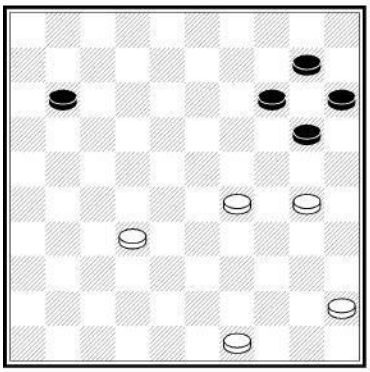
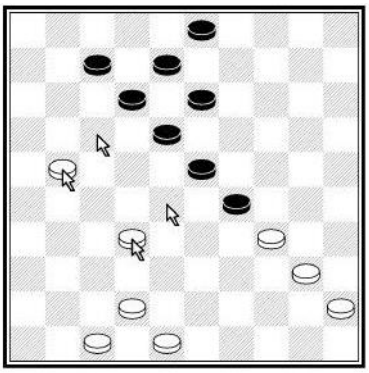


14.20

15. Menghilangkan Bidak

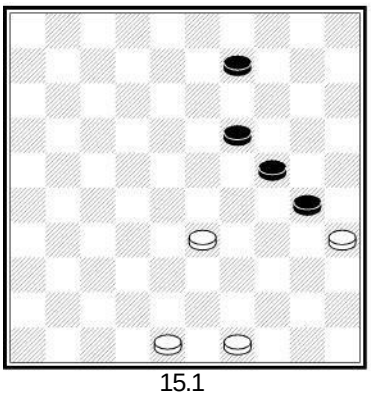


Putih dapat membuat bidikan dengan membuang bidak di <12> dan <23>.

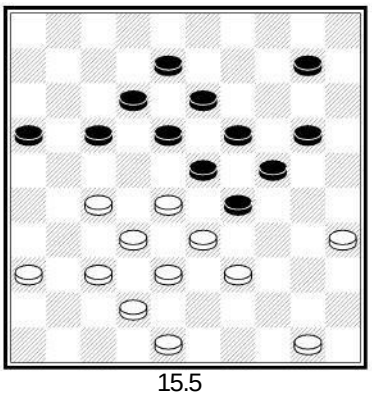
1.21 – 17 12 x 21
2.32 – 28 23 x 32
3.34 x 1

DamMentor Thema 15 Prikken

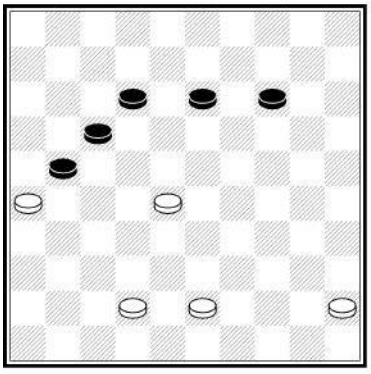
Latihan 1 – 20 Putih membuat tembakan dengan menghilangkan bidak. Letakkan panah dan tandai kotak ujung.



15.1



15.5



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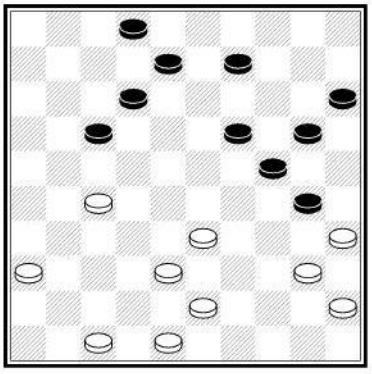

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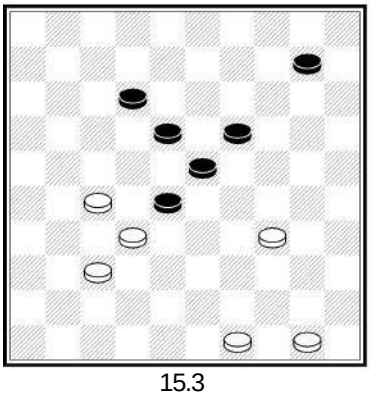

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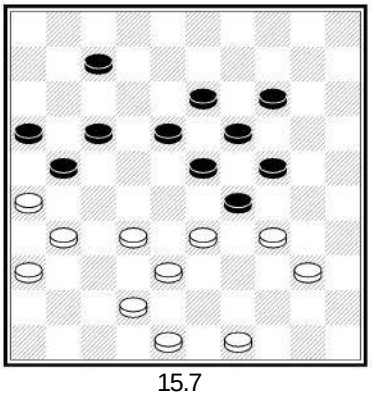

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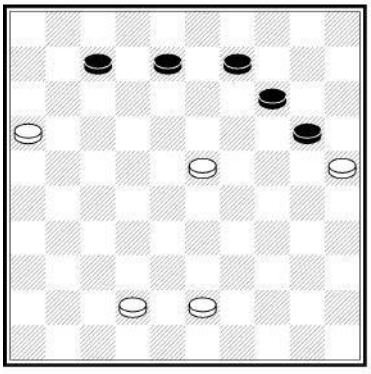

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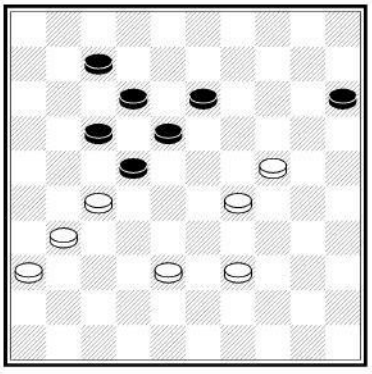

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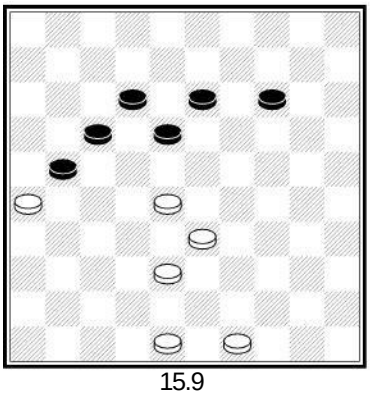

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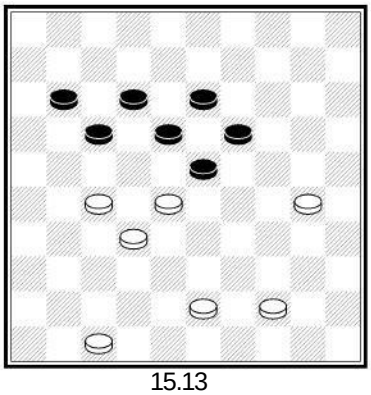

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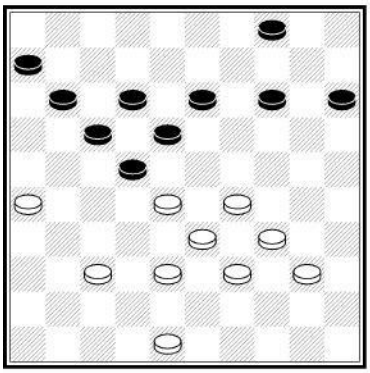

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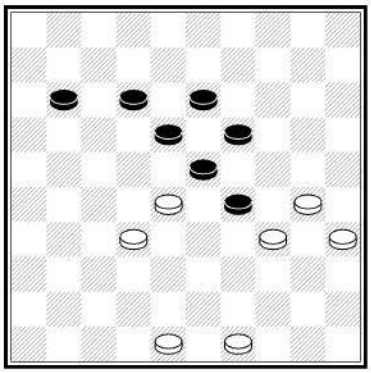

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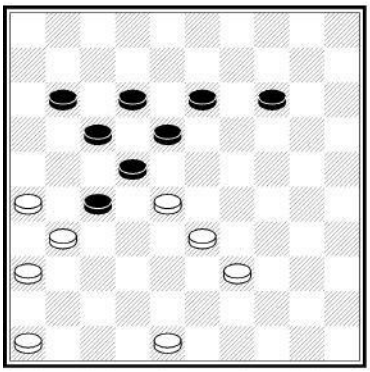

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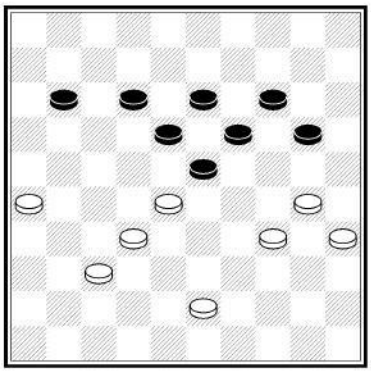

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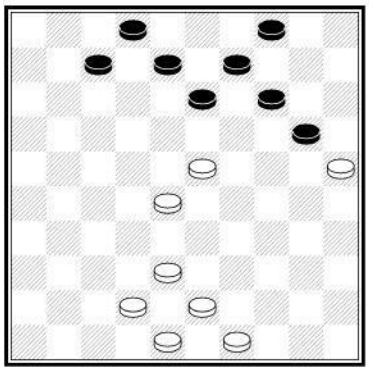

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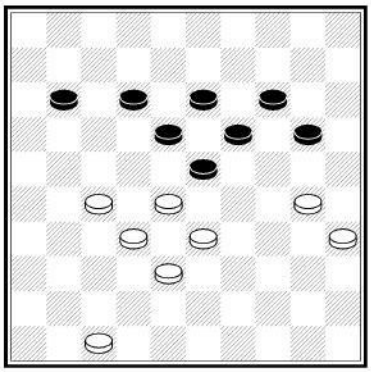

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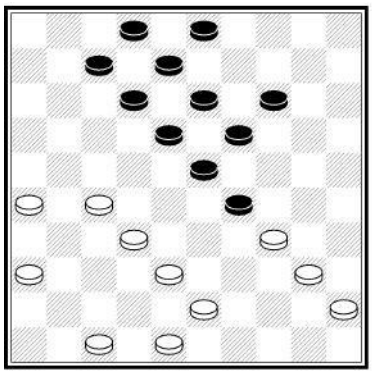

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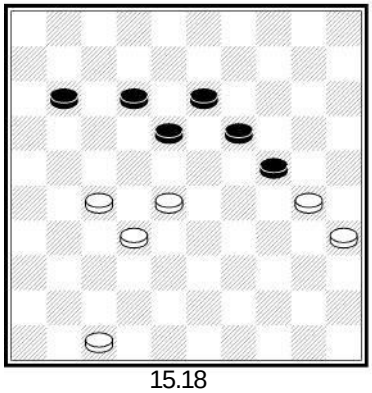

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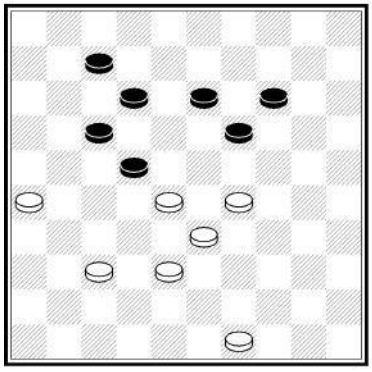

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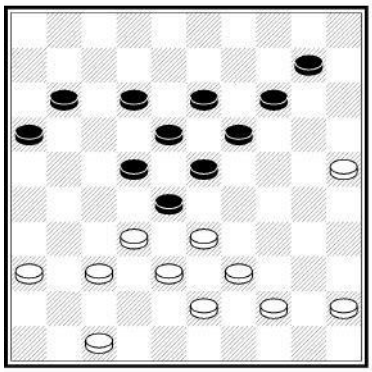
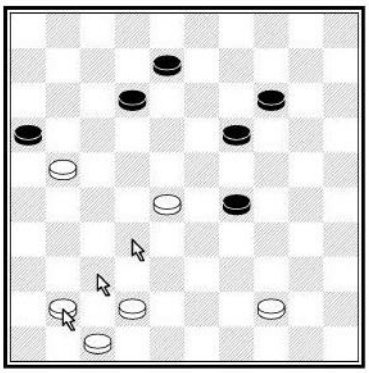


15.20

16. Menggunakan Gerakan Bebas



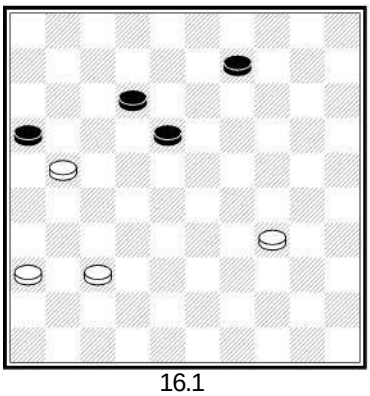
Menyerang bidak itu berbahaya, karena lawan mendapatkan gerakan bebas. Dalam situasi ini hitam baru saja menyerang bidak di <21>. Putih menggunakan gerakan bebas untuk melakukan tembakan

1.41 – 37 16 x 27
2.37 – 32 27 x 38
3.42 x 2

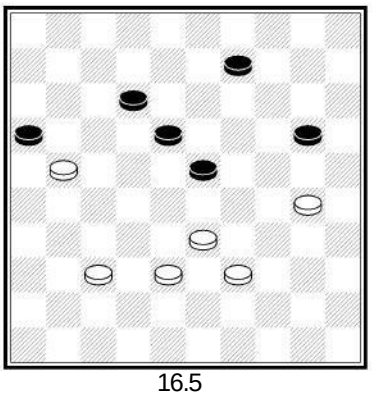
Gadis-gadis mendapatkan hadiah mereka di akhir turnamen draughts Thailand

DamMentor Thema 16 Benutten van een vrij tempo Ex 1 - 20

Latihan 1 – 20 Putih menggunakan gerakan bebas untuk melakukan tembakan. Letakkan panah di gerakan yang benar dan tandai kotak tempat tembakan berakhir.



16.1



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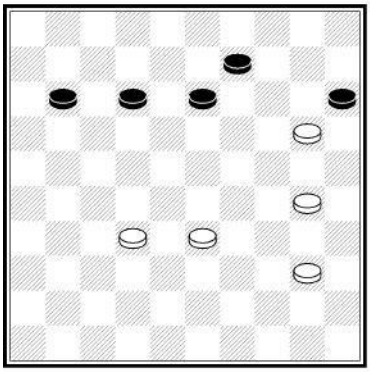

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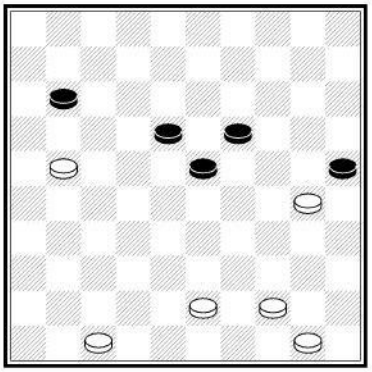

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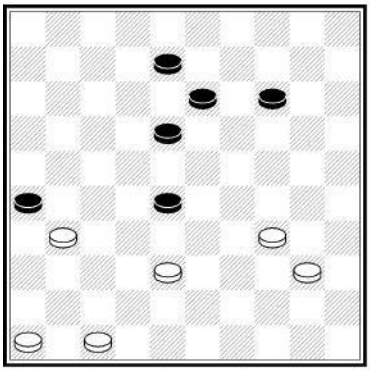

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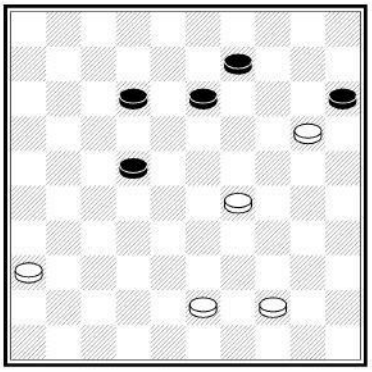

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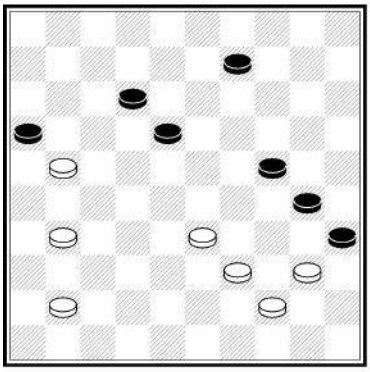

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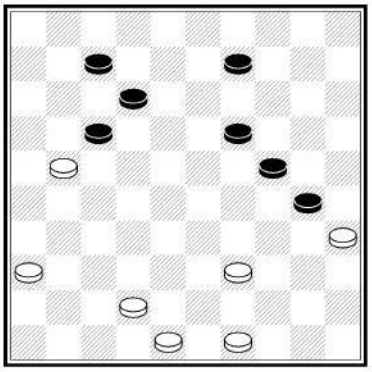

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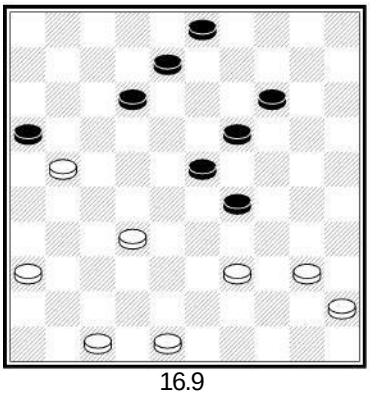

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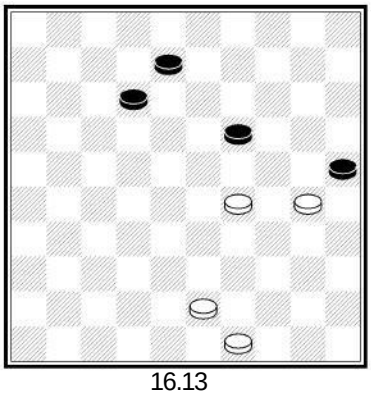

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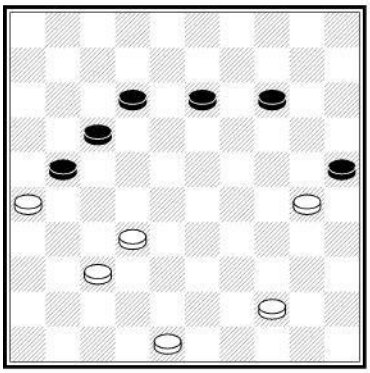

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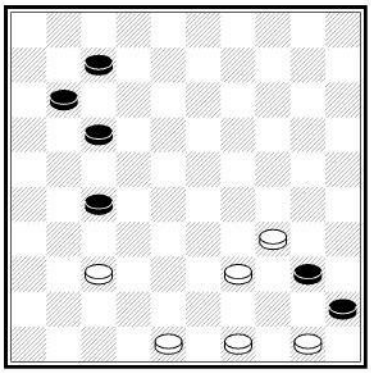

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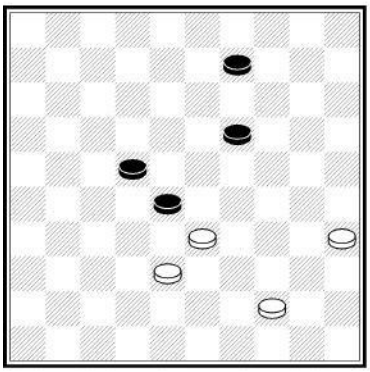

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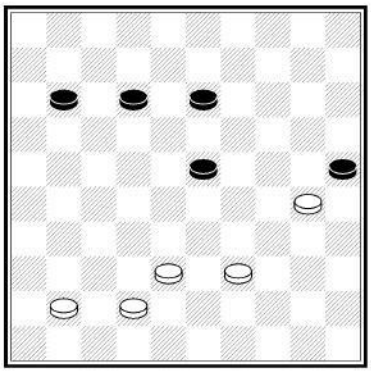
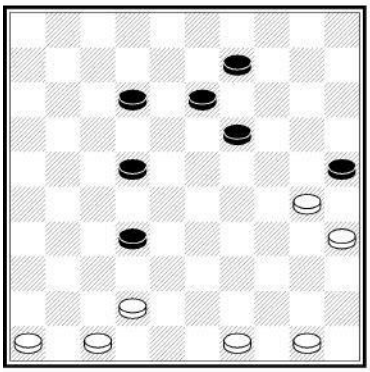
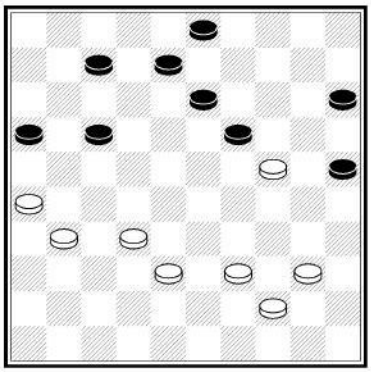


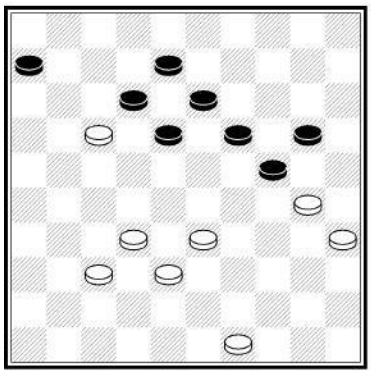
16.15



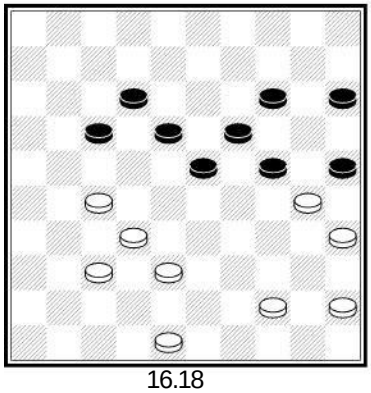
16.12



16.16



16.17



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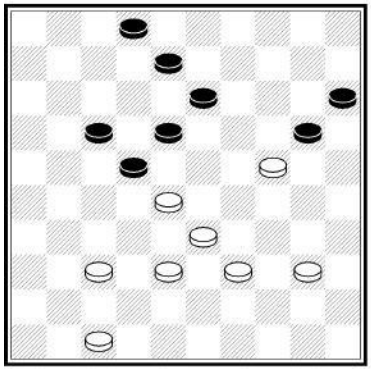
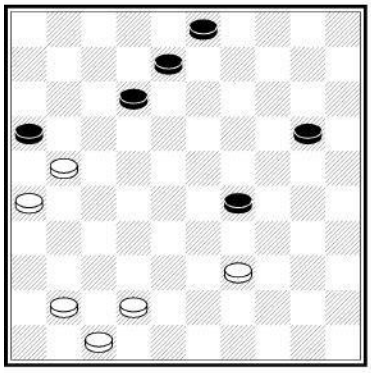
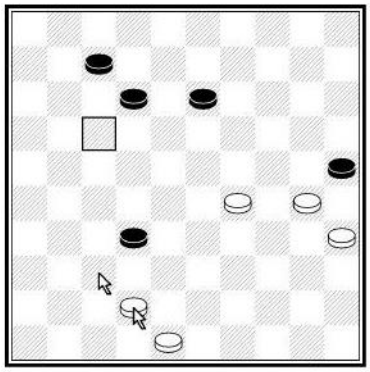


16.19



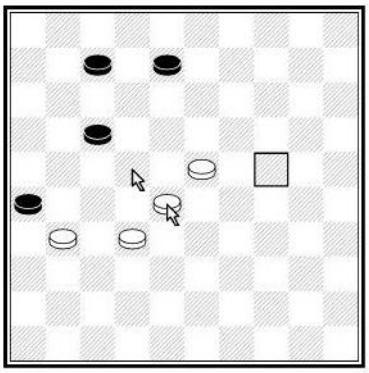
16.20

17. Gerakan Menempel



Jika lawan menyerang lebih dari satu bidak seperti dalam kasus ini (hitam baru saja menyerang dua bidak), terkadang Anda dapat menggunakan Gerakan Menempel. Setelah 42 - 37 hitam harus mengambil tangkapan terbanyak 25 x 23.

1.42 – 37 25 x 23
2.37 x 17

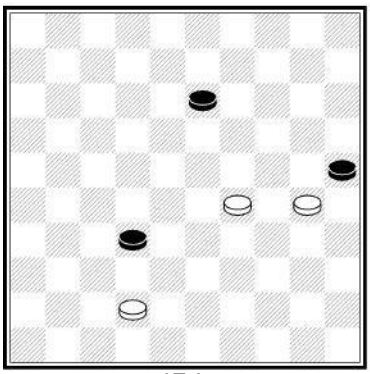


Dalam hal ini putih menciptakan tangkapan mayoritas dengan membuat gerakan tongkat jenis khusus. Jenis gerakan tongkat ini disebut gerakan tongkat Afrika.

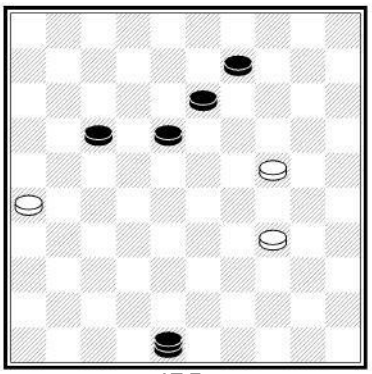
1.28 – 22 26 x 19
2.22 x 24

DamMentor Thema 17 De plakker Exercises 1 - 19

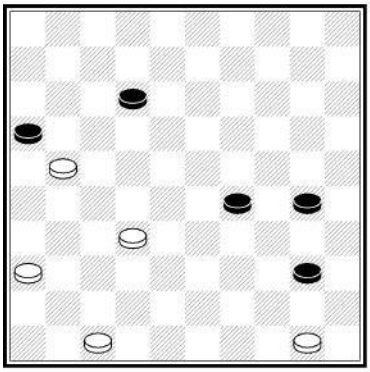
Latihan 1 – 20 Putih menang dengan memainkan Gerakan Menempel. Gambar panah di gerakan benar dan tandai kotak tempat tembakan berakhir.



17.1



17.5



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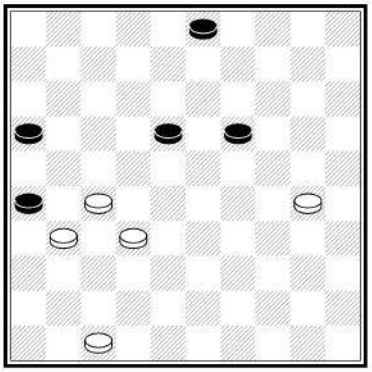
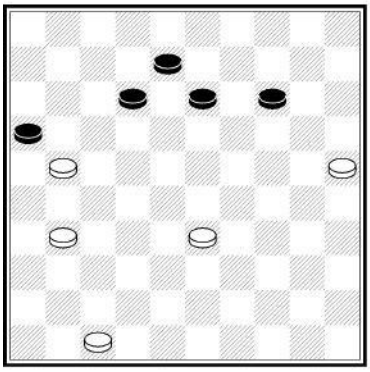


17.6



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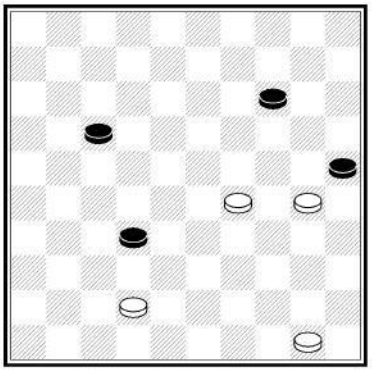
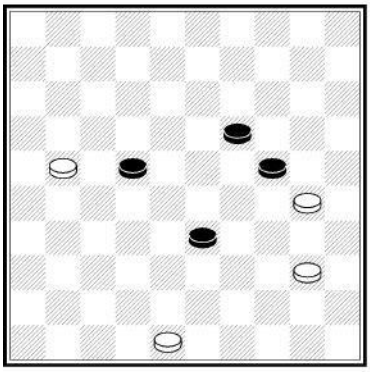


17.7



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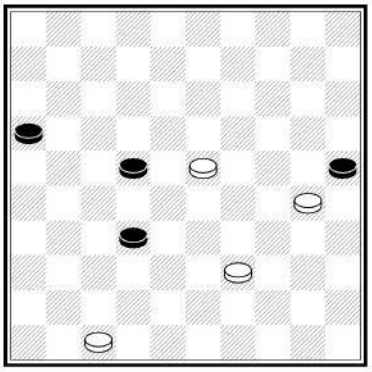

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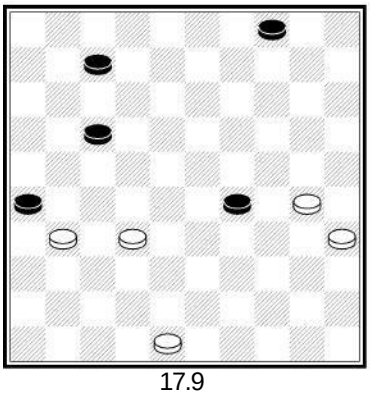
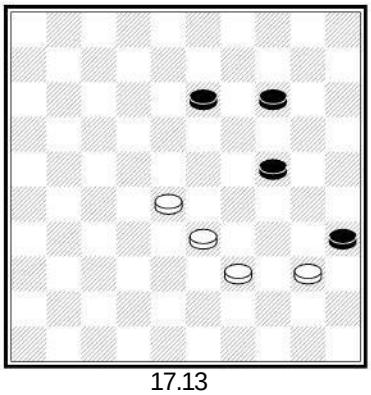
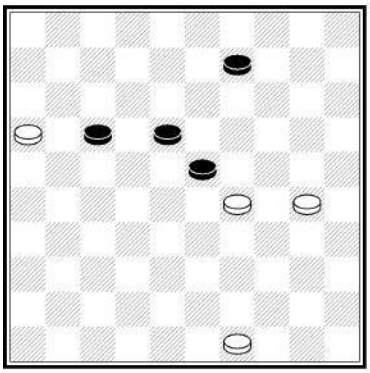


17.9



17.13



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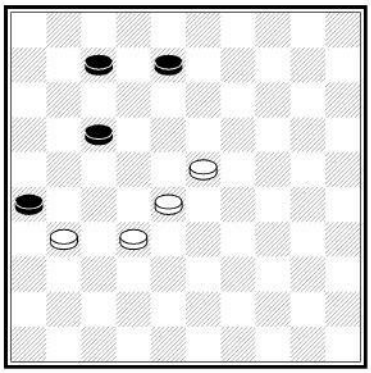

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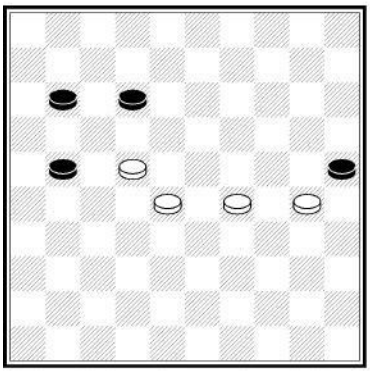

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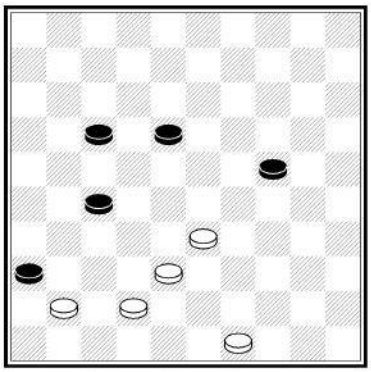

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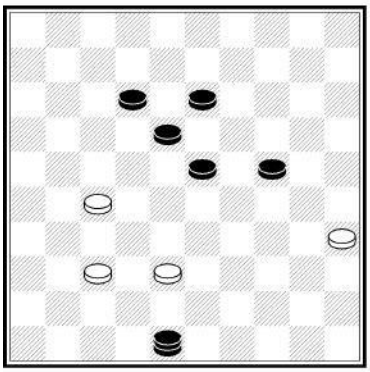
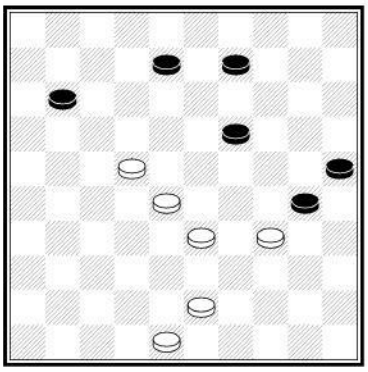


17.12



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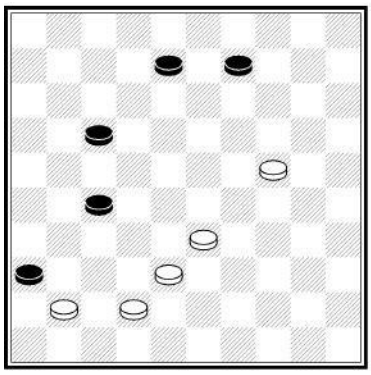
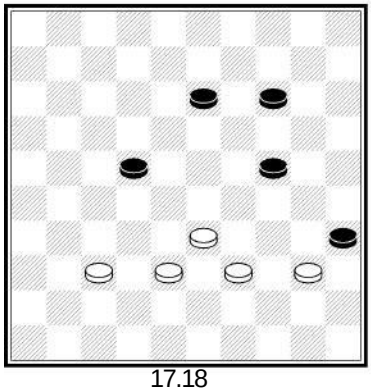


17.17



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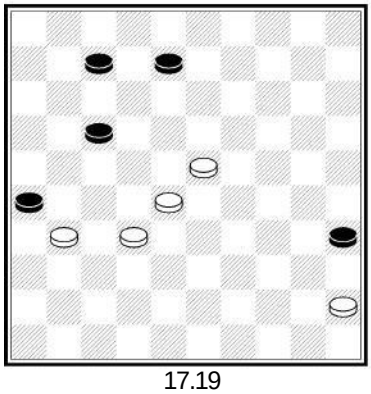

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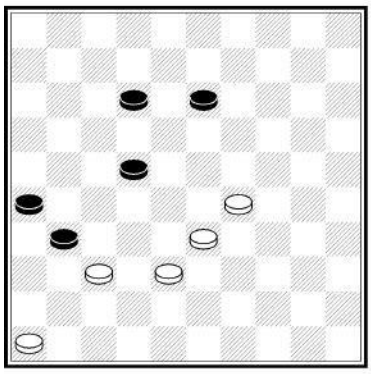
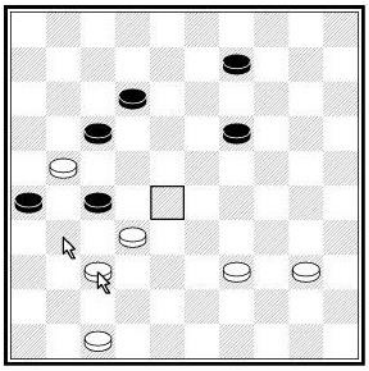


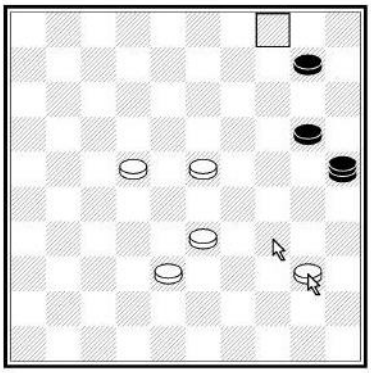
17.20

18. Tembakan dengan Tangkapan Terbanyak



Berkat aturan mayoritas, permainan draughts berisi banyak tembakan yang mengejutkan. Hitam baru saja menyerang dua bidak putih secara bersamaan, tetapi bidak putih membalas dengan satu tembakan. Hitam harus mengambil dua bidak dan putih mengambil empat bagian untuk menjadi raja.

1.37 – 31 26 x 28
2.21 x 3

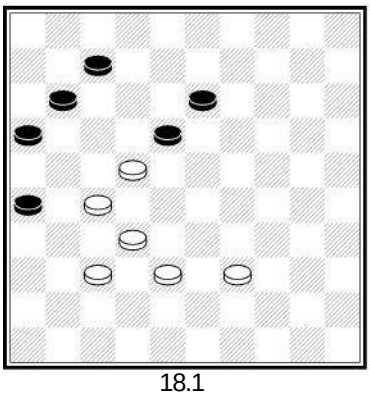


Kasus khusus adalah kudeta. Raja lawan harus melakukan penangkapan berganda. Dia tidak dapat menangkap bidak yang sama (dalam hal ini bidak <34>) dua kali. Apalagi dia harus menangkap terlebih dahulu baru kemudian mengambil bidak dari papan. Hitam harus menangkap 25 x 43 x 27 x 18 x 29.

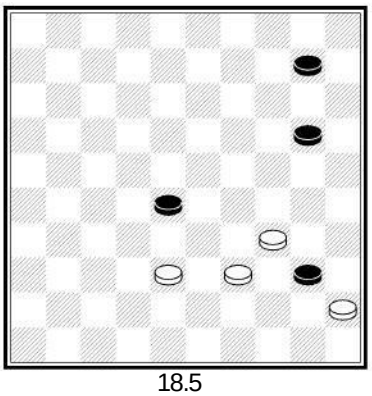
1.40 - 34 25 x 29
2.33 x 4

DamMentor Thema 18 Zetjes met meerslag
Exercises 1 – 21

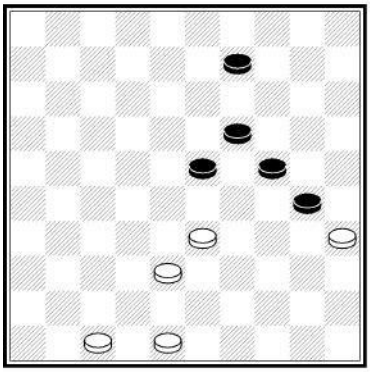
Latihan 1 – 20 Gambarlah panah dan tandai kotak akhir!



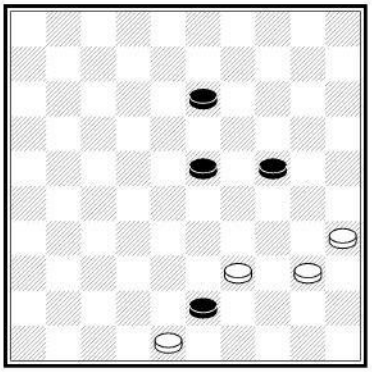
18.1



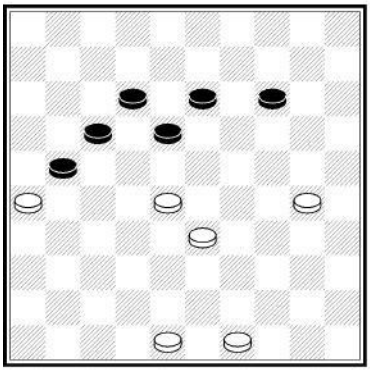
18.5



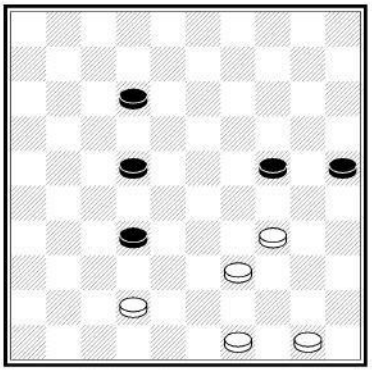
18.2



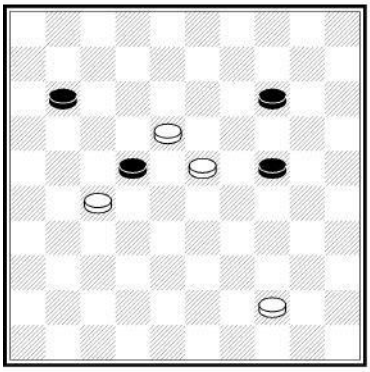
18.6



18.3



18.7



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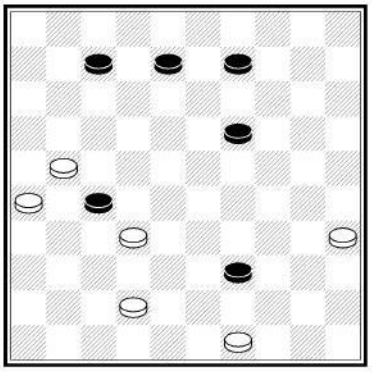

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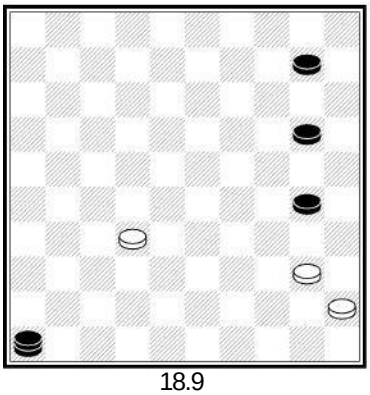

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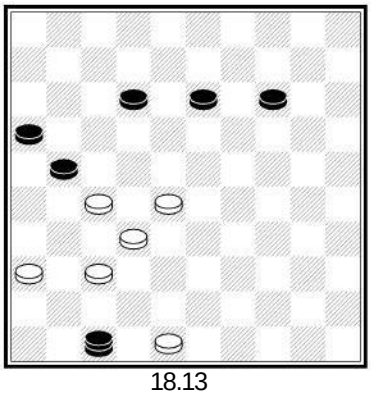

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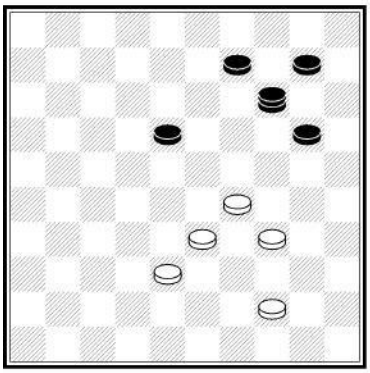

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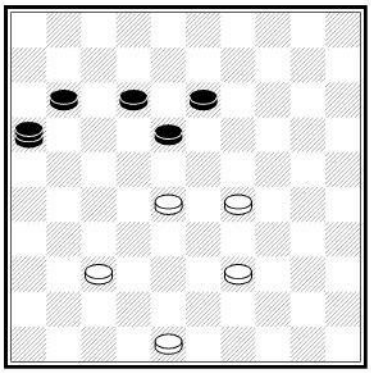

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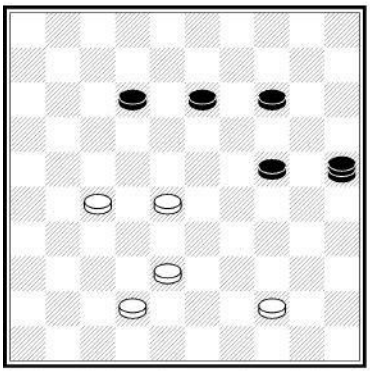

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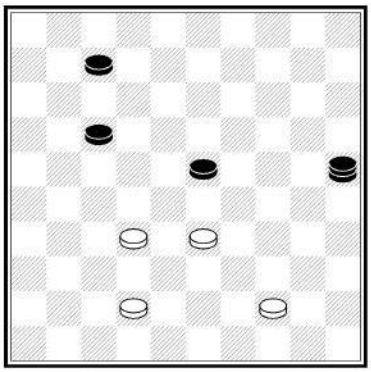

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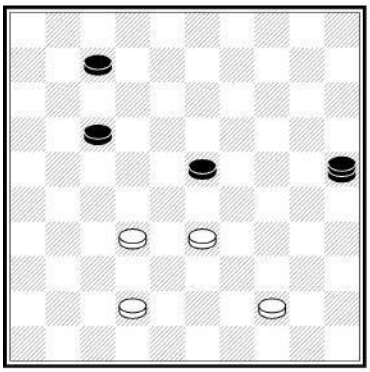

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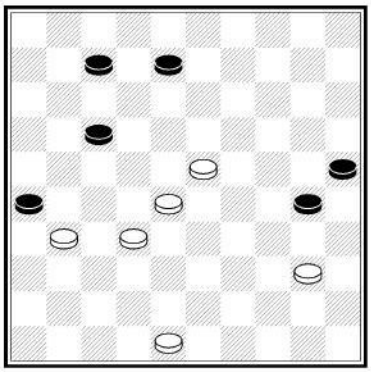

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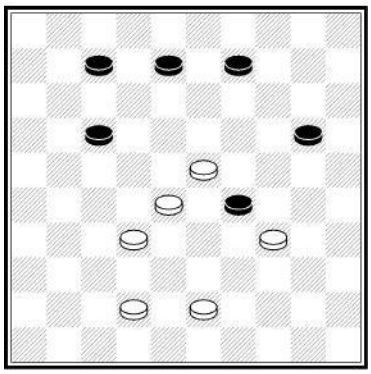

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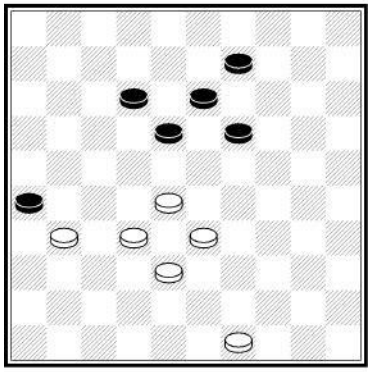

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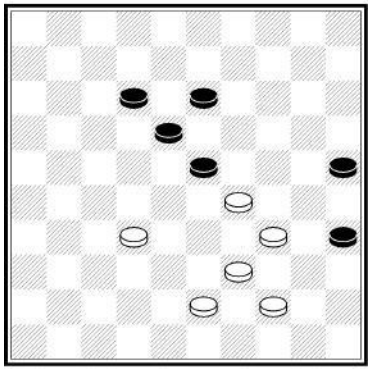

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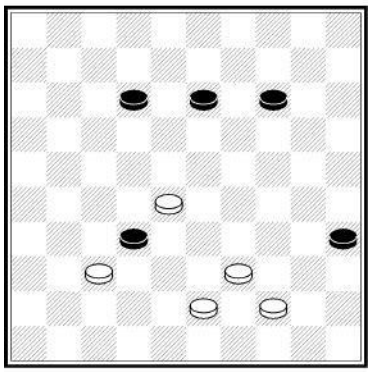
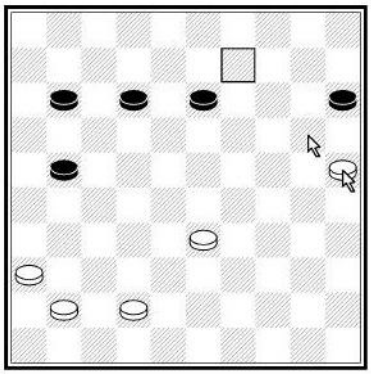


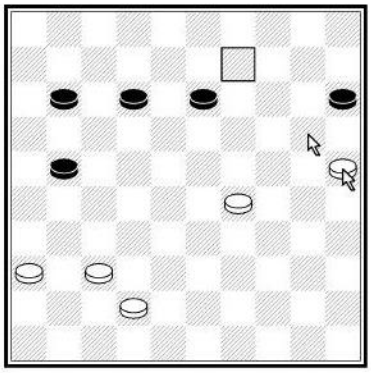
18.20

19. Memindahkan Bidak



Bidak 15 dipindahkan ke <31> untuk mengambil semua bidak hitam.

1.25 – 20 15 x 24
2.33 – 29 24 x 33
3.42 – 38 33 x 42
4.41 – 37 42 x 31
5.36 x 9

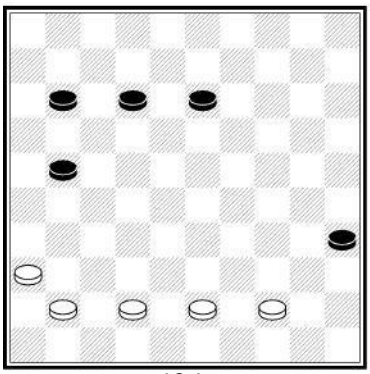


Terkadang perpindahan berjalan lebih cepat. Sekarang putih memberi dua bidak dua kali.

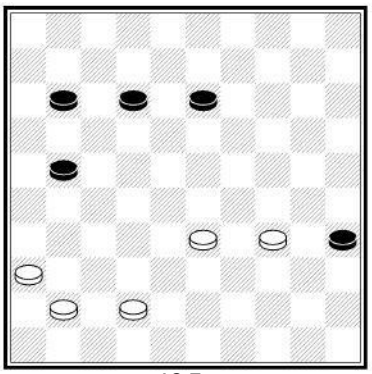
1.25 – 20 15 x 33
2.42 – 38 33 x 31
3.36 x 9

DamMentor Thema 19 Geven en nemen Exercises 1 – 20

Latihan 1 – 20 Putih menang dengan satu bidak pengangkut tembakan!



19.1



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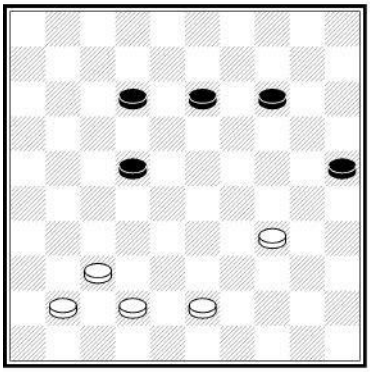

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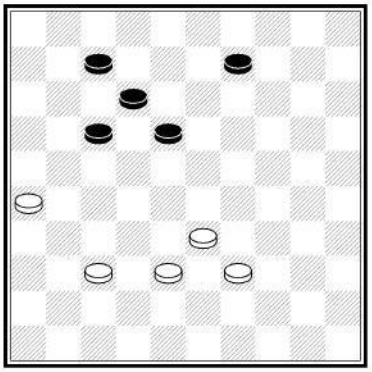

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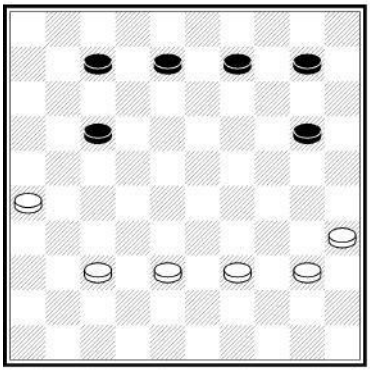
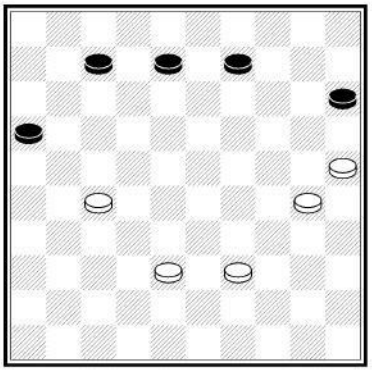


19.3



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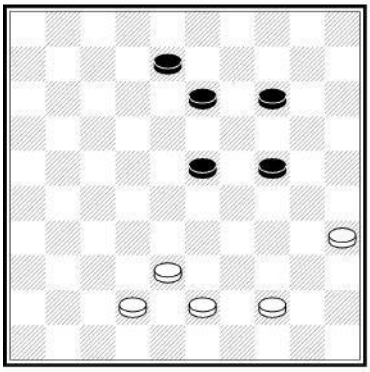

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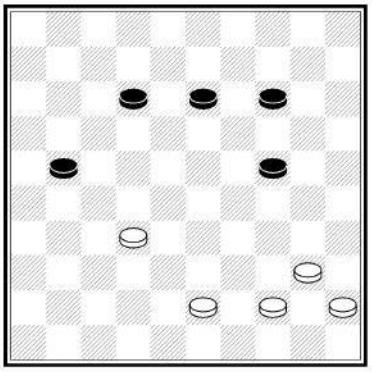

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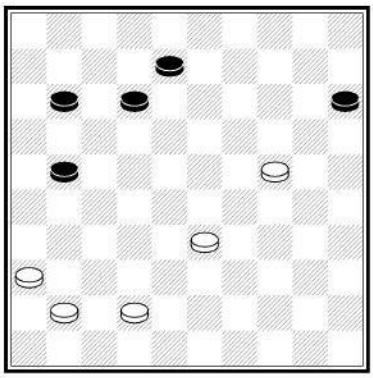

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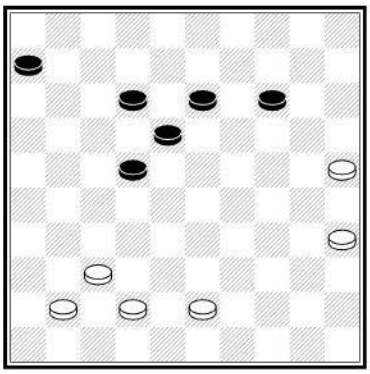

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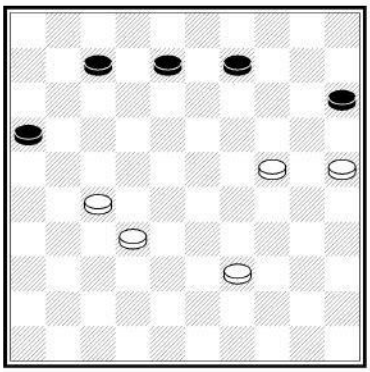

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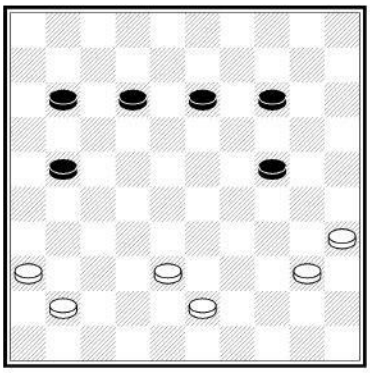

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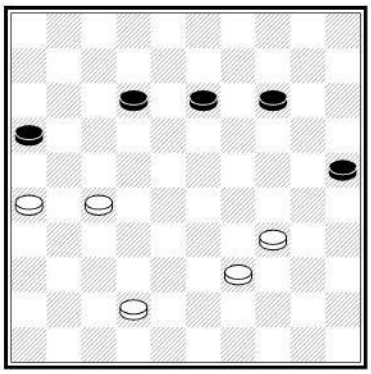

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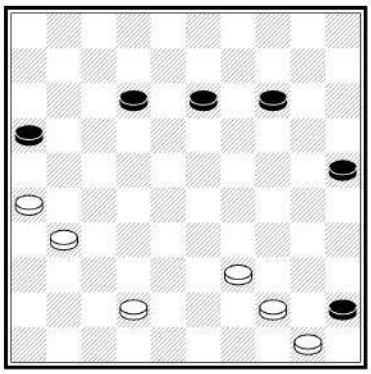

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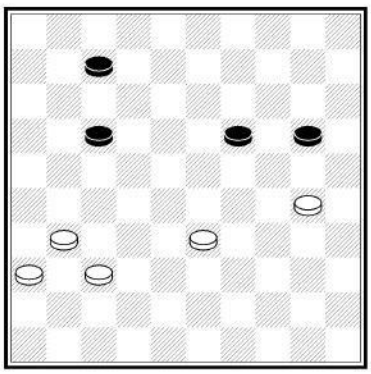

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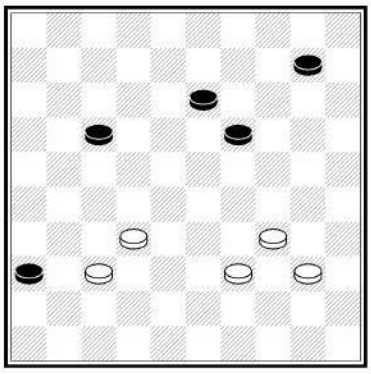

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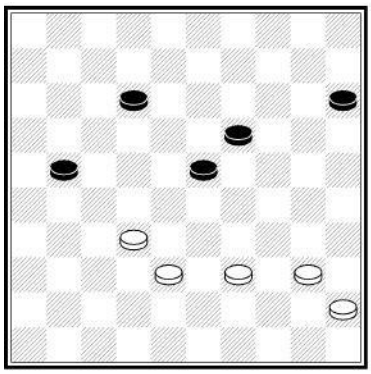

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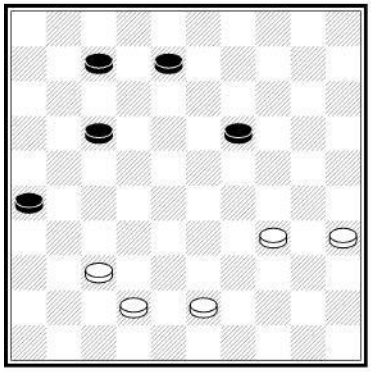

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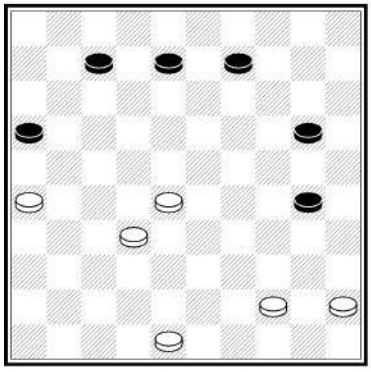

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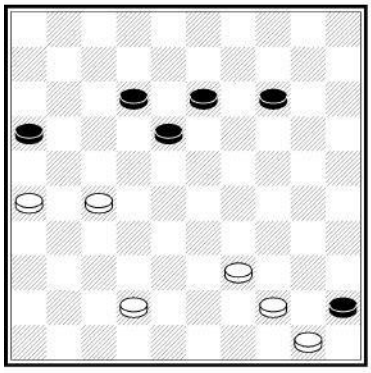
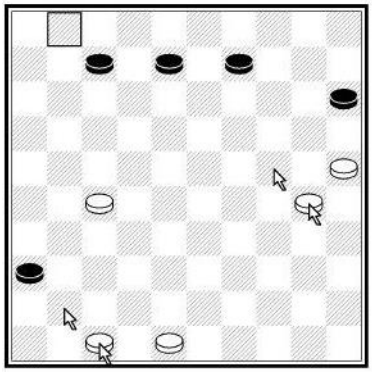


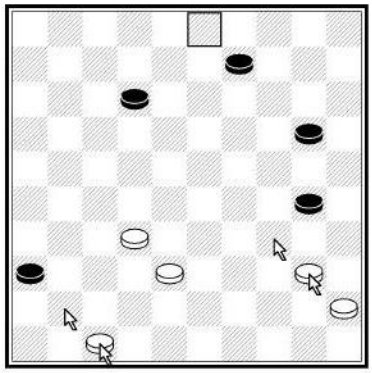
19.20

20. Memberikan Lawan Anda Raja



Kadang-kadang dimungkinkan untuk melakukan tembakan dengan memberikan lawan Anda bidak raja. Raja di <47> dipindahkan ke <20>.

1.47 – 41 36 x 47
2.30 – 24 47 x 20
3.25 x 1

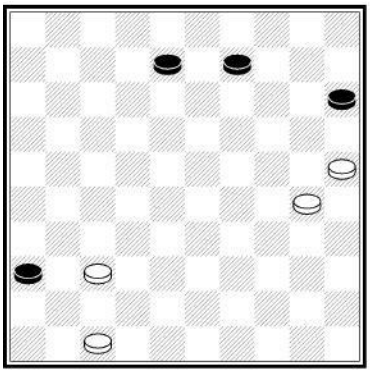


Putih memberi lawannya raja di <47> yang dipindahkan ke <40> dibantu oleh aturan penangkapan terbanyak.

1.47 – 41 36 x 47
2.40 – 34 47 x 40
3.45 x 3

DamMentor Thema 20 Damgeven Exercises 1 – 20

Latihan 1 – 20 Putih melakukan tembakan, setelah memberikan raja kepada lawannya!



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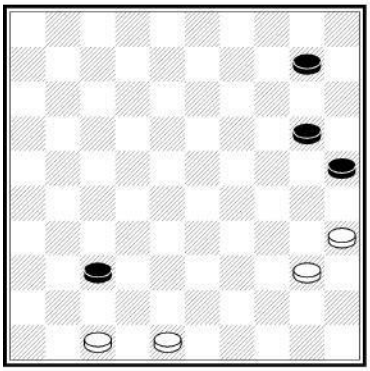

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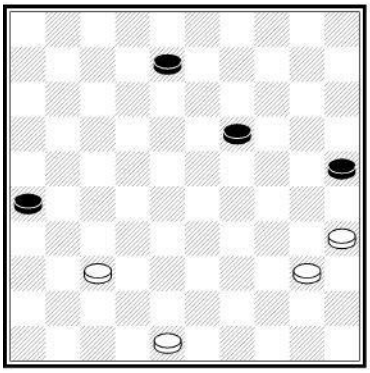

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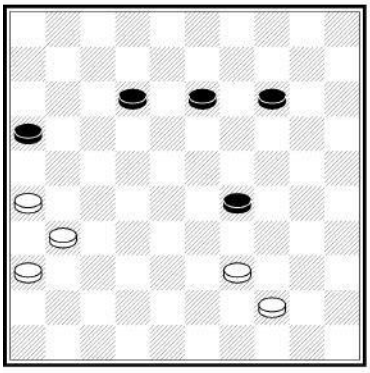

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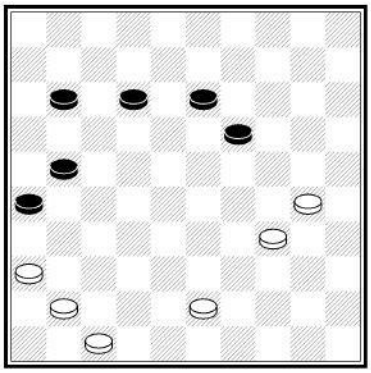

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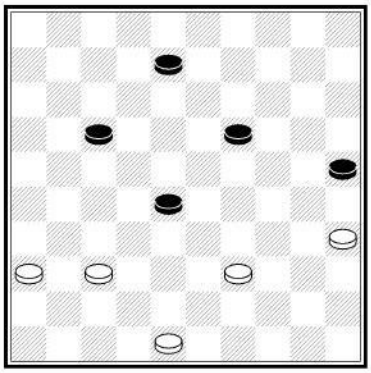

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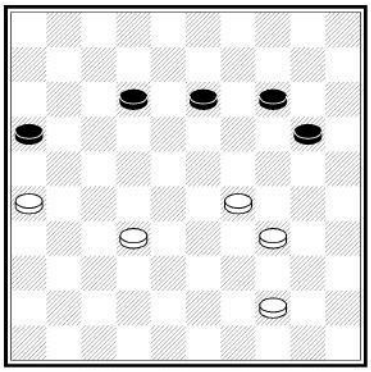

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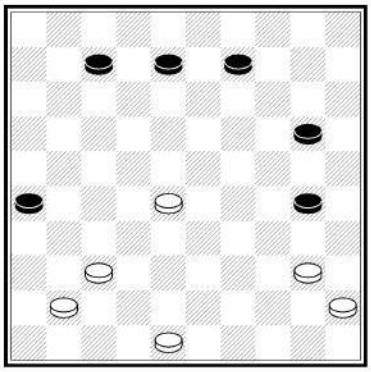

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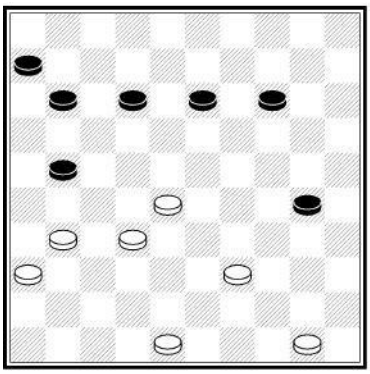

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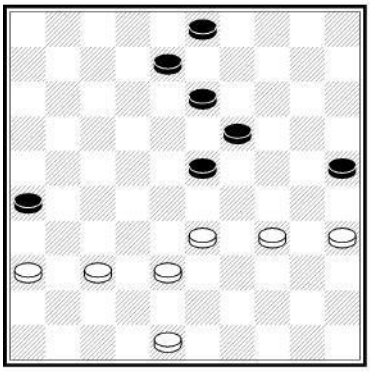

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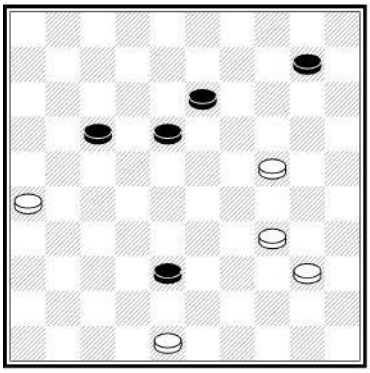

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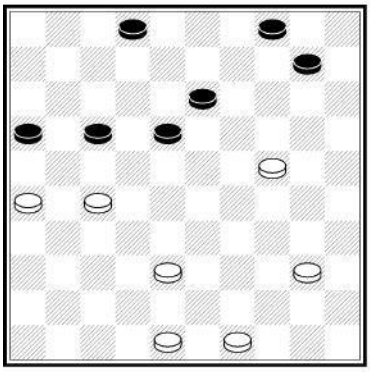

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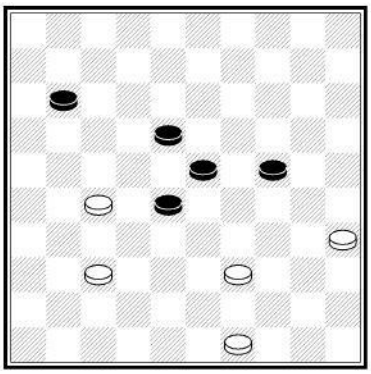
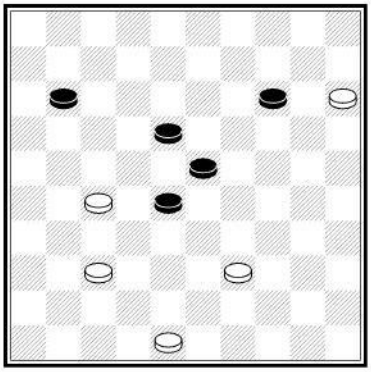
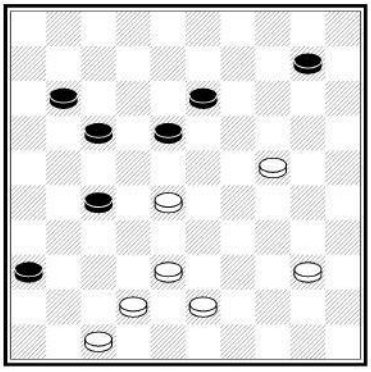


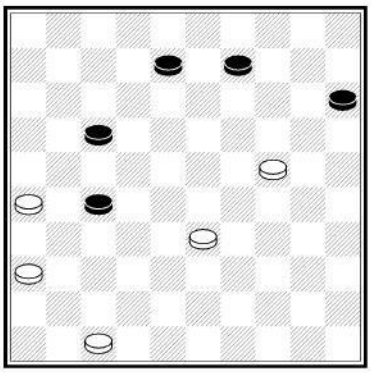
20.13



20.14



20.15



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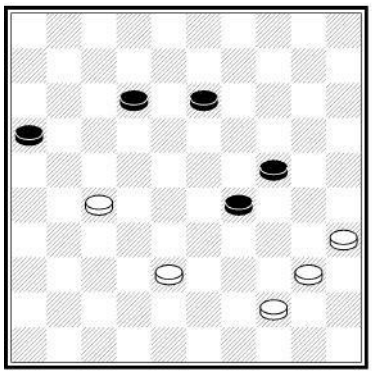

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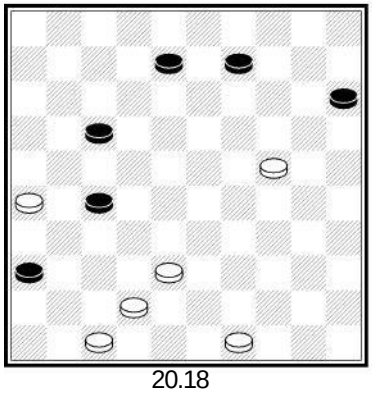
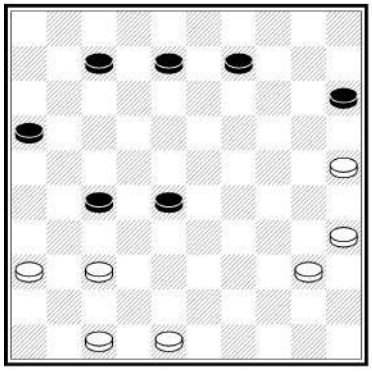
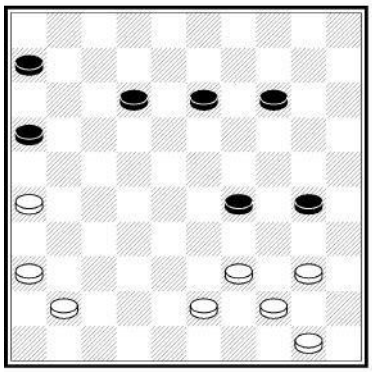


20.18

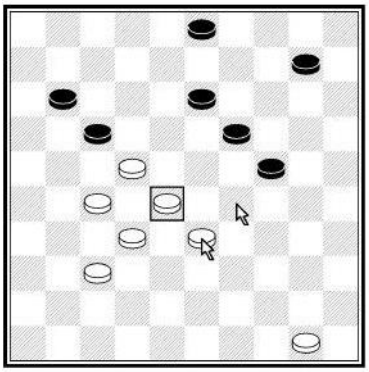


20.19



20.20

21. Tembakan Kung Fu

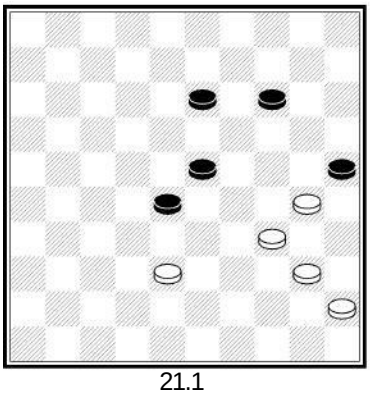


Putih dapat berubah kembali menjadi kotak kosong <28>. Hitam harus menangkap lagi dan putih membuat tembakan ke raja. Jenis tembakan ini disebut tembakan Kung Fu.

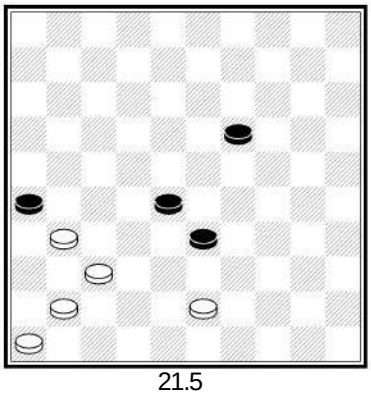
1.33 – 29 24 x 33
2.28 x 39 17 x 28
3.32 x 5

DamMentor Thema 21 De hielslag Exercises 1 – 20

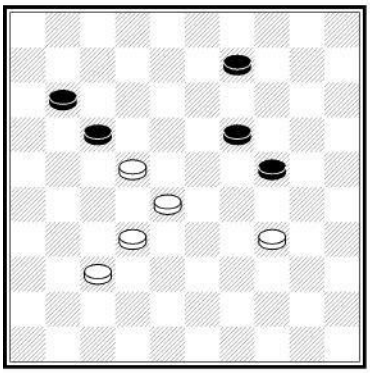
Latihan 1 – 20 Cobalah untuk menemukan tembakan Kung Fu!



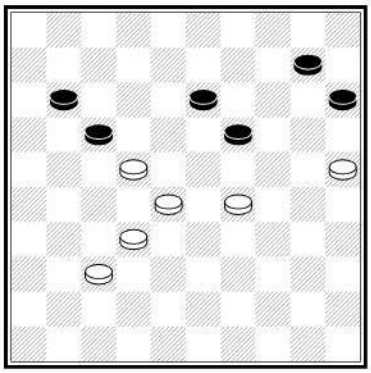
21.1



21.5



21.2



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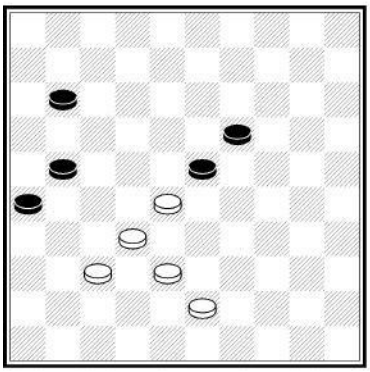

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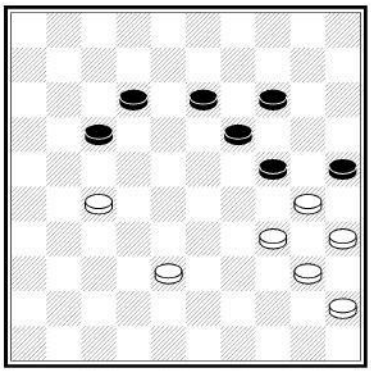

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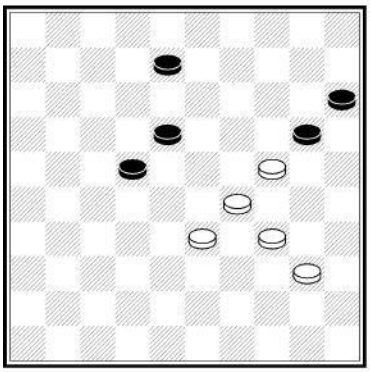
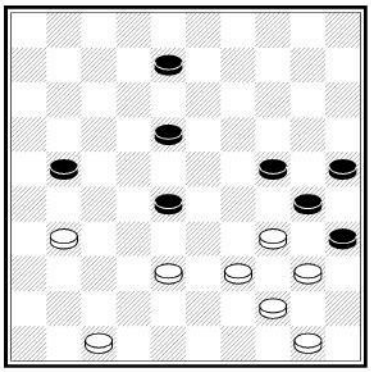
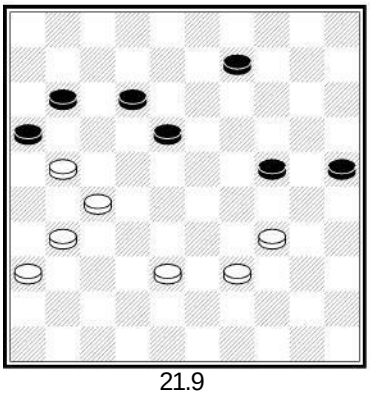


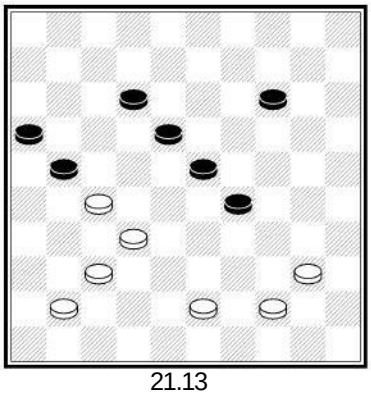
21.4



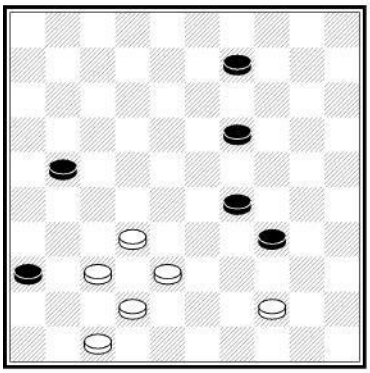
21.8



21.9



21.13



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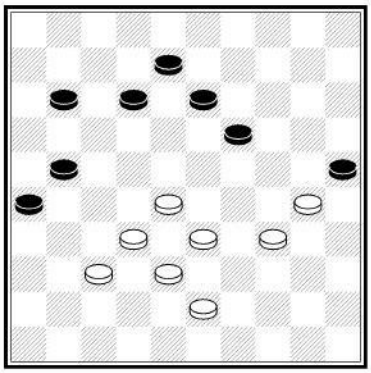

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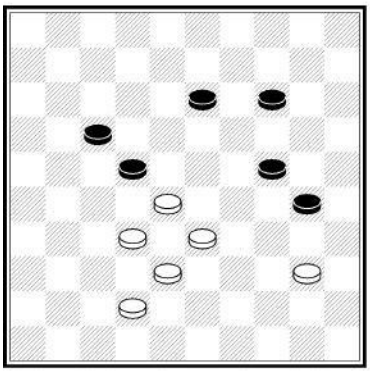
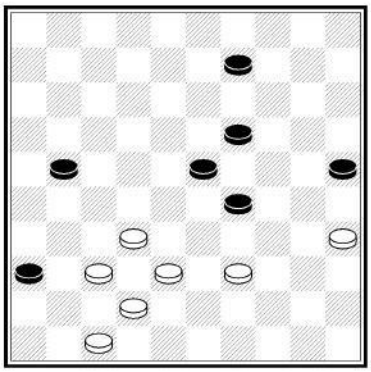


21.11



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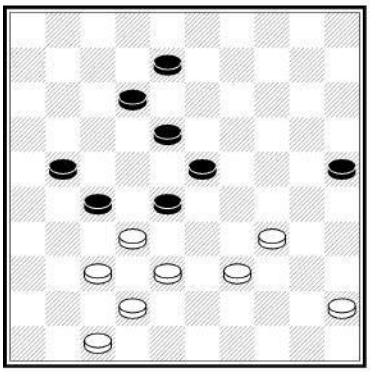
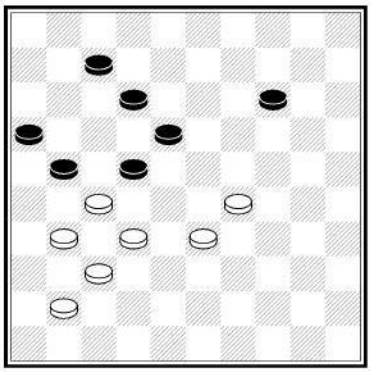


22.12



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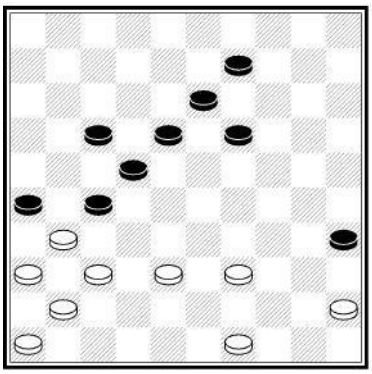

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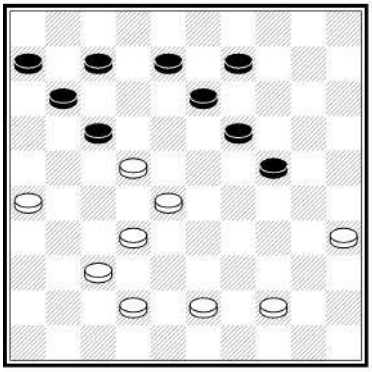
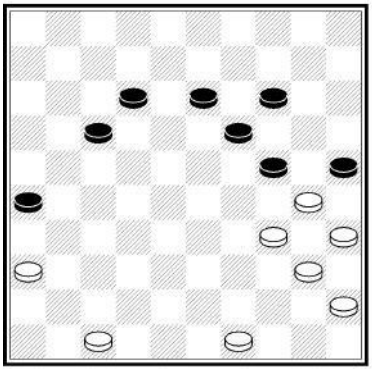


21.18



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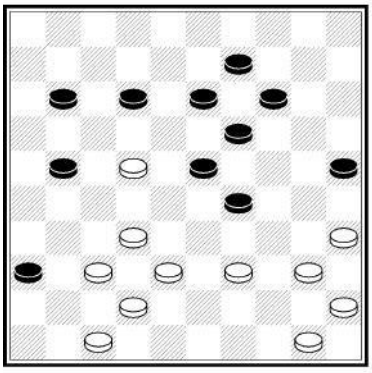
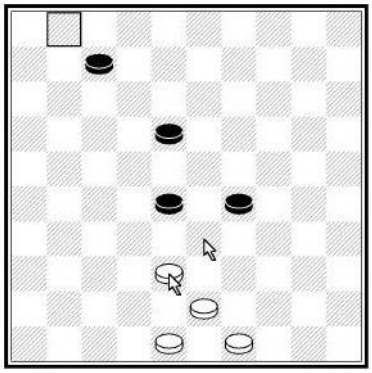


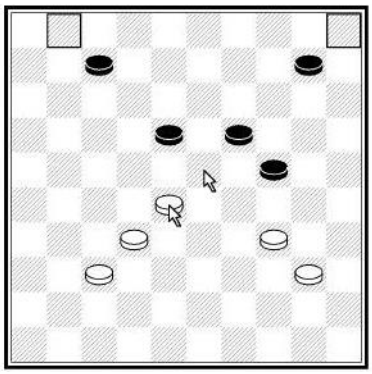
21.20

22. Pilihan Menangkap



Meskipun hitam dapat memilih cara menangkap setelah 38 - 33 tidak masalah bagaimana dia menangkap, putih selalu membuat bidikan ke <1>. Untuk pilihan, kami mencatat ad lib(itum), istilah Latin untuk memiliki pilihan.

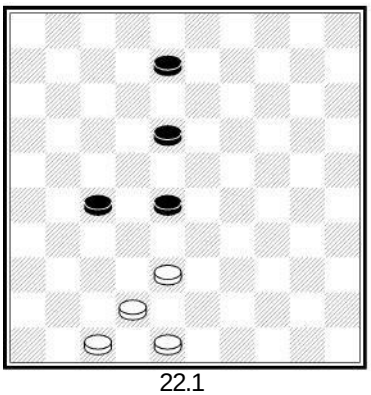
1.38 – 33 ad lib.
2.43 x 1



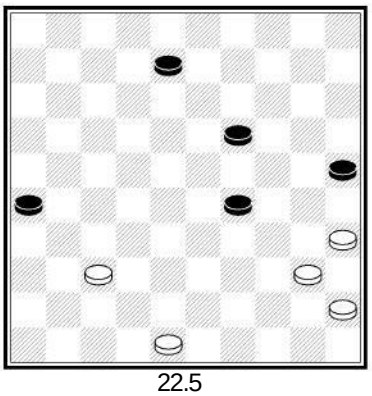
Kadang-kadang ada pilihan dan itu memang membuat perbedaan, tetapi kedua cara untuk menangkap memberikan kesempatan putih membidik. Dalam latihan 17 - 20 Anda harus menandai dua kotak: kotak tempat tembakan bisa berakhir.

DamMentor Thema 22 Slagkeus Exercises 1 – 20

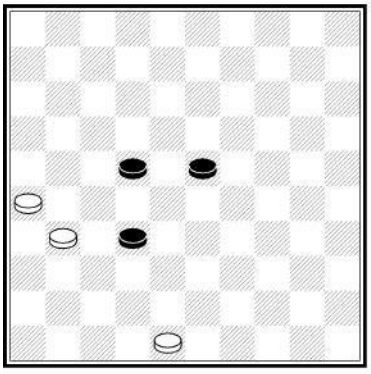
Latihan 1 – 20 Putih bermain untuk menang dengan memberi lawan pilihan tangkapan.



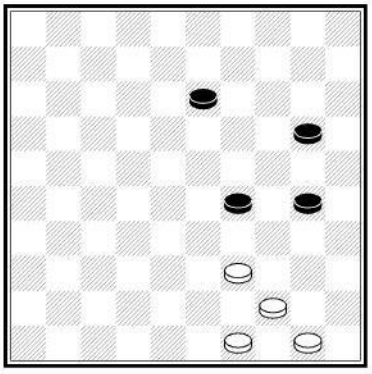
22.1



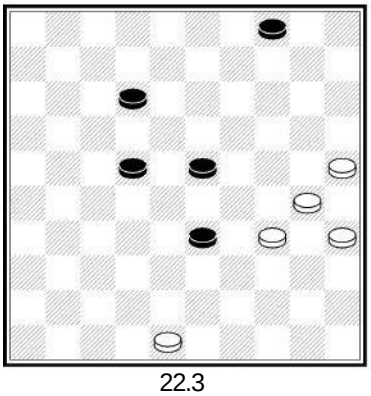
22.5



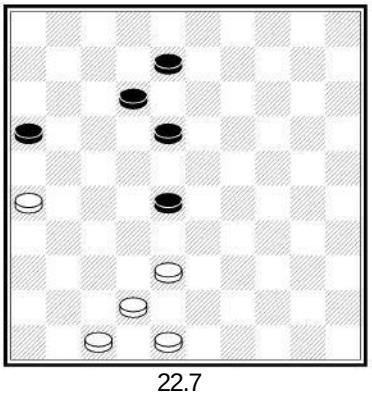
22.2



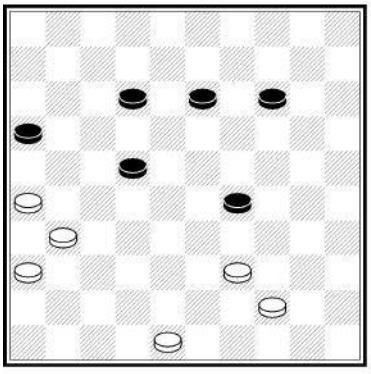
22.6



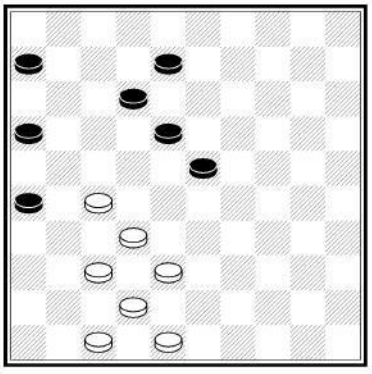
22.3



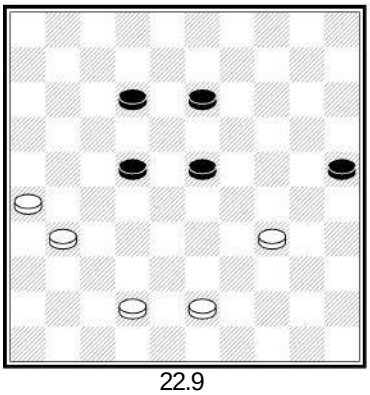
22.7



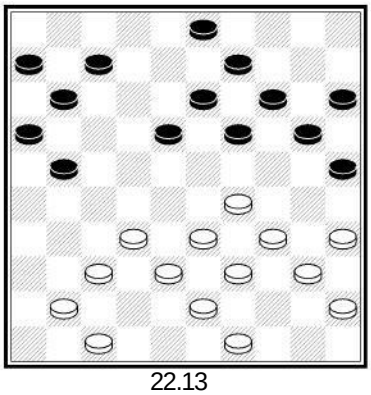
22.4



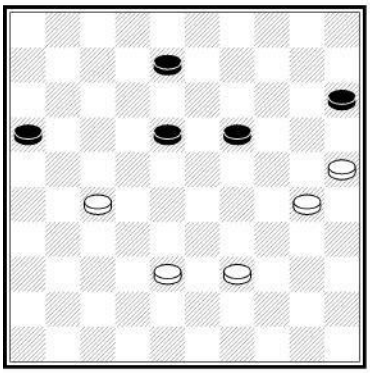
23.8



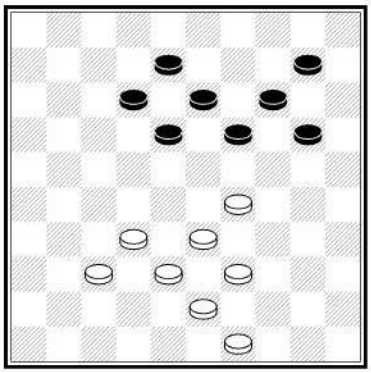
22.9



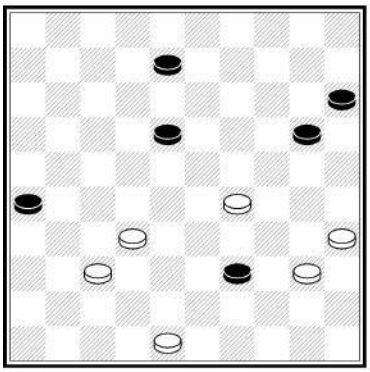
22.13



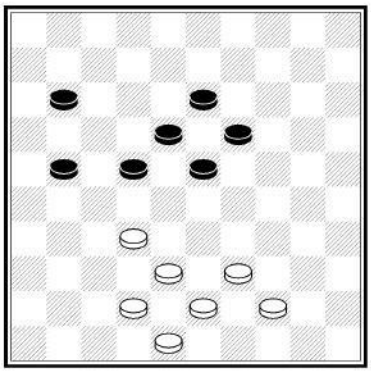
22.10



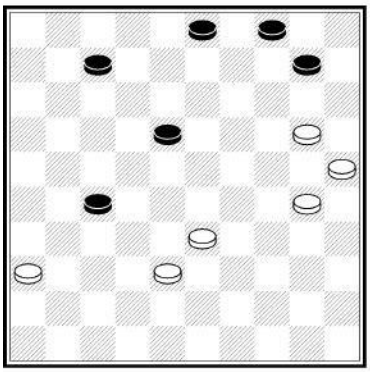
22.14



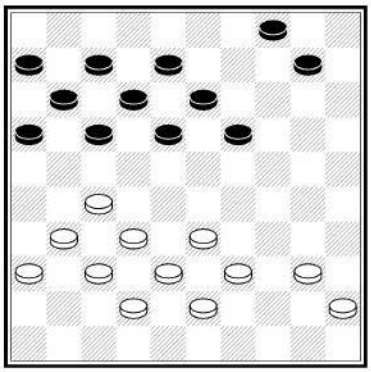
22.11



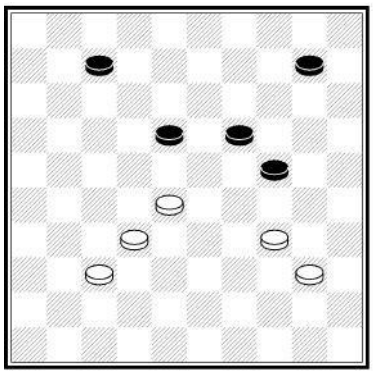
22.15



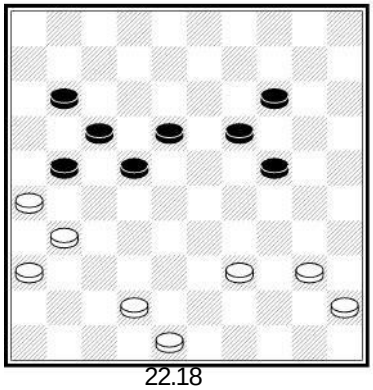
22.12



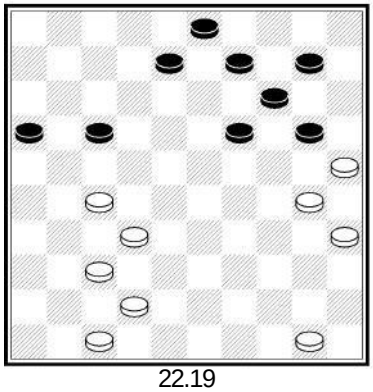
22.16



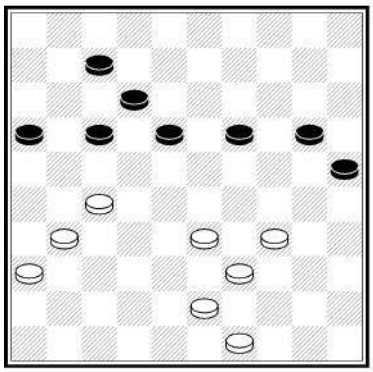
22.17



22.18



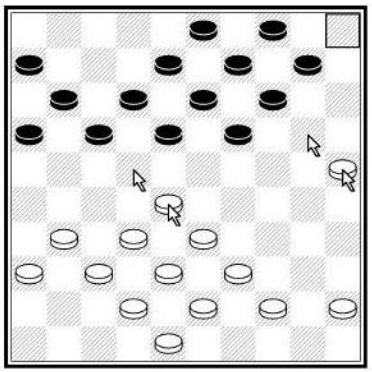
22.19



22.20

23. Posisi dengan Banyak Bidak

Kami menyajikan bidikan dalam posisi dengan beberapa bidak. Lebih sulit untuk menemukan bidikan dalam posisi dengan banyak bidak. Kita akan berlatih ini sekarang.



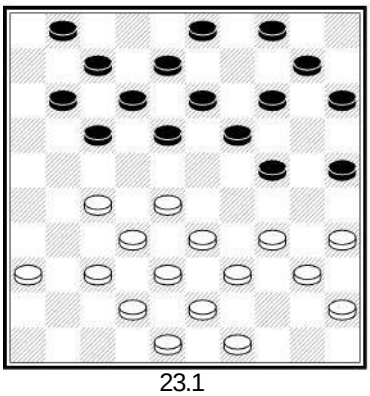
Pertama-tama putih menghilangkan bidak pada <14>. Setelah itu dia berpindah 28 - 22 dengan pilihan tangkap untuk hitam, tapi putih akan selalu mendapatkan raja <5>.

1.25 – 20 14 x 25
2.28 – 22 18 x 27
3.31 x 22 17 x 28
4.32 x 5

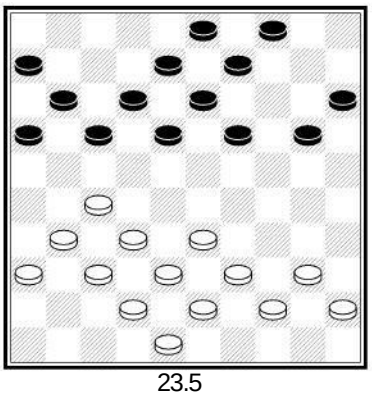
Draughts di Sri Lanka (di papan berukuran 12 x 12!)

DamMentor Thema 24 Volle standen Exercise 1 - 20

Latihan 1 – 20 Putih memenangkan setidaknya satu bidak dengan melakukan pukulan.



23.1



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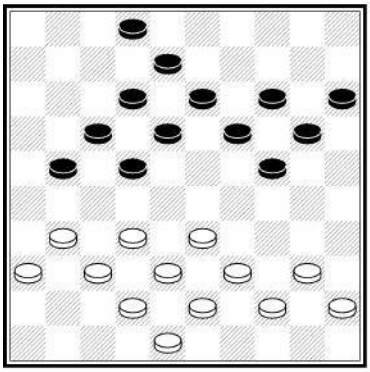

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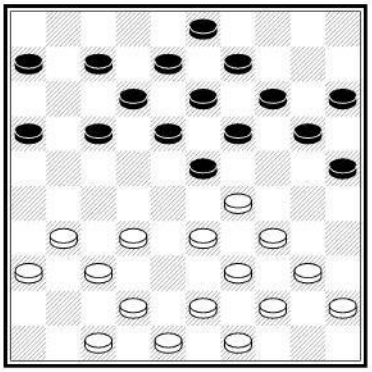

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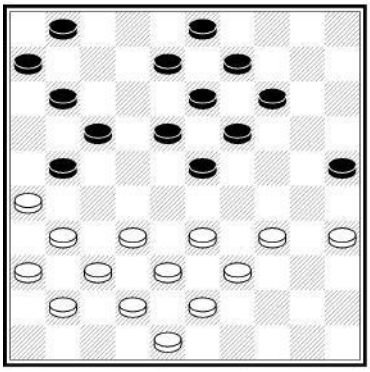

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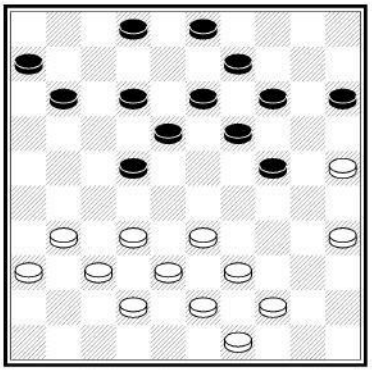

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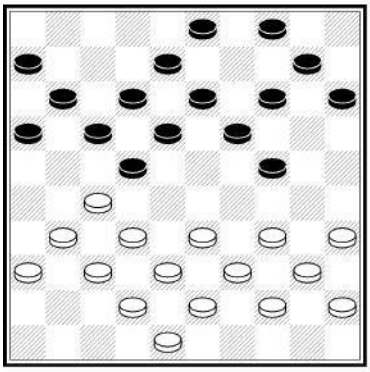

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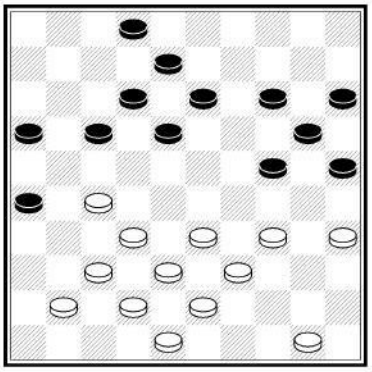

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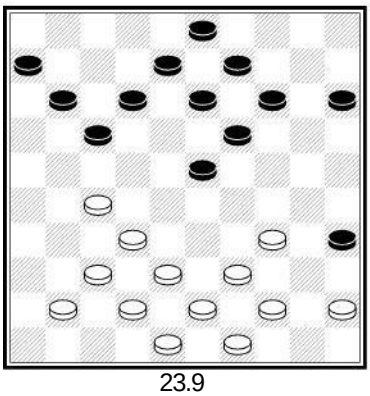

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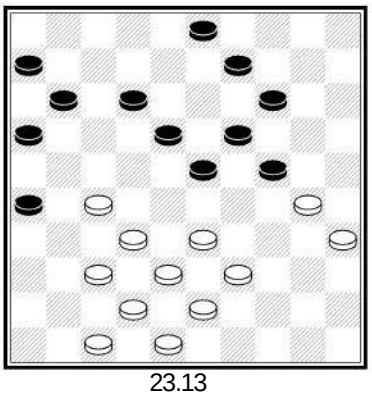

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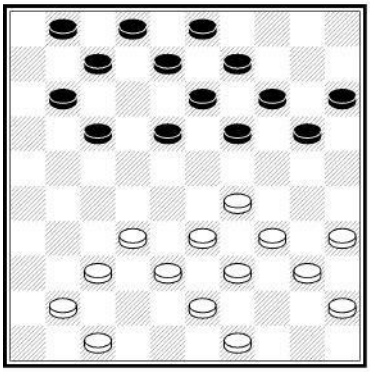

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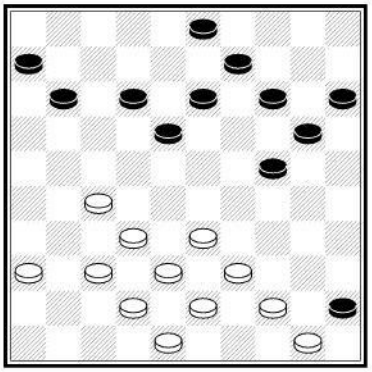
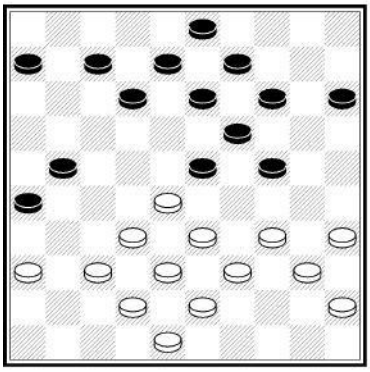


23.14



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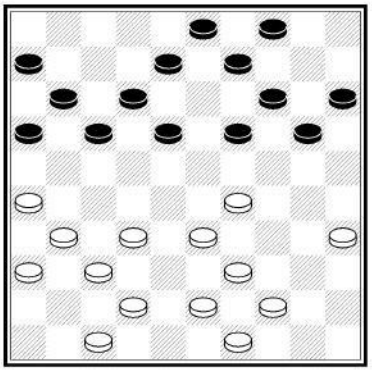

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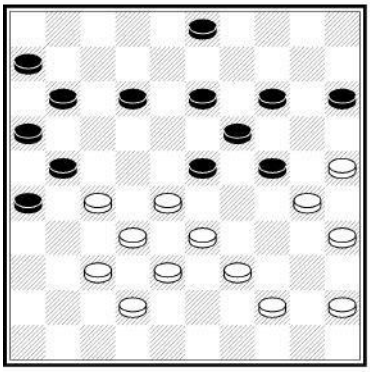
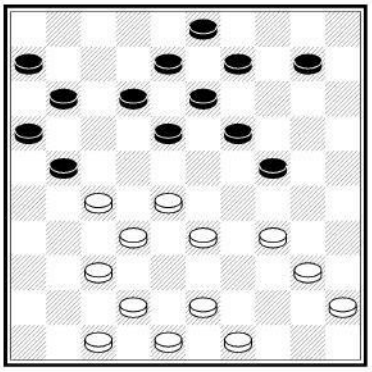
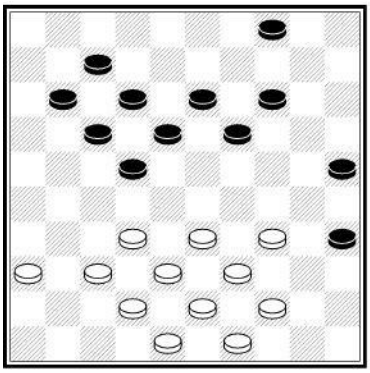


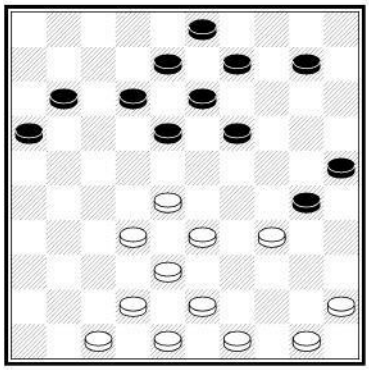
23.12



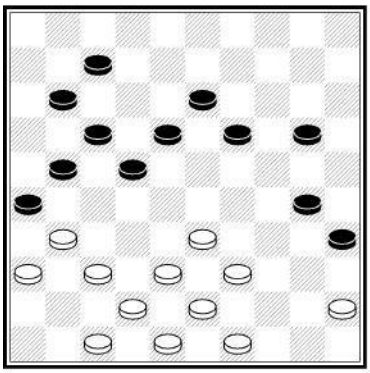
23.16



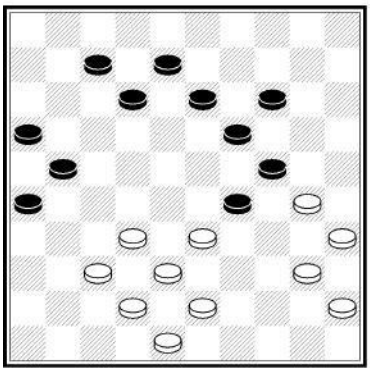
23.17



23.18



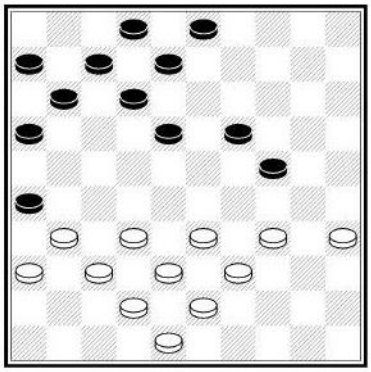
23.19



23.20

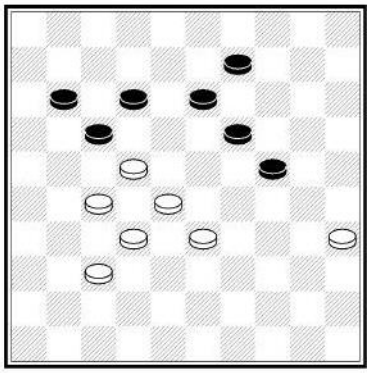
24. Soal Pilihan Berganda

Pengetahuan Anda dari pelajaran sebelumnya akan diuji. Dalam latihan, Anda harus memilih jawaban yang benar dari beberapa kemungkinan jawaban.



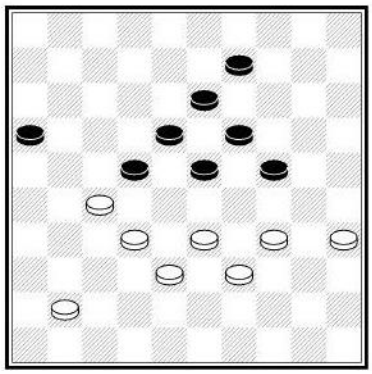
24.1. Putih menang dengan membuat

A) Tembakan
B) Serangan
C) Pertukaran

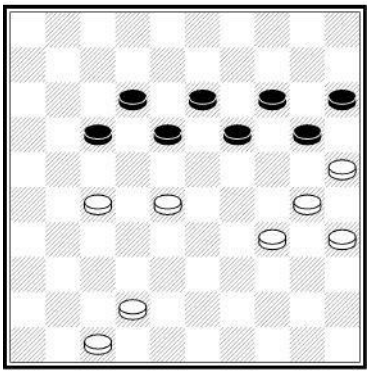


24.2. Putih menang dengan membuat:

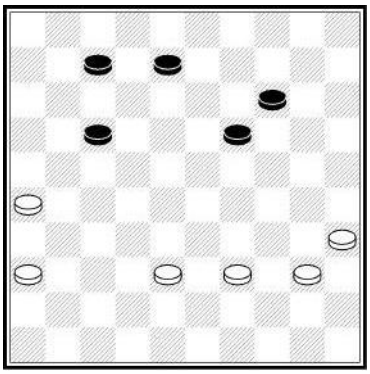
A) Tembakan
B) Serangan
C) Pertukaran



24.3. Apa yang harus dilakukan putih?
A) Menyerang
B) Melakukan tembakan
C) Mempertahankan

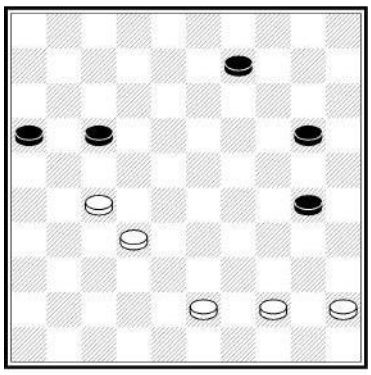


24.4. Bagaimana putih bisa menang?
A) Dengan menyerang
B) Dengan melakukan tembakan
C) Dengan membekukan lawan



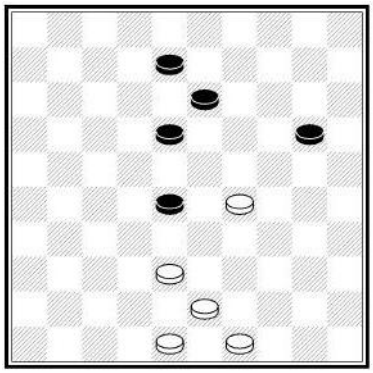
24.5. Bagaimana putih bisa menang?

A) Dengan menyerang
B) Dengan melakukan tembakan
C) Dengan membekukan lawan

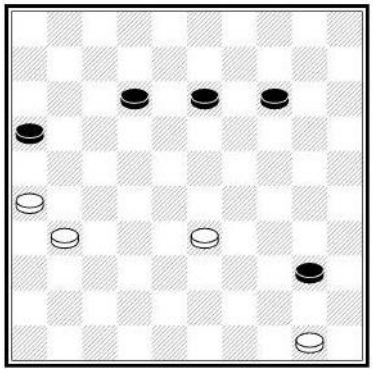


24.6. Bagaimana putih bisa menang?

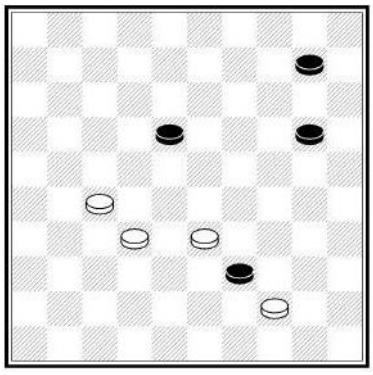
A) Dengan menyerang
B) Dengan membuat tembakan
C) Dengan membekukan lawan



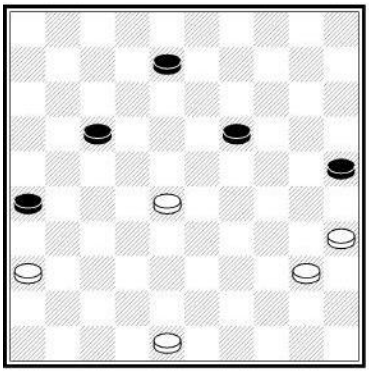
24.7. Tembakan seperti apa yang bisa dilakukan oleh putih?
A) Pilihan penangkapan
B) Beberapa tangkapan
C) Tembakan Kung Fu



24.8. Tembakan seperti apa yang bisa dilakukan oleh putih?
A) Pilihan penangkapan
B) Beberapa tangkapan
C) Memberi lawan bidak raja

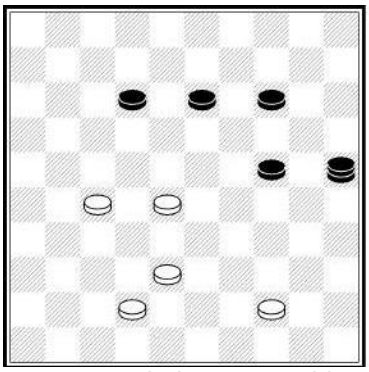


24.9. Tembakan seperti apa yang bisa dilakukan oleh bidak putih?
A) Pilihan tangkapan
B) Beberapa penangkapan
C) Memberi lawan bidak raja



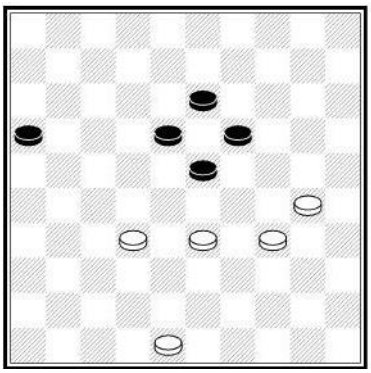
24.10. Tembakan seperti apa yang bisa dilakukan oleh bidak putih?

A) Pilihan tangkapan
B) Beberapa penangkapan
C) Memberi lawan bidak raja



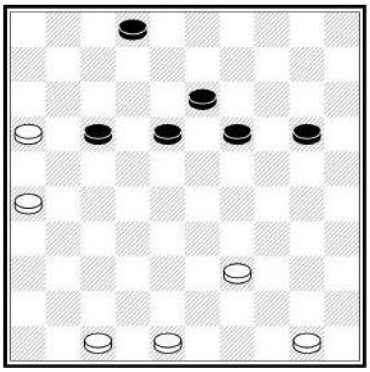
24.11. Apa nama tembakan yang bisa bidak putih lakukan?

A) Tembakan Kung Fu
B) Coup Turc
C) Kingshot



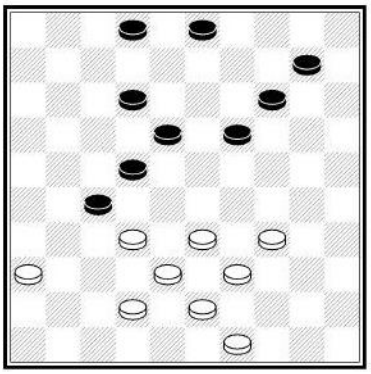
24.12. Putih bisa menang dengan

A) Membuat tembakan
B) Menyerang
C) Membekukan lawan



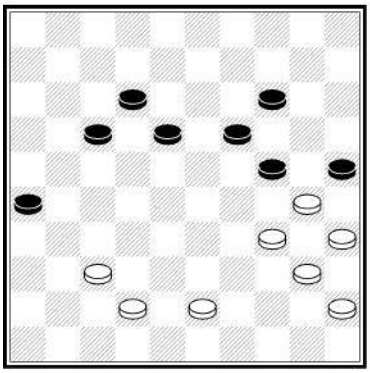
24.13. Putih bisa menang dengan

A) Membuat tembakan
B) Menyerang
C) Menerobos



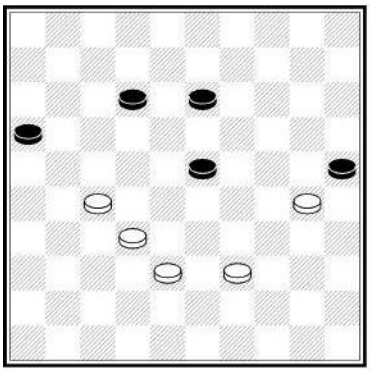
24.14. Hitam harus melakukan

A) Serangan
B) Pertahanan
C) Mengorbankan bidak

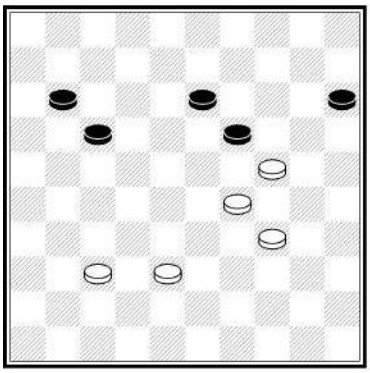


24.15. Tembakan seperti apa yang bisa dilakukan oleh bidak putih?

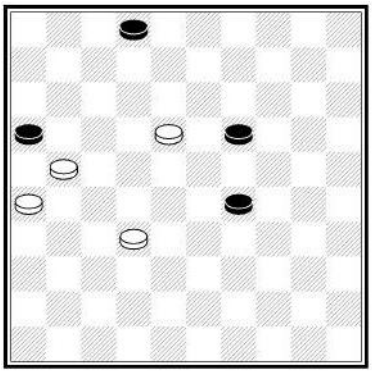
A) Tembakan Kung Fu
B) Coup Turc
C) Pengambilan beberapa bidikan



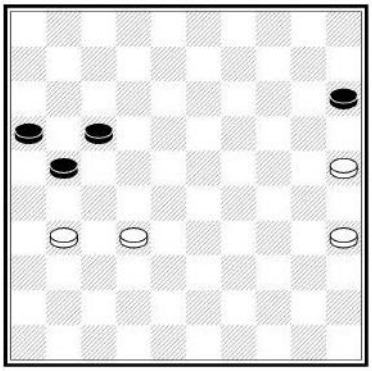
24.16. Supaya menang, putih harus melakukan
A) Serangan
B) Gerakan Menempel
C) Tembakan Kung Fu



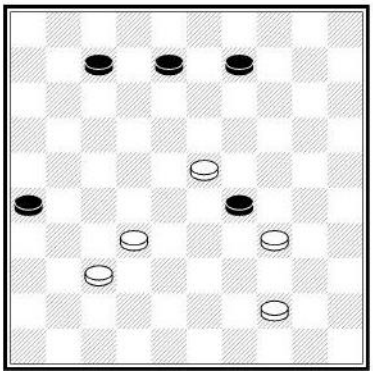
24.17. Apa yang harus putih lakukan?
A) Membuat serangan
B) Melakukan pertukaran
C) Mempertahankan



24.18. Putih menang dengan cara
A) Menyerang
B) Memainkan Gerakan Menempel
C) menerobos



24.19. Putih bisa menang dengan cara
A) Membekukan lawan
B) Membuat terobosan
C) Menyerang



24.20. Tembakan seperti apa yang bisa dilakukan oleh bidak putih?
A) Memberi lawan bidak raja
B) Beberapa penangkapan
C) Pilihan penangkapan

25. Permulaan dalam Permainan

Kami akan memberikan beberapa petunjuk tentang cara memainkan permulaan dalam permainan.

1. Usahakan untuk memusatkan bidak Anda.
2. Usahakan untuk menjaga ruang untuk bermain. Artinya, Anda tidak perlu takut untuk melakukan perubahan.
3. Biarkan bidak Anda bekerja sama.

Permulaan 1.33 - 28

Pada posisi awal kami bermain:

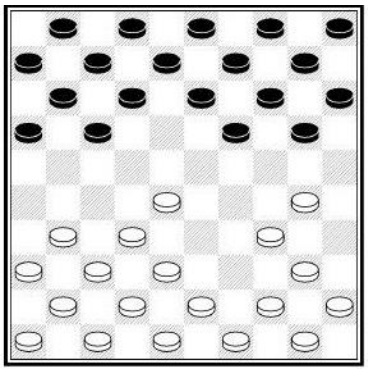
1.33 – 28

Ini adalah permulaan **Sijbrands**. Permulaan ini adalah langkah favorit Ton Sijbrands yang terkenal untuk memulai permainan. Di bagian ketiga dalam Kursus Draughts, kami menguraikan permulaan ini (dan banyak permulaan lainnya) lebih dalam.

1... 18 – 22

Putih harus bermain 2.38 - 33 atau 2.31 - 27. Apakah salah memainkan 2.35 - 30?

2.35 – 30? 22 x 33
3.39 x 28

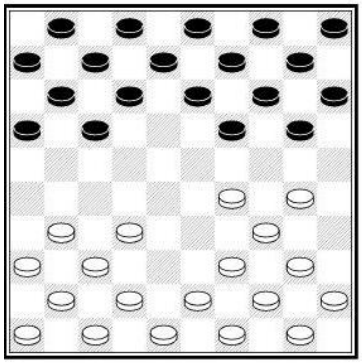


1

Hitam bisa mendapatkan bidak dengan membuat tembakan kecil:

3... 19 – 23
4.28 x 19 13 x 35

Sekarang kita lihat posisi setelah 3.38 x 29

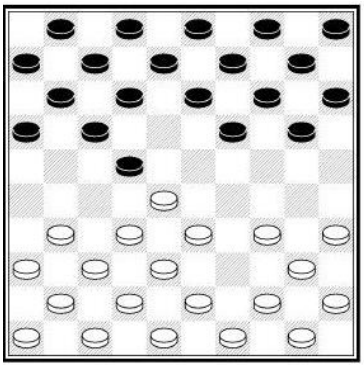


2

Latihan 25.1

Bagaimana hitam bisa mendapatkan bidak?

1.33 – 28 18 – 22 2.39 – 33?
Memberi hitam kesempatan untuk melakukan tembakan Harlem yang terkenal.

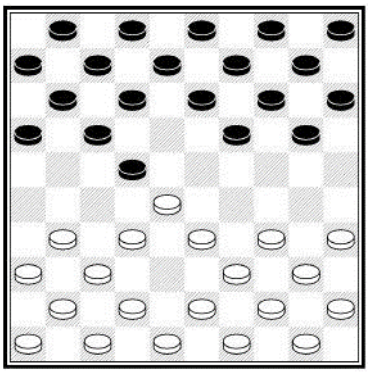


3

Hitam membawa bidak putih ke <22> dan setelah itu dia membuang bidak di <23> untuk membuat tembakan 17 x 28x39x30.

2... 22 – 27!
3.32 x 21 16 x 27
4.31 x 22 19 - 23
5.28 x 19 17 x 30
6.35 x 24 14 x 23

Pada langkah selanjutnya, hitam memenangkan bidak kedua.



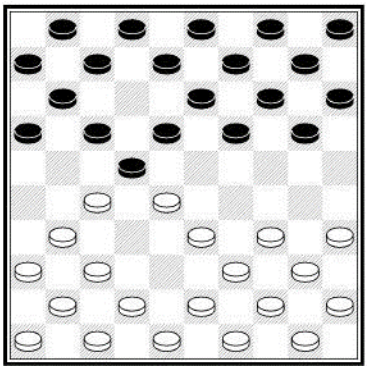
4

Ini adalah posisi setelah 1.33 - 28 18 - 22 2.38 - 33. Bagaimana seharusnya hitam bermain sekarang 12 - 18 atau 13 - 18? Hitam harus memusatkan bidaknya dan memainkan 12 - 18 (dan terus bermain 7 - 12 & 1 - 7).

2... 12 – 18

Putih dapat memilih dari beberapa kelanjutan. Dia bisa bermain 3.42 - 38 3.43 - 38 or 3.34 - 29.

Pertama-tama kita akan melihat posisi setelah 3.32 - 27.



5

Potongan 27 / 28 / 31 / 33 membentuk kunci rantai. Perhatikan bahwa hitam tidak dapat memainkan 17 - 21 atau 18 - 23 sekarang! Cara terbaik untuk merespons biasanya adalah memutus rantai.

3... 19 – 23!
4.28 x 19 14 x 23

Memutus rantai dan bersiap untuk membangun pusat yang baik dengan gerakan 10 – 14, 14 – 19 5 – 10, 10 – 14, 7 – 12 & 1 – 7.

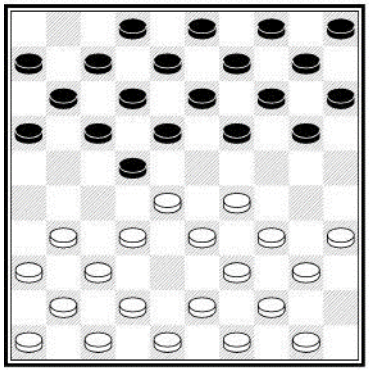
Latihan 25.2 Bagaimana hitam memenangkan dua buah jika putih memainkan **5.37 – 32?**

Mari kembali ke diagram 4.

Setelah **2... 12 - 18** kita bermain **3.34 - 29**.
Hitam dapat memilih sekarang dari mengubah dengan 19 - 23 atau bergerak dengan

3... 7 - 12 4.40 - 34 1 - 7 5.45 – 40

Perhatikan bahwa kedua pemain memusatkan bidak mereka



6

Latihan 25.3 Mengapa **5... 16 – 21?** gerakan yang buruk?

Hitam biasanya sekarang melakukan pertukaran ke tengah:

5… 19 – 23 6.28 x 19 14 x 23

Latihan 25.4 Apa langkah paling logis untuk bidak putih sekarang?

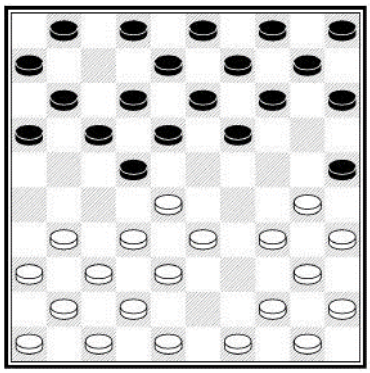
Dari diagram 4 kita bermain

2... 12 - 18 3.43 – 38 7 – 12

Putih dapat melanjutkan 4.49 - 43 1 - 7 5.31 - 27 22 x 31 6.36 x 27, tapi putih memainkan:

4.34 – 30 20 – 25

Putih harus menjaga ruang untuk bermain dan melakukan pertukaran dengan memainkan 5.49 - 43 25 x 34 6.40 x 29 atau 6.39 x 30 meskipun hitam juga sedikit lebih baik di sini! Putih menutup celah di <34> namun dengan bermain 39 - 34? Sekarang bagian kanan putih terkunci. Tanpa bidak di <39> hitam bisa langsung menang telak.



7

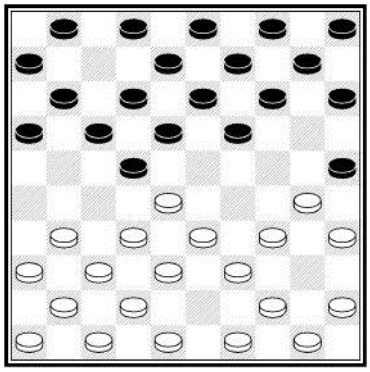
5... 22 - 27!
6.31 x 22 18 x 27
7.32 x 21 16 x 27

Hitam memperkenalkan dua ancaman: dia mengancam untuk memainkan 19 - 24 30 x 19 14 x 43 B+1 dan (jika putih menutup <43> dengan memainkan 49 - 43) 27 - 32 38 x 27 19 - 24 30 x 19 14 x 21.

Jika putih memainkan 8.37 - 31 maka 1 - 7 9.31 x 22 19 - 24 10.30 x 19 14 x 43 11.48 x 39 17 x 28 12.33 x 22 12 - 18 mengikuti dan hitam menang 1 bidak.

Jika putih memainkan 8.37 - 32 situasinya tidak berubah setelah 11 - 16 9.32 x 21 16 x 27. Hitam akan memenangkan bidak pada langkah selanjutnya, misalnya 10.49 - 43 27 - 31! 11.36 x 27 19 - 24 12.30 x 19 14 x 21 B+1.

Jika putih memainkan **5.40 - 34** bukannya 5.39 - 34? Posisinya akan seperti ini:



8

Putih masih terkunci, tetapi memiliki bidak di <39> tidak akan seburuk posisi diagram 7.

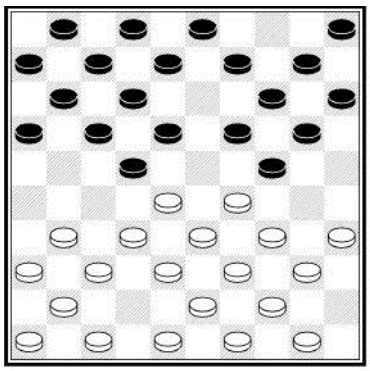
Latihan 25.5 Mengapa **5..... 22 – 27 6.31 x 22 18 x 27 7.32 x 21 16x27?** kesalahan untuk hitam sekarang?

Dari diagram 2 kami menunjukkan bagaimana hitam bisa salah dengan cepat:

2 ... 13 – 18
3.42 – 38 9 – 13
4.34 – 29 4 - 9
5.40 – 34 19 - 24?

Hitam seharusnya menciptakan ruang untuk bermain dengan mengubah 19 - 23 28 x 19 14 x 23 atau dengan 22 - 27 31 x 22 18 x 27 32 x 21 17 x 26.
Menempati keduanya 22 & 24 berbahaya di sini.

6. 45 – 40 13 – 19?



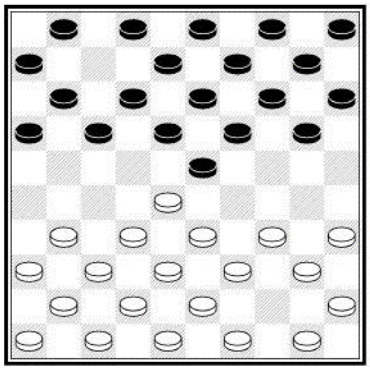
9

Kesenjangan pada <13 & 4> memungkinkan warna putih membuat kingshot.

Latihan 25.6 Bagaimana putih dapat melakukan kingshot ke <4>?

Cara klasik memainkan permulaan Sijbrands adalah:

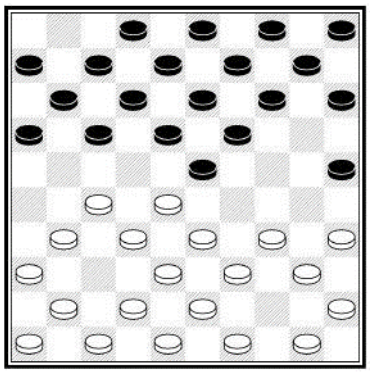
1. 33 – 28 18 – 23
2.39 – 33 12 – 18
3.44 – 39 7 – 12



10

4.31 - 27 adalah awal dari permainan klasik. Biasanya hitam merespon dengan simetris **4... 20 - 24.** Mari kita lihat trik yang harus Anda ketahui:

4.31 – 27 1 – 7
5.37 – 31 20 – 25?



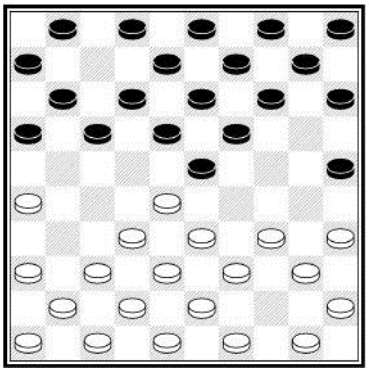
11

6.27 – 22! 18 x 27
7.31 x 22

Putih mengancam untuk bermain 22 - 18 13 x 22 34 - 30 25 x 34 40 x 27 W+1 dan tidak ada yang bisa dilakukan hitam untuk melawannya. Bermain 7... 12 - 18?? Tidak bagus tentunya, putih hanya bergerak seperti 42 - 37 dan mendapat raja setelah 18 x 27 32 x 1 W+.

Dari diagram 10 kami melanjutkan:

4.31 – 26?! 20 – 25?



12

Putih dapat melakukan apa yang disebut tembakan Monyet:

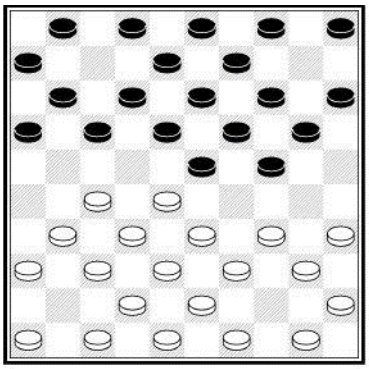
5.28 – 22! 17 x 28
6.33 x 22 18 x 27
7.32 x 21 16 x 27
8.34 – 30 25 x 34
9.40 x 16

Garis utama teoretis dari diagram 10 adalah sebagai berikut:

4.31 – 27 20 – 24
5.37 – 31

Garis Belanda Kuno berlanjut dengan 5.34 - 30 17 - 21. Kami menunjukkan garis modern.

5... 14 – 20
6.41 – 37 10 – 14



13

Trik yang perlu diingat adalah 6.34 - 30 17 - 21 7.31 - 26?
24 - 29!! 8.26 x 17 11 x 31 9.36 x 27 29 - 34 10.40 x 29 23 x 25 B+1.

Hitam dapat menjawab 6.34 - 30 dengan 20 - 25 mengembangkan sayap kirinya setelah 7.49 - 44 25 x 34 8.40 x 20 15 x 24 yang dianggap bagus untuk hitam.
Putih biasanya mencoba melancarkan serangan dengan mengambil <22>. Putih tidak bisa langsung ke <22> namun: 6.27 - 22? 18 x 27 7.31 x 22 memberi hitam kesempatan untuk mendapatkan bidak dengan melakukan tembakan kecil.

Latihan 25.7 Bagaimana tembakan ini dilakukan?

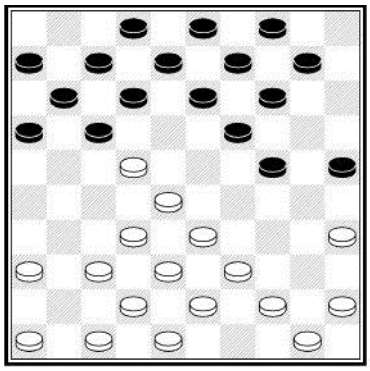
7.49 – 44

Putih juga bisa langsung memainkan 7.34 - 29 23 x 34 8.40 x 29.

7... 1 – 7
8.34 – 29 23 x 34
9.40 x 29 20 – 25
10.29 x 20 15 x 24
11.27 – 22 18 x 27
12.31 x 22

Bidak putih meluncurkan serangan Highland, yang tercakup dalam bagian 2 Kursus dalam Draughts.

Setelah **12... 5 – 10** posisinya seperti ini:

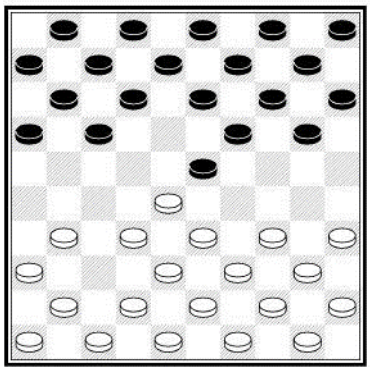


14

Latihan 25.8 Bagaimana hitam bisa memenangkan sepotong setelah 13.36 - 31?

Permulaan 1.32 - 28

Kami akan melihat permulaan lain sekarang: **1.32 – 28** yang sering dimainkan. Pertama, kita lihat 1... 18 - 23. Putih seharusnya tidak memainkan **2.37 – 32?** sekarang.

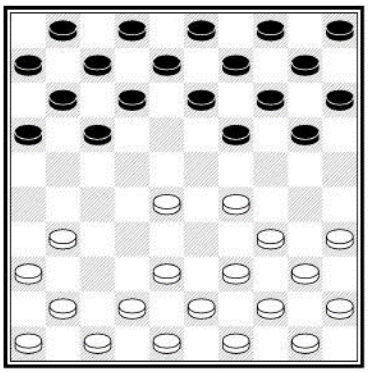


15

Hitam memenangkan dua bidak sekarang dengan tembakan Harlem, seperti pada diagram 3.

Latihan 25.9 Bagaimana bidikan ini cocok untuk bidak hitam?

Putih lebih baik memainkan 2.38 - 32 atau 2.33 - 29 23 x 32 3.37 x 28 Kita akan melihat kelanjutan yang terakhir. Putih mengembangkan bagian kirinya dengan pertukaran.

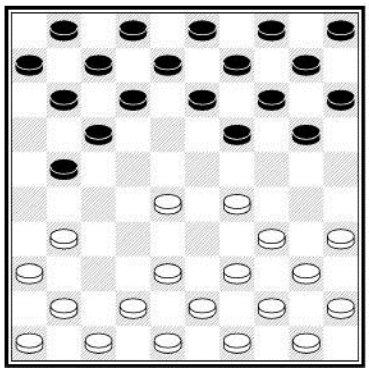


16

Hitam tidak bisa bermain 3... 12 – 18? Putih memperoleh dua bidak dengan memainkan 4.29 – 24, tetapi dia dapat melakukan pukulan yang lebih menarik dengan memainkan:

4,28 – 23 19x28
5,29 - 24 20x29
6,34x21 16x27
7,31x33

Kelanjutan yang baik untuk warna hitam adalah 3... 20 - 24 4,29 x 20 15 x 24 dan 3... 17 - 22 4,28 x 17 11 x 22. Kami akan melihat langkah bagus lainnya: 3... 16 - 21



17

Putih seharusnya tidak memainkan 4.39 - 33? untuk hitam dapat melakukan tembakan Harlem.

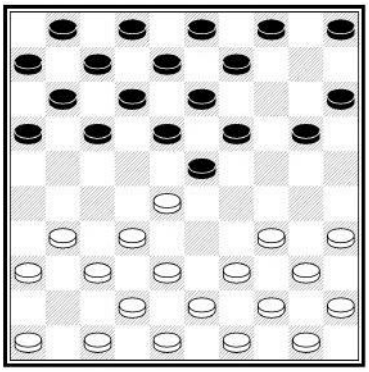
Latihan 25.10 Bagaimana tembakan ini dilakukan?

Putih dapat memainkan 4.31 – 26 atau 4.38 – 33 atau melakukan pertukaran 2 x 2 dengan 4.28 – 23 19 x 28 5.29 – 24 20 x 29 6.34 x 32.

1,32 – 28 sering dijawab dengan 1 x 19 14 x 23. Ini adalah kelanjutan yang logis, karena

hitam segera mengembangkan bagian kirinya. Kami akan menunjukkan pembukaan yang sering dimainkan:

1.32 – 28 19 – 23
2.28 x 19 14 x 23
3.37 – 32 10 – 14
4.41 – 37 14 – 19
5.33 – 28



18

Putih juga bisa bermain 5.34 - 29 23 x 34 6.39 x 30 atau 5.35 - 30. Putih mencoba menjebak hitam. Dia tidak bisa bermain 5... 5 - 10?

Latihan 25.11 Bagaimana putih menghukum langkah 5 - 10?

Kelanjutan aktif yang bagus untuk hitam adalah 5... 17 - 22 6.28 x 17 11 x 22, tetapi kita akan melihat gerakan lain yang sering dimainkan.

5... 17 – 21
6.31 – 27 5 – 10?

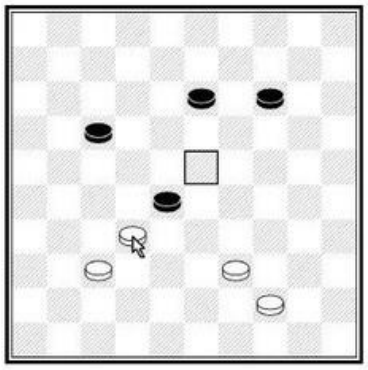
Kingshot berikutnya sudah memakan banyak korban. Putih menang dengan tembakan lengkung (lihat Kursus di draf bagian I):

7.27 – 22 18 x 27
8.38 – 33 27 x 29
9.37 – 31 23 x 32
10.34 x 5

Dan pada langkah selanjutnya raja putih menangkap bidak hitam di <32> dan dia dapat membawa raja di belakang bidaknya sendiri.

Martijn van IJzendoorn mungkin akan memilih langkah pembukaan lain sendiri ....

Solusi 2. Diharuskan untuk Mengambil



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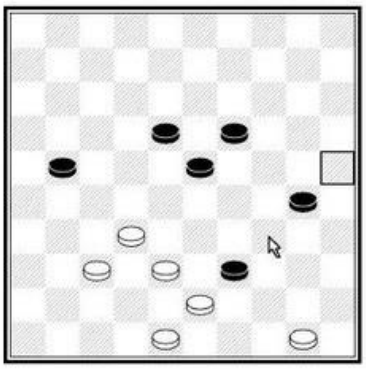

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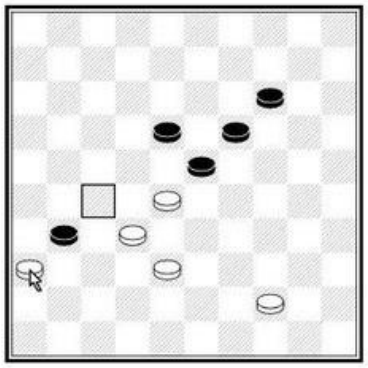

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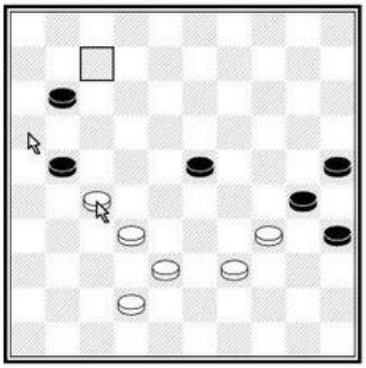

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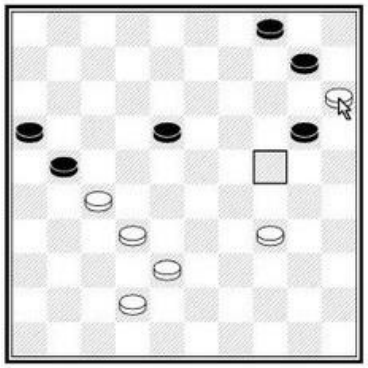

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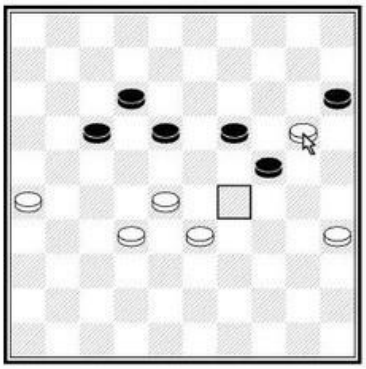

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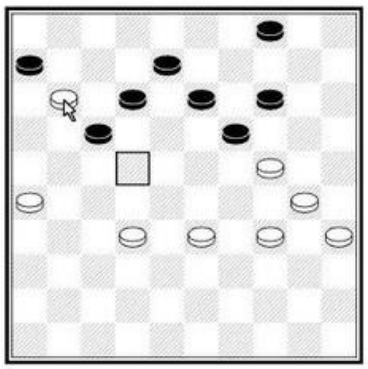

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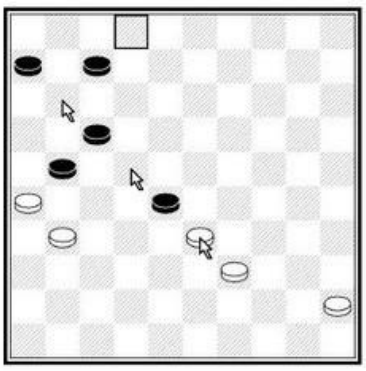

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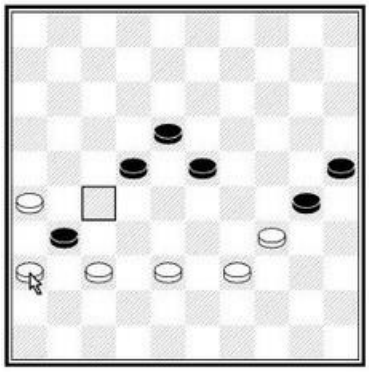

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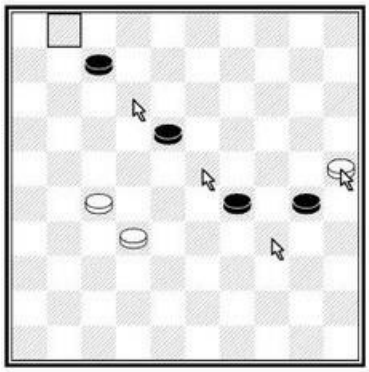

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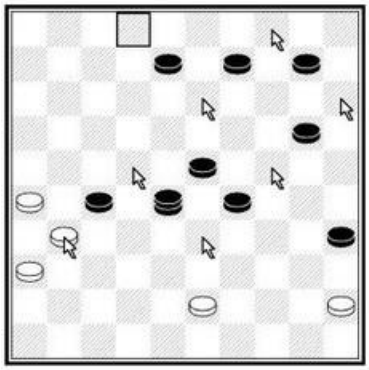

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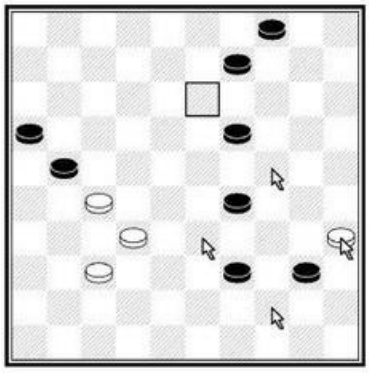

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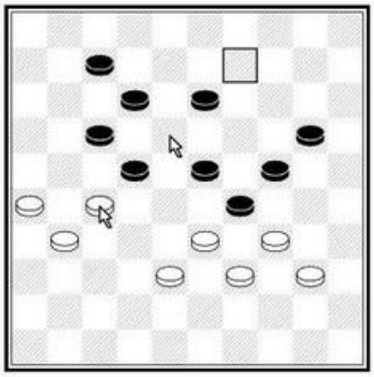

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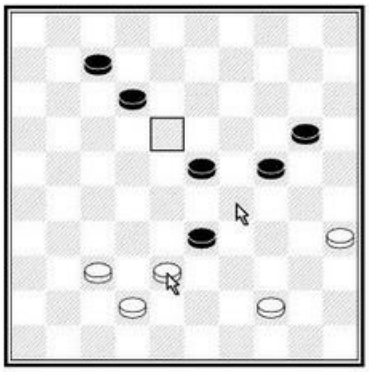

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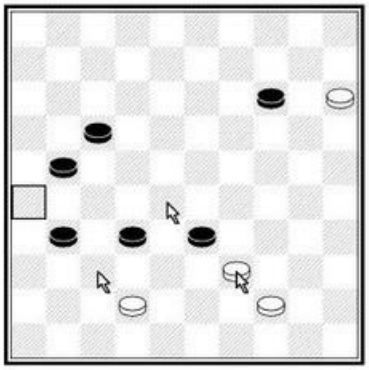

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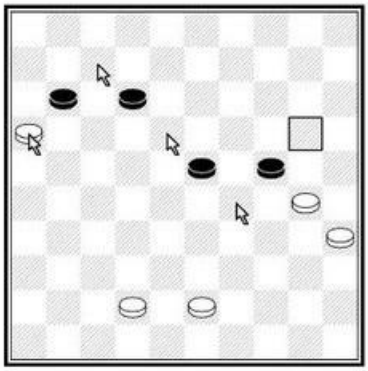
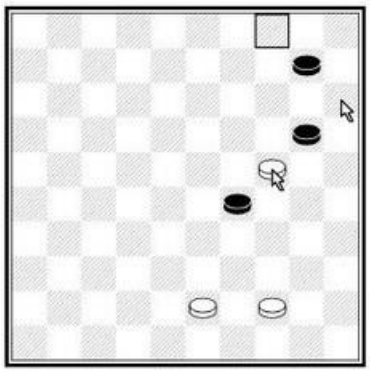


2.16

3. Tangkap Bidak Paling Banyak



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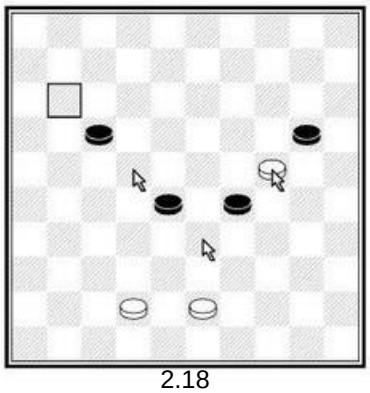

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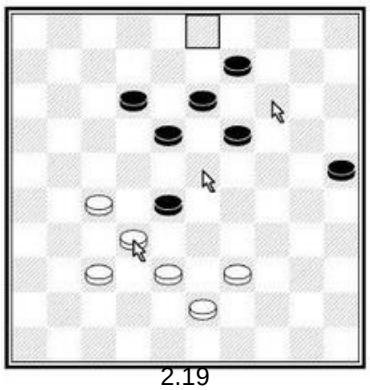

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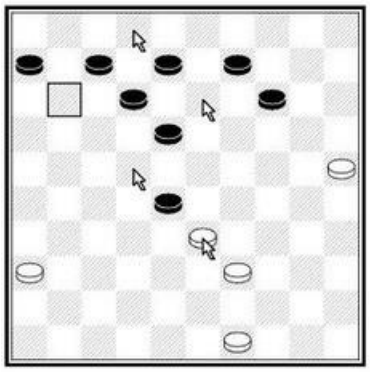

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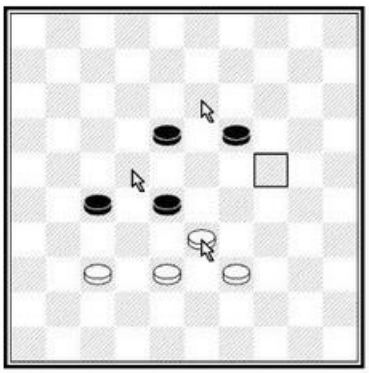
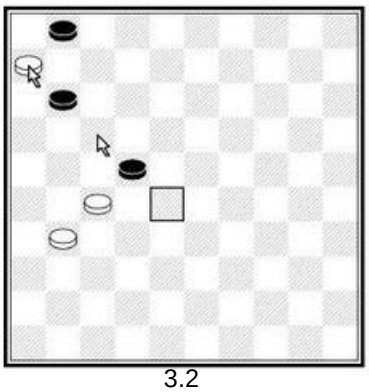


3.1



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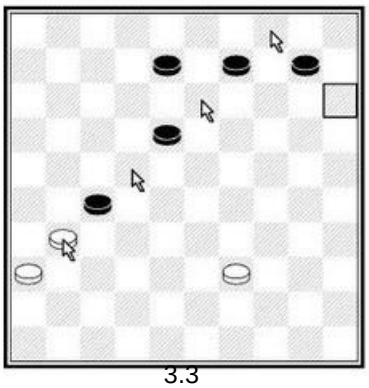

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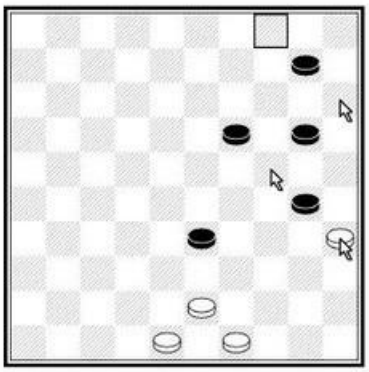

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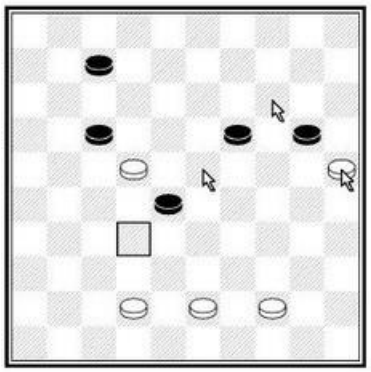

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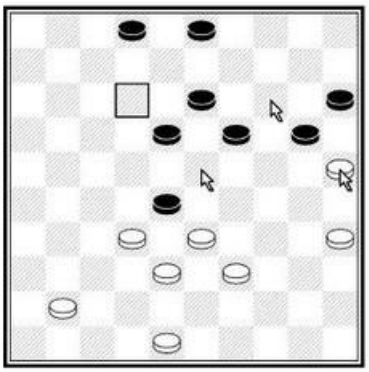

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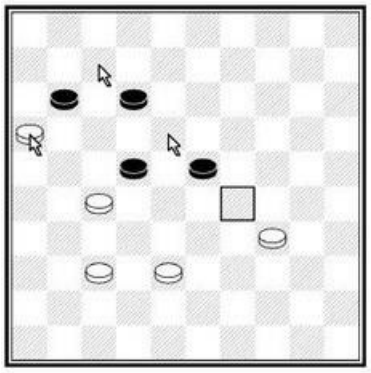

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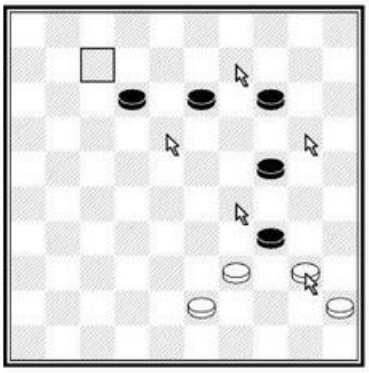

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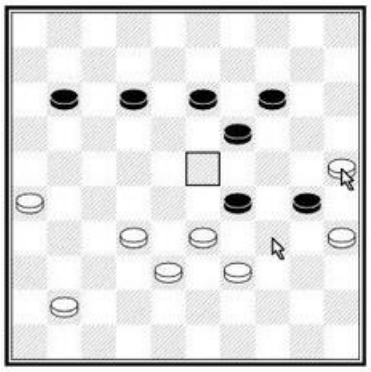

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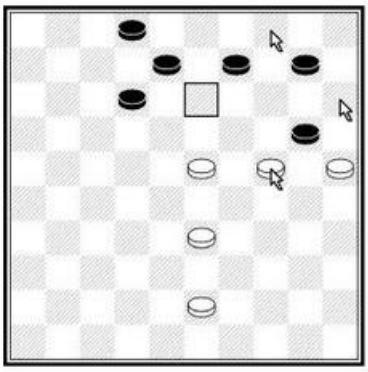

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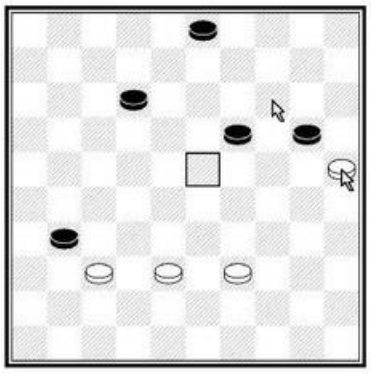

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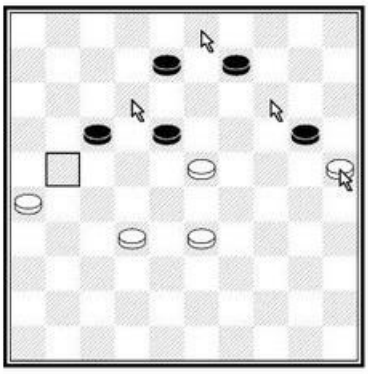

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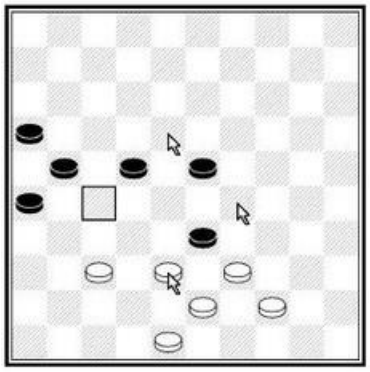

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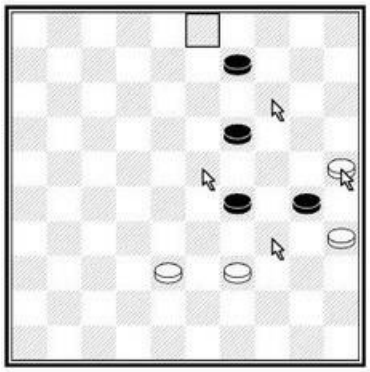

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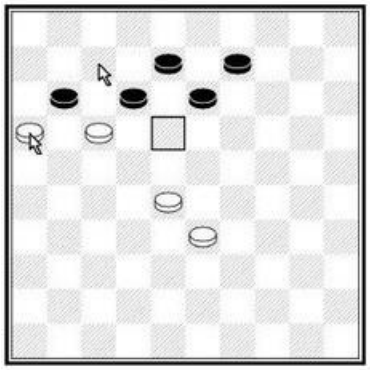

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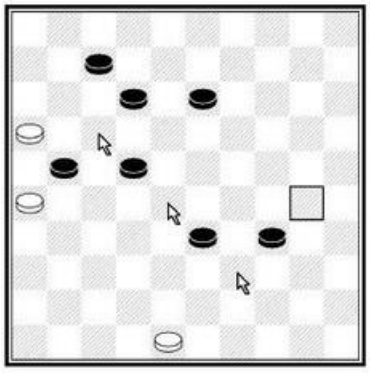

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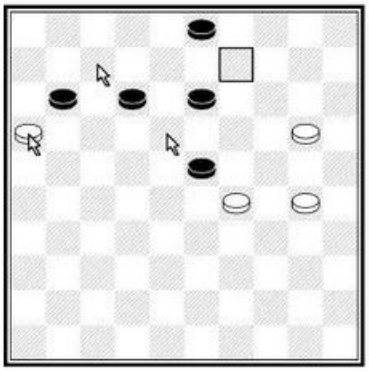

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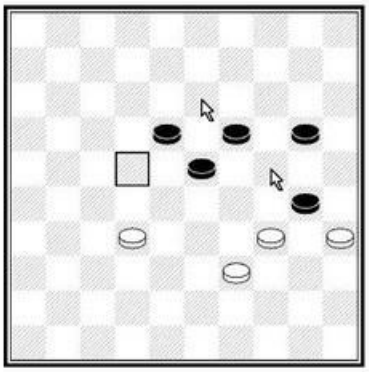

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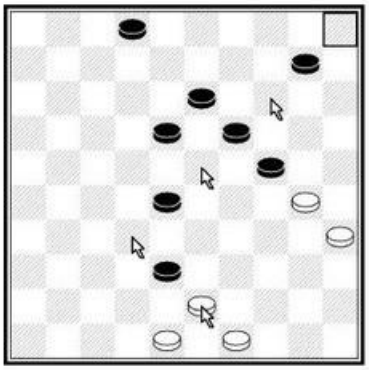

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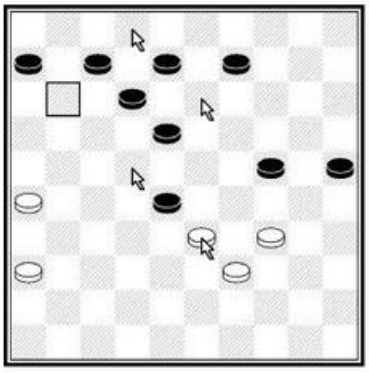

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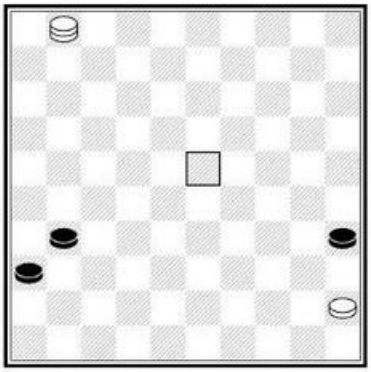
4. Bergerak dengan Raja



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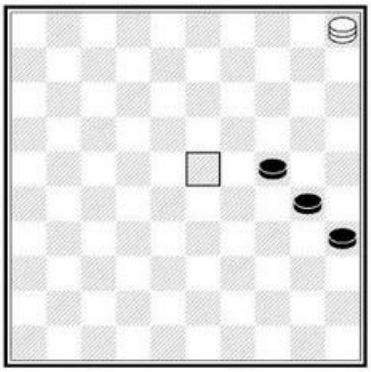

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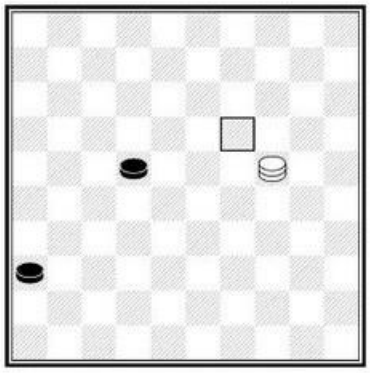

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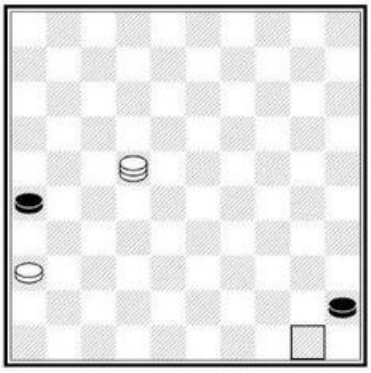

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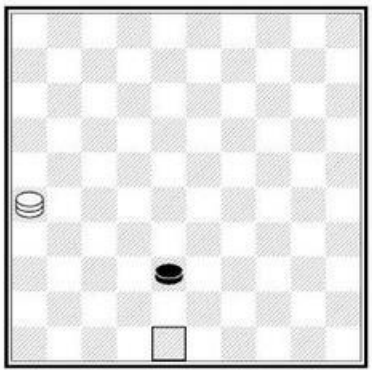

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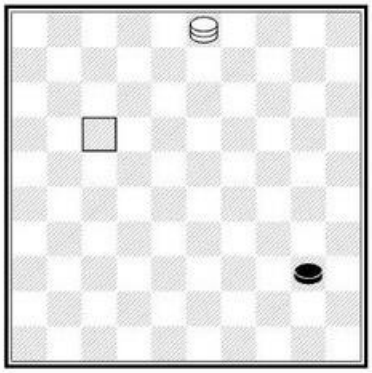

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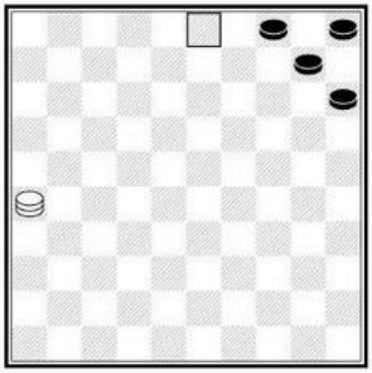

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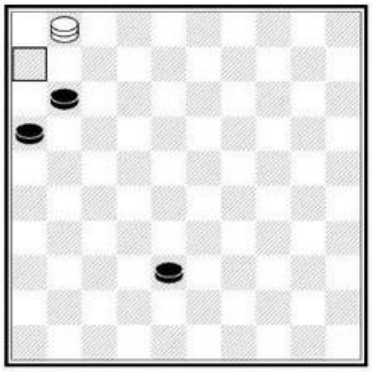

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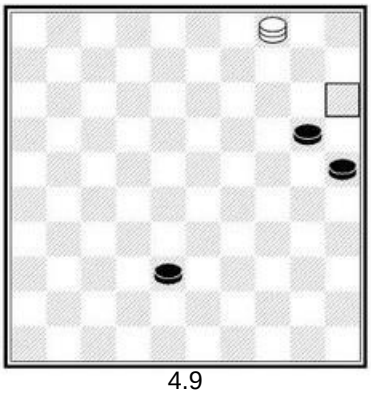

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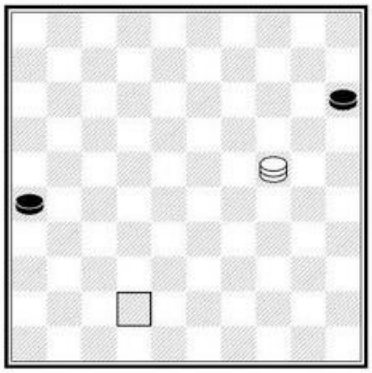

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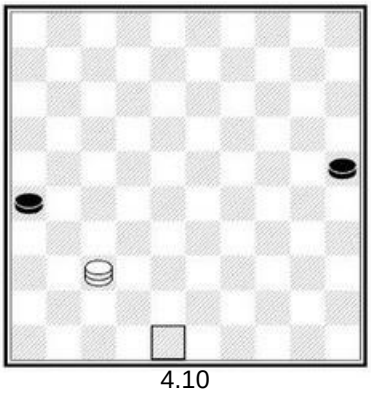

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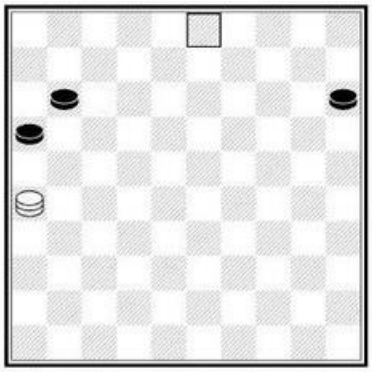

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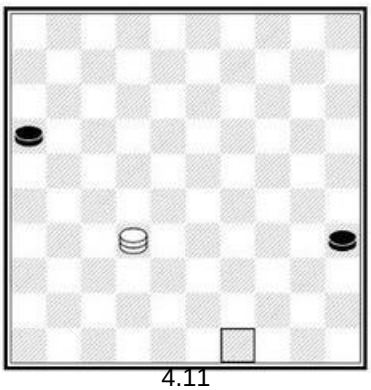

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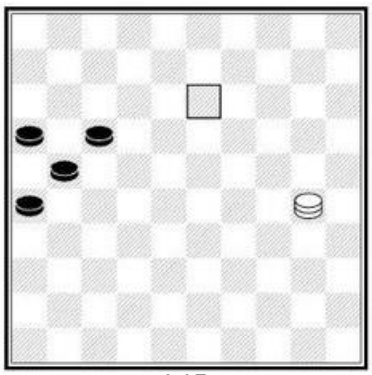

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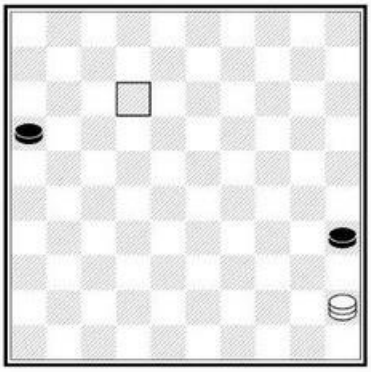

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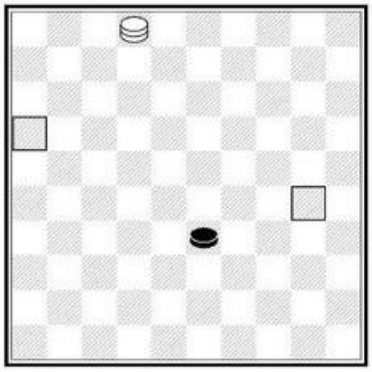

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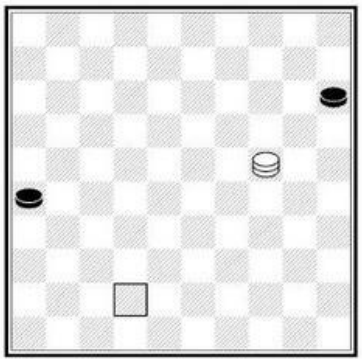
5. Menangkap Menggunakan Raja



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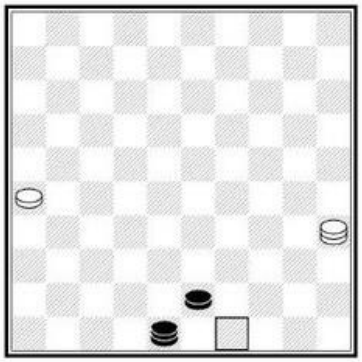

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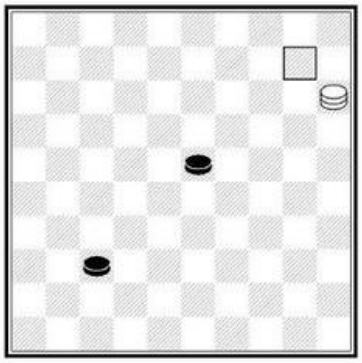

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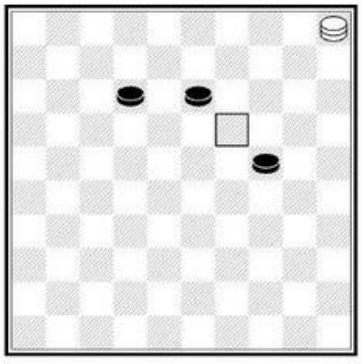

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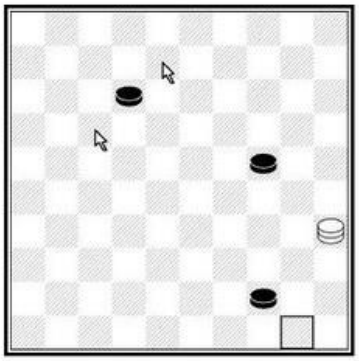

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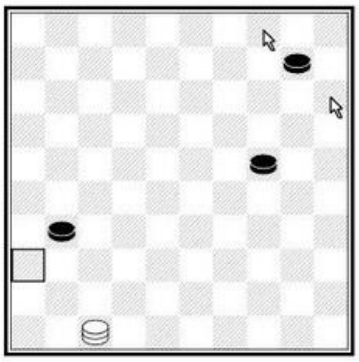

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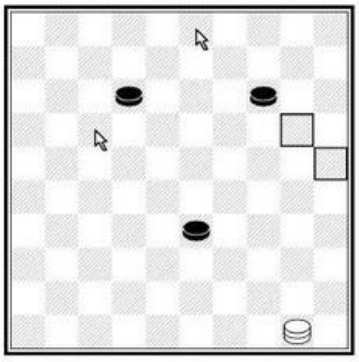

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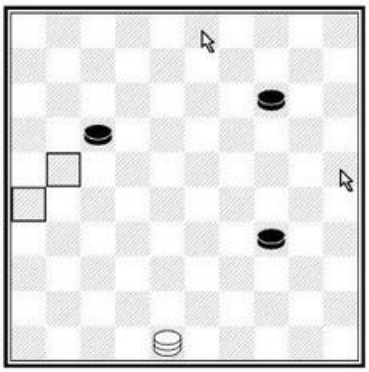

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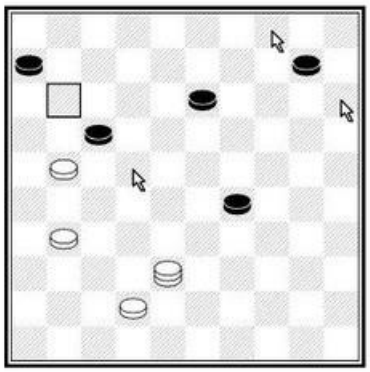

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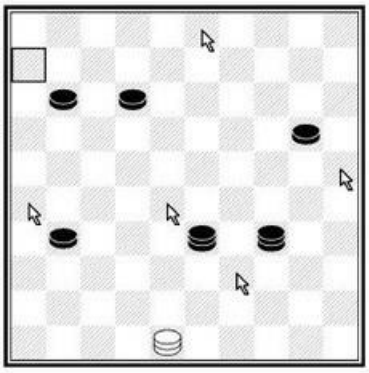

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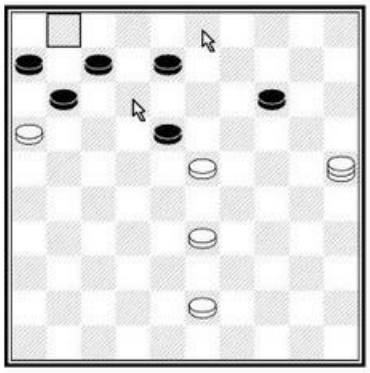

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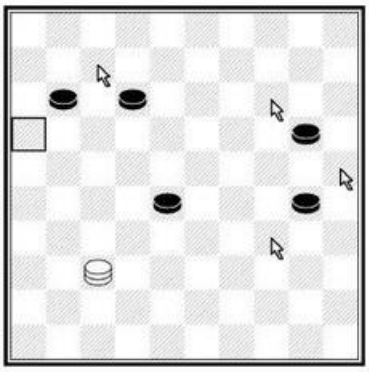

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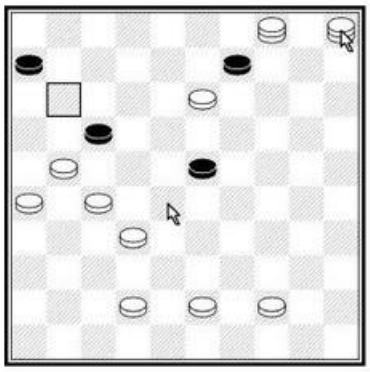

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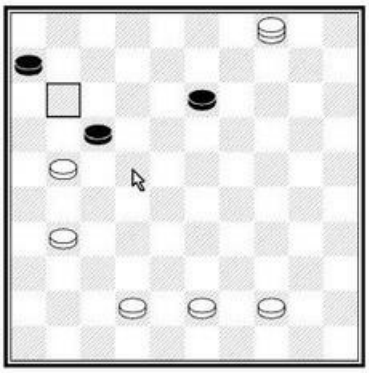

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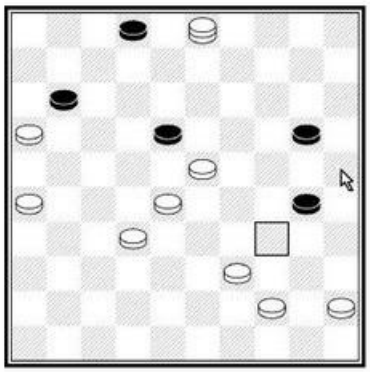

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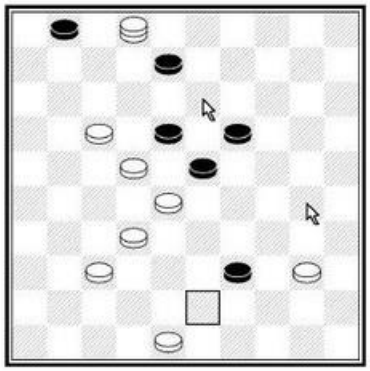

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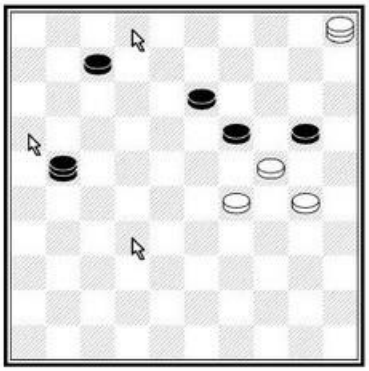

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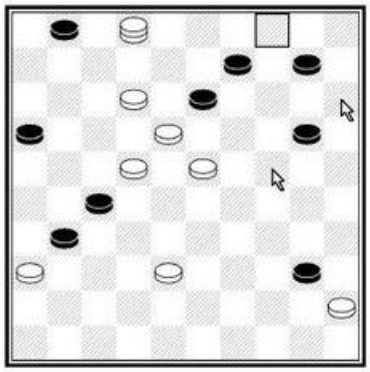

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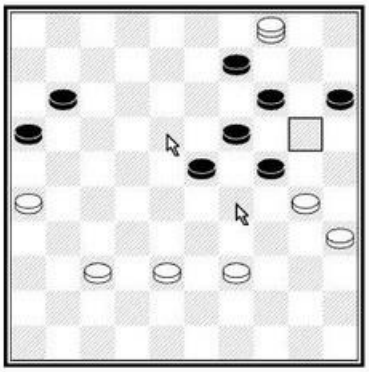

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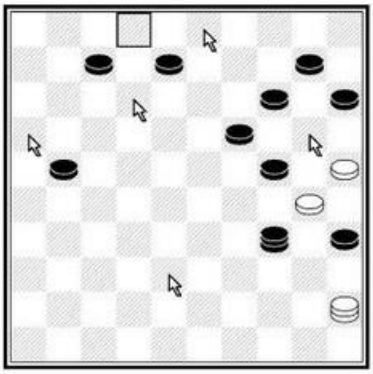

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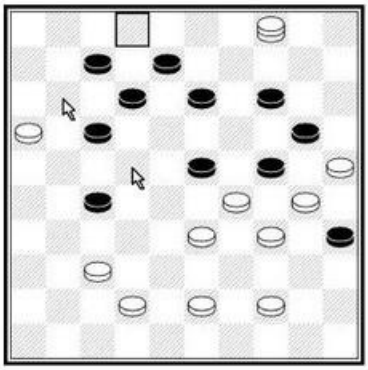

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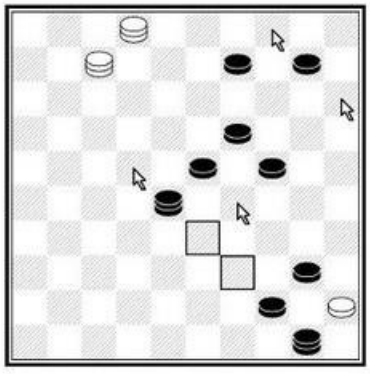

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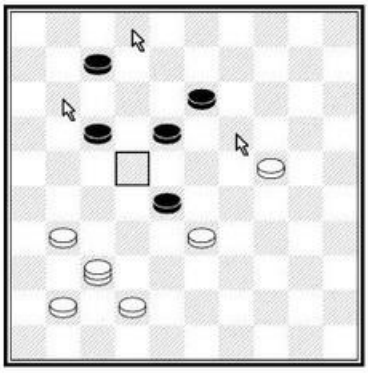

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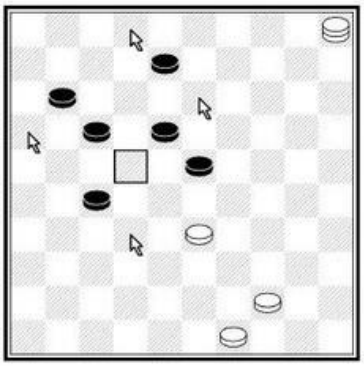
6. Menyerang Bidak



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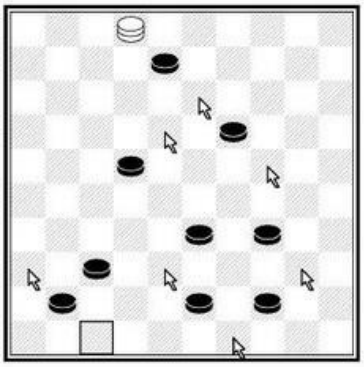

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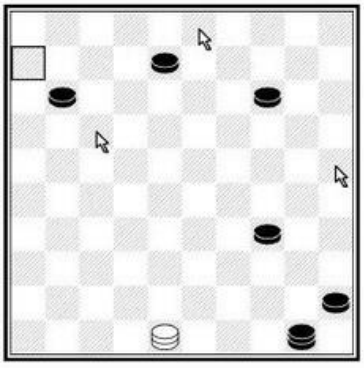

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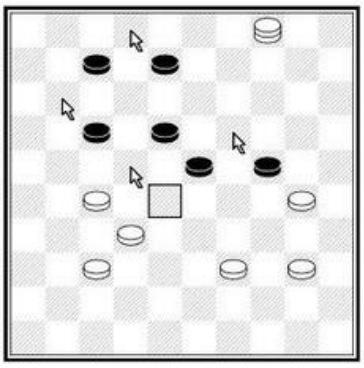

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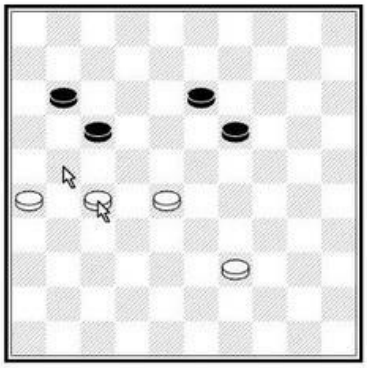

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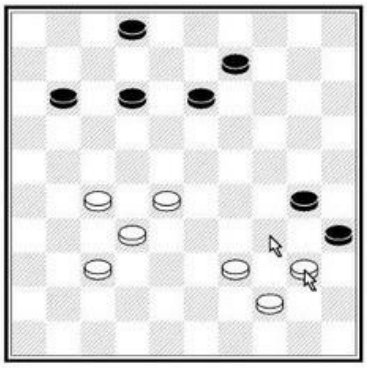

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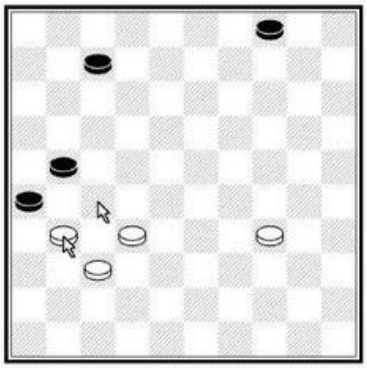

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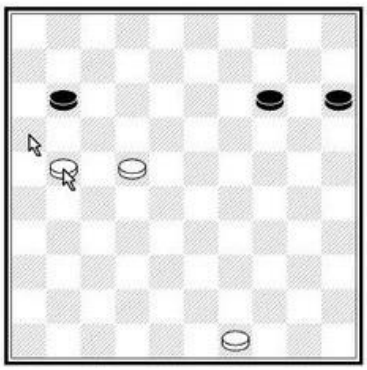

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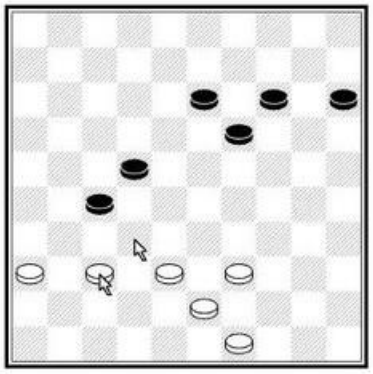

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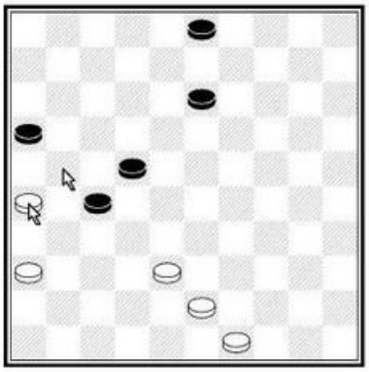

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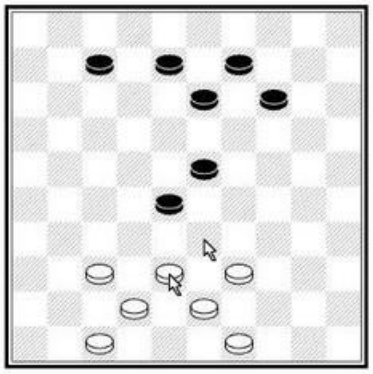

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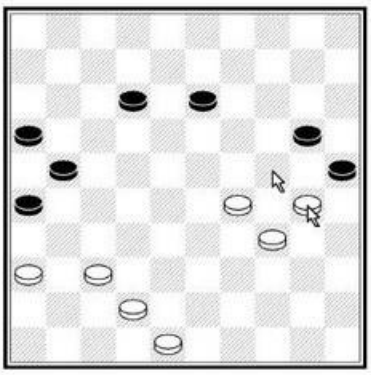

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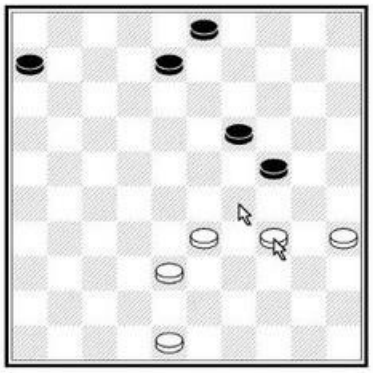

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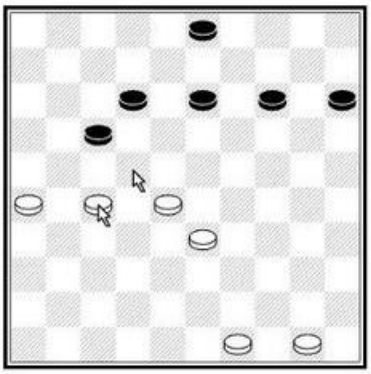

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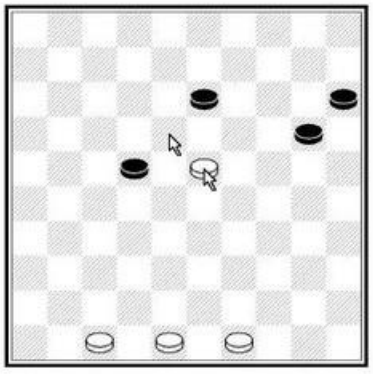

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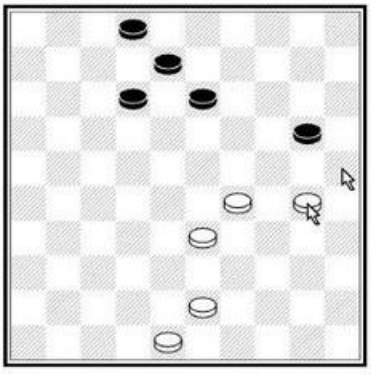

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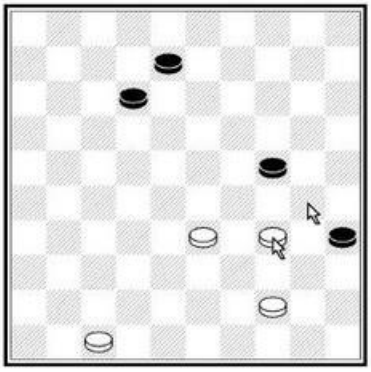

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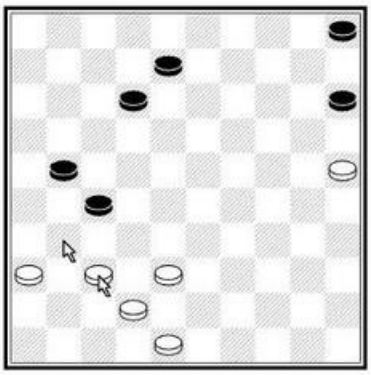

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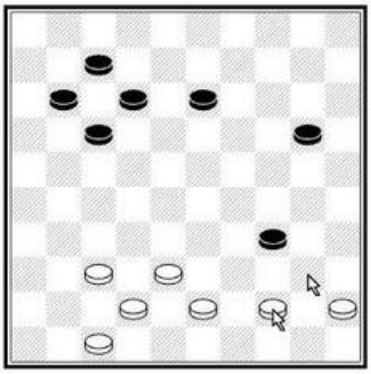

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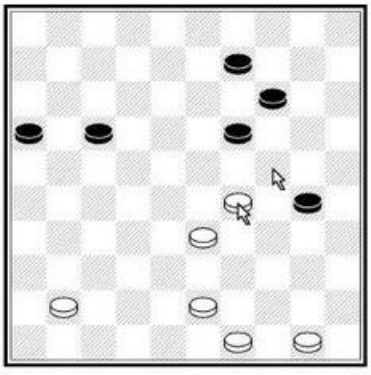

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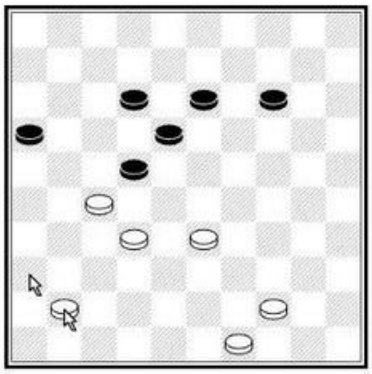

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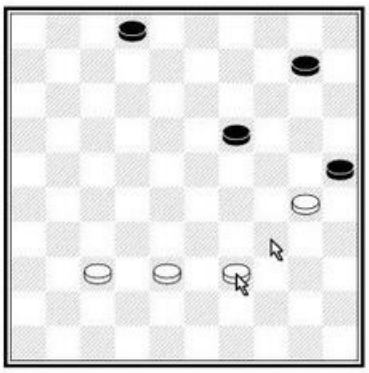

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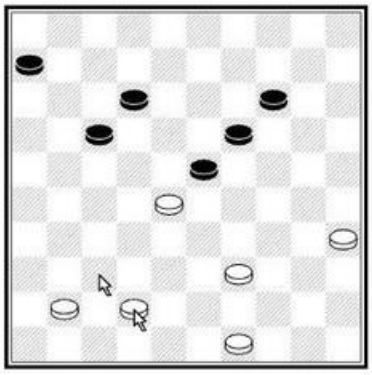

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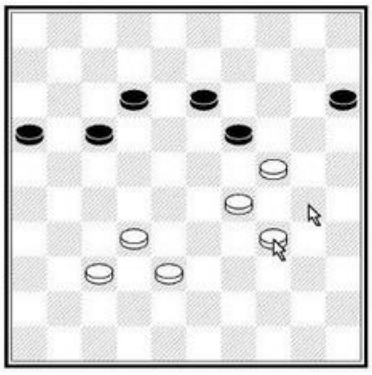

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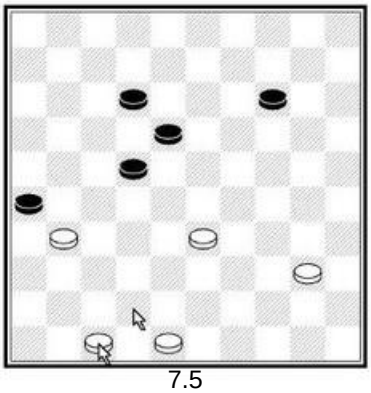

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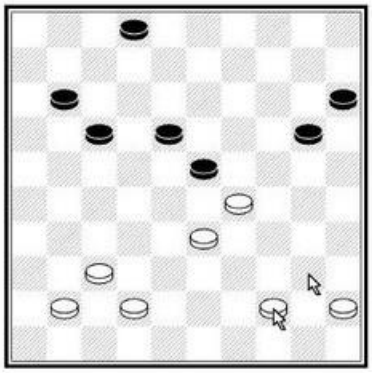

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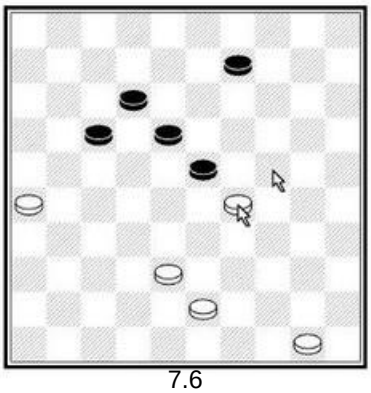

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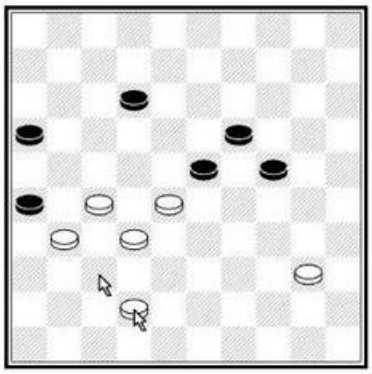

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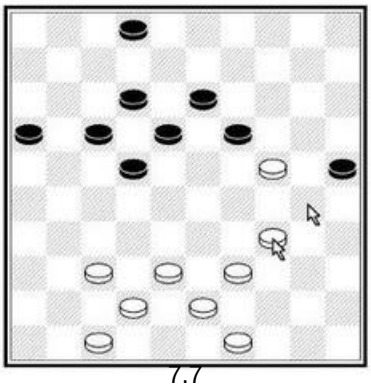

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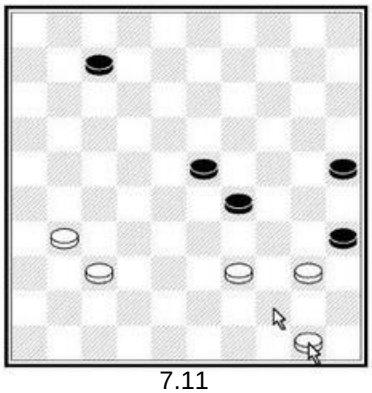

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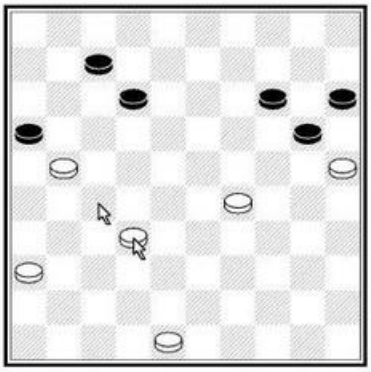

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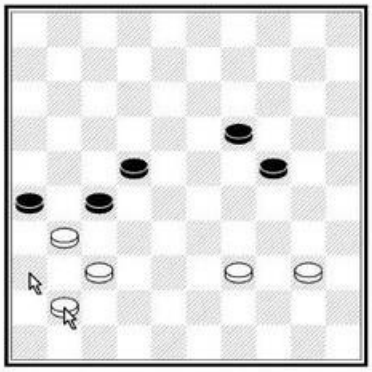

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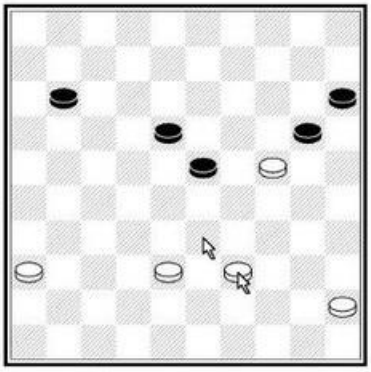

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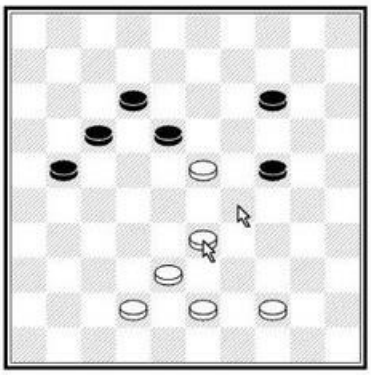

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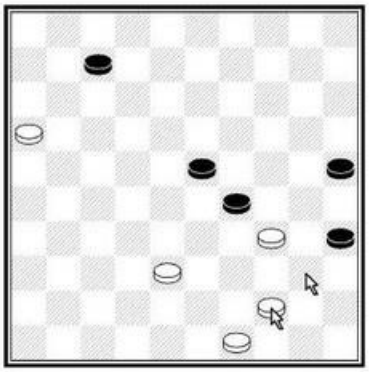

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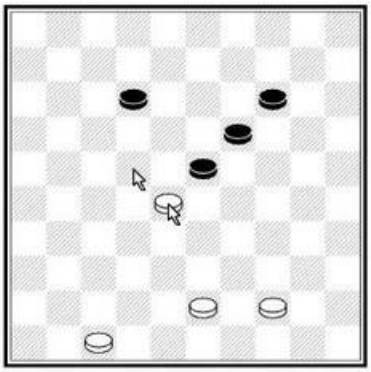

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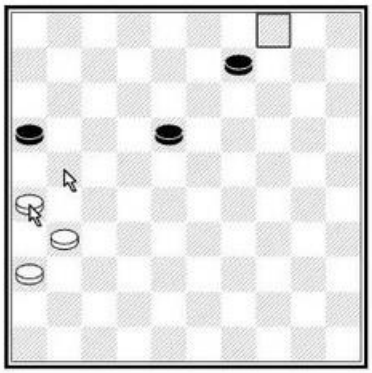

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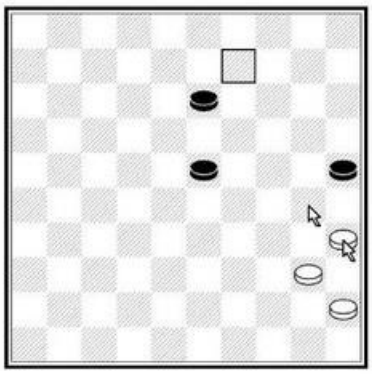

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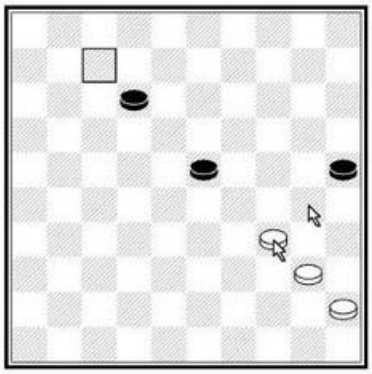

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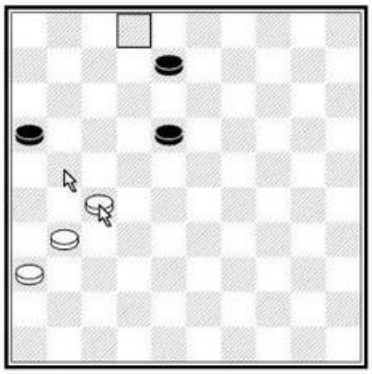

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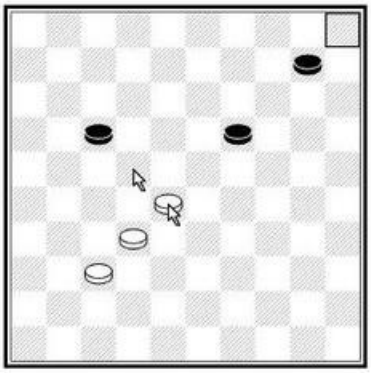

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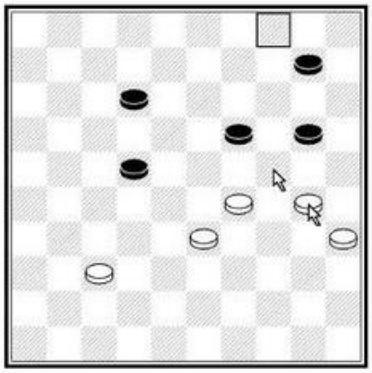

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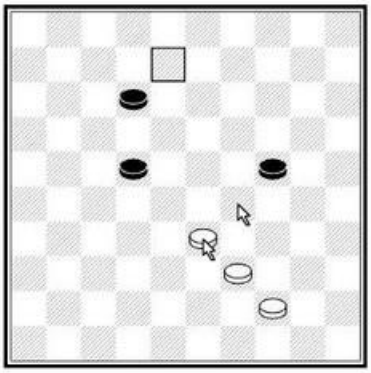

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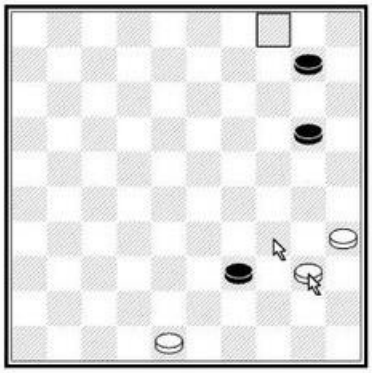

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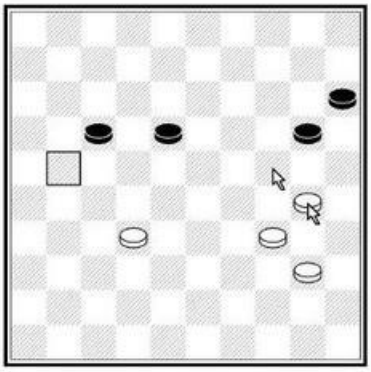

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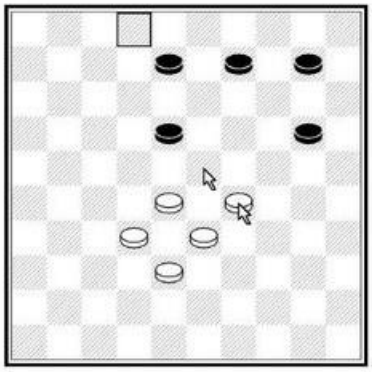

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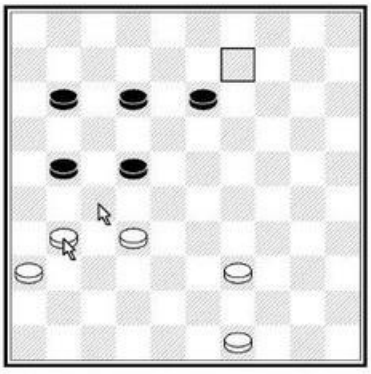

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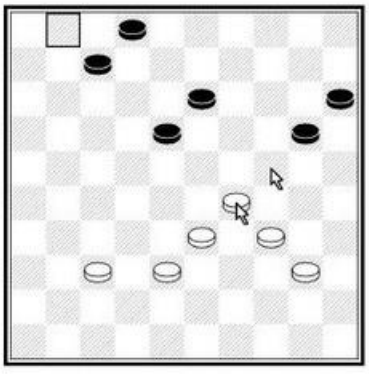

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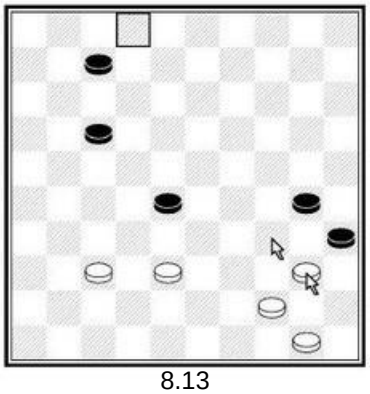

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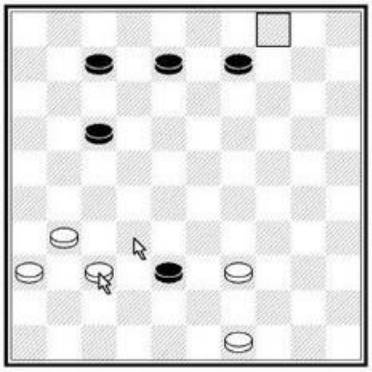

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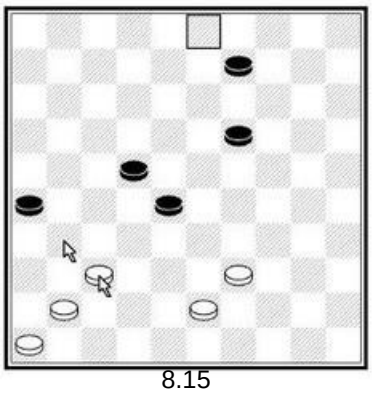

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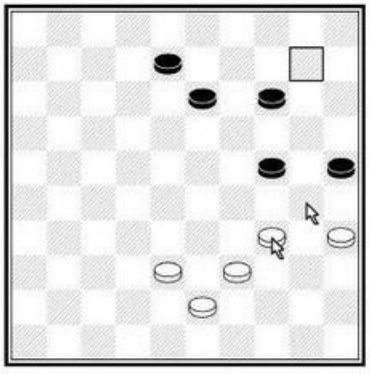

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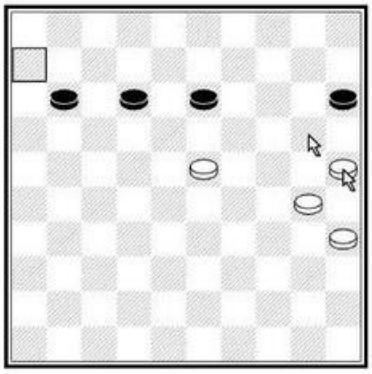

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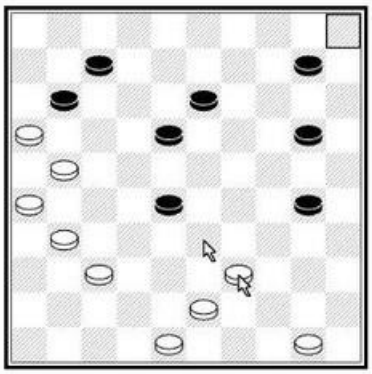

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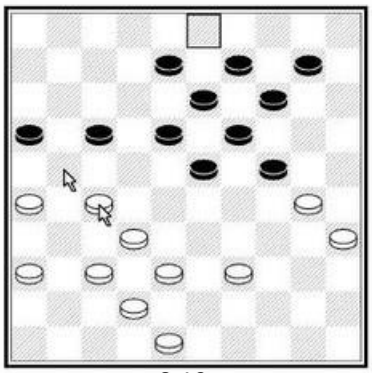

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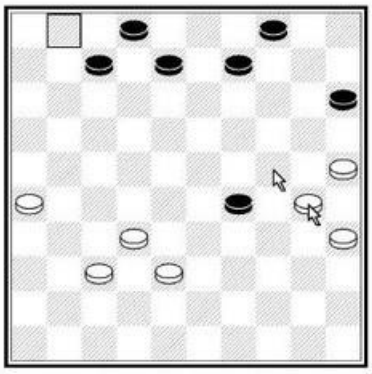

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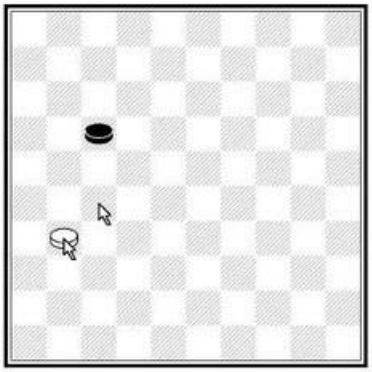

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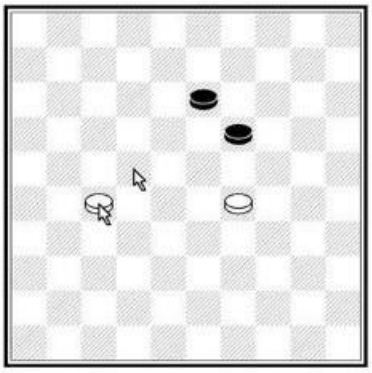

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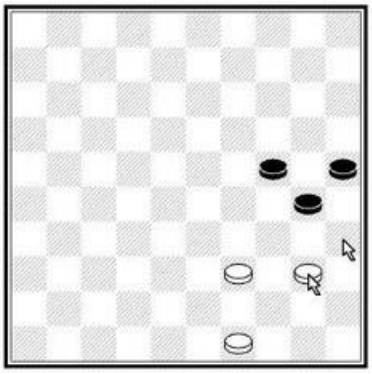

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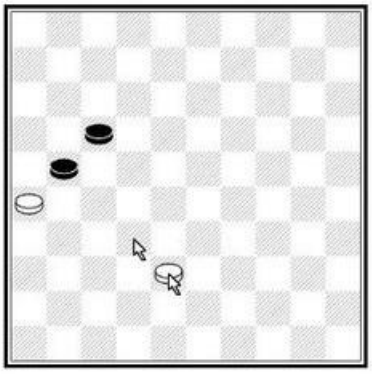

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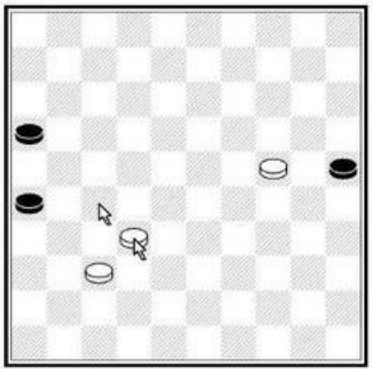

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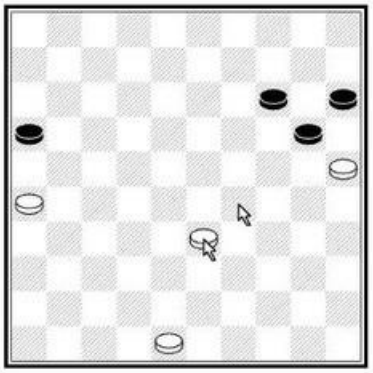

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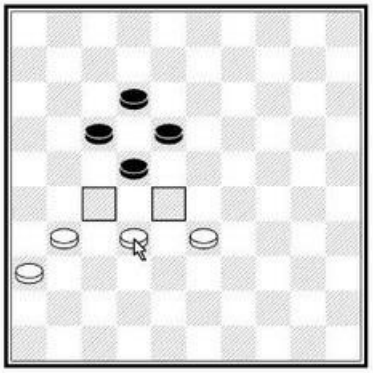

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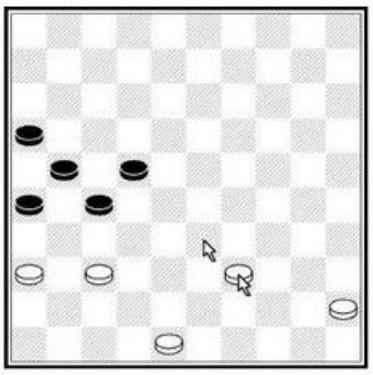

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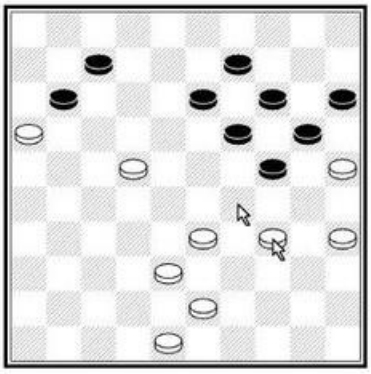

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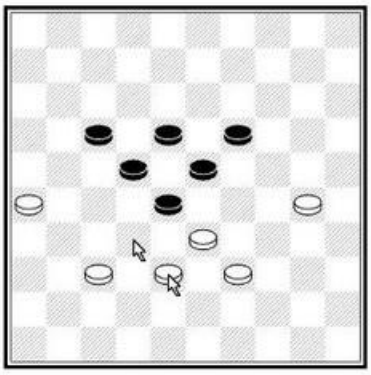

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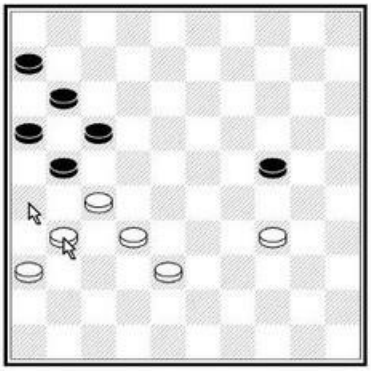

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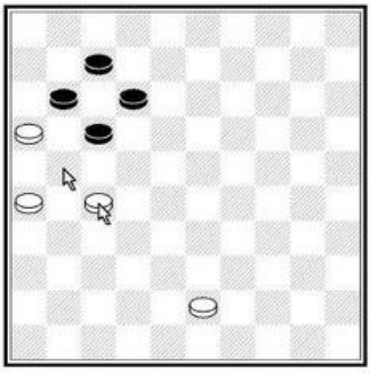

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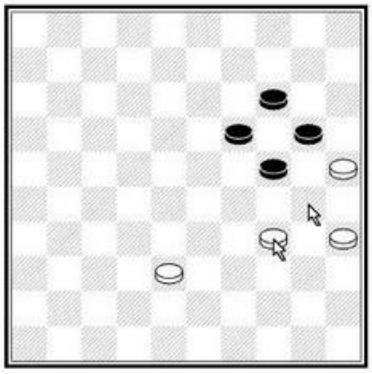

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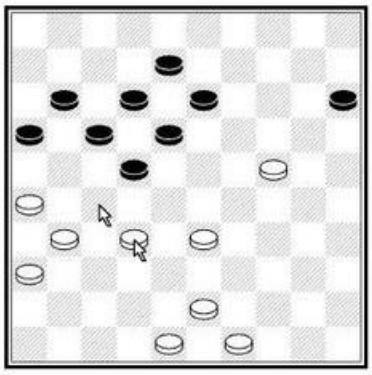

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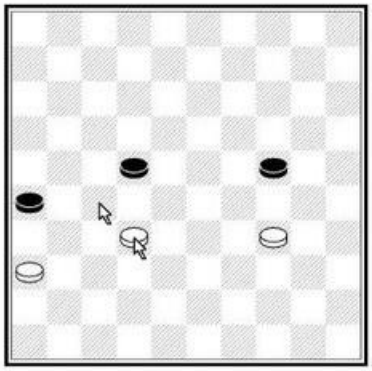

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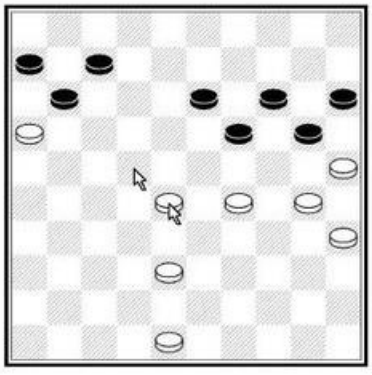

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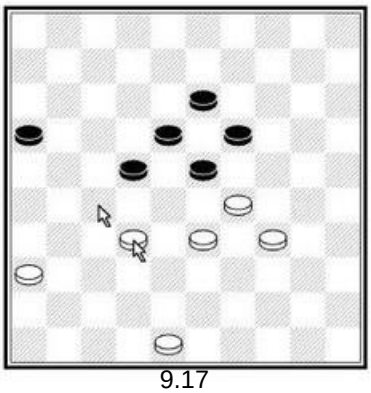

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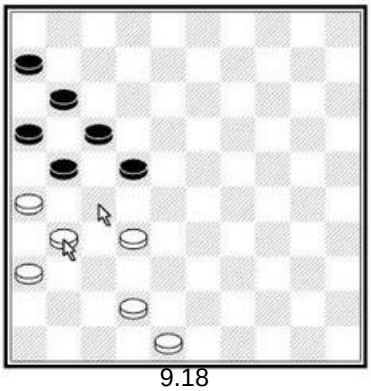

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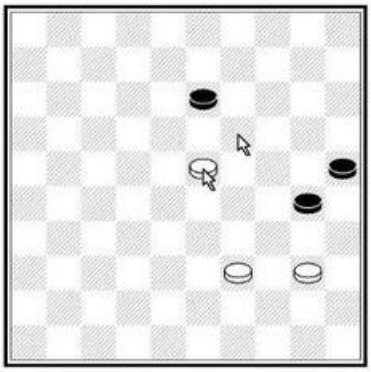
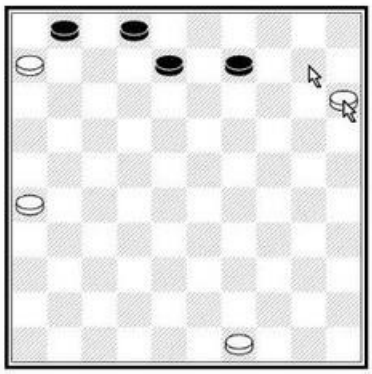
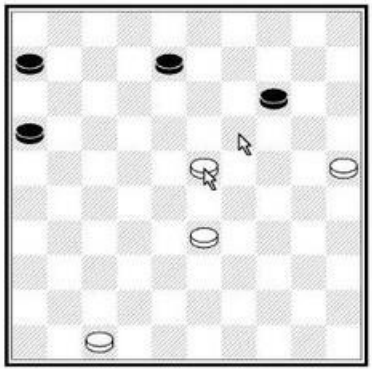


9.19

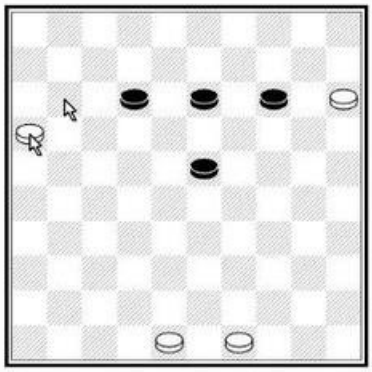
10. Membuat Terobosan



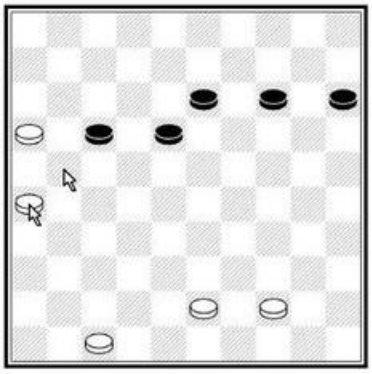
10.1. 15 –



10.2. 23 – 19 14 x 23 25 –



10.3. 16 – 11



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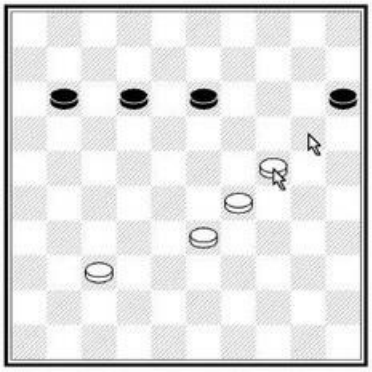

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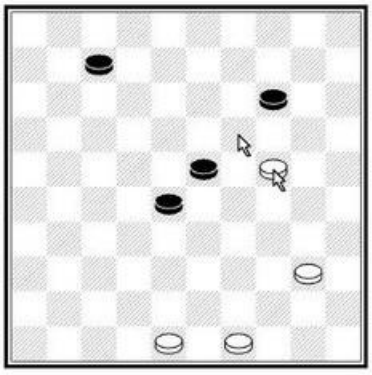
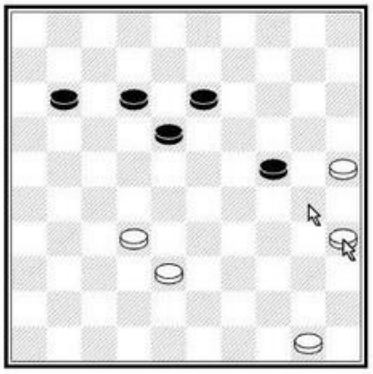
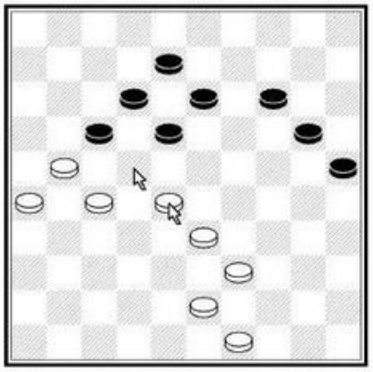


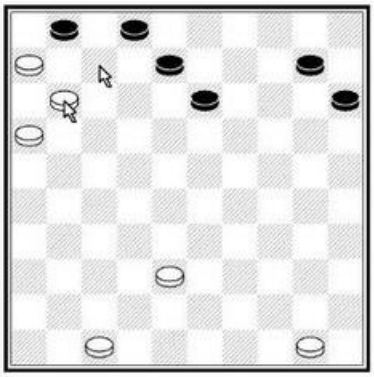
10.6. 24 – 19



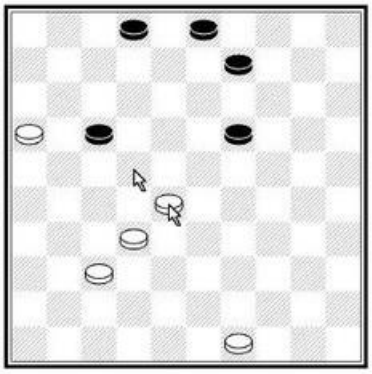
10.7. 35 - 30 24 x 35 25 - 20



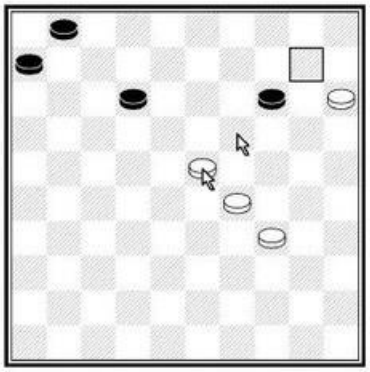
10.8. 28 – 22 17 x 28 33 x 22 (22 menjadi raja)



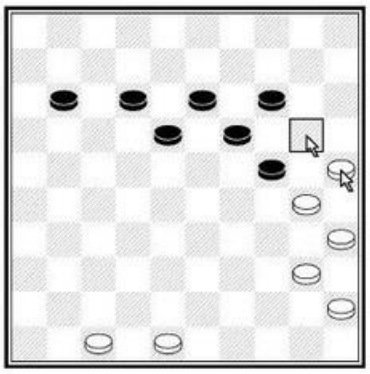
10.9. 11 – 7 2 x 11 16 x 7 1 x 12 6 – 1



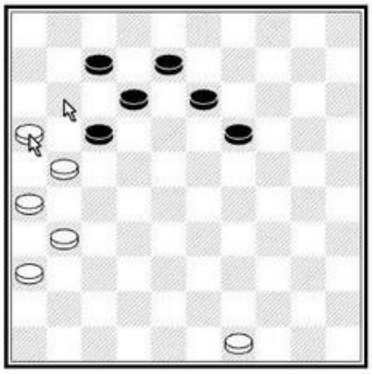
10.10. 28 – 22 17 x 28 32 x 14 9 x 20 16 – 11



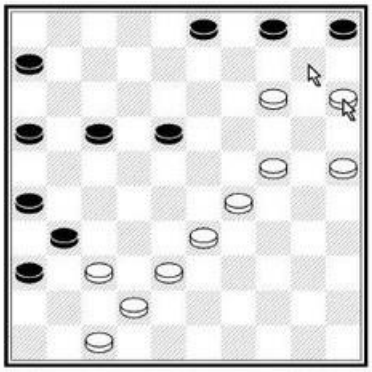
10.11. 23 – 19 14 x 23 29 x 7 1 x 12 15 – 10



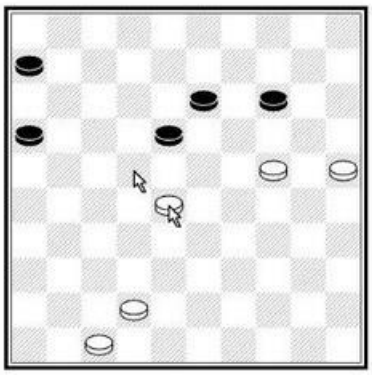
10.12. 25 – 20 14 x 34 40 x 20



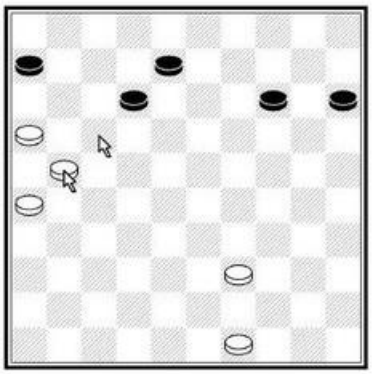
10.13. 16 - 11 7 x 27 31 x 11



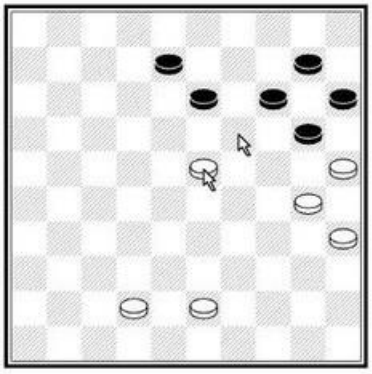
10.14. 15 - 10 4 x 15 14 - 9 3 x 14 24 - 20 15 x 24 29 x 9



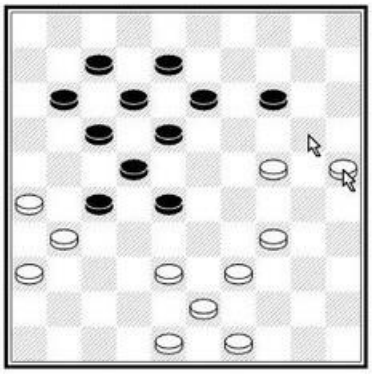
10.15. 28 – 22 18 x 27 24 - 20 14 – 19 20 – 15



10.16. 21 - 17 12 x 21 26 x 17 dan bidak <16> menjadi raja.

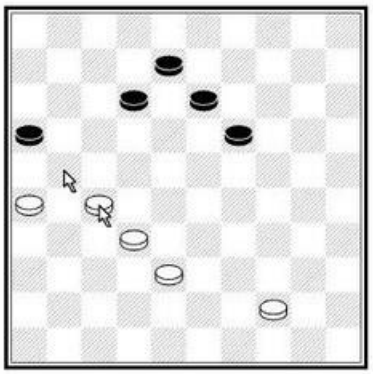


10.17. 23 – 19 13 x 24 30 x 19 14 x 23 25 x 5



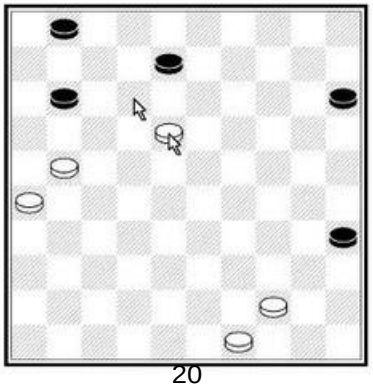
18*

10.18. 25 – 20 14 x 25 34 – 30 25 x 34 39 x 30



19*

10.19. 27 – 21 16 x 27 32 x 21 diikuti oleh 21 -17 (12 x 21 26 x 17)



20

10.20. 18 – 12 8 x 17 21 x 12

11. Menganalisa Posisi

11.1. Lebih baik untuk putih. Putih memiliki satu bidak lagi.

11.2. Lebih baik untuk putih. Hitam memiliki kekurangan ruang untuk bermain.

11.3. Setara

11.4. Lebih baik untuk warna hitam. Putih memiliki kekurangan ruang.

11.5. Lebih baik untuk warna hitam. Dia akan menerobos.

11.6. Lebih baik untuk putih. Hitam dibekukan (tidak ada ruang untuk bermain).

11.7. Lebih baik untuk warna hitam. Putih tidak memiliki ruang untuk bermain.

11.8. Setara.

11.9. Lebih baik untuk warna hitam. Hitam memiliki satu potong lagi.

11.10. Lebih baik untuk putih. Putih menerobos.

11.11. Lebih baik untuk putih. Hitam tidak memiliki ruang untuk bermain.

11.12. Lebih baik untuk putih. Dia menerobos bermain 24 – 20 15 x 24 29 x 20.

11.13. Lebih baik untuk warna hitam. Dia akan menerobos dengan memainkan 25 - 30 34 x 25 35 - 40.

11.14. Lebih baik untuk putih. Hitam tidak memiliki ruang untuk bermain.

11.15. Setara. Posisinya simetris.

11.16. Lebih baik untuk putih. Setelah 37 – 32 hitam harus mengorbankan 16 – 21 27 x 16 26 – 31 tetapi akan kalah jika putih memainkan permainan akhir dengan benar.

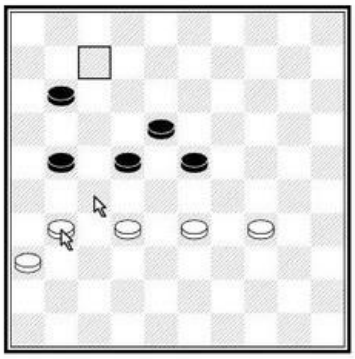
11.17. Lebih baik untuk putih. Dia menerobos bermain 28 – 22 17 x 28 33 x 22.

11.18. Lebih baik untuk warna hitam. Dia memiliki sepotong lagi.

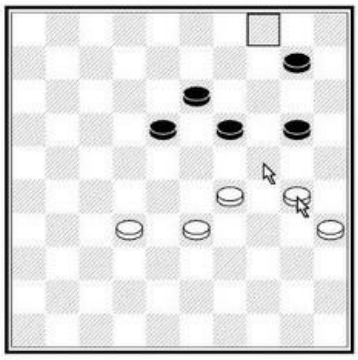
11.19. Lebih baik untuk hitam Putih kekurangan ruang untuk bermain. Apalagi hitam mengancam bermain 28 - 32 37 x 28 26 x 50. Putih tidak bisa menghentikan ancaman ini.

11.20. Lebih baik untuk warna hitam. Putih memiliki kekurangan ruang untuk bermain.

12. Tembakan



12.1



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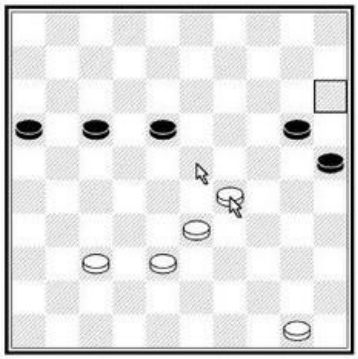

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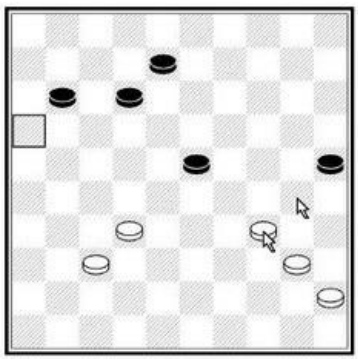
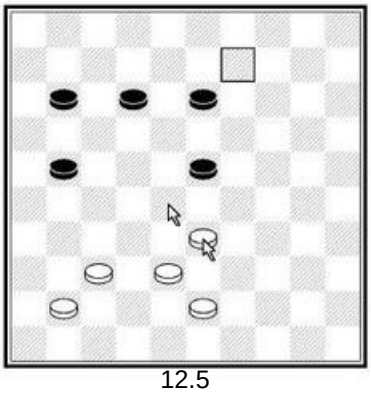


12.4



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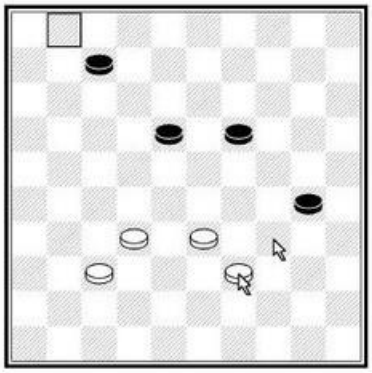

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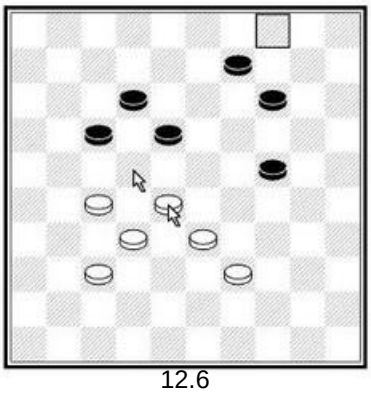

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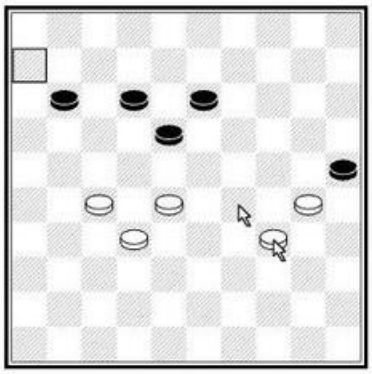

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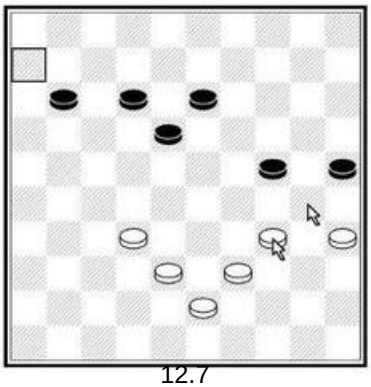

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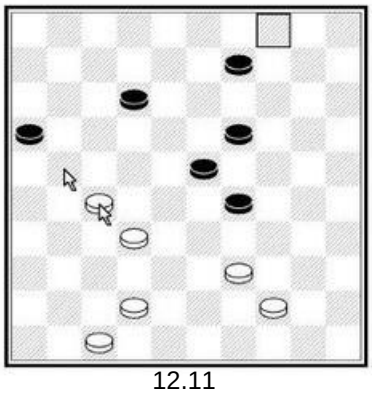

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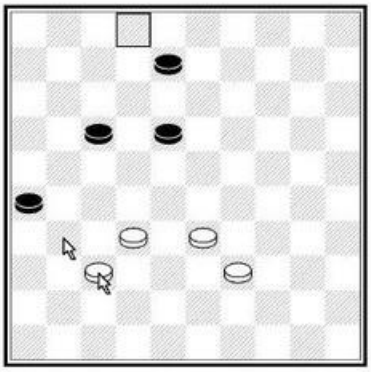

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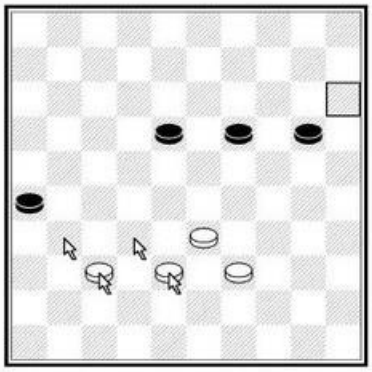

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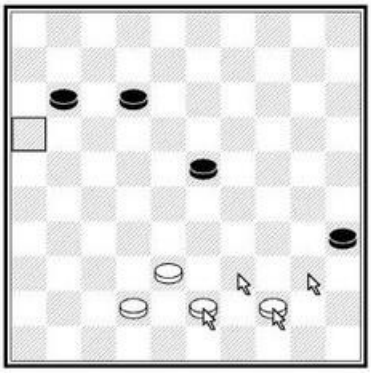

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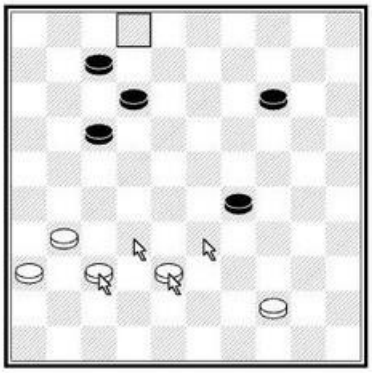

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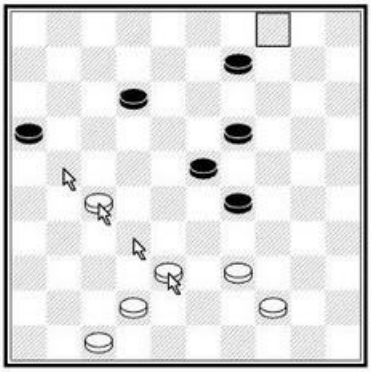

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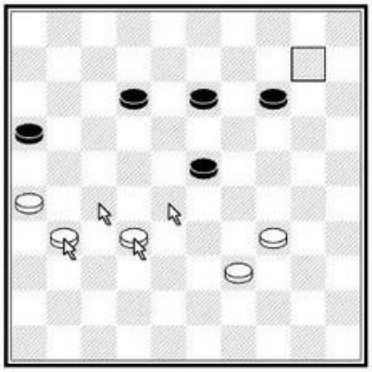

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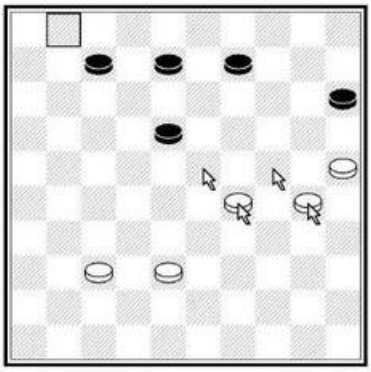

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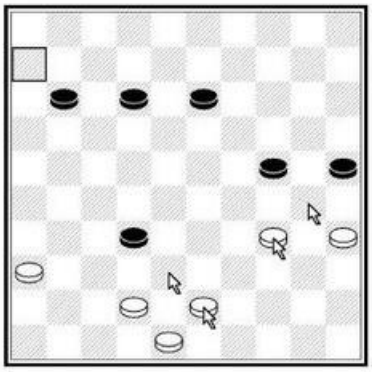

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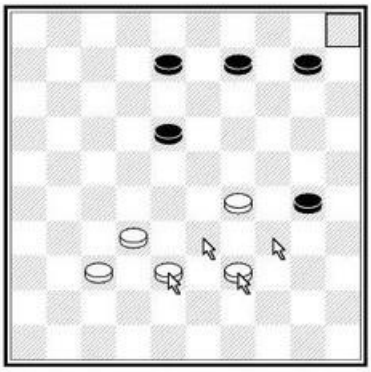

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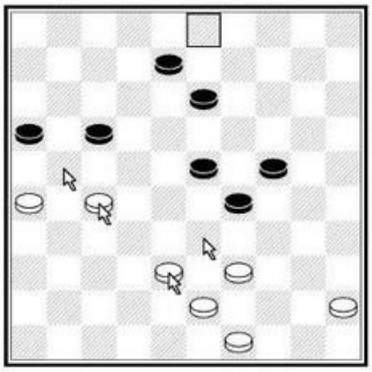

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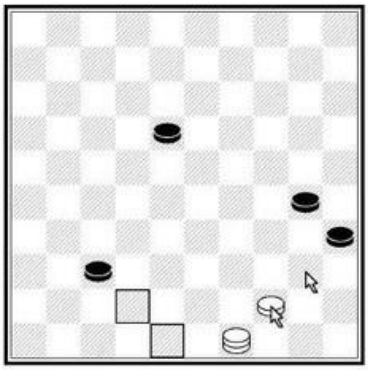
13. Membuat Tembakan Menggunakan Raja



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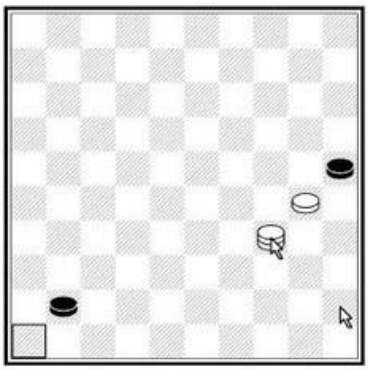

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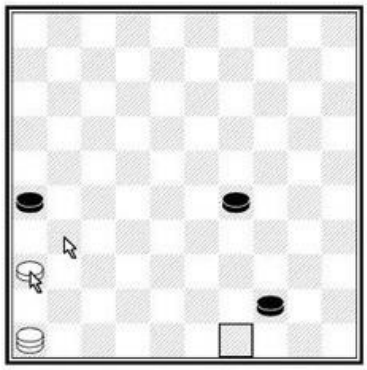

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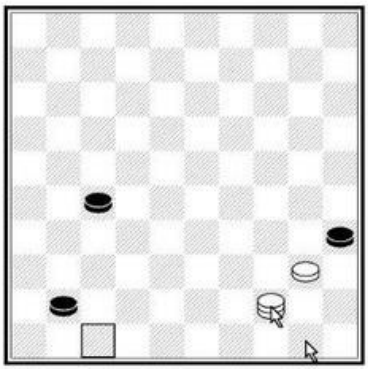

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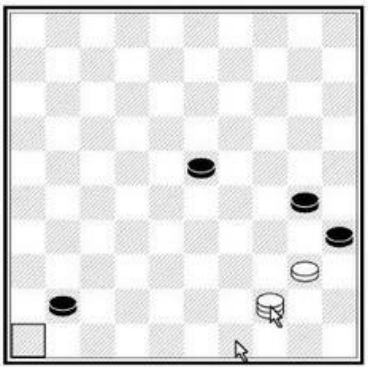

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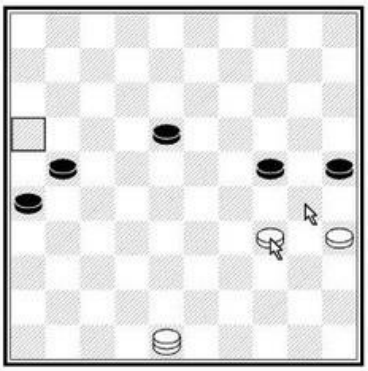

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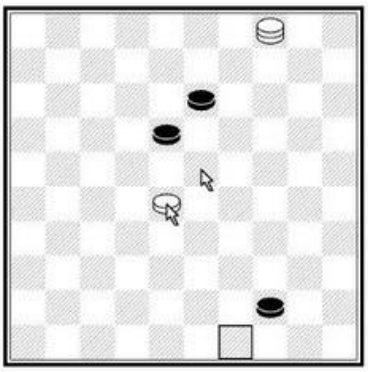

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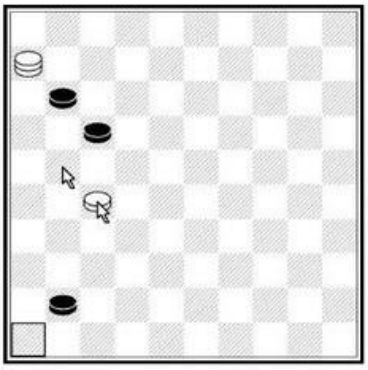

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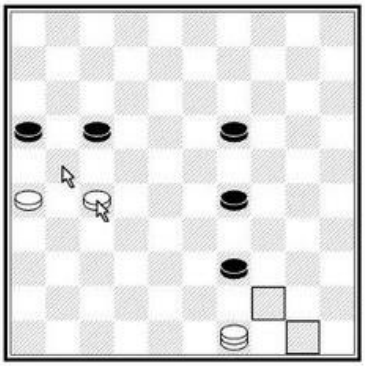

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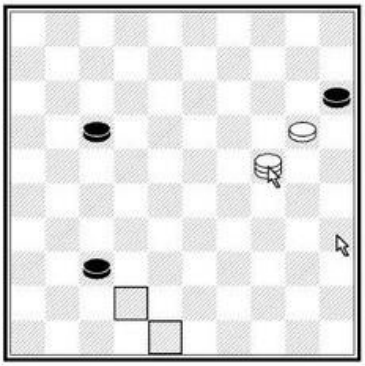

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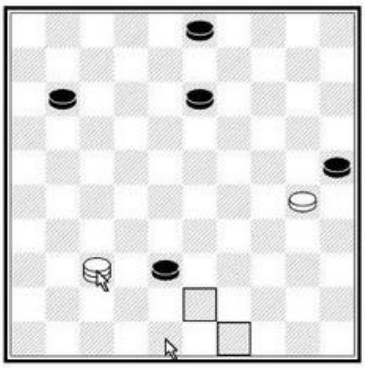

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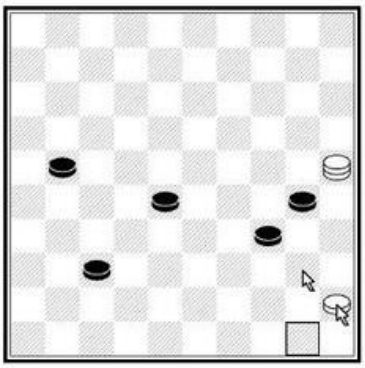

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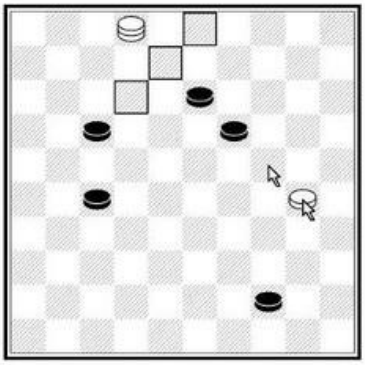

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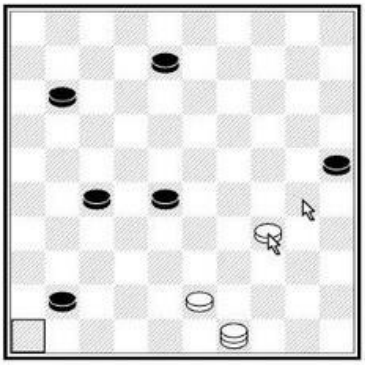

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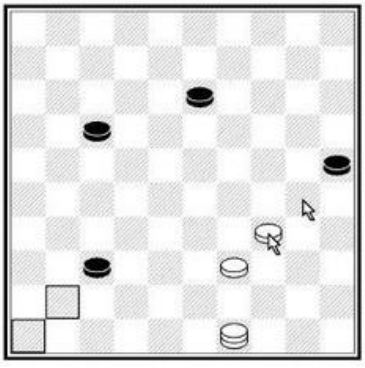

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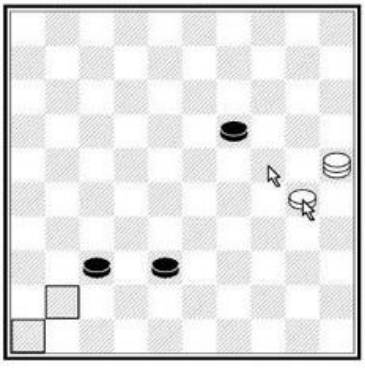

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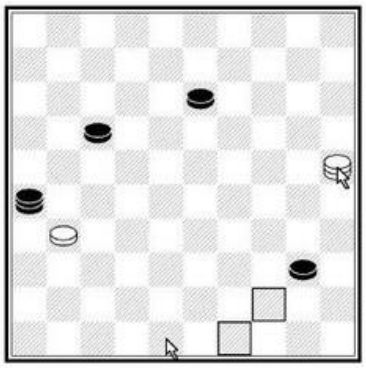

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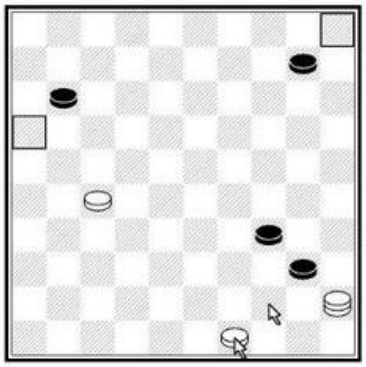

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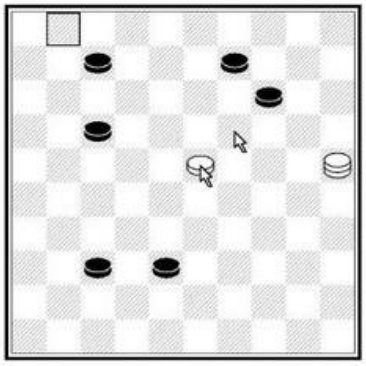

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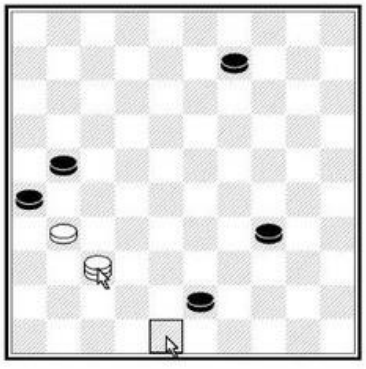

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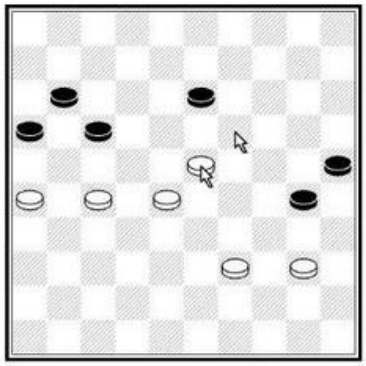
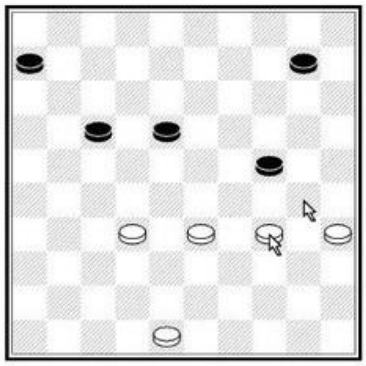
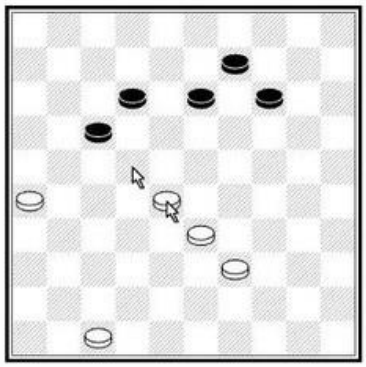
14. Membuat Rencana



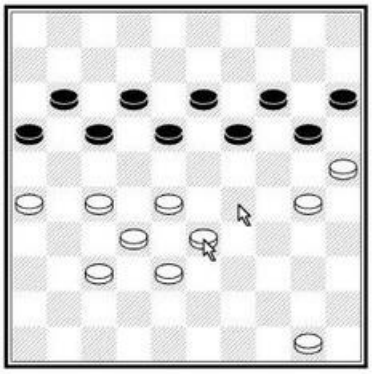
14.1. Membekukan Lawan: 23 - 19! 13 x 24 40 – 35 W+.



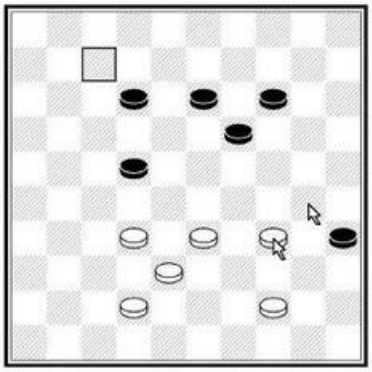
14.2. Menyerang 34 - 30!



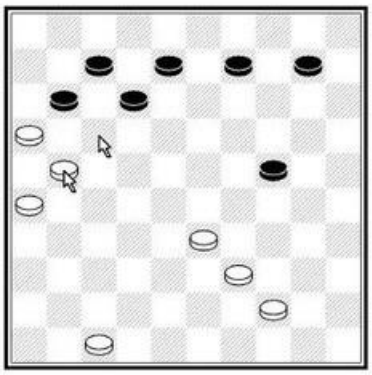
14.3. Menerobos 28 – 22 17 x 28 33 x 22



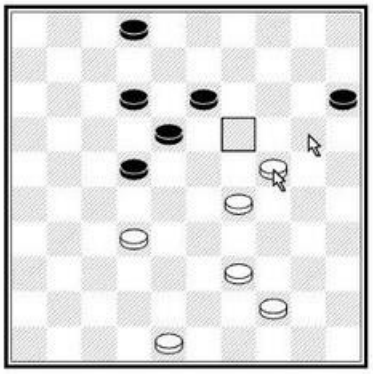
14.4. Membekukan lawan 33 – 29!



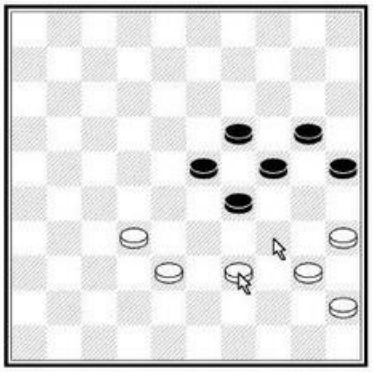
14.5. Membuat Tembakan 34 – 30 35 x 24 33 –28 22 x 33 38 x 7



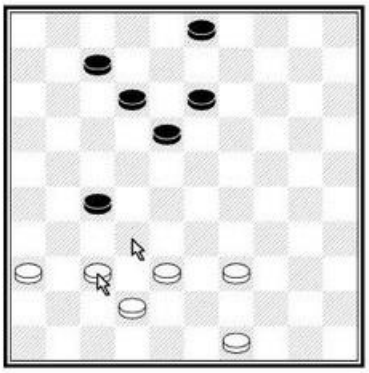
14.6. Menerobos 21 – 17 11 x 22 33 – 29 24 x
33 39 x 17 12 x 21 26 x 17



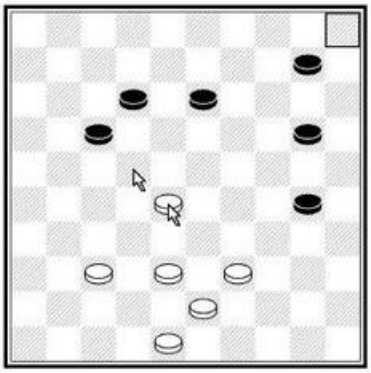
14.7. Membuat Tembakan 24 – 20 15 x 3339 x 19



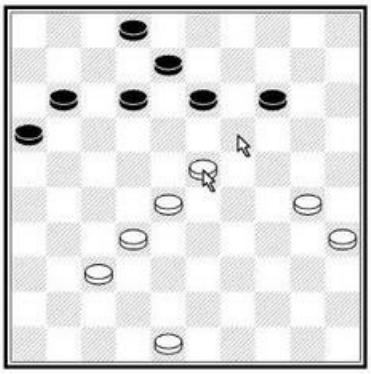
14.8. Membekukan Lawan 39 - 34



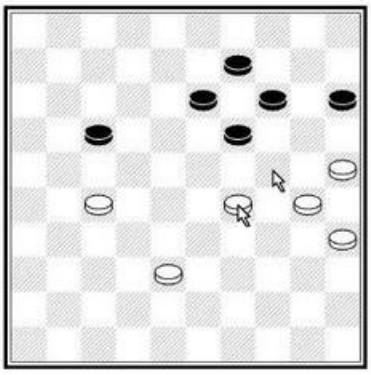
14.9. Menyerang 37 - 32



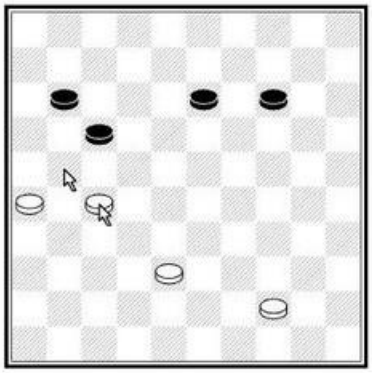
14.10. Membuat Tembakan 28 - 22 17 x 28 39 - 33 28 x 39 43 x 5



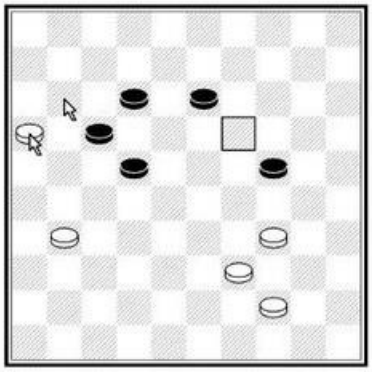
14.11. Menerobos 23 – 19 14 x 23 28 x 19 13 x 24 30 x 19



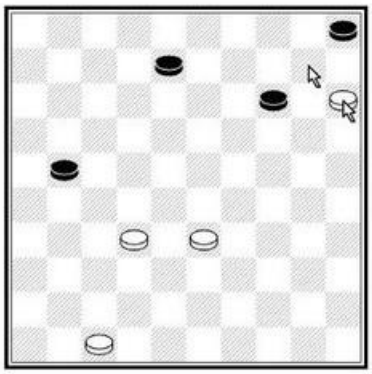
14.12. Membekukan Lawan 29 – 24!



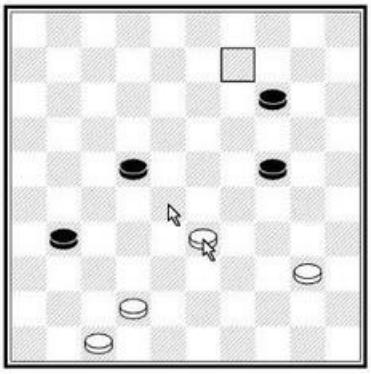
14.13. Menyerang 27 – 21 17 – 22 21 – 17



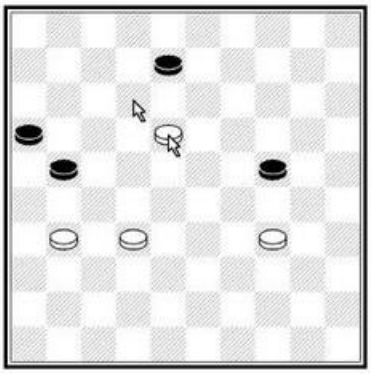
14.14. Membuat Tembakan 16 - 11 17 x 6 34 - 29 24 x 33 39 x 19



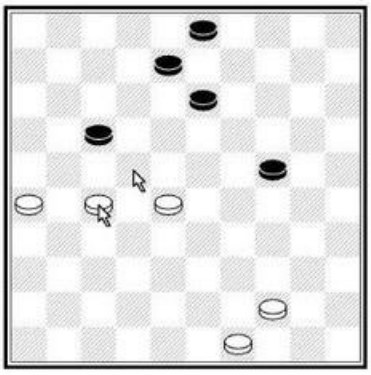
14.15. Menyerang 15 - 10



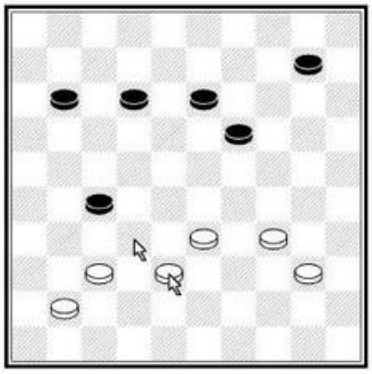
14.16. Membuat Tembakan 33 – 28 22 x 33 42 – 37 31 x 42 47 x 9



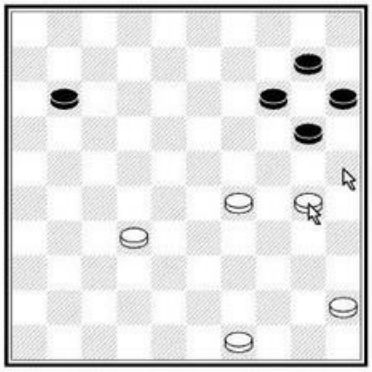
14.17. Membekukan Lawan 18 – 12 8 x 17 31 – 26



14.18. Menyerang 27 – 22

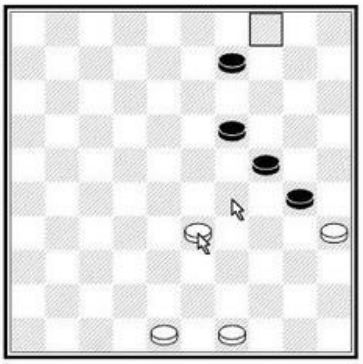


14.19. Membuat Tembakan 38 – 32 27 x 29 34 x 5



14.20. Membekukan Lawan 30 – 25!

15. Menghilangkan Bidak



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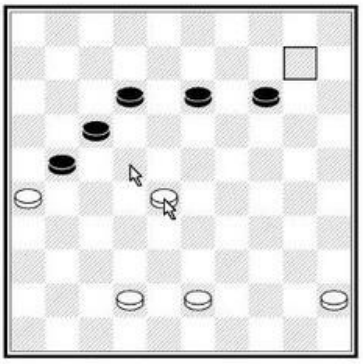

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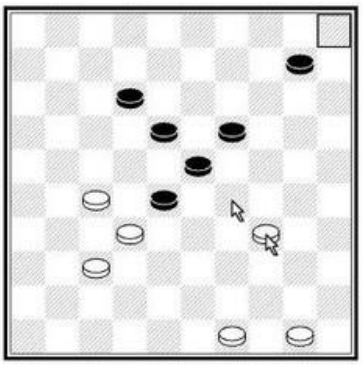

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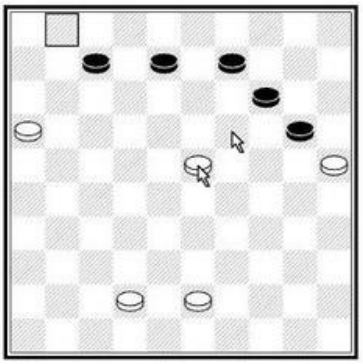

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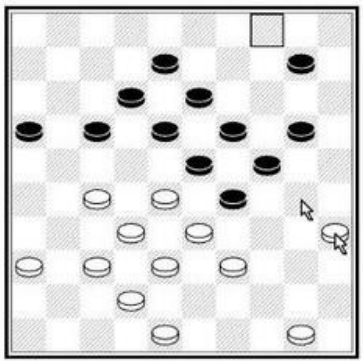

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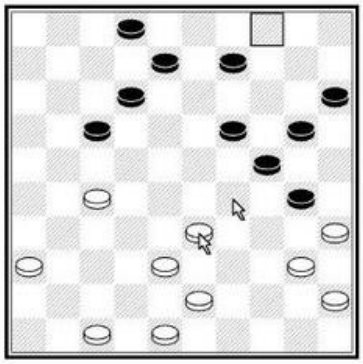

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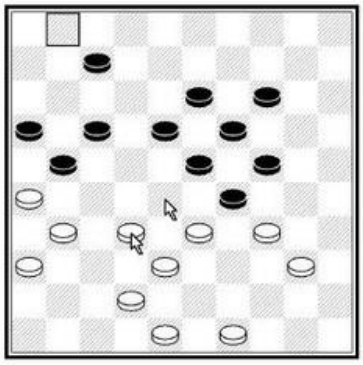

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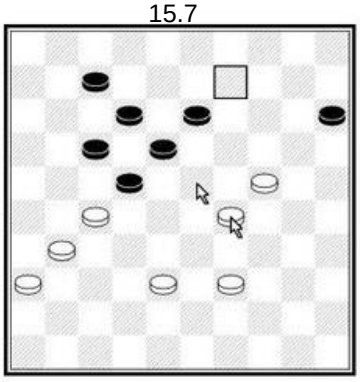

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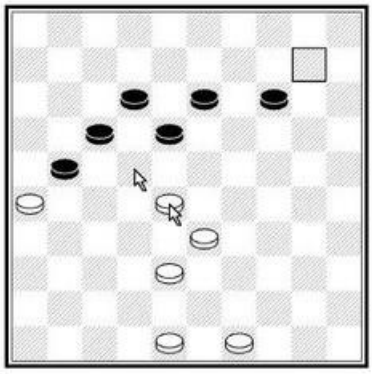

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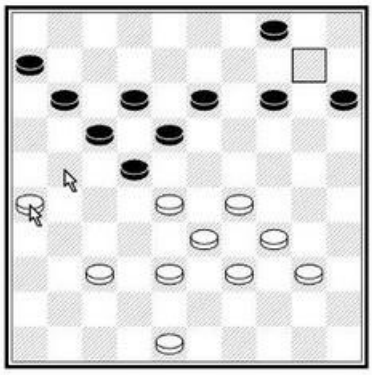

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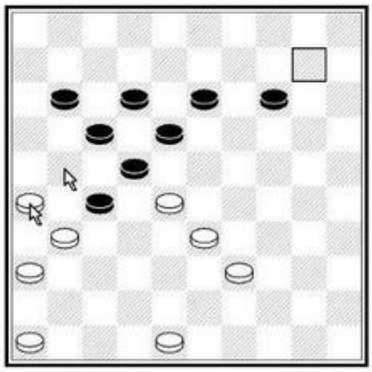

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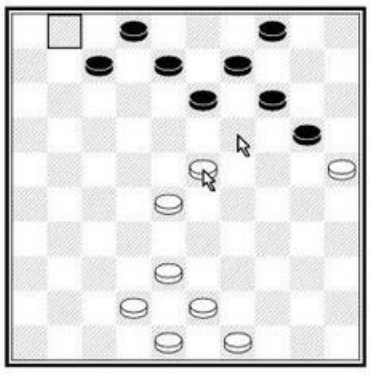

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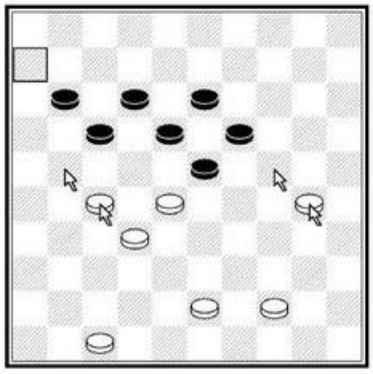
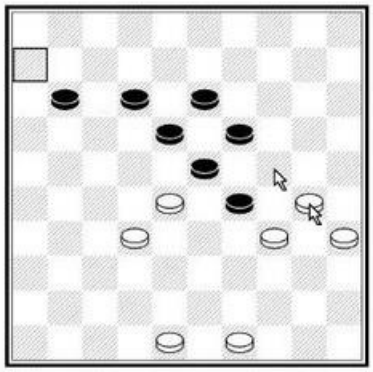


15.13. 27 – 21 17 x 26 30 - 24 19 x 30 28 x 6



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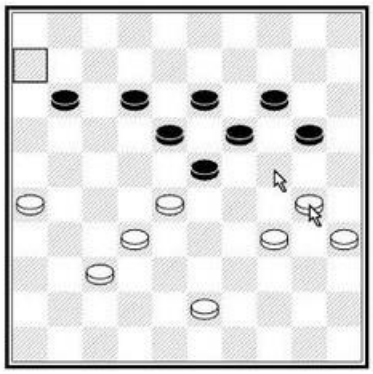
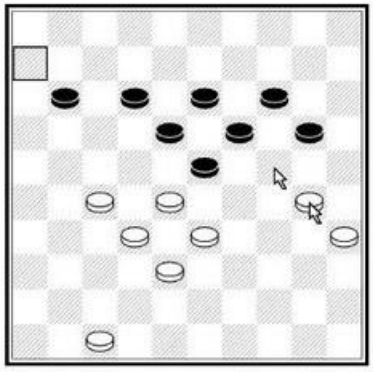


15.15. 30 – 24 19 x 48 28 x 6 48 x 31 26 x 37



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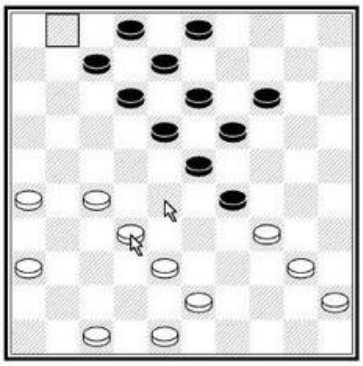
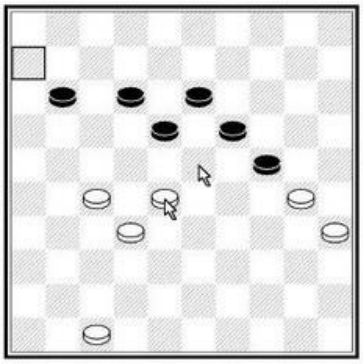


15.17. 32 – 28 23 x 21 26 x 17 12 x 21 34 x 1



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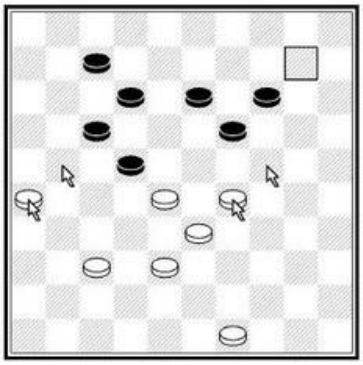
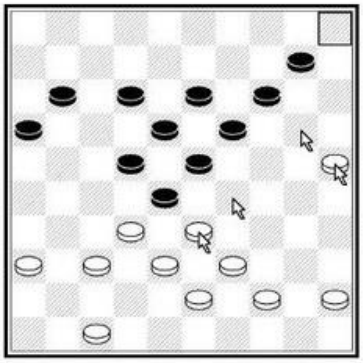
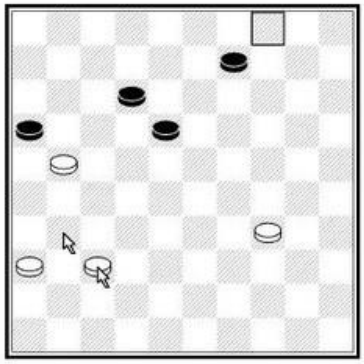


15.19. 29 – 24 19 x 30 26 – 21 17 x 26 28 x 10



15.20 25 – 20 14 x 25 33 - 29 23 x 34 32 x 5

16. Menggunakan Gerakan Bebas



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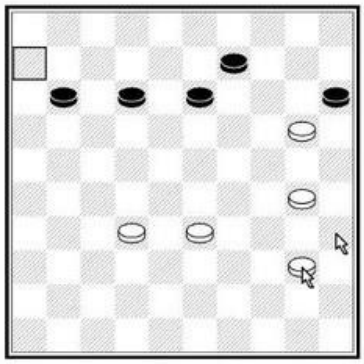

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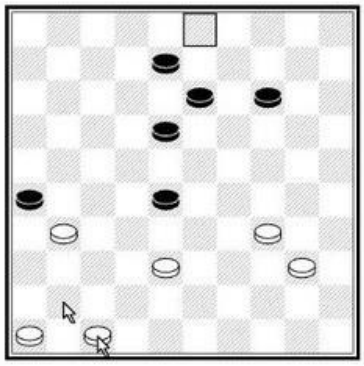

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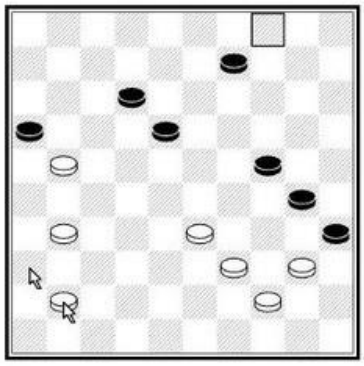

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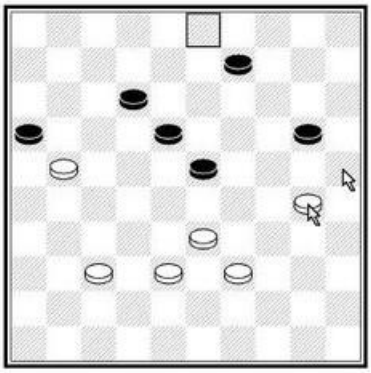

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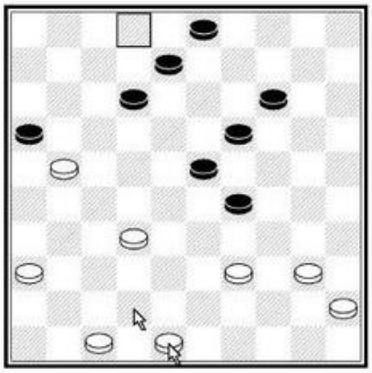

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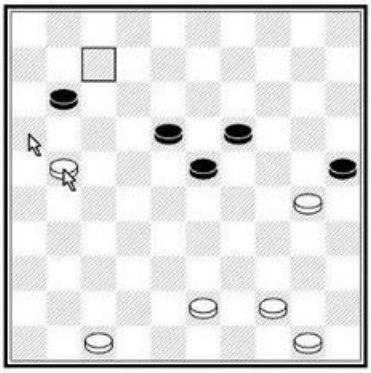

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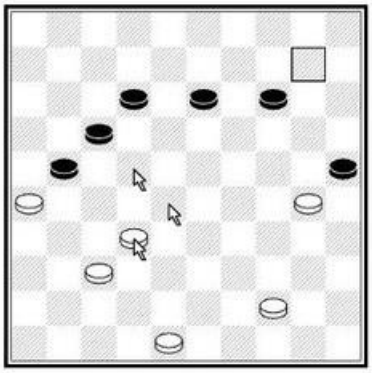

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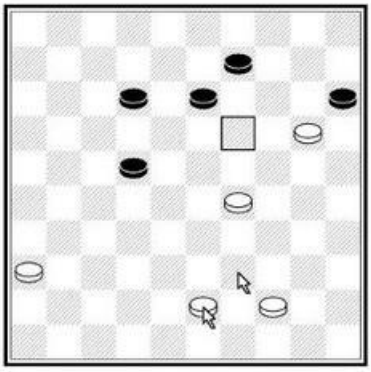

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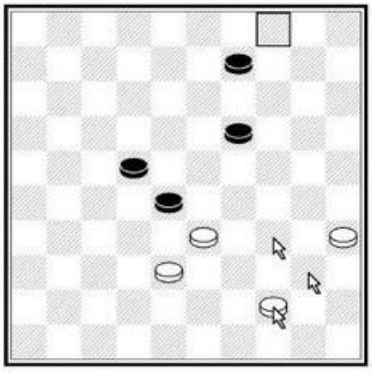

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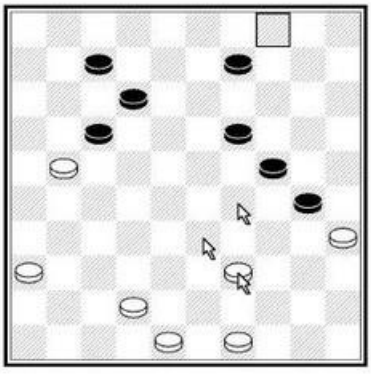

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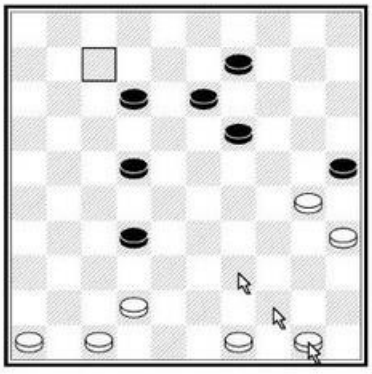

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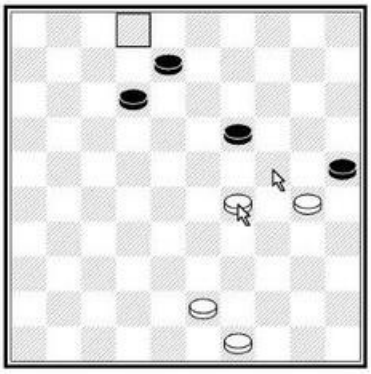

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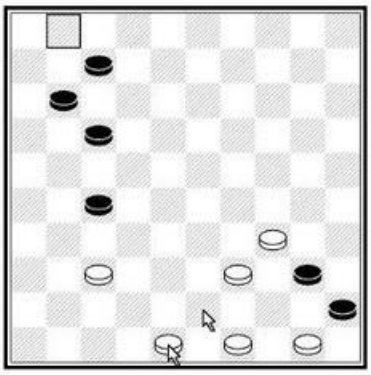

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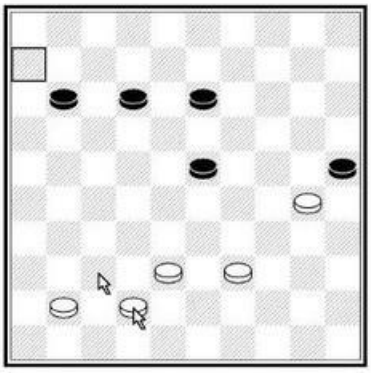

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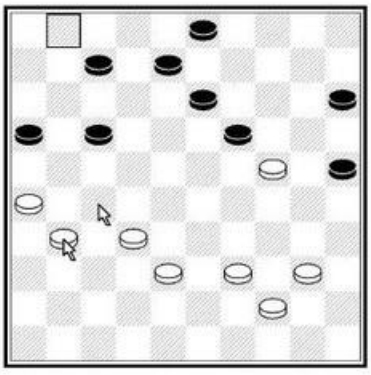

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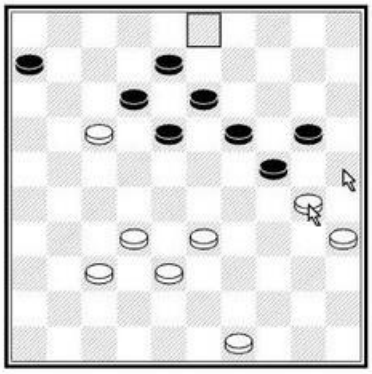

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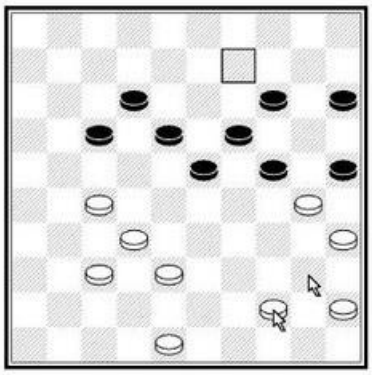

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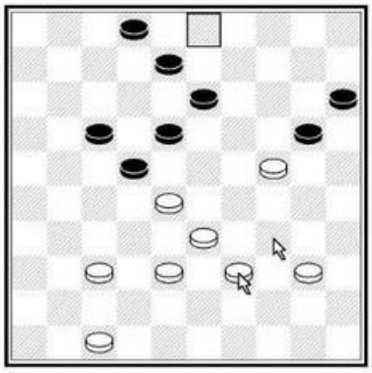

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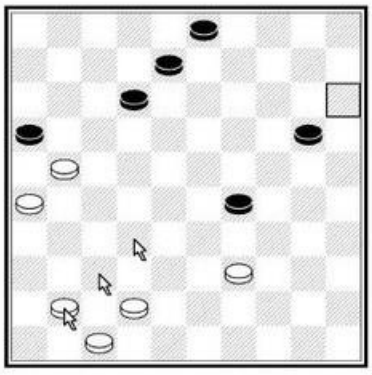

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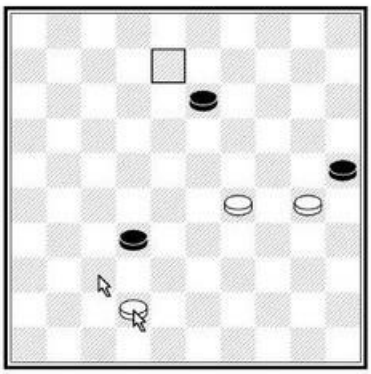
17. Gerakan Menempel



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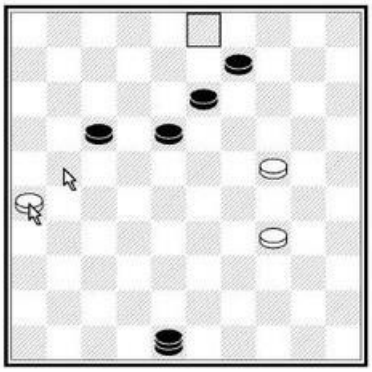

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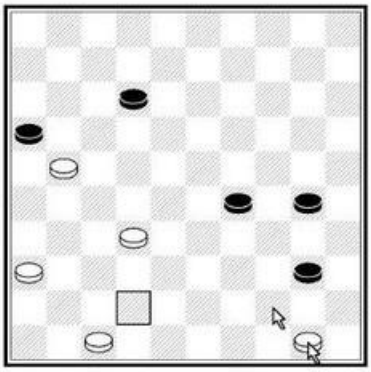

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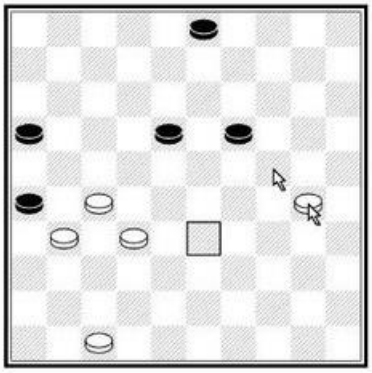

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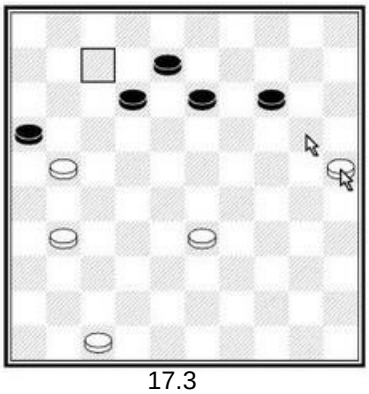

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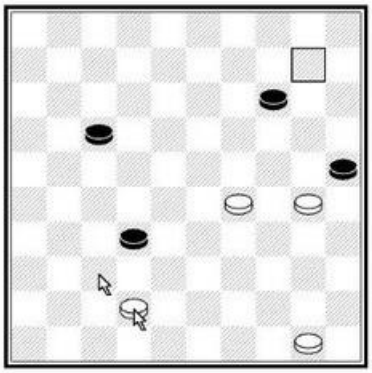

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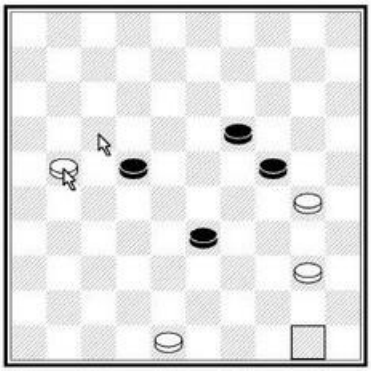

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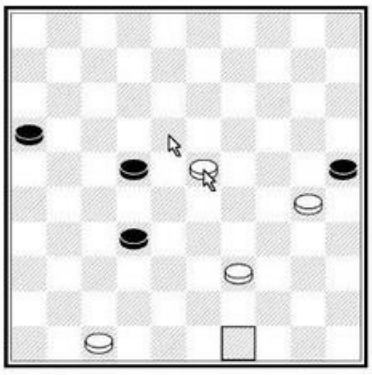

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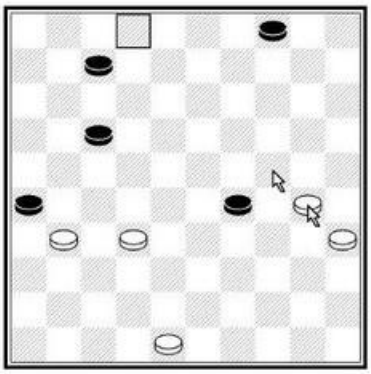

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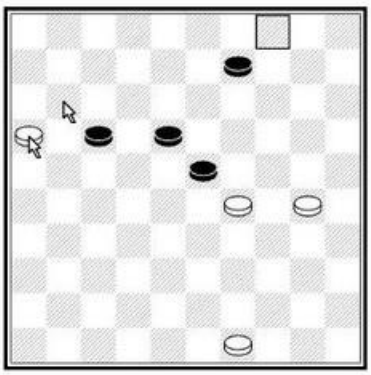

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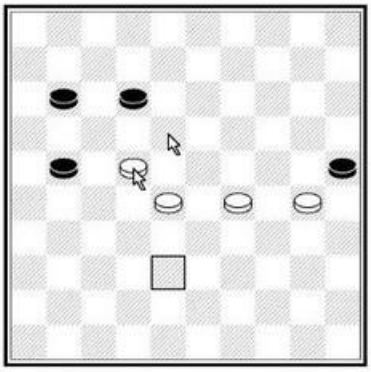

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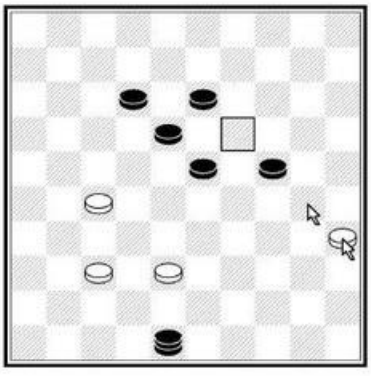

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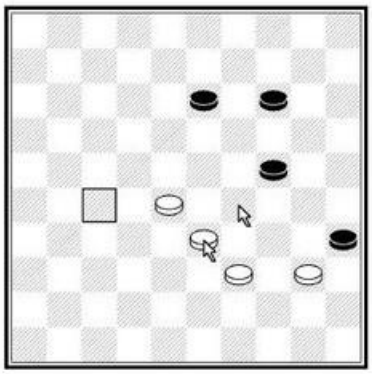

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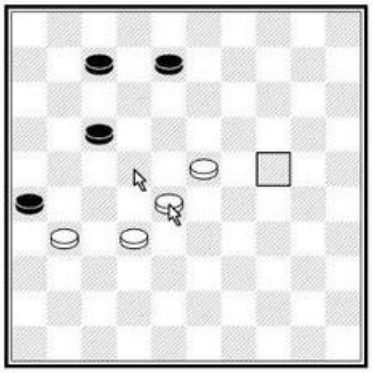

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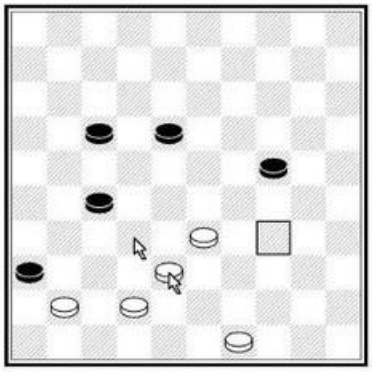

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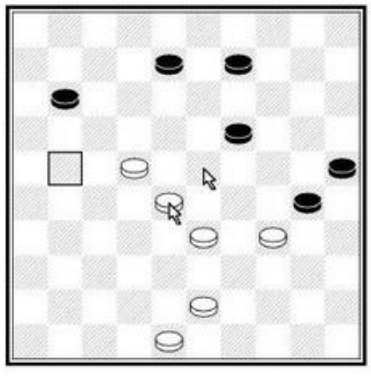

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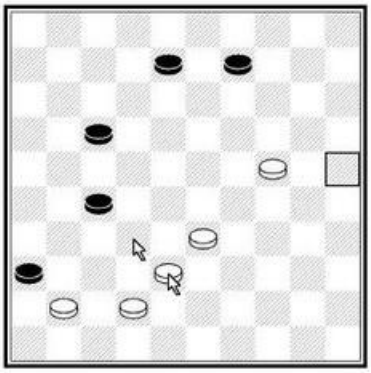

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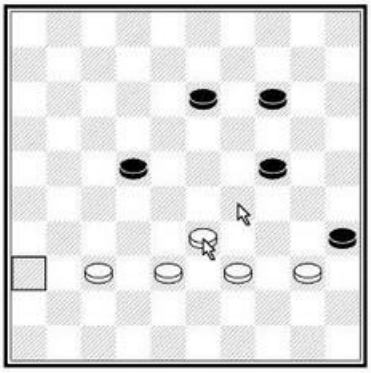

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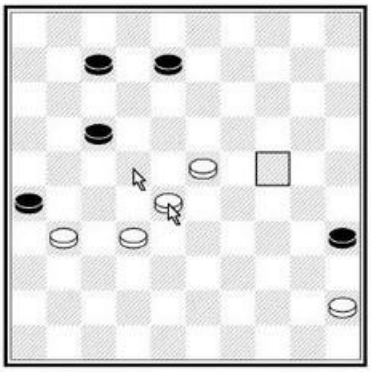

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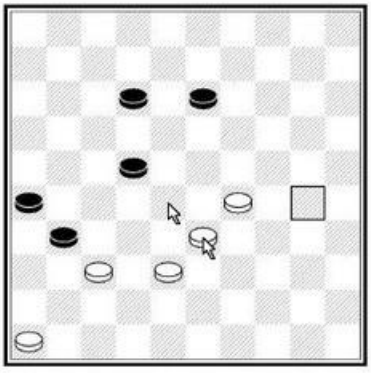
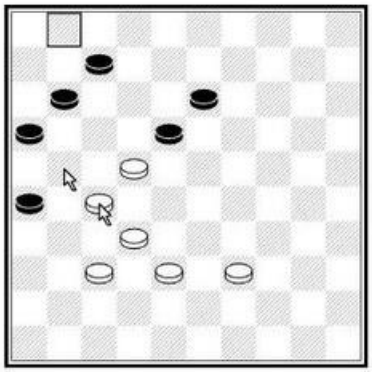


17.20

18. Tembakan dengan Tangkapan Terbanyak



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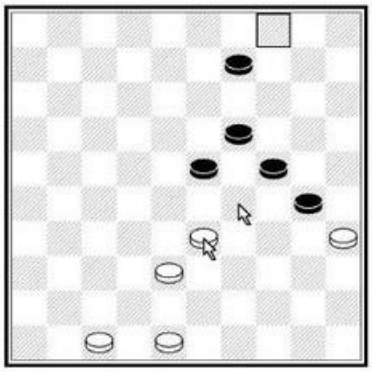

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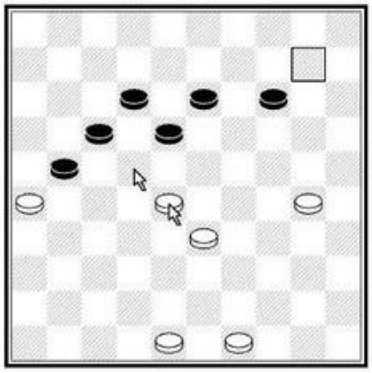

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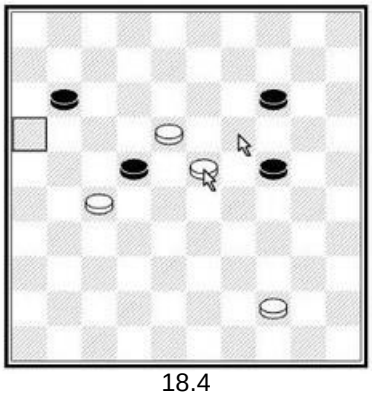

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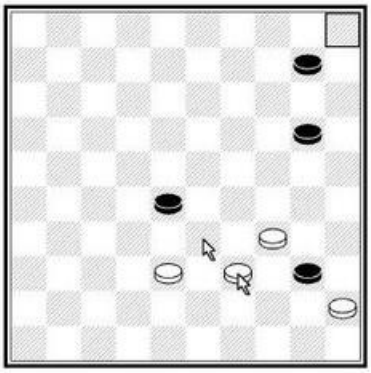

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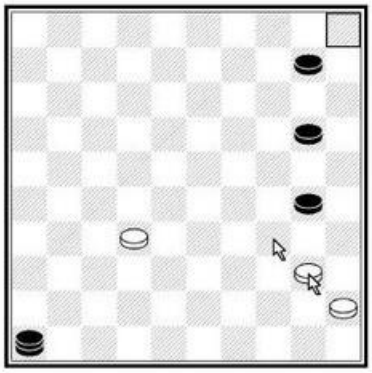

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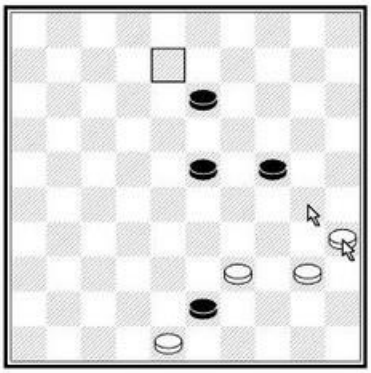

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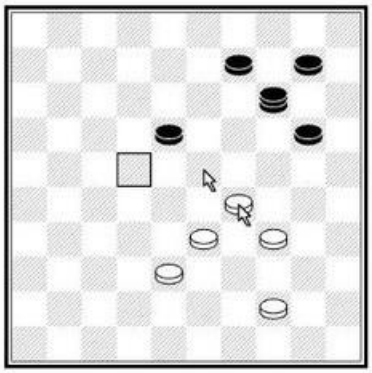

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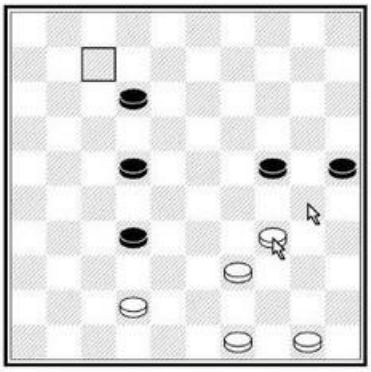

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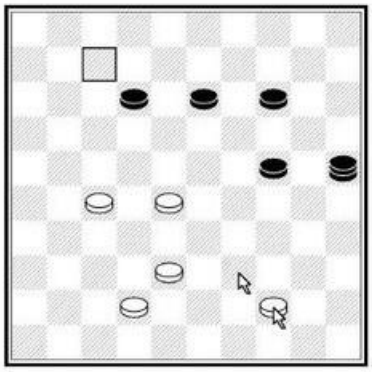

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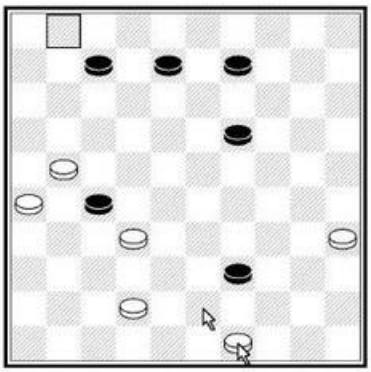

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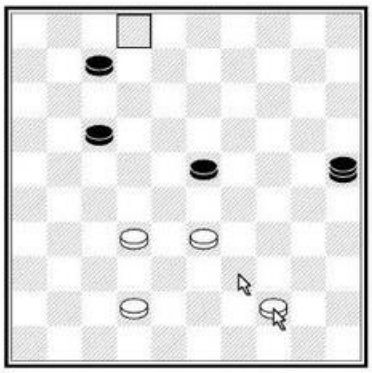

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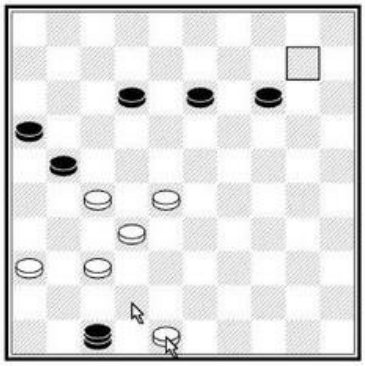

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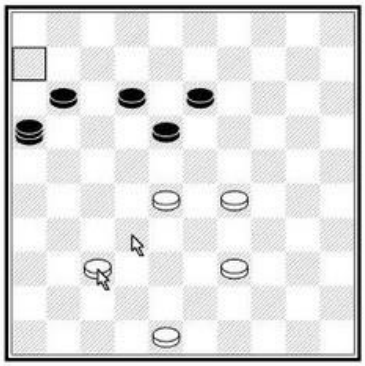

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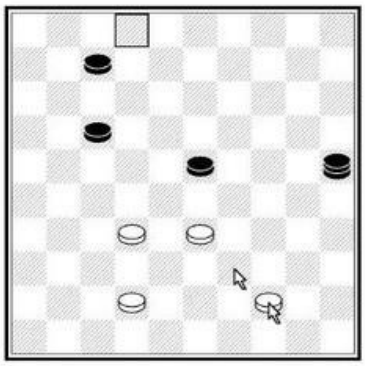

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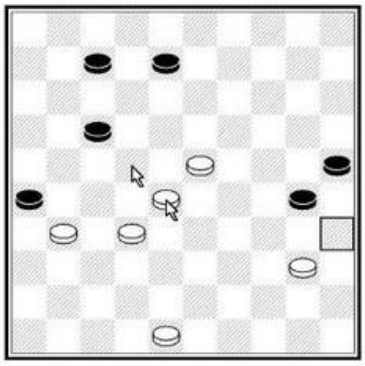

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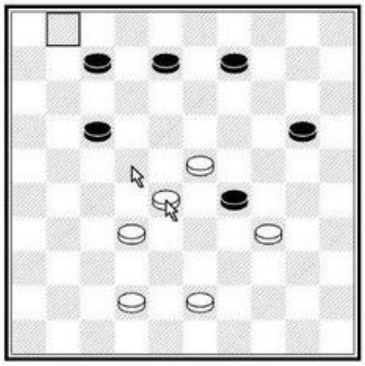

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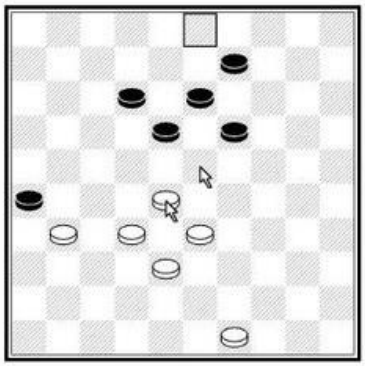

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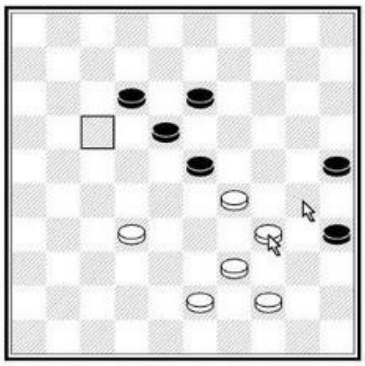

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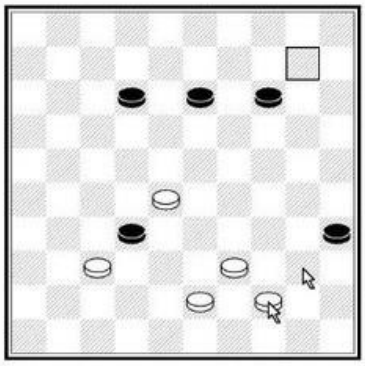
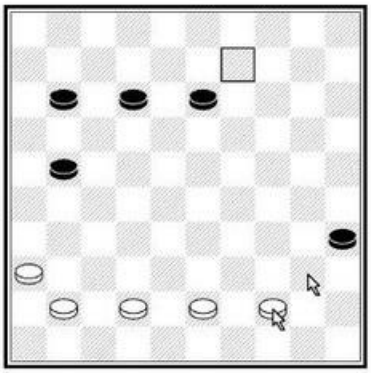
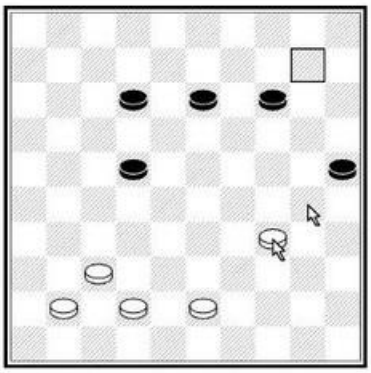


18.20

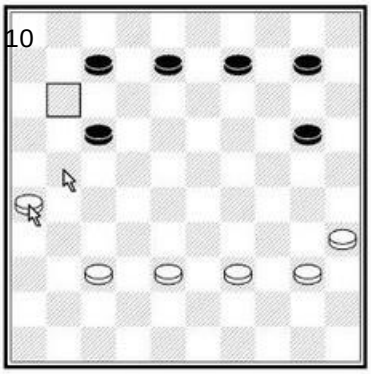
19. Memindahkan Bidak



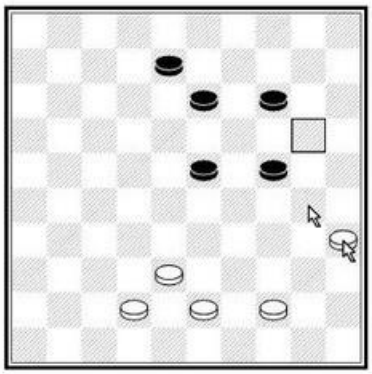
19.1. 44 – 40 35 x 44 43 – 39 44 x 33 42 – 38 33
x 42 41 – 37 42 x 31 36 x 9



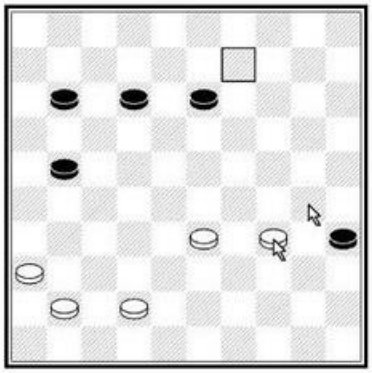
19.2. 34 – 30 25 x 34 43 - 39 34 x 43 42 – 38 43
x 32 37 x 10



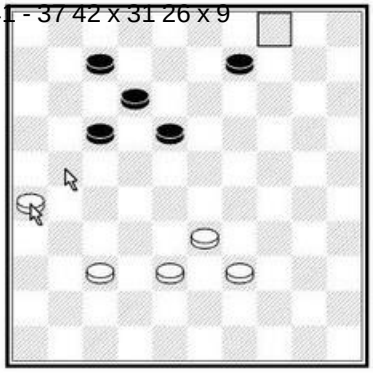
19.3. 26 – 21 17 x 26 37 – 31 26 x 37 38 – 32 37
x 28 39 – 33 28 x 39 40 – 34 39 x 30 35 x 11



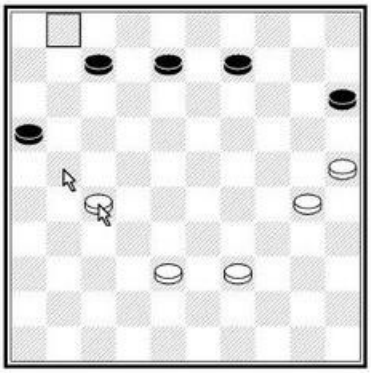
19.4. 35 – 30 24 x 35 44 – 40 35 x 44 43 – 39 44 x 33 38 x 20



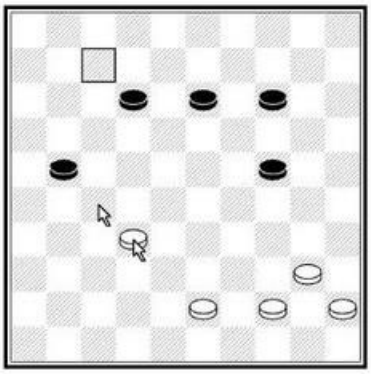
19.5. 34 – 30 35 x 24 33 – 29 24 x 33 42 - 38 33 x 42 41 - 37 42 x 31 26 x 9



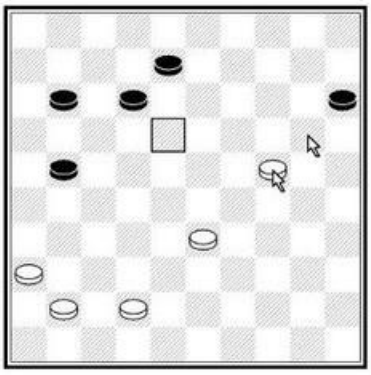
19.6. 26 – 21 17 x 26 37 – 31 26 x 37 38 – 32 37 x 28 33 x 4



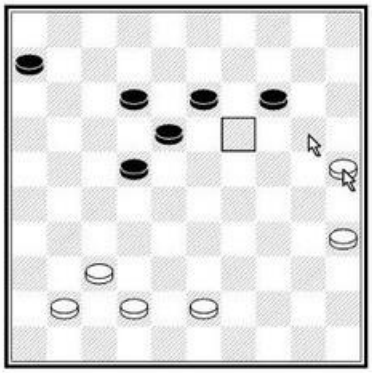
19.7. 27 – 21 16 x 27 38 - 32 27 x 38 39 - 33 38 x 29 30 – 24 29 x 20 25 x 1



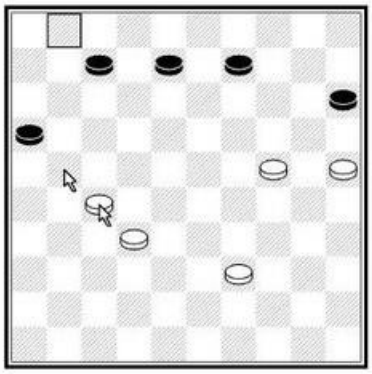
19.8. 32 – 27 21 x 32 43 - 38 32 x 43 44 – 39 43 x 34 40 x 7



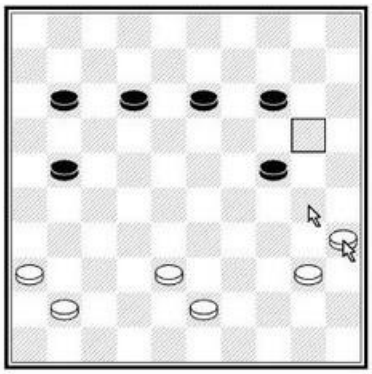
19.9. 24 – 20 15 x 24 33 – 29 24 x 33 42 – 38 33
x 42 41 – 37 42 x 31 36 x 18



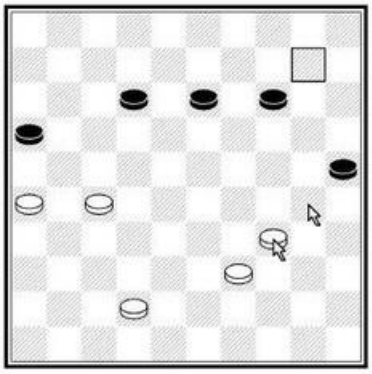
19.10. 25 – 20 14 x 25 35 - 30 25 x 34 43 – 39 34 x 43 42 – 38 43 x 32 37 x 19



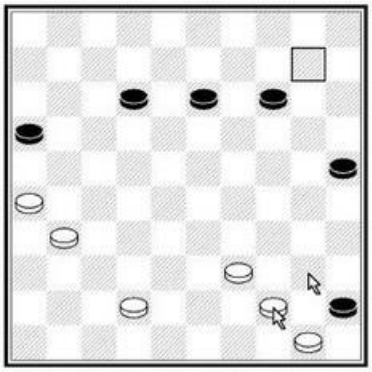
19.11. 27 – 21 16 x 38 39 – 33 38 x 20 25 x 1



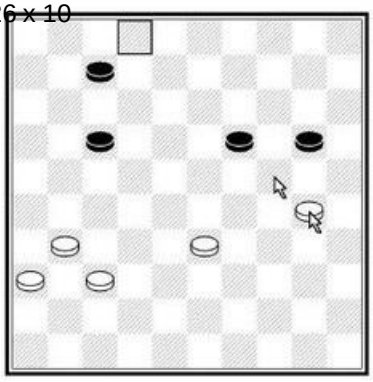
19.12. 35 – 30 24 x 44 43 - 39 44 x 42 41 – 37 42 x 31 36 x 20



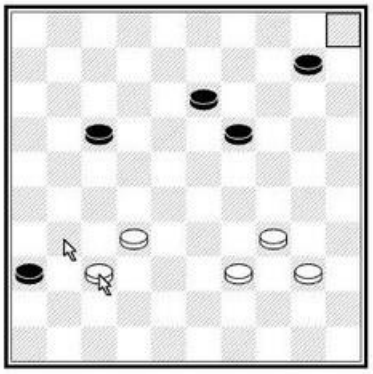
19.13. 34 – 30 25 x 43 42 – 38 43 x 21 26 x 10



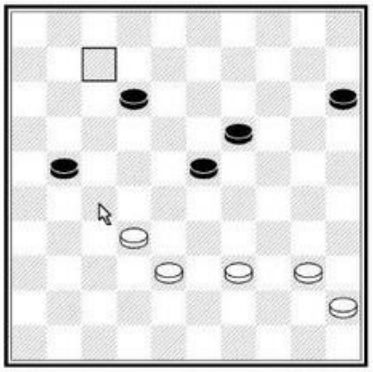
19.14. 44 – 40 45 x 43 42 – 38 43 x 32 31 – 27
32 x 21 26 x 10



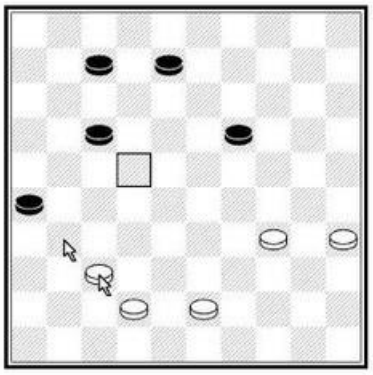
19.15. 30 – 24 20 x 38 37 – 32 38 x 27 31 x 2



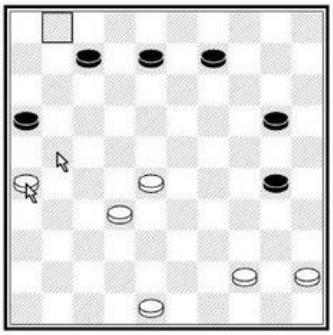
19.16. 37 – 31 36 x 38 39 – 33 38 x 29 34 x 5



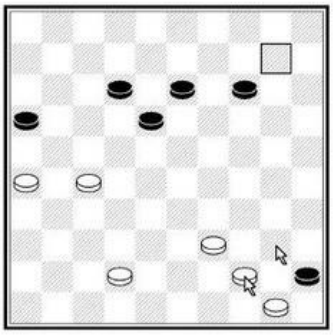
19.17. 32 – 27 21 x 34 40 x 7



19.18. 37 – 31 26 x 30 35 x 22



19.19. 26 – 21 16 x 38 48 – 43 38 x 40 45 x 1



19.20. 44 – 40 45 x 43 42 – 38 43 x 21 26 x 10

20. Memberikan Lawan Anda Raja

20.1. 47 – 41 36 x 47 30 – 24 47 x 20 25 x 12

20.2. 48 – 42 37 x 48 40 – 34 48 x 30 35 x 4

20.3. 37 – 31 26 x 37 48 – 42 37 x 48 40 - 34 48 x 30 35 x 2

20.4.39 – 34 29 x 49 31 – 27 49 x 21 26 x 10

20.5. 30 – 24 19 x 48 41 – 37 48 x 31 36 x 9

20.6. 37 – 32 28 x 37 48 – 42 37 x 48 39 – 34 48 x 30 35 x 2

20.7. 29 – 24 20 x 49 32 – 27 49 x 21 26 x 10

20.8. 37 – 31 26 x 46 40 - 34 46 x 40 45 x 1

20.9. 39 – 34 30 x 39 50 – 44 39 x 50 31 – 27 50 x 31 36 x 20

20.10. 37 - 31 26 x 37 48 - 42 37 x 48 33 - 29 48 x 30 29 x 9 3 x 14 35 x 2

20.11. 48 – 43 38 x 49 26 – 21 49 x 19 21 x 5

20.12. 27 – 21 16 x 27 38 – 32 27 x 38 49 – 43 38 x 49 26 – 21 49 x 19 21 x 5

20.13. 39 – 33 28 x 39 49 – 43 39 x 48 35 - 30 48 x 22 30 x 6

20.14. 39 – 33 28 x 39 48 – 43 39 x 48 15 – 10 48 x 22 10 x 6

20.15. 47 – 41 36 x 47 38 – 32 47 x 19 32 x 5

20.16. 36 – 31 27 x 36 47 – 41 36 x 47 26 – 21 47 x 20 21 x 25

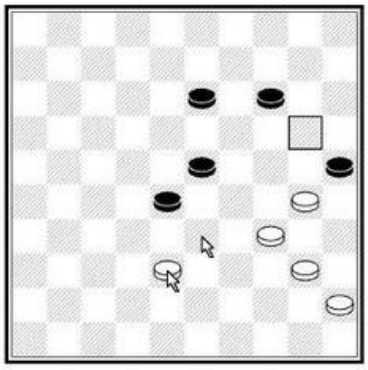
20.17. 40 – 34 29 x 49 35 – 30 49 x 21 30 x 26

20.18. 47 – 41 36 x 47 38 – 32 47 x 20 32 x 25

20.19. 36 – 31 27 x 36 37 – 32 28 x 37 48 – 42 37 x 48 47 – 41 36 x 47 40 – 34 48 x 30 35 x 24 47 x 20 25 x 1

20.20. 39 – 34 30 x 48 40 – 34 29 x 49 41 – 37 48 x 31 36 x 27 49 x 21 26 x 10

21. Tembakan Kung Fu



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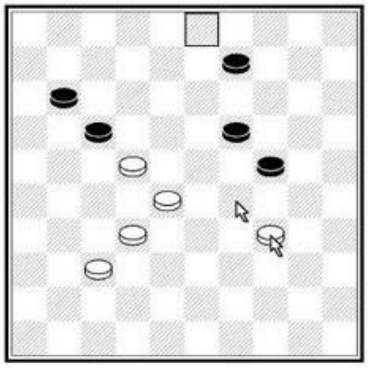

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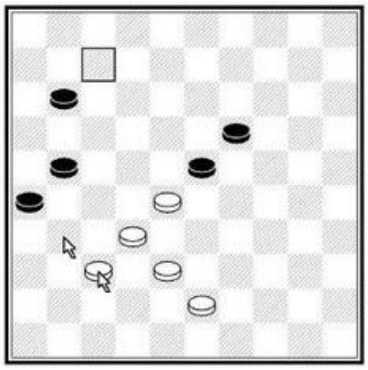

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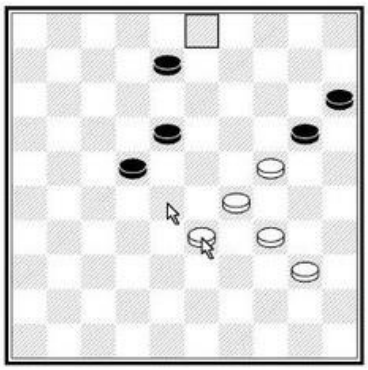

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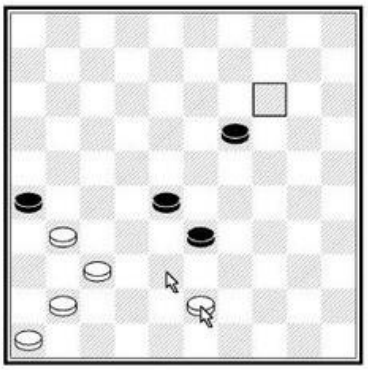

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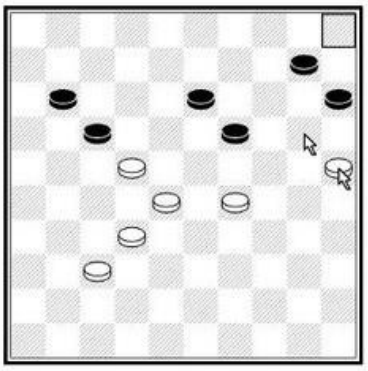

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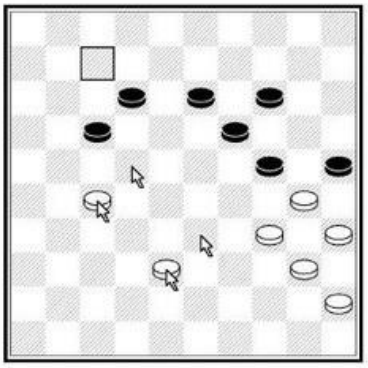
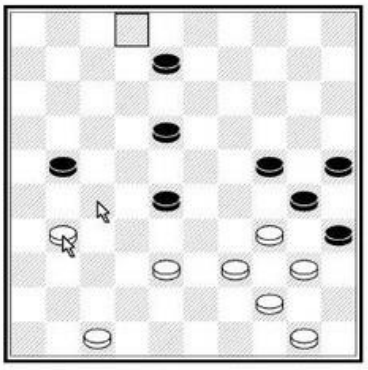


21.7. 27 – 22 17 x 28 38 – 33 28 x 39 34 x 43 25 x 34 40 x 7



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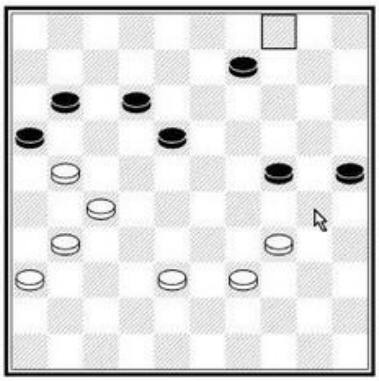

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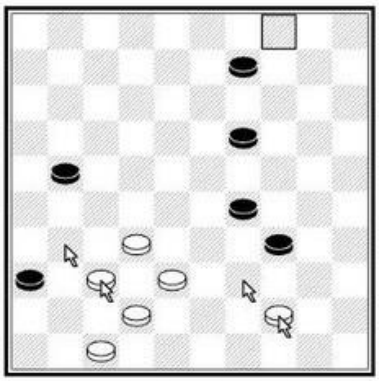
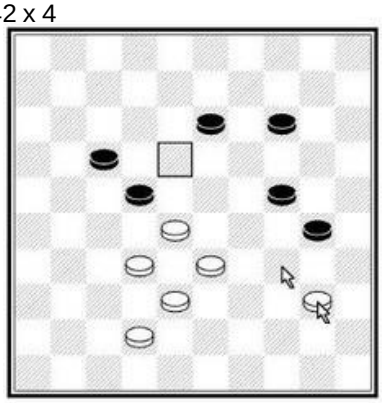


21.10. 37 – 31 36 x 27 44 - 39 34 x 43 38 x 49
27 x 38 42 x 4



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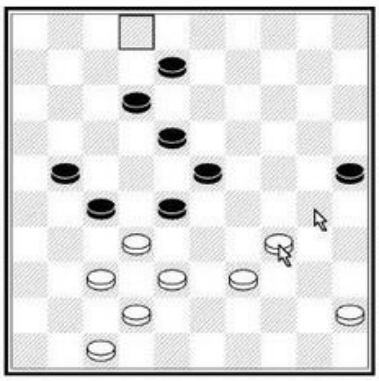

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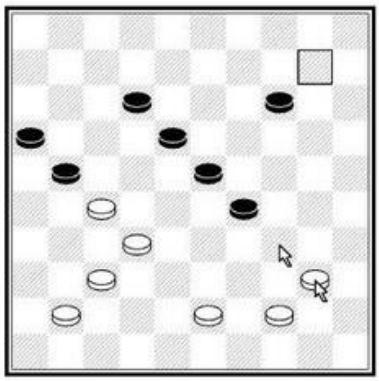

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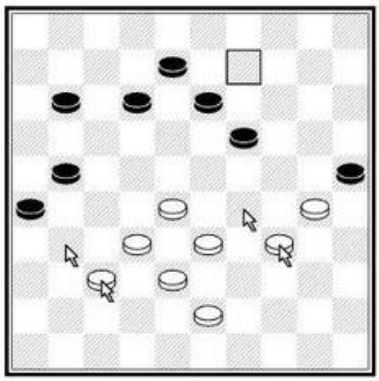
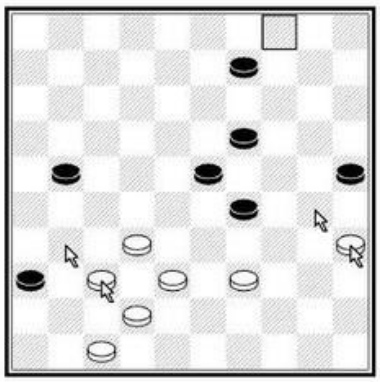
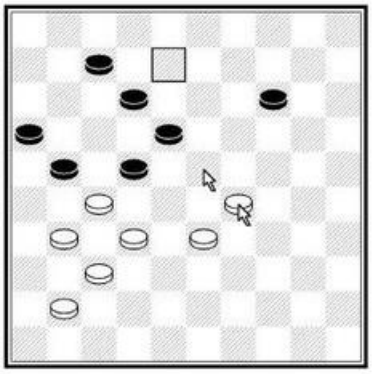


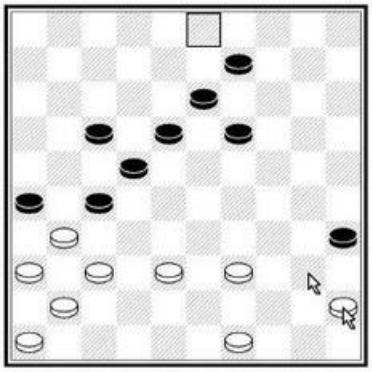
21.14. 34 – 29 25 x 23 37 – 31 26 x 37 32 x 41 23 x 32 38 x 9



21.15. 37 – 31 36 x 27 35 – 30 25 x 43 38 x 49
27 x 38 42 x 4



21.16. 29 – 23 18 x 38 32 x 43 21 x 32 37 x 8



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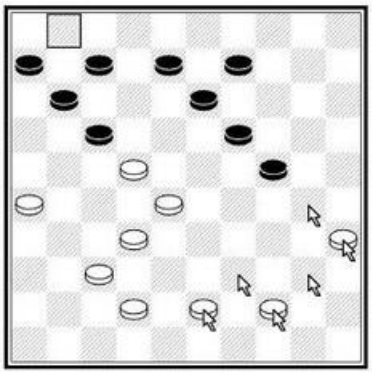
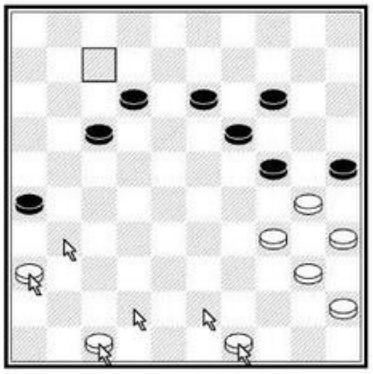
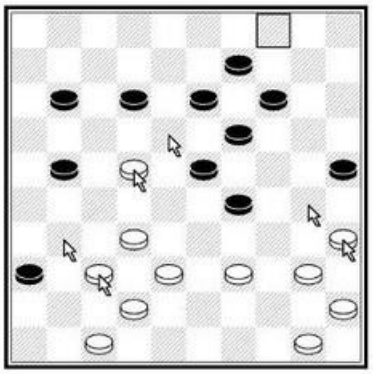


21.18 35 – 30 24 x 35 44 – 40 35 x 44 43 – 39 44 x 33 28 x 39 17 x 28 32 x 1

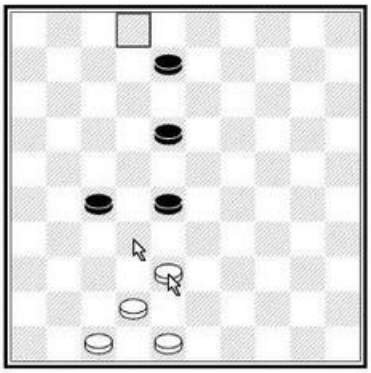


21.19. 36 – 31 26 x 37 47 – 42 37 x 48 49 – 43 48 x 39 34 x 43 25 x 34 40 x 7



21.20. 22 – 18 13 x 22 37 – 31 36 x 27 35 – 30 25 x 43 38 x 49 27 x 38 42 x 4

22. Pilihan Menangkap



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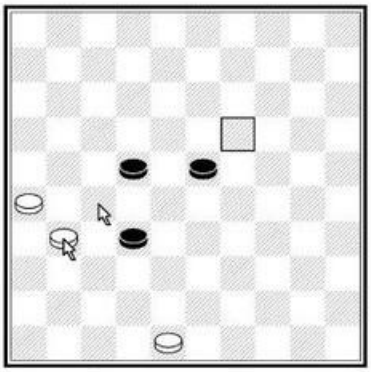

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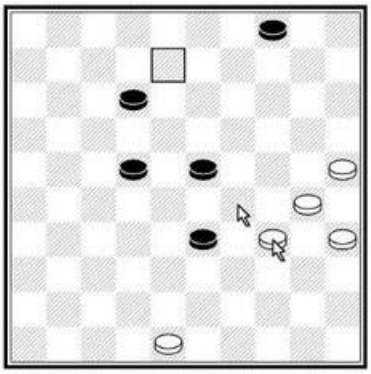

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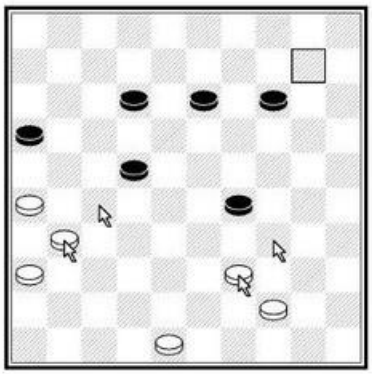
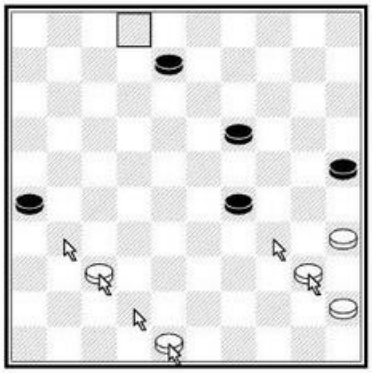
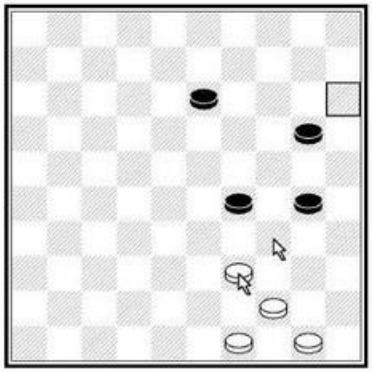


22.4. 39 – 34 29 x 49 31 – 27 22 x 31 36 x 27 49 x 21 26 x 10



22.5.37 – 31 26 x 37 48 – 42 37 x 48 40 – 34 29 x 40 45 x 34 48 x 30 35 x 2



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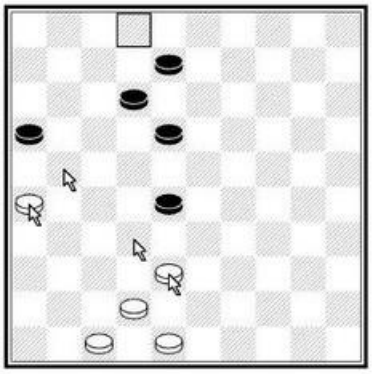
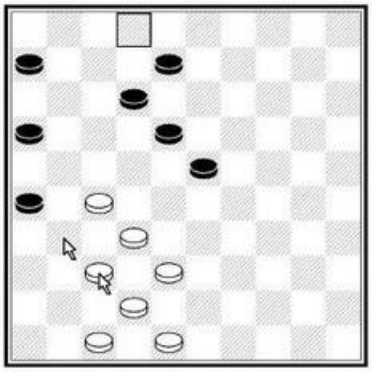
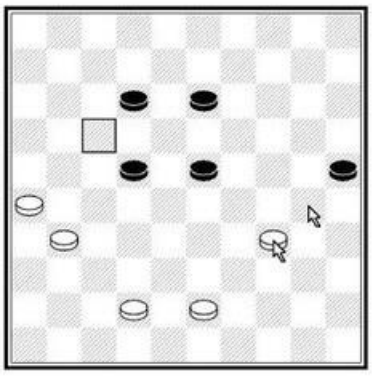


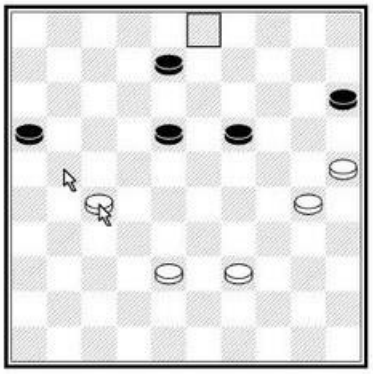
22.7. 26 – 21 16 x 27 38 – 32 ad lib. 42 x 2



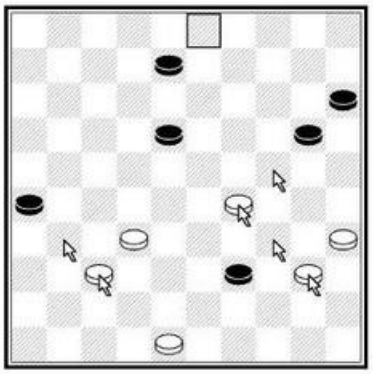
22.8. 37 – 31 26 x 28 27 – 21 16 x 27 38 – 32 ad
lib. 42 x 2



22.9. 34 – 30 25 x 34 43 – 39 34 x 43 42 – 38 43 x 32 31 – 27 ad lib. 26 x 17



22.10. 27 – 21 16 x 27 38 – 32 27 x 38 39 – 33 38 x 29 30 – 24 ad lib. 25 x 3



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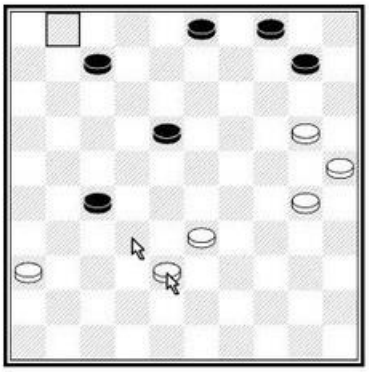
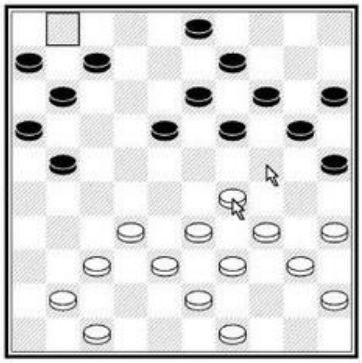


22.12. 38 – 32 27 x 29 20 – 14 10 x 19 30 – 24 ad lib. 25 x 1



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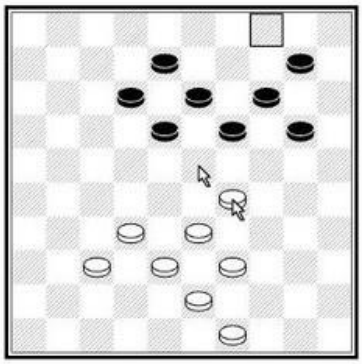

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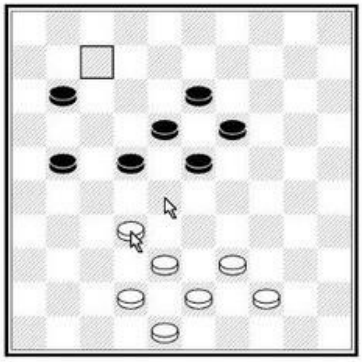

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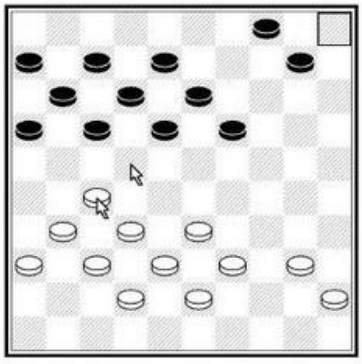

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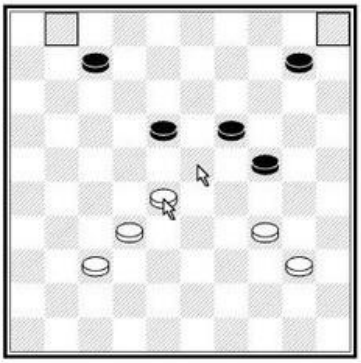

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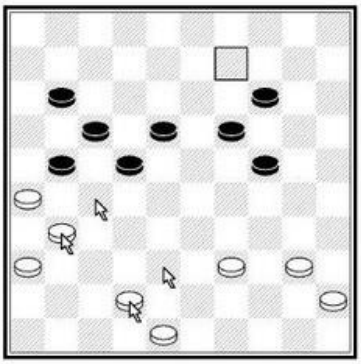
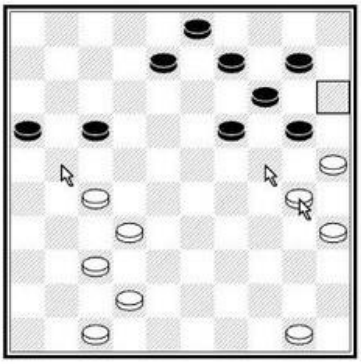
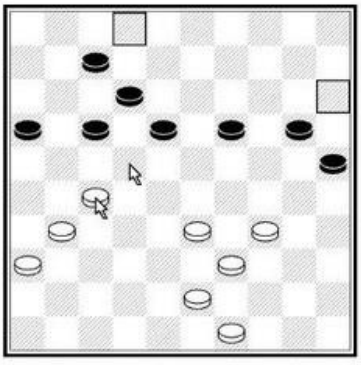


22.18. 31 – 27 21 x 32 42 – 38 32 x 34 40 x 9

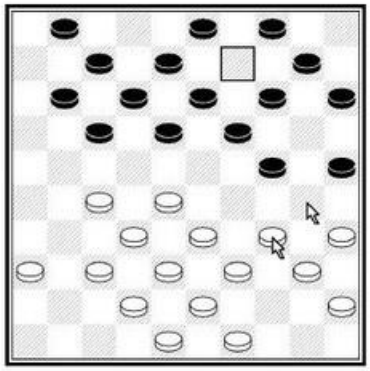


22.19. 30 – 24 20 x 29 27 – 21 16 x 38 42 x 15



22.20

23. Posisi dengan Banyak Bidak



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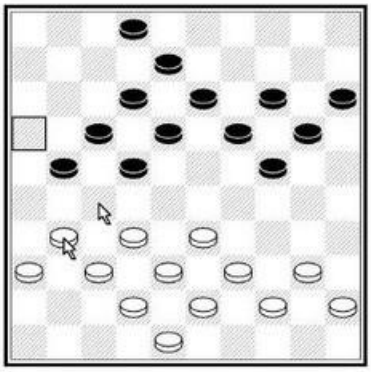

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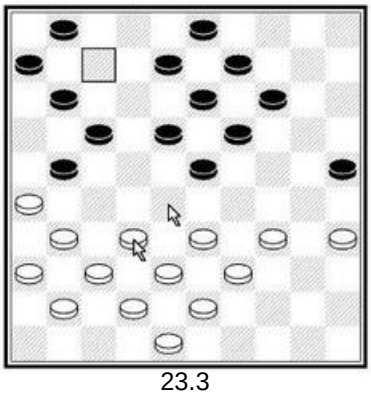

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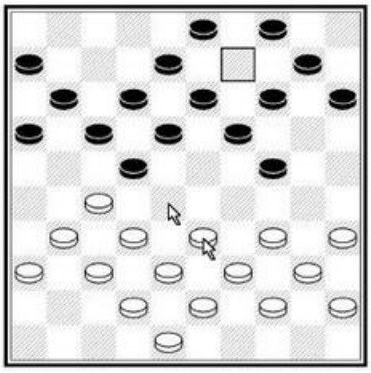

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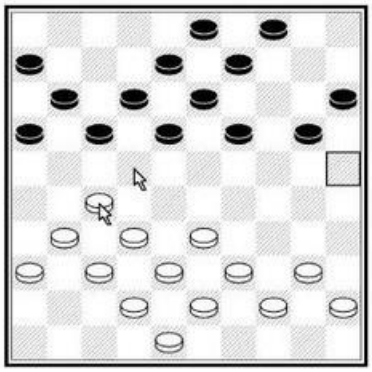

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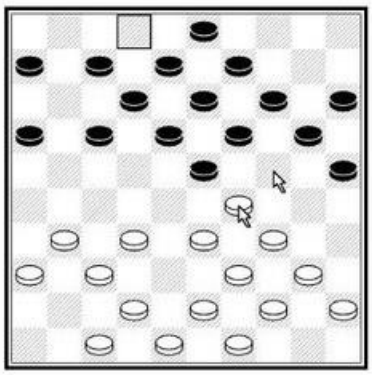

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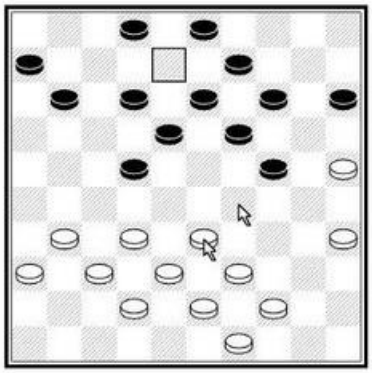

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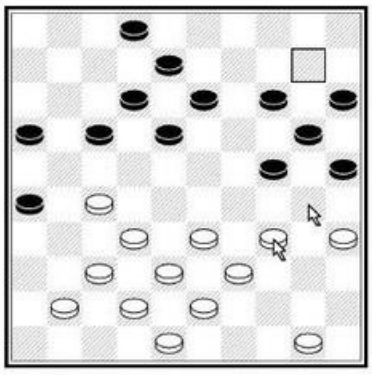

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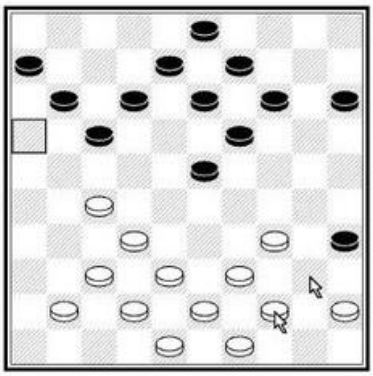

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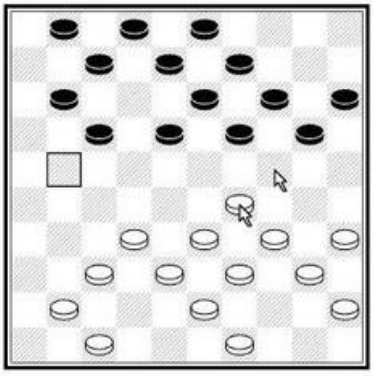

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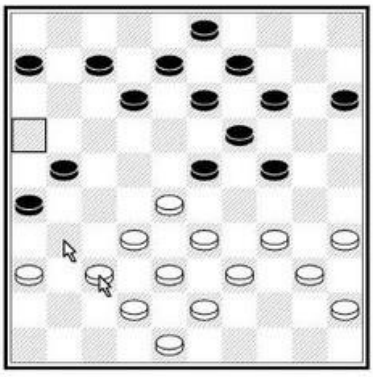

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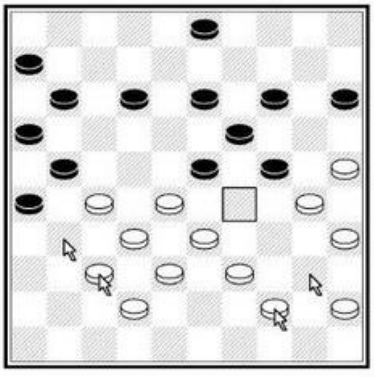
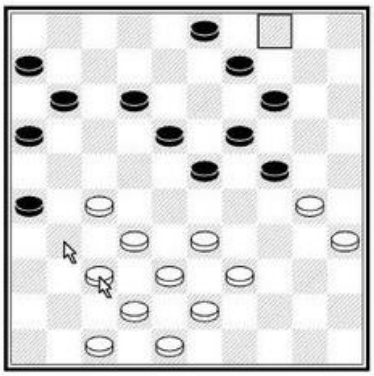
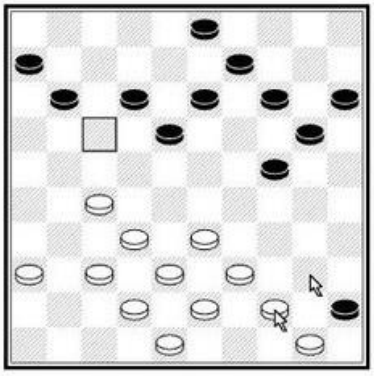


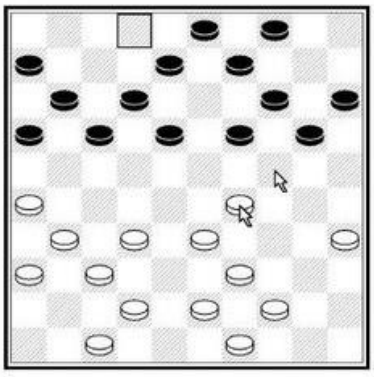
23.12. 37 - 31 26 x 48 44 – 40 48 x 34 40 x 29



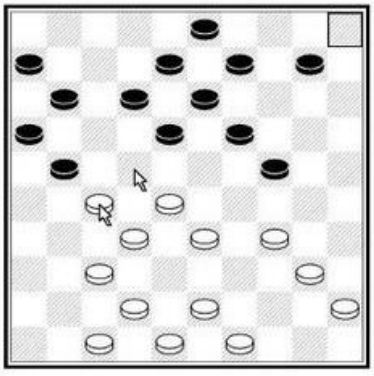
23.13



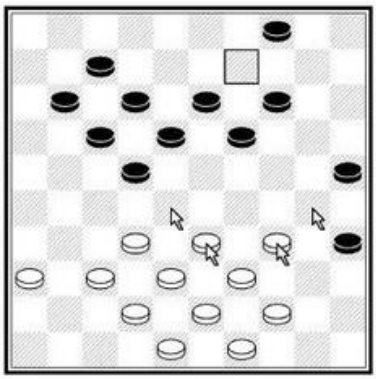
23.14

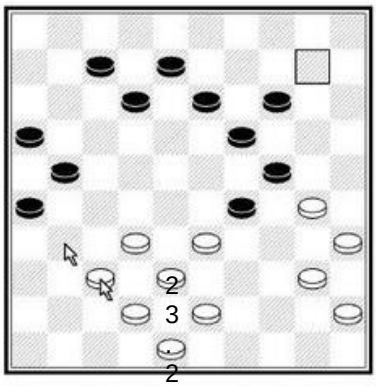


23.15



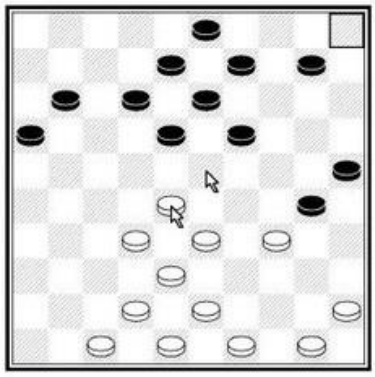
23.16



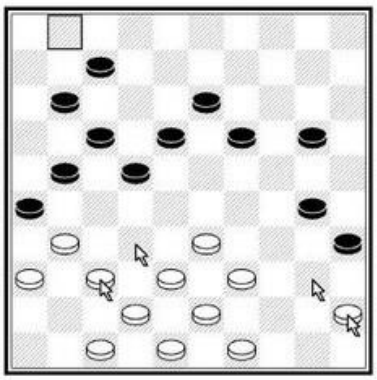


23.20

23.17. 34 – 30 25 x 34 39 x 30 35 x 24 33 – 28
22 x 33 38 x 9



23.18



23.19. 37 – 32 26 x 28 45 – 40 35 x 44 39 x 50
28 x 39 43 x 1

24. Soal Pilihan Berganda

24.1. B (34 – 29)

24.2. A (33 – 29)

24.3. C (41 – 36)

24.4. C (34 – 29)

24.5. B (26 – 21)

24.6. B (27 – 21)

24.7. A (29 – 24)

24.8. C (50 – 44)

24.9. B (27 – 22)

24.10. C (36 – 31)

24.11. B (44 – 39)

24.12. C (32 - 27)

24.13. C (26 – 21)

24.14. B (27 – 31)

24.15. A (37 – 31)

24.16. B (32 – 28)

24.17. C (34 – 30)

24.18. B (18 – 13)

24.19. A (31 – 26)

24.20. B (37 – 31)

25. Permulaan

25.1 3 ....20 – 24 4.29 x 20 15 x 35 B+1

25.2 5 ....22 – 28 6.33 x 22 17 x 26 B+2

25.3 5... 16 – 21? 6.31 – 27! 22 x 31 7.36 x 16 W+1

25.4 7.32 – 28 23 x 32 8.37 x 28

25.5 8.28 – 23 19 x 28 33 x 31 W+1

25.6 7.35 – 30 24 x 35 8.29 – 23 18 x 29 9.33 x 4 22 x 42 10.47 x 38 W+

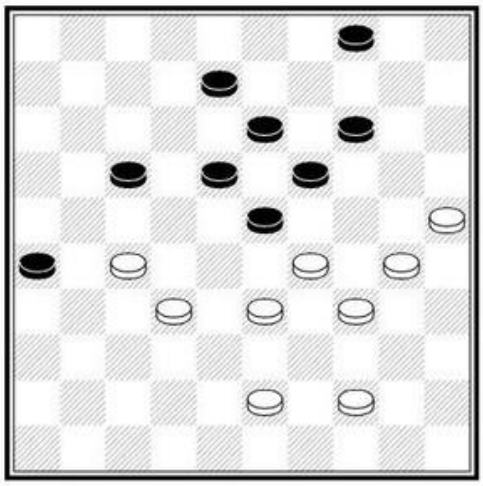
25.7 7... 23 – 29 8.34 x 23 34 – 30 9.35 x 24 20 x 27 10.32 x 21 17 x 26 B+1

25.8 13.36 – 31? 24 - 29 14.33 x 24 19 x 30 15.35 x 24 13 – 19 16.24 x 13 9 x 36 B+1

25.9 2... 23 – 29 3.33 x 24 20 x 29 4.34 x 23 17 – 22 5.28 x 17 19 x 26 B+2.

25.10 4... 21 – 27 5.31 x 22 19 – 23 6.29 x 18 12 x 32 7.38 x 27 17 x 30 8.35 x 24 20 x 29 B+2

25.11 6.28 – 22 18 x 27 7.31 x 22 17 x 28 8.34 - 29 23 x 34 9.32 x 5 W+



T. Goedemoed
White plays and wins.

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