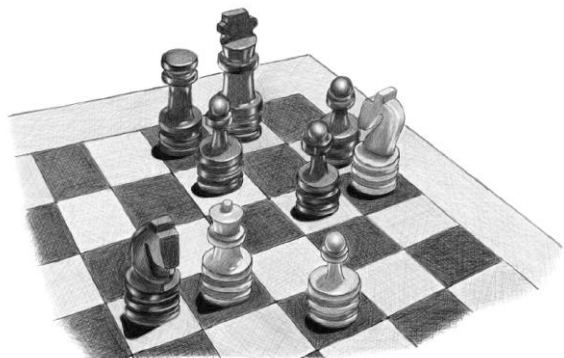


# OSNOVE TAKTIKE

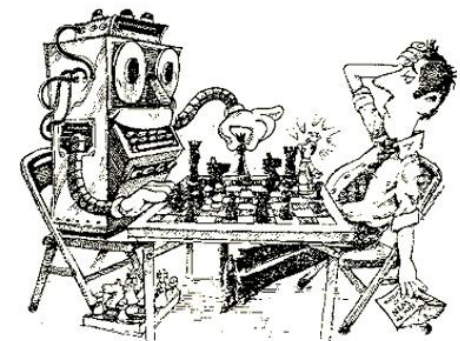
doc. dr. Matej Guid



UNIVERZA  
V LJUBLJANI

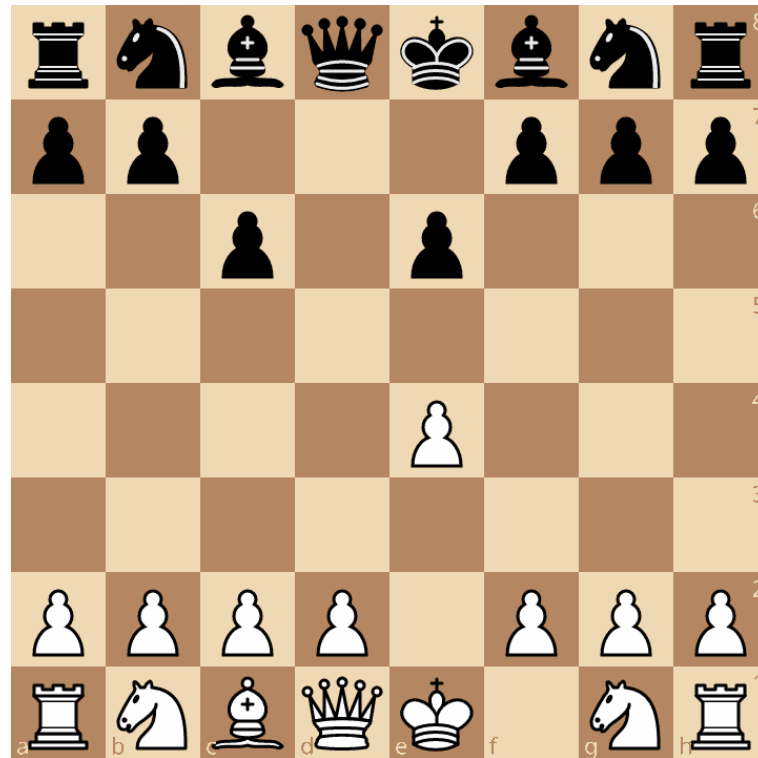
Univerza v Ljubljani

marec 2025



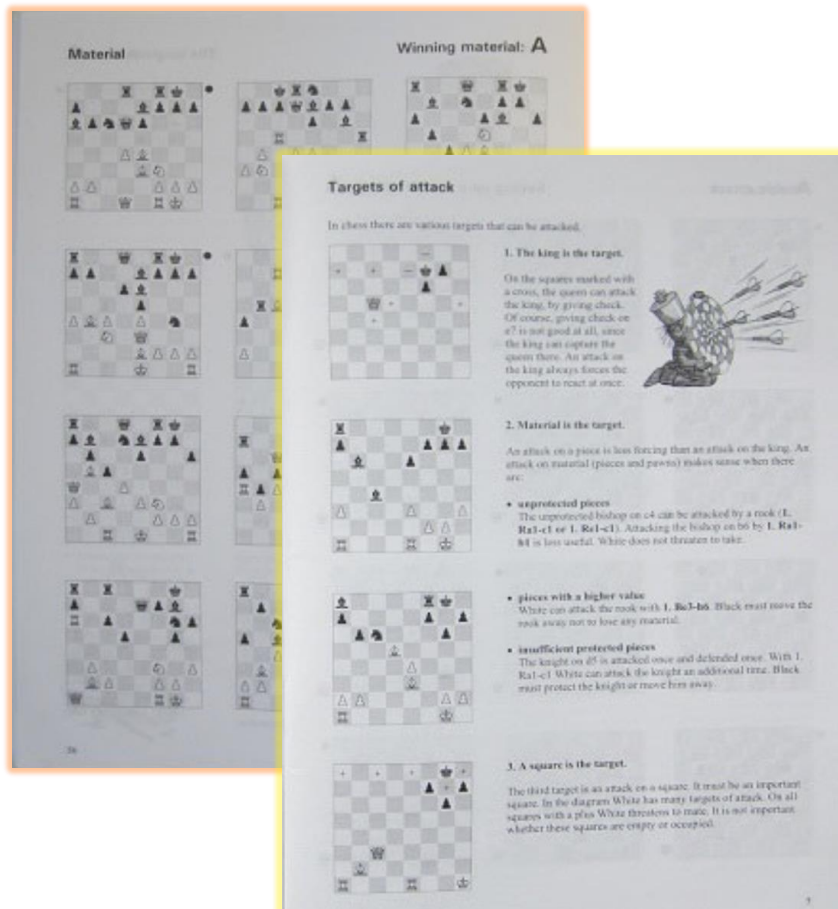
# „NESKONČNO“ MOŽNOSTI NA 64 POLJIH

Po štirih potezah belega in po štirih potezah črnega iz začetne pozicije nastane naslednja pozicija. Kako?



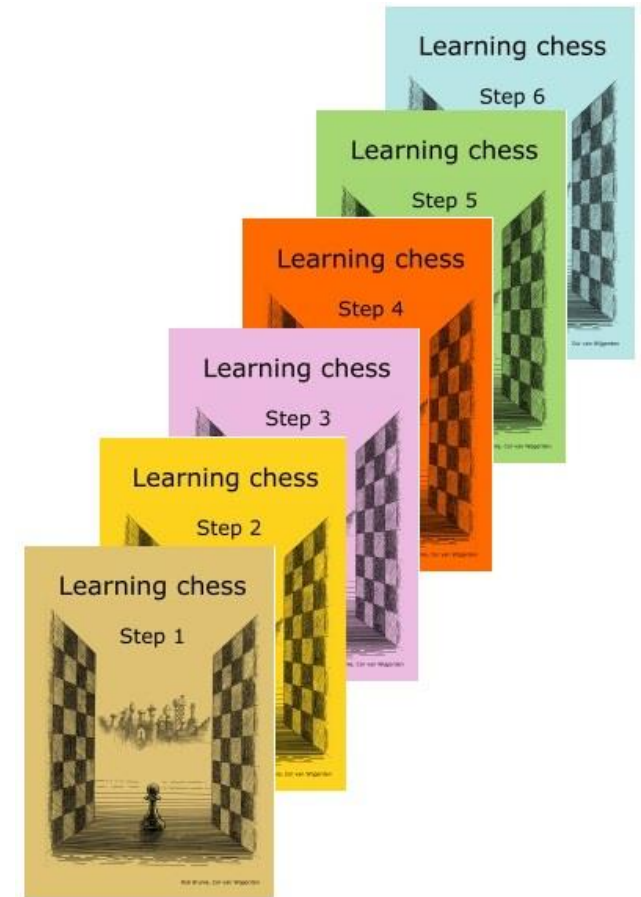
# MOŽNOSTI ZA UČENJE ŠAHA: CHESS-STEPS

- svetovno priznana in uspešna metoda za poučevanje šaha
- od popolnih začetnikov dalje



## Chess-Steps curriculum

Step 1	Rating up to 800
Step 2	Rating up to 1400
Step 3	Rating up to 1600
Step 4	Rating up to 1750
Step 5	Rating up to 1900
Step 6	Rating up to 2100



# MOŽNOSTI ZA UČENJE ŠAHA: CHESS-STEPS

[Books](#) [Chess-Steps Explained](#) [Chess Tutor](#) [Workbook Answers](#) [Puzzle Corner](#) [Videos](#) [Order](#) [FAQ](#)

<https://www.chess-steps.eu/>

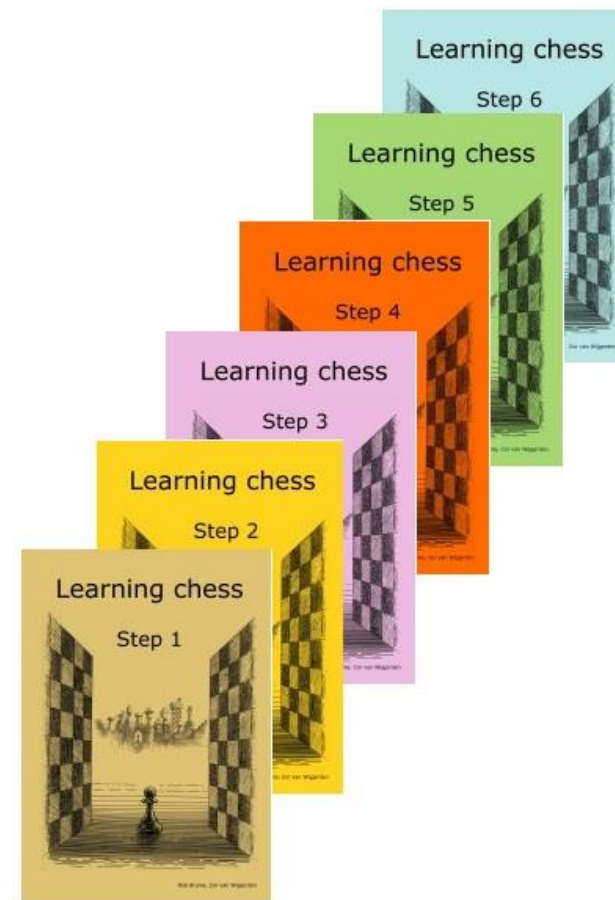
## Step 2 rating up to 1400

The first principles of tactics and positional play are introduced in the second step. At this level all games are decided by tactics, so most of the attention is paid to this matter. It's recommended to complete Step 1, before starting with the second.



## Content

Manual		Workbook
13 Basic lessons: <ol style="list-style-type: none"><li>1. Activity of pieces</li><li>2. Double attack: queen (1)</li><li>3. Double attack: queen (2)</li><li>4. The pin</li><li>5. Eliminating the defence</li><li>6. The 3 golden rules</li><li>7. Mate in two</li><li>8. Double attack: knight</li><li>9. Mating with the rook</li><li>10. Double attack: RBQK</li><li>11. Discovered attack</li><li>12. Defending against mate</li><li>13. Short notation</li></ol>	9 lessons for workbook 'Plus': <ol style="list-style-type: none"><li>1. Mate</li><li>2. Pawn endings</li><li>3. The opening</li><li>4. Defending</li><li>5. Route planner</li><li>6. Working out mate</li><li>7. Stalemate</li><li>8. Winning material</li><li>9. Playing rules</li></ol> Articles about: <ul style="list-style-type: none"><li>• Chess development of a child</li><li>• Characteristic features of children's play</li><li>• Sequence of the teaching material</li><li>• Teaching</li><li>• Discussing the games of the children</li></ul>	Lesson summaries for: <ul style="list-style-type: none"><li>• Activity of pieces</li><li>• Targets of attack</li><li>• Double attack: queen</li><li>• The pin</li><li>• Eliminating the defence</li><li>• The 3 golden rules</li><li>• Discovered attack</li><li>• Defending against mate</li><li>• The short notation</li></ul> + 526 positions diagrammed



- Kombinacije se redno pojavljajo v šahovskih partijah, pogosto odločijo partijo...



Črni na potezi zmagata.

Kako naj se lotimo iskanja rešitve?

Preiskovanje ni naključno, vključuje:

- šahi
- jemanja
- pretnje
- ...

Kako prepoznavamo šahovske  **motive** ?

Rešitev: **1...Dd3xf1+** (žrtev dame!) **2.Kg1xf1 Se4-d2+** **3.Kf1-g1 Te8-e1#** mat.

## KOMBINACIJSKE PRVINE

- **Udar, dvojni udar in linijski udar**
- **Varovanje (ali branjenje)**
- **Odmik (ali umik)**
- **Delovanje na polja**
- **Uničenje in samouničenje**
- **Odvlek**
- **Zavlek**
- **Zapolnitev polja**
- **Izpraznitev polja**
- **Ustavitev kmeta**
- **Sprostitev kmeta**
- **Odprtje linije**
- **Podaljšanje linije**
- **Presekanje linije**

## KOMBINACIJSKI SESTAVI

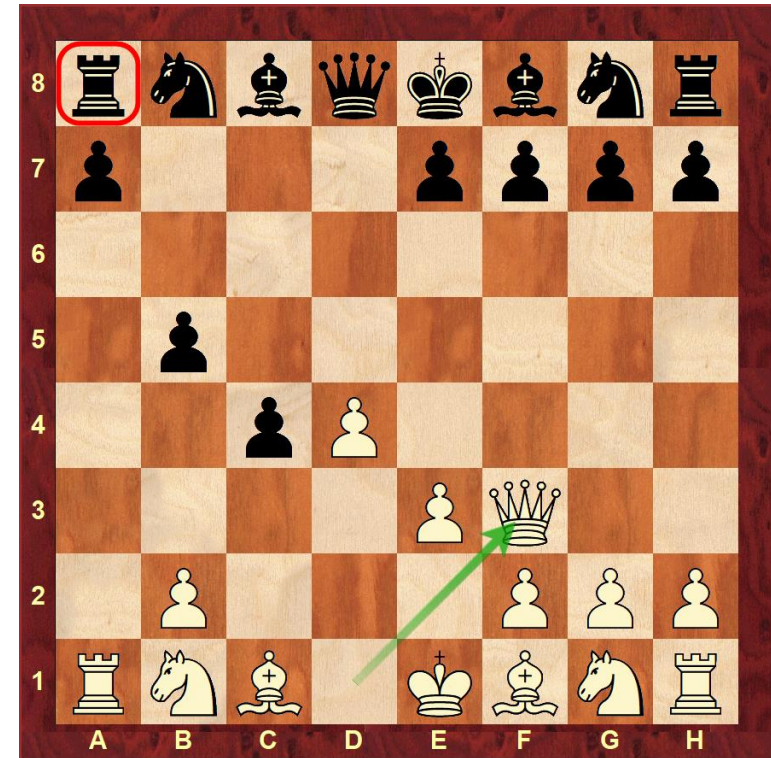
- **Baterija**
  - Odkriti šah
  - Odkriti udar
  - Dvojni šah
  - Mlin
  - Podvojeni udar
- **Vezava**
  - Relativna vezava
  - Absolutna vezava
  - Križna vezava
- **Razvezava**



- s figuro delujemo na polje, kjer stoji nasprotnikova figura

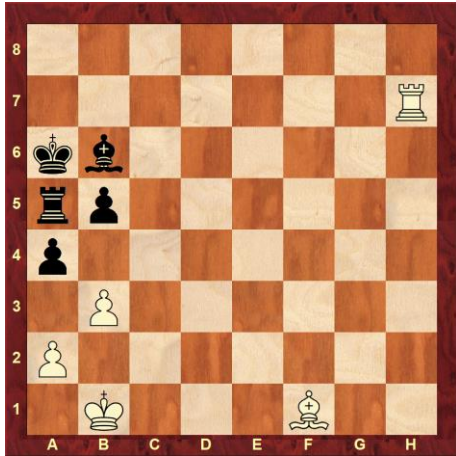


Beli na potezi zmaga. Kako?



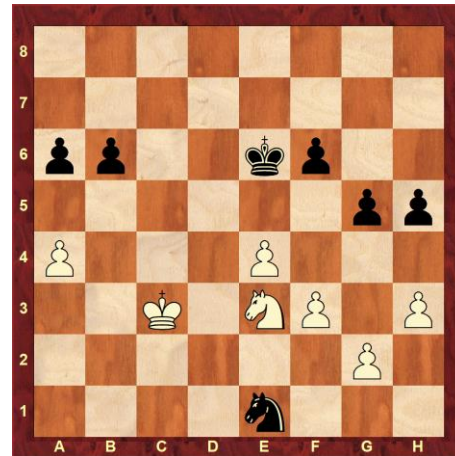
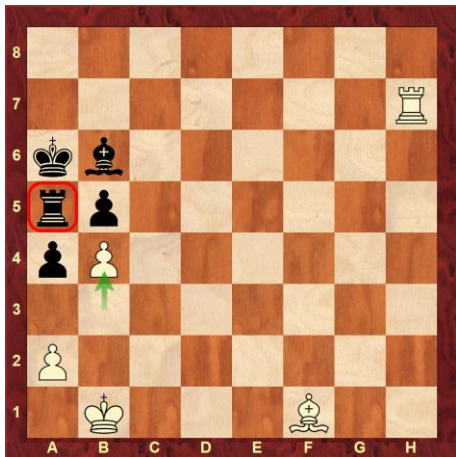
Rešitev: **1.Dd1-f3**

# UDAR: PRIMERI



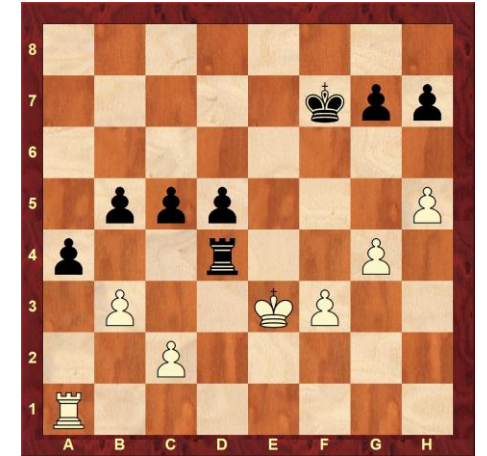
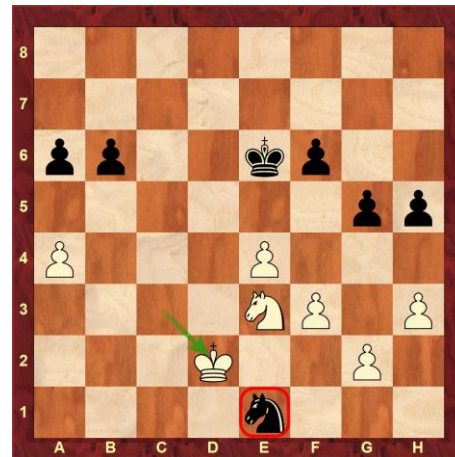
Beli na potezi zмага. Kako?

Rešitev: **1.b3-b4**



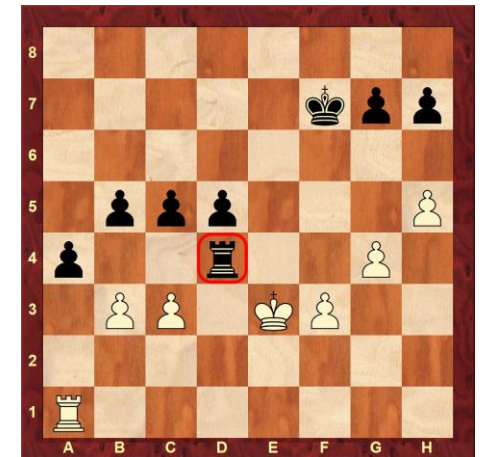
Beli na potezi zмага. Kako?

Rešitev: **1.Kc3-d2**



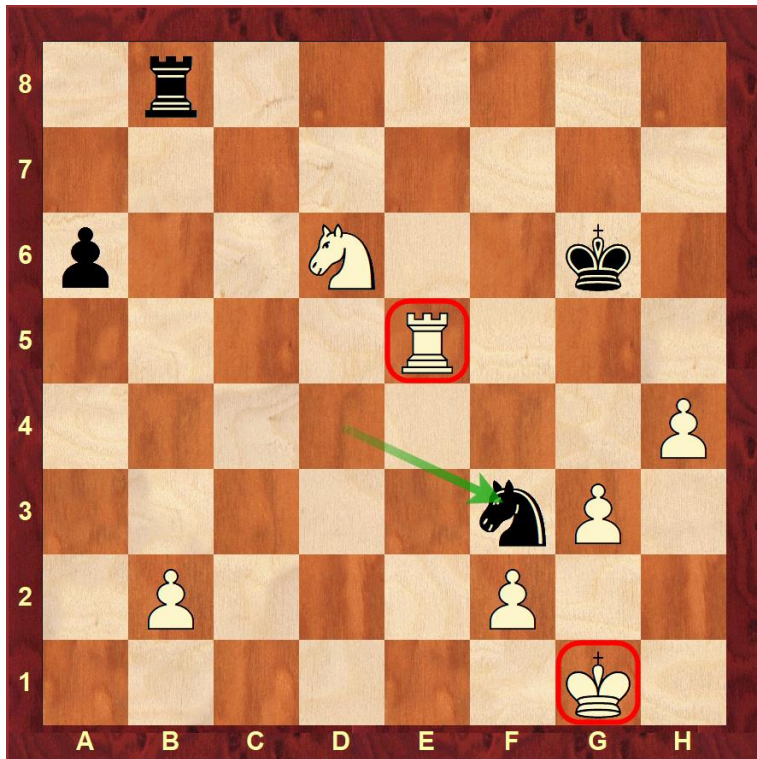
Beli na potezi zмага. Kako?

Rešitev: **1.c2-c3**

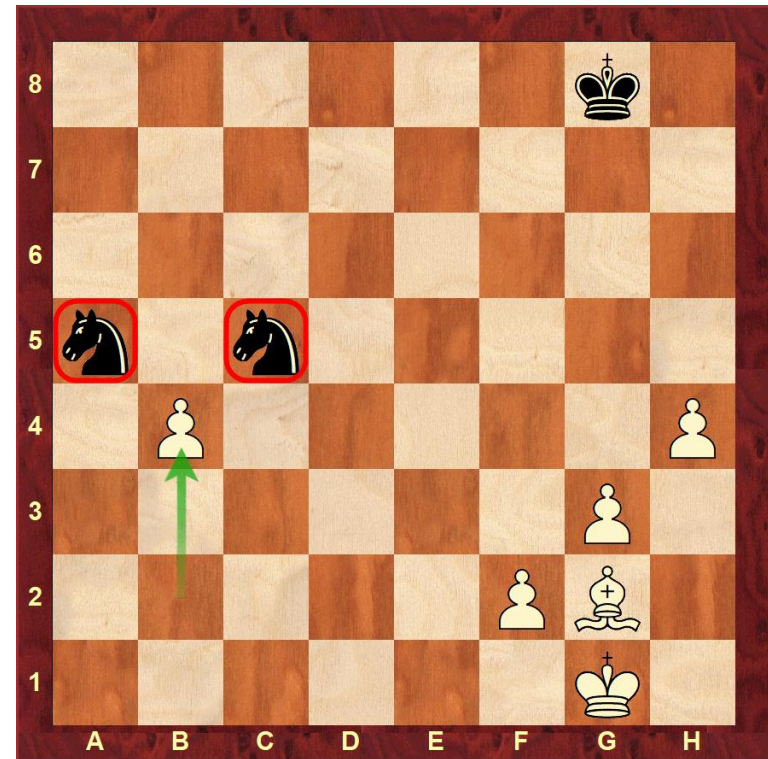


# DVOJNI UDAR

- s figuro delujemo na dve polji, kjer stojita nasprotnikovi figuri

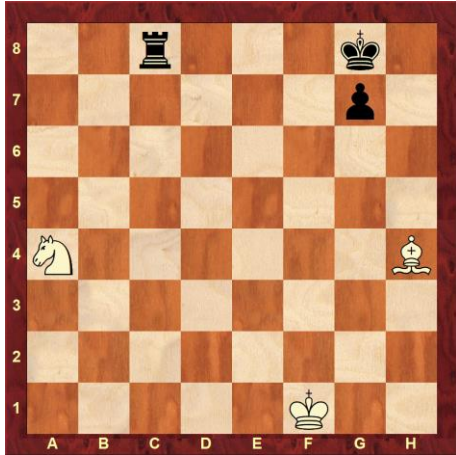


1... Sd4-f3+ in črni skakač je z napadom na belega kralja in belo trdnjavo izvedel dvojni udar.



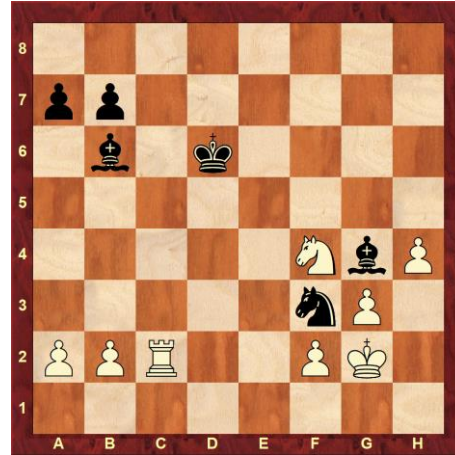
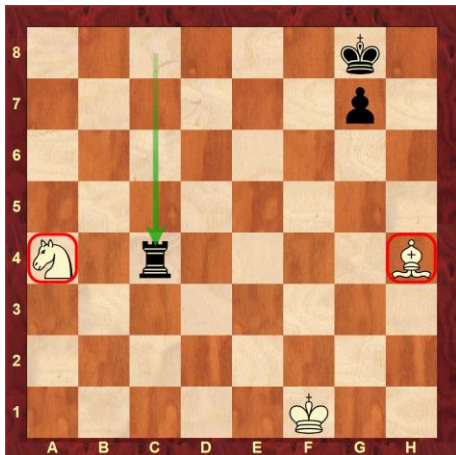
1.b2-b4 in beli je izvedel posebno vrsto dvojnega udara, ki ga izvedemo s kmetom: **vilice**.

# DVOJNI UDAR: PRIMERI



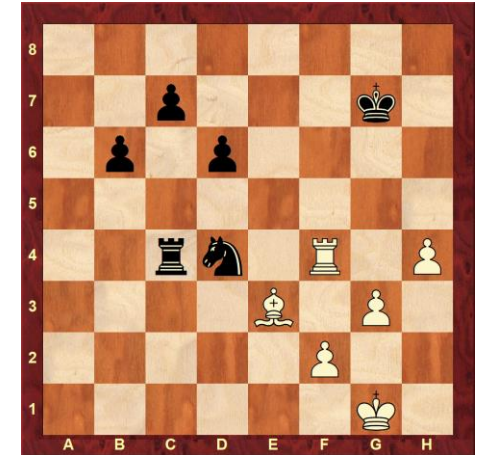
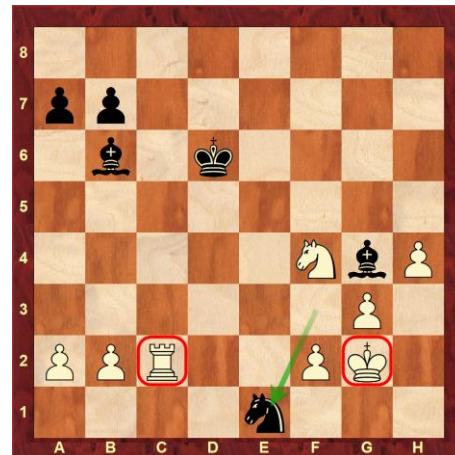
Črni na potezi zмага. Kako?

Rešitev: 1... Tc8-c4



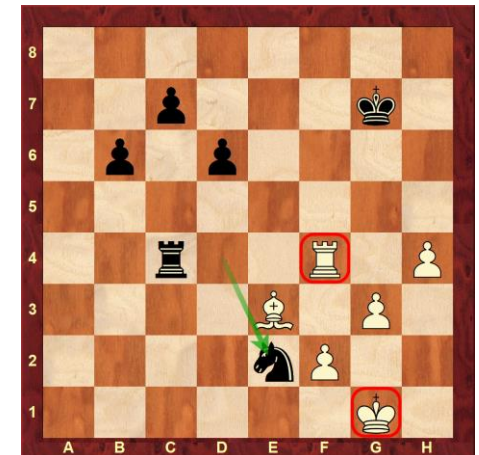
Črni na potezi zмага. Kako?

Rešitev: 1... Sf3-e1+



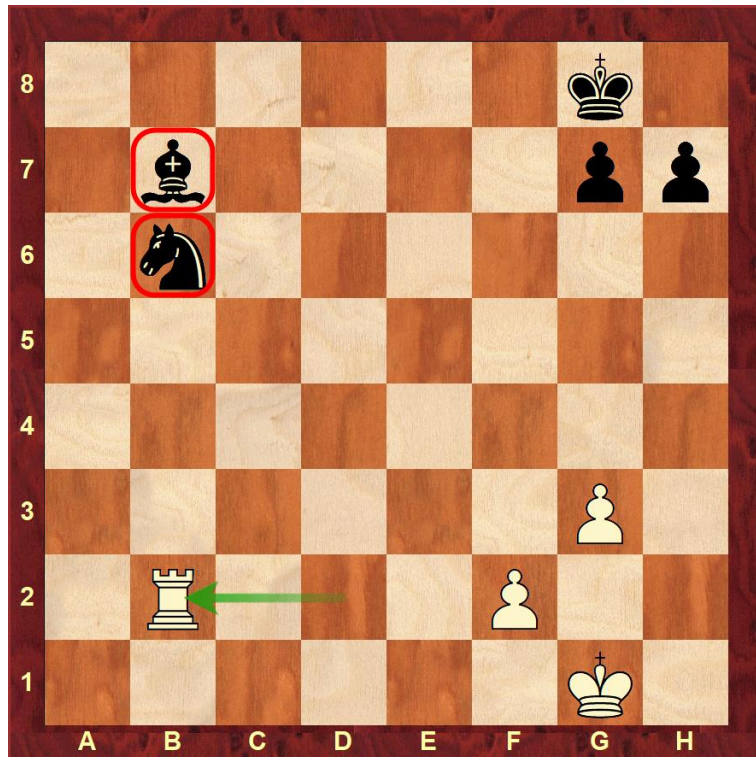
Črni na potezi zмага. Kako?

Rešitev: 1... Sd4-e2+

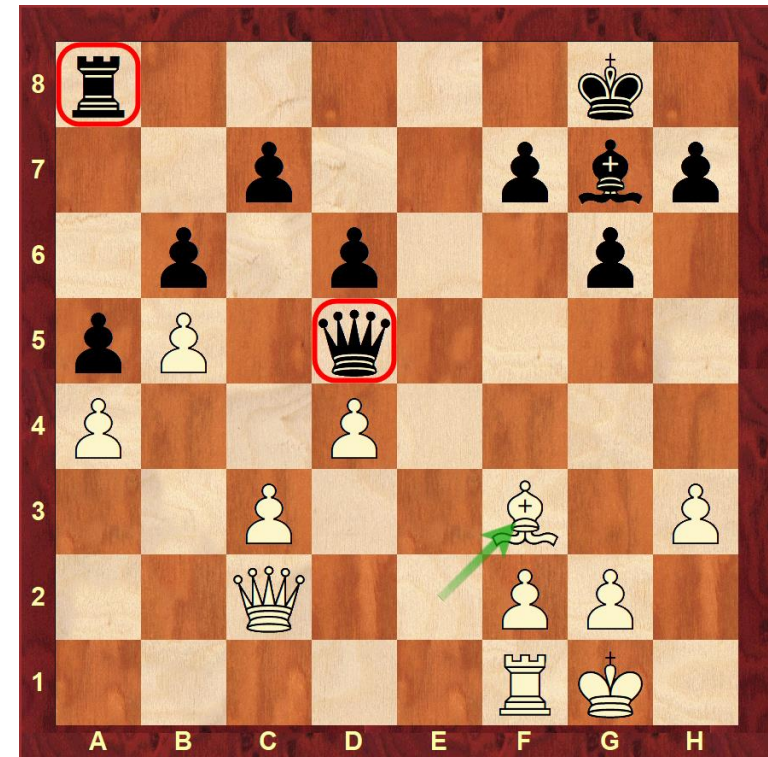


# LINIJSKI UDAR

- izvaja se po linijah, vrstah in diagonalah z damo, s trdnjavo ali z lovcem



1. **Td2-b2** in beli napade obe črni figuri: skakač je napaden neposredno, lovec pa posredno.



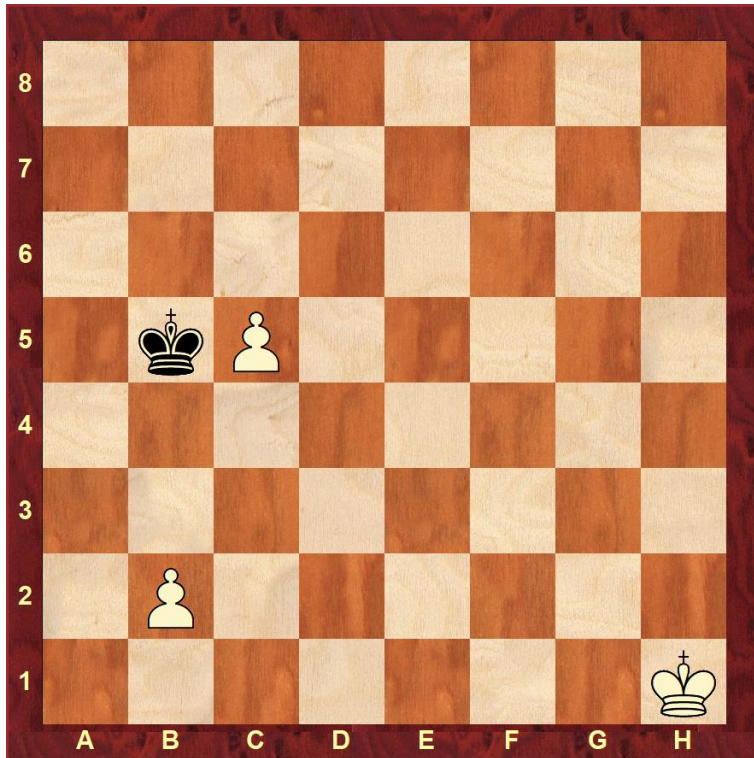
1. **Le2-f3** in beli je z lovцем izvedel linijski udar tako, da je po diagonali napadel damo in trdnjavo.



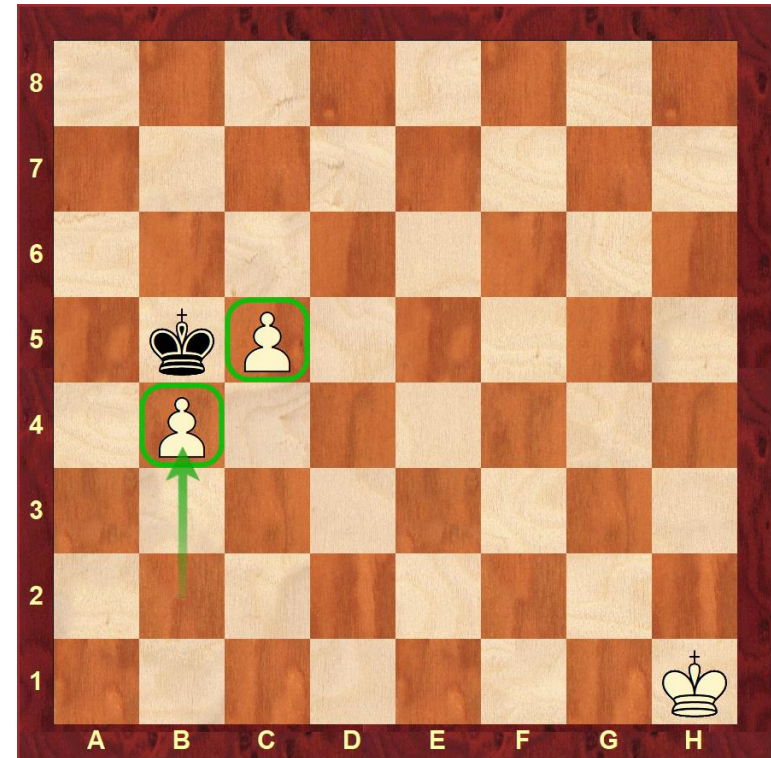
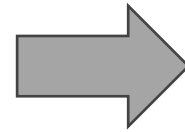
*“It is important to train in small doses in order not to lose the joy of playing chess.”*

Viswanathan Anand, former world chess champion

- figuro zavarujemo z drugo figuro (neposredno ali posredno)

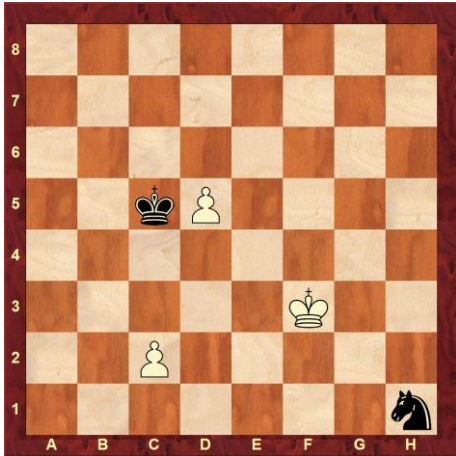


Beli na potezi zmaga. Kako?



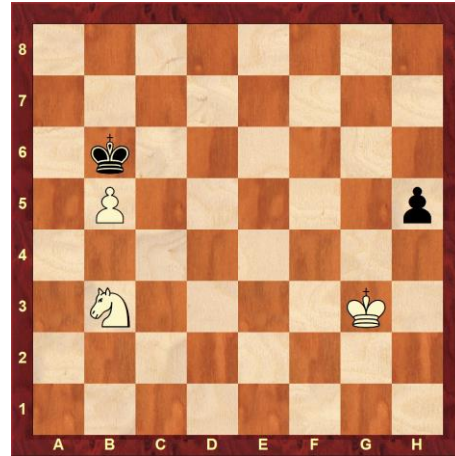
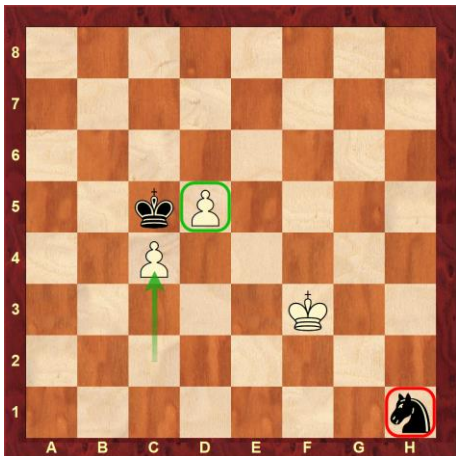
Rešitev: **1.b2-b4**

# VAROVANJE: PRIMERI



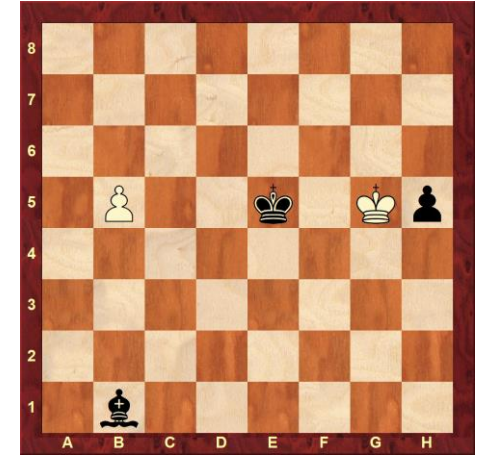
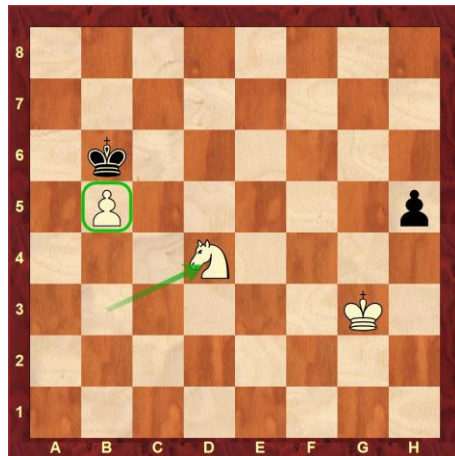
Beli na potezi zmaga. Kako?

Rešitev: **1.c2-c4**



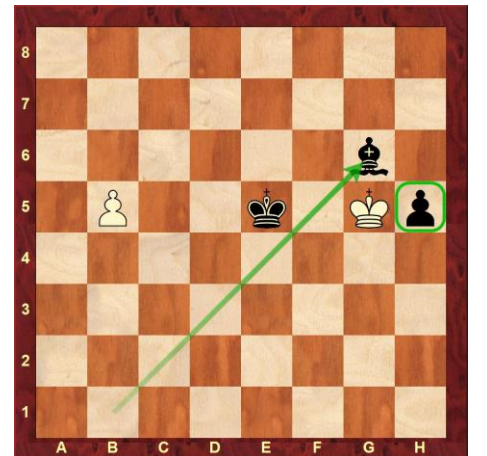
Beli na potezi zmaga. Kako?

Rešitev: **1.Sb3-d4**



Črni na potezi zmaga. Kako?

Rešitev: **1... Lb1-g6**

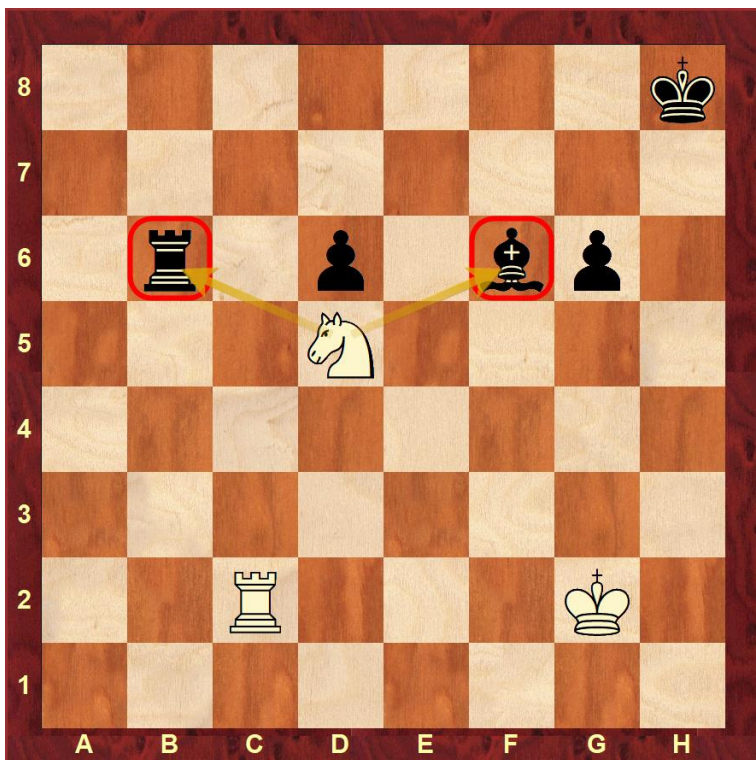




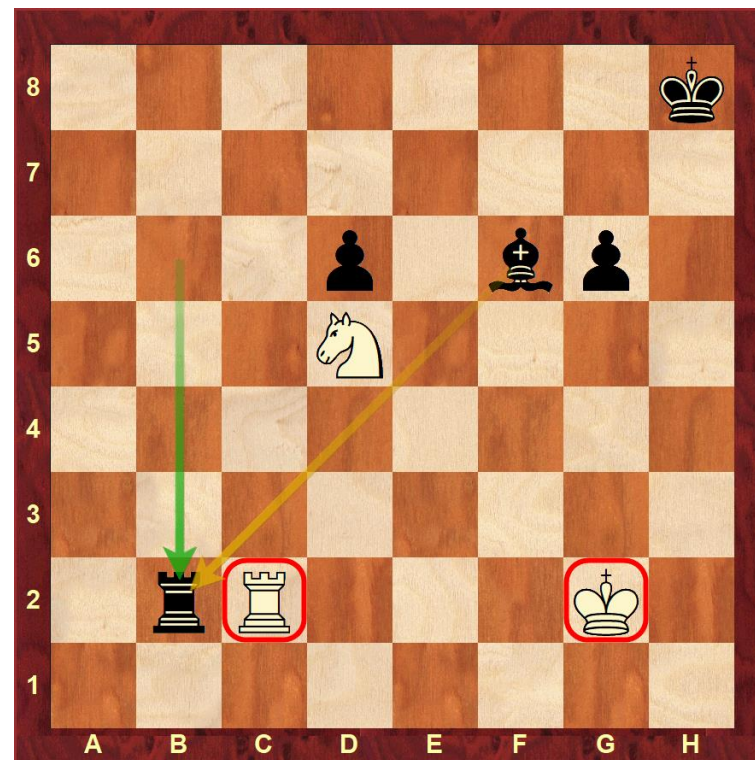
*“I am not competitive at all. Even now, if I play tennis or football, I don’t care about losing. I enjoy the process, and it doesn’t make any difference if I win or lose. Instead, I just have this permanent will to become better and improve, and I think that this actually leads to a greater motivation than if I were fixated on the results. If you really like what you do and you enjoy the process, then that gives you a driving force to keep working at it, even when things are stressful.”*

Vladimir Kramnik, former world chess champion

- napadena oz. ogrožena figura se odmakne (umakne, premakne na varno polje)

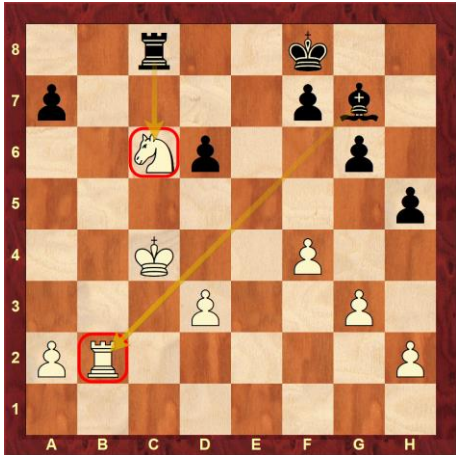


Črni na potezi zmaga. Kako?



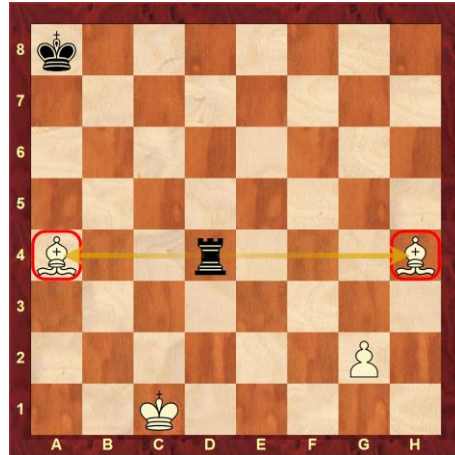
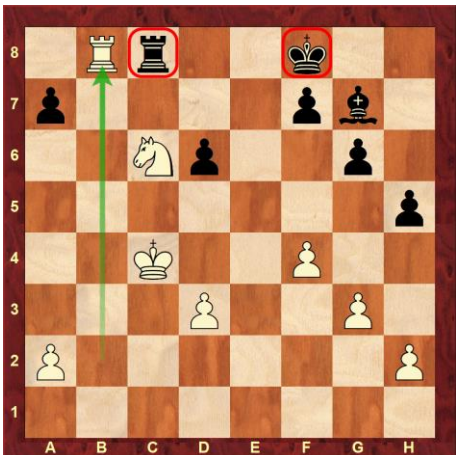
Rešitev: **1... Tb6-b2** in črni bo zadržal dva kmeta prednosti v končnici.

# ODMIK: PRIMERI



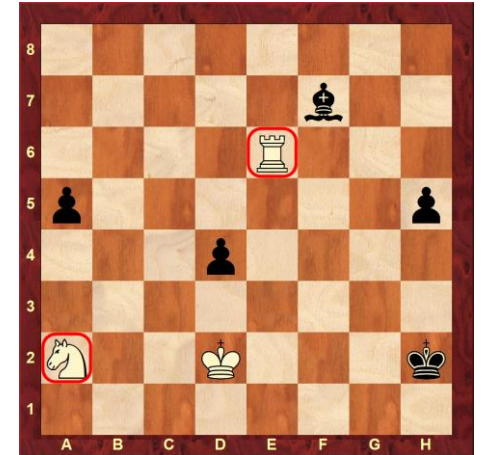
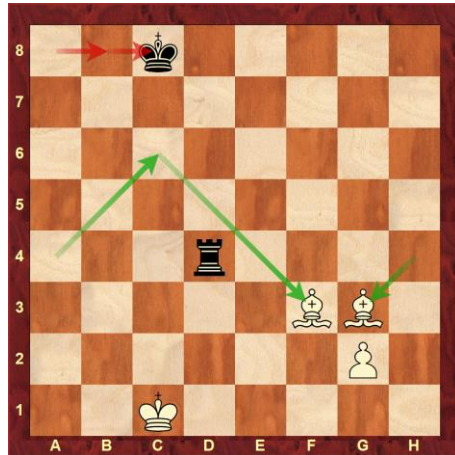
Beli na potezi zmaga. Kako?

Rešitev: **1.Tb2-b8**



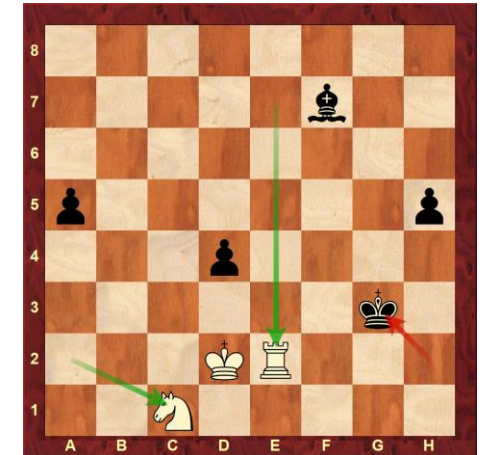
Beli na potezi zmaga. Kako?

Rešitev: **1.La4-c6+ Kb8**  
**2.Lh4-g3+ Kb8-c8 3.Lc6-f3**



Beli na potezi zmaga. Kako?

Rešitev: **1.Te6-e2+ Kh2-g3**  
**2.Sa2-c1**



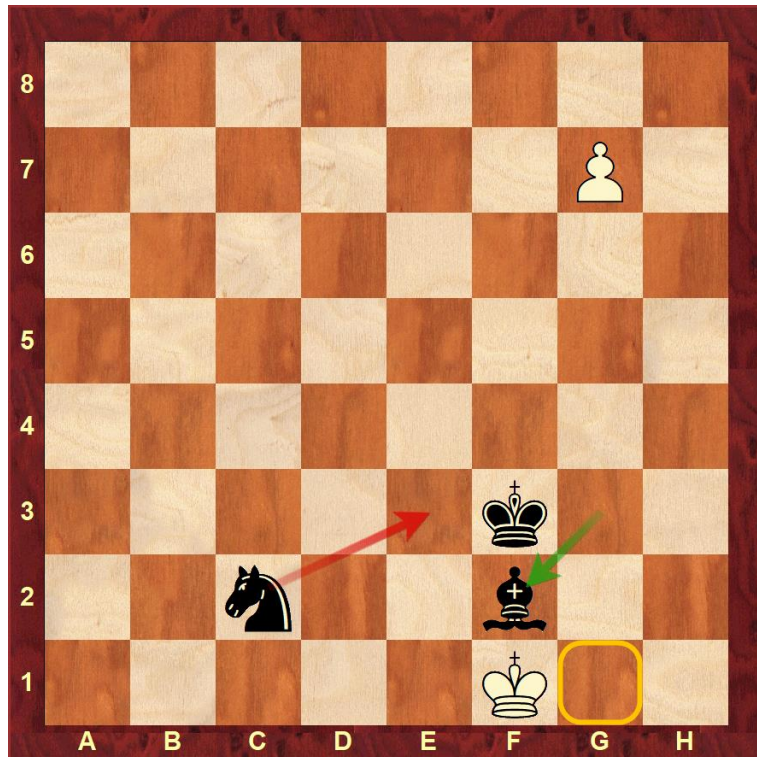


*“As a personality, I’m a fighter, you know. And I don’t give up, and if I believe I’m correct, I’m right, then I work, and I fight. Okay, this could be over a chess board, this could be in life, and so I defend my principles.” He even said: “Maybe the only (important) talent you need or people can have, is the ability to work (hard)!”*

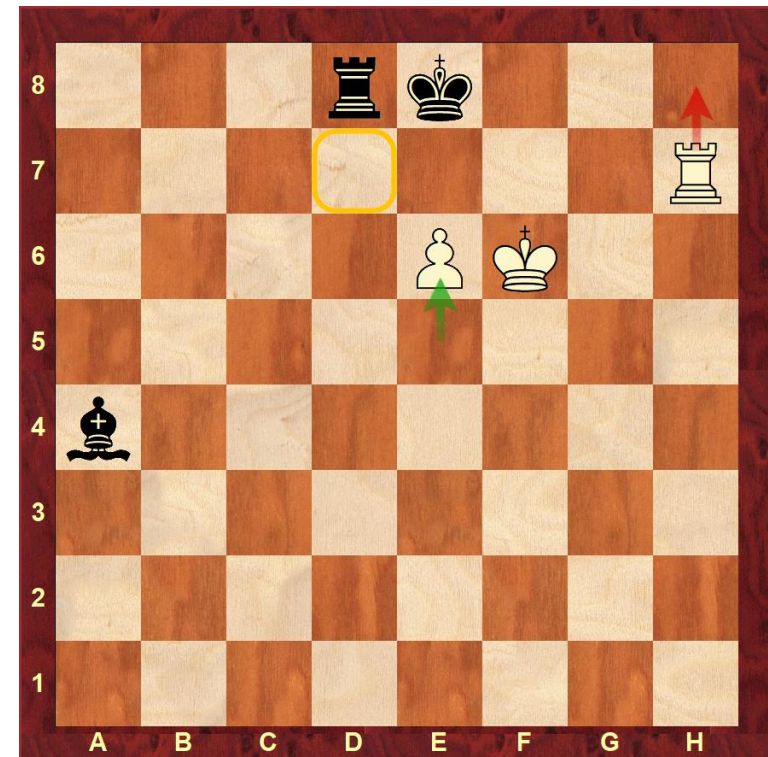
Anatoly Karpov, former world chess champion

# DELOVANJE NA POLJA

- delovanje ene ali več figur na eno ali več praznih polj, ki so ključna za dosego nekega cilja



1... Lg3-f2 in z delovanjem na polje g1 črni pokrije vsa polja okrog črnega kralja, sledi mat.



1.e5-e6 in z delovanjem na polje d7 je onemogočen pobeg črnemu kralju, sledi mat.

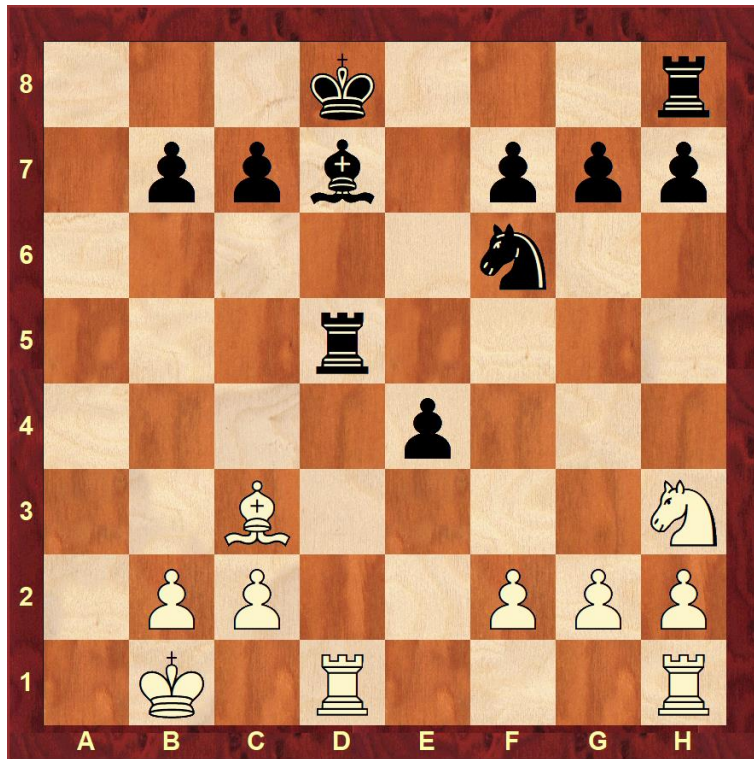


*“There are strict standards of success and failure in chess. If your decisions are faulty your position deteriorates and the pendulum swings towards loss; if they are good towards victory. Every single move reflects a decision and, with enough time, it can be analyzed to scientific perfection whether or not each decision was most effective.”*

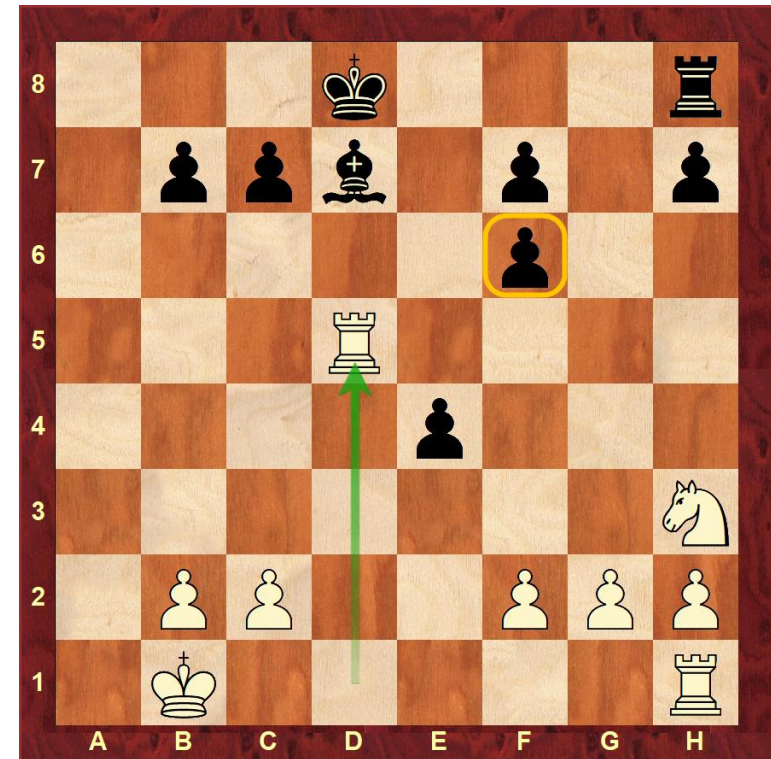
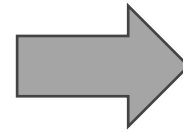
Garry Kasparov, former world chess champion, 2007.

# UNIČENJE

- odstranimo nasprotnikovo figuro, s tem preneha njeno delovanje, ki nas ovira pri izvedbi načrta



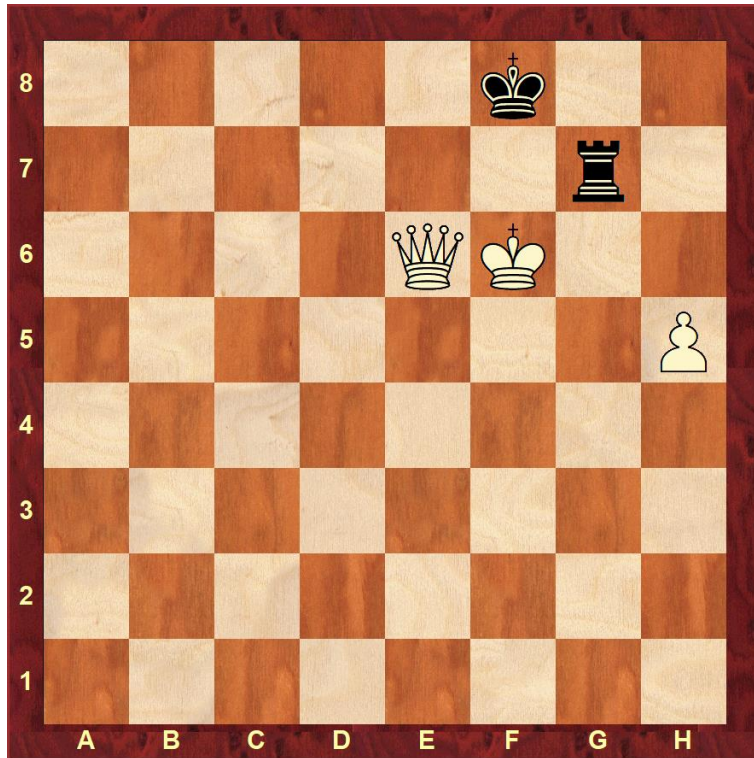
Beli na potezi zmaga. Kako?



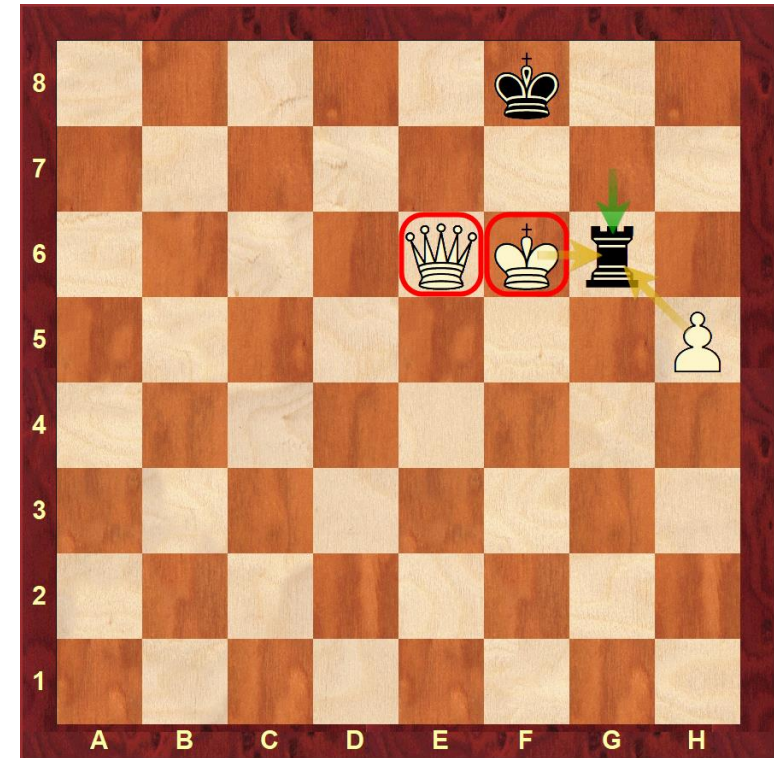
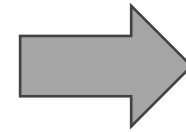
Rešitev: **1.Lc3xf6+ gxf6 2.Td1xd5** in s pomočjo uničenja nasprotne obrambne figure beli osvoji trdnjavo.

# SAMOUNIČENJE

- nasprotnika prisilimo, da odstrani (vzame) našo figuro, ki nas ovira pri izvedbi našega načrta



Črni na potezi remizira. Kako?



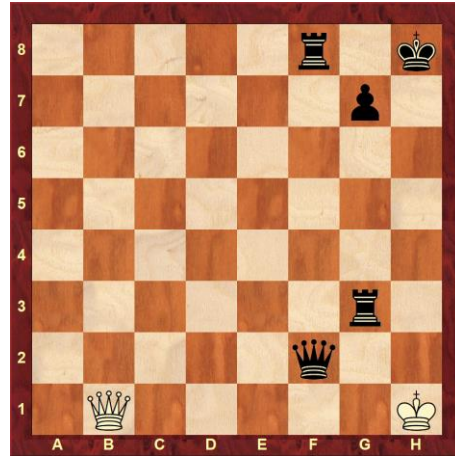
Rešitev: **1... Tg7-g6+** in beli mora vzeti trdnjavo, črni kralj nato nima poteze in ni napaden: **pat**.

# UNIČENJE IN SAMOUNIČENJE: PRIMERI



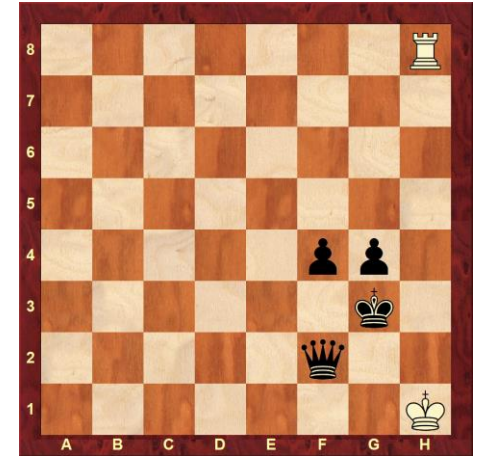
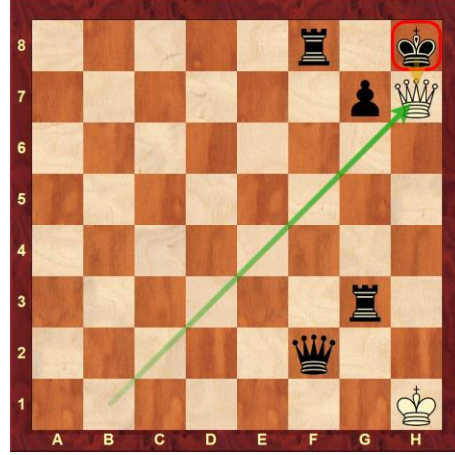
Beli na potezi zmaga. Kako?

Rešitev: **1.Lg2xc6+ b7xc6 2.Da4xb4**



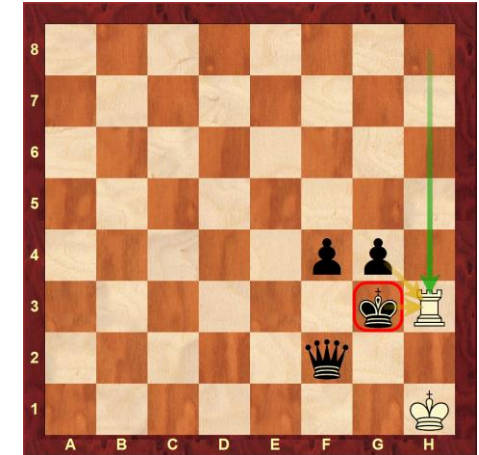
Beli na potezi remizira. Kako?

Rešitev: **1.Db1-h7+ Kh8xh7 pat**



Črni na potezi remizira. Kako?

Rešitev: **1... Th8-h3+ s patom**

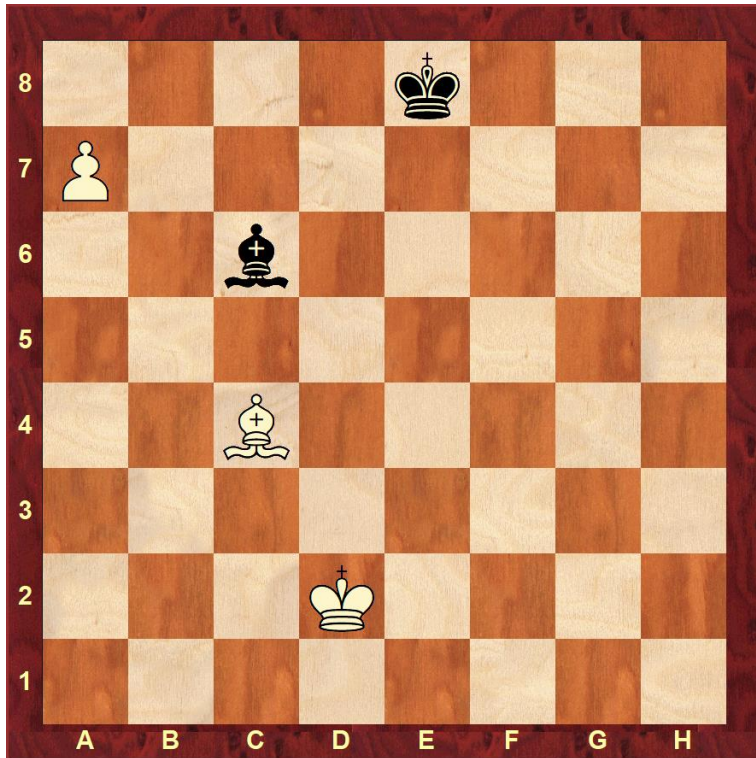




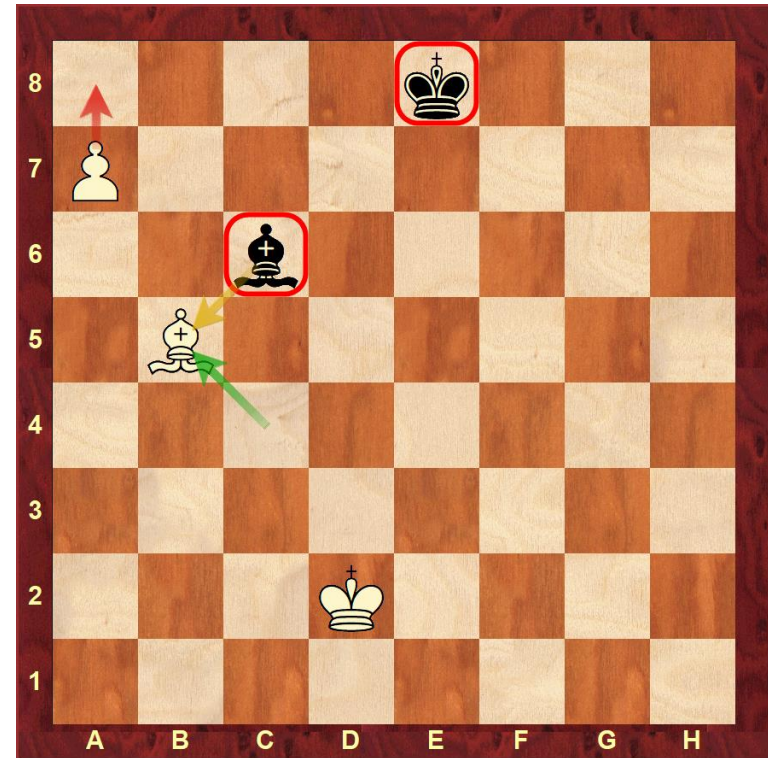
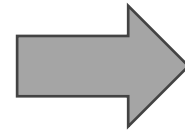
*"When you see a good move, look for a better one."*

Emanuel Lasker, former world chess champion

- vsilimo premik nasprotne figure na neko drugo polje, linijo ali skupino polj

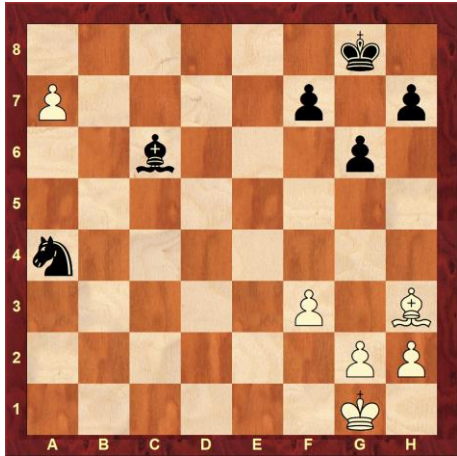


Beli na potezi zmaga. Kako?



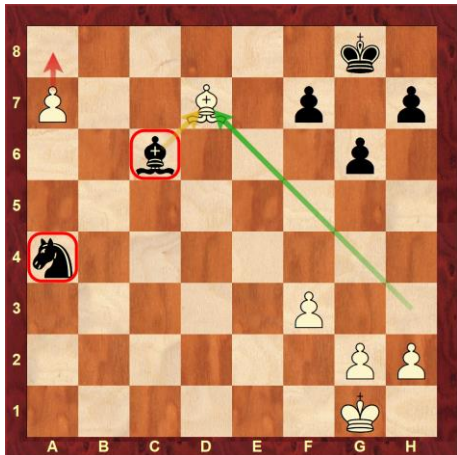
Rešitev: **1.Lc4-b5** in beli odvleče črnega lovca ter promovira belega kmeta: **1... Lc6xb5 2.a7-a8D+**

# ODVLEK: PRIMERI



Beli na potezi zмага. Kako?

Rešitev: 1.Lh3-d7 Lc6xd7 2.a7-a8D+



Beli na potezi zмага. Kako?

Rešitev: 1.Lc4-f7+ Ke8xf7 2.Dd1xd8



Beli na potezi zмага. Kako?

Rešitev: 1.Ld2-f4 Db8xf4 2.Dc6xa8+

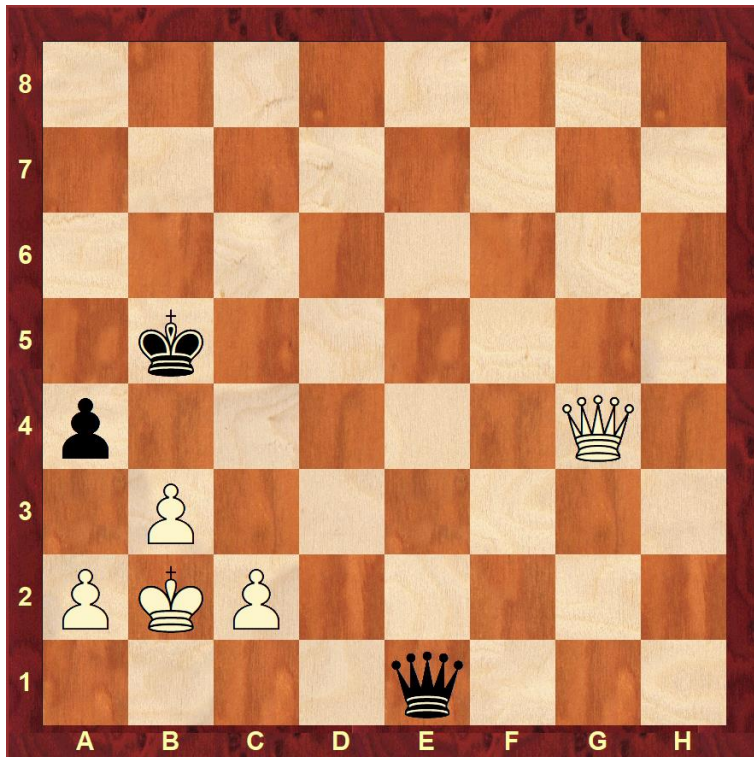




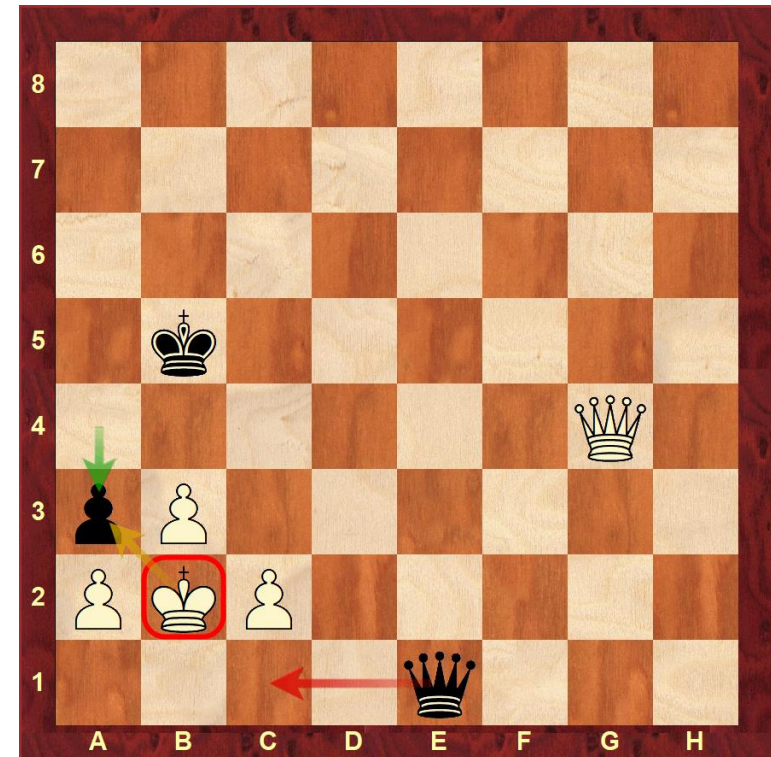
*"Attackers may sometimes regret bad moves, but it is much worse to forever regret an opportunity you allowed to pass you by."*

Mikhail Tal, former world chess champion

- vsilimo premik nasprotnikove figure na točno določeno (želeno) polje

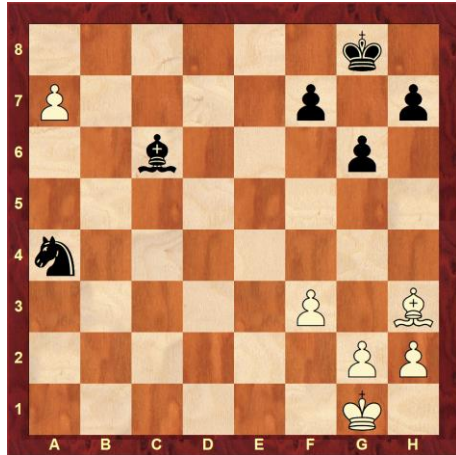


Črni na potezi zmaga. Kako?



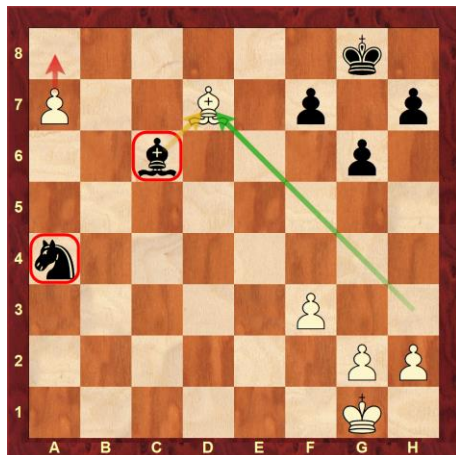
Rešitev: **1... a4-a3+** in črni zavleče belega kralja na polje a3, sledi mat z damo: **2.Kb2xa3 De1-c1+**

# ZAVLEK: PRIMERI



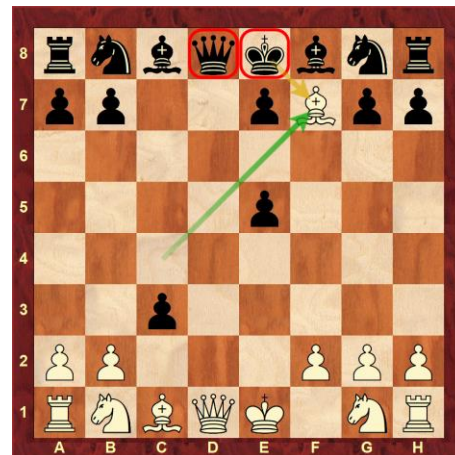
Beli na potezi zмага. Kako?

Rešitev: 1.Lh3-d7 Lc6xd7 2.a7-a8D+



Beli na potezi zмага. Kako?

Rešitev: 1.Lc4-f7+ Ke8xf7 2.Dd1xd8



Beli na potezi zмага. Kako?

Rešitev: 1.Ld2-f4 Db8xf4 2.Dc6xa8+



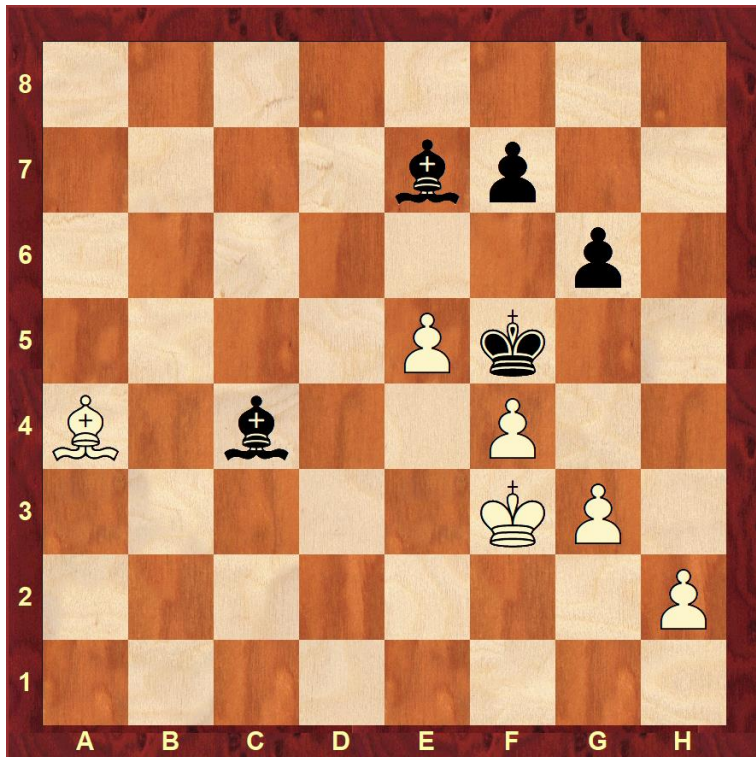


*"I believe every chess player senses beauty, when he succeeds in creating situations, which contradict the expectations and the rules, and he succeeds in mastering this situation."*

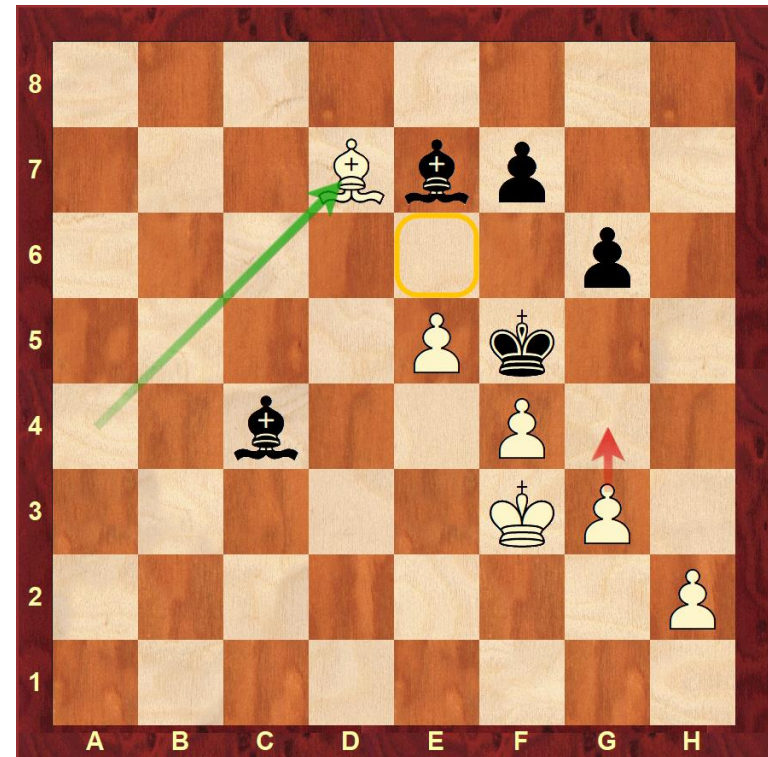
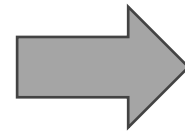
Vladimir Kramnik, former world chess champion

# ZAPOLNITEV POLJA

- vsilimo premik nasprotne figure na določeno polje, kjer je onemogočen dostop ostalim figuram

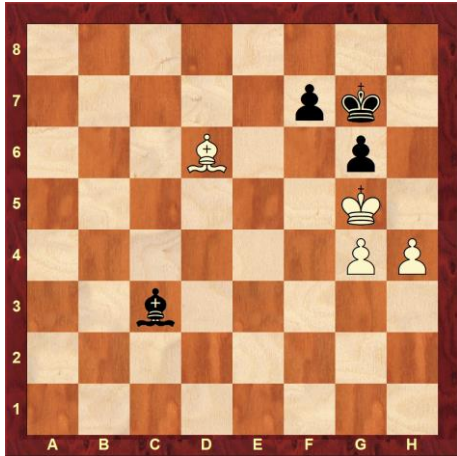


Črni na potezi zmaga. Kako?



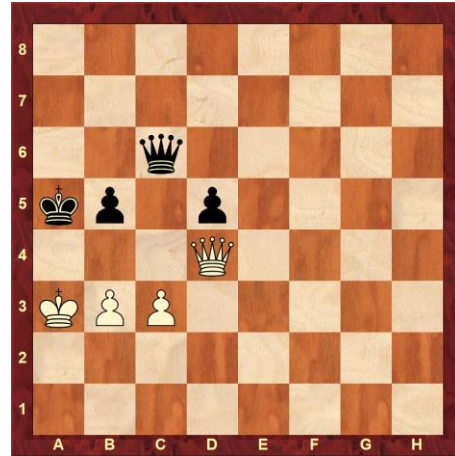
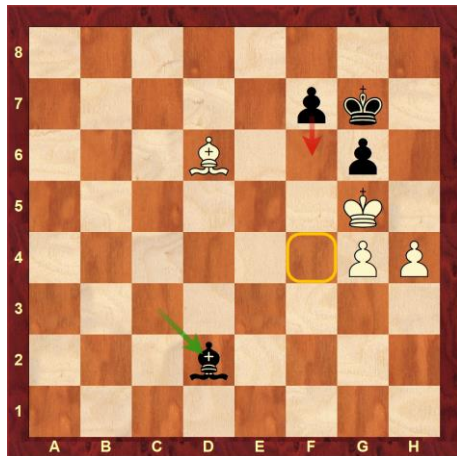
Rešitev: **1.La4-d7+** in črni lovec mora zapolniti polje e6, sledi mat s kmetom: **1... Lc4-e6 2.g3-g4#**

# ZAPOLNITEV POLJA: PRIMERI



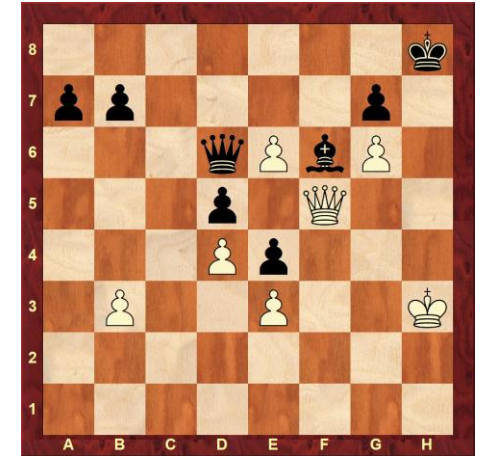
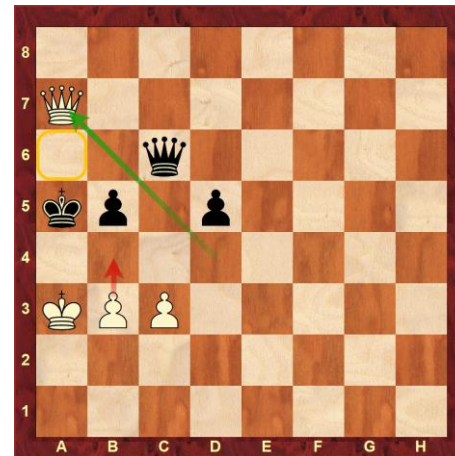
Beli na potezi zmaga. Kako?

Rešitev: 1... Lc3-d2+ 2.Ld6-f4 f7-f6#



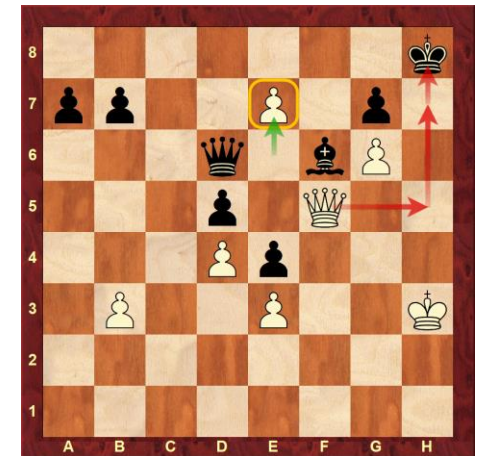
Beli na potezi zmaga. Kako?

Rešitev: 1.Dd4-a7+ Dc6-a6 2.b3-b4#



Beli na potezi zmaga. Kako?

Rešitev: 1.e6-e7 Dd6xe7 2.Df5-h5+ Kh8-g8 3.Dh5-h7+ Kg8-f8 4.Dh7-h8#



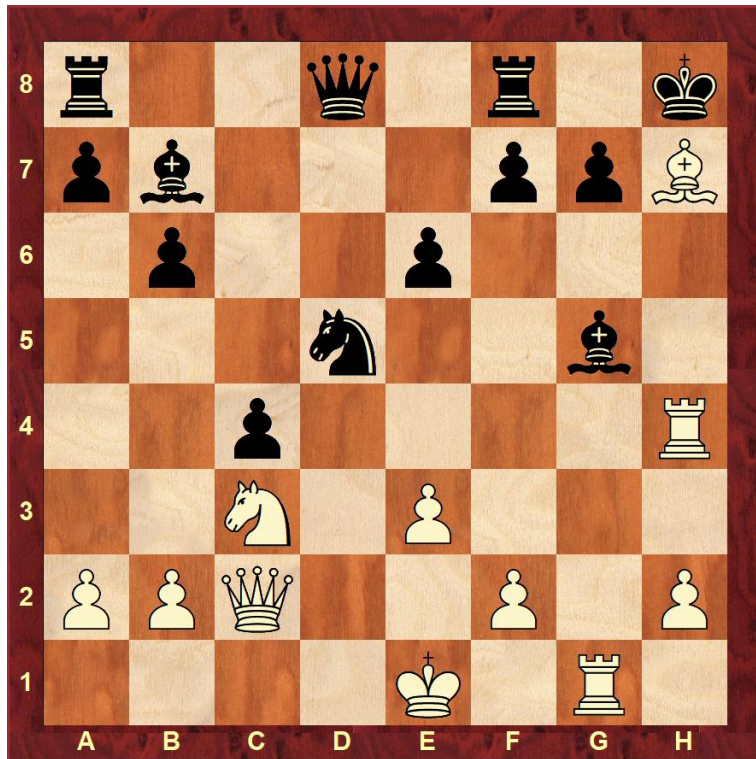


*“It’s not about being an inventor, with an occasional flash of creativity, but about being innovative in your decision-making process all the time”.*

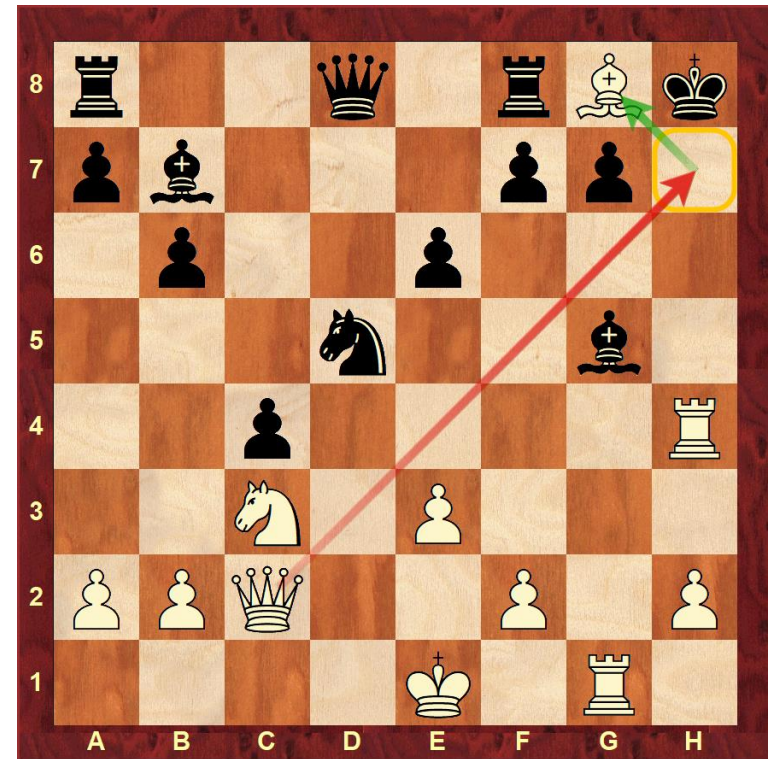
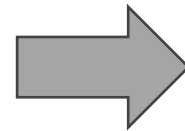
Garry Kasparov, former world chess champion

# IZPRAZNITEV POLJA

- našo figuro, ki zaseda določeno polje, odmaknemo, da postane to polje dostopno ostalim figuram

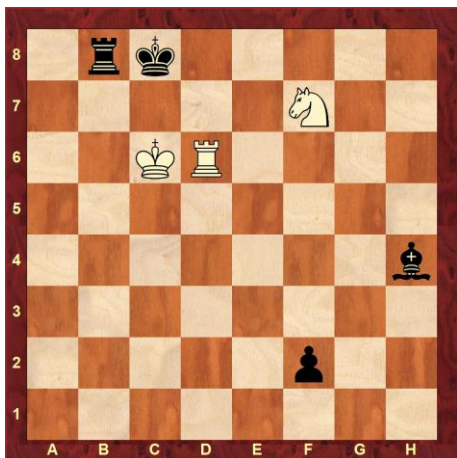


Črni na potezi zmaga. Kako?



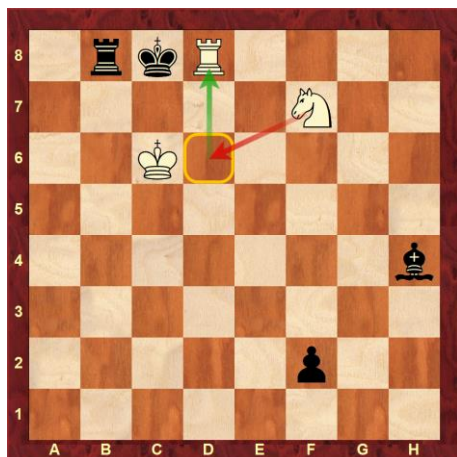
Rešitev: **1.Lh7-g8+** (šah je od trdnjave!) in beli lovec izprazni polje h7: **1...Kh8xg8 2.Dc2-h7#**

# IZPRAZNITEV POLJA: PRIMERI



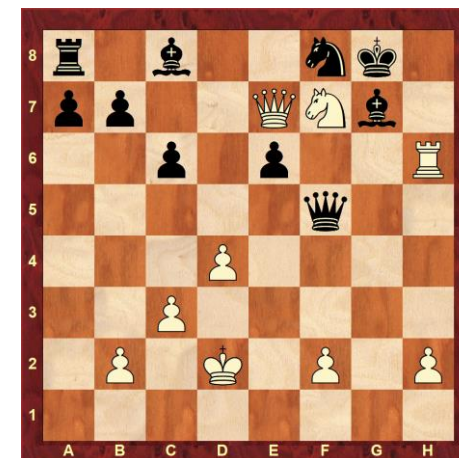
Beli na potezi zmaga. Kako?

Rešitev: 1.Td6-d8+ Lh4xd8 2.Sf7-d6#



Črni na potezi zmaga. Kako?

Rešitev: 1... Lh2-g1+ 2.Kh1xg1 Dc7-h2#



Beli na potezi zmaga. Kako?

Rešitev: 1.Th6-h8+ Lg7xh8 2.Sf7-h6#



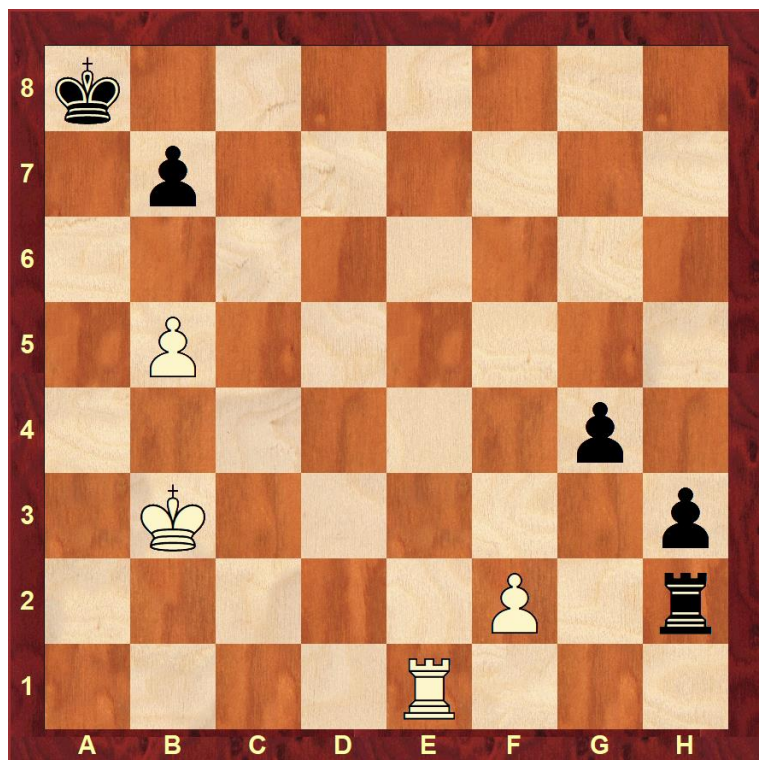


*“I’ve never been much of a computer guy at least in terms of playing with computers. Actually until I was about 11 I didn’t use a computer for preparing for games at all. I was playing a bit online, was using the chess club mainly. Now, obviously, the computer is an important tool for me preparing for my games.”*

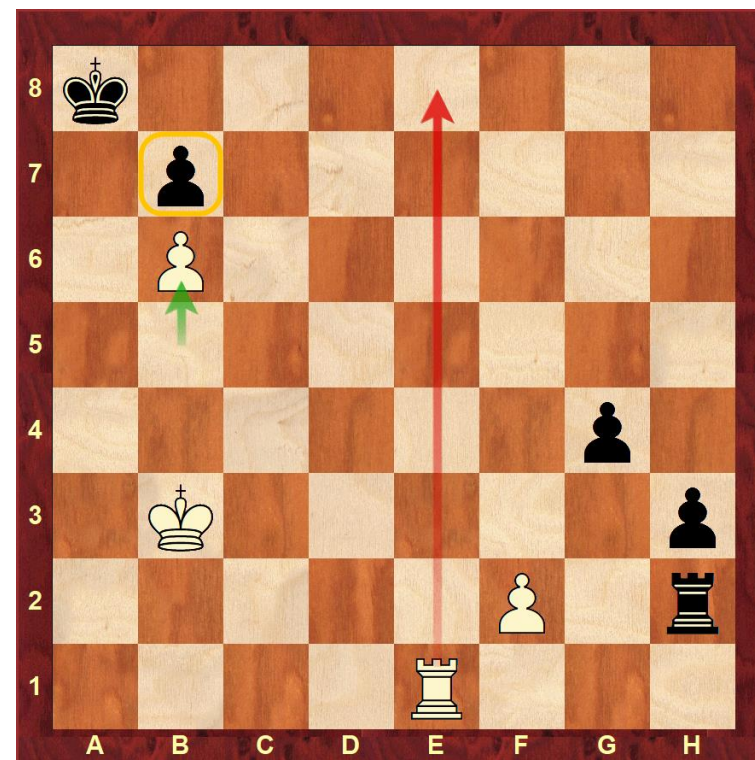
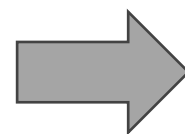
Magnus Carlsen, world chess champion

# USTAVITEV KMETA

- zapolnimo polje pred kmetom s svojo ali nasprotnikovo figuro, s tem preprečimo njegovo napredovanje



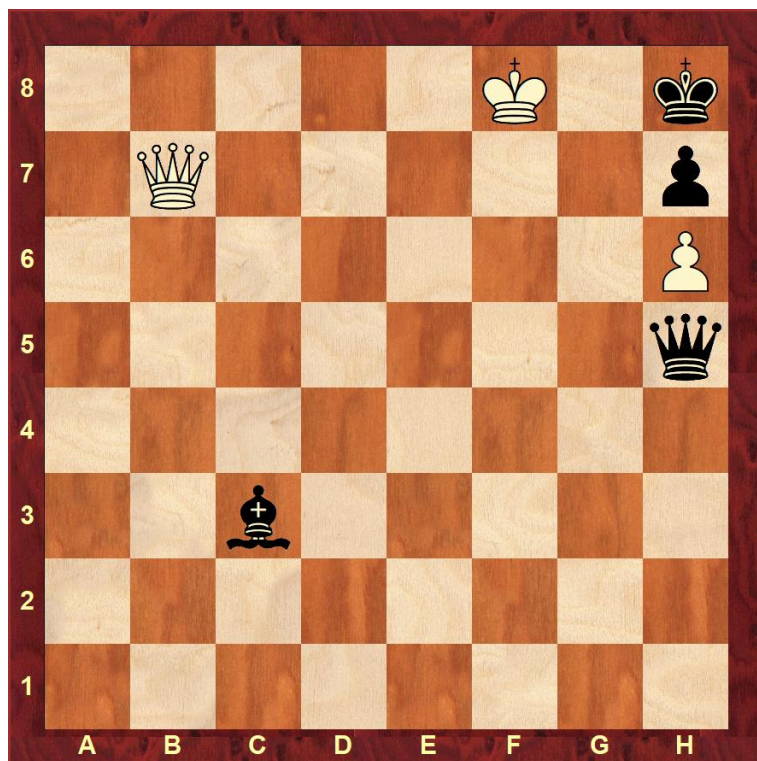
Beli na potezi zmaga. Kako?



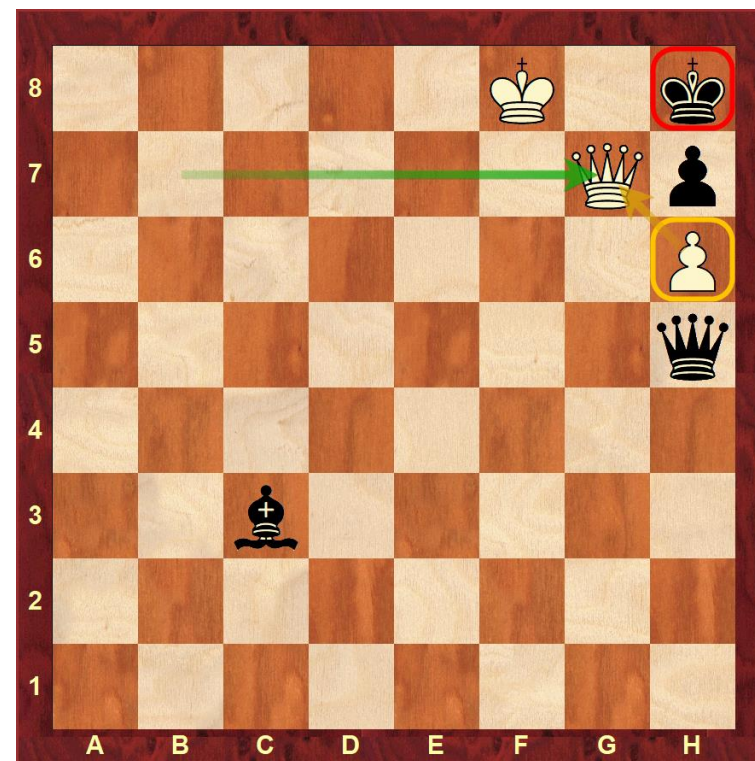
Rešitev: **1.b5-b6** in črni kmet na b7 črnemu kralju preprečuje izhod iz matne mreže, sledi **2.Te1-e8#**

# SPROSTITEV KMETA

- omogočimo napredovanje svojega kmeta: z odstranitvijo figure pred njim ali pa mu omogočimo jemanje



Beli na potezi zmaga. Kako?



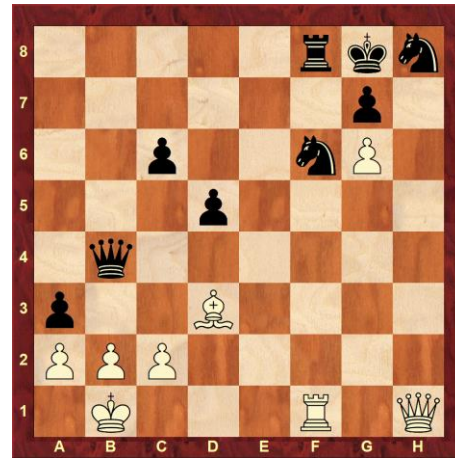
Rešitev: **1.Db7-g7+** in črni lovec je prisiljen vzeti belo damo, s tem se sprosti beli kmet: **1... Lc3xg7 2.h6xg7#**

# SPROSTITEV KMETA: PRIMERI



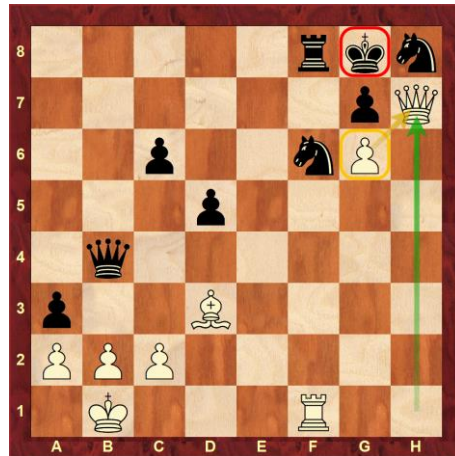
Beli na potezi zmaga. Kako?

Rešitev: 1.Dg3-g6+ Lf5xg6  
2.h5xg6 Kh7-g8 3.Te1-e8#



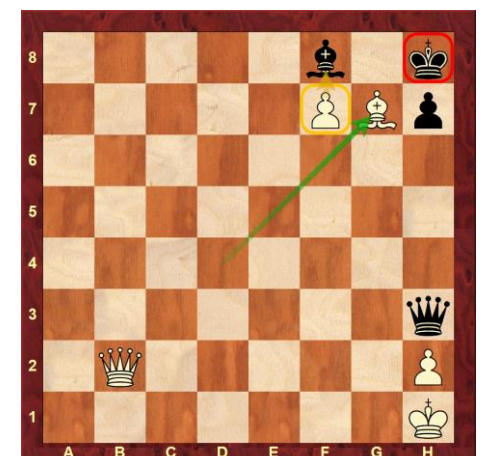
Beli na potezi zmaga. Kako?

Rešitev: 1.Dh1-h7+ Sf6xh7 2.g6xh7#



Beli na potezi zmaga. Kako?

Rešitev: 1.Ld4xg7+ Lf8xg7 2.f7-f8D#





*"The roots of education are bitter but the fruit is sweet."*

Aristotel

*"Sixty days a year I play in tournaments, five days I rest  
and 300 days I work on my game."*

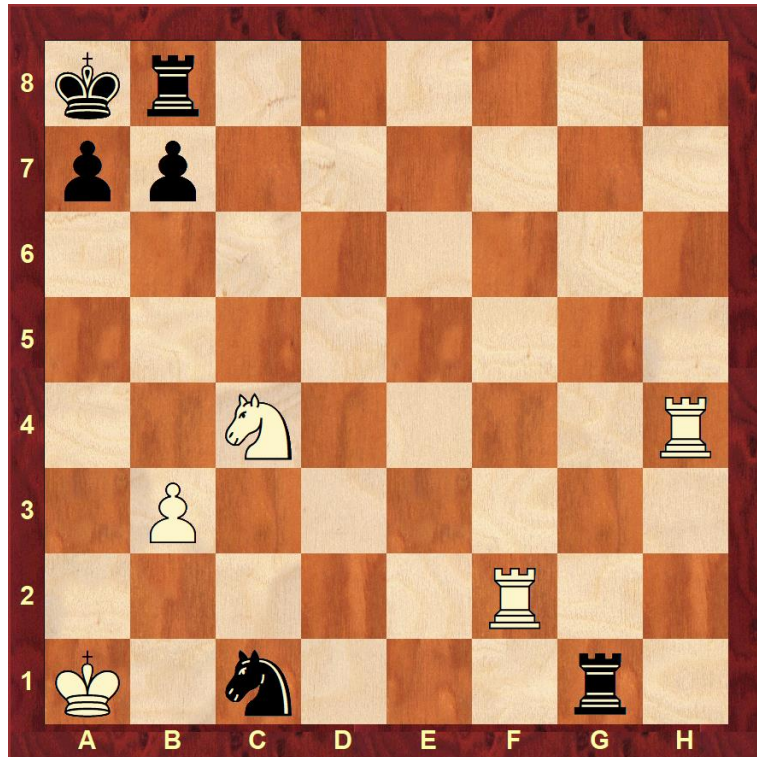
(Akiba Rubinstein, chess player)

*"A strong memory, concentration, imagination, and a strong will is  
required to become a great Chess player"*

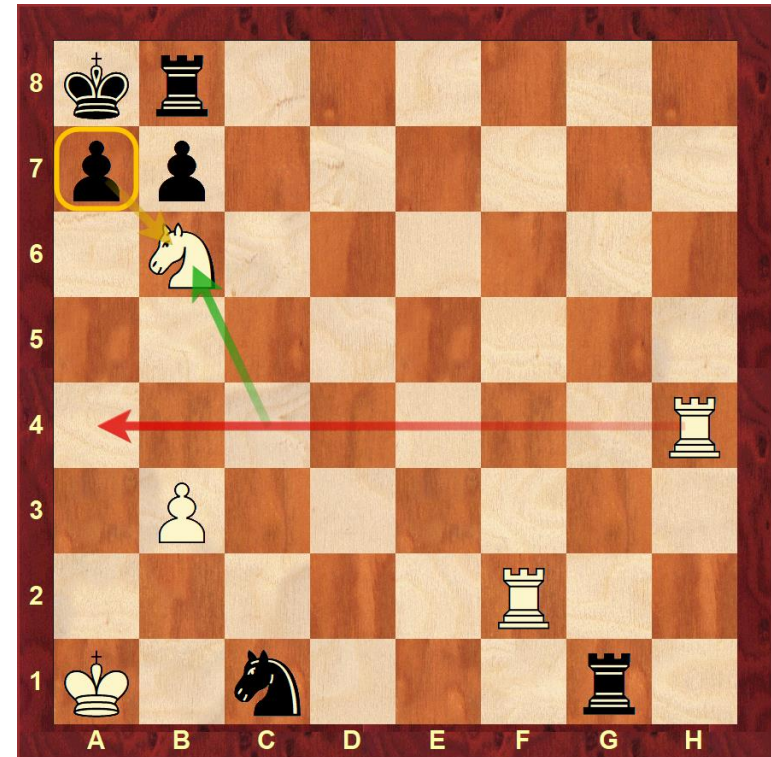
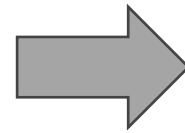
(Bobby Fischer, former world chess champion)

# ODPRTJE LINIJE

- omogočimo delovanje naših linijskih figur po liniji, vrsti ali diagonali

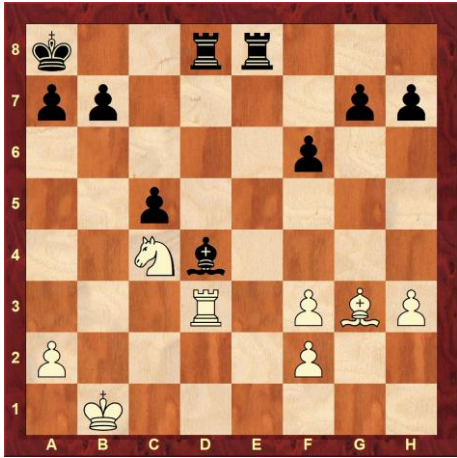


Beli na potezi zmaga. Kako?



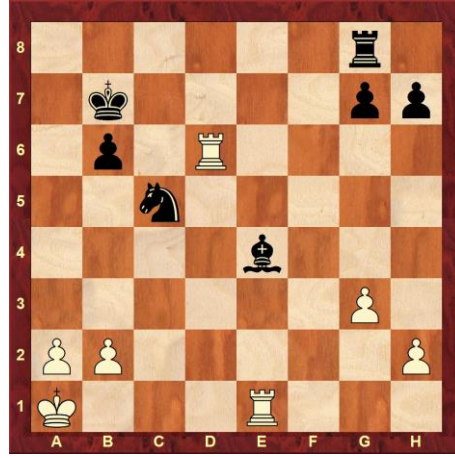
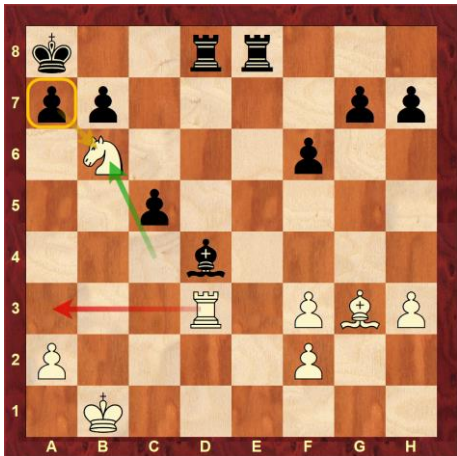
Rešitev: **1.Sc4-b6+** in črni kmet je prisiljen vzeti skakača, s tem se odpre linija: **1... a7xb6 2.Th4xa4#**

# ODPRTJE LINIJE: PRIMERI



Beli na potezi zmaga. Kako?

Rešitev: 1.Sc4-b6+ a7xb6 2.Td3-a3#



Črni na potezi zmaga. Kako?

Rešitev: 1... Sc5-b3+ 2.a2xb3 Tg8-a8#



Beli na potezi zmaga. Kako?

Rešitev: 1.Se5-g6+ h7xg6 2.Tf4-h4#



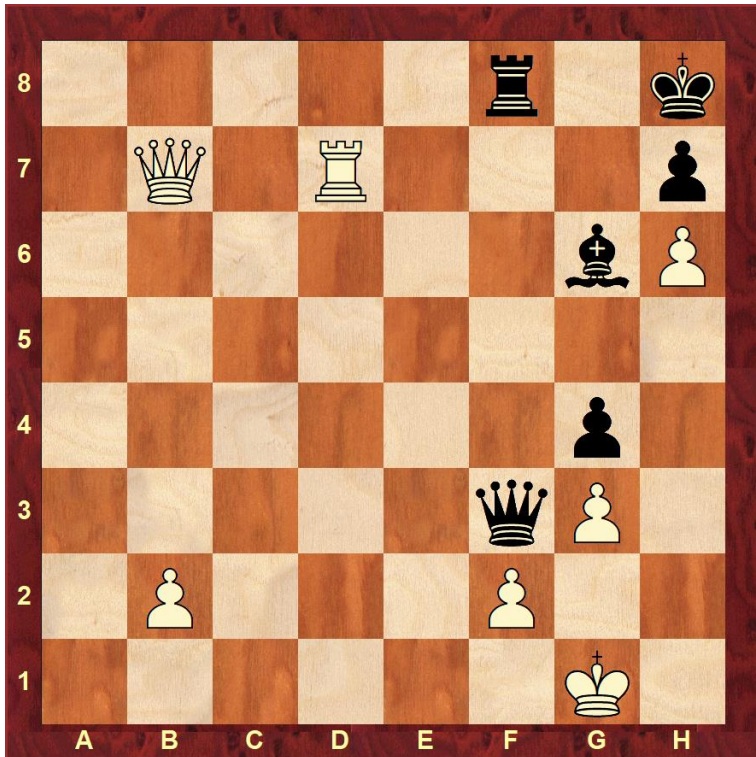


*“I am convinced, the way one plays chess always reflects the player’s personality. If something defines his character, then it will also define his way of playing.”*

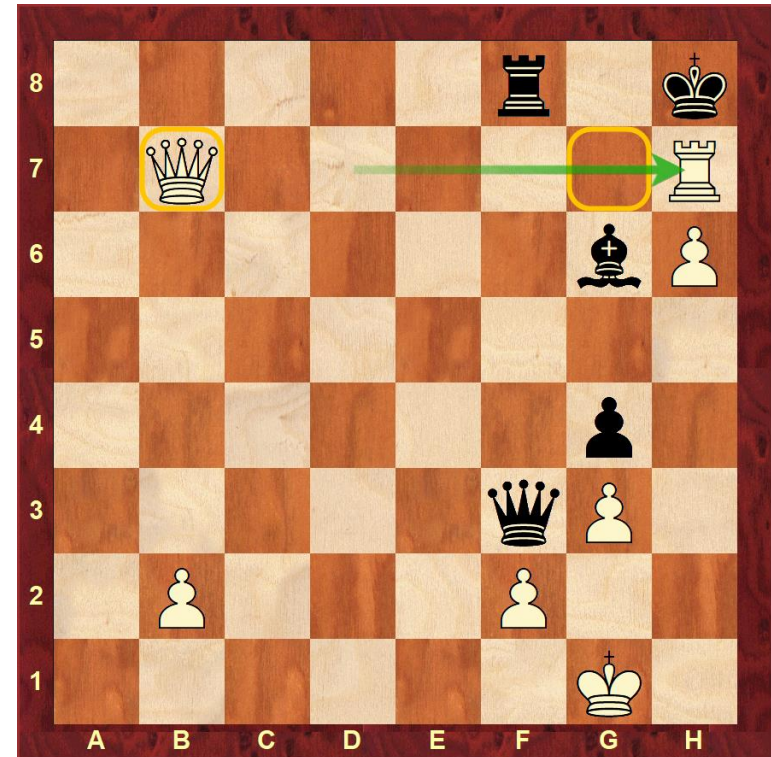
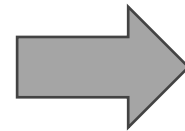
Vladimir Kramnik,  
former world chess champion

# PODALJŠANJE LINIJE

- omogočimo podaljšano delovanje naših linijskih figur po liniji, vrsti ali diagonali

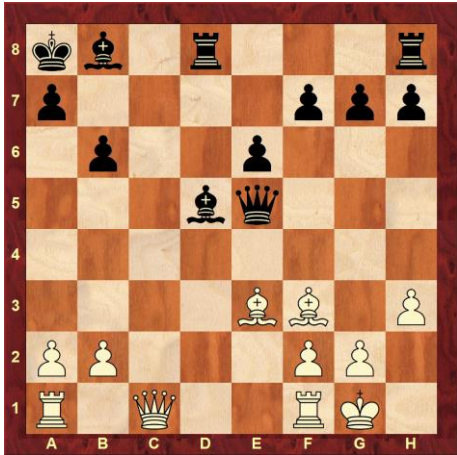


Beli na potezi zmaga. Kako?



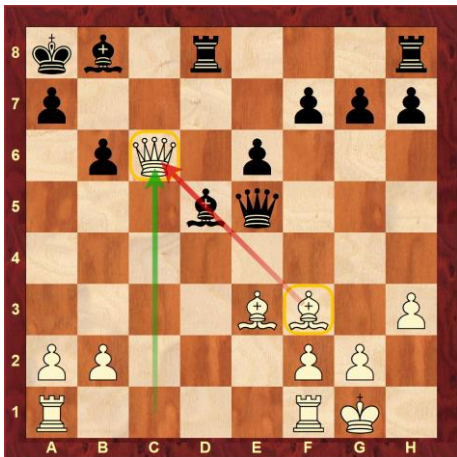
Rešitev: **1.Td7-h7+** in beli dami je odprta pot do črnega kralja, sledi **2.Db7-g7#**

# PODALJŠANJE LINIJE: PRIMERI



Beli na potezi zmaga. Kako?

Rešitev: 1.Dc1-c6+ Ld5xc6 2.Lf3xc6#



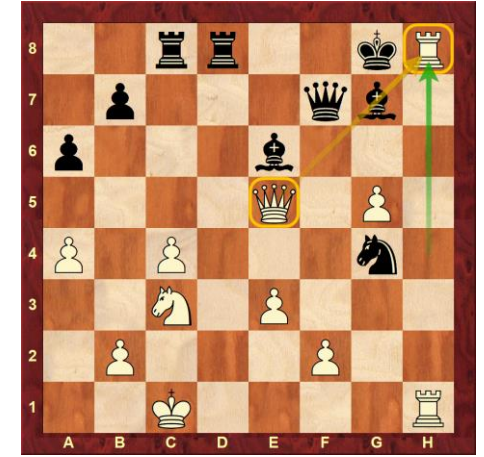
Črni na potezi zmaga. Kako?

Rešitev: 1... Td2xh2+ 2.Lg3xh2 Dc2-g2#



Beli na potezi zmaga. Kako?

Rešitev: 1.Th4-h8+ Lg7xh8 2.De5xh8#



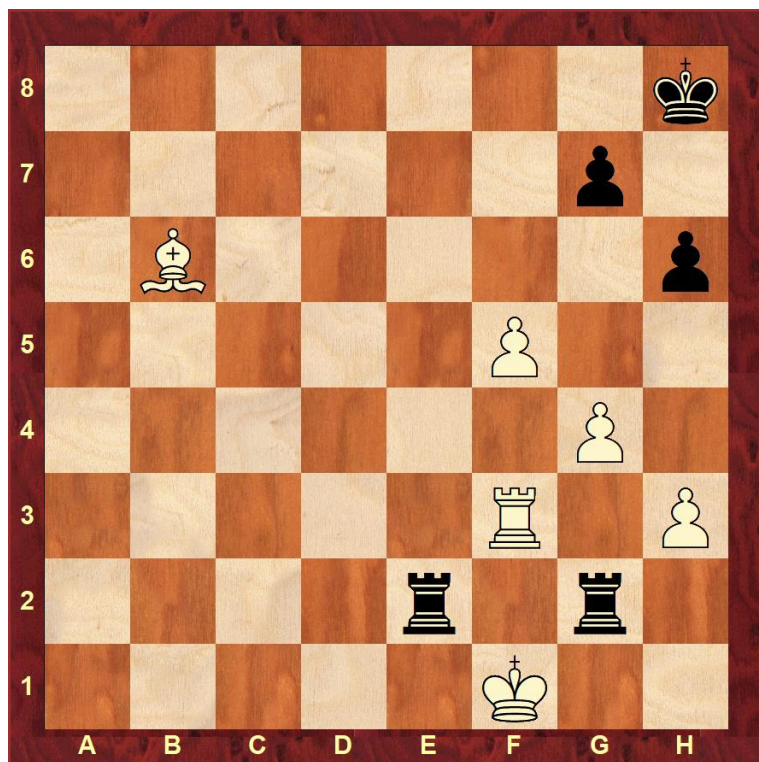


*"You can prepare mentally as much as you want, but when you get there and sit at the board, there is something extra, pressure."*

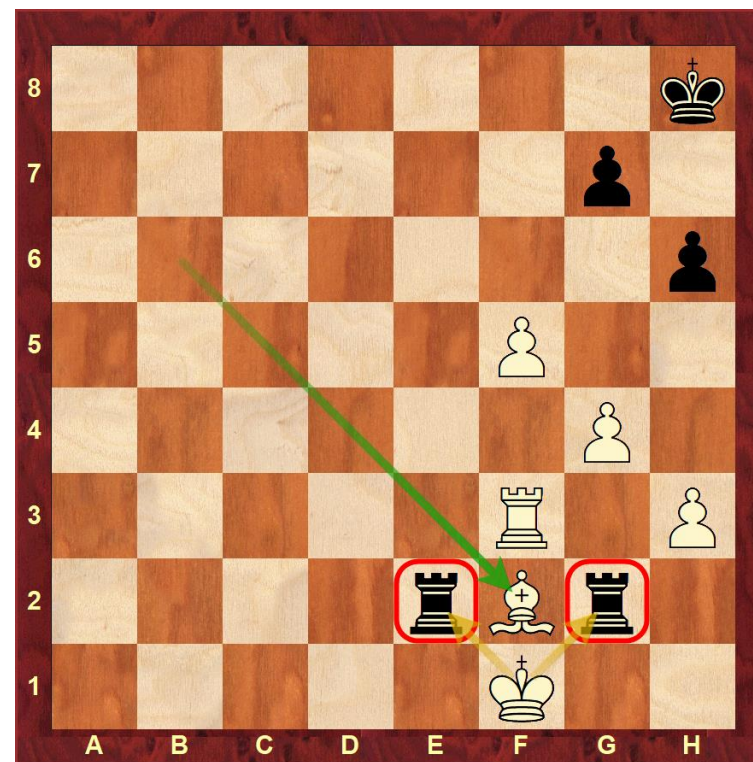
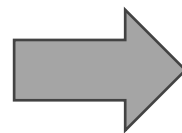
Magnus Carlsen, former world chess champion

# PRESEKANJE LINIJE

- s svojo figuro onemogočimo delovanje nasprotnikovih linijskih figur po liniji, vrsti ali diagonali

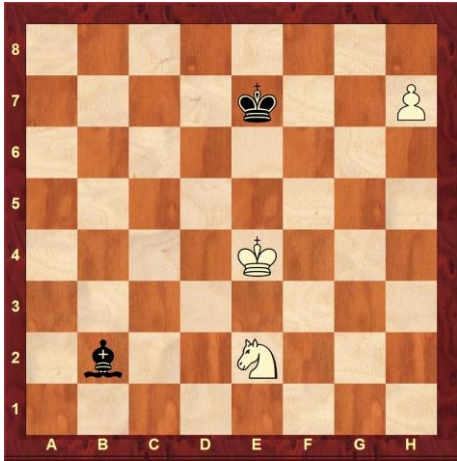


Beli na potezi zmaga. Kako?



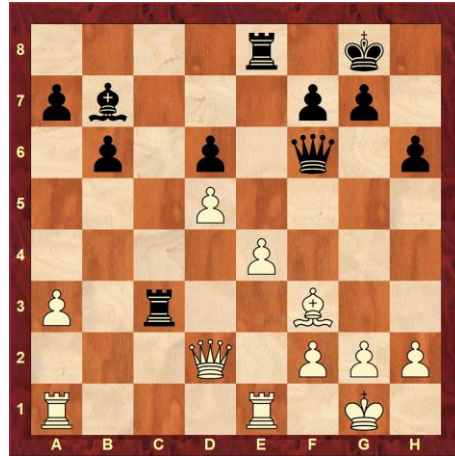
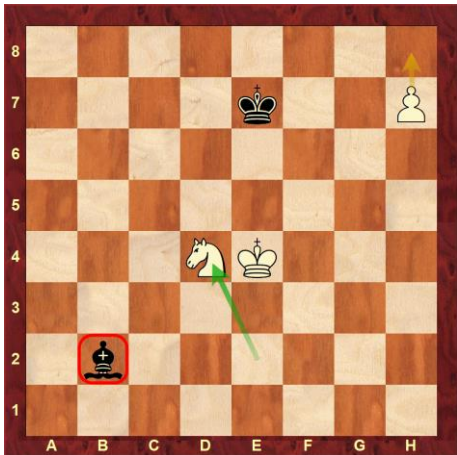
Rešitev: **1.Lb6-f2** in beli je onemogočil medsebojno varovanje črnih trdnjav.

# PRESEKANJE LINIJE: PRIMERI



Beli na potezi zmaga. Kako?

Rešitev: **1.Se2-d4**, sledi promocija



Beli na potezi zmaga. Kako?

Rešitev: **1.e4-e5 Te8xe5 2.Dd2xc3**



Črni na potezi zmaga. Kako?

Rešitev: **1... e5-e4 2.Te1xe4 Dd6xc6**



## KOMBINACIJSKE PRVINE

- **Udar, dvojni udar in linijski udar**
- **Varovanje (ali branjenje)**
- **Odmik (ali umik)**
- **Delovanje na polja**
- **Uničenje in samouničenje**
- **Odvlek**
- **Zavlek**
- **Zapolnitev polja**
- **Izpraznitev polja**
- **Ustavitev kmeta**
- **Sprostitev kmeta**
- **Odprtje linije**
- **Podaljšanje linije**
- **Presekanje linije**

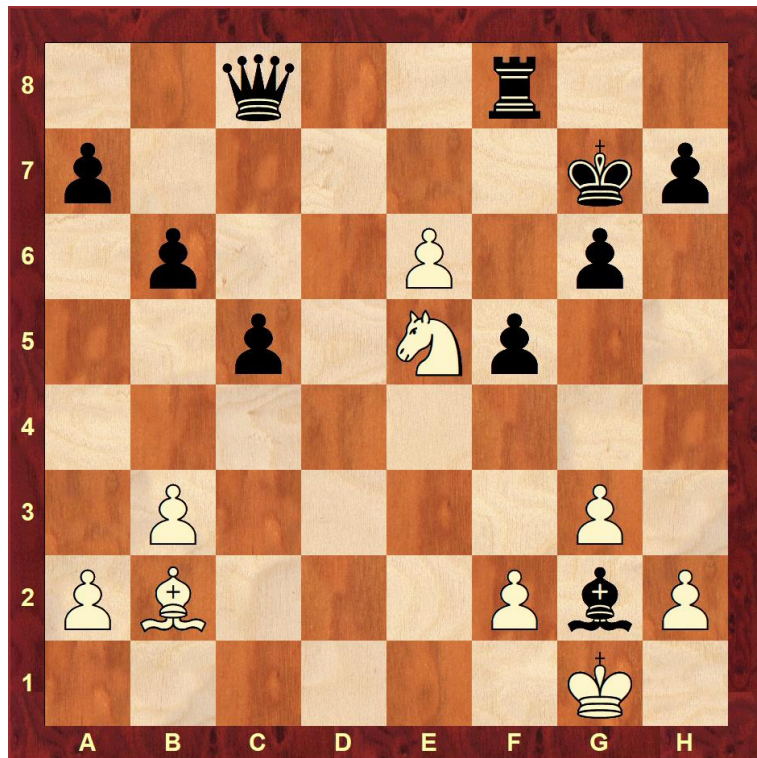
## KOMBINACIJSKI SESTAVI

- **Baterija**
  - Odkriti šah
  - Odkriti udar
  - Dvojni šah
  - Mlin
  - Podvojeni udar
- **Vezava**
  - Relativna vezava
  - Absolutna vezava
  - Križna vezava
- **Razvezava**

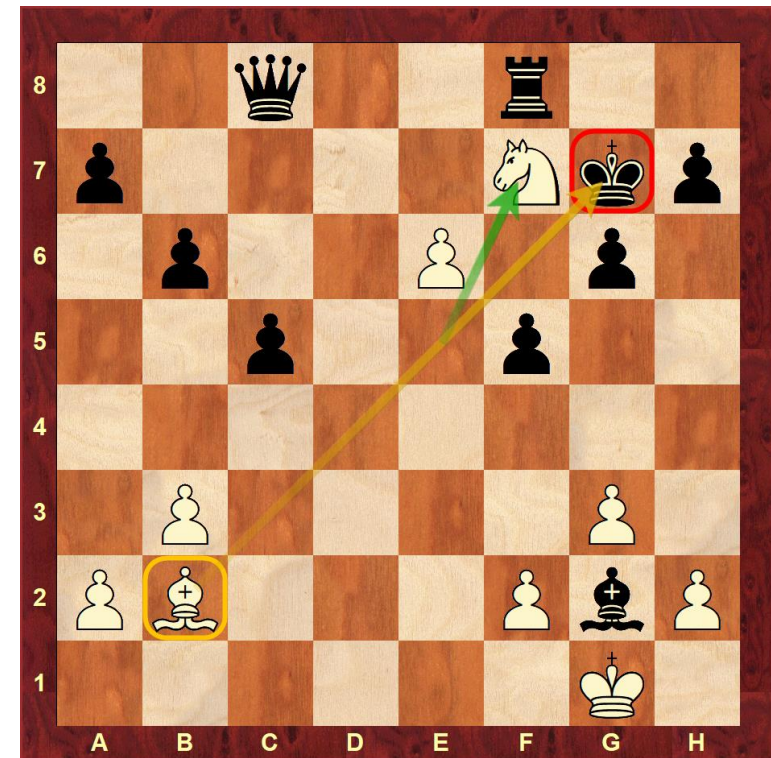


# BATERIJA: ODKRITI ŠAH

- baterijo sestavljata dve naši figuri („top“ in „raketa“), na drugi strani pa nasprotnikova („tarča“)



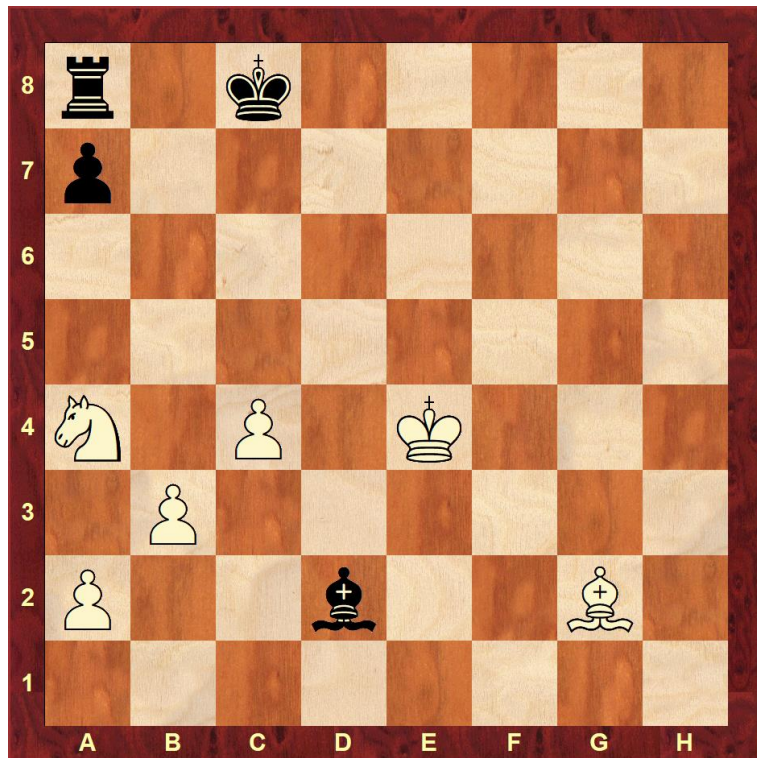
Beli na potezi zmaga. Kako?



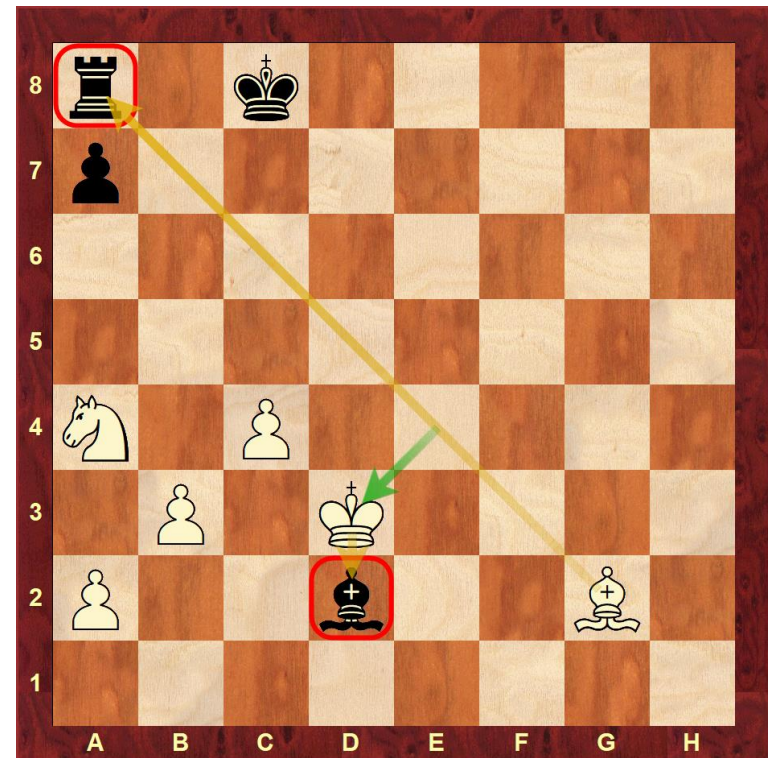
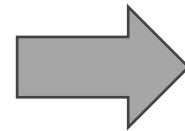
Rešitev: **1.Se5-f7+** in pred šahom belega lovca se črni kralj lahko reši le s **1... Kg7-g8**, sledi **2.Sf7-h6#**

# BATERIJA: ODKRITI UDAR

- baterijo sestavljata dve naši figuri („top“ in „raketa“), na drugi strani pa nasprotnikova („tarča“)



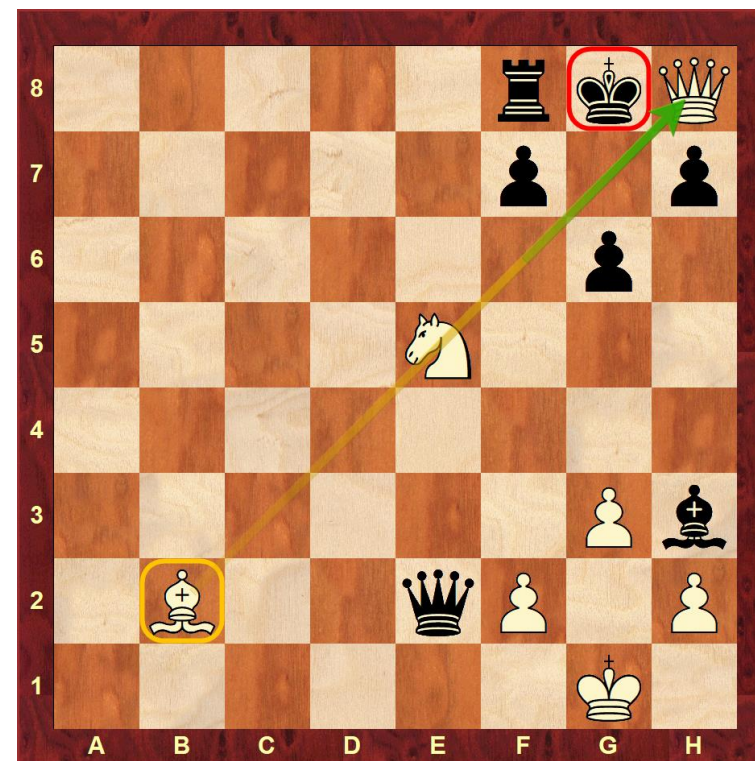
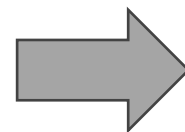
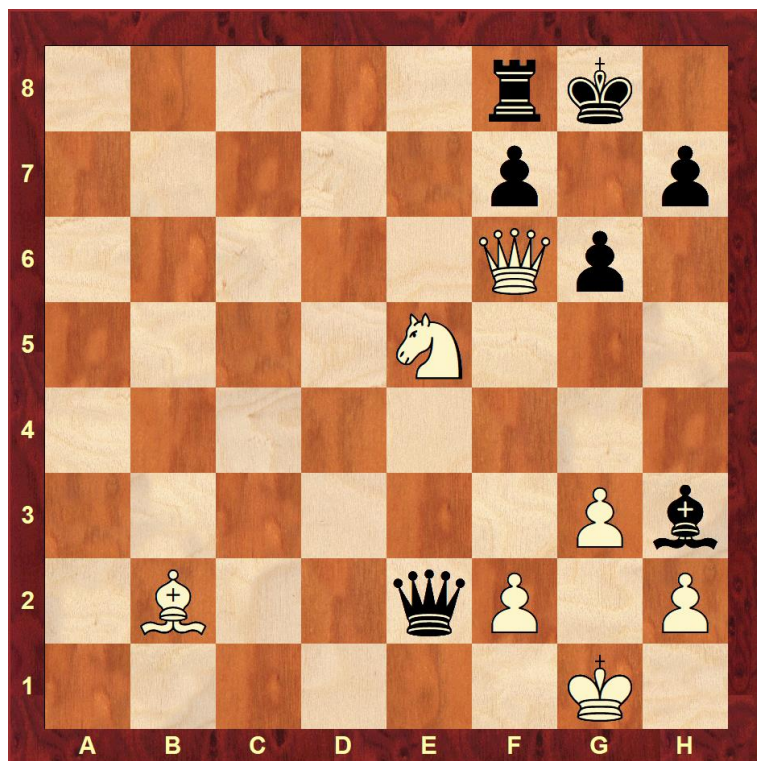
Beli na potezi zmaga. Kako?



Rešitev: **1.Ke4-d3** in sedaj je „raketa“ kar beli kralj, lovec je v vlogi „topa“, ki napade svojo „tarčo“ na a8.

# BATERIJA: DVOJNI ŠAH

- baterijo sestavljata dve naši figuri („top“ in „raketa“), na drugi strani pa nasprotnikova („tarča“)

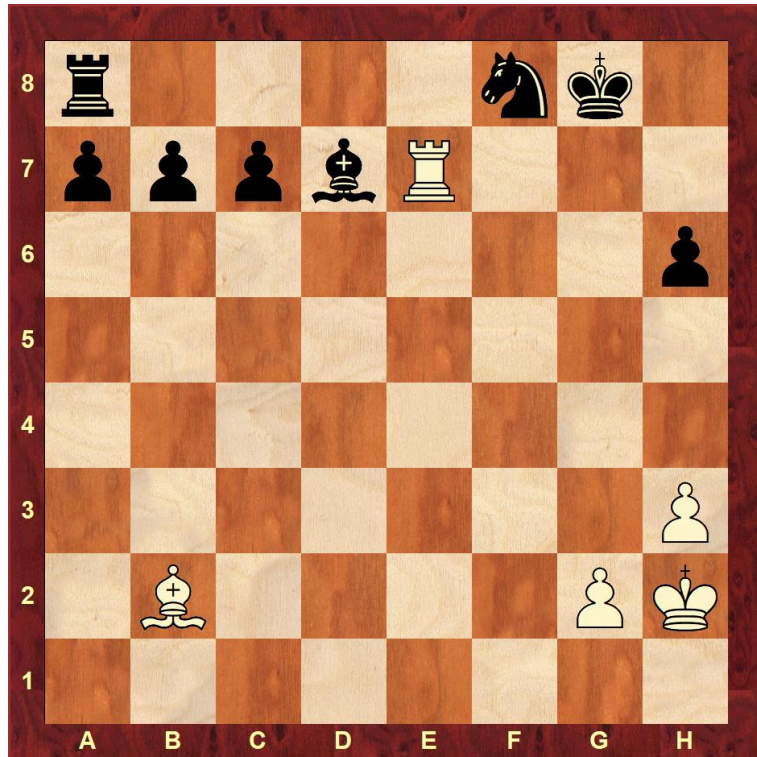


Formacija lovca in skakača proti kralju odloči partijo, kako?

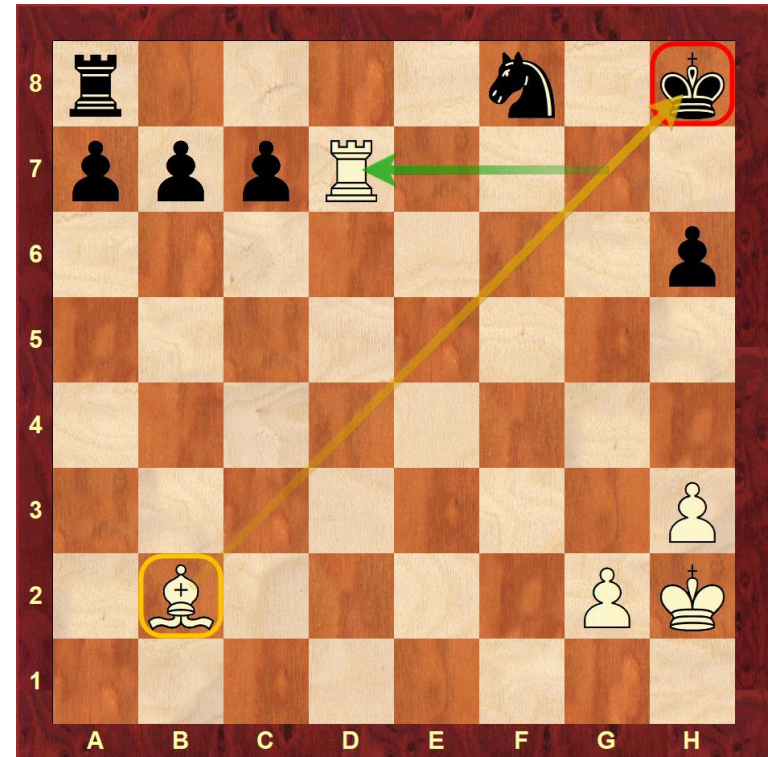
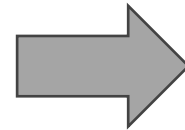
Rešitev: **1.Df6-h8+** in baterija se aktivira: **1... Kg8xh8**  
**2.Se5-f7+** (dvojni šah!) **Kg8-h8** **3.Sf7-h6#**

# BATERIJA: DVOJNI ŠAH

- šahovski mlin je baterija, ki se stalno obnavlja



Beli na potezi zmaga. Kako?



Rešitev: **1.Te7-g7+** in baterija se obnavlja: **1... Kg8-h8**  
**2.Tg7xd7+** (šah od lovca!) **Kh8-g8** **3.Td7-g7+** itd.

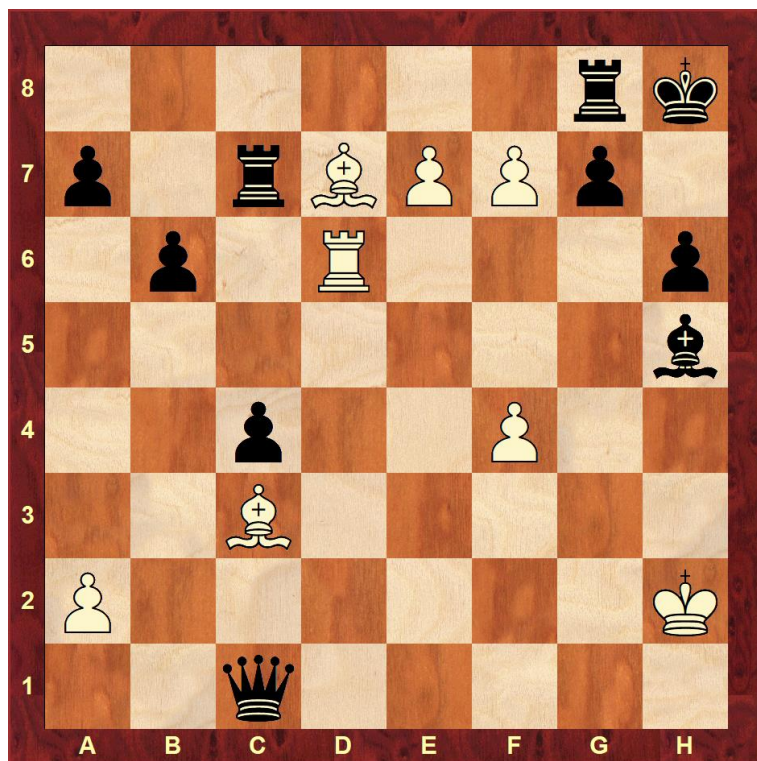


*“It doesn’t take long in chess or elsewhere to realize that there is much more to life than material. It’s a valuable lesson the first time you are checkmated despite having a big material advantage. The ultimate value of the king trumps everything else on the board and your value system begins to adjust. Material isn’t everything.... In life, we often form personal attachments to assets that have little to do with their objective value. These sentimental attachments can distort our evaluation ability considerably, if not always in a harmful way.”*

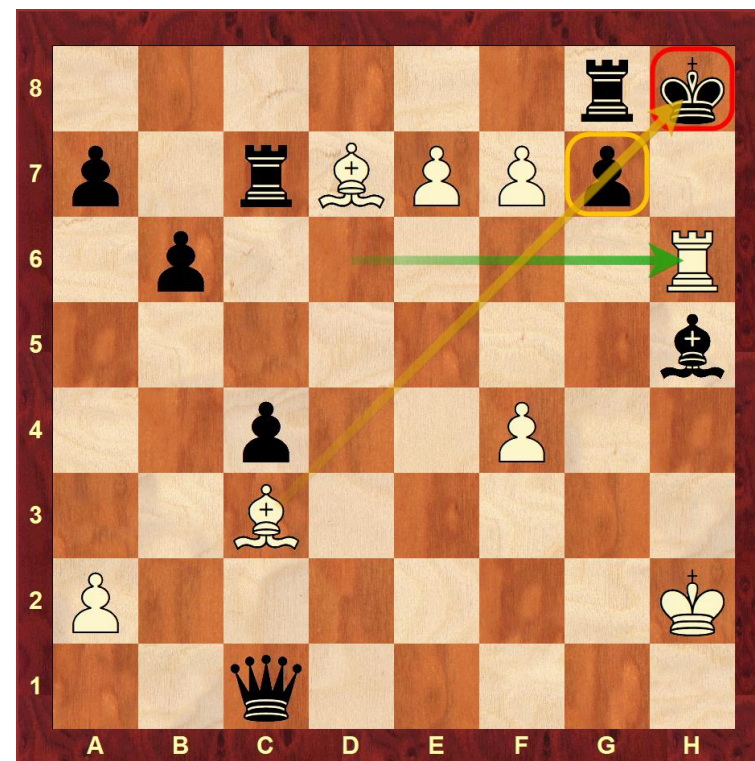
Gary Kasparov, 2007

# VEZAVA: ABSOLUTNA

- kombinacijski sestav treh figur: figure, ki veže, vezane figure in figure na koncu vezavne linije
- **absolutna vezava**: na koncu je kralj – vezana figura se ne sme premakniti



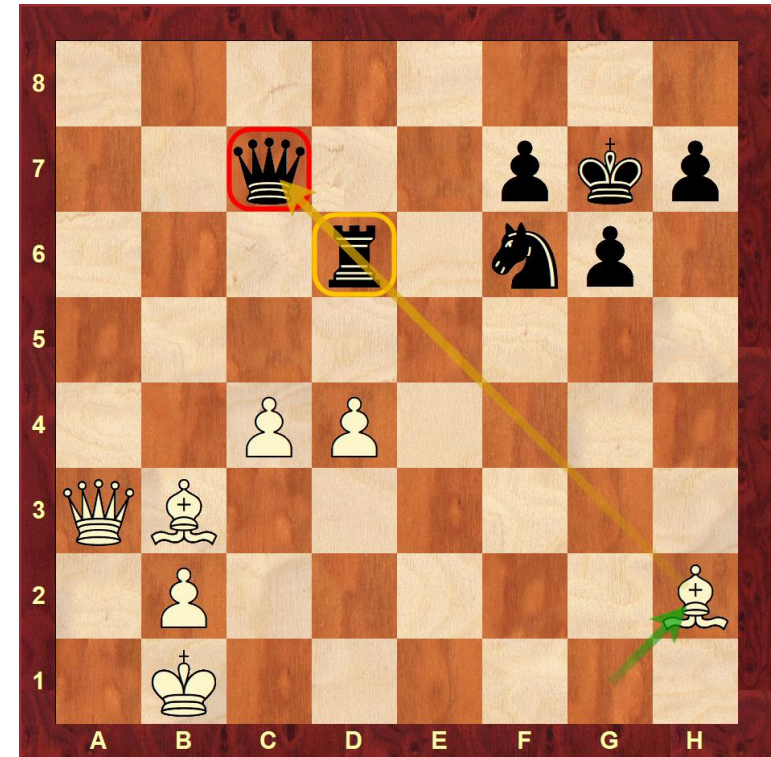
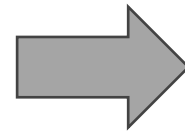
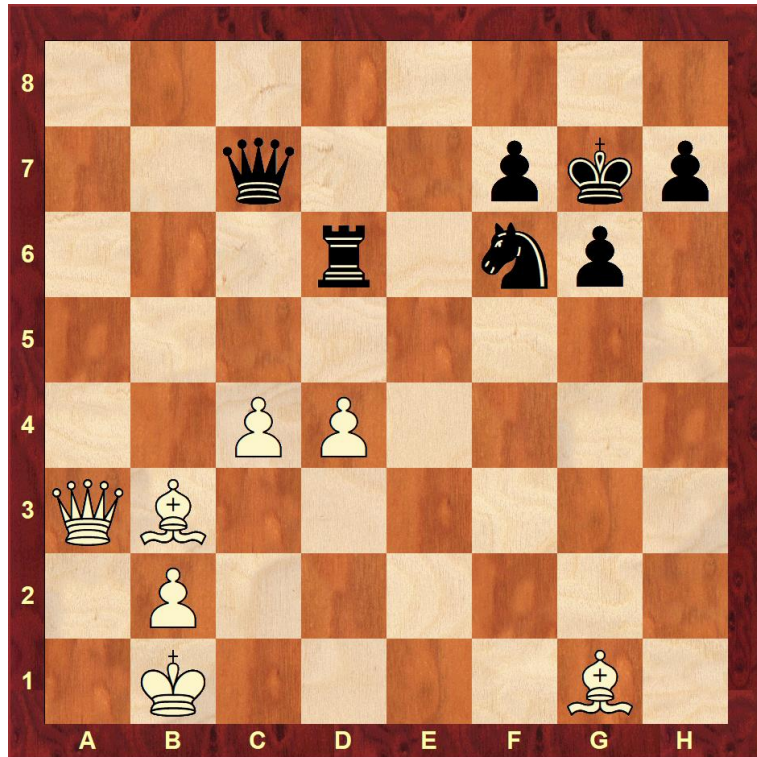
Beli na potezi zmaga. Kako?



Rešitev: **1.Td6-h6#** in črni kmet ne more vzeti trdnjave, saj je vezan – se pravi je mat!

# VEZAVA: RELATIVNA

- kombinacijski sestav treh figur: figure, ki veže, vezane figure in figure na koncu vezavne linije
- **relativna vezava**: vezana figura se lahko premakne (poteza je legalna, ne pa nujno dobra)

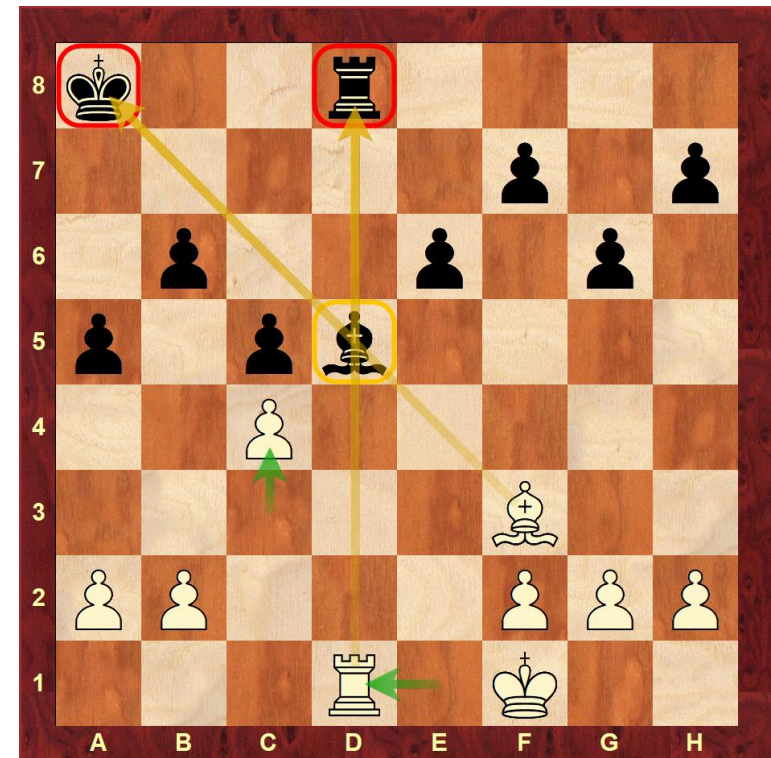
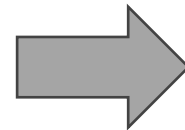
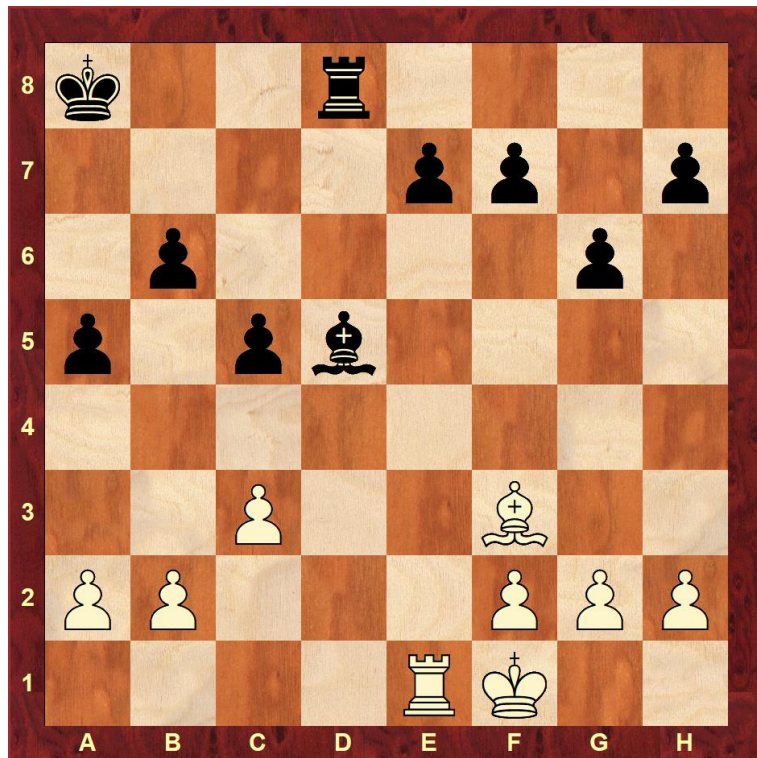


Beli na potezi zmaga. Kako?

Rešitev: **1.Lg1-h2** in če se črna trdnjava premakne, črni izgubi damo. Po **1...Sf6-e8** sledi **2.c4-c5**, z dobitkom.

# VEZAVA: KRIŽNA

- kombinacijski sestav treh figur: figure, ki veže, vezane figure in figure na koncu vezavne linije
- **križna vezava**: relativna in absolutna vezava hkrati

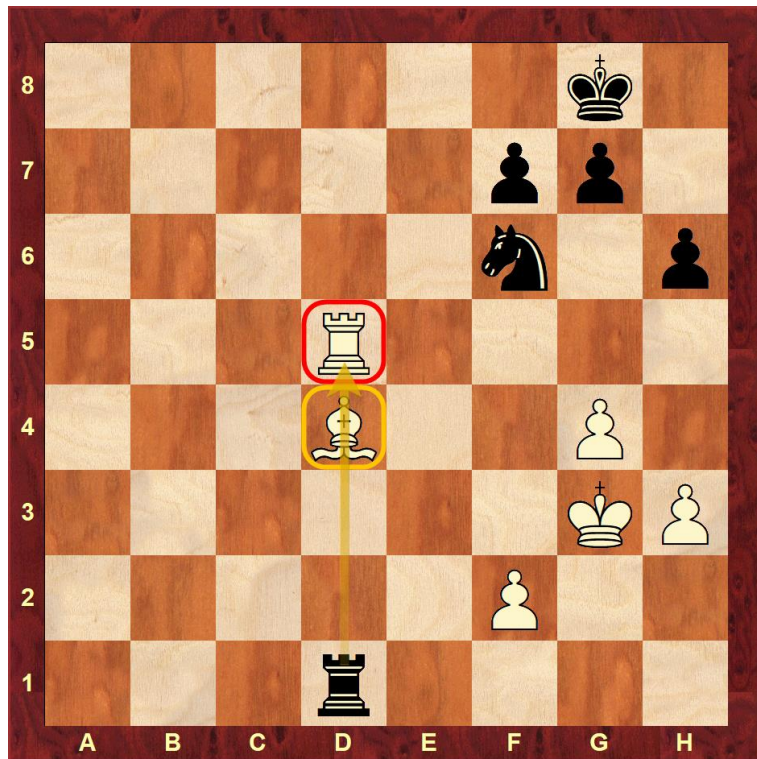


Beli na potezi zmaga. Kako?

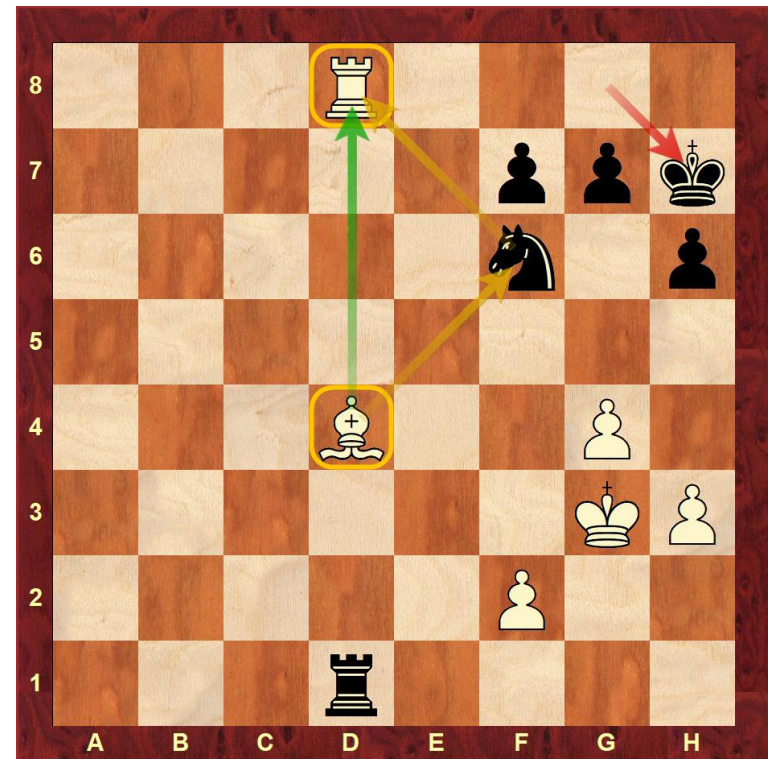
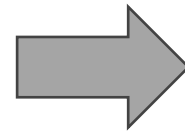
Rešitev: **1.Te1-d1** in križna vezava odloči partijo. Po **1... e7-e6** beli napade lovca še s **2.c3-c4**, z dobitkom.

# RAZVEZAVA

- s premikom figure, ki prekinja vezavo, dosežemo razvezavo
- pri umiku gre pogosto za umikanje s tempom



Beli na potezi zmaga. Kako?



Rešitev: **1.Td5-d8+** in beli s tempom umakne trdnjavo.  
Po **1... Kg8-h7** **2.Ld4xf6** je trdnjava na d8 branjena!