

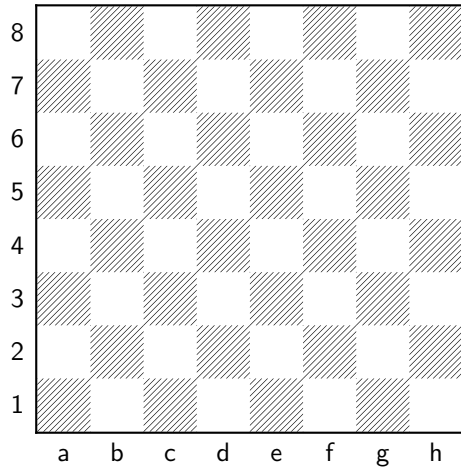
Vaje
Šahovski krožek - OŠ Preddvor

Matjaž Šlibar

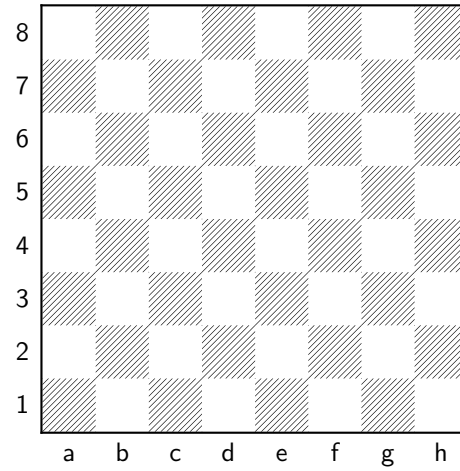
Šolsko leto 2015/16

1 Šahovska plošča

1.1 Nalogi



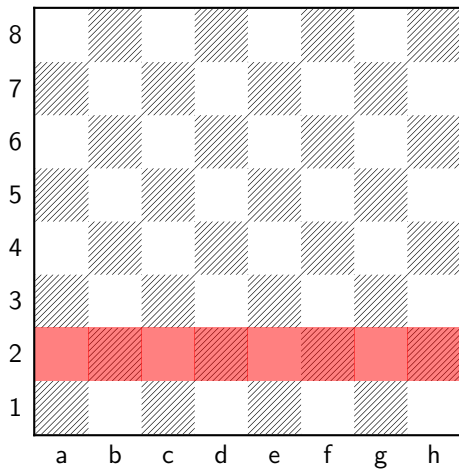
Pobarvaj drugo vrsto in linijo h!



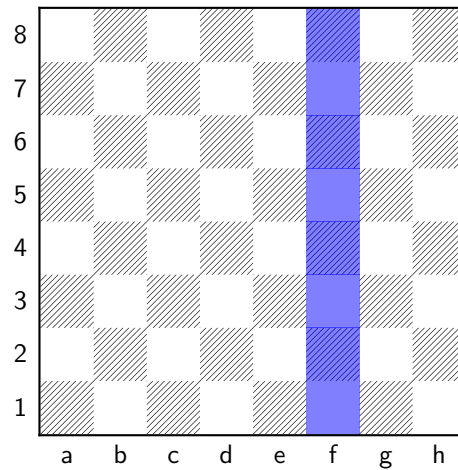
Pobarvaj polji a1 in g7!

1.2 Domača naloga

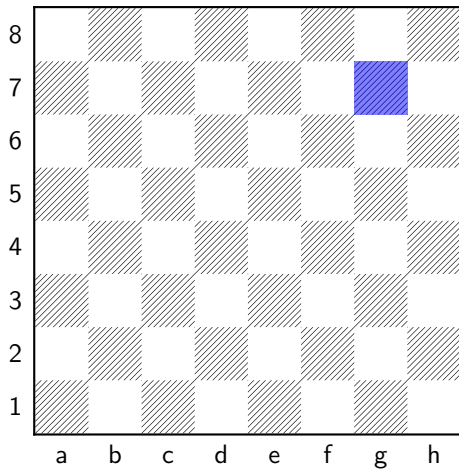
Ime in priimek: _____



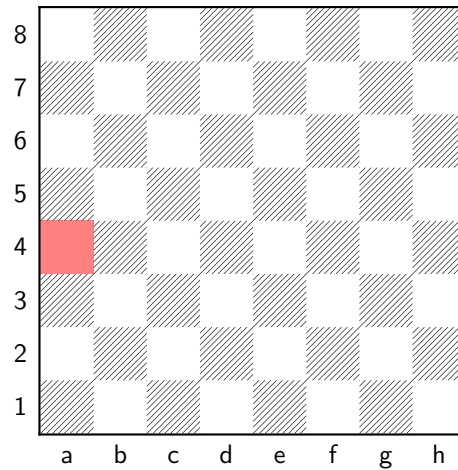
Katera vrsta je pobarvana? _____



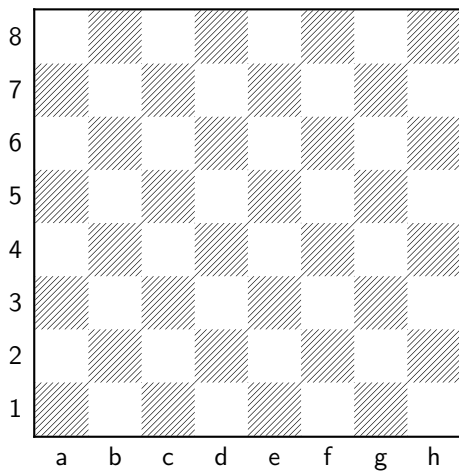
Katera linija je pobarvana? _____



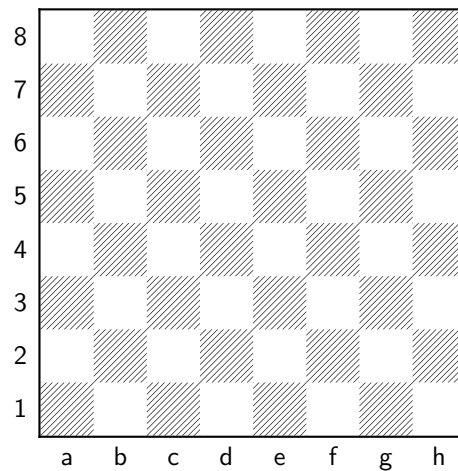
Katero polje je pobarvano? _____



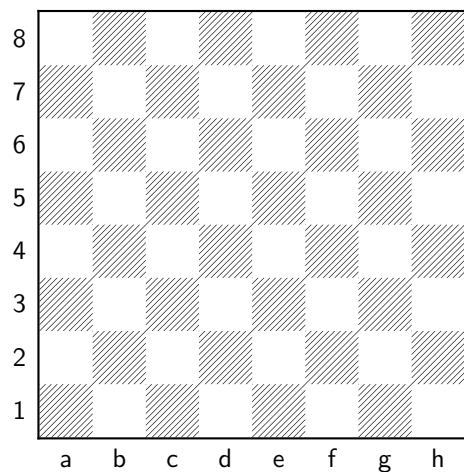
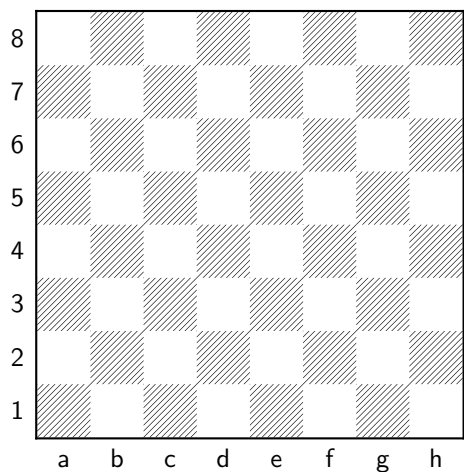
Katero polje je pobarvano? _____



Pobarvaj prvo vrsto in linijo e!

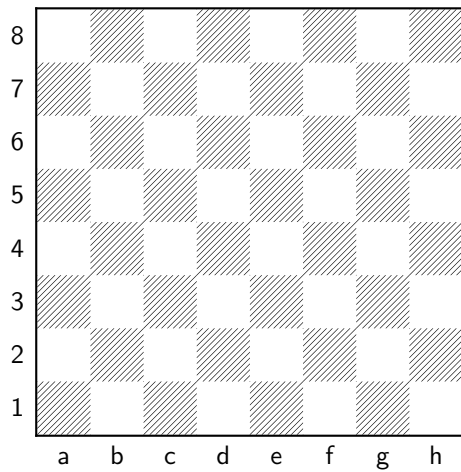


Pobarvaj osmo vrsto in linijo h!

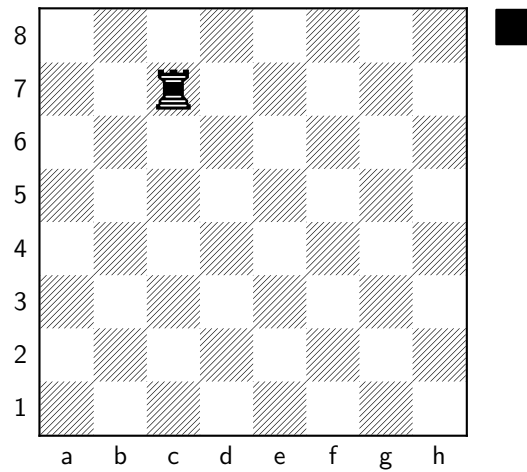


2 Šahovske figure in pravila igre

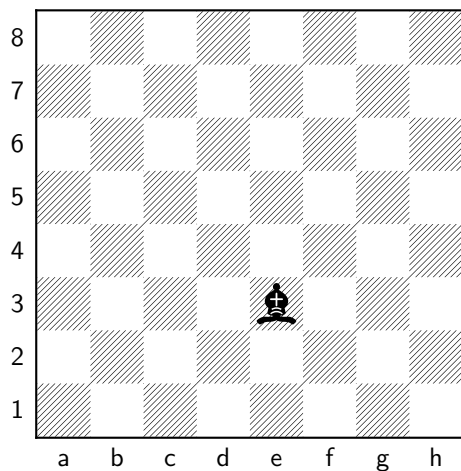
2.1 Naloge



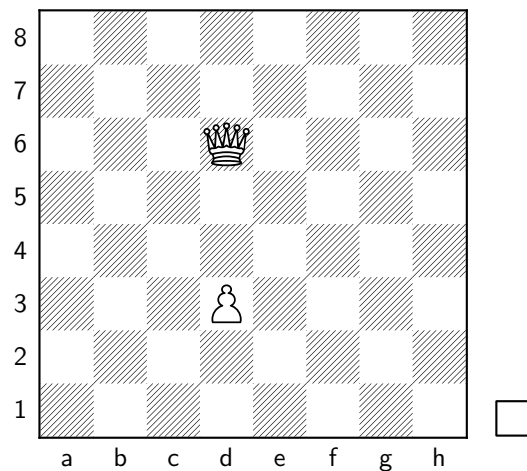
Pobarvaj polje na katerem je bela dama in v začetnem položaju!



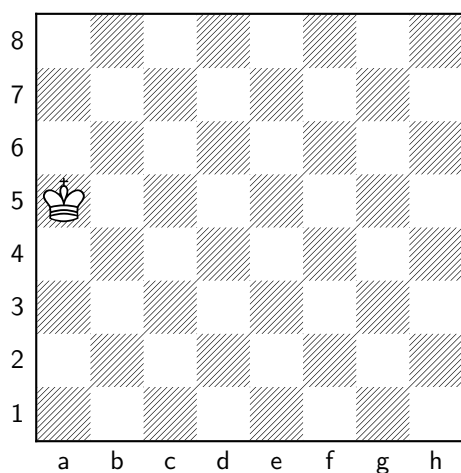
Pobarvaj polja na katera se lahko premakne črna trdnjava!



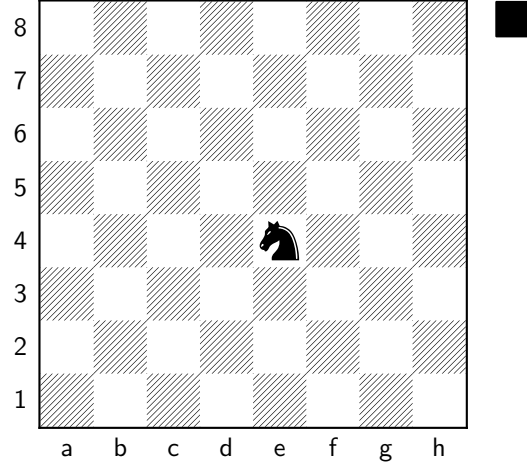
Pobarvaj polja na katera gre lahko črni lovec!



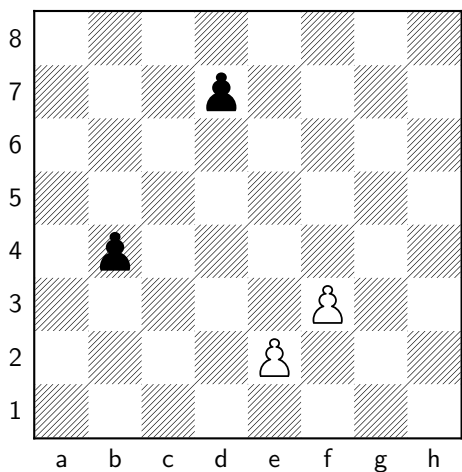
Pobarvaj polja na katera gre lahko bela dama!



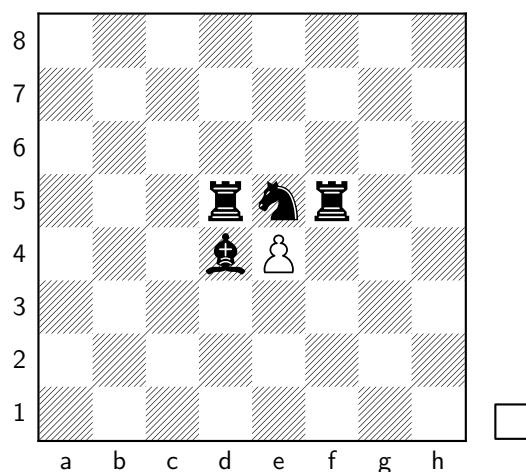
Pobarvaj polja na katera gre lahko beli kralj!



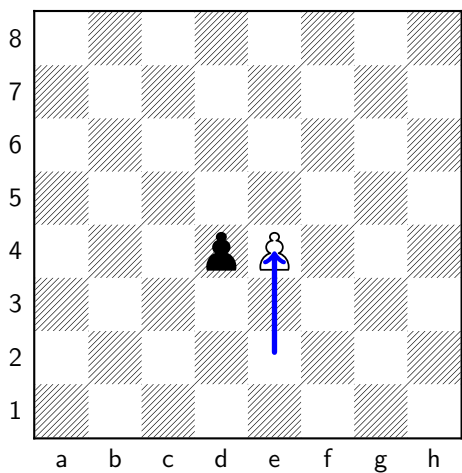
Pobarvaj polja na katera lahko skoči črni skakač!



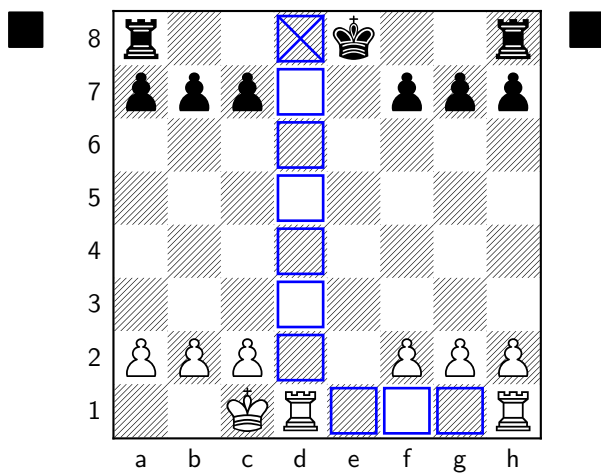
Pobarvaj polja na katera se lahko premaknejo kmetje!



Obkroži figuri, ki ju lahko vzame beli kmet!



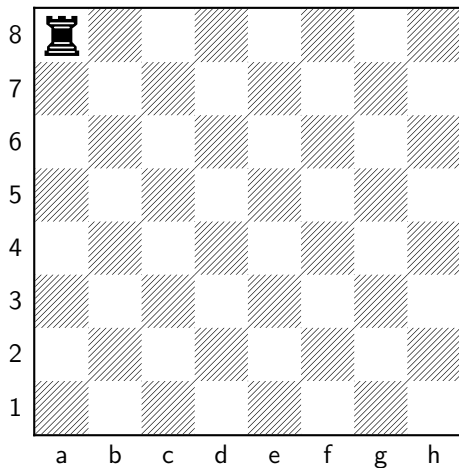
Beli je ravno premaknil kmeta iz d2 na d4 (Poteza d2-d4). Ali črni lahko vzame belega kmeta? Pobarvaj polje, na katerem bo čni kmet po jemanju!



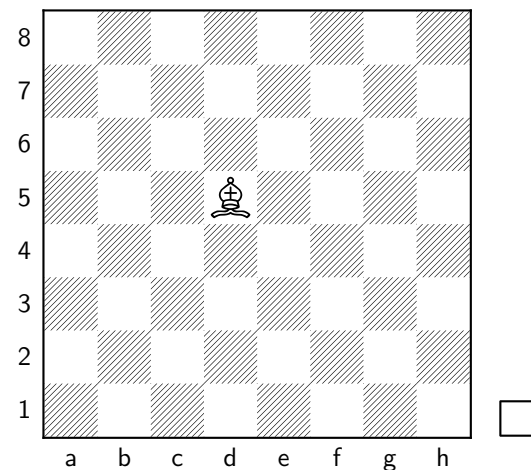
Katero rokado lahko naredi črni? Z rdečo pobarvaj polje, kjer bo po rokadi stal črni kralj, z modro pa polje, kjer bo stala črna trdnjava ob kralju!

2.2 Domača naloga

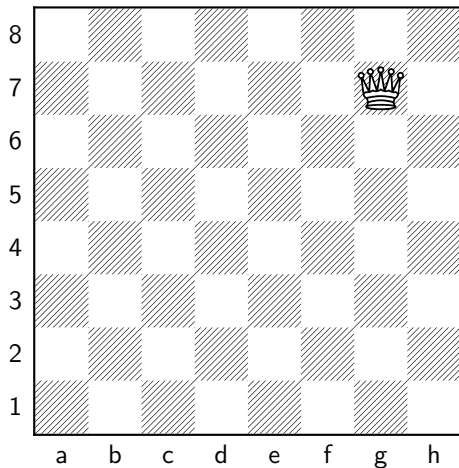
Ime in priimek: _____



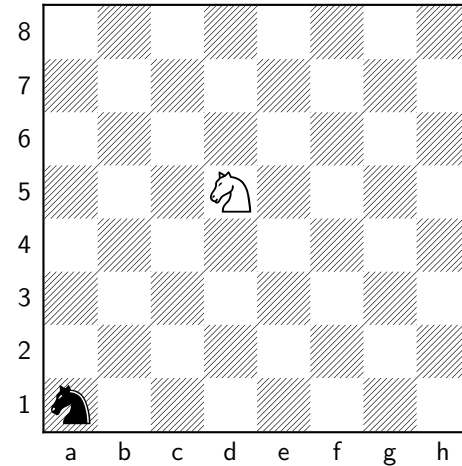
Pobarvaj polja na katera gre lahko črna trdnjava z a8!



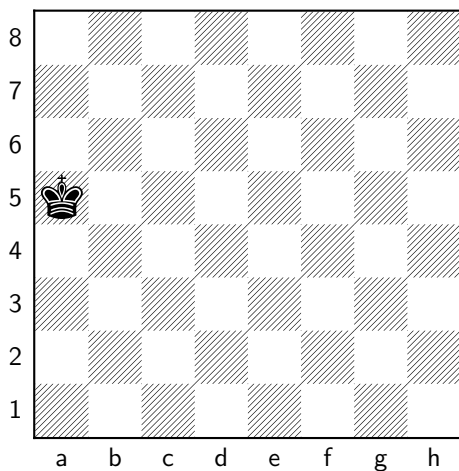
Pobarvaj polja na katera gre lahko beli lovec z d5!



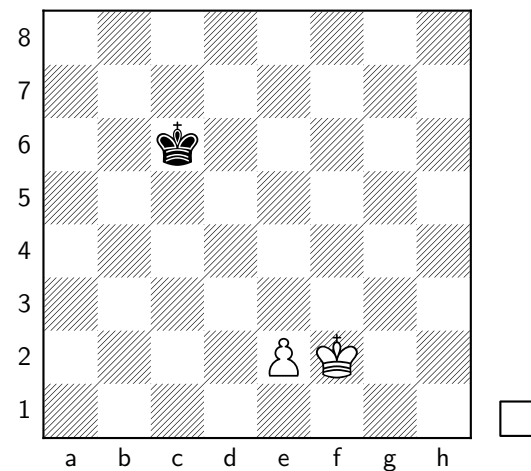
Pobarvaj polja na katera gre lahko bela dama z g7!



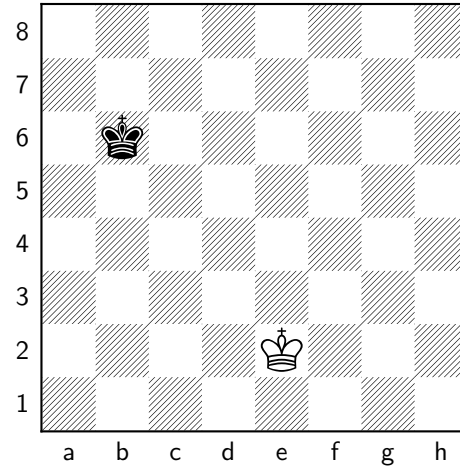
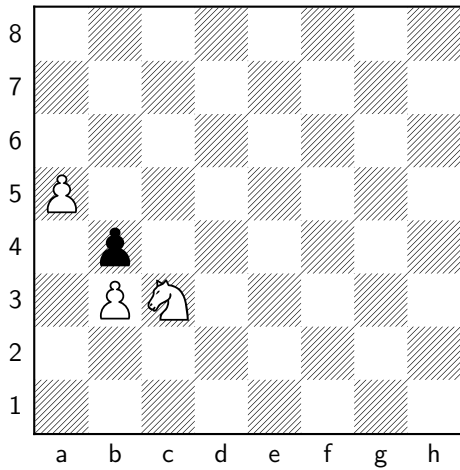
Z modro barvo pobarvaj polja na katera lahko skoči beli skakač z d5, z rdečo pa polja na katera lahko skoči črni skakač z a1! Kateri skakač ima boljši položaj? Zakaj?



Pobarvaj polja na katera gre lahko črni kralj z a5!



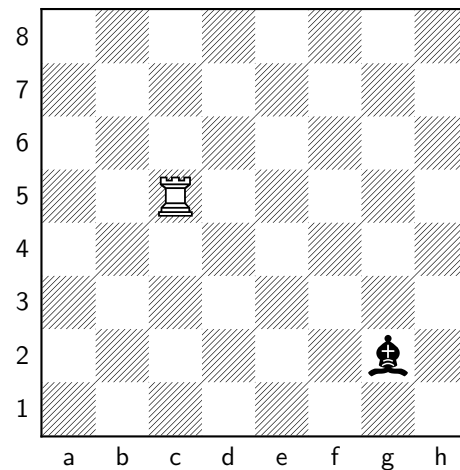
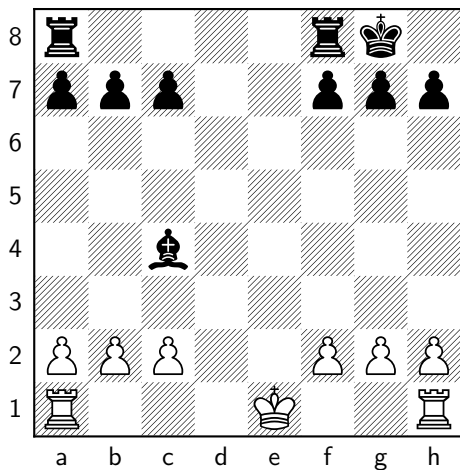
Pobarvaj polja na katera gre lahko beli kmet z e2!



Pobarvaj polja na katera gre lahko črni kmet!
Obkroži figure, ki jih lahko vzame!

Na katerem polju je beli kralj? _____

Na katerem polju je črni kralj? _____

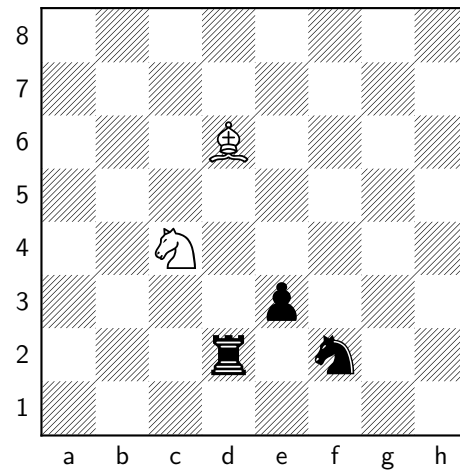
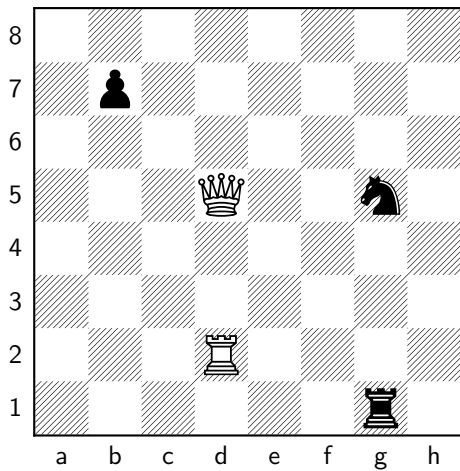


Ali beli lahko naredi malo rokado? _____

Na katerem polju je bela trdnjava? _____

Kaj pa veliko rokado? _____

Na katerem polju je črni lovec? _____



Pobarvaj polja na katera gre lahko bela dama s polja d5! Obkroži figure, ki jih lahko poje!

Pobarvaj polja na katera lahko skoči beli skakač s c4! Obkroži figure, ki jih lahko poje!

3 Vrednost figur

3.1 Naloge

Pri enačbah od 1 do 8 napiši koliko kmetov so vredne figure na levi strani enačbe!

$$\text{♖} = \underline{\hspace{2cm}} \times \text{♙} \quad (1)$$

$$\text{♘} + \text{♙} = \underline{\hspace{2cm}} \times \text{♙} \quad (2)$$

$$\text{♞} + \text{♘} = \underline{\hspace{2cm}} \times \text{♙} \quad (3)$$

$$\text{♚} = \underline{\hspace{2cm}} \times \text{♙} \quad (4)$$

$$\text{♖} + \text{♘} = \underline{\hspace{2cm}} \times \text{♙} \quad (5)$$

$$\text{♚} + \text{♞} = \underline{\hspace{2cm}} \times \text{♙} \quad (6)$$

$$\text{♖} + \text{♘} + \text{♙} + \text{♙} = \underline{\hspace{2cm}} \times \text{♙} \quad (7)$$

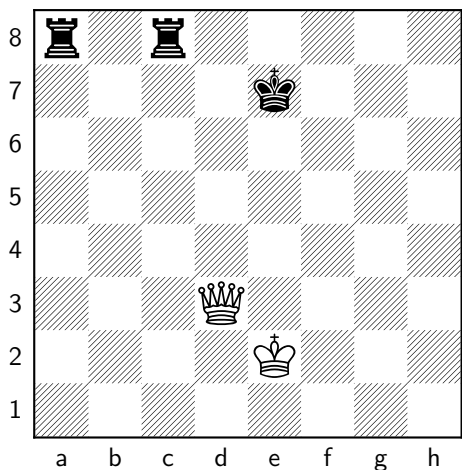
$$\text{♚} + \text{♖} + \text{♘} = \underline{\hspace{2cm}} \times \text{♙} \quad (8)$$

Oceni pozicijo! Z naslednjimi znaki označi:

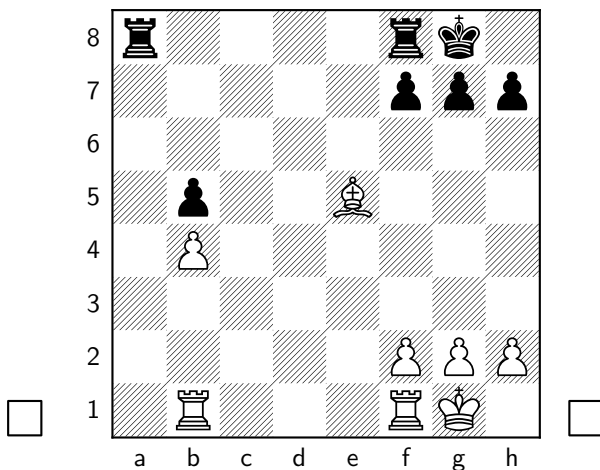
+ - prednost belega

- + prednost črnega

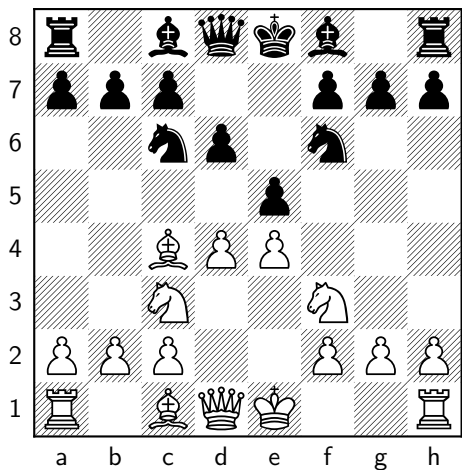
= enako pozicijo



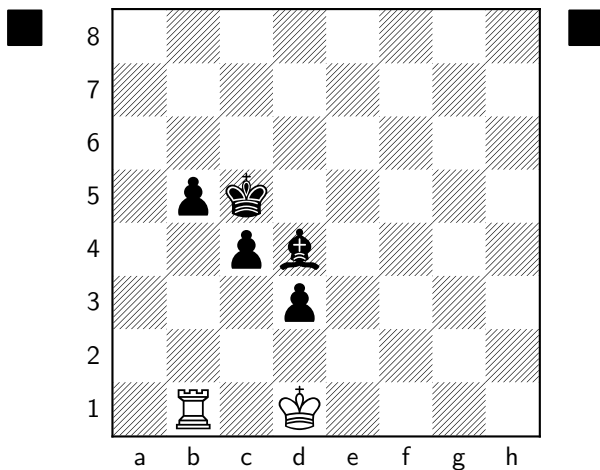
Ocena pozicije: _____



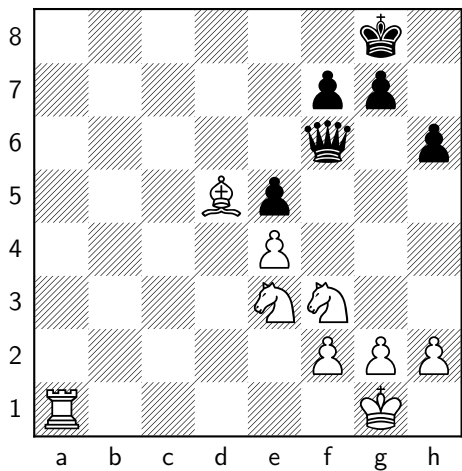
Ocena pozicije: _____



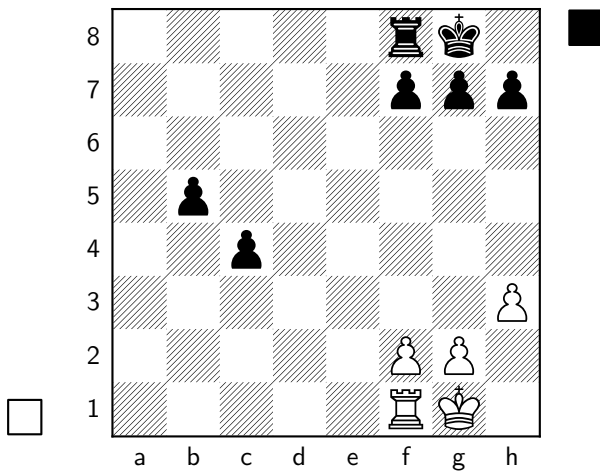
Ocena pozicije: _____



Ocena pozicije: _____



Ocena pozicije: _____



Ocena pozicije: _____

3.2 Domača naloga

Ime in priimek: _____

Pri enačbah od 9 do 16 napiši koliko kmetov so vredne figure na levi strani enačbe!

$$\text{♞} = \underline{\quad} \times \text{♟} \quad (9)$$

$$\text{♜} + \text{♟} + \text{♟} = \underline{\quad} \times \text{♟} \quad (10)$$

$$\text{♞} + \text{♖} = \underline{\quad} \times \text{♟} \quad (11)$$

$$\text{♚} + \text{♖} = \underline{\quad} \times \text{♟} \quad (12)$$

$$\text{♖} + \text{♜} + \text{♟} = \underline{\quad} \times \text{♟} \quad (13)$$

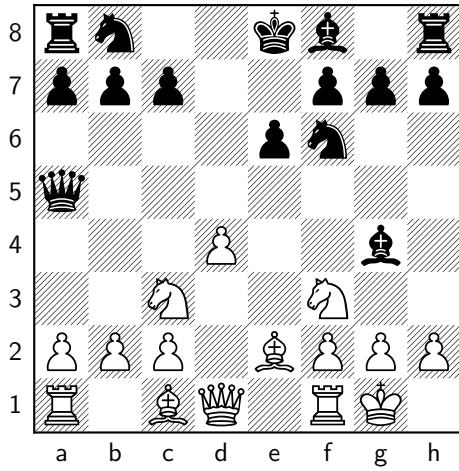
$$\text{♚} + \text{♞} + \text{♜} = \underline{\quad} \times \text{♟} \quad (14)$$

$$\text{♚} + \text{♜} + \text{♟} + \text{♟} = \underline{\quad} \times \text{♟} \quad (15)$$

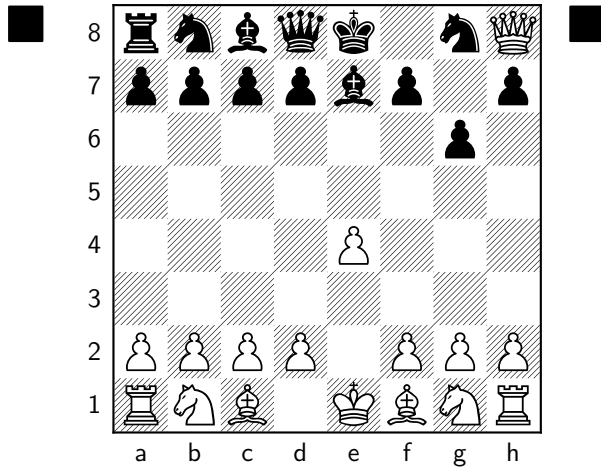
$$\text{♖} + \text{♖} + \text{♜} + \text{♟} = \underline{\quad} \times \text{♟} \quad (16)$$

Oceni pozicijo! Z naslednjimi znaki označi:

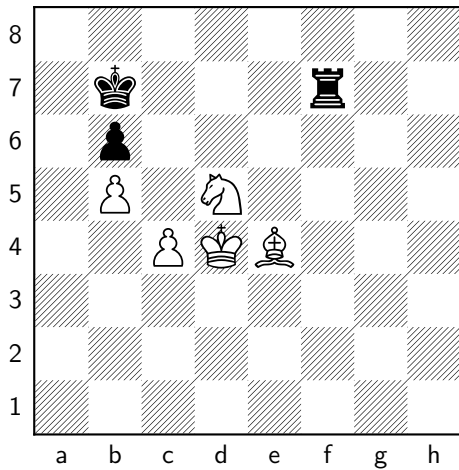
- + - prednost belega
- + prednost črnega
- = enako pozicijo



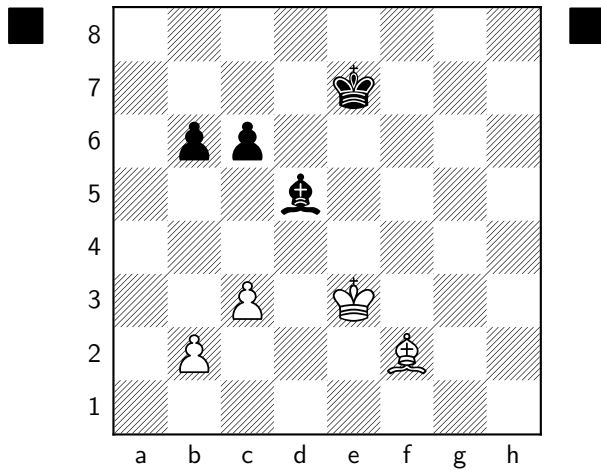
Ocena pozicije: _____



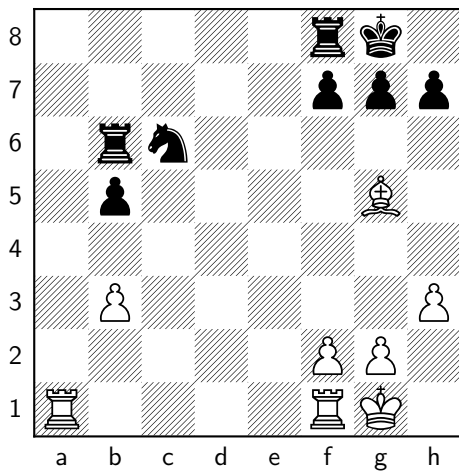
Ocena pozicije: _____



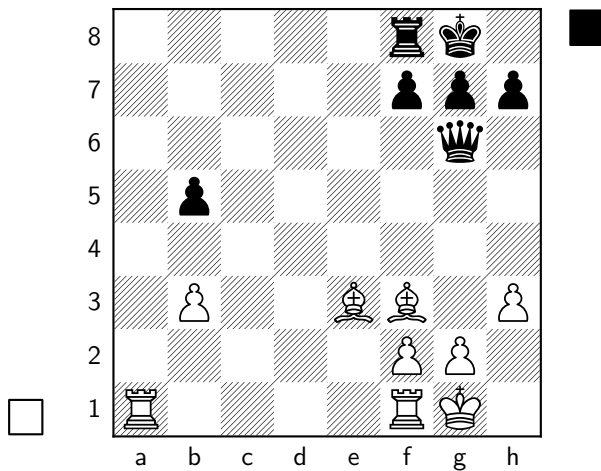
Ocena pozicije: _____



Ocena pozicije: _____



Ocena pozicije: _____



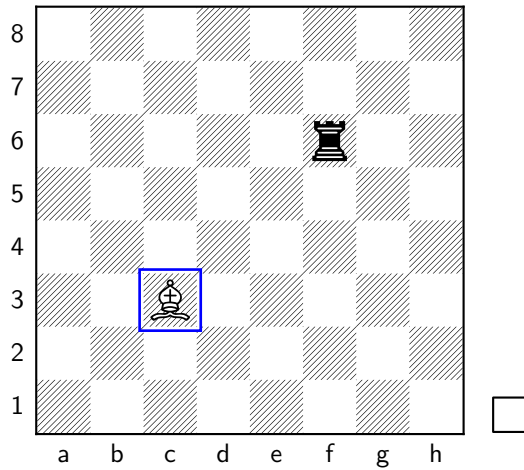
Ocena pozicije: _____

4 Napad in jemanje

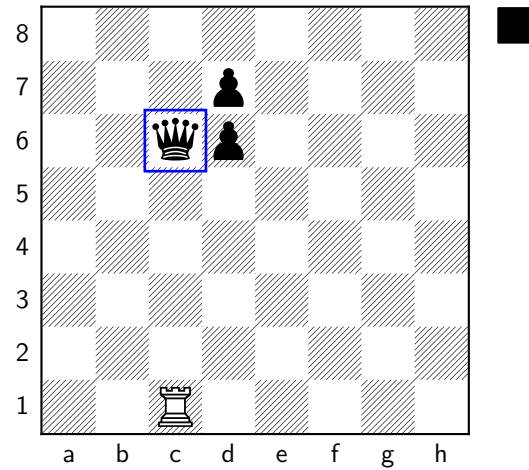
4.1 Naloge

Označi polja, na katera gre lahko figura v kvadratu:

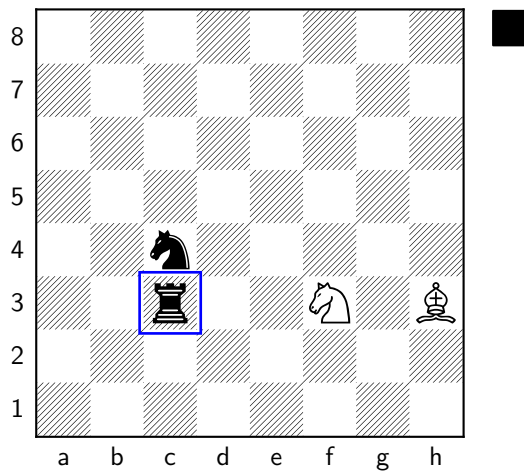
- × polja na katera se figura lahko premakne
- obkroži nasprotne figure, ki jih lahko vzame



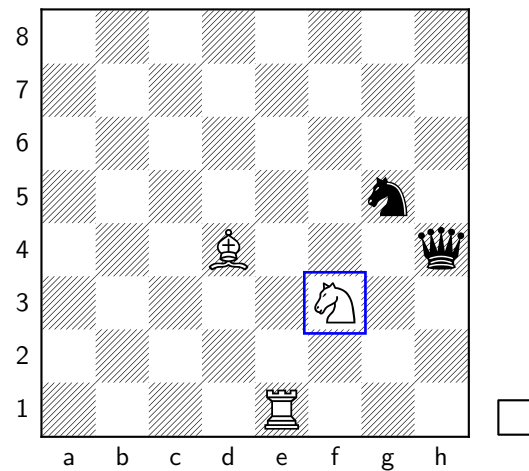
Označi polja na katera se lahko premakne beli lovec in obkroži figure, ki jih lahko vzame!



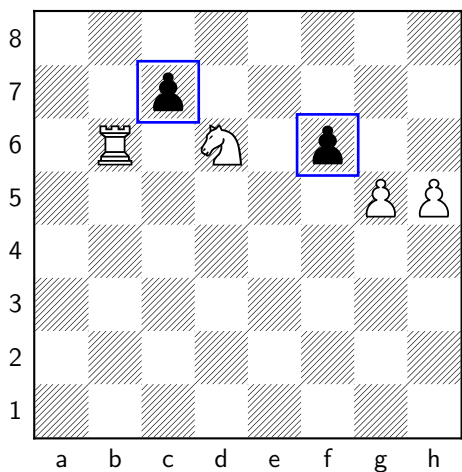
Označi polja na katera se lahko premakne črna dama in obkroži figure, ki jih lahko vzame!



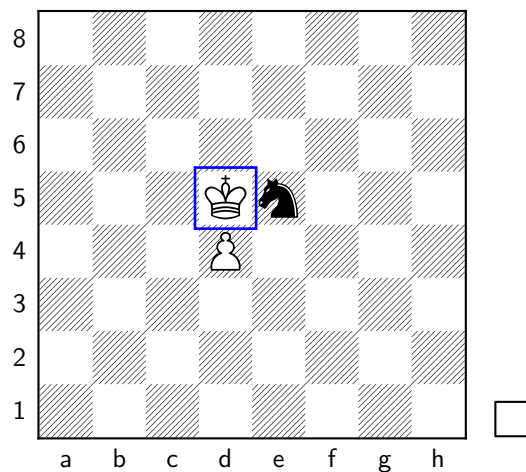
Označi polja na katera se lahko premakne črna trdnjava in obkroži figure, ki jih lahko vzame!



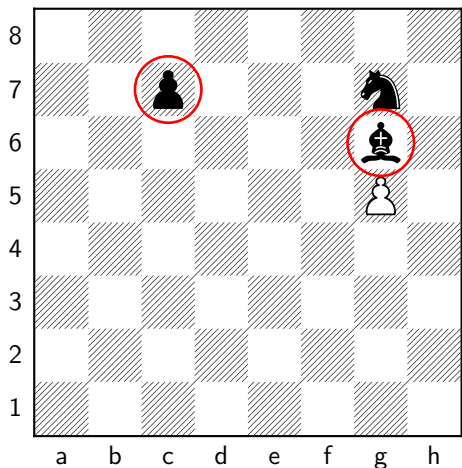
Označi polja na katera se lahko premakne beli skakač in obkroži figure, ki jih lahko vzame!



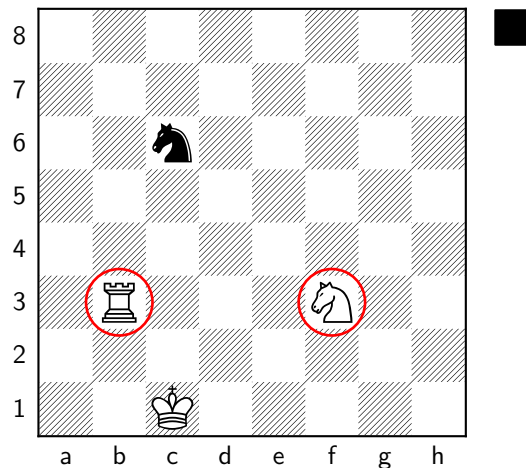
Označi polja na katera se lahko premakneta črna kmeta in obkroži figure, ki jih lahko vzameta!



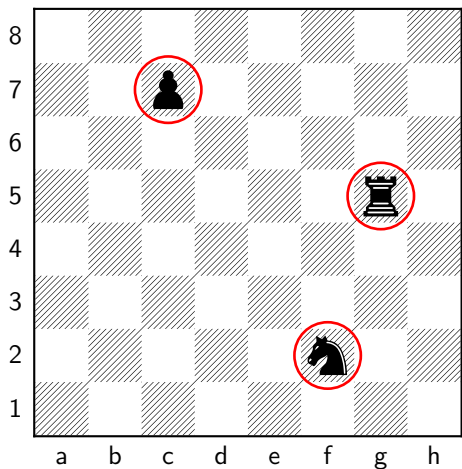
Označi polja na katera se lahko premakne beli kralj in obkroži figure, ki jih lahko vzame!



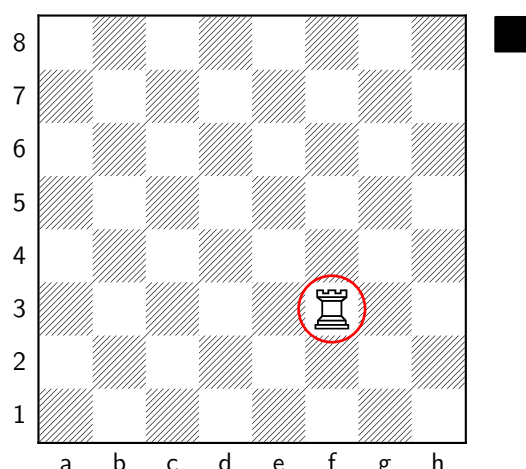
Označi polje na katero bi dal belo trdnjavo ♖, da bo napadala črnega lovca in črnega kmeta hkrati!



Označi polje na katero bi dal črnega lovca ♜, da bo napadal belo trdnjavo in belega skakača hkrati!



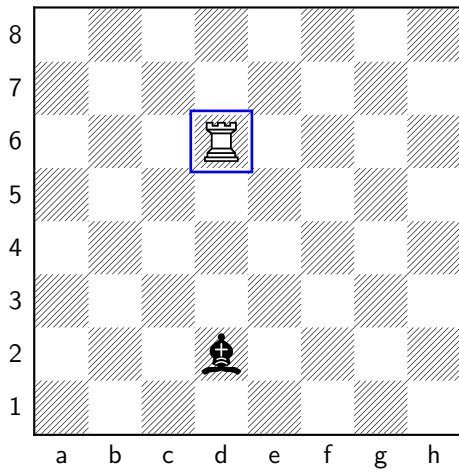
Označi polje na katero bi dal belo damo ♑, da bo napadala črnega skakača, črno trdnjavo in črnega kmeta hkrati!



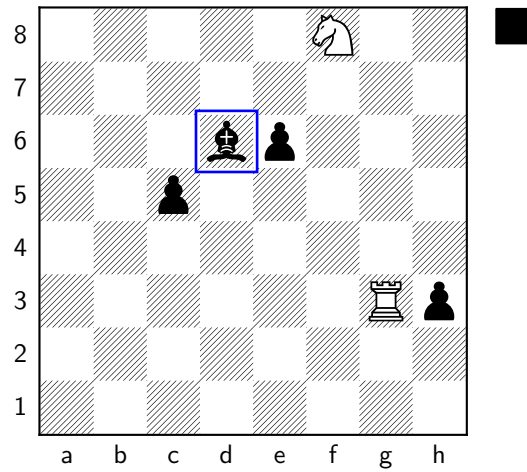
Označi polji na katero bi dal črnega kmeta ♞, da bo napadal belo trdnjavo!

4.2 Domača naloga

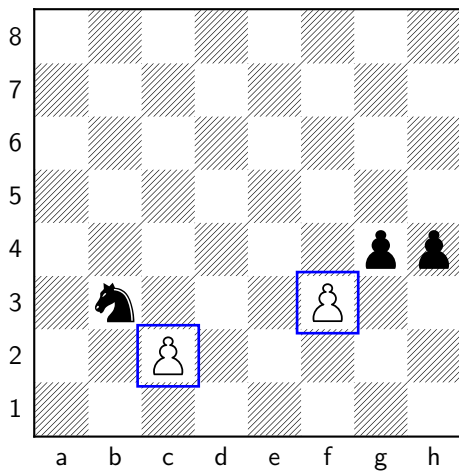
Ime in priimek: _____



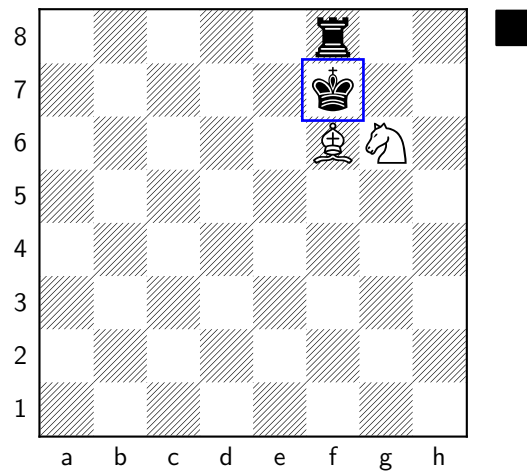
Označi polja na katera se lahko premakne bela trdnjava in obkroži figure, ki jih lahko vzame!



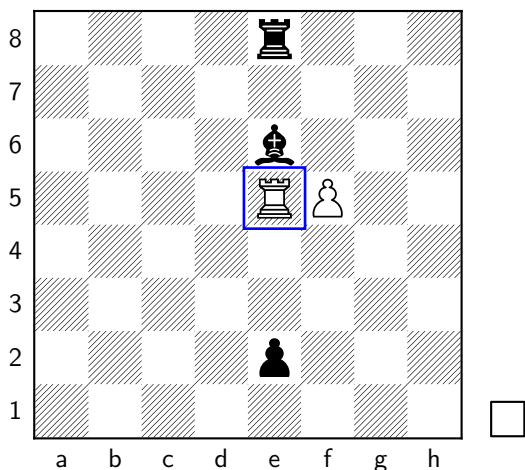
Označi polja na katera se lahko premakne črni tekač in obkroži figure, ki jih lahko vzame!



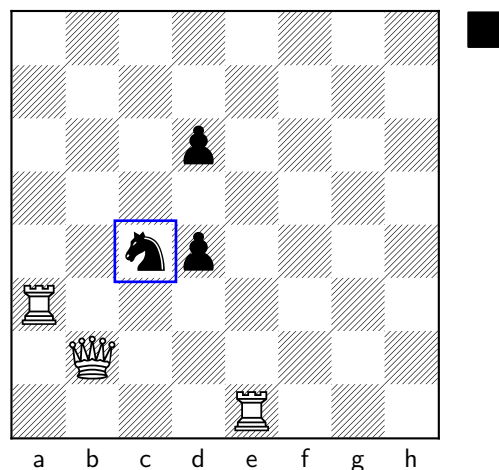
Označi polja na katera se lahko premakneta bela kmeta in obkroži figure, ki jih lahko vzameta!



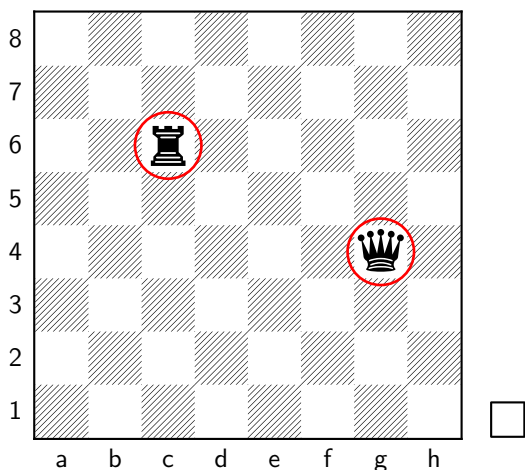
Označi polja na katera se lahko premakne črni kralj in obkroži figure, ki jih lahko vzame!



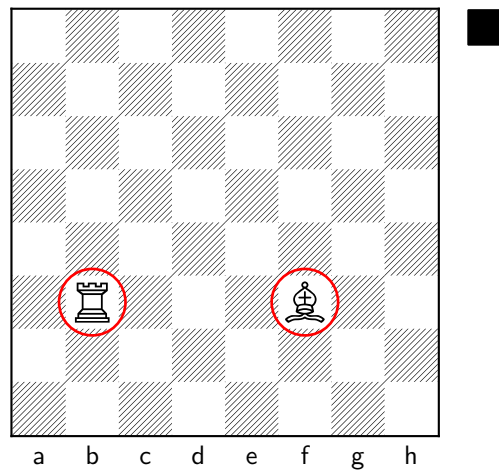
Označi polja na katera se lahko premakne bela trdnjava in obkroži figure, ki jih lahko vzame!



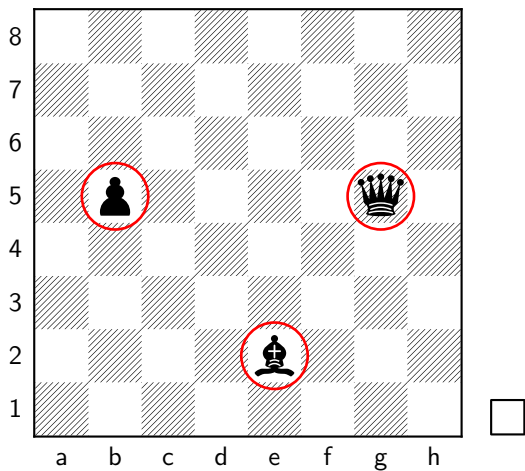
Označi polja na katera se lahko premakne črni skakač in obkroži figure, ki jih lahko vzame!



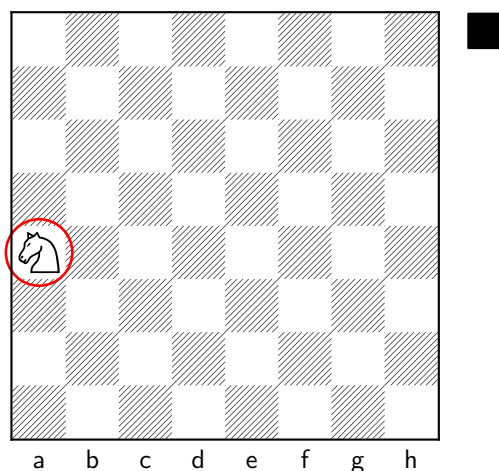
Označi polje na katero bi dal belega skakača ♘, da bo napadal črno trdnjavo in damo hkrati!



Označi polja na katero bi dal črno damo ♚, da bo napadala belo trdnjavo in belega lovca hkrati!



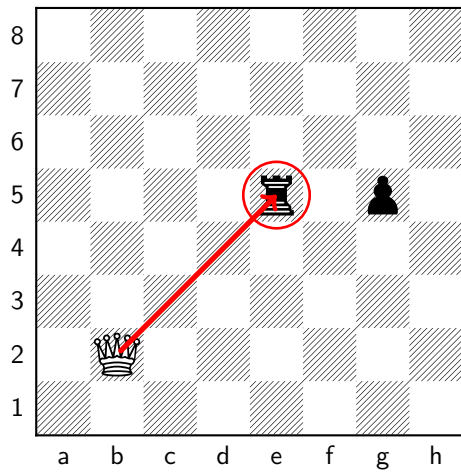
Označi polje na katero bi dal belo trdnjavo ♖, da bo napadala črnega lovca, črno damo in črnega kmeta hkrati!



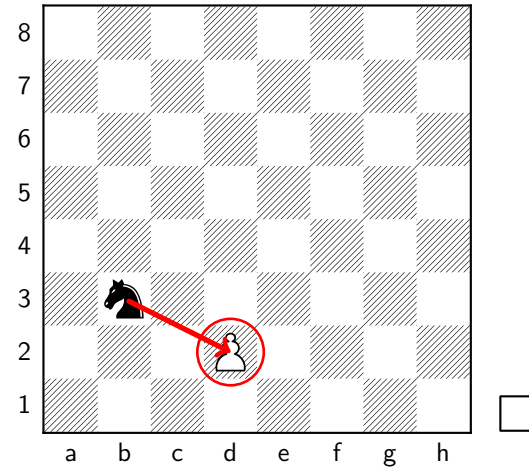
Označi polji na katero bi dal črnega kmeta ♞, da bo napadal belega skakača!

5 Obramba

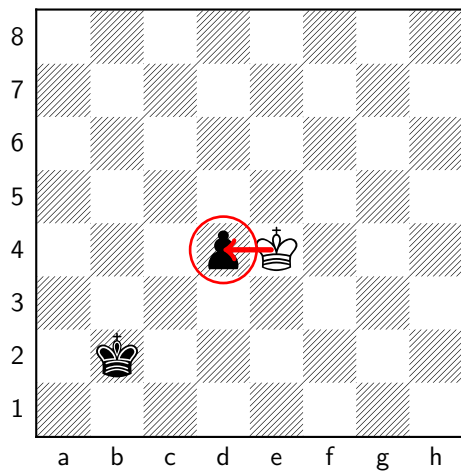
5.1 Naloge



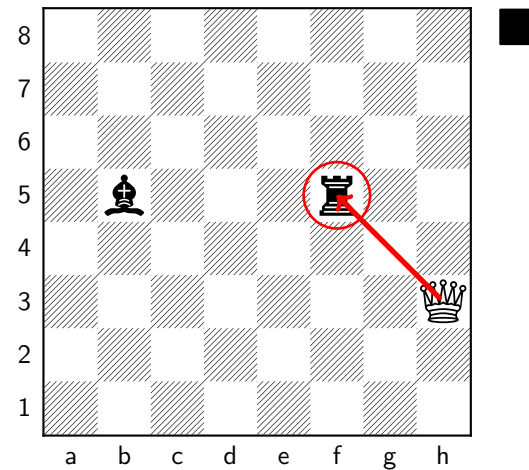
Bela dama napada črno trdnjavo. Z znakom \times označi polja na katera se trdnjava lahko varno umakne!



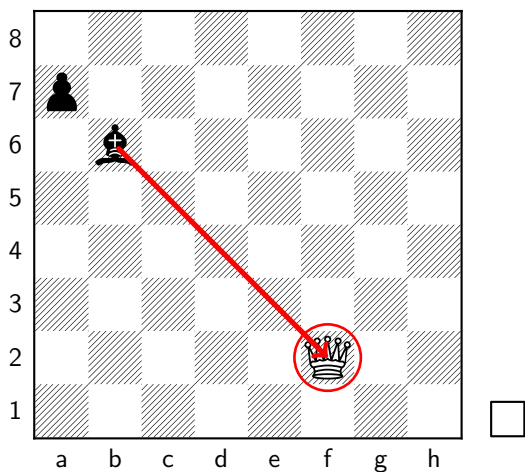
Črni skakač napada belega kmeta. Z znakom \times označi polje na katero se kmet lahko varno umakne!



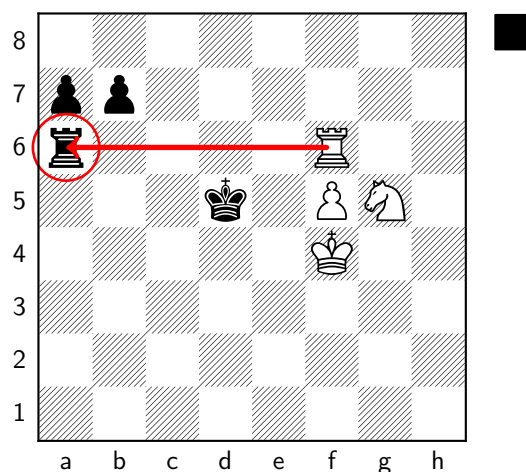
Beli kralj napada črnega kmeta. Z znakom \times označi polje na katero bi dal črnega kralja, da bo kmet branjen!



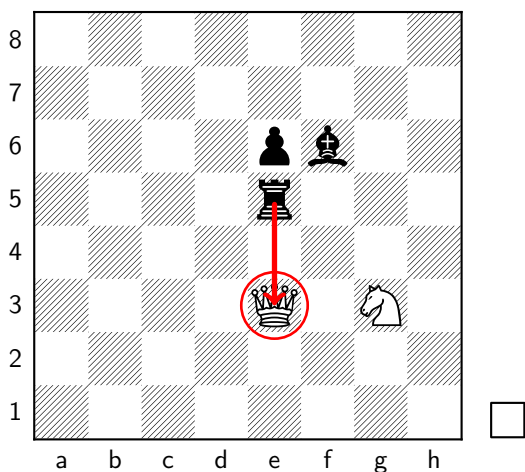
Bela dama napada črno trdnjavo. Z znakom \times označi polje na katero bi premaknil črnega lovca, da bo branil napadeno trdnjavo!



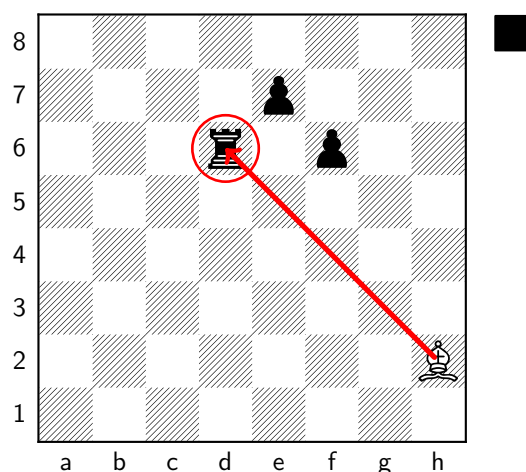
Črni lovec napada belo damo. Ali se je pametno rešiti napada tako, da bela dama vzame črnega lovca? _____ Zakaj?



Bela trdnjava napada črno trdnjavo. Ali se je pametno rešiti napada tako, da črna trdnjava vzame belo? _____ Zakaj?



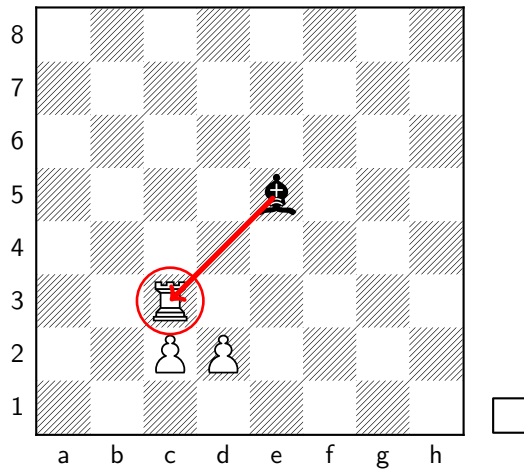
Črna trdnjava napada belo damo. Obkroži figuro, ki bi jo zastavil in tako prekinil napad! Z znakom × označi polje na katero bi jo premaknil!



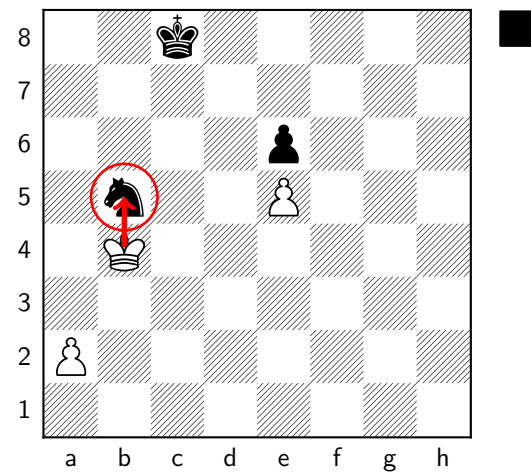
Beli lovec napada črno trdnjavo. Obkroži figuro, ki bi jo zastavil in tako prekinil napad! Z znakom × označi polje na katero bi jo premaknil!

5.2 Domača naloga

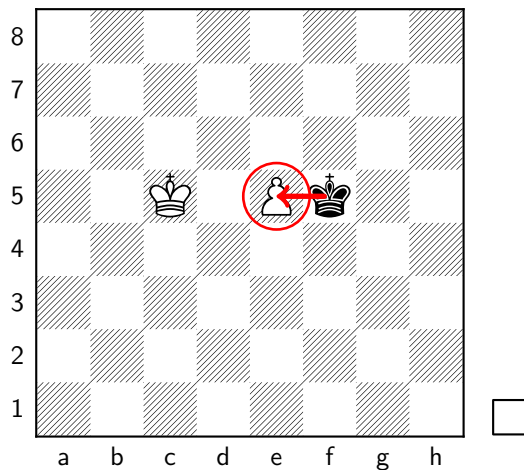
Ime in priimek: _____



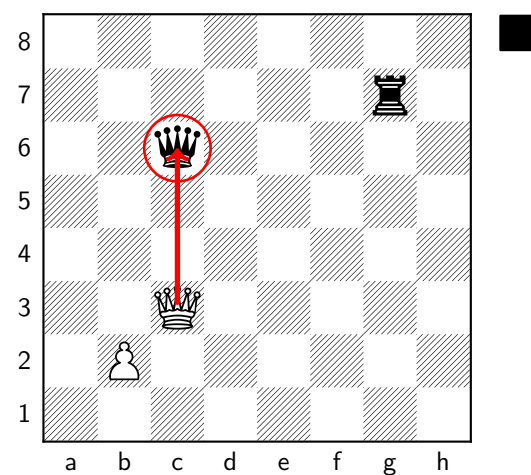
Črni tekač napada belo trdnjavo. Z znakom × označi polja na katera se trdnjava lahko varno umakne!



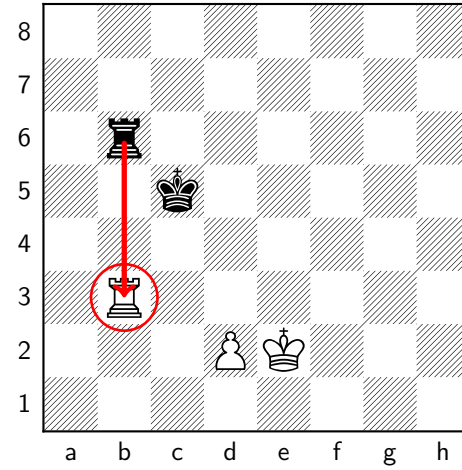
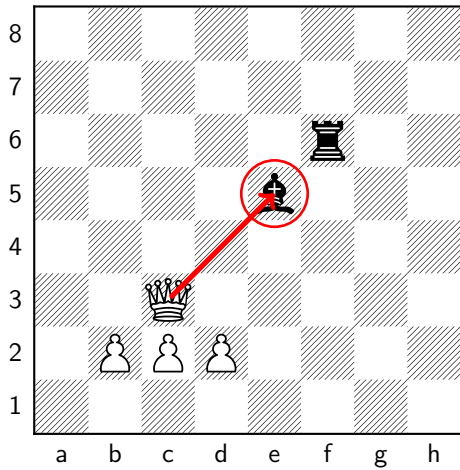
Beli kralj napada črnega skakača. Z znakom × označi polja na katera se skakač lahko varno umakne!



Črni kralj napada belega kmeta. Z znakom × označi polja na katera bi dal belega kralja, da bo kmet branjen! Katero od možnih polj je najboljša izbira?

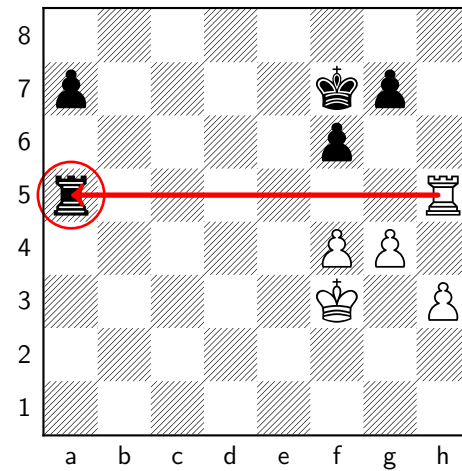
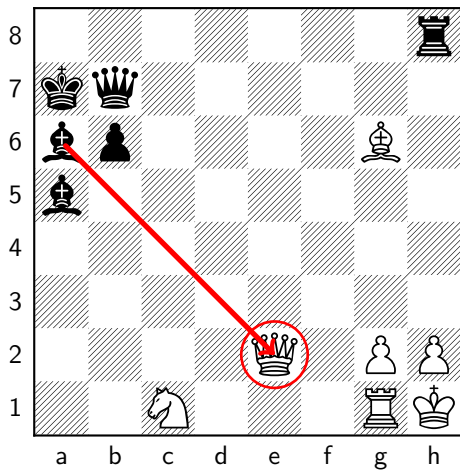


Bela dama napada črno damo. Z znakom × označi polji na kateri bi premaknil črno trdnjavo, da bo branila napadeno damo!



Bela dama napada črnega lovca. Ali se je pametno rešiti napada tako, da črni lovec dama vzame belo damo? _____ Zakaj?

Črna trdnjava napada belo trdnjavo. Ali se je pametno rešiti napada tako, da bela trdnjava vzame črno? _____ Zakaj?

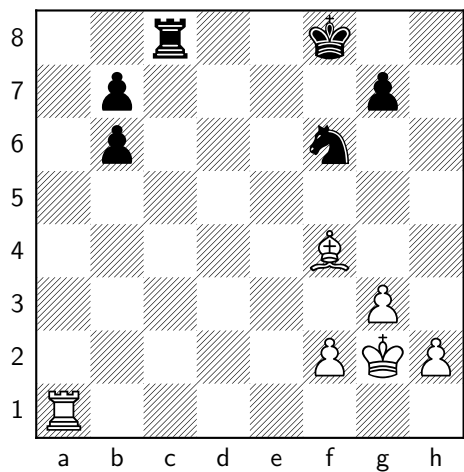


Črni lovec napada belo damo. Obkroži figuri, ki bi ju zastavil in tako prekinil napad! Z znakom × označi polje na katero bi ju premaknil! Ali je pametna tudi prekinitvev napada z jemanjem? _____

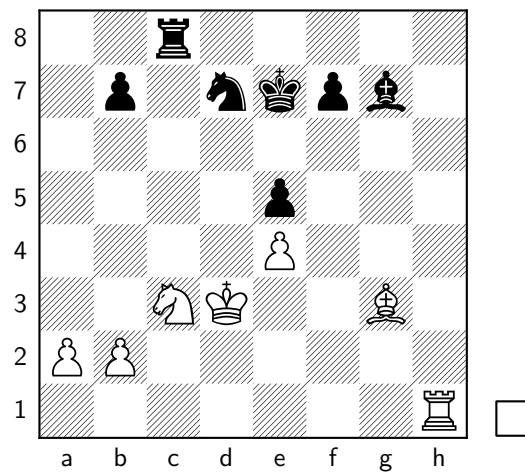
Bela trdnjava napada črno trdnjavo. Obkroži figuri, ki bi jo lahko zastavil in tako prekinil napad! Z znakom × označi polji na kateri bi ju premaknil! Ali je pametna tudi prekinitvev napada z jemanjem? _____ Katera od potez je najboljša?

6 Napad na kralja - šah in obramba pred šahom

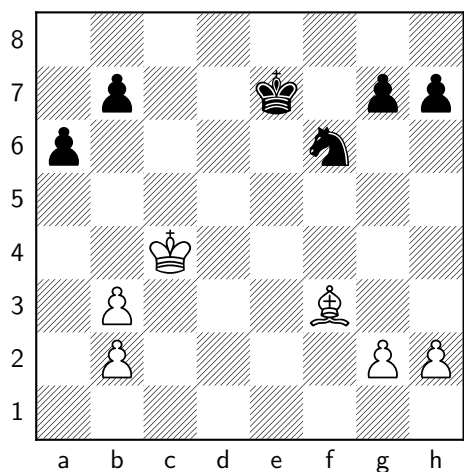
6.1 Naloge



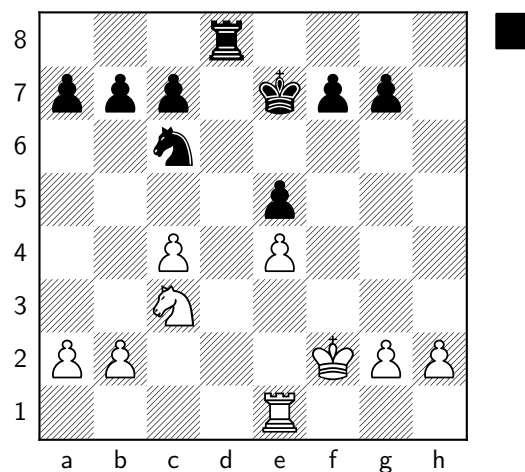
Beli je na potezi. Obkroži figuro s katero bi napadel kralja in dal šah! Z znakom × označi polje na katero bi jo premaknil!



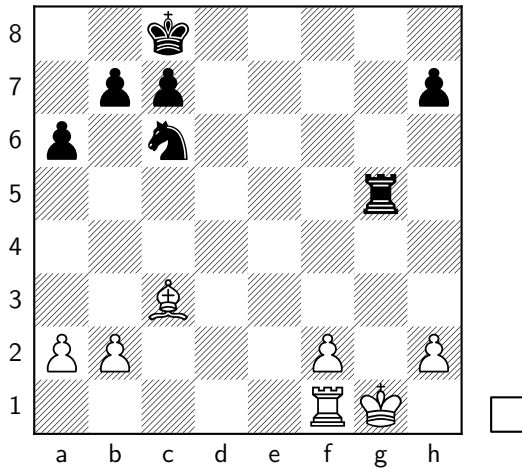
Beli je na potezi. Obkroži figuro s katero bi napadel kralja in dal šah! Z znakom × označi polje na katero bi jo premaknil!



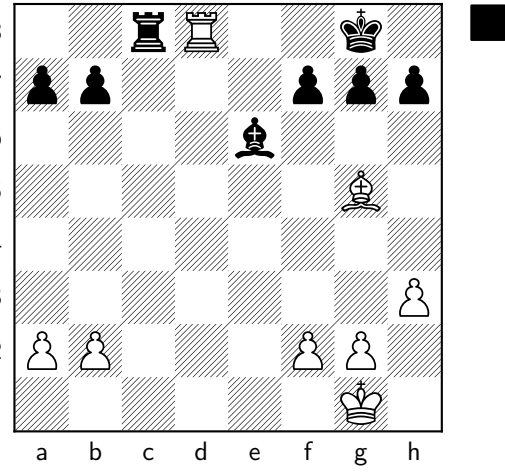
Črni je na potezi. Obkroži figuro s katero bi napadel kralja in dal šah! Z znakom × označi polje na katero bi jo premaknil!



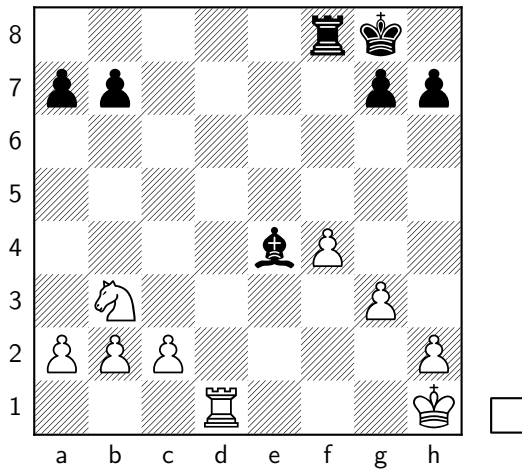
Črni je na potezi. Obkroži figuro s katero bi napadel kralja in dal šah! Z znakom × označi polje na katero bi jo premaknil!



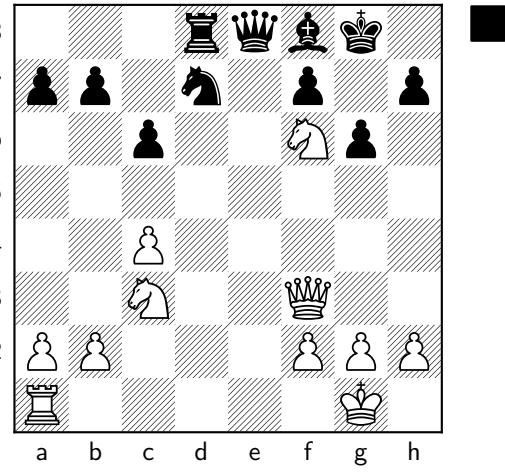
Beli je v šahu. Obkroži figuro s katero bi igral! Z znakom × označi polje na katero bi jo premaknil!



Črni je v šahu. Obkroži figuro s katero bi igral! Z znakom × označi polje na katero bi jo premaknil!



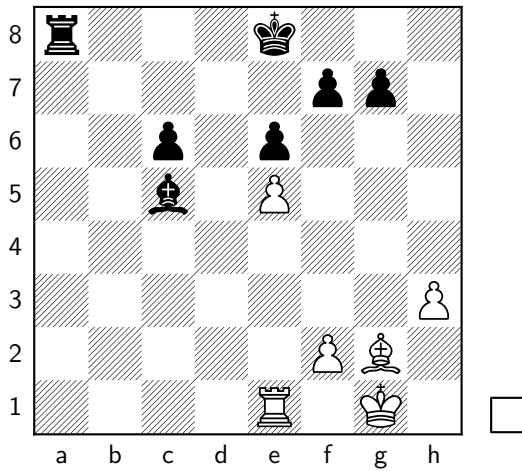
Beli je v šahu. Obkroži figuro s katero bi igral! Z znakom × označi polje na katero bi jo premaknil!



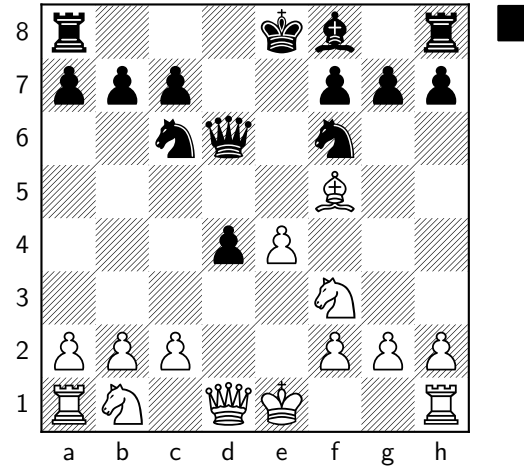
Črni je v šahu. Obkroži figuro s katero bi igral! Z znakom × označi polje na katero bi jo premaknil!

6.2 Domača naloga

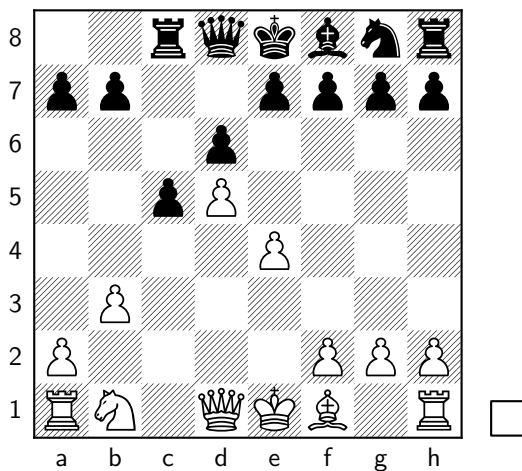
Ime in priimek: _____



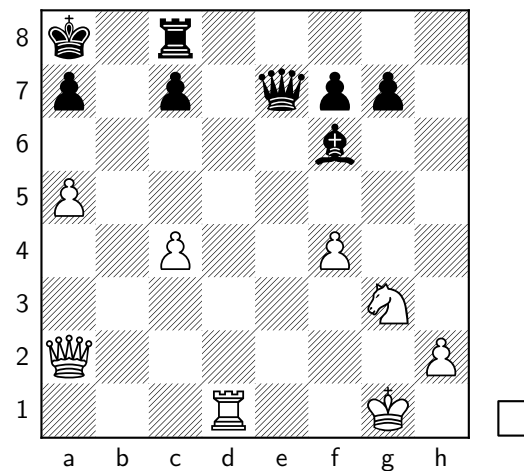
Beli je na potezi. Obkroži figuro s katero bi napadel kralja in dal šah! Z znakom × označi polje na katero bi jo premaknil!



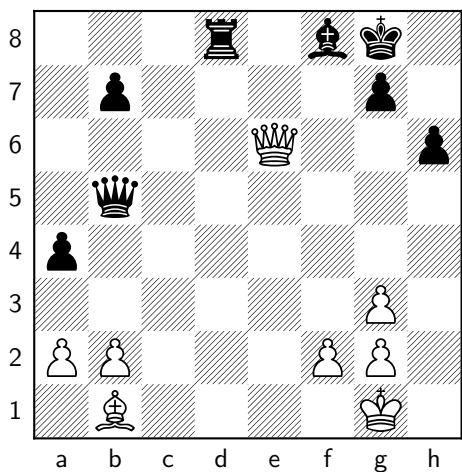
Črni je na potezi. Obkroži figuro s katero bi napadel kralja in dal šah! Z znakom × označi polje na katero bi jo premaknil!



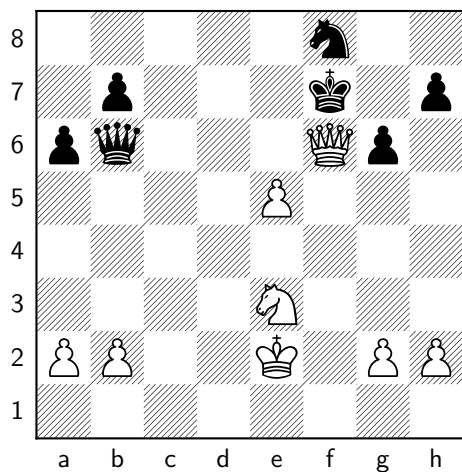
Beli je na potezi. Obkroži figuro s katero bi napadel kralja in dal šah! Z znakom × označi polje na katero bi jo premaknil!



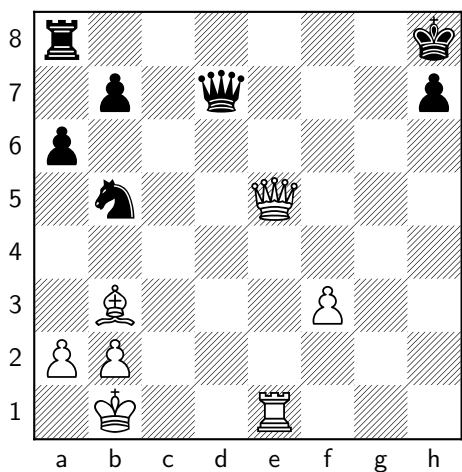
Beli je na potezi. Obkroži figuro s katero bi napadel kralja in dal šah! Z znakom × označi polje na katero bi jo premaknil!



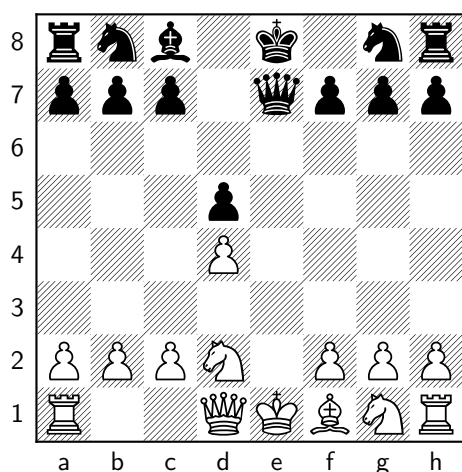
Črni je v šahu. Obkroži figuro s katero bi igral! Z znakom × označi polje na katero bi jo premaknil!



Črni je v šahu. Obkroži figuro s katero bi igral! Z znakom × označi polje na katero bi jo premaknil!



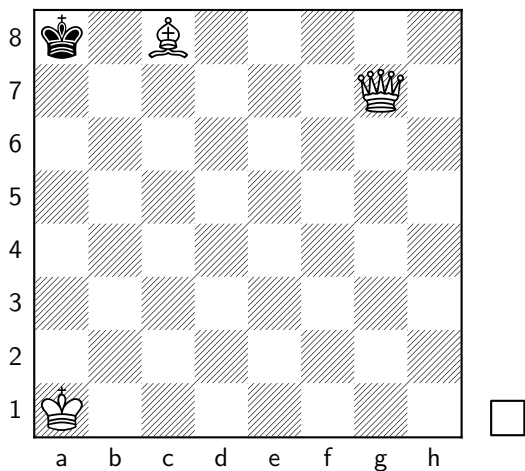
Črni je v šahu. Obkroži figuro s katero bi igral! Z znakom × označi polje na katero bi jo premaknil!



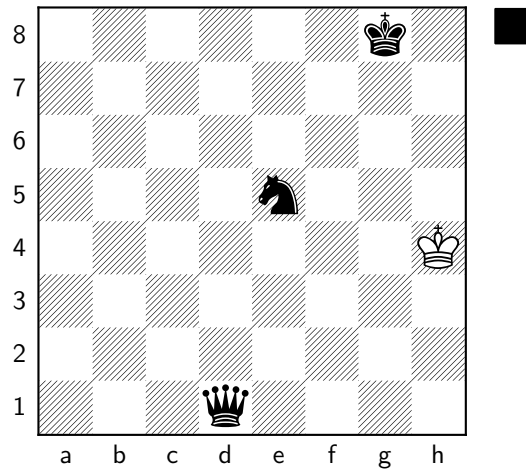
Beli je v šahu. Obkroži figuro s katero bi igral! Z znakom × označi polje na katero bi jo premaknil!

7 Mat

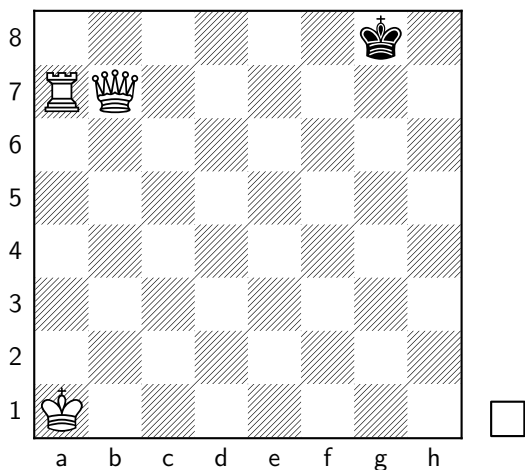
7.1 Naloge



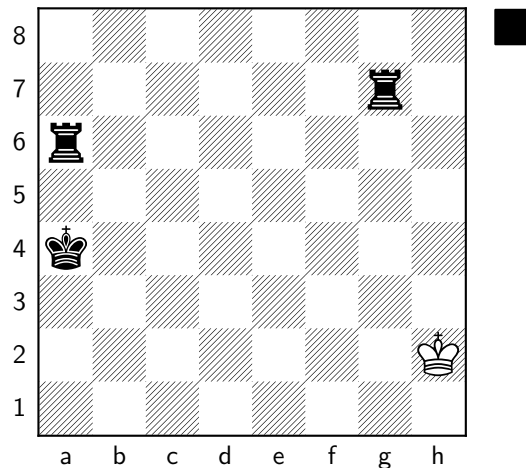
Beli je na potezi. Obkroži figuro s katero bi napadel kralja in dal mat! Z znakom \times označi polje na katero bi jo premaknil!



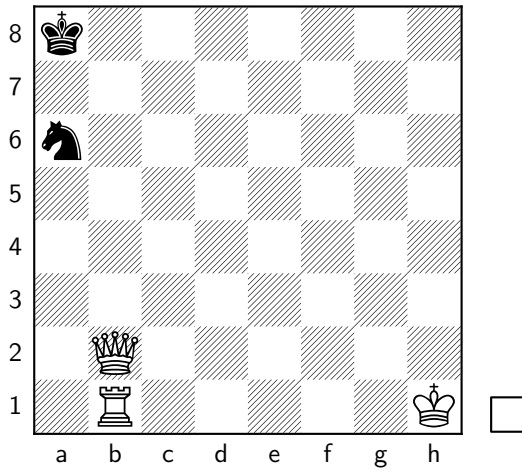
Črni je na potezi. Obkroži figuro s katero bi napadel kralja in dal mat! Z znakom \times označi polje na katero bi jo premaknil!



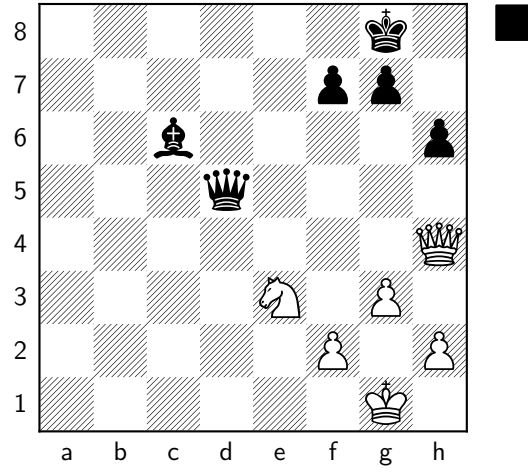
Beli je na potezi. Obkroži figuro s katero bi napadel kralja in dal mat! Z znakom \times označi polje na katero bi jo premaknil!



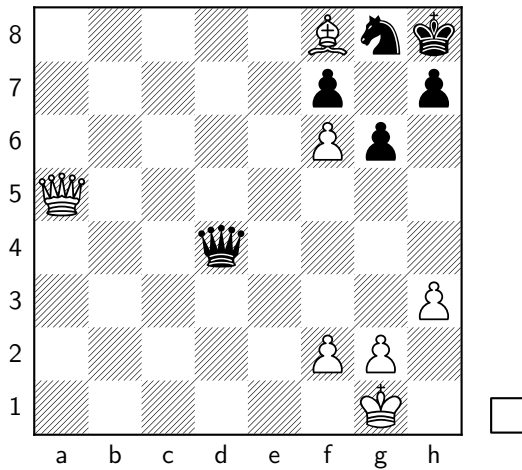
Črni je na potezi. Obkroži figuro s katero bi napadel kralja in dal mat! Z znakom \times označi polje na katero bi jo premaknil!



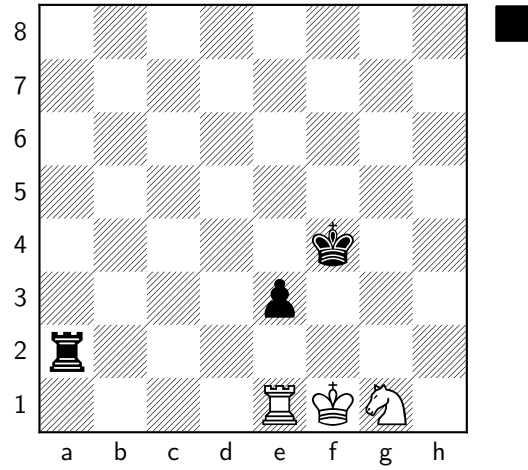
Beli je na potezi. Obkroži figuro s katero bi napadel kralja in dal mat! Z znakom × označi polje na katero bi jo premaknil!



Črni je na potezi. Obkroži figuro s katero bi napadel kralja in dal mat! Z znakom × označi polje na katero bi jo premaknil!



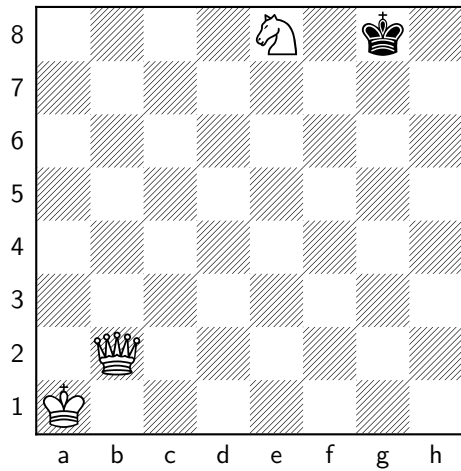
Beli je na potezi. Obkroži figuro s katero bi napadel kralja in dal mat! Z znakom × označi polje na katero bi jo premaknil!



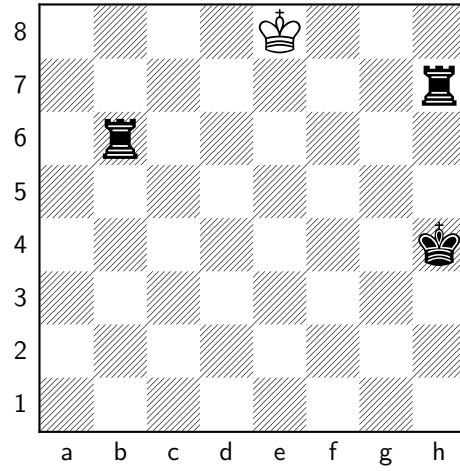
Črni je na potezi. Obkroži figuro s katero bi napadel kralja in dal mat! Z znakom × označi polje na katero bi jo premaknil!

7.2 Domača naloga

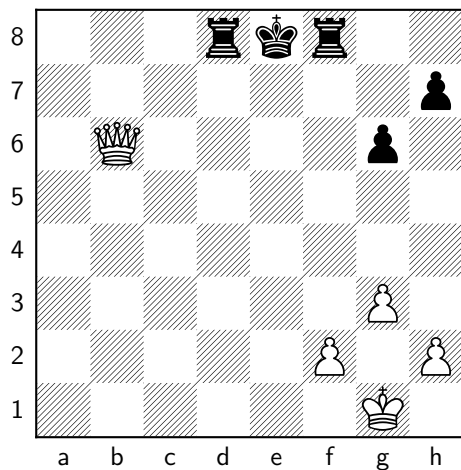
Ime in priimek: _____



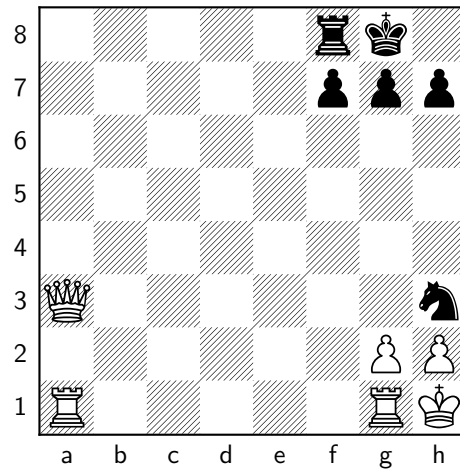
Beli je na potezi. Obkroži figuro s katero bi napadel kralja in dal mat! Z znakom × označi polje na katero bi jo premaknil!



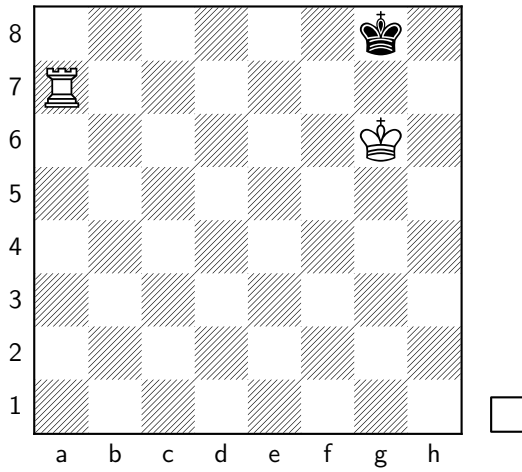
Črni je na potezi. Obkroži figuro s katero bi napadel kralja in dal mat! Z znakom × označi polje na katero bi jo premaknil!



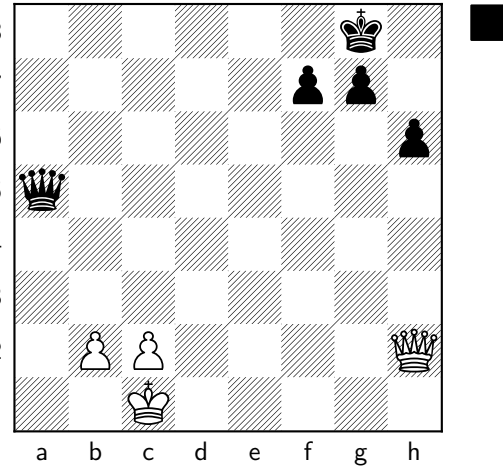
Beli je na potezi. Obkroži figuro s katero bi napadel kralja in dal mat! Z znakom × označi polje na katero bi jo premaknil!



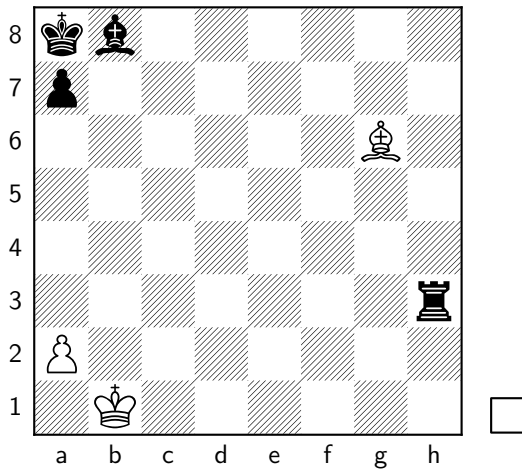
Črni je na potezi. Obkroži figuro s katero bi napadel kralja in dal mat! Z znakom × označi polje na katero bi jo premaknil!



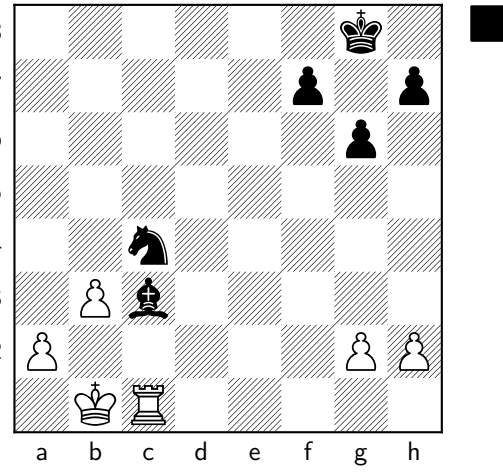
Beli je na potezi. Obkroži figuro s katero bi napadel kralja in dal mat! Z znakom × označi polje na katero bi jo premaknil!



Črni je na potezi. Obkroži figuro s katero bi napadel kralja in dal mat! Z znakom × označi polje na katero bi jo premaknil!



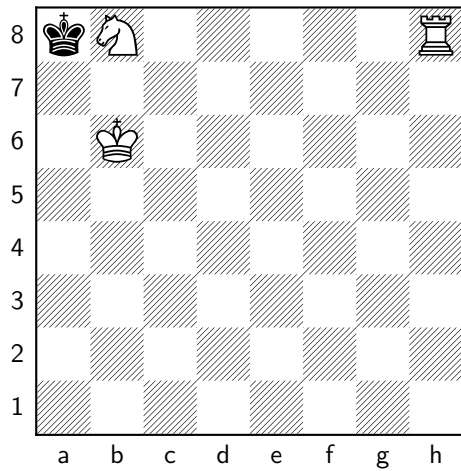
Beli je na potezi. Obkroži figuro s katero bi napadel kralja in dal mat! Z znakom × označi polje na katero bi jo premaknil!



Črni je na potezi. Obkroži figuro s katero bi napadel kralja in dal mat! Z znakom × označi polje na katero bi jo premaknil!

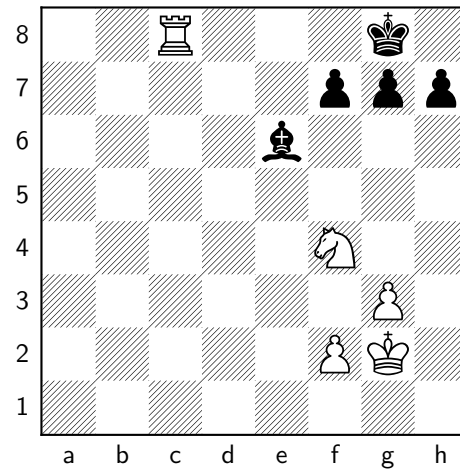
8 Pat

8.1 Naloge



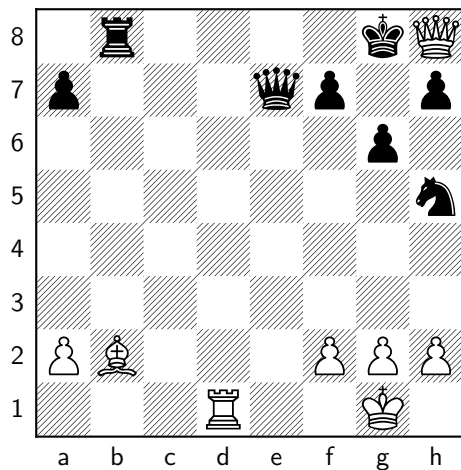
Črni je na potezi. Označi pravilni odgovor:

- Mat
- Pat
- Črni igra 1. ...



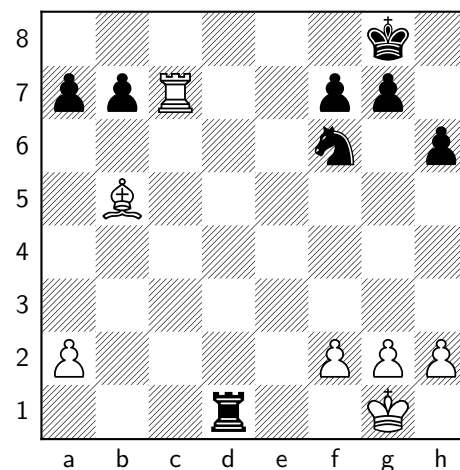
Črni je na potezi. Označi pravilni odgovor:

- Mat
- Pat
- Črni igra 1. ...



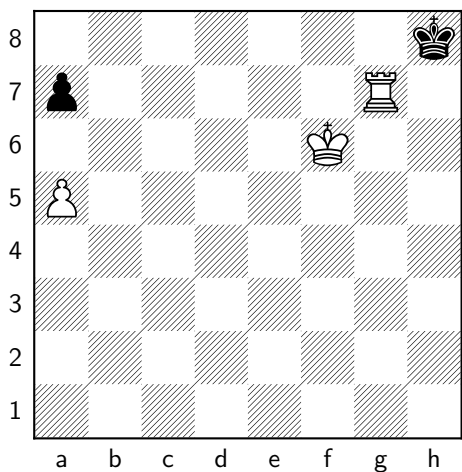
Črni je na potezi. Označi pravilni odgovor:

- Mat
- Pat
- Črni igra 1. ...



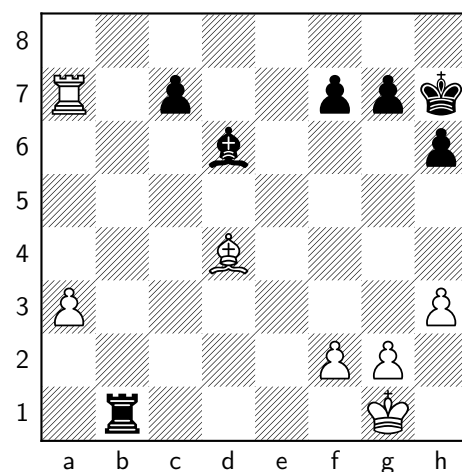
Beli je na potezi. Označi pravilni odgovor:

- Mat
- Pat
- Beli igra 1.



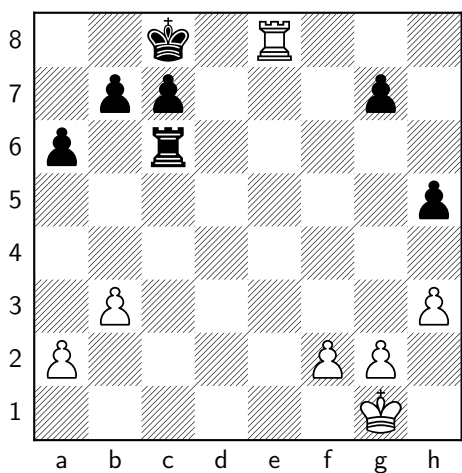
Črni je na potezi. Označi pravilni odgovor:

- Mat
- Pat
- Črni igra 1. ...



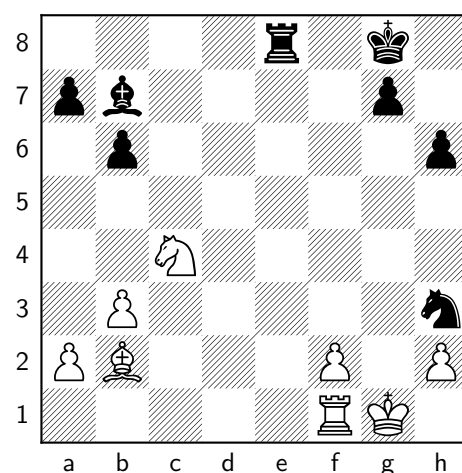
Beli je na potezi. Označi pravilni odgovor:

- Mat
- Pat
- Beli igra 1.



Črni je na potezi. Označi pravilni odgovor:

- Mat
- Pat
- Črni igra 1. ...

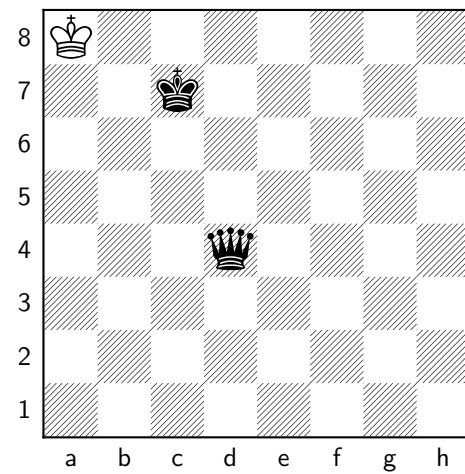
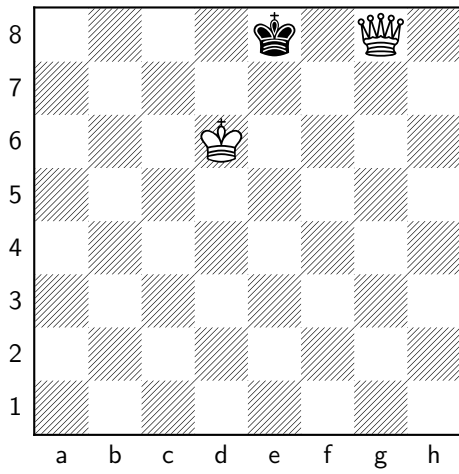


Beli je na potezi. Označi pravilni odgovor:

- Mat
- Pat
- Beli igra 1.

8.2 Domača naloga

Ime in priimek: _____

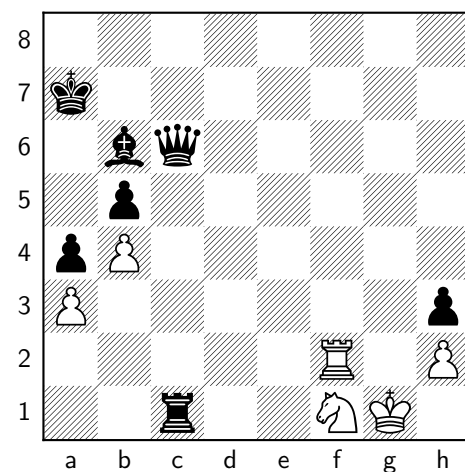
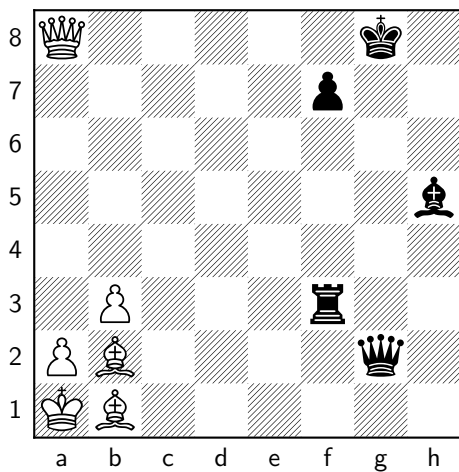


Črni je na potezi. Označi pravilni odgovor:

- Mat
- Pat
- Črni igra 1. ...

Beli je na potezi. Označi pravilni odgovor:

- Mat
- Pat
- Beli igra 1.

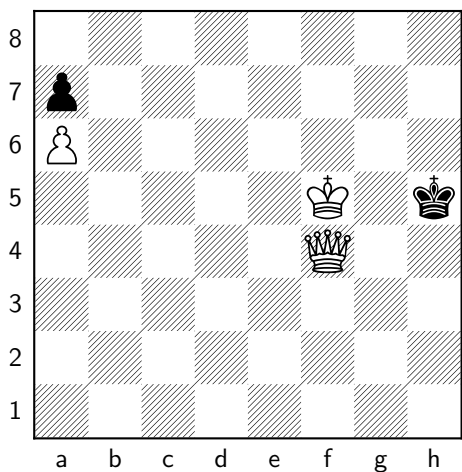


Črni je na potezi. Označi pravilni odgovor:

- Mat
- Pat
- Črni igra 1. ...

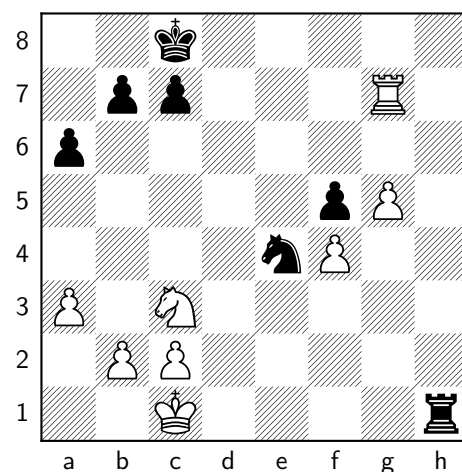
Beli je na potezi. Označi pravilni odgovor:

- Mat
- Pat
- Beli igra 1.



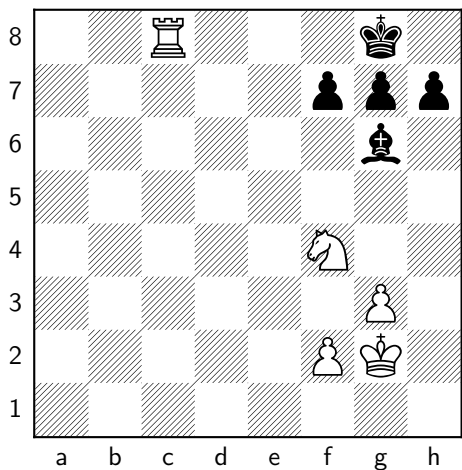
Črni je na potezi. Označi pravilni odgovor:

- Mat
- Pat
- Črni igra 1. ...



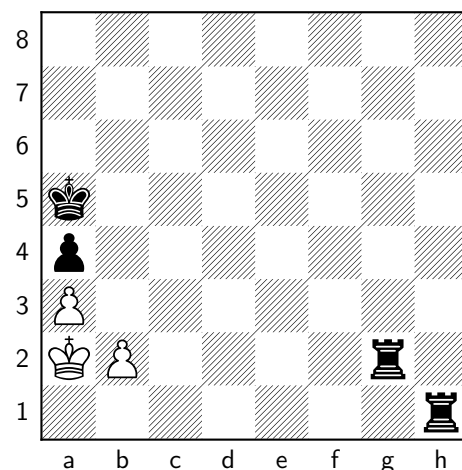
Beli je na potezi. Označi pravilni odgovor:

- Mat
- Pat
- Beli igra 1.



Črni je na potezi. Označi pravilni odgovor:

- Mat
- Pat
- Črni igra 1. ...



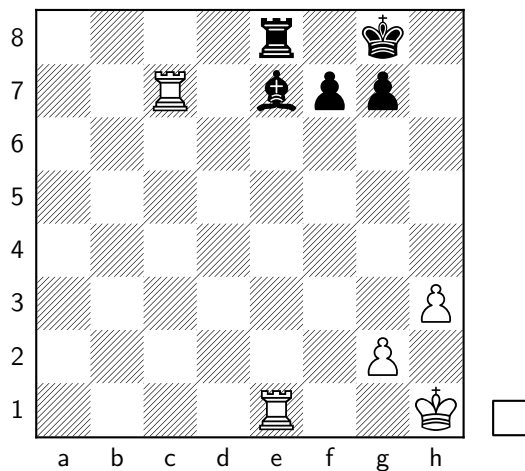
Beli je na potezi. Označi pravilni odgovor:

- Mat
- Pat
- Beli igra 1.

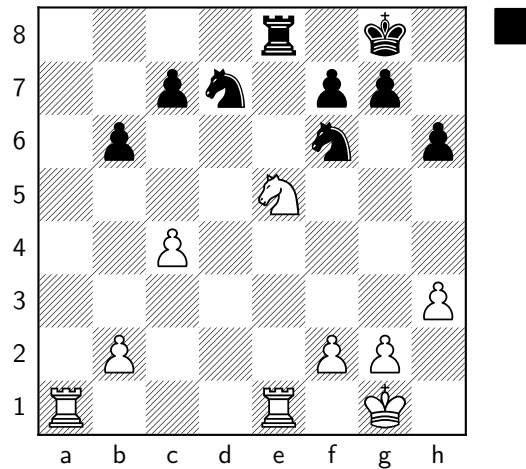


9 Dvakratni napad

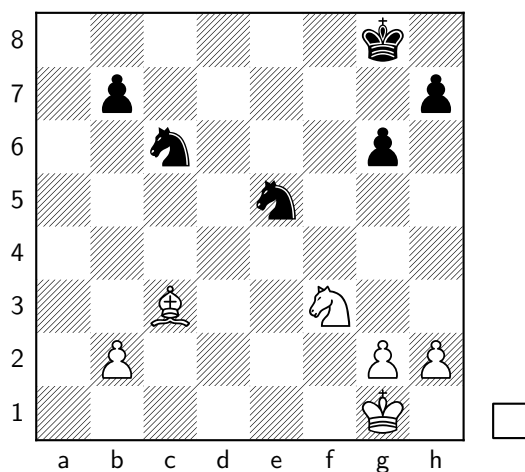
9.1 Naloge



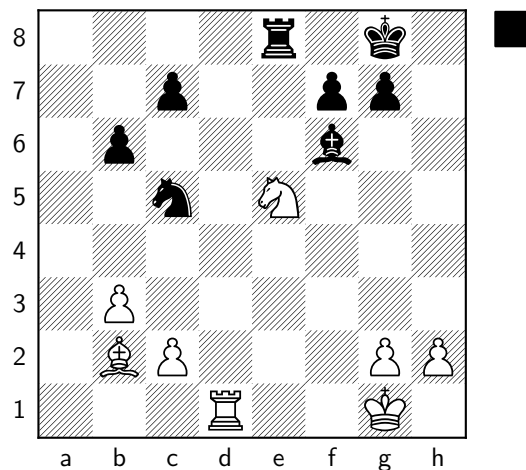
Beli je na potezi. Obkroži figuro s katero bi igral! Z znakom \times označi polje na katero bi jo premaknil!



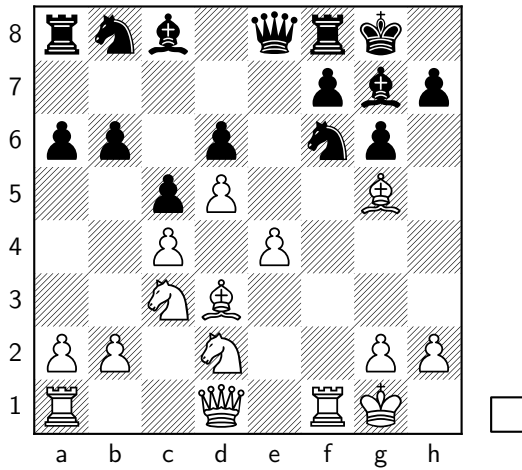
Črni je na potezi. Obkroži figuro s katero bi igral! Z znakom \times označi polje na katero bi jo premaknil!



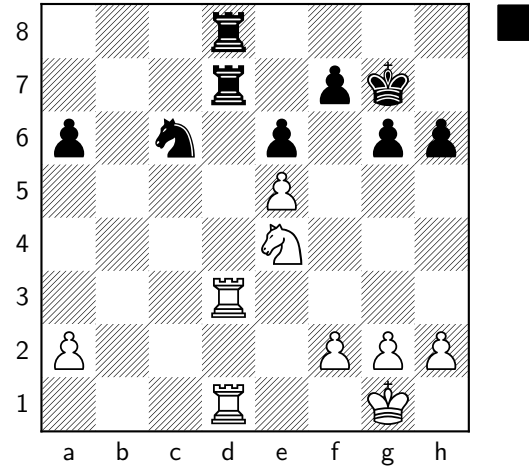
Beli je na potezi. Obkroži figuro s katero bi igral! Z znakom \times označi polje na katero bi jo premaknil!



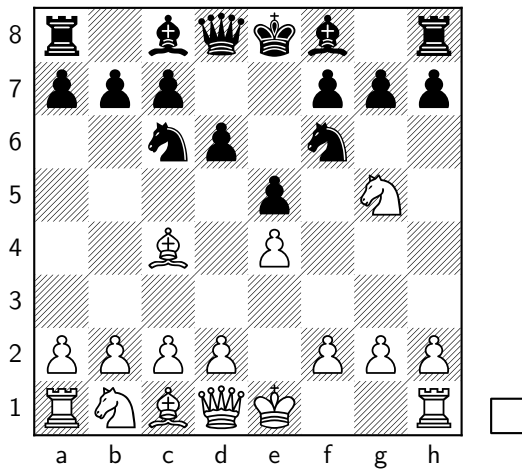
Črni je na potezi. Obkroži figuro s katero bi igral! Z znakom \times označi polje na katero bi jo premaknil!



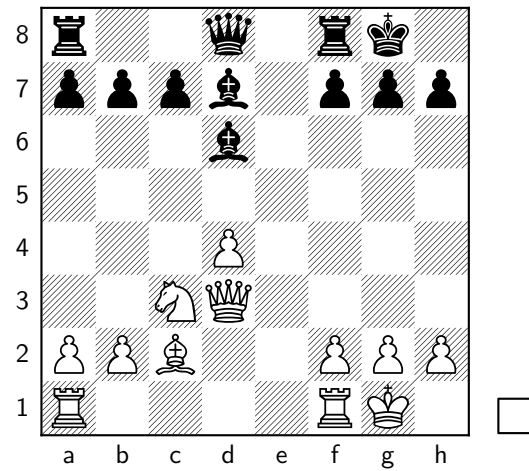
Beli je na potezi. Obkroži figuro s katero bi igral! Z znakom × označi polje na katero bi jo premaknil!



Črni je na potezi. Obkroži figuro s katero bi igral! Z znakom × označi polje na katero bi jo premaknil!



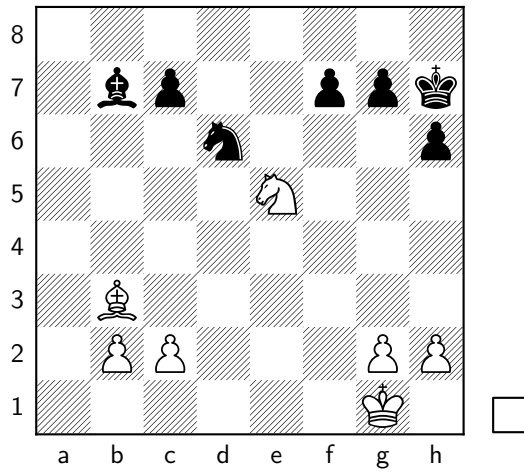
Beli je na potezi. Obkroži figuro s katero bi igral! Z znakom × označi polje na katero bi jo premaknil!



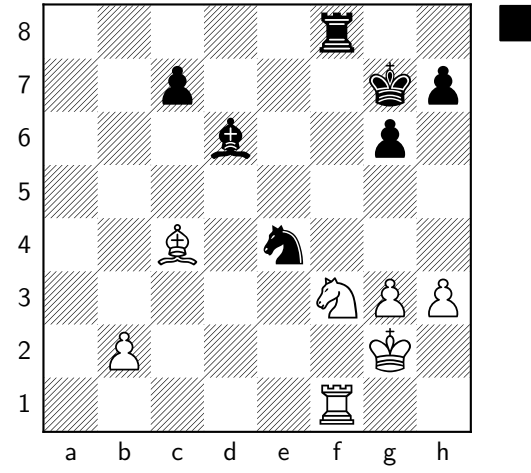
Beli je na potezi. Obkroži figuro s katero bi igral! Z znakom × označi polje na katero bi jo premaknil!

9.2 Domača naloga

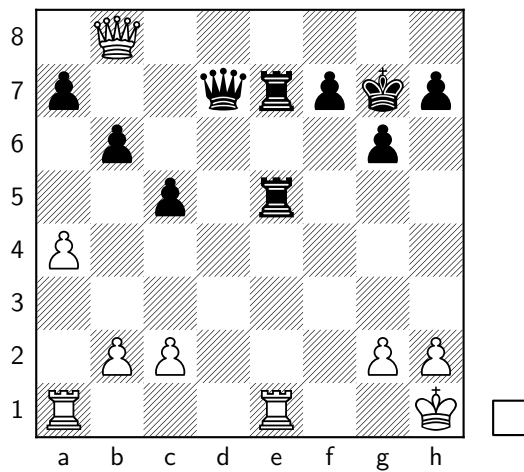
Ime in priimek: _____



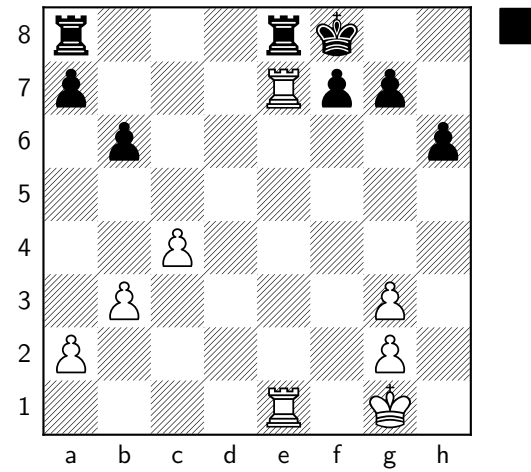
Beli je na potezi. Obkroži figuro s katero bi igral! Z znakom × označi polje na katero bi jo premaknil!



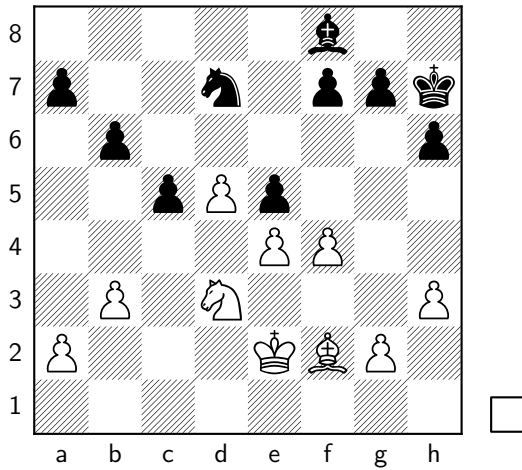
Črni je na potezi. Obkroži figuro s katero bi igral! Z znakom × označi polje na katero bi jo premaknil!



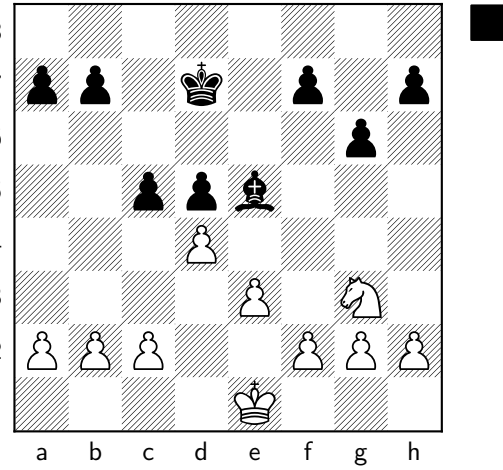
Beli je na potezi. Obkroži figuro s katero bi igral! Z znakom × označi polje na katero bi jo premaknil!



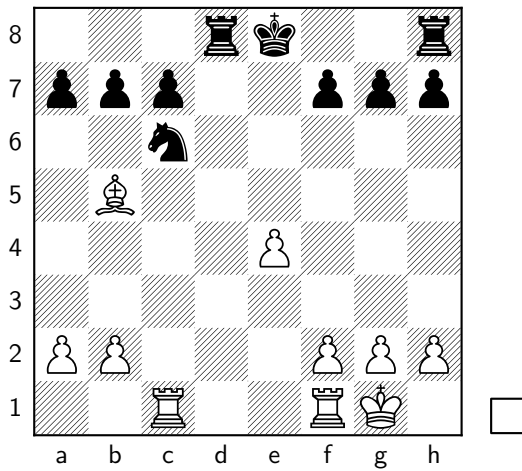
Črni je na potezi. Obkroži figuro s katero bi igral! Z znakom × označi polje na katero bi jo premaknil!



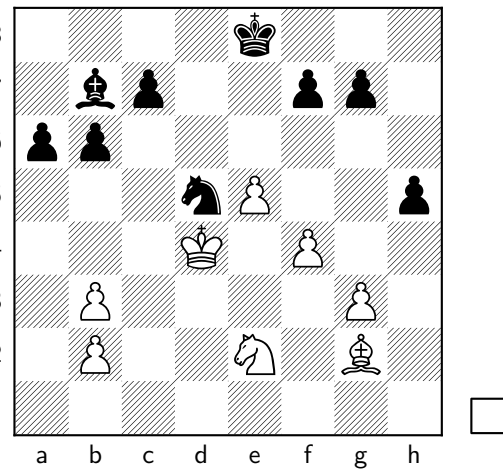
Beli je na potezi. Obkroži figuro s katero bi igral! Z znakom × označi polje na katero bi jo premaknil!



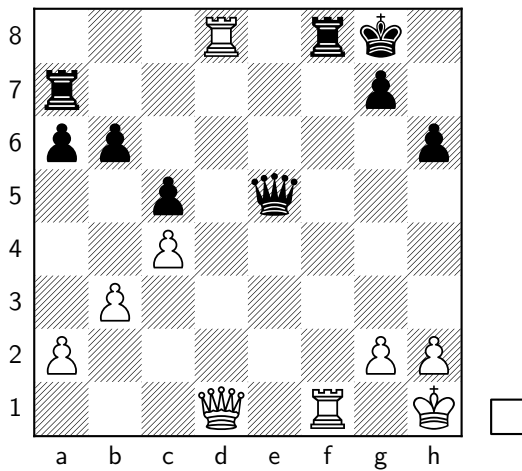
Črni je na potezi. Obkroži figuro s katero bi igral! Z znakom × označi polje na katero bi jo premaknil!



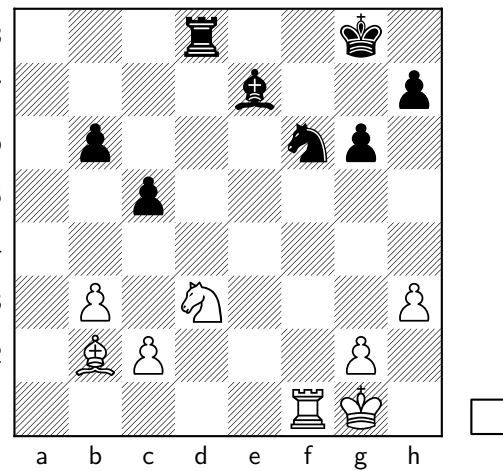
Beli je na potezi. Obkroži figuro s katero bi igral! Z znakom × označi polje na katero bi jo premaknil!



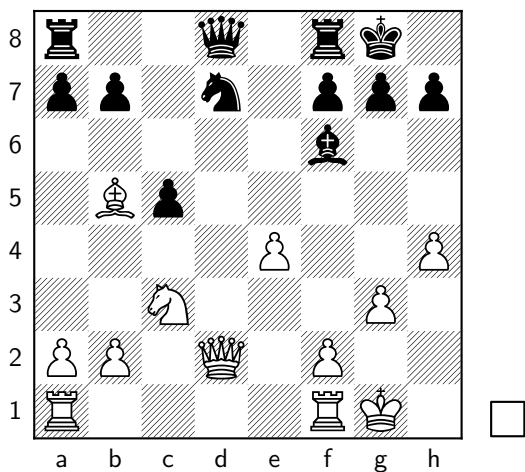
Beli je na potezi. Obkroži figuro s katero bi igral! Z znakom × označi polje na katero bi jo premaknil!



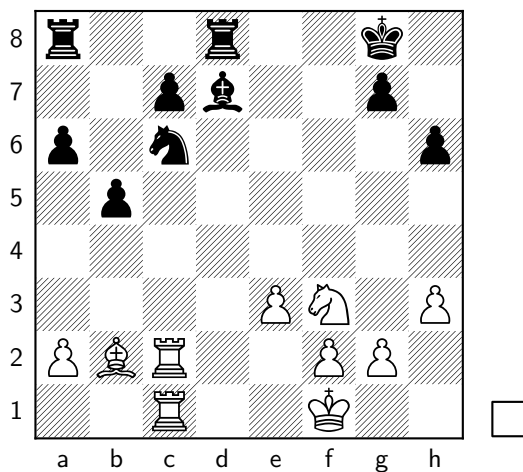
Beli je na potezi. Obkroži figuro s katero bi igral! Z znakom × označi polje na katero bi jo premaknil!



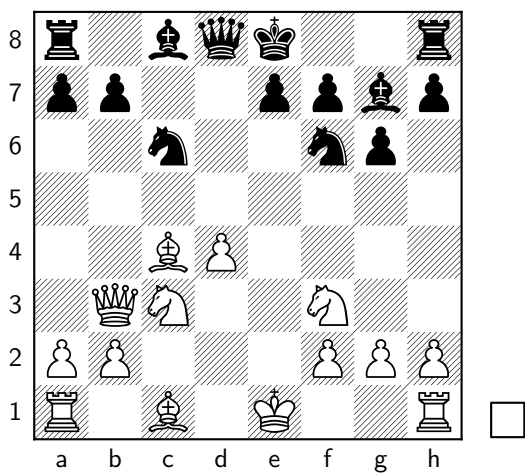
Beli je na potezi. Obkroži figuro s katero bi igral! Z znakom × označi polje na katero bi jo premaknil!



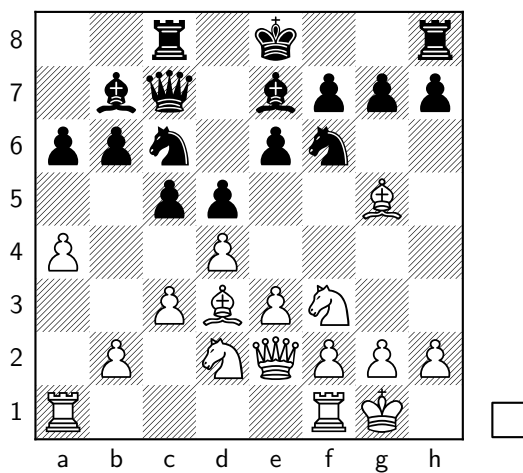
Beli je na potezi. Obkroži figuro s katero bi igral! Z znakom \times označi polje na katero bi jo premaknil!



Beli je na potezi. Obkroži figuro s katero bi igral! Z znakom \times označi polje na katero bi jo premaknil!



Beli je na potezi. Obkroži figuro s katero bi igral! Z znakom \times označi polje na katero bi jo premaknil!



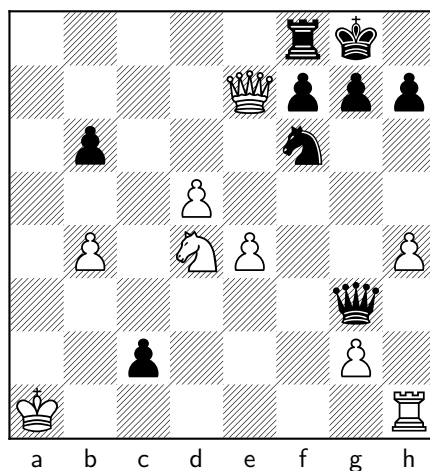
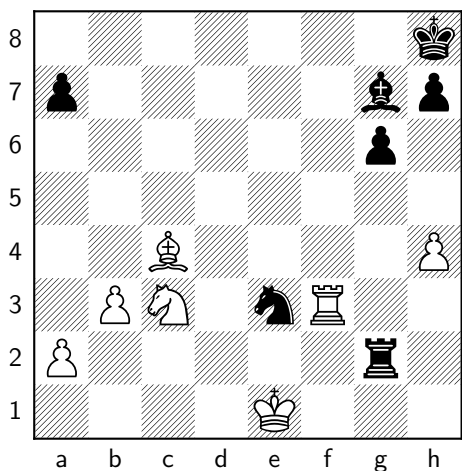
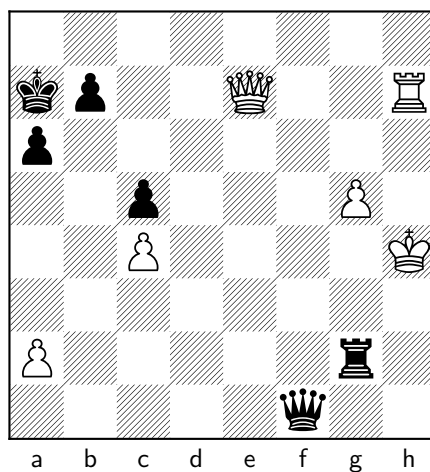
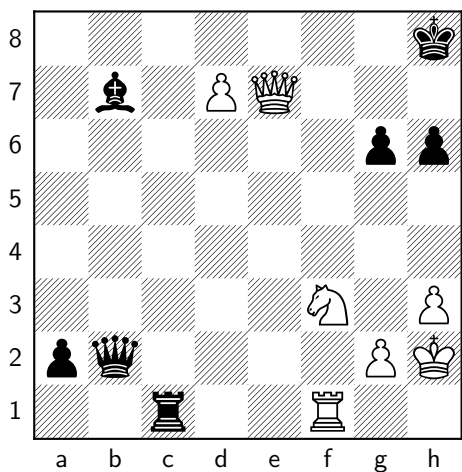
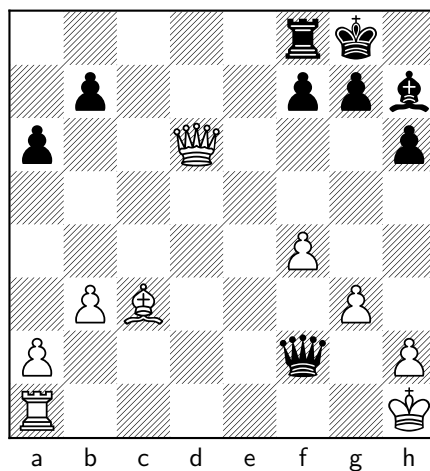
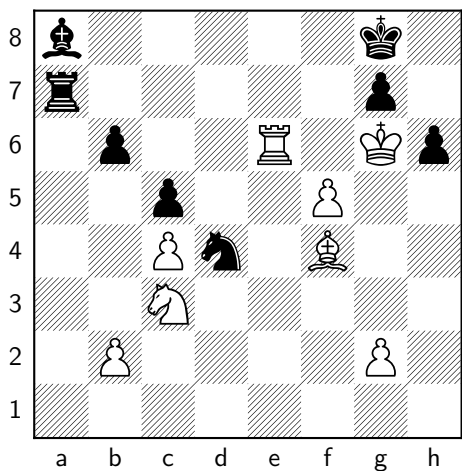
Beli je na potezi. Obkroži figuro s katero bi igral! Z znakom \times označi polje na katero bi jo premaknil!

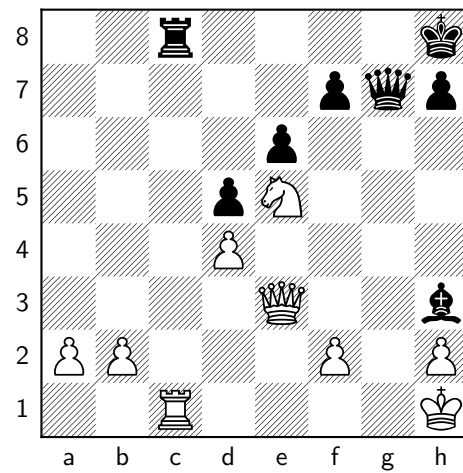
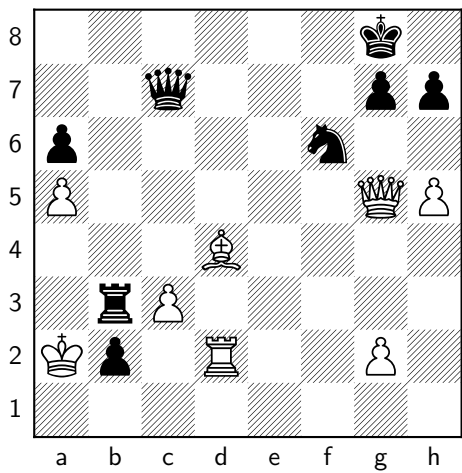
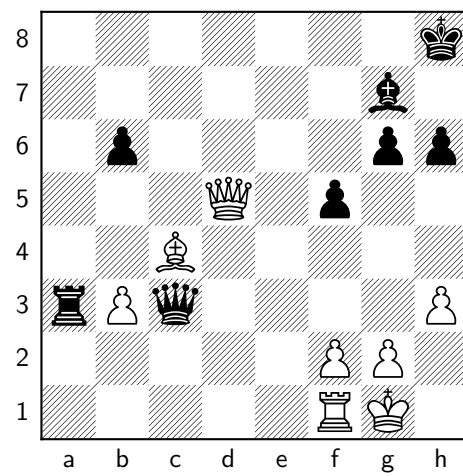
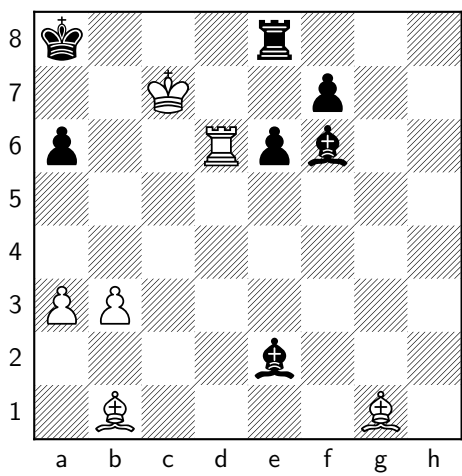
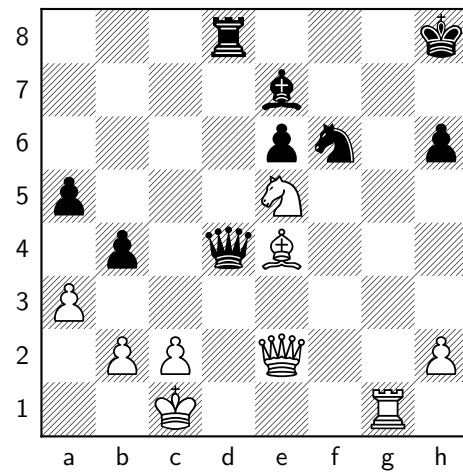
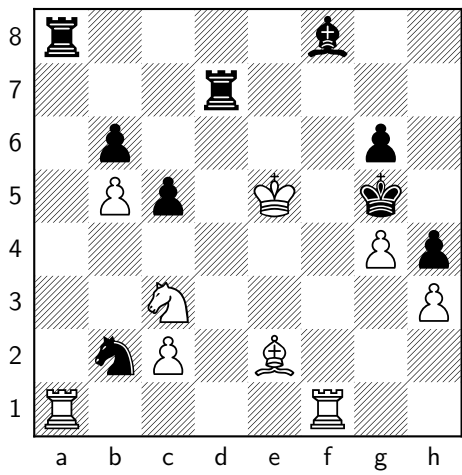
10 Šahovska notacija

10.1 Domača naloga

Ime in priimek: _____

Igralec na potezi da mat. Pod diagramom zapiši rešitev s šahovsko notacijo!

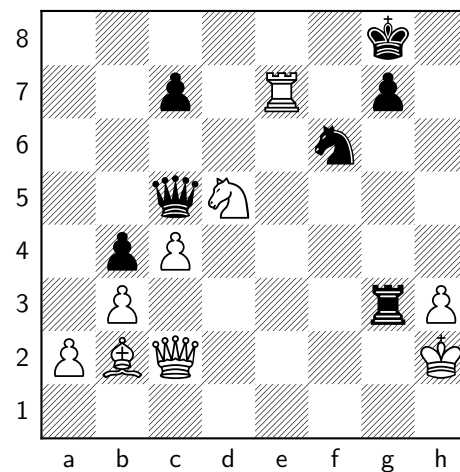
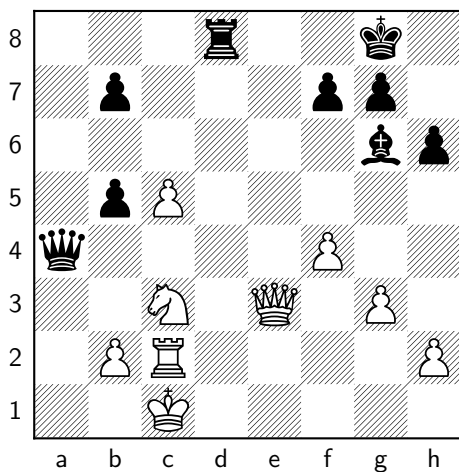
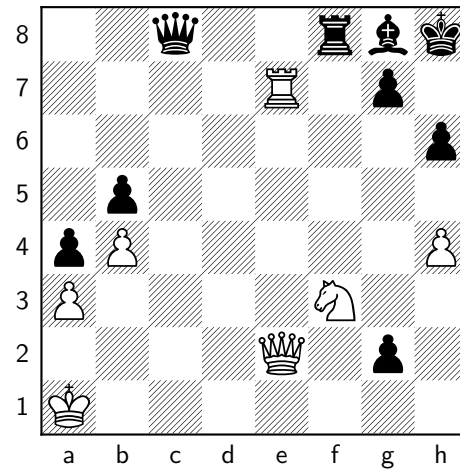
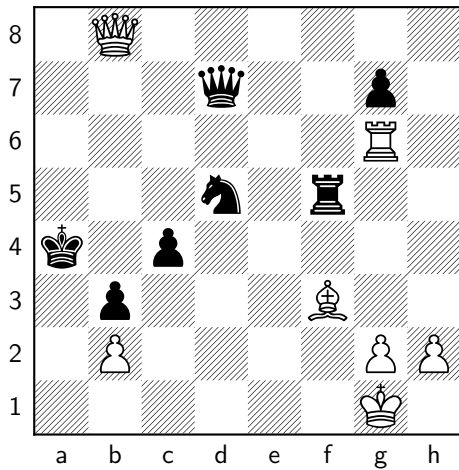
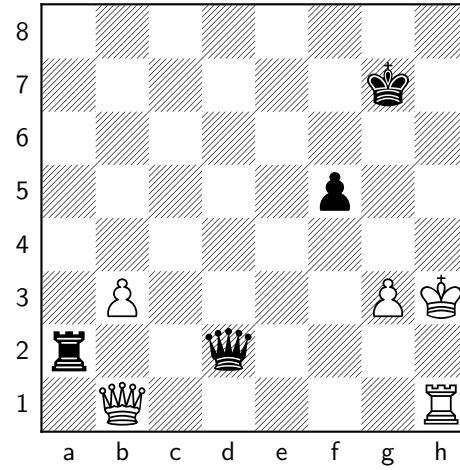
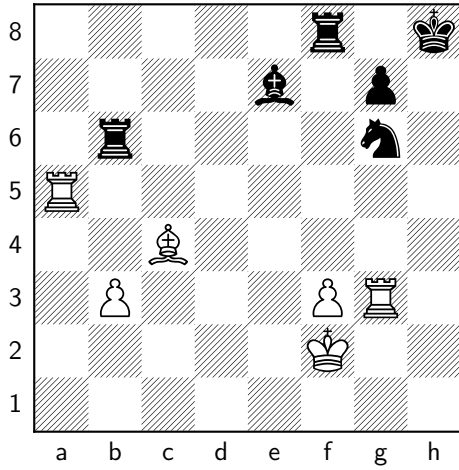




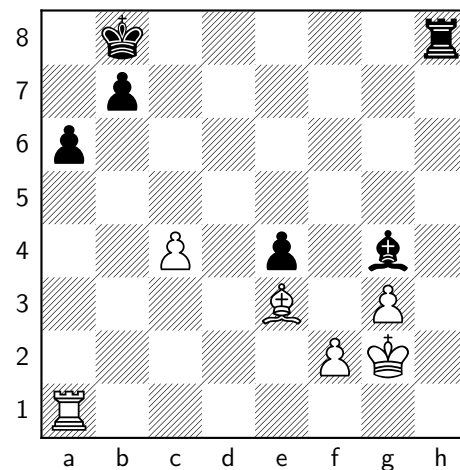
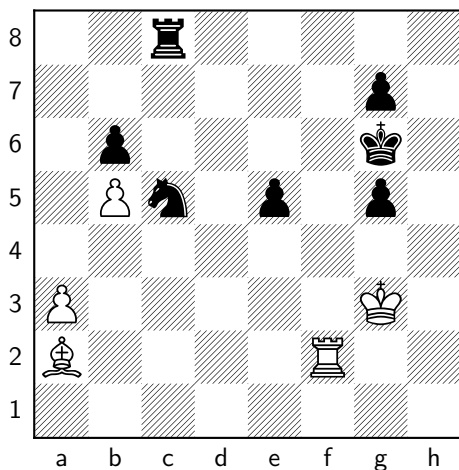
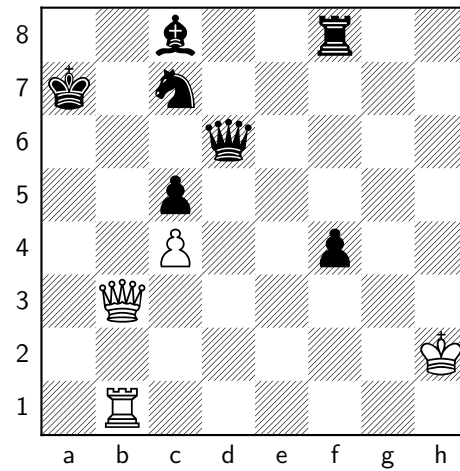
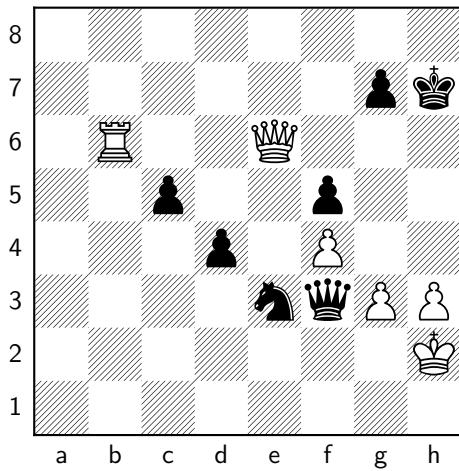
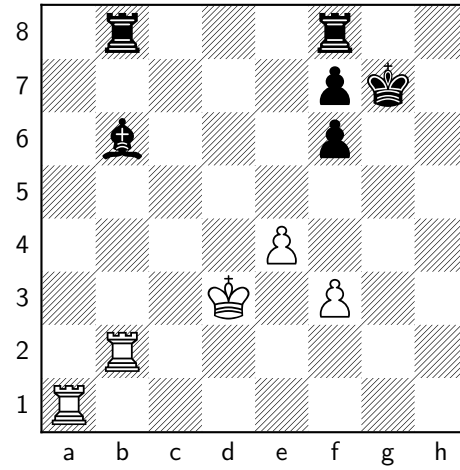
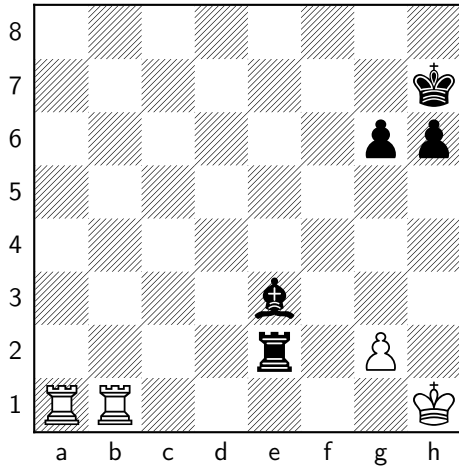
10.2 Domača naloga

Ime in priimek: _____

Mat v eni potezi. Pod diagramom zapiši rešitev s šahovsko notacijo!



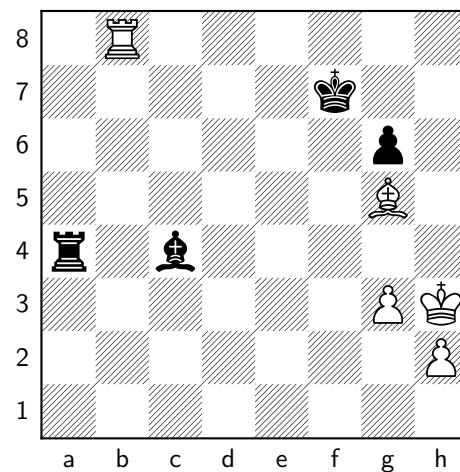
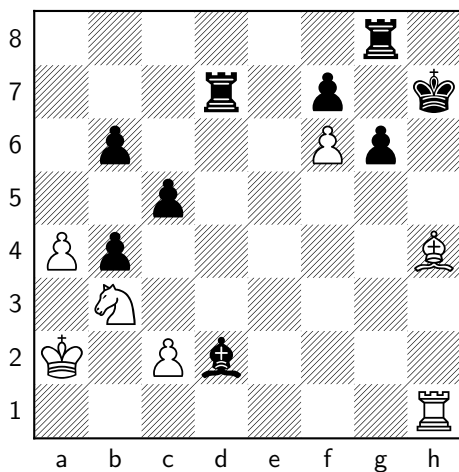
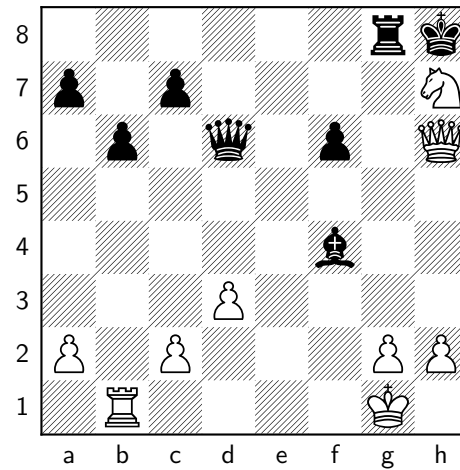
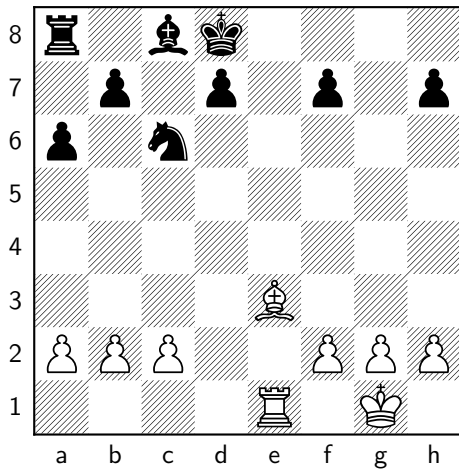
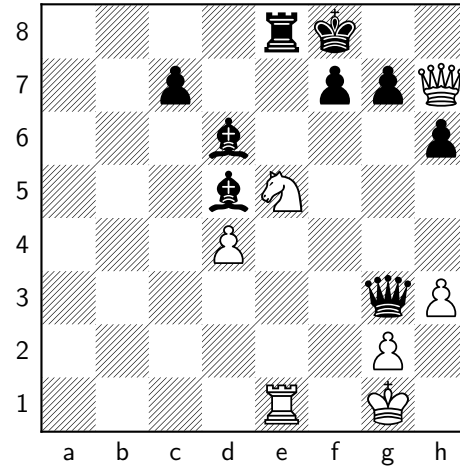
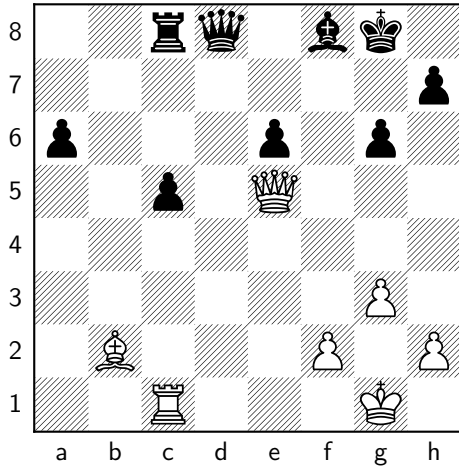
Mat v dveh potezah. Pod diagramom zapiši rešitev s šahovsko notacijo!



10.3 Domača naloga

Ime in priimek: _____

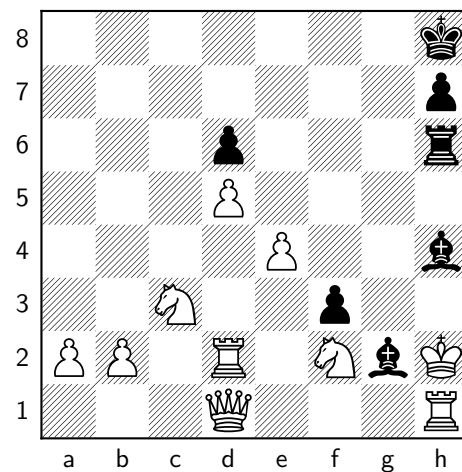
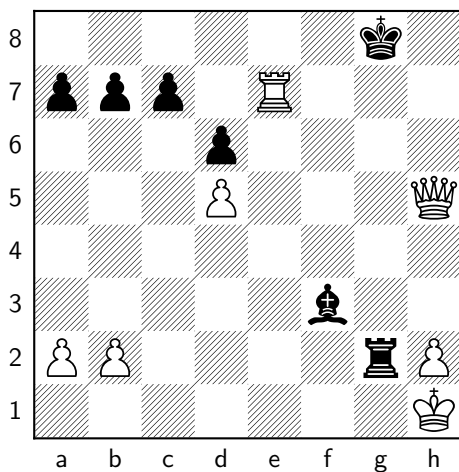
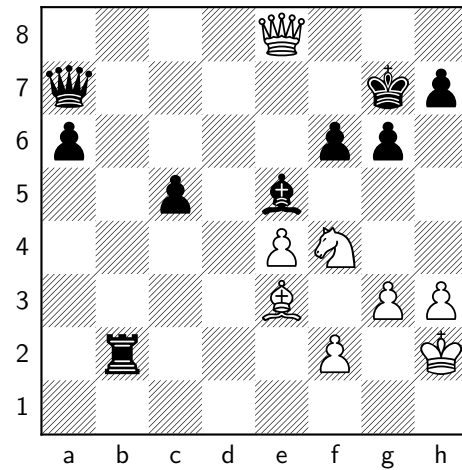
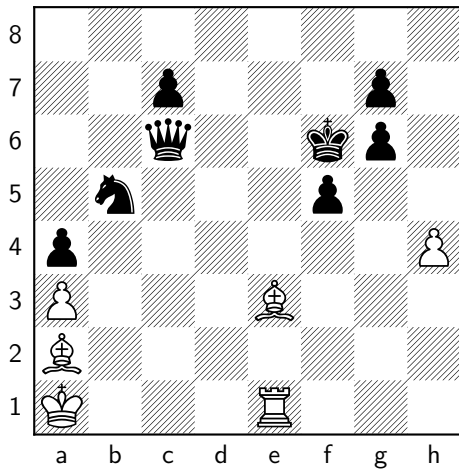
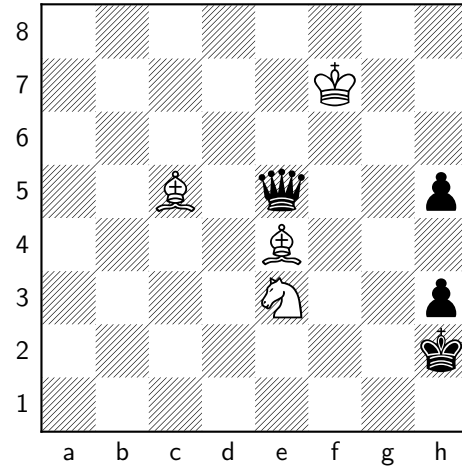
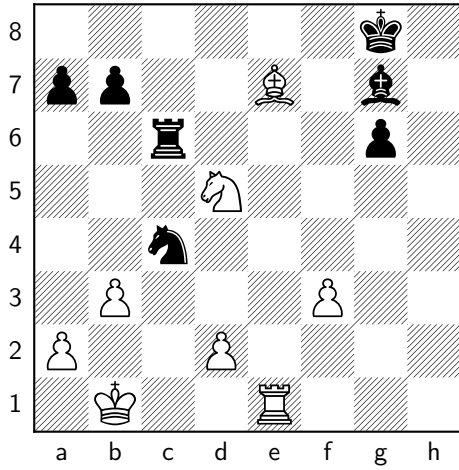
Mat v eni potezi. Pod diagramom zapiši rešitev s šahovsko notacijo!



10.4 Domača naloga

Ime in priimek: _____

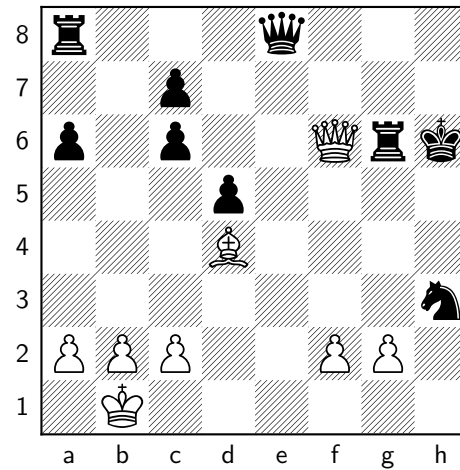
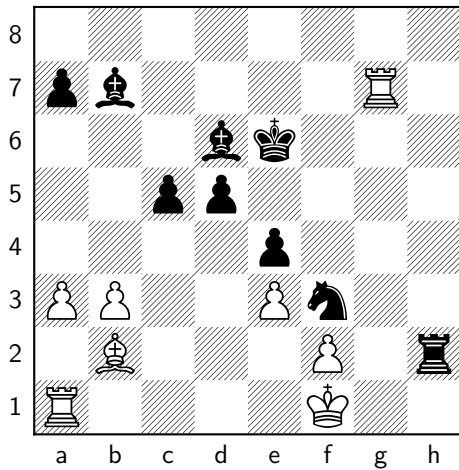
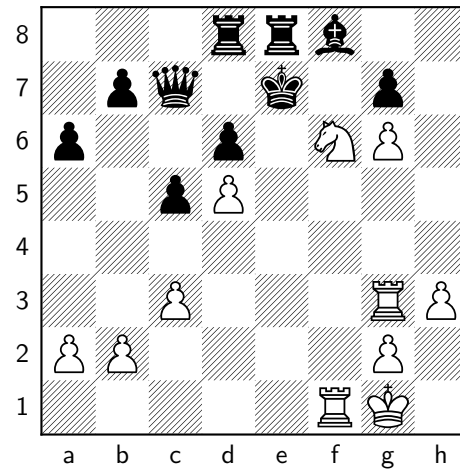
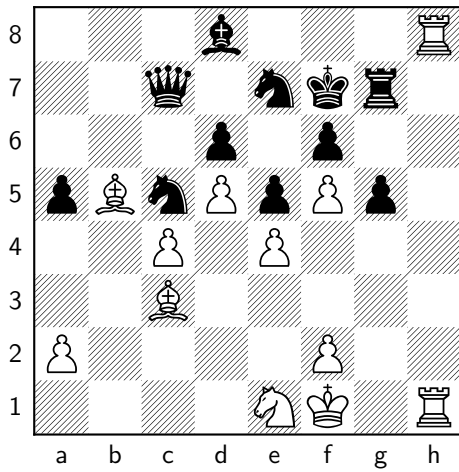
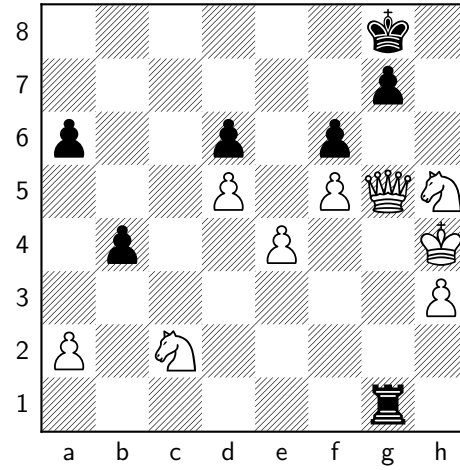
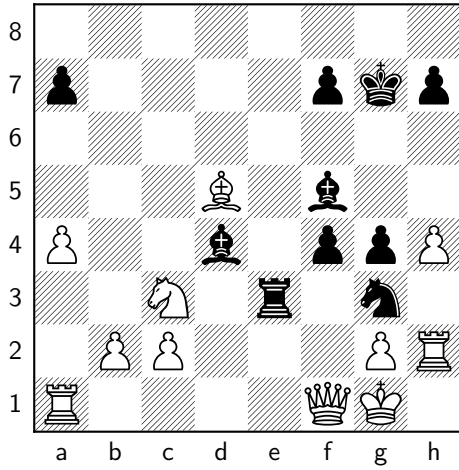
Mat v eni potezi. Pod diagramom zapiši rešitev s šahovsko notacijo!



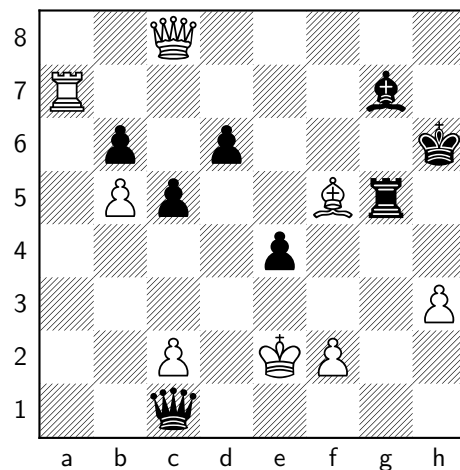
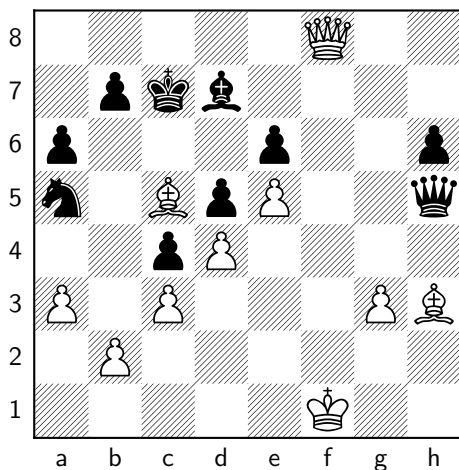
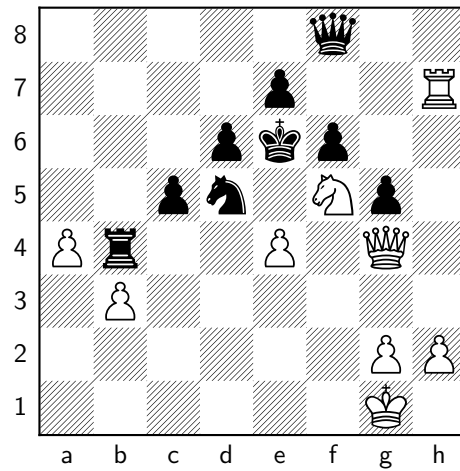
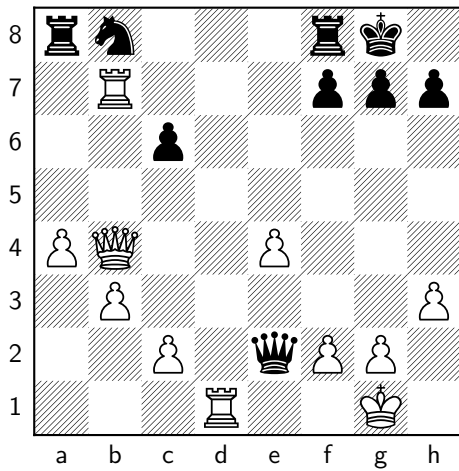
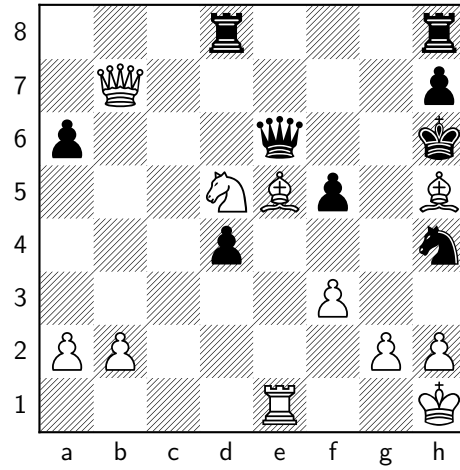
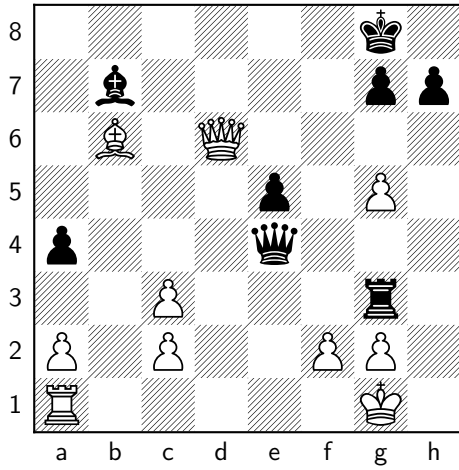
10.5 Domača naloga

Ime in priimek: _____

Mat v eni potezi. Pod diagramom zapiši rešitev s šahovsko notacijo!



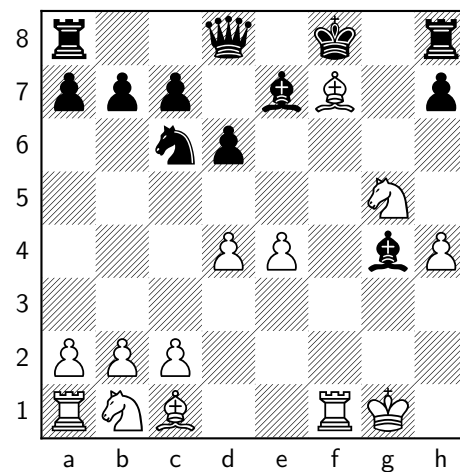
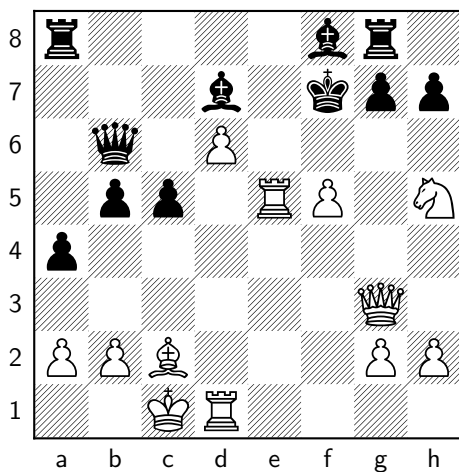
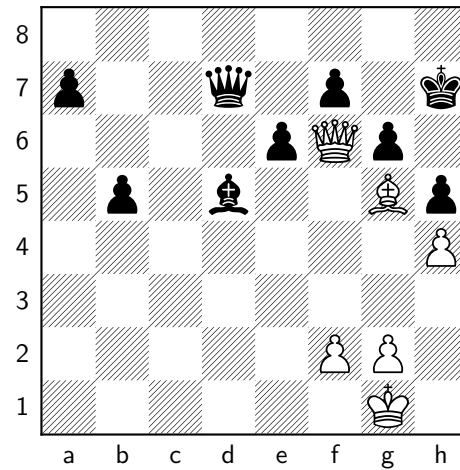
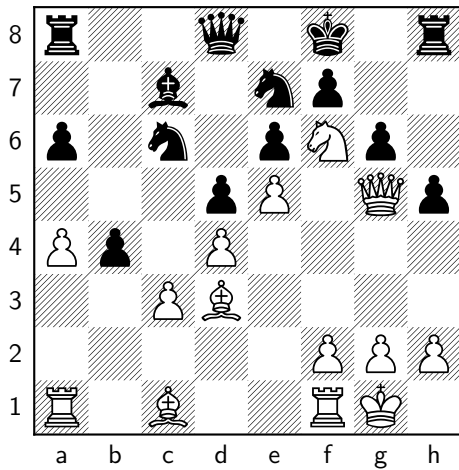
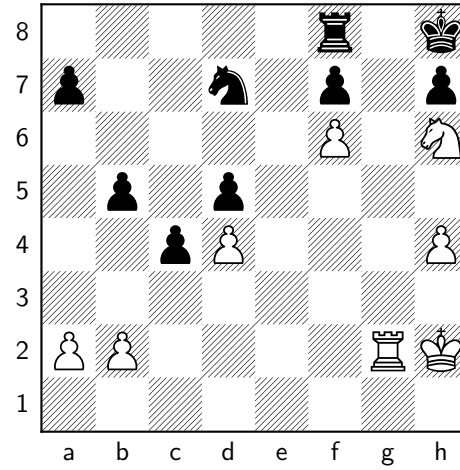
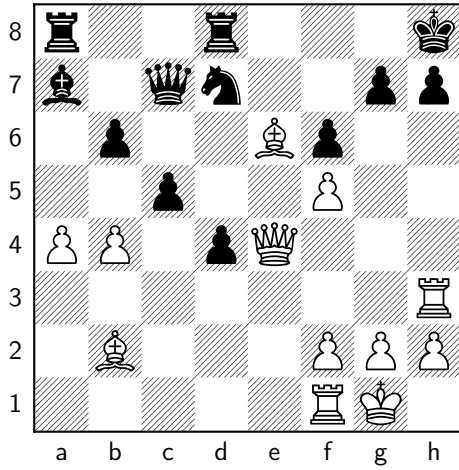
Mat v dveh potezah. Pod diagramom zapiši rešitev s šahovsko notacijo!

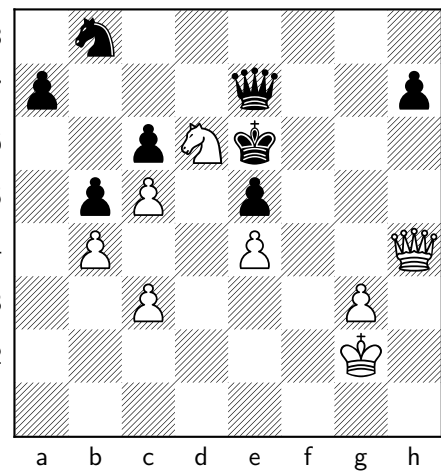
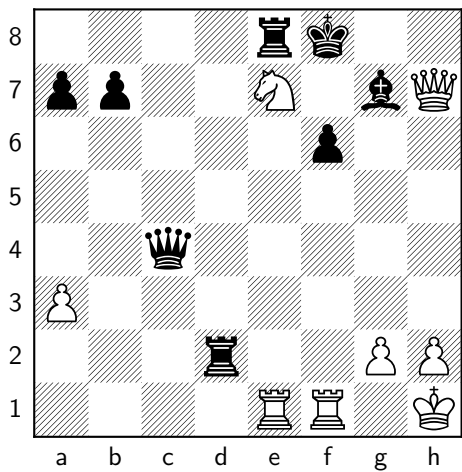
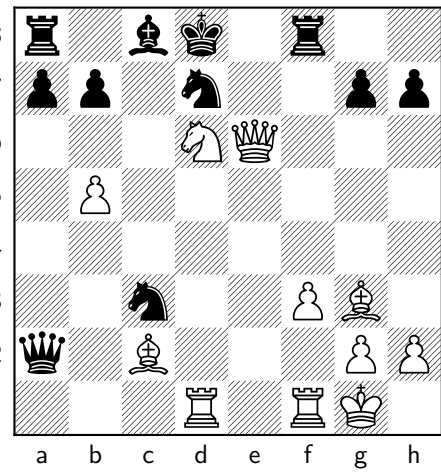
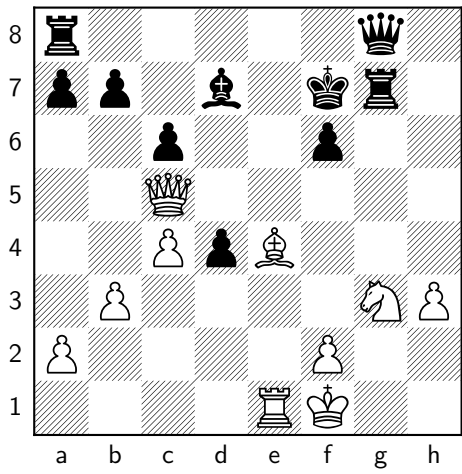
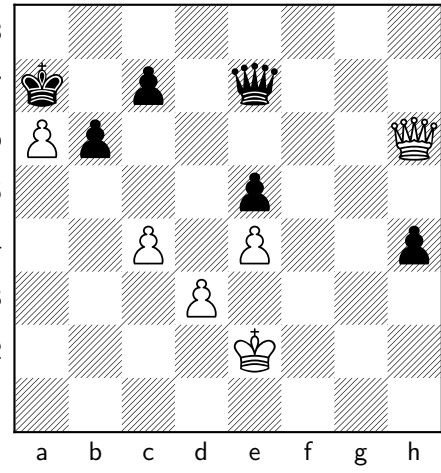
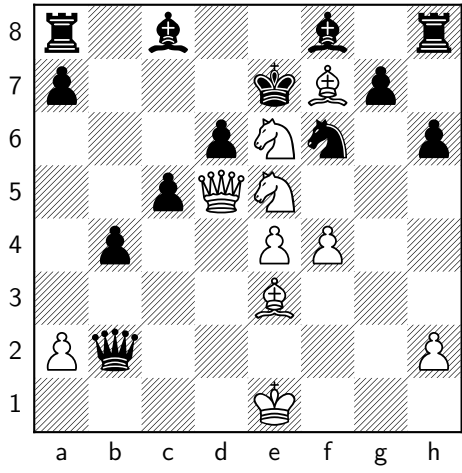


10.6 Domača naloga

Ime in priimek: _____

Beli da mat v dveh potezah. Pod diagramom zapiši rešitev s šahovsko notacijo!

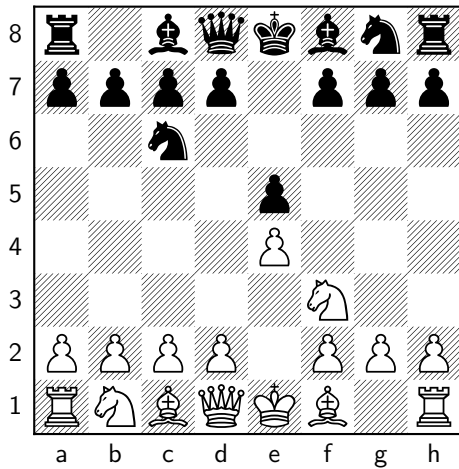




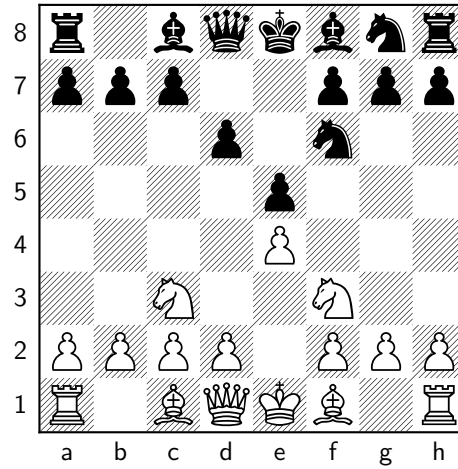
11 Otvoritev

11.1 Domača naloga

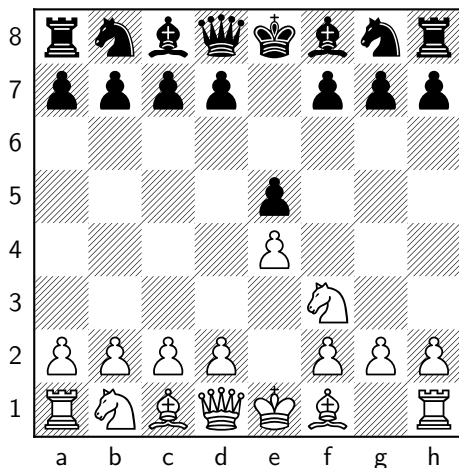
Obkroži najboljšo potezo pod diagramom!



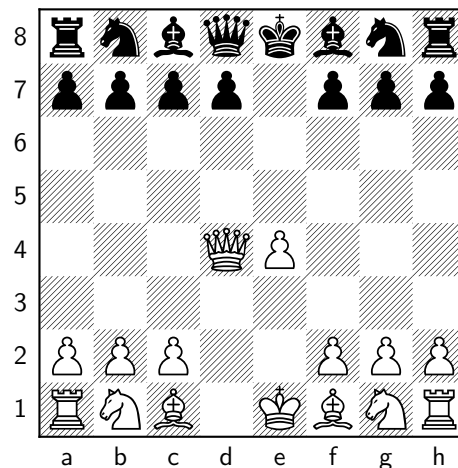
Ld3 Lc4 Sa3



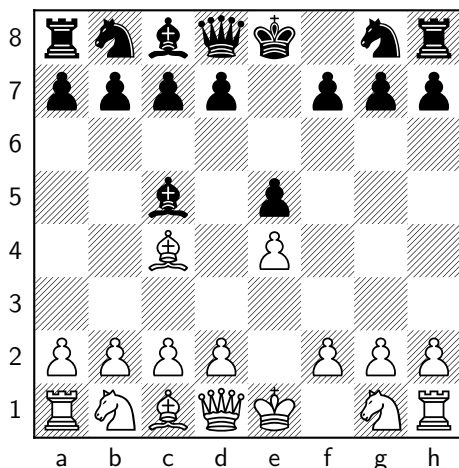
Lc4 Lb5+ Le2



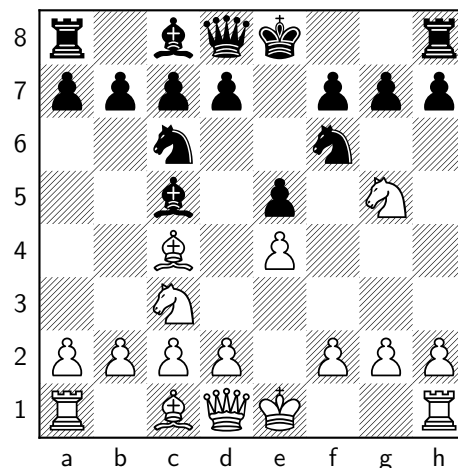
f6 Sc6 De7



c5 Sc6 d5



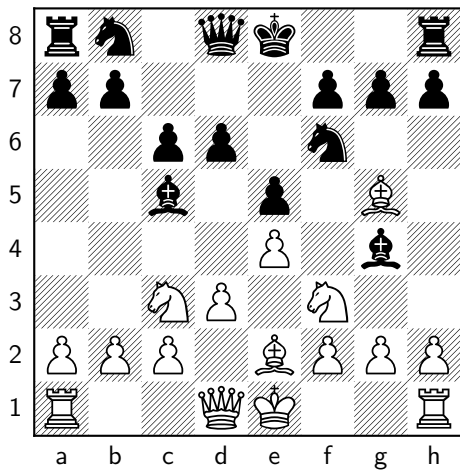
Df3 Sf3 Dh5



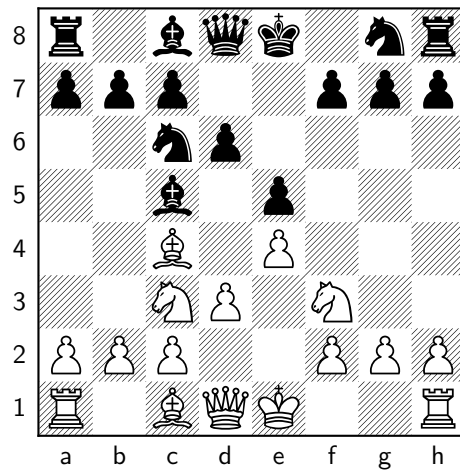
0-0 Tf8 d6



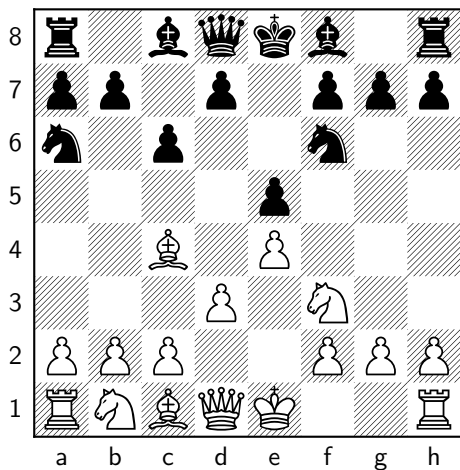
Obkroži najboljšo potezo pod diagramom!



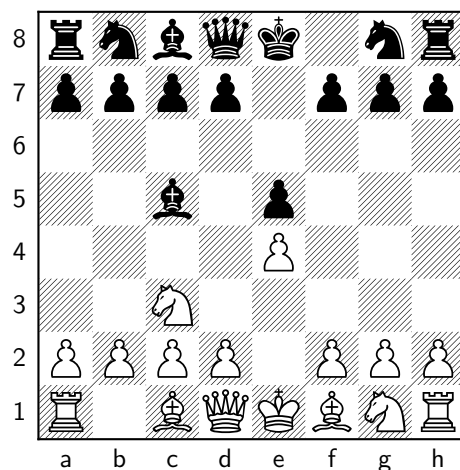
Le3 Lxf6 O-O



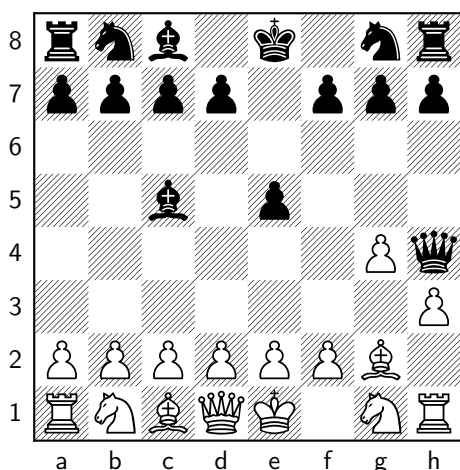
Df6 Sf6 Ld7



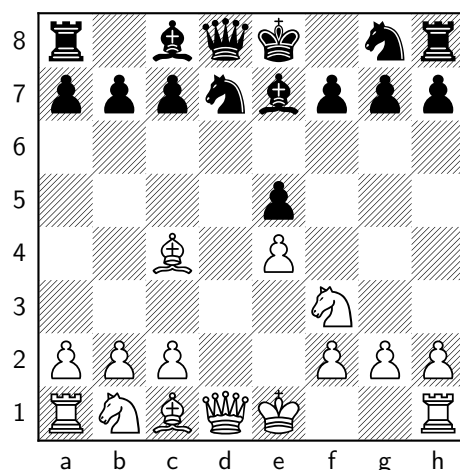
Sxe5 O-O Sg5



Lb5 d3 Sf3



d4 Sf3 e3



Le3 O-O Dd5

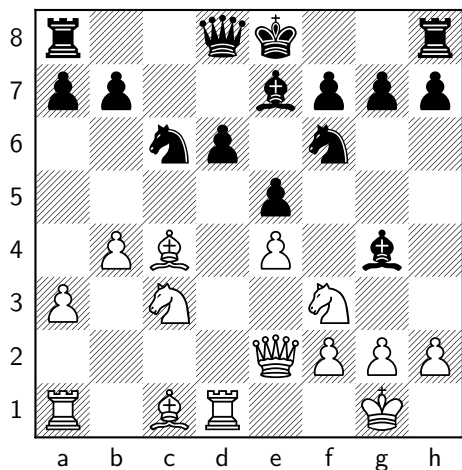
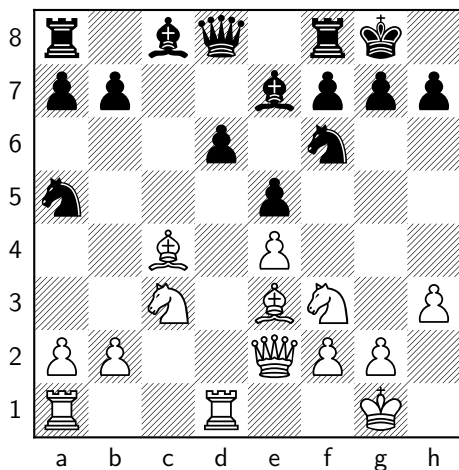
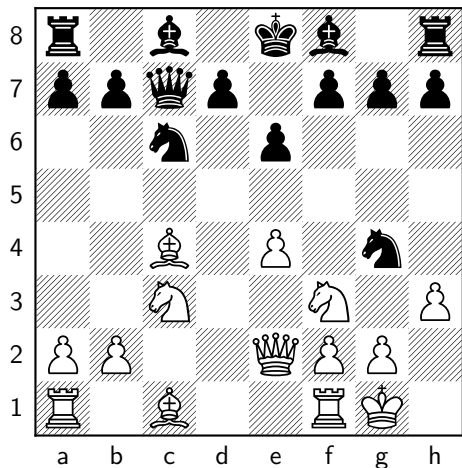
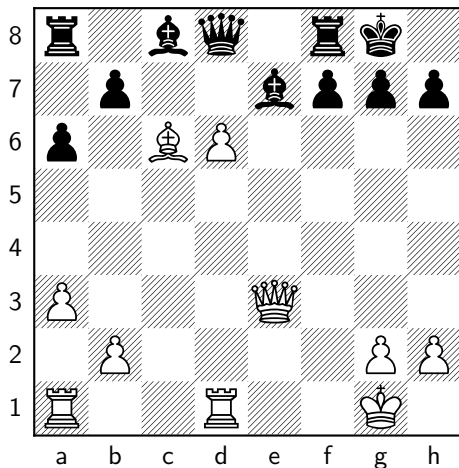
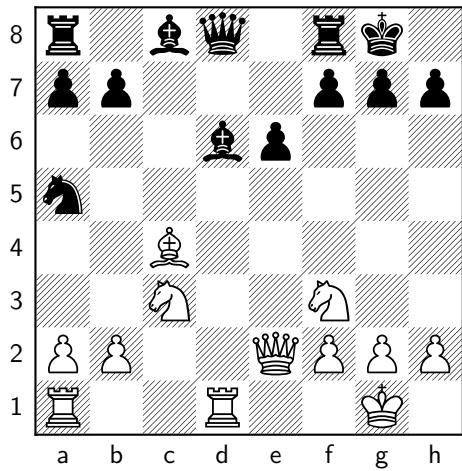
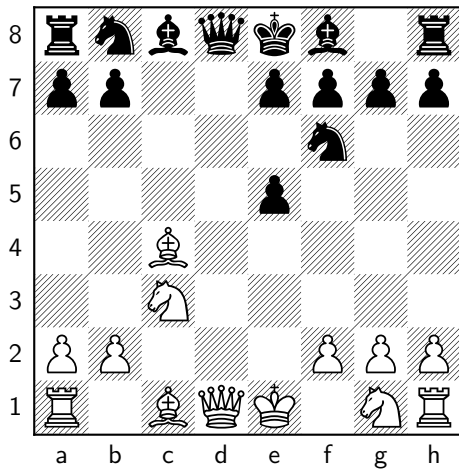


11.2 Matulovičev gambit

S šahovnico preigraj otvoritev:

1 e4 c5 2 d4 cxd4 3 c3 dxc3 4 ♖xc3 d6 5 ♗c4 ♗c6 (Slabo za črnega je 5... ♗f6 6 e5 dxe5 7 ♗xf7+ in črni izgubi damo.) 6 ♕f3 e6 7 O-O ♕f6 8 ♞e2 ♗e7 9 ♞d1 e5 10 h3 O-O 11 ♗e3 ♗e6

Pozicije so iz Matulovičevega gambita. Kako bi ti igral? Bodi pozoren na to, kdo je na potezi!



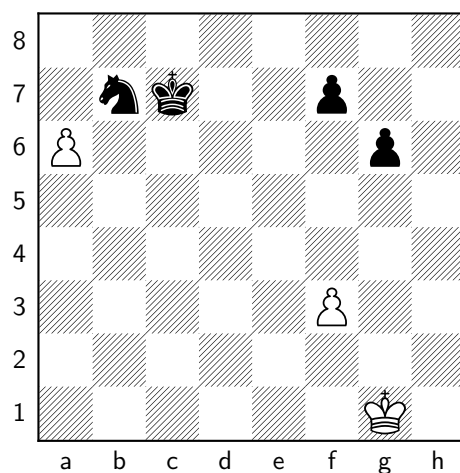
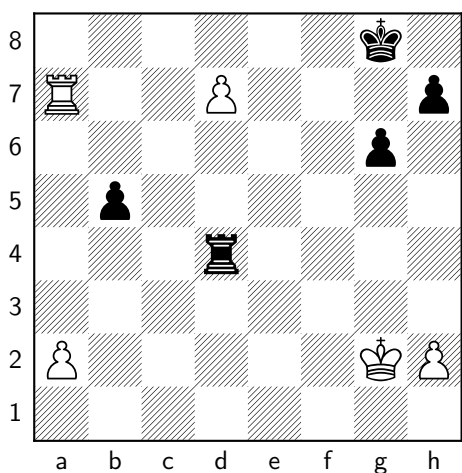
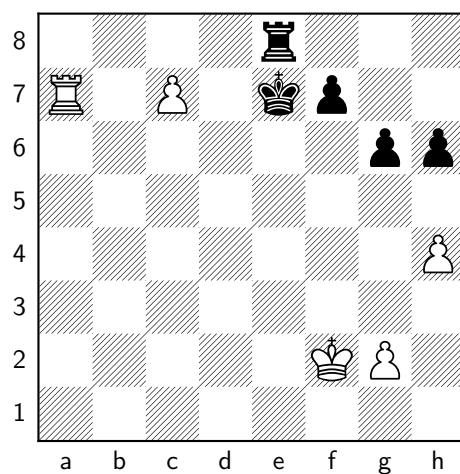
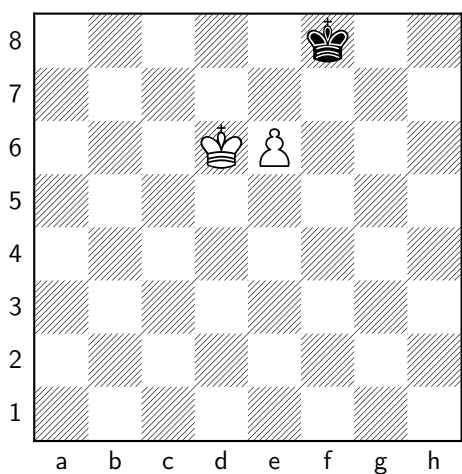
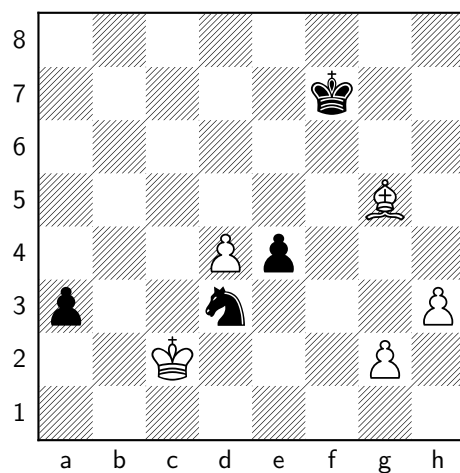
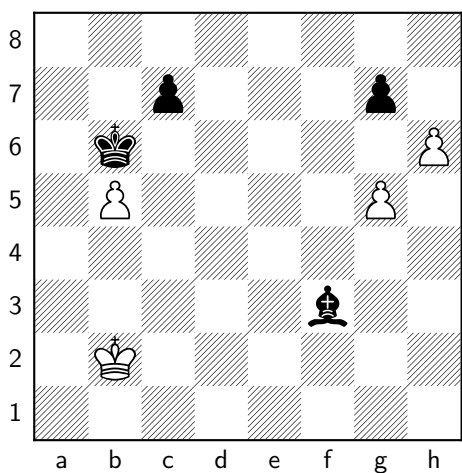
12 Končnice

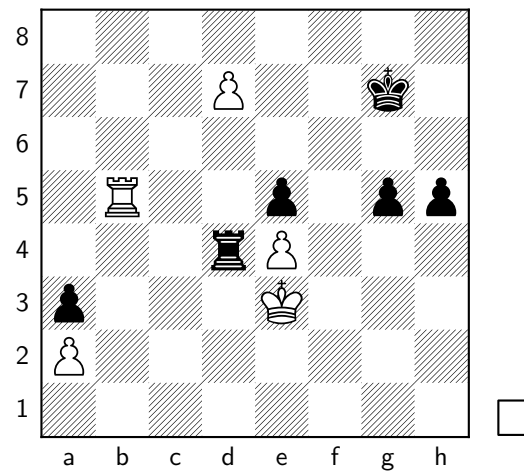
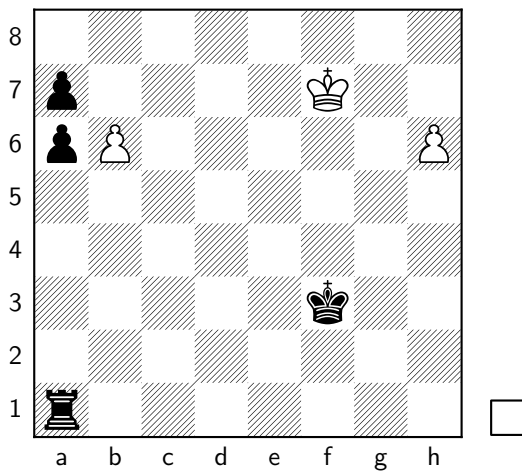
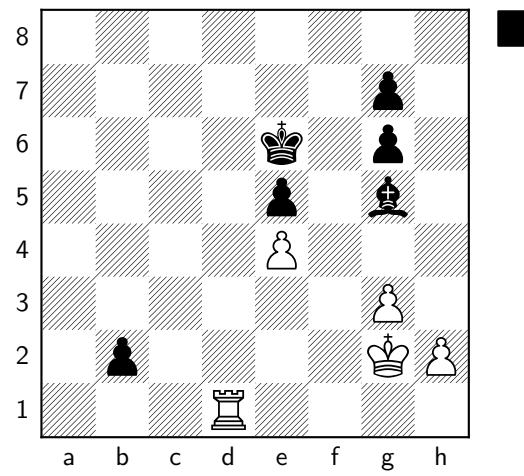
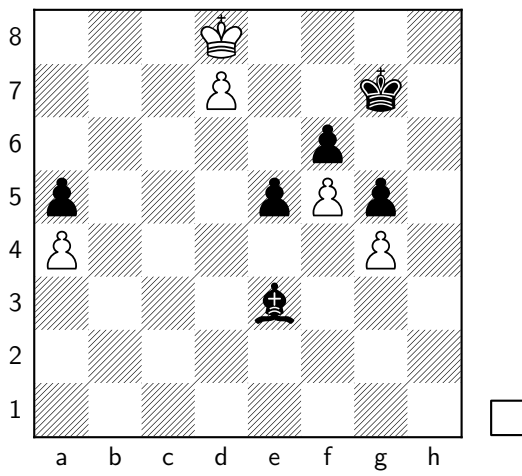
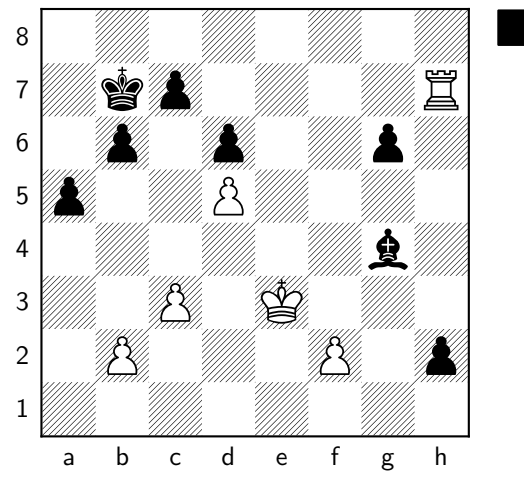
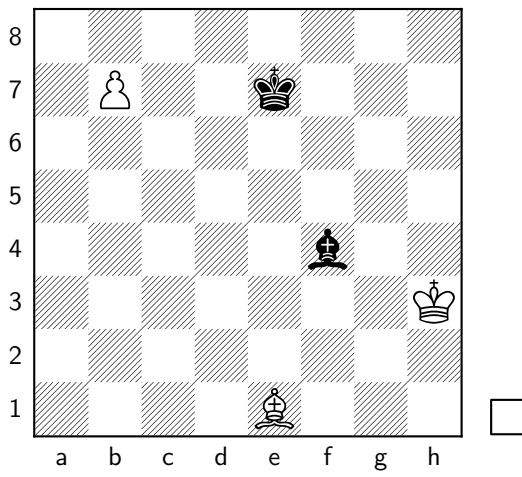
12.1 Prosti kmet

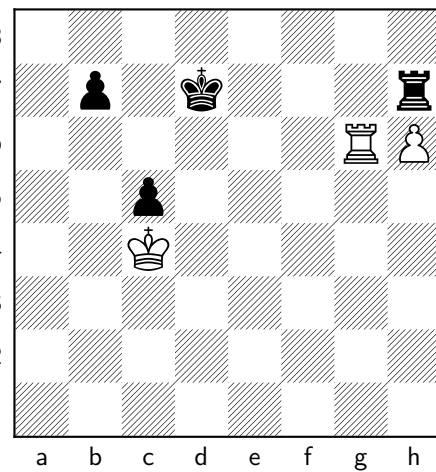
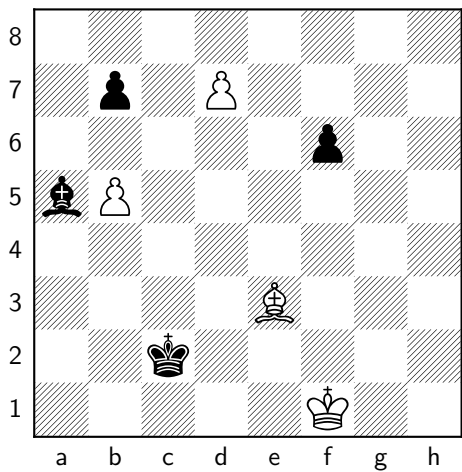
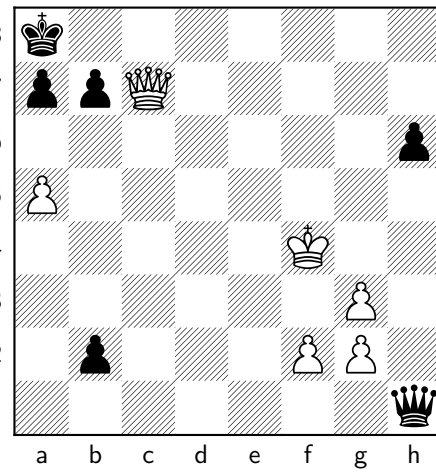
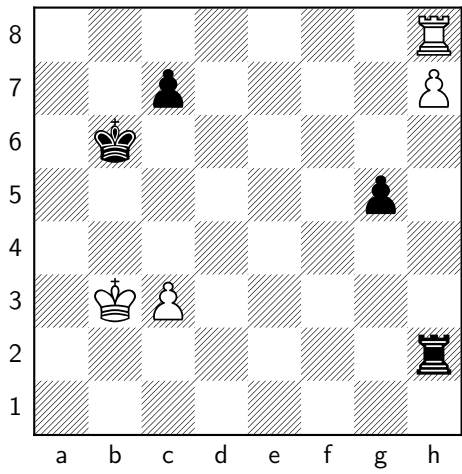
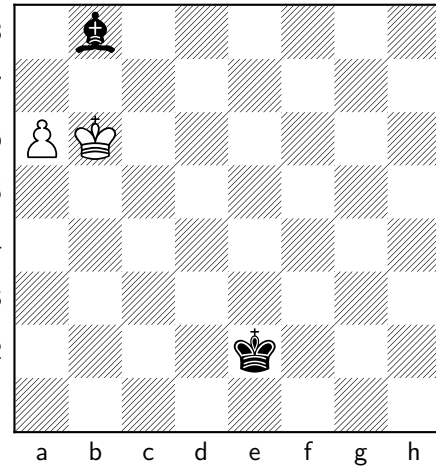
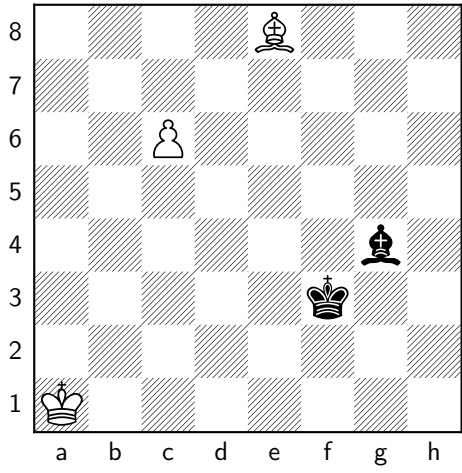
12.1.1 Domača naloga

Ime in priimek: _____

Prosti kmet. Igralec na potezi zмага. Pod diagramom zapiši rešitev s šahovsko notacijo!





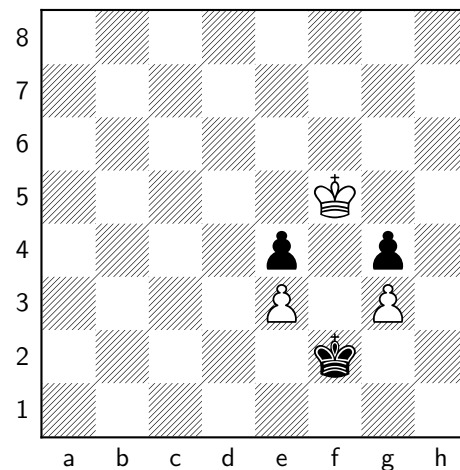
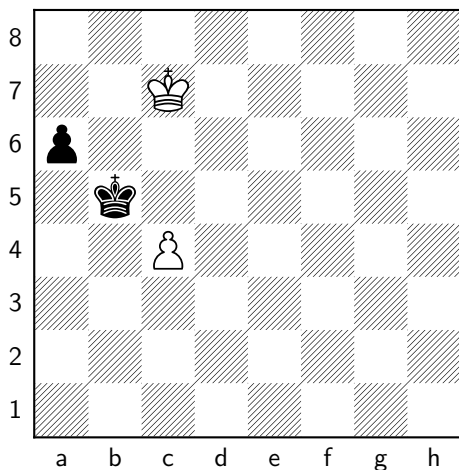
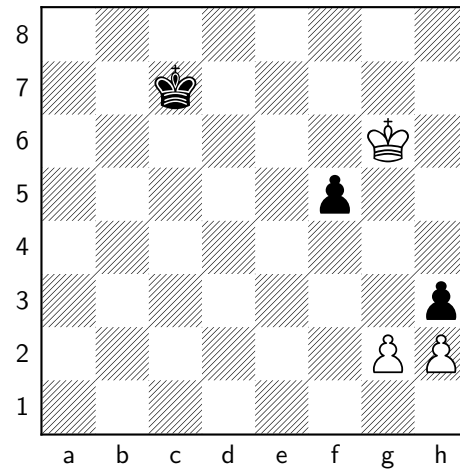
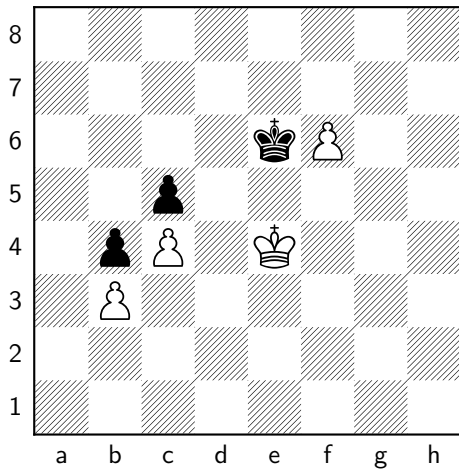
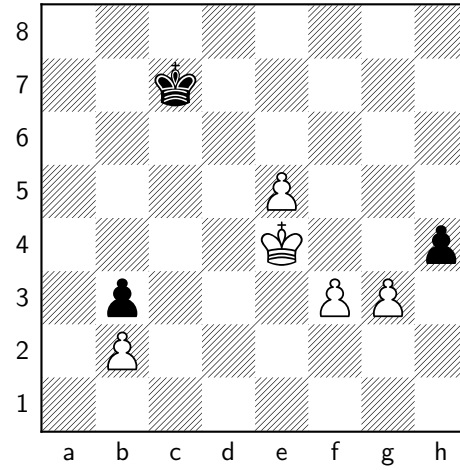
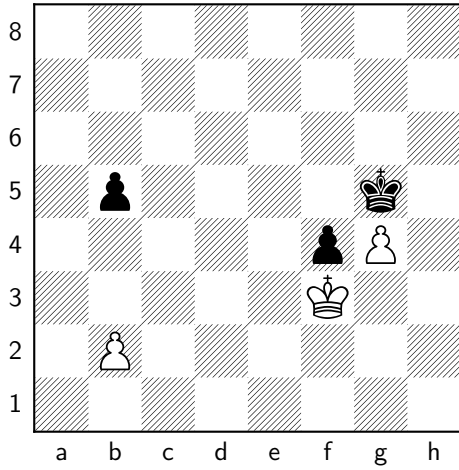


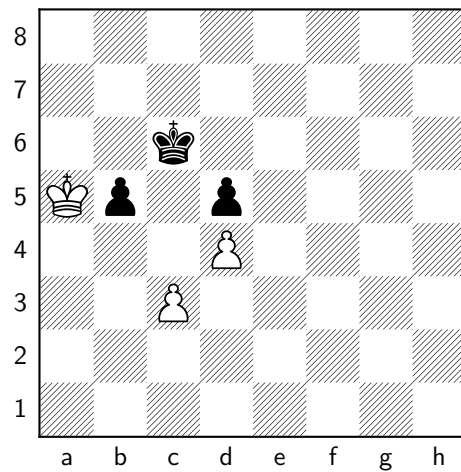
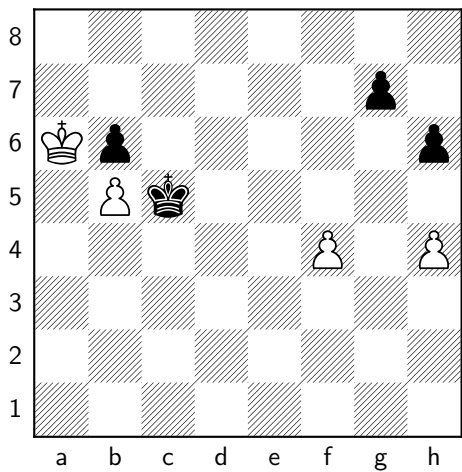
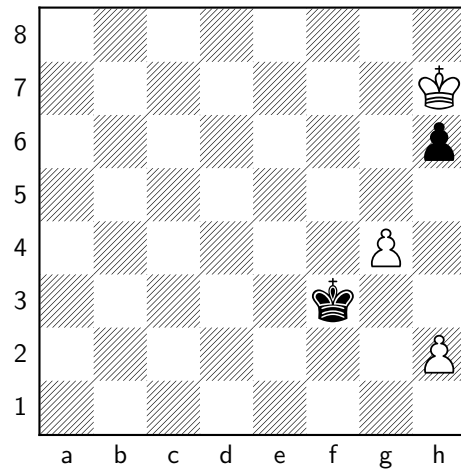
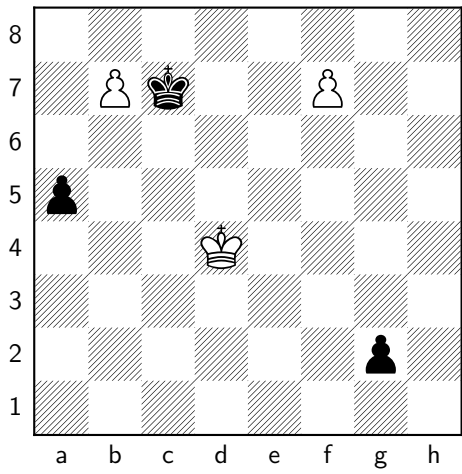
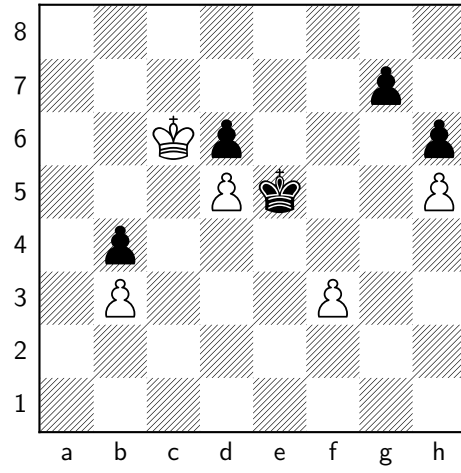
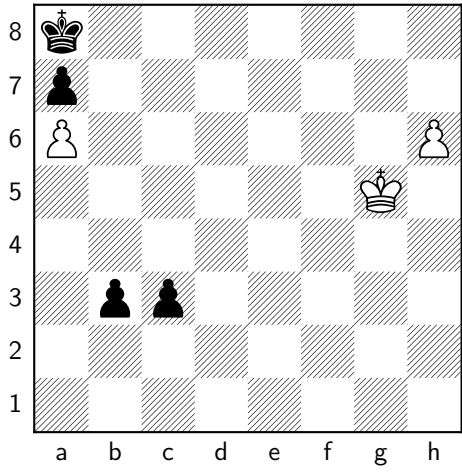
12.2 Kmečke končnice

12.2.1 Domača naloga

Ime in priimek: _____

Igralec na potezi zmagaja. Pod diagramom zapiši rešitev s šahovsko notacijo!

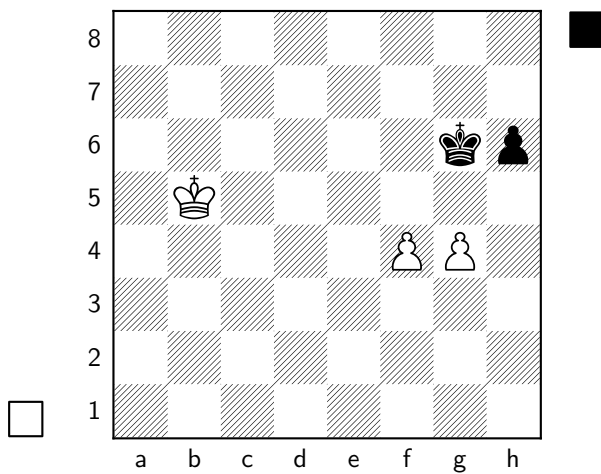
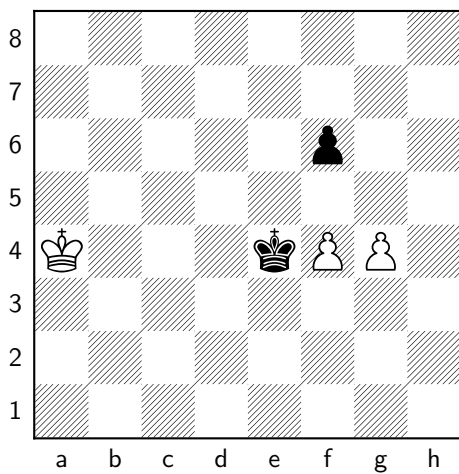
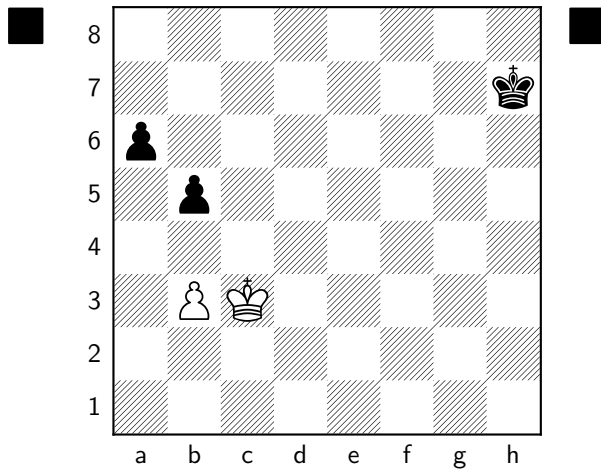
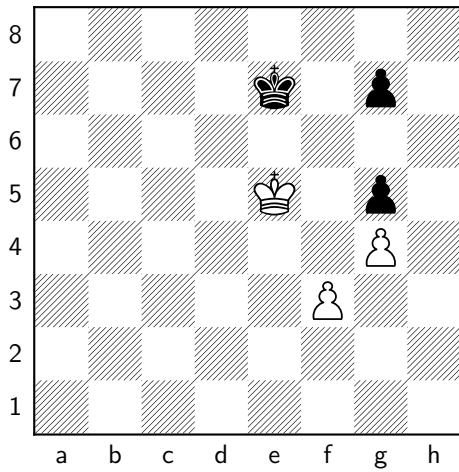
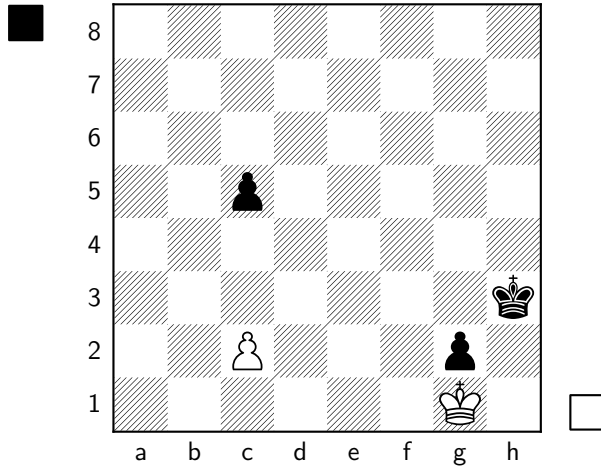
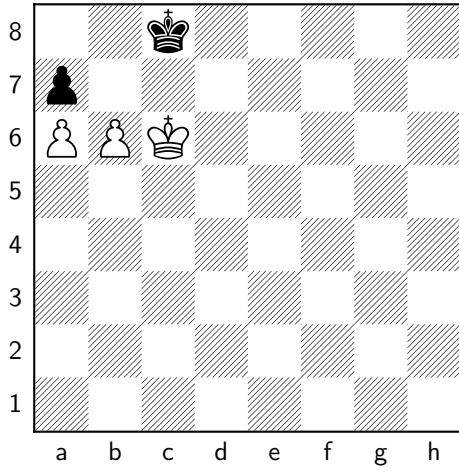




12.2.2 Domača naloga

Ime in priimek: _____

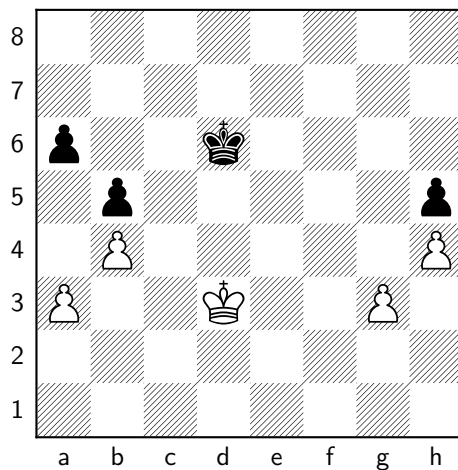
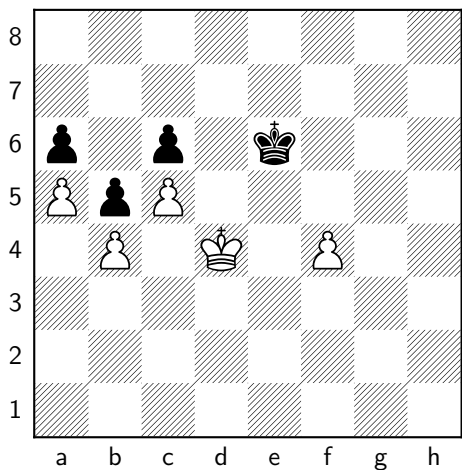
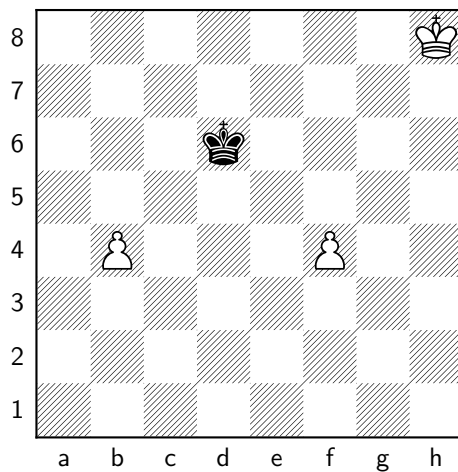
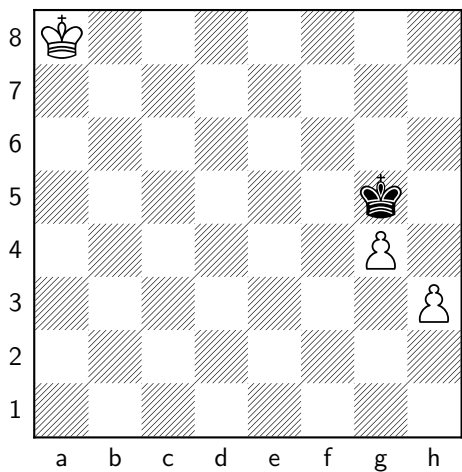
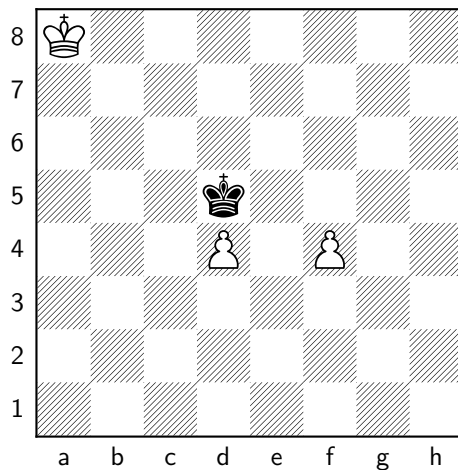
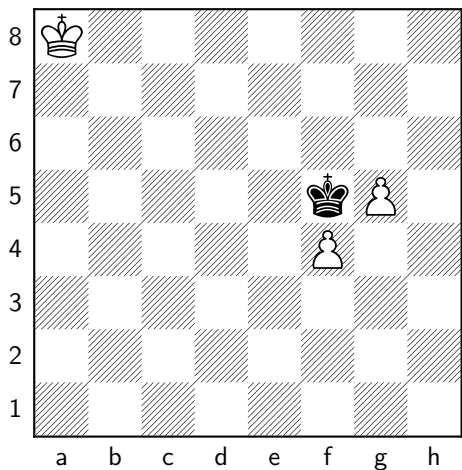
Igralec na potezi remizira. Pod diagramom zapiši rešitev s šahovsko notacijo!



12.2.3 Domača naloga

Ime in priimek: _____

Beli na potezi zmaga! Prosi koga od domačih, da igra s črnimi figurami, ti pa prevzami bele. Pazi tudi na pat!

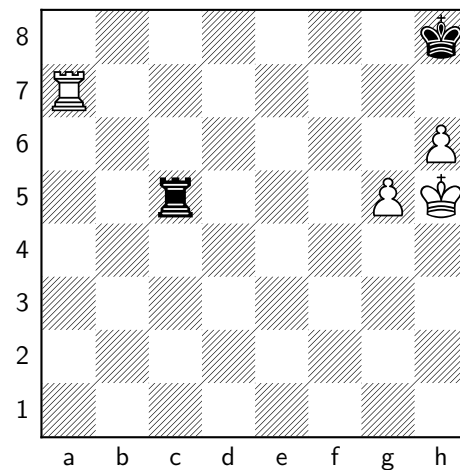
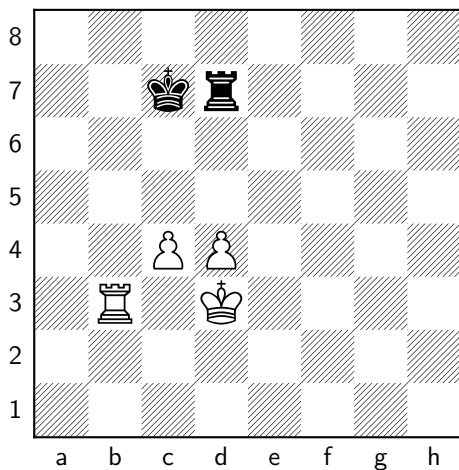
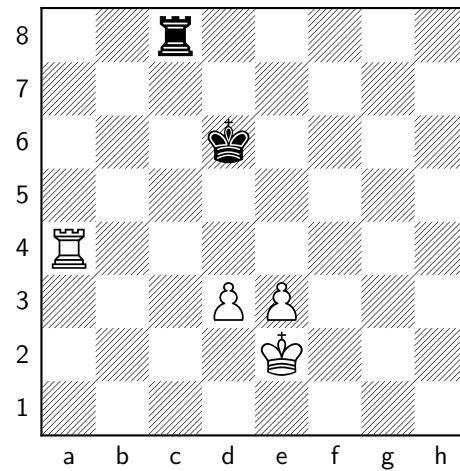
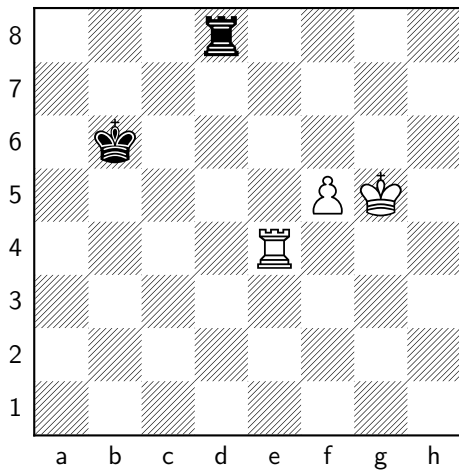
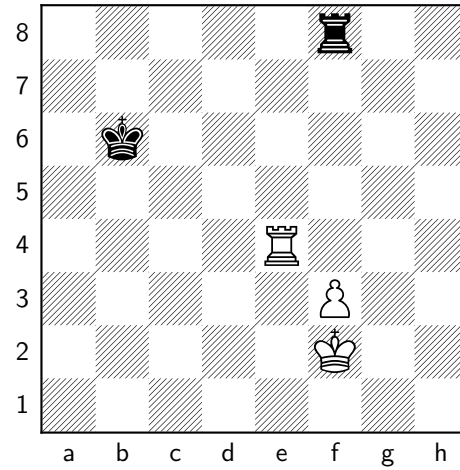
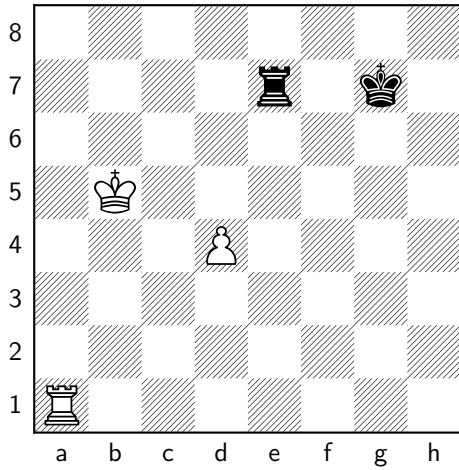


12.3 Trdnjavske končnice

12.3.1 Domača naloga

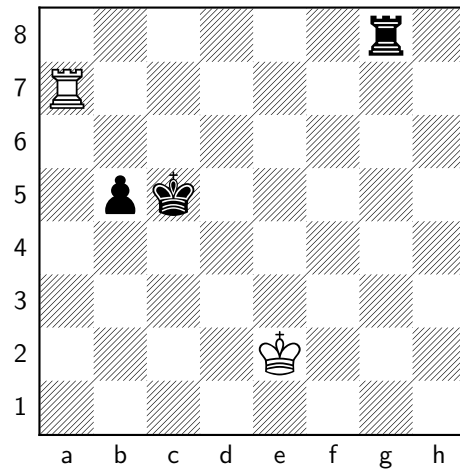
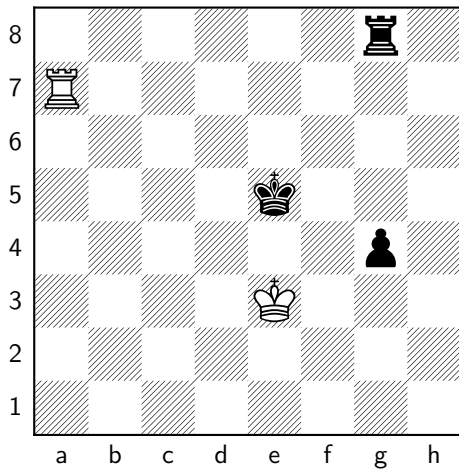
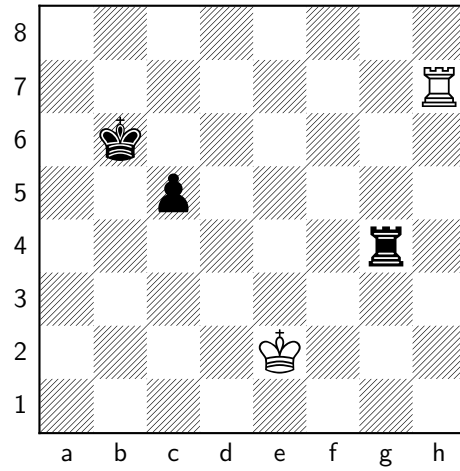
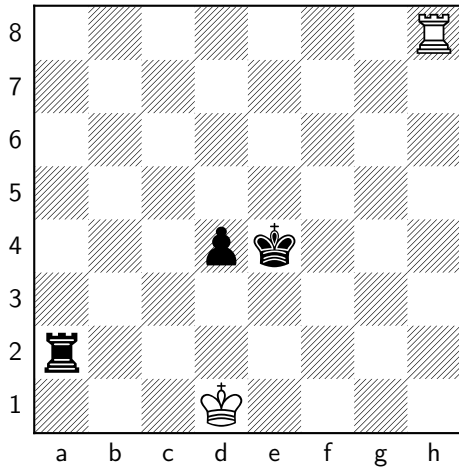
Ime in priimek: _____

Beli na potezi zмага! Prosi koga od domačih, da igra s črnimi figurami, ti pa prevzami bele. Če bo potrebno, uporabi Lucenovo pozicijo. Pazi tudi na pat pri robnih kmetih!

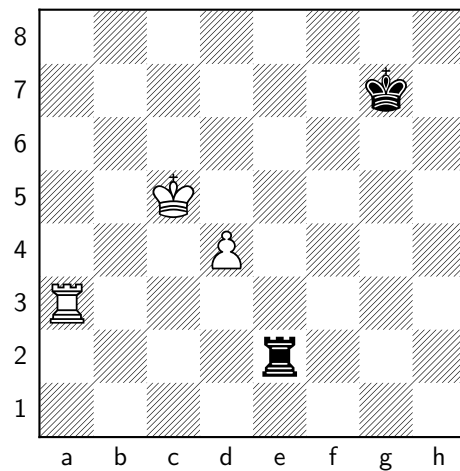
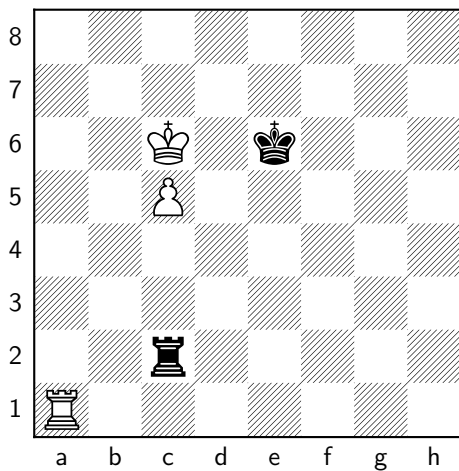


12.4 Trdnjavske končnice - Filidorjeva pozicija

Beli na potezi remizira, tako da doseže Filidorjevo pozicijo! Prosi koga od domačih, da igra s črnimi figurami, ti pa prevzami bele.



Ponovi še Lucenovo pozicijo. Beli na potezi zmaga.



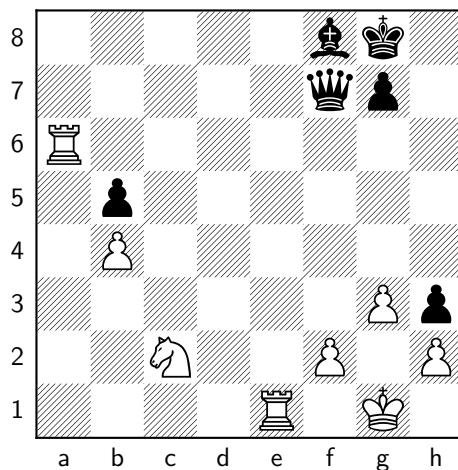
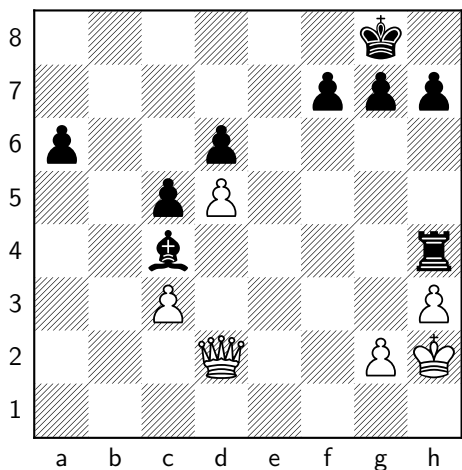
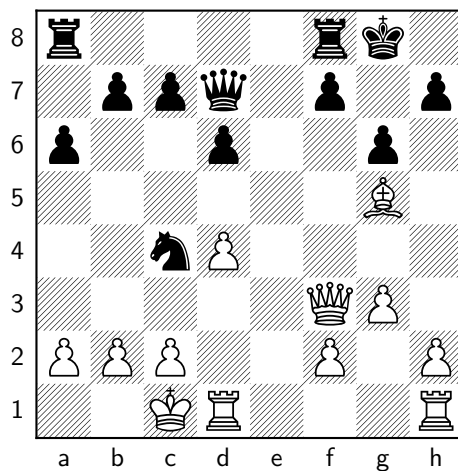
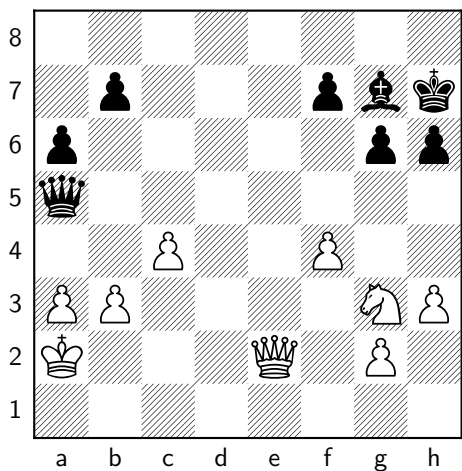
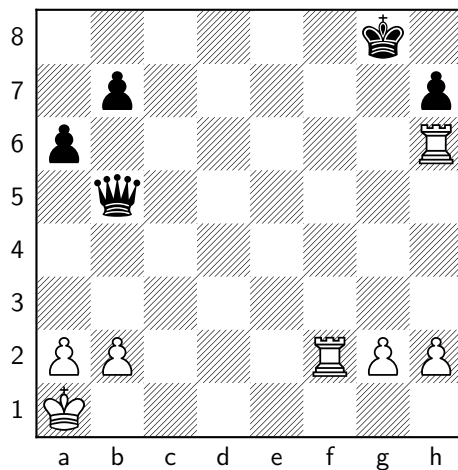
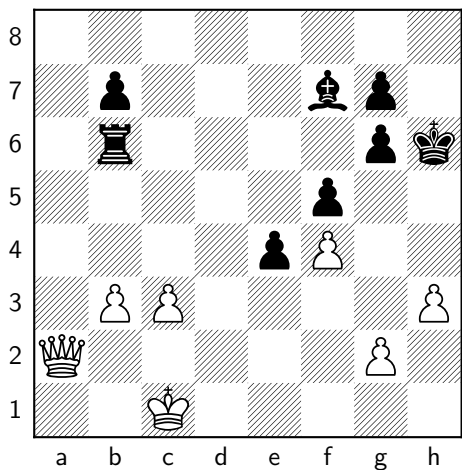
13 Taktični elementi

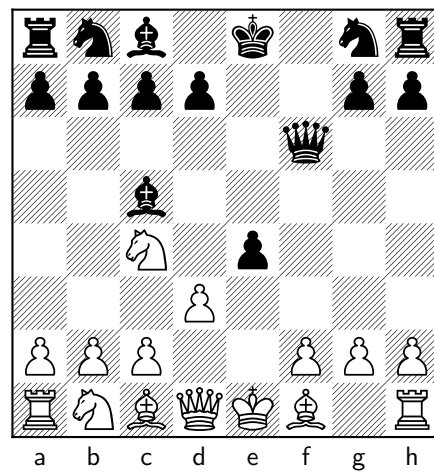
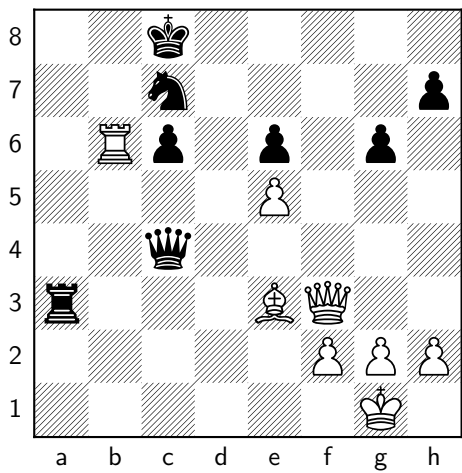
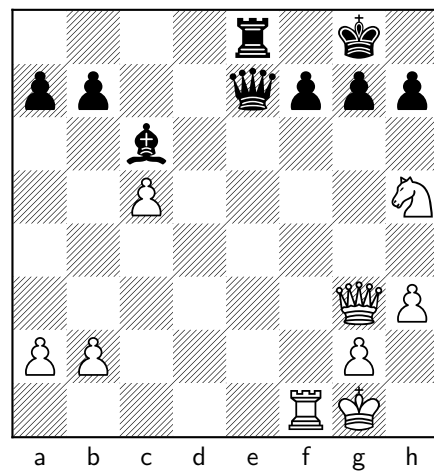
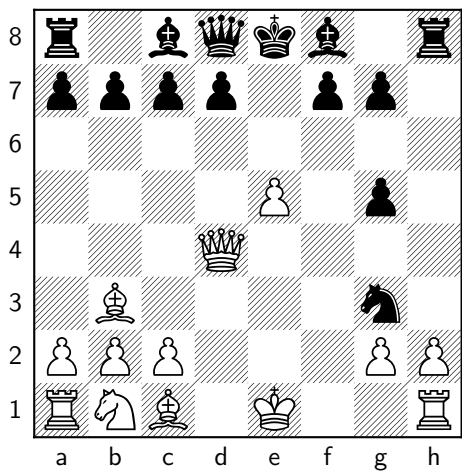
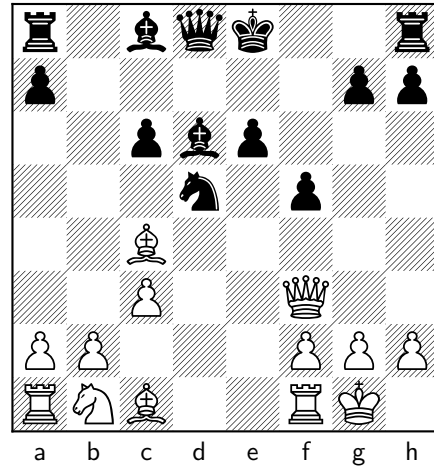
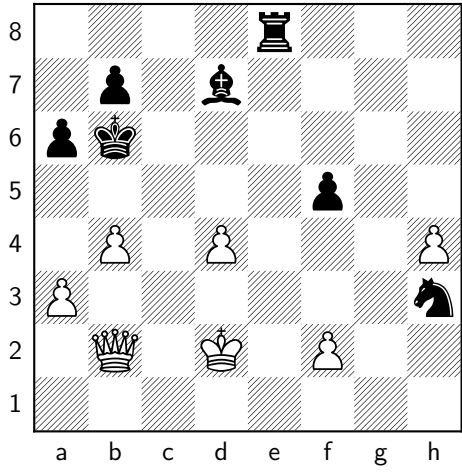
13.1 Dvojni udar

13.1.1 Domača naloga - dvojni udar z damo

Ime in priimek: _____

Dvojni udar z damo. Pod diagramom zapiši rešitev s šahovsko notacijo!

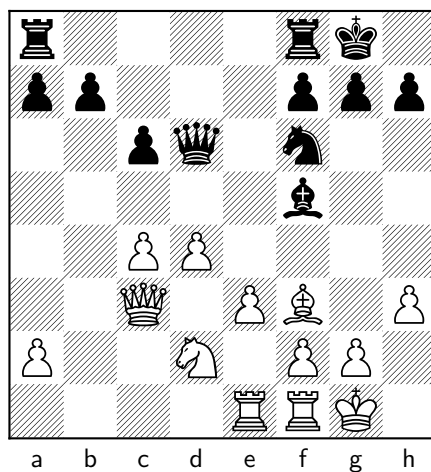
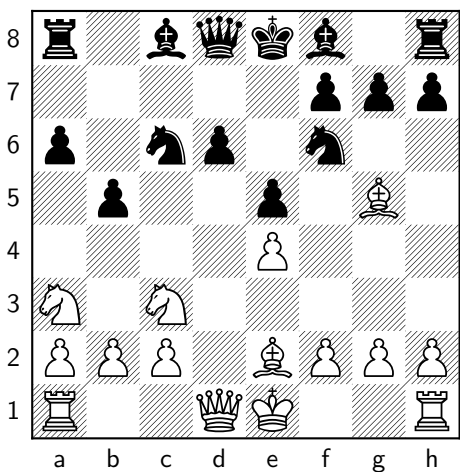
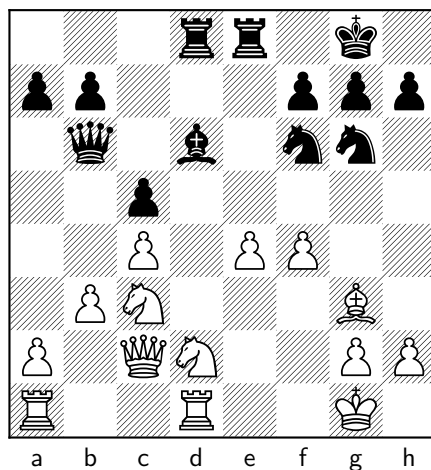
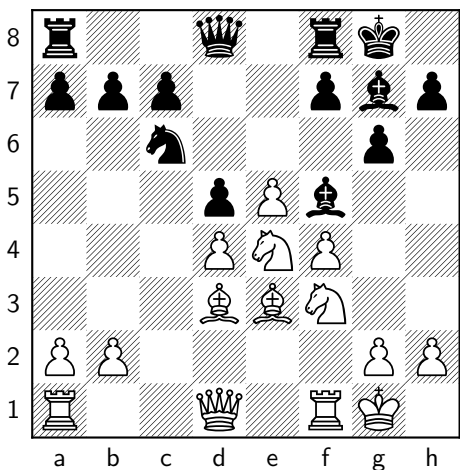
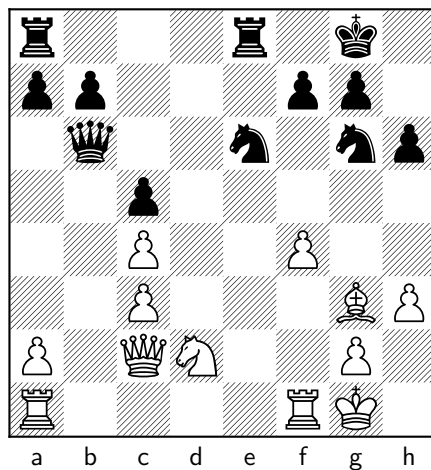
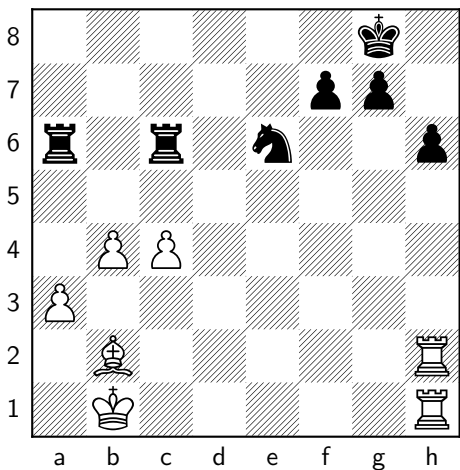


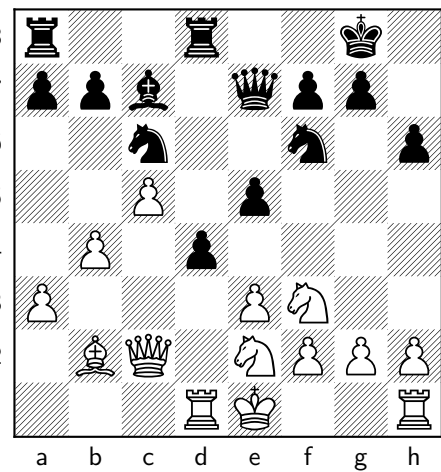
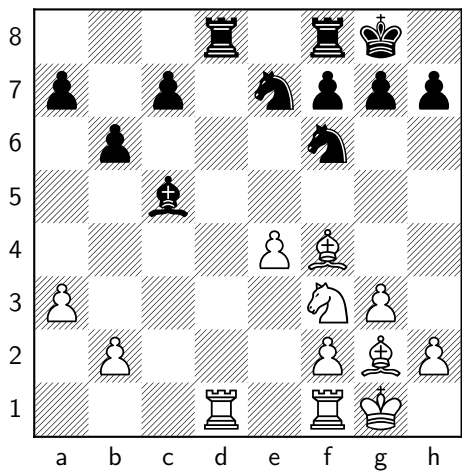
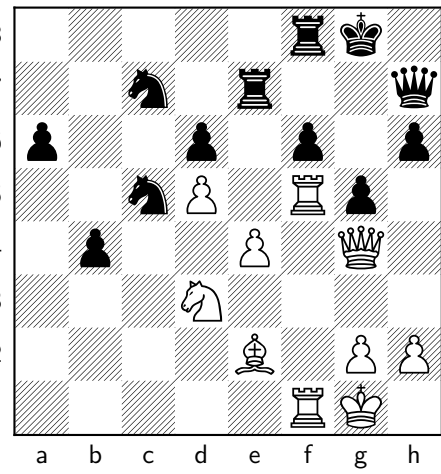
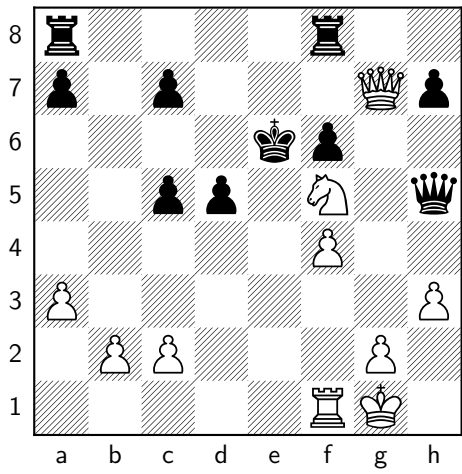
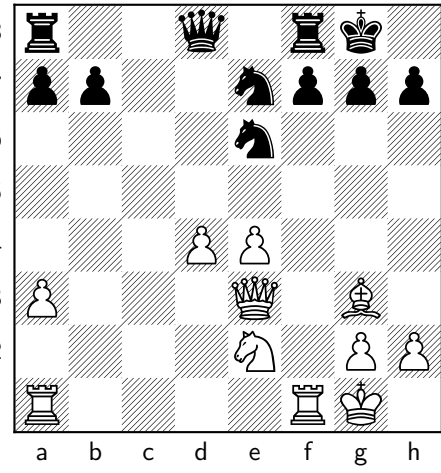
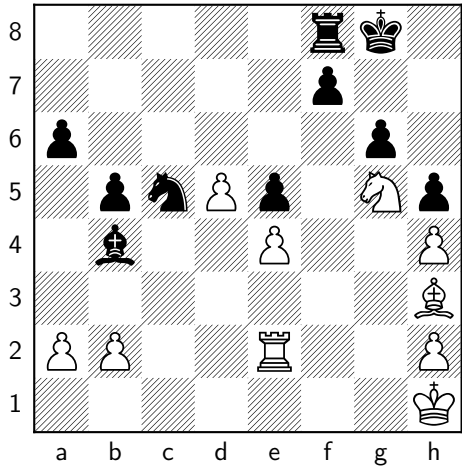


13.1.2 Domača naloga - dvojni udar s kmetom - vilice

Ime in priimek: _____

Dvojni udar s kmetom - vilice. Pod diagramom zapiši rešitev s šahovsko notacijo!

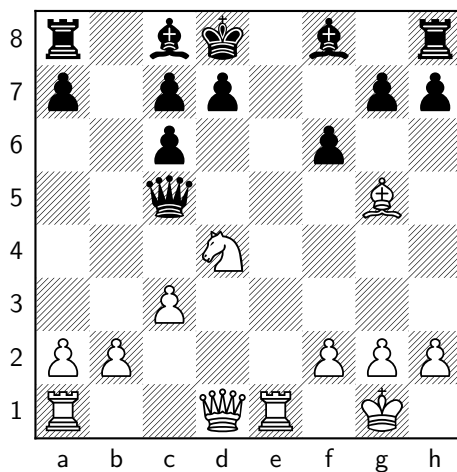
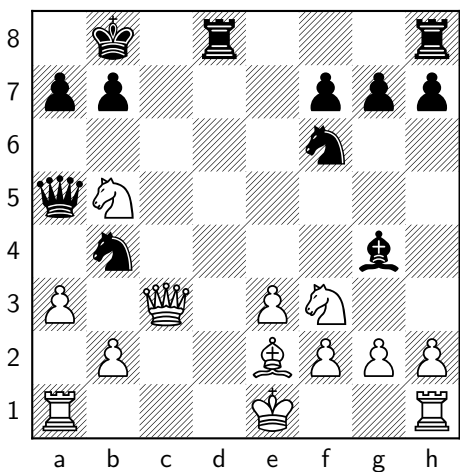
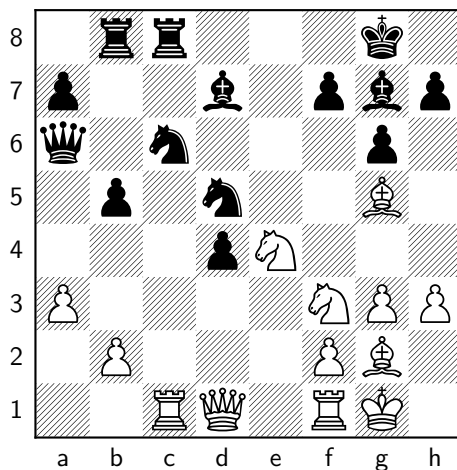
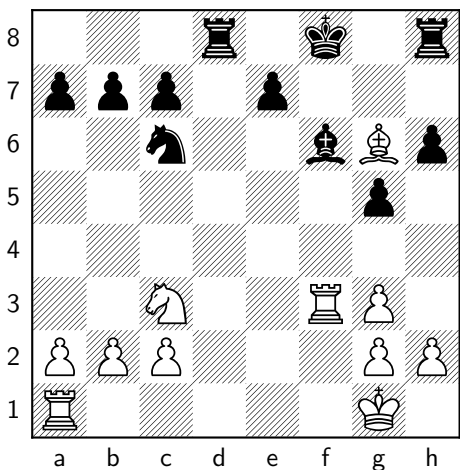
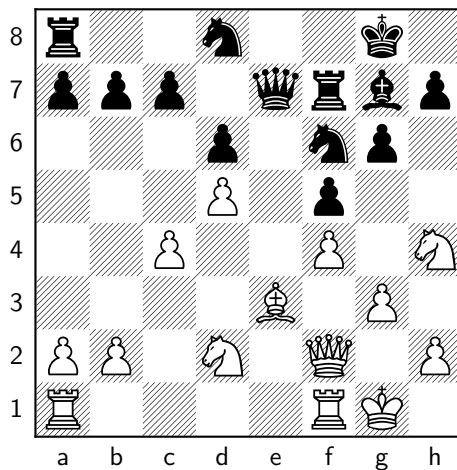
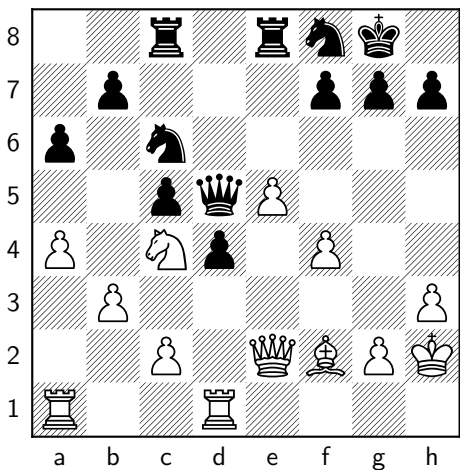


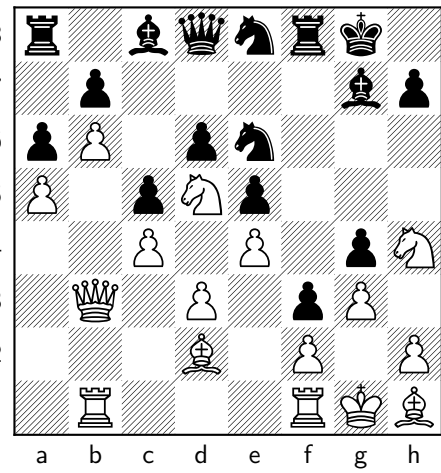
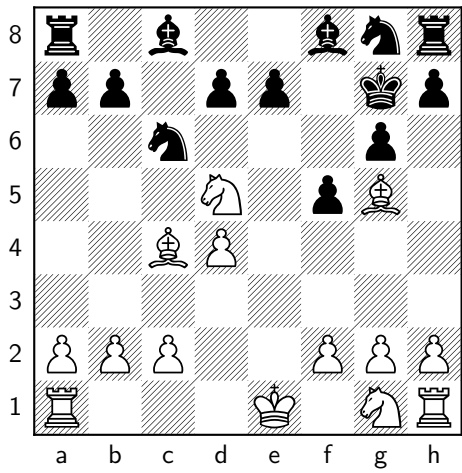
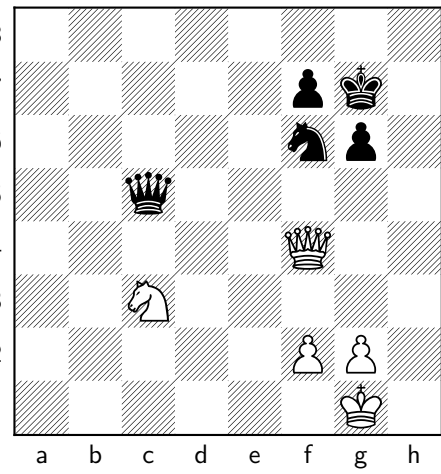
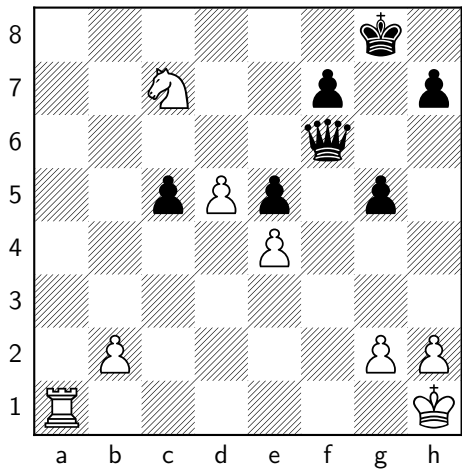
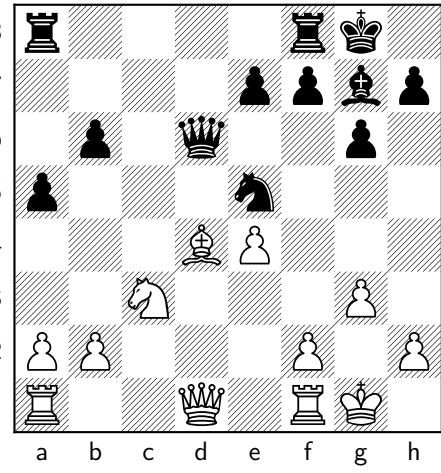
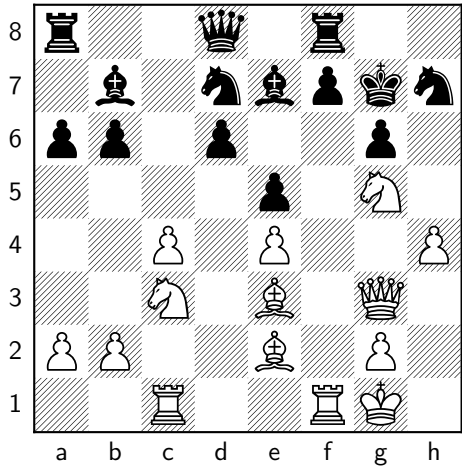


13.1.3 Dvojni udar s skakačem

Ime in priimek: _____

Poišči najboljšo potezo za igralca na potezi! Pod diagramom zapiši rešitev s šahovsko notacijo!

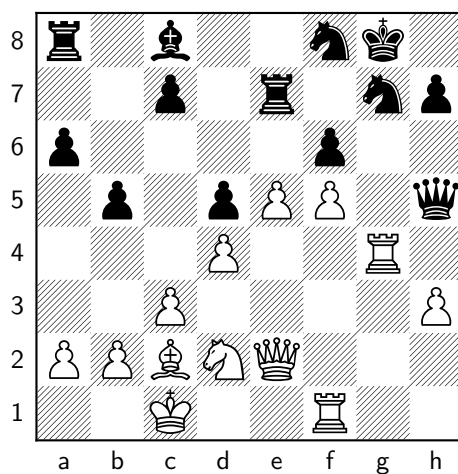
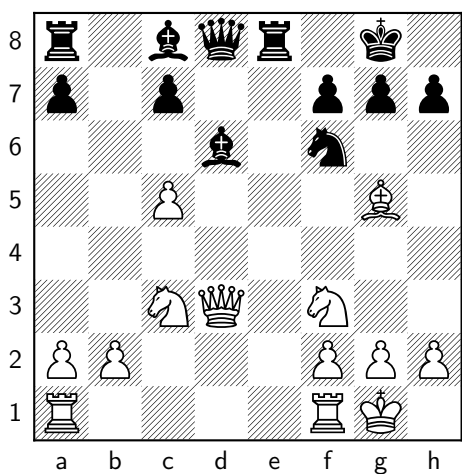
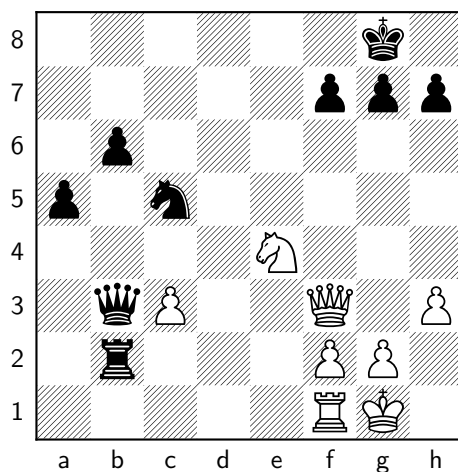
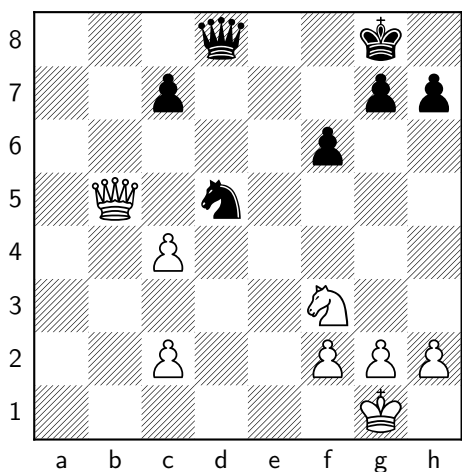
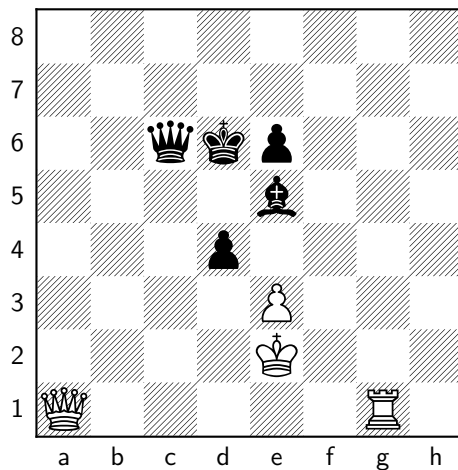
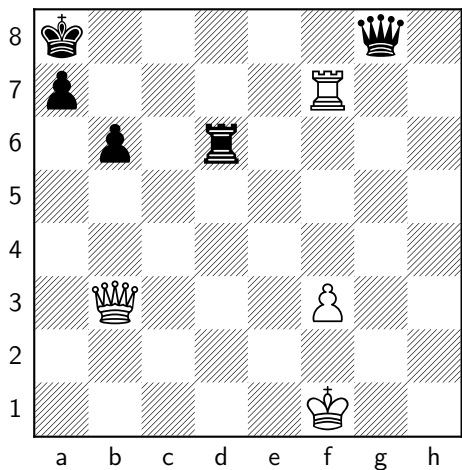


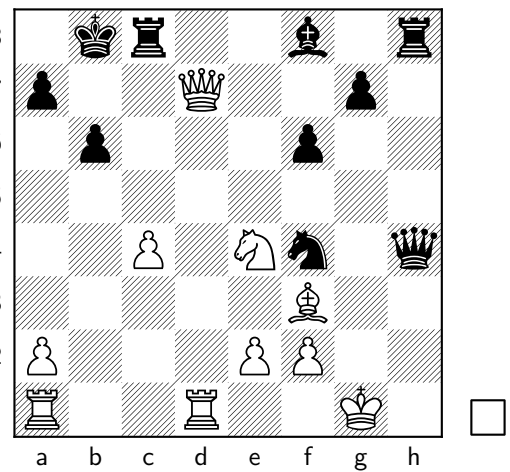
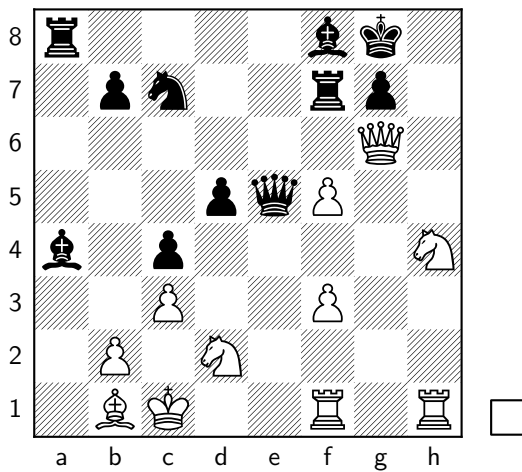
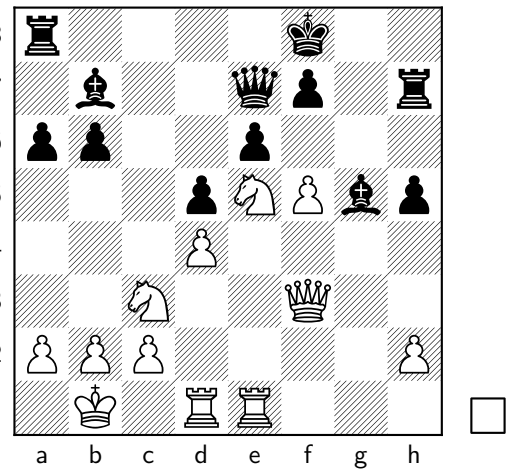
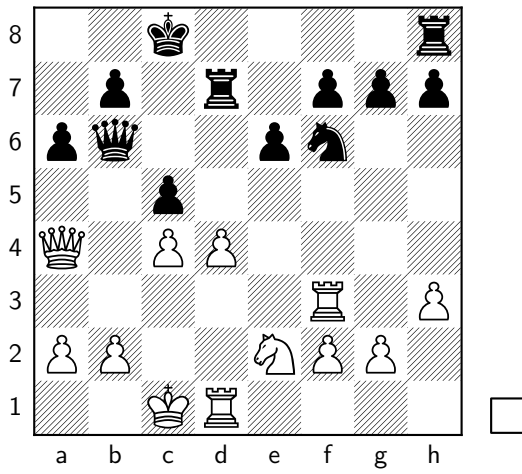
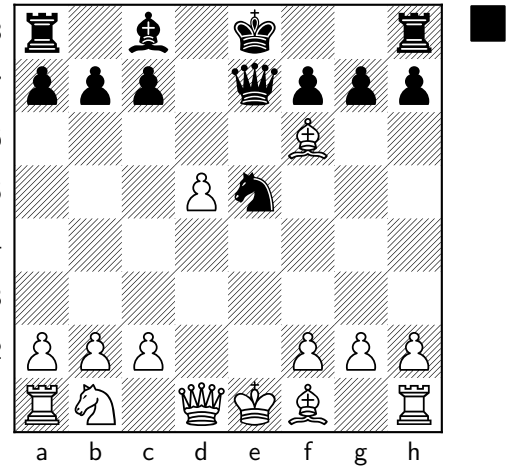
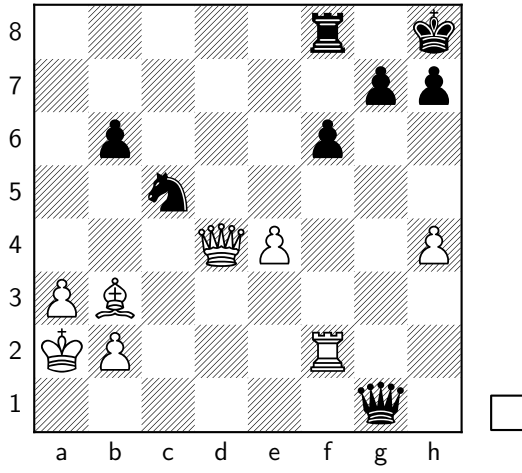


13.1.4 Odkriti dvojni udar

Ime in priimek: _____

Poišči najboljšo potezo za igralca na potezi! Pod diagramom zapiši rešitev s šahovsko notacijo!

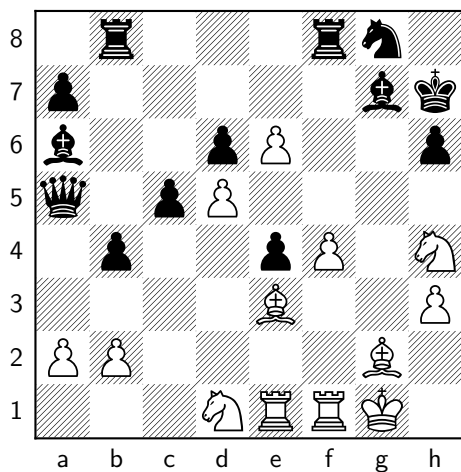
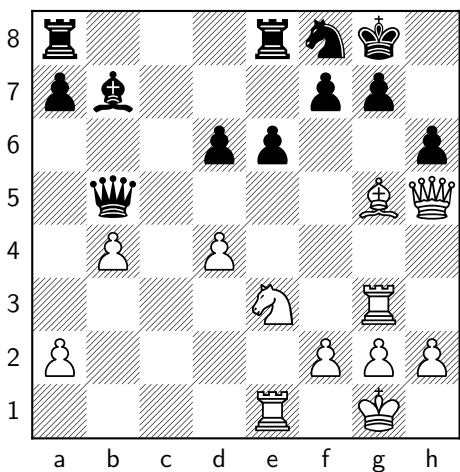
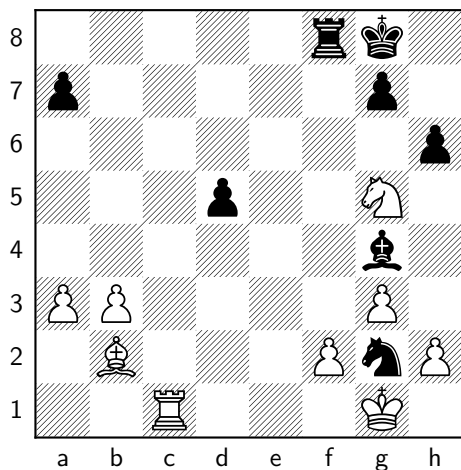
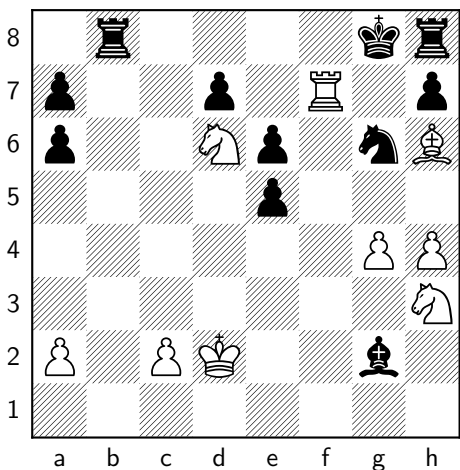
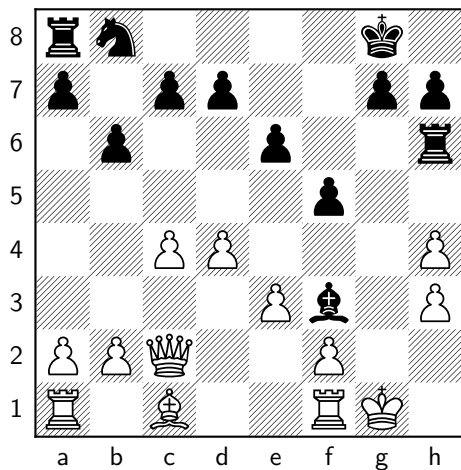
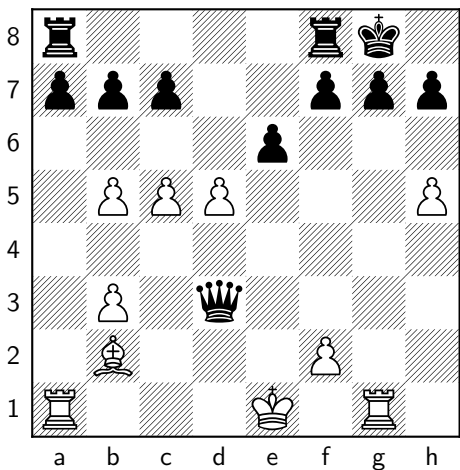




13.1.5 Mlinček

Ime in priimek: _____

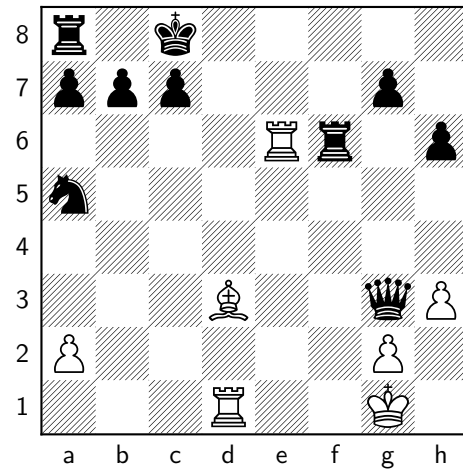
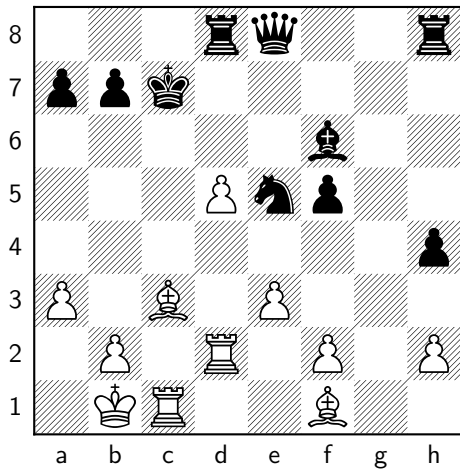
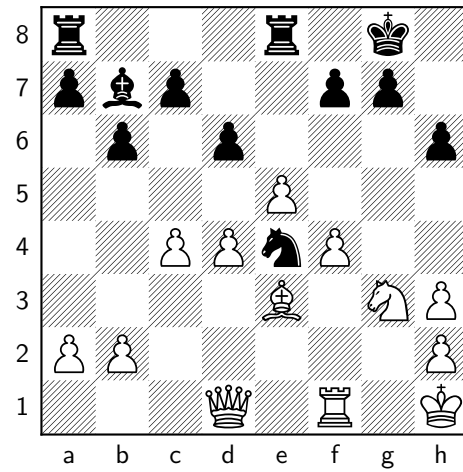
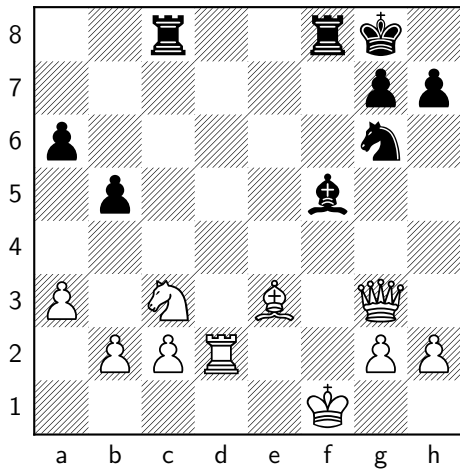
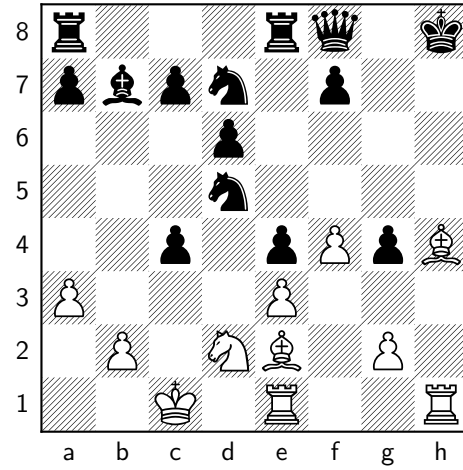
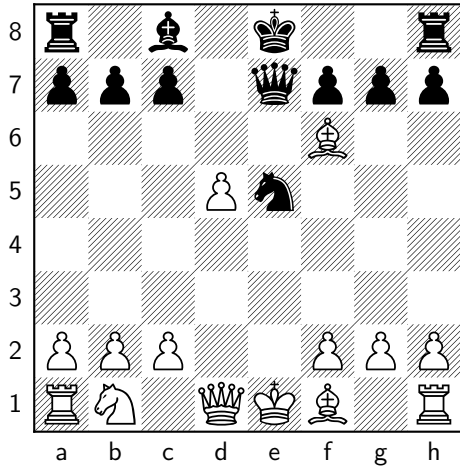
Poišči najboljšo potezo za igralca na potezi! Pod diagramom zapiši rešitev s šahovsko notacijo!

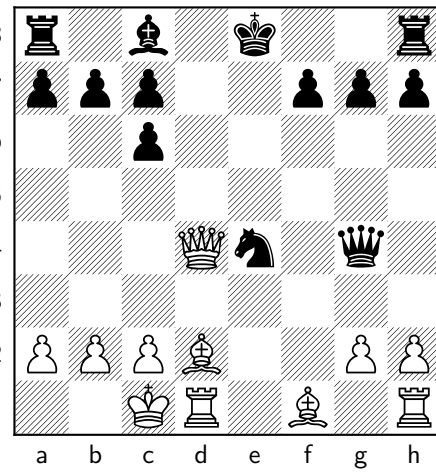
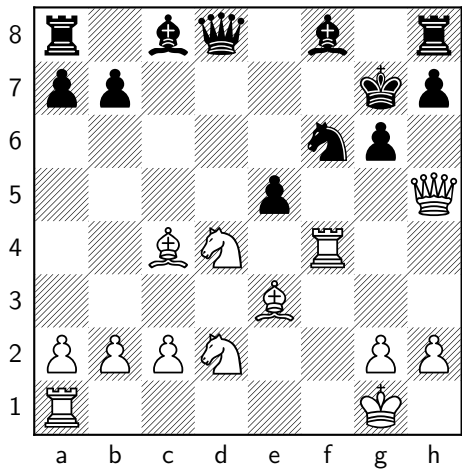
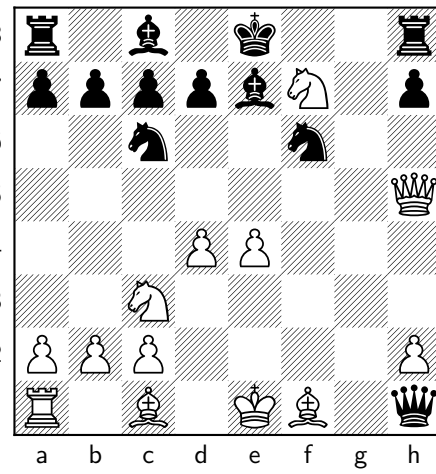
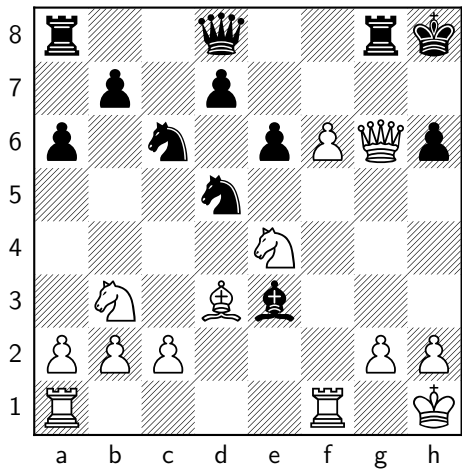
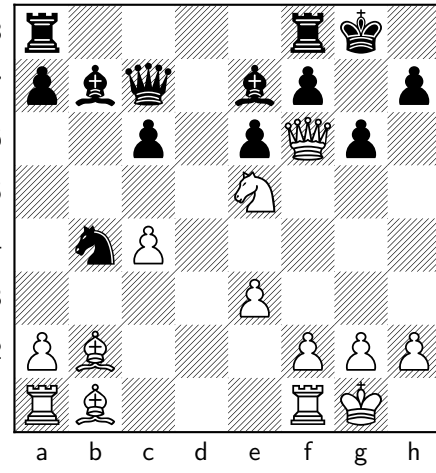
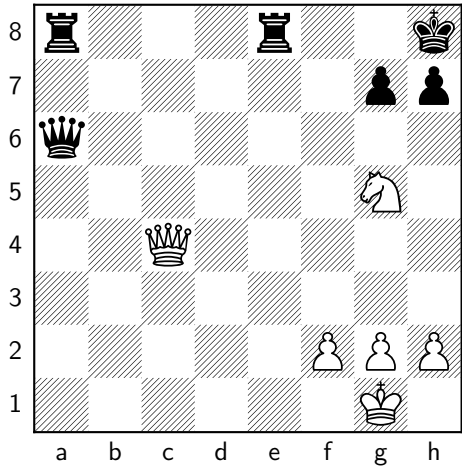


13.1.6 Dvojni šah

Ime in priimek: _____

Poišči najboljšo potezo za igralca na potezi! Pod diagramom zapiši rešitev s šahovsko notacijo!



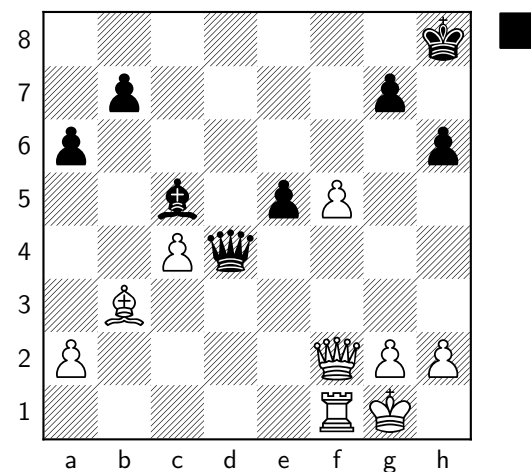
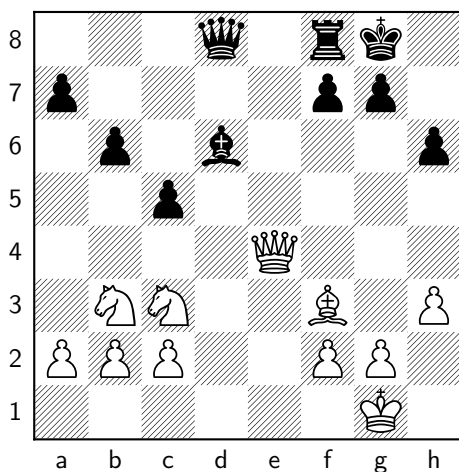
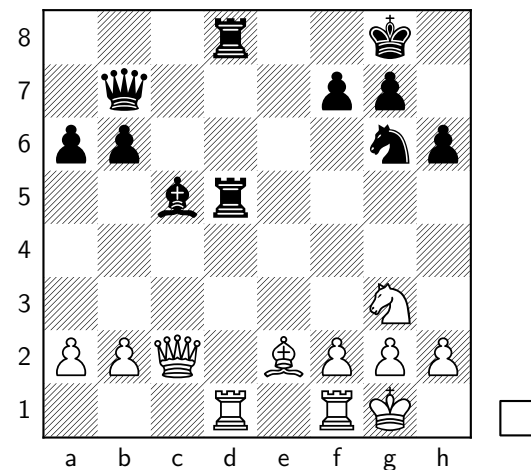
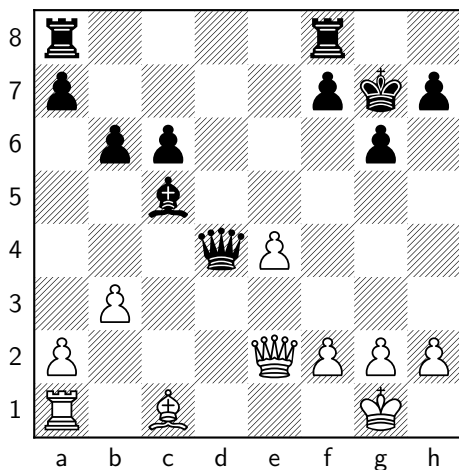
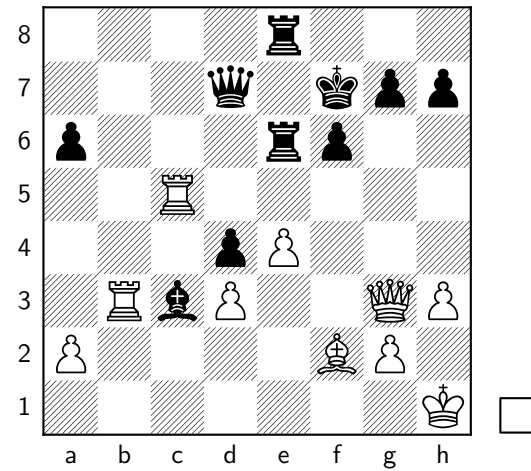
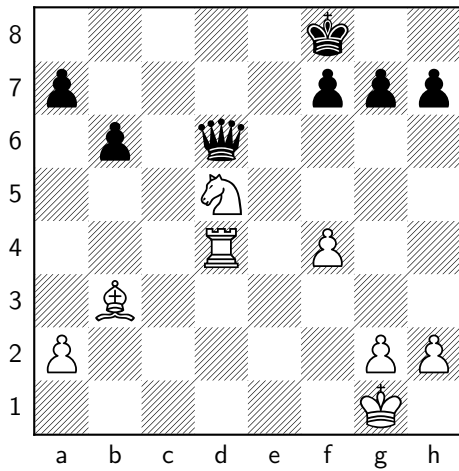


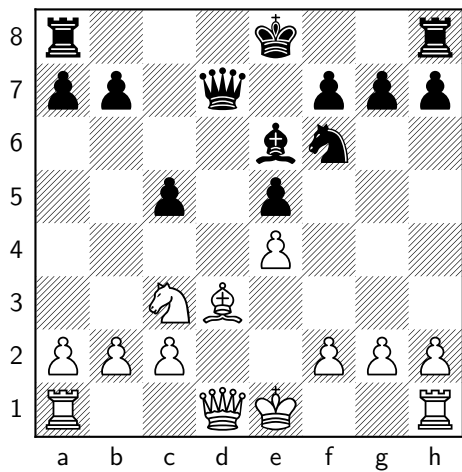
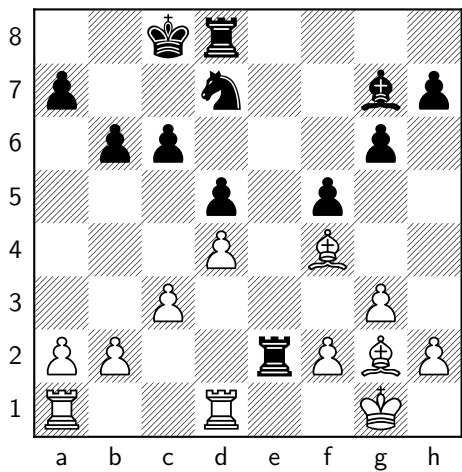
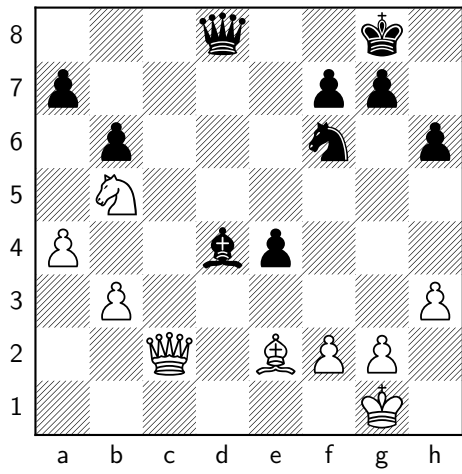
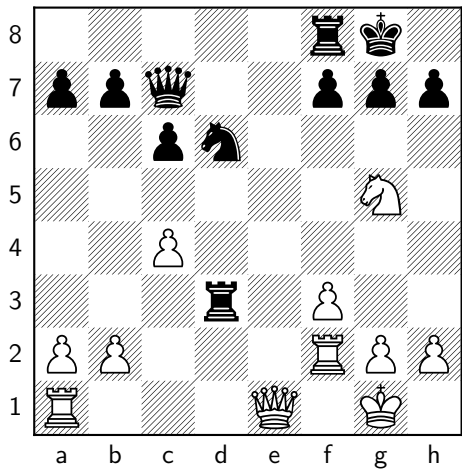
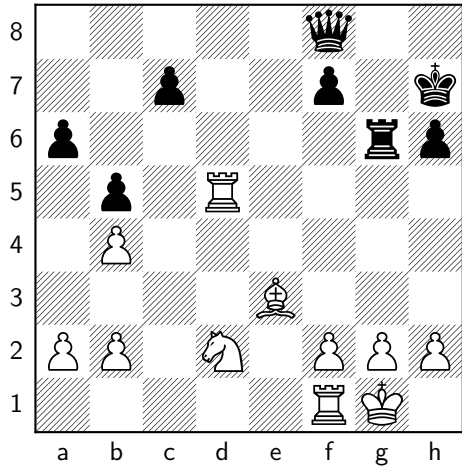
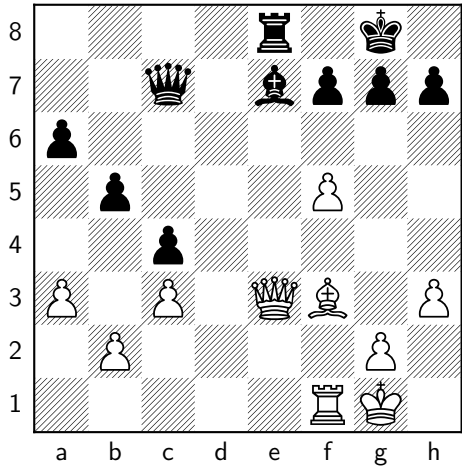
13.2 Vezava

13.2.1 Domača naloga

Ime in priimek: _____

Vezava. Pod diagramom zapiši rešitev s šahovsko notacijo!



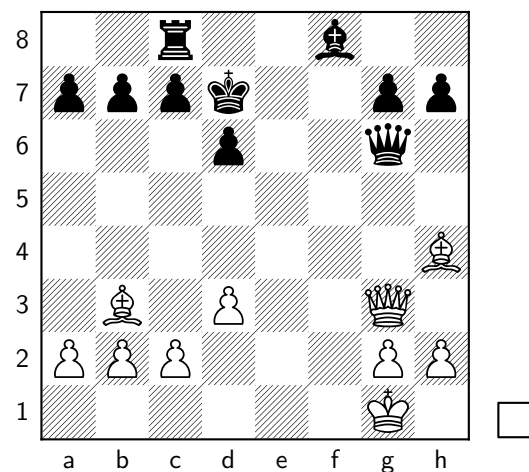
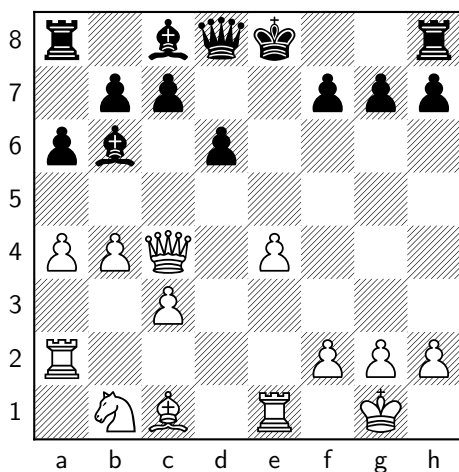
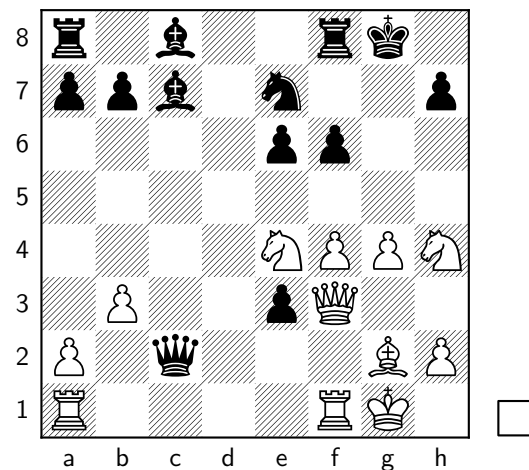
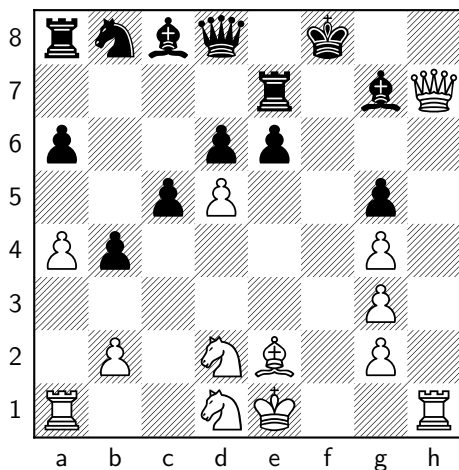
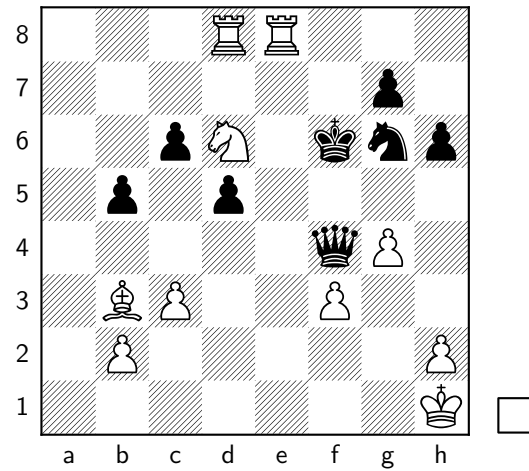
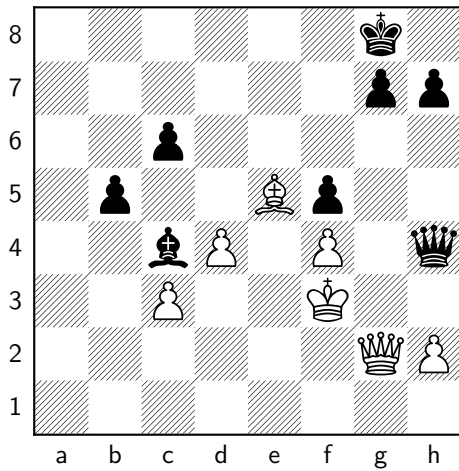


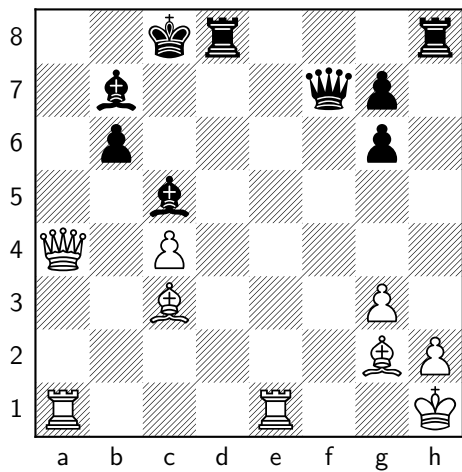
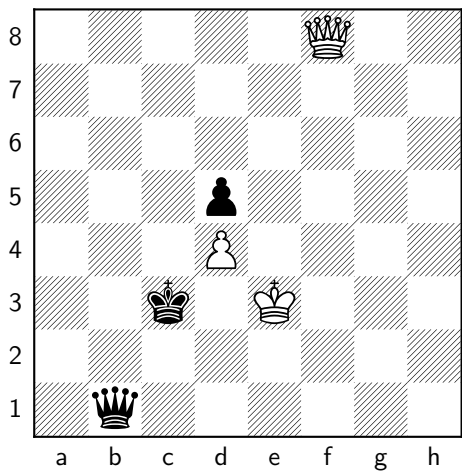
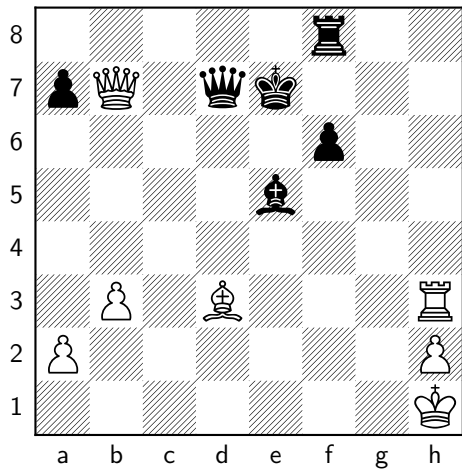
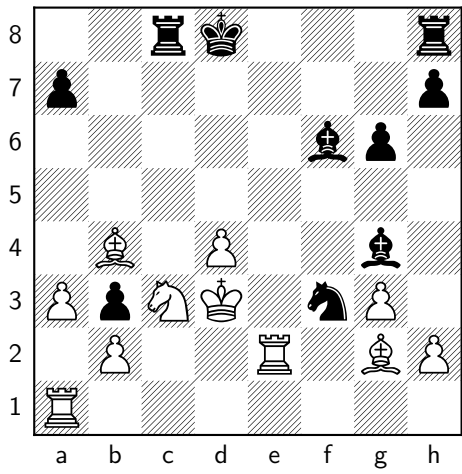
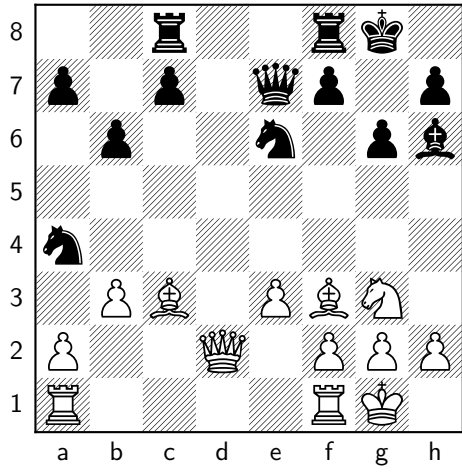
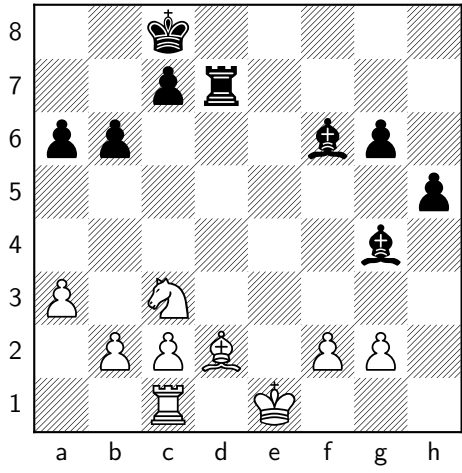
13.3 Rentgen

13.3.1 Domača naloga

Ime in priimek: _____

Rentgen. Pod diagramom zapiši rešitev s šahovsko notacijo!



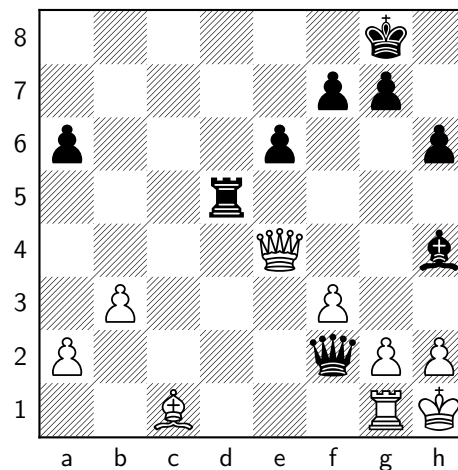
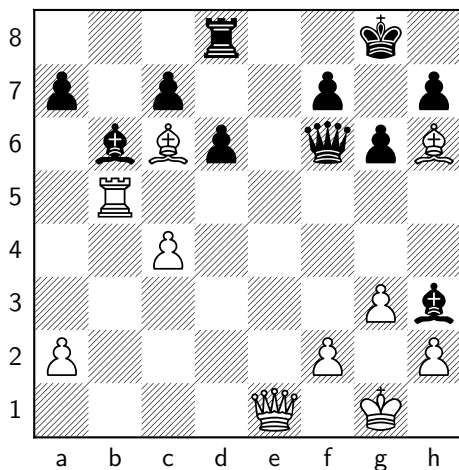
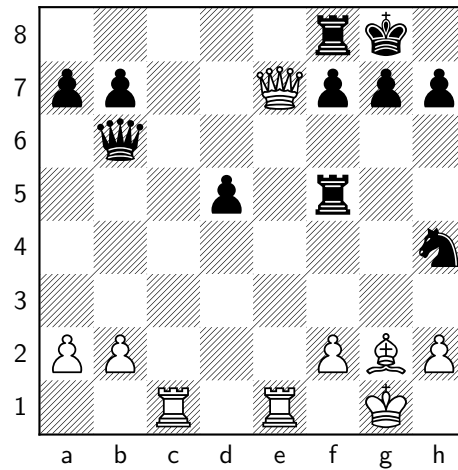
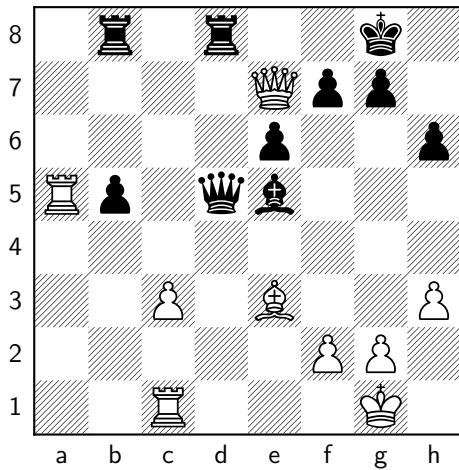
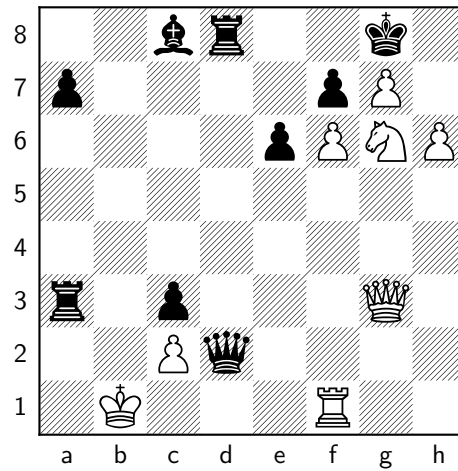
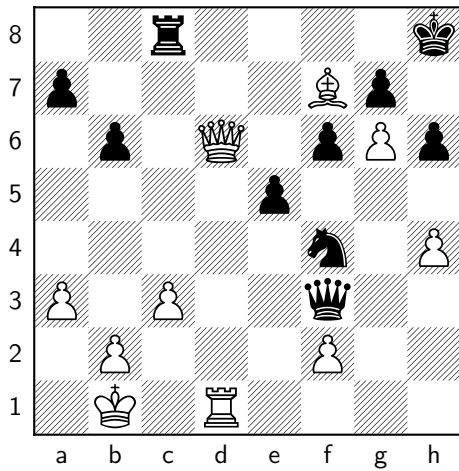


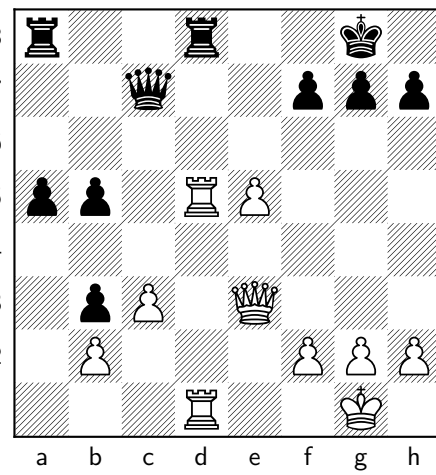
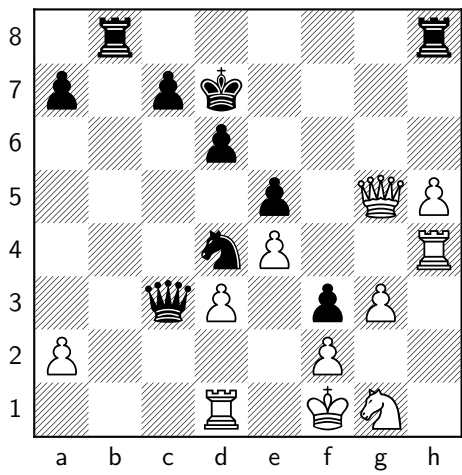
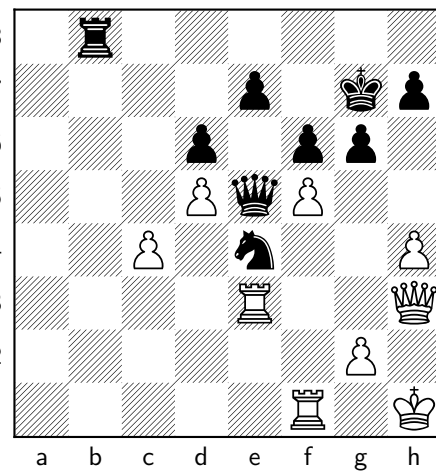
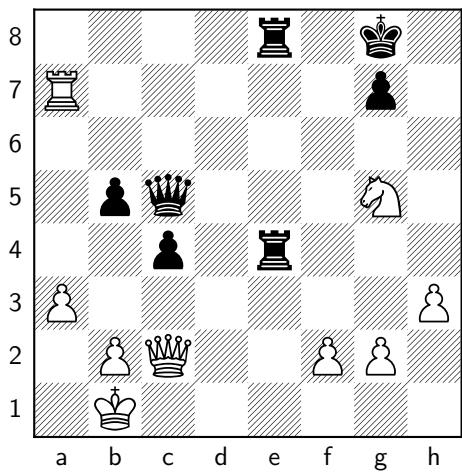
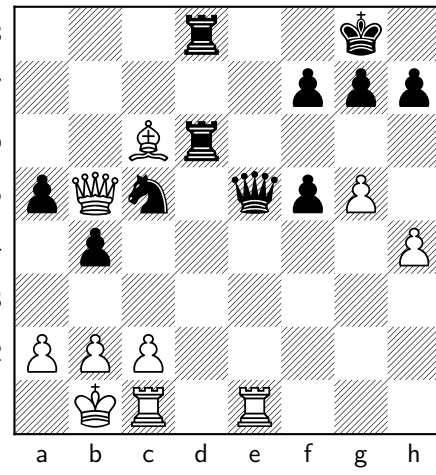
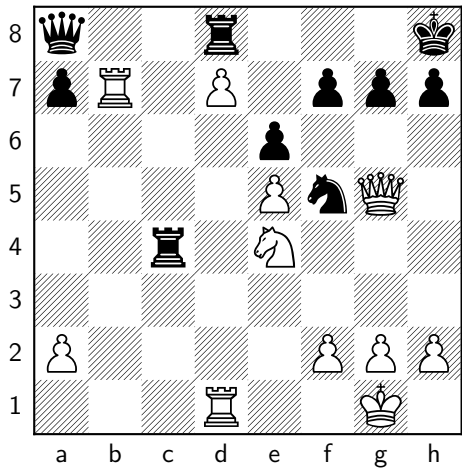
13.4 Mat na osnovni vrsti

13.4.1 Domača naloga

Ime in priimek: _____

Izkoristi slabo osnovno vrsto! Pod diagramom zapiši rešitev s šahovsko notacijo!



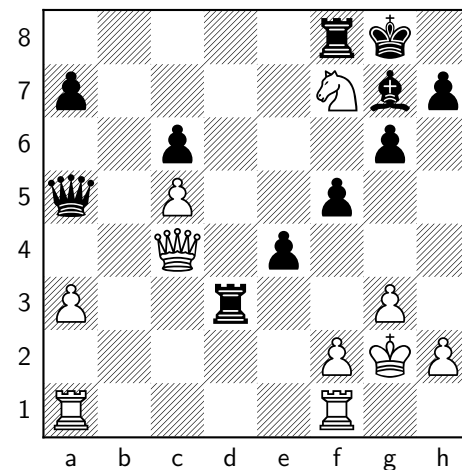
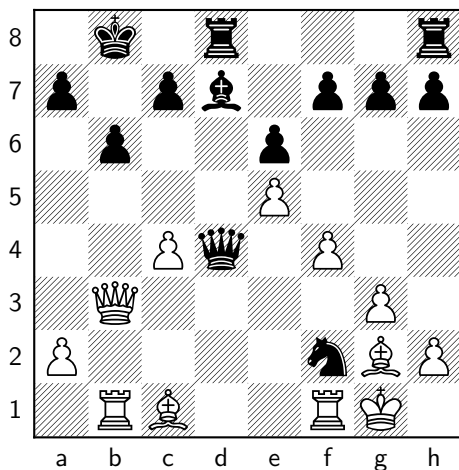
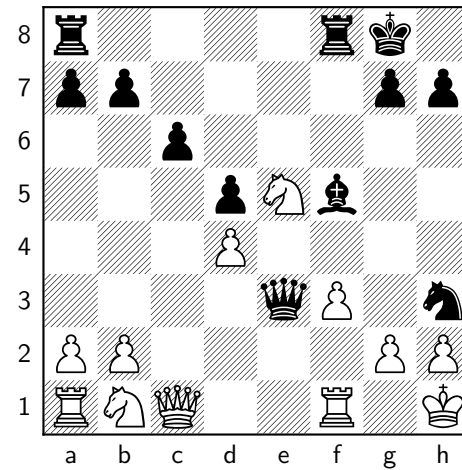
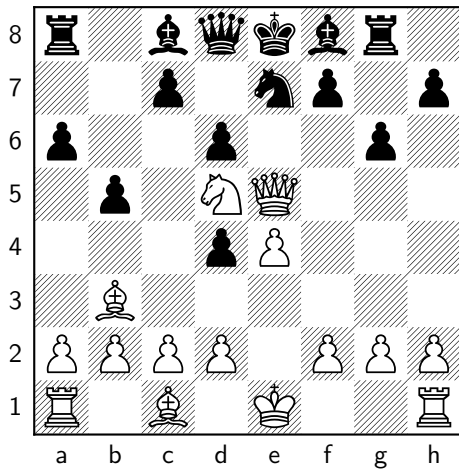
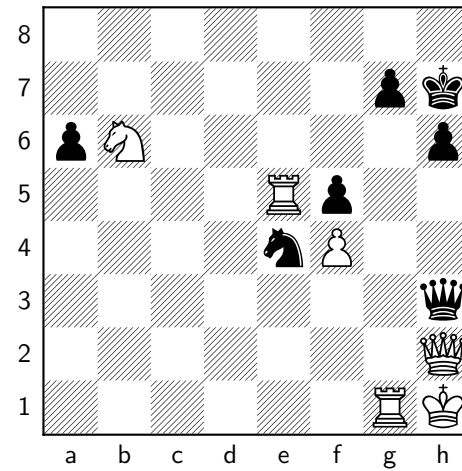
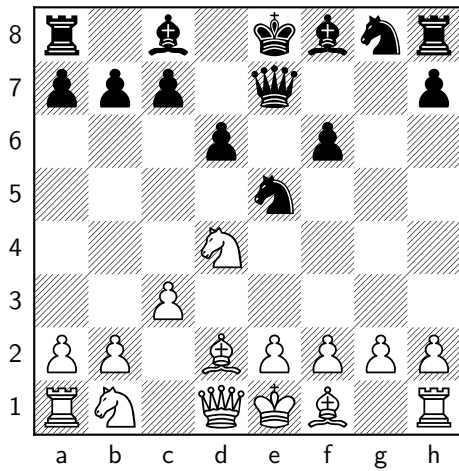


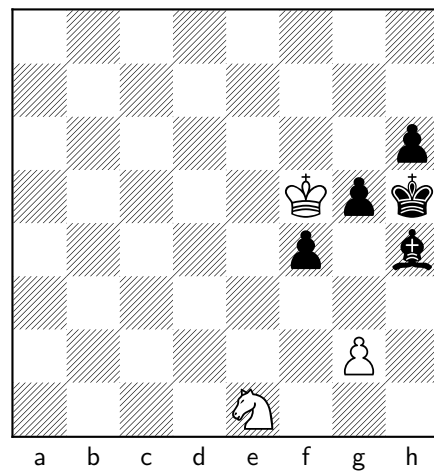
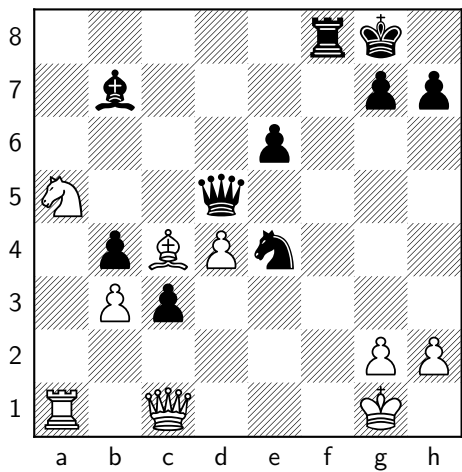
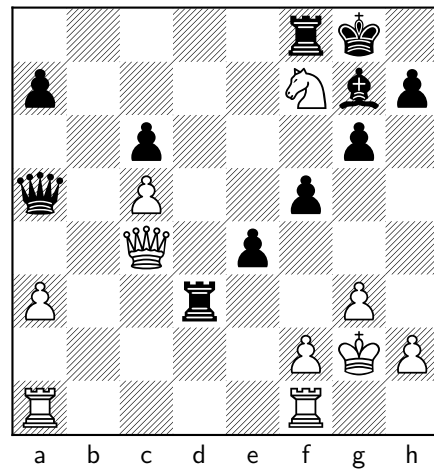
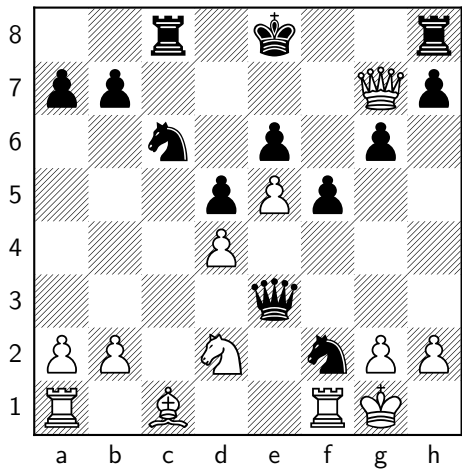
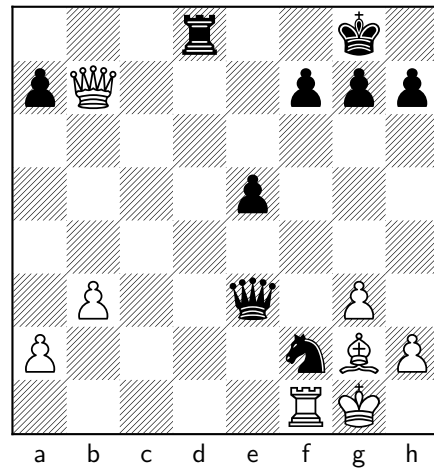
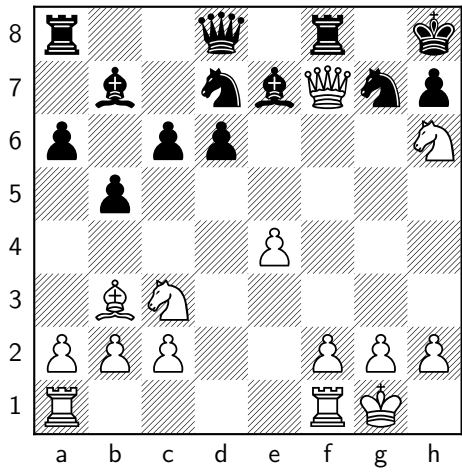
13.5 Zadušni mat

13.5.1 Domača naloga

Ime in priimek: _____

Igralec na potezi da zadušni mat! Pod diagramom zapiši rešitev s šahovsko notacijo!



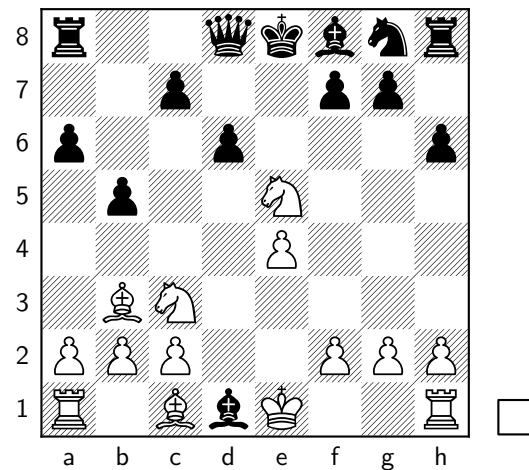
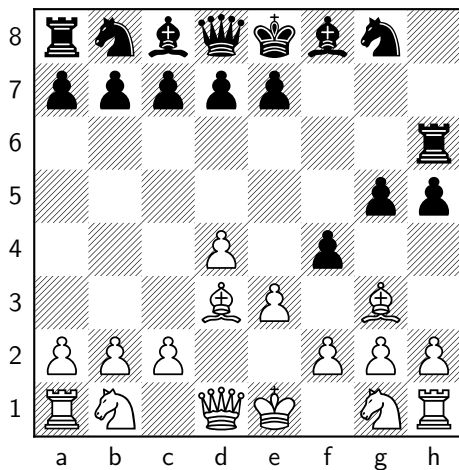
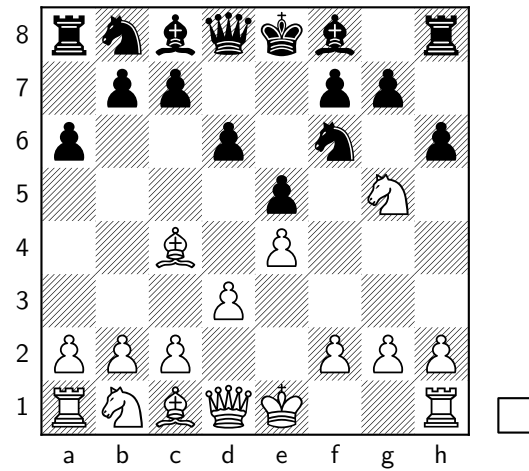
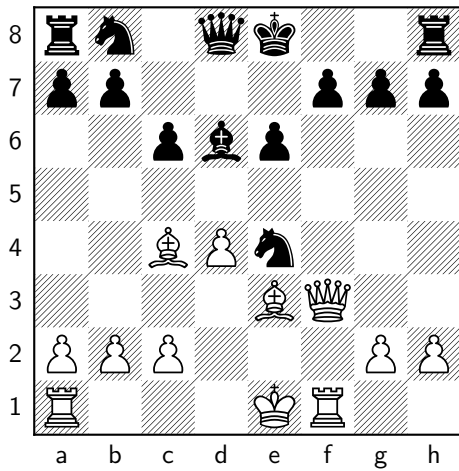
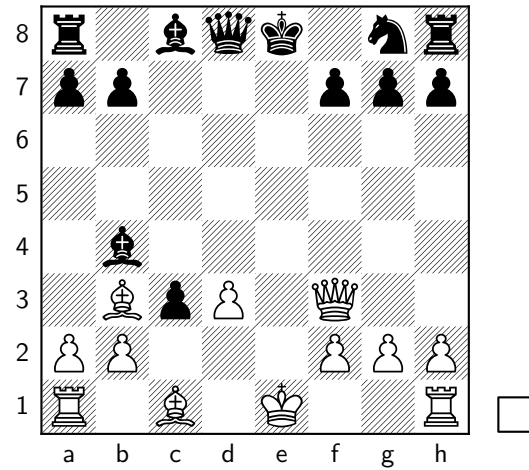
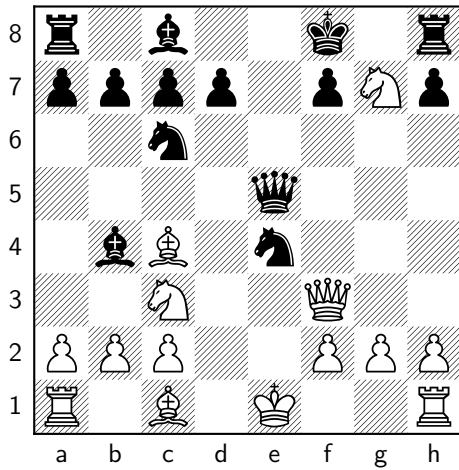


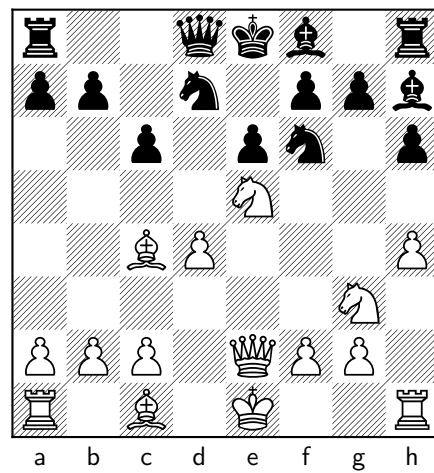
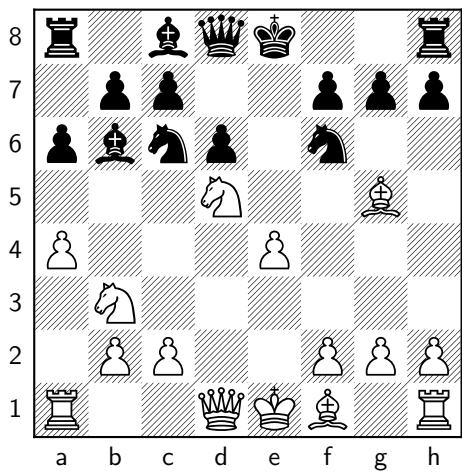
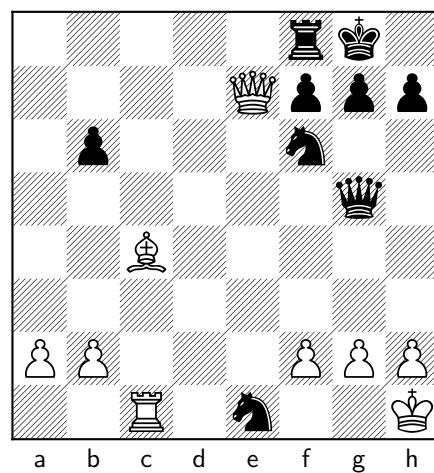
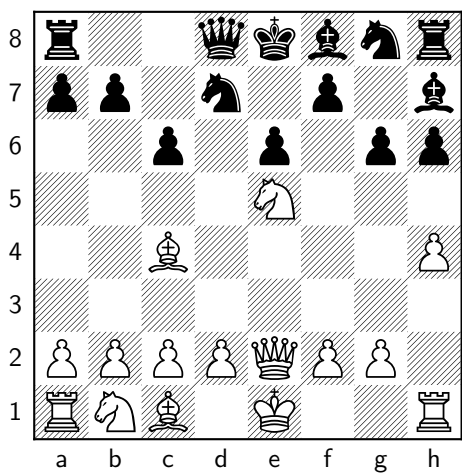
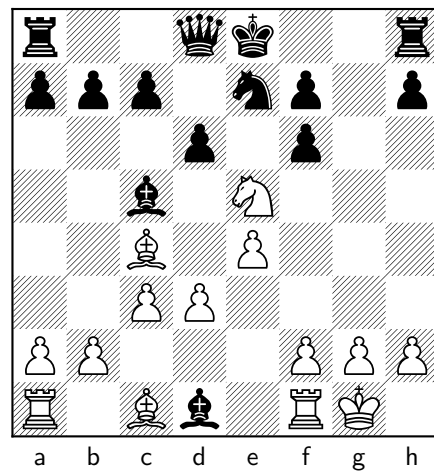
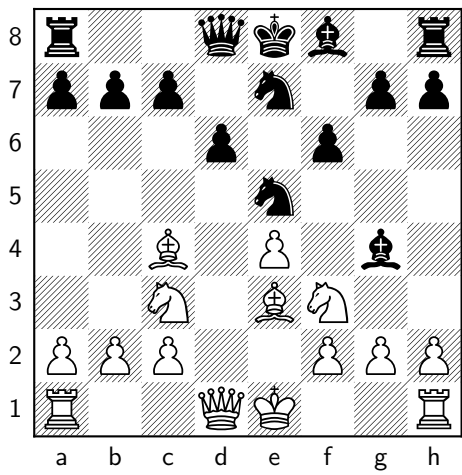
13.6 Šibka točka f2/f7

13.6.1 Domača naloga

Ime in priimek: _____

Igralec na potezi izkoristi slabo točko f2/f7 pri nasprotniku! Pod diagramom zapiši rešitev s šahovsko notacijo!



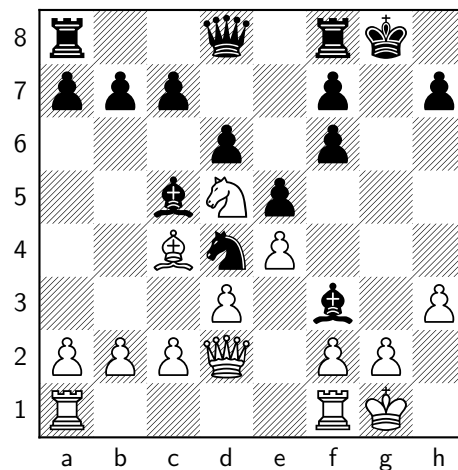
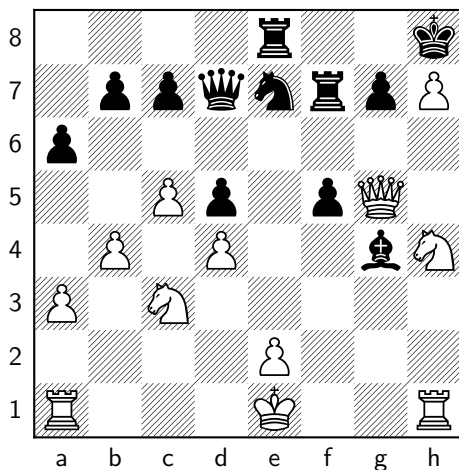
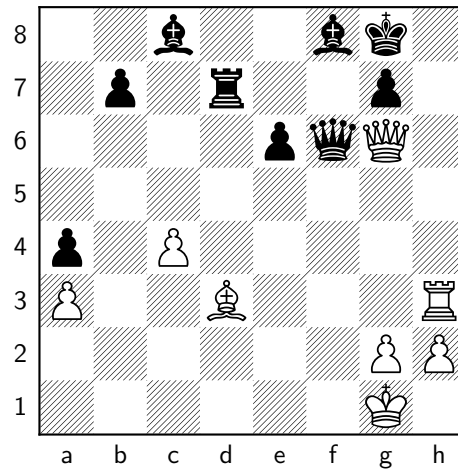
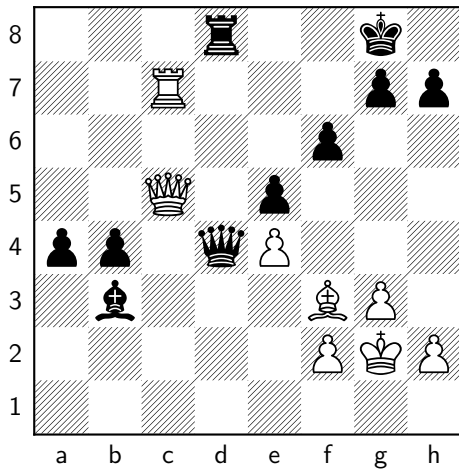
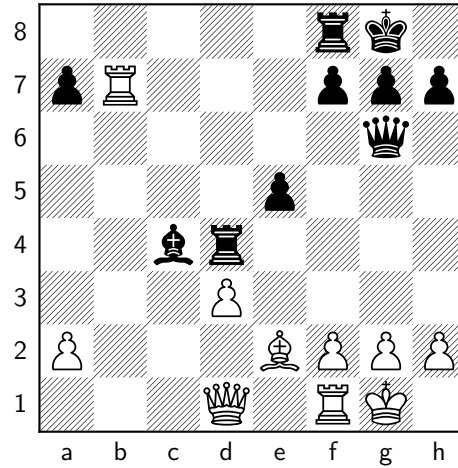
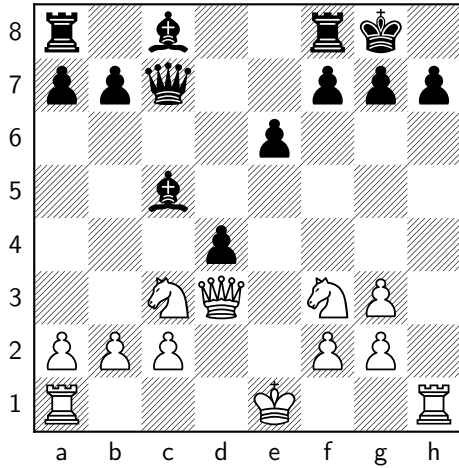


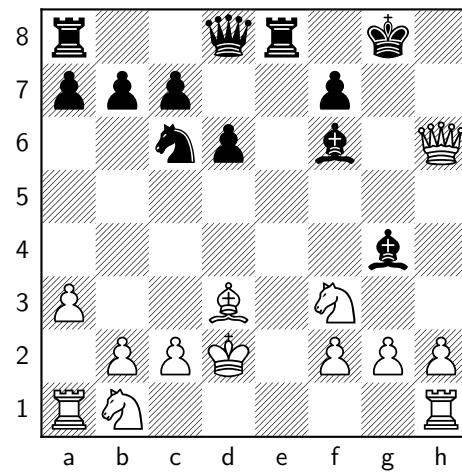
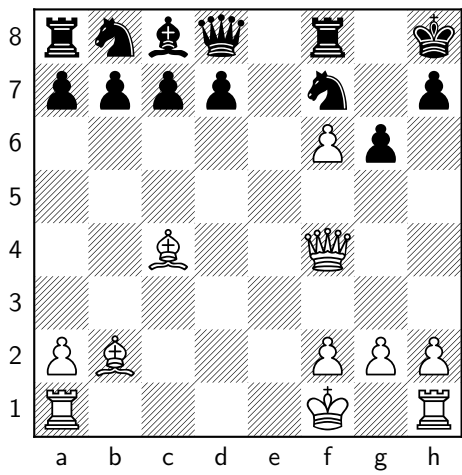
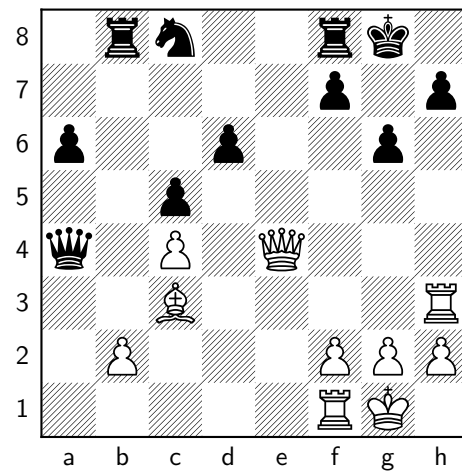
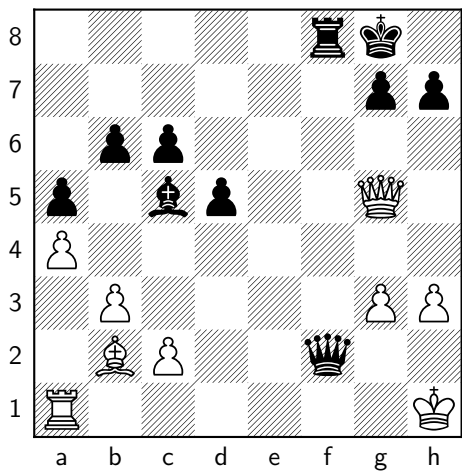
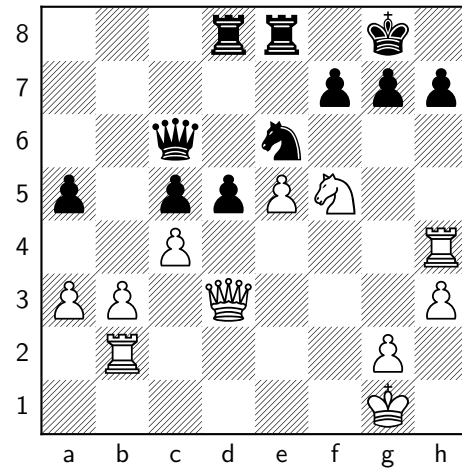
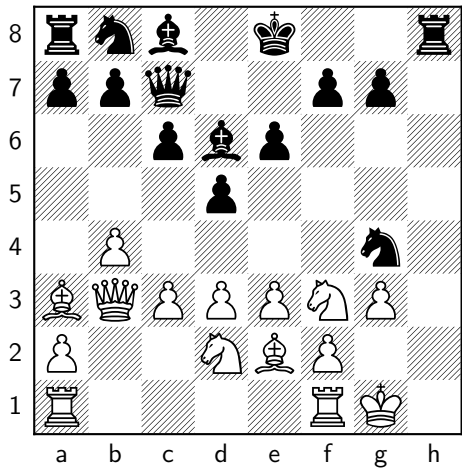
13.7 Napad na rokiranega kralja

13.7.1 Domača naloga

Ime in priimek: _____

Igralec na potezi napade kralja.



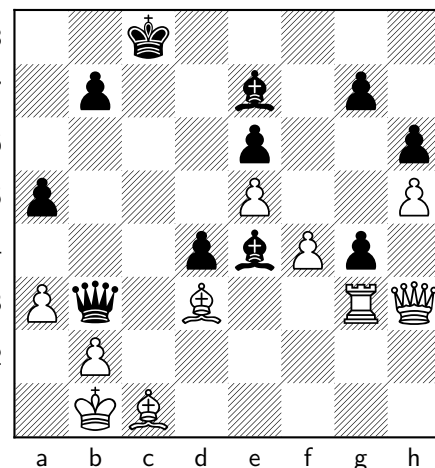
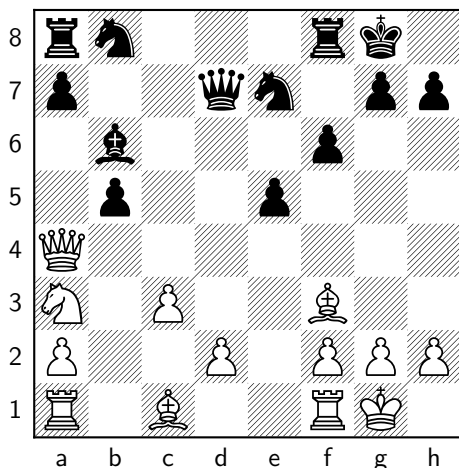
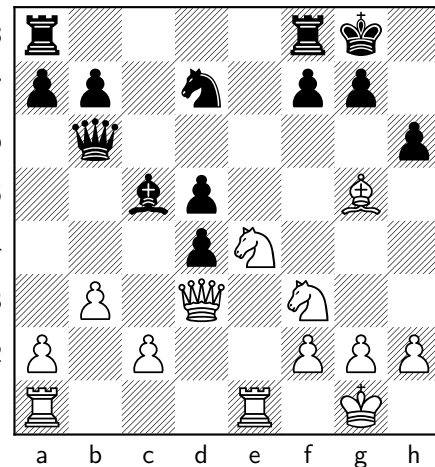
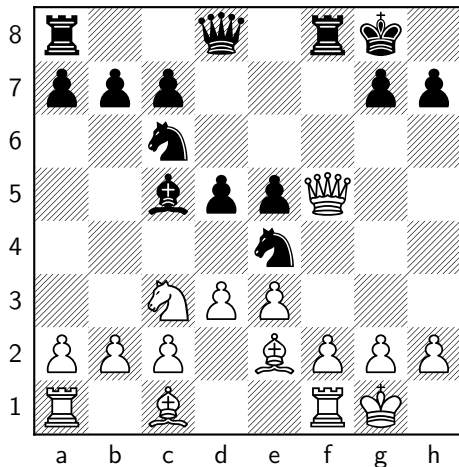
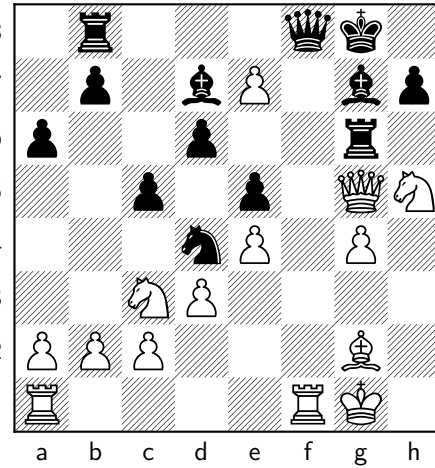
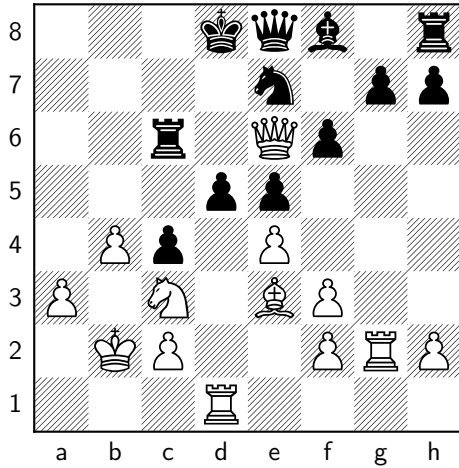


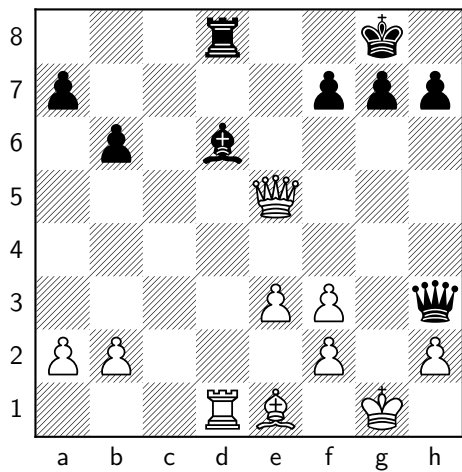
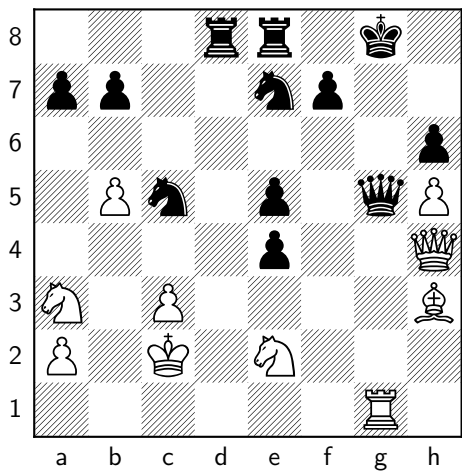
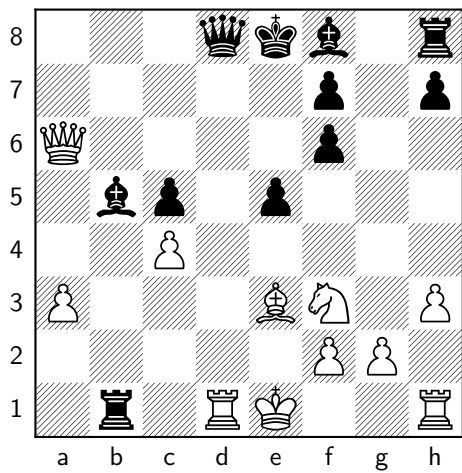
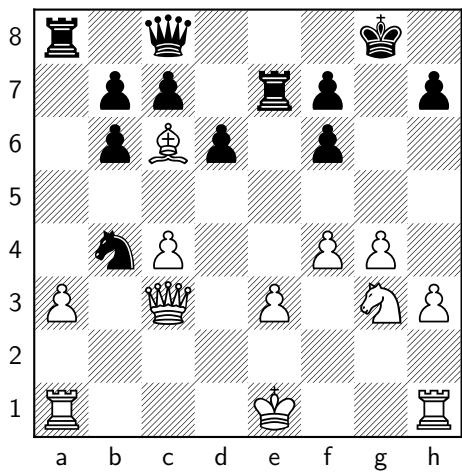
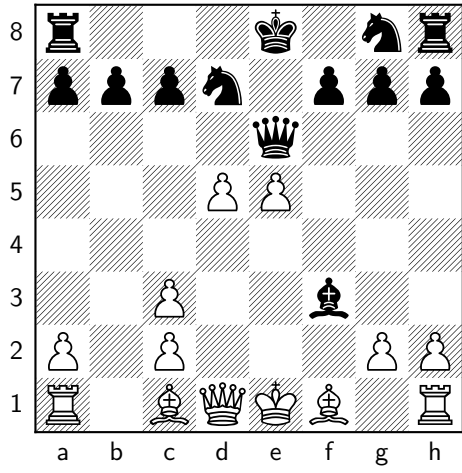
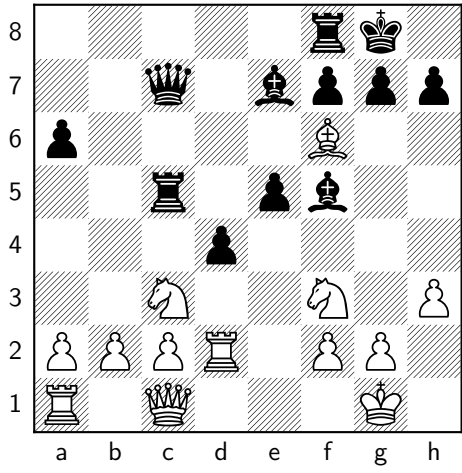
13.8 Zwischenzug - vmesna poteza

13.8.1 Domača naloga

Ime in priimek: _____

Igralec na potezi doseže odločilno prednost s pomočjo vmesne poteze



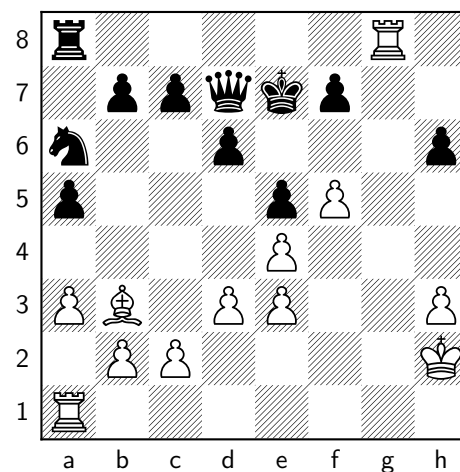
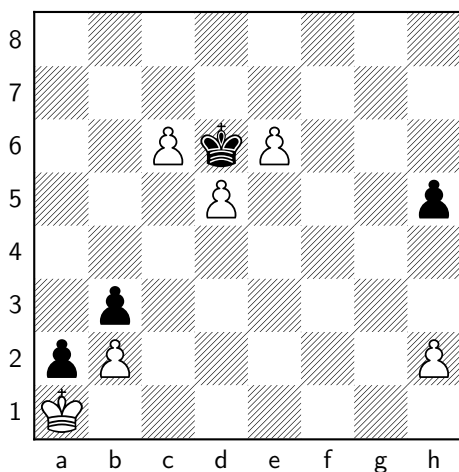
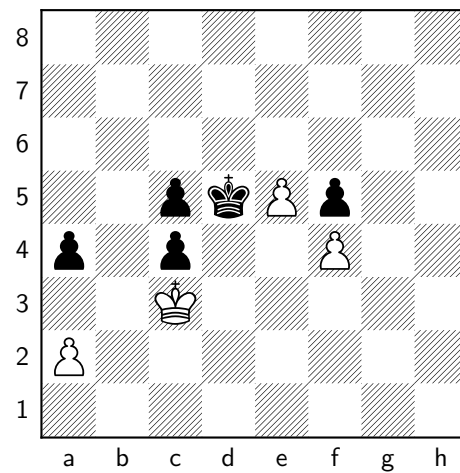
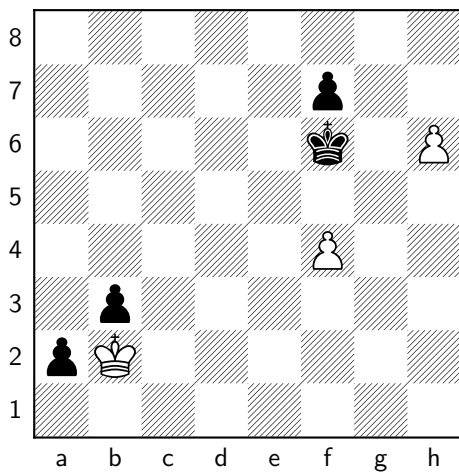
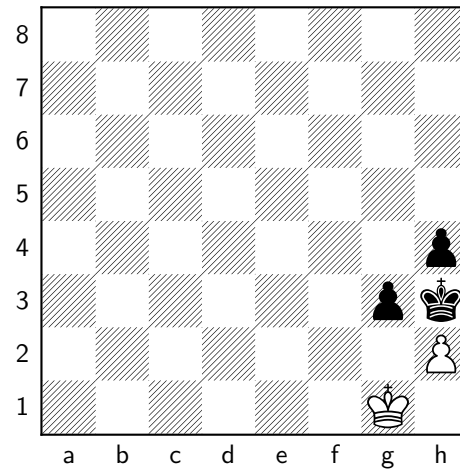
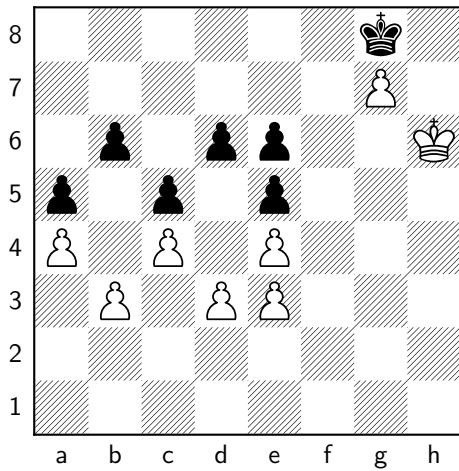


13.9 Zugzwang - nujnica

13.9.1 Domača naloga

Ime in priimek: _____

Igralec na potezi doseže odločilno prednost tako, da izkoristi zugzwang nasprotnika.

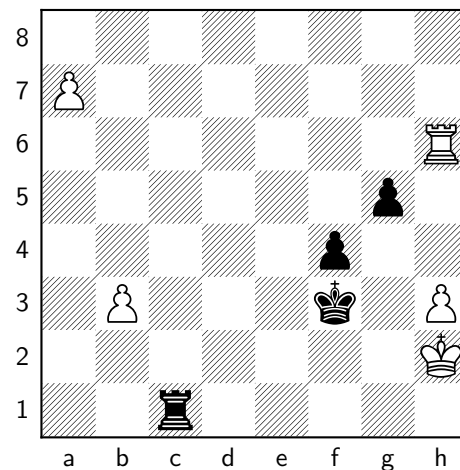
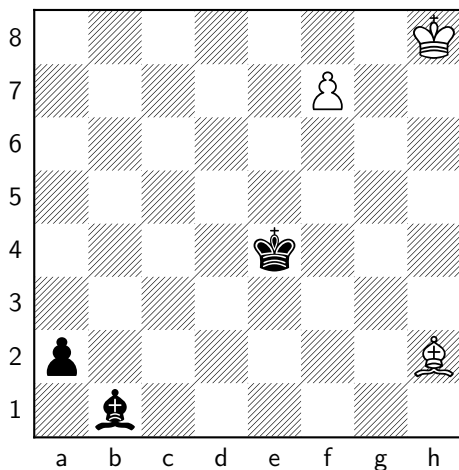
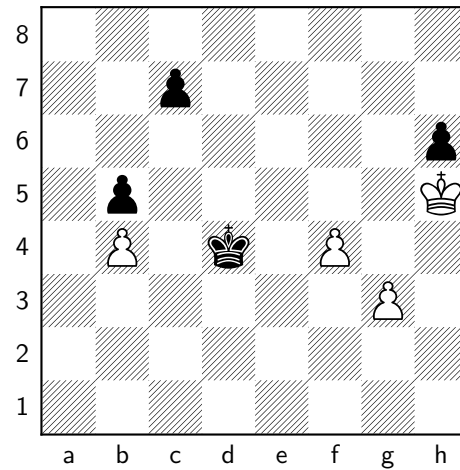
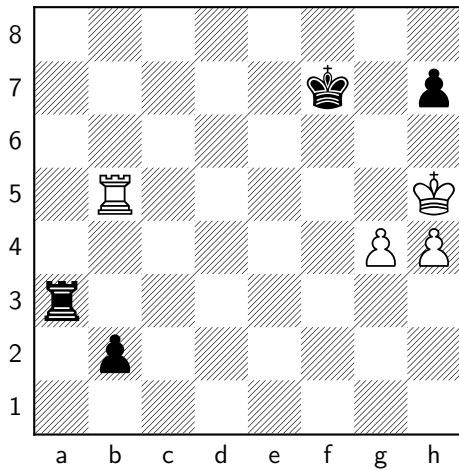
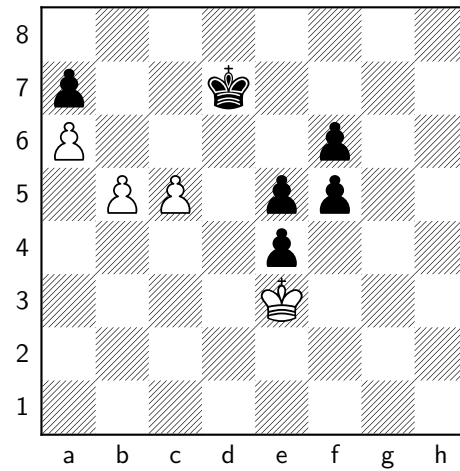
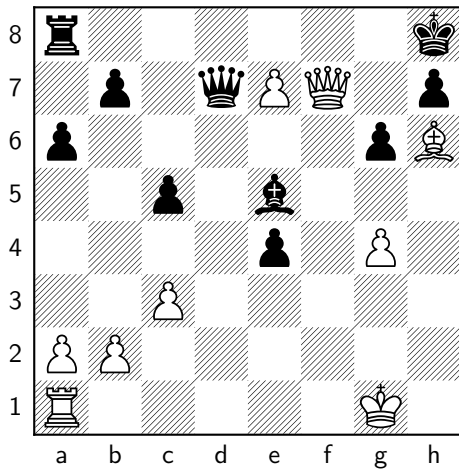


13.10 Promocija kmeta

13.10.1 Domača naloga

Ime in priimek: _____

Igralec na potezi pride do mata ali odločilne prednosti s promocijo kmeta v damo.

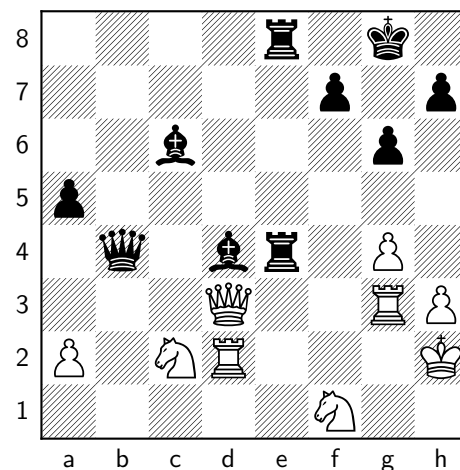
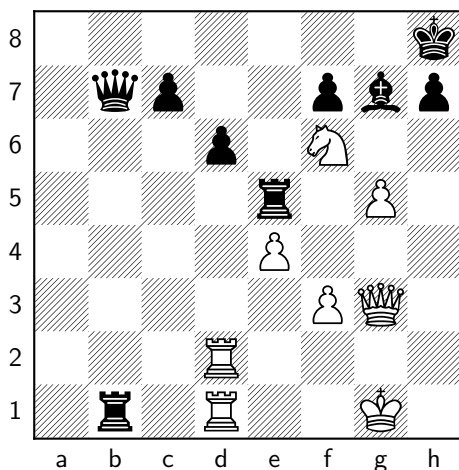
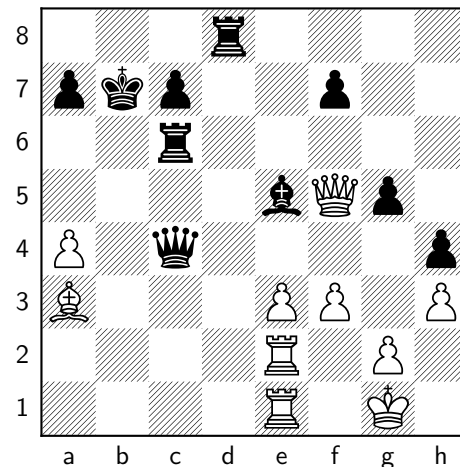
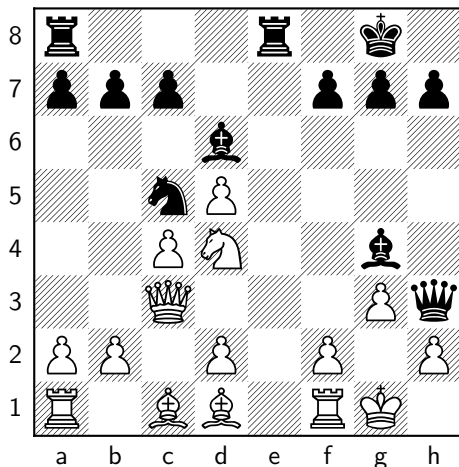
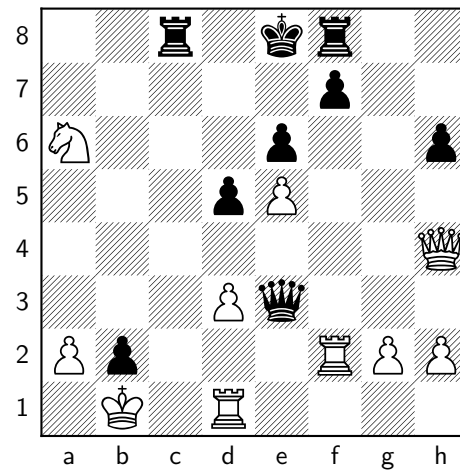
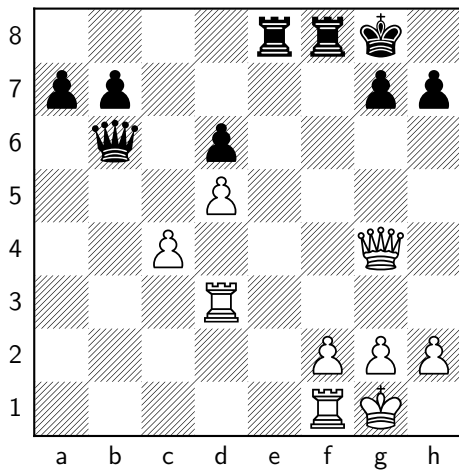


13.11 Žrtev dame

13.11.1 Domača naloga

Ime in priimek: _____

Igralec na potezi pride do mata ali odločilne prednosti tako, da žrtvuje damo.

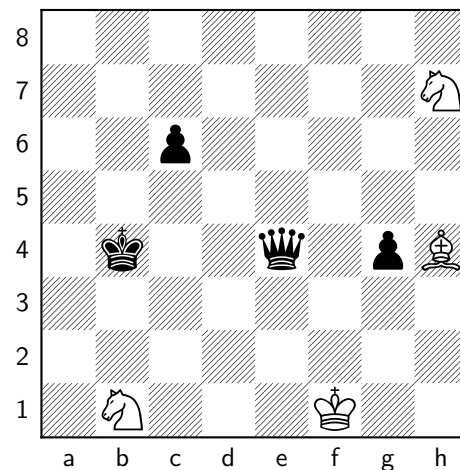
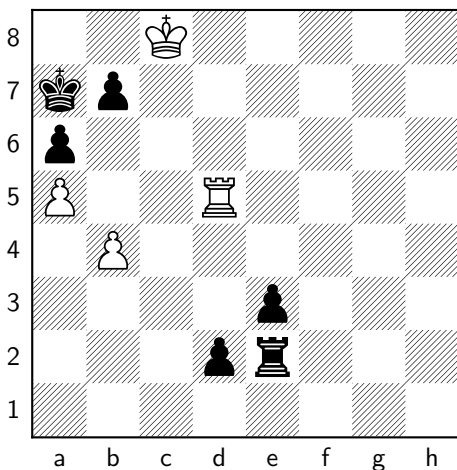
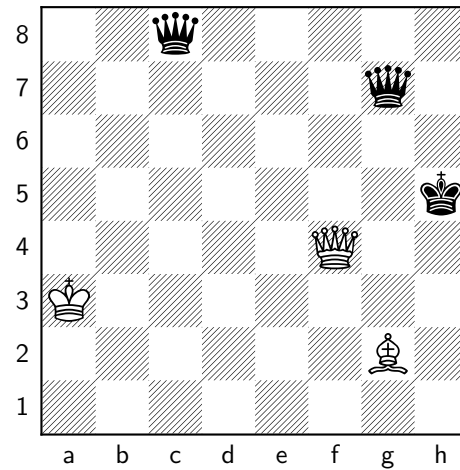
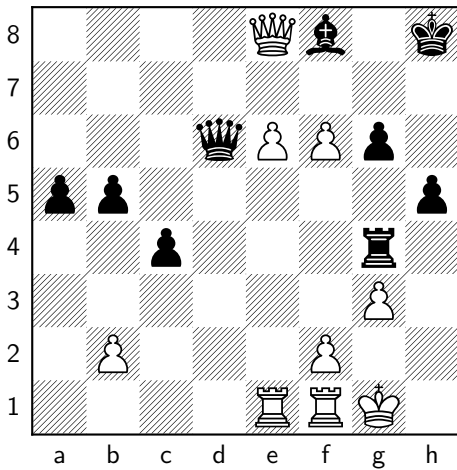
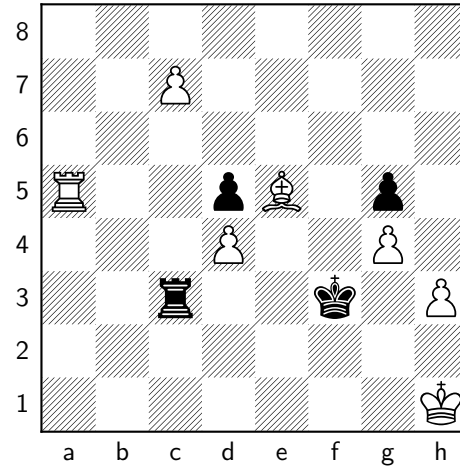
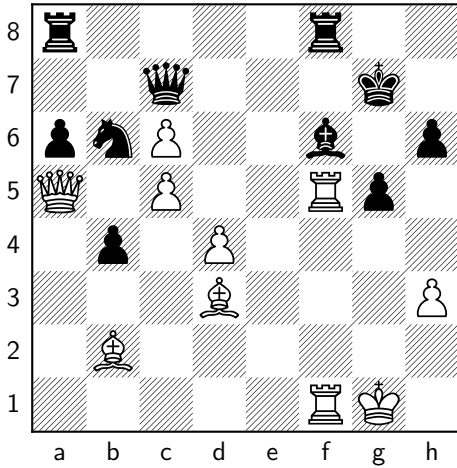


13.12 Večni šah

13.12.1 Domača naloga

Ime in priimek: _____

Igralec na potezi se reši z večnim šahom.



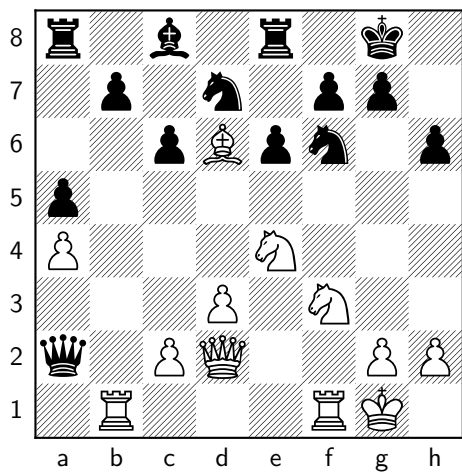
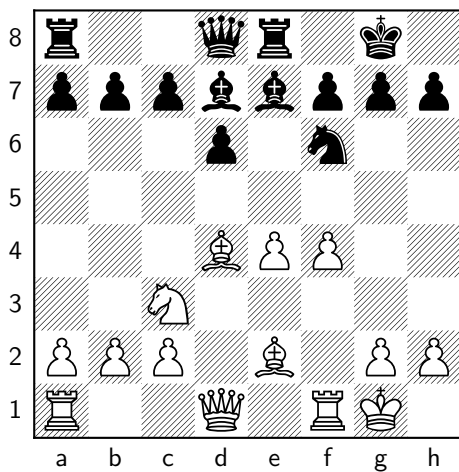
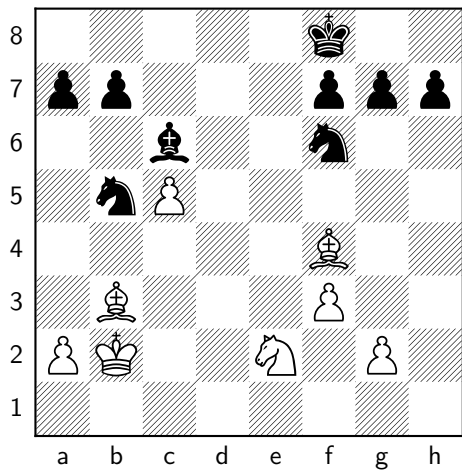
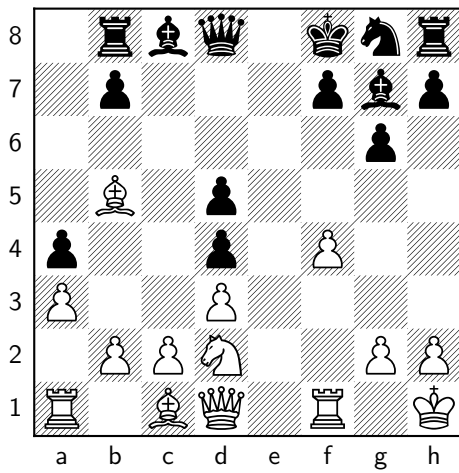
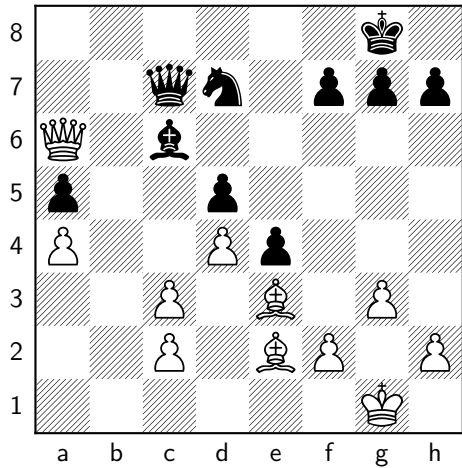
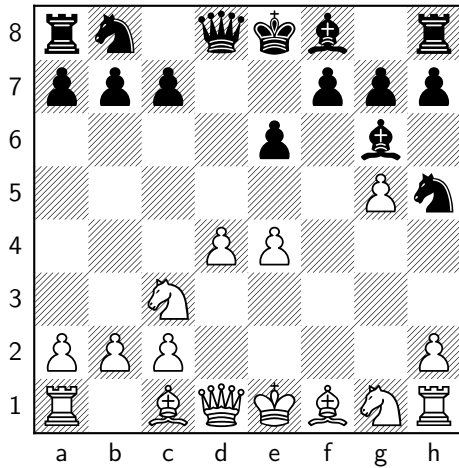
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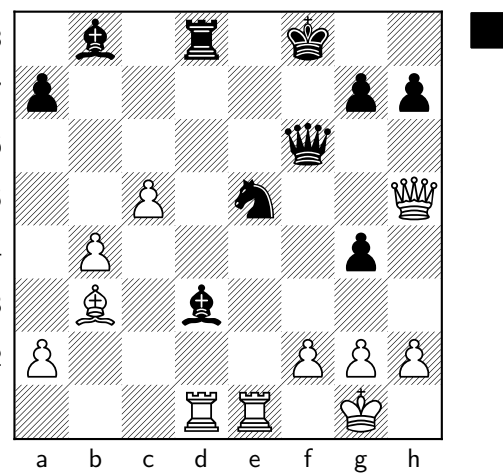
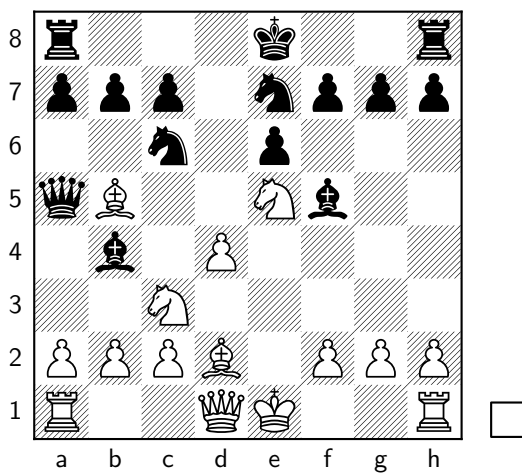
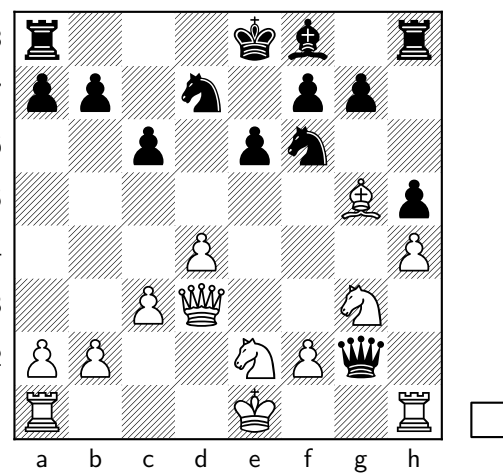
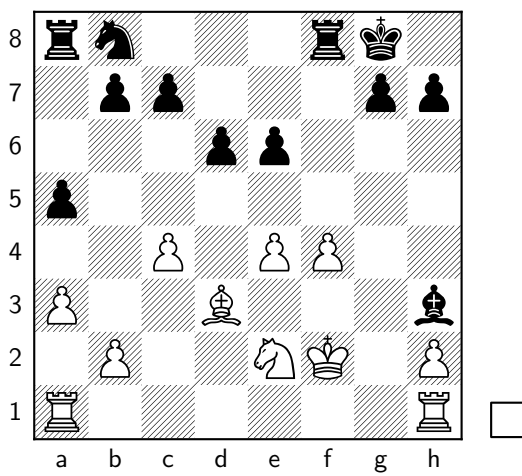
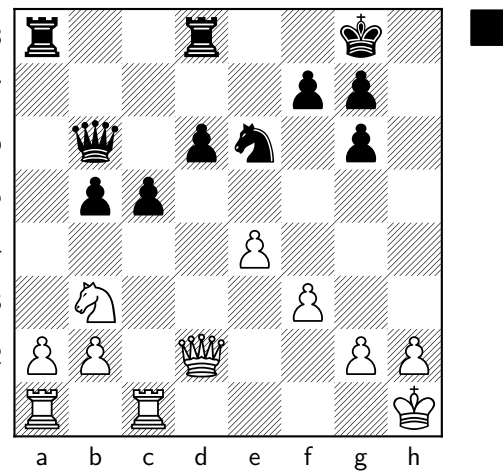
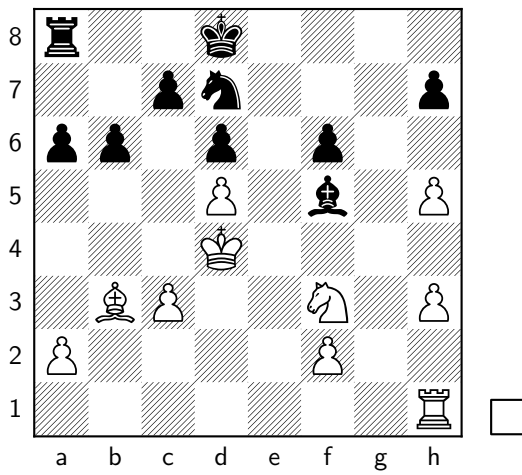
14.1 Gibljivost figur in lov na figure

14.1.1 Domača naloga

Ime in priimek: _____

Izkoristi slabo gibljivost nasprotnikovih figur! Pod diagramom zapiši rešitev s šahovsko notacijo!



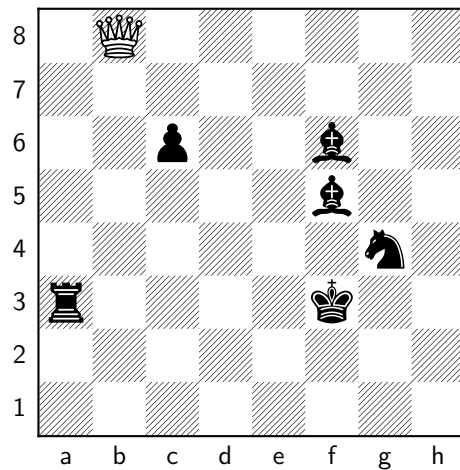
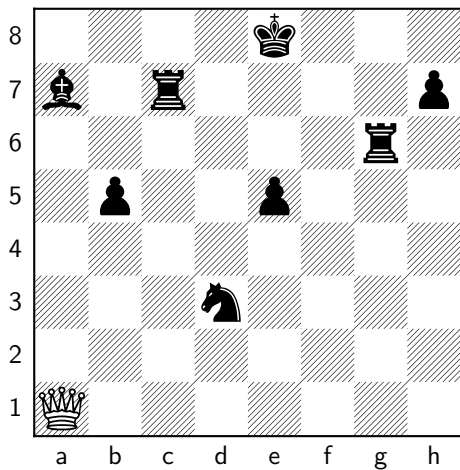
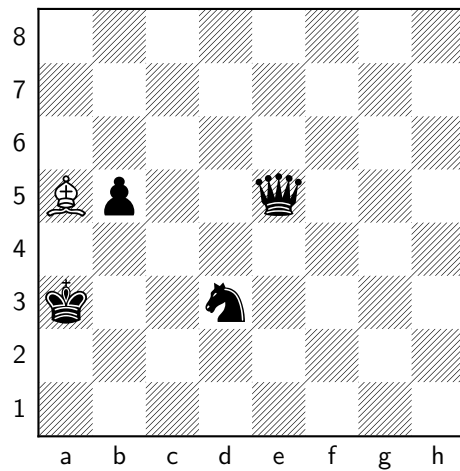
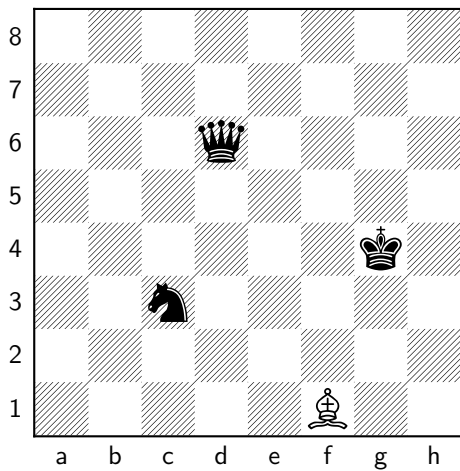
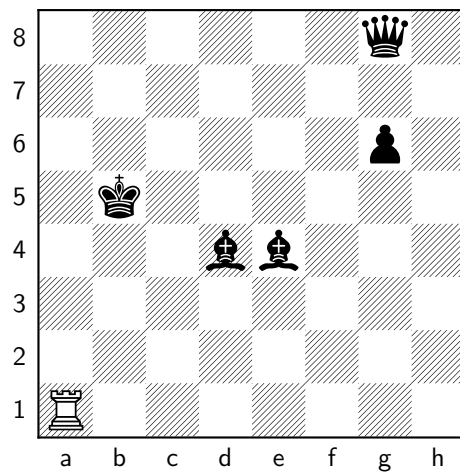
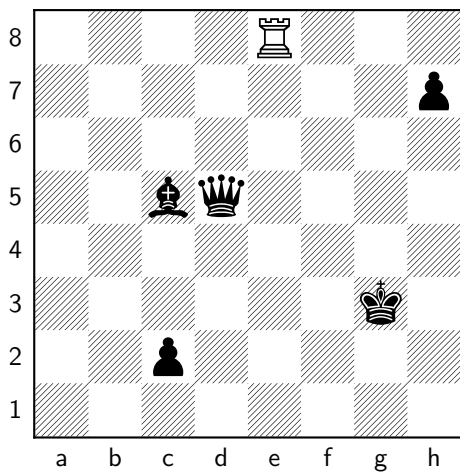


14.2 Načrt

14.2.1 Domača naloga

Ime in priimek: _____

Kako da igralec na potezi varen šah v čimmanj potezah? Tvoja figura na poti ne sme biti ogrožena. Pod diagramom napiši rešitev s šahovsko notacijo ali s puščicami označi pot figure na diagramu!



Pojej vse figure v čimmanj potezih tako, da tvoja figura ne bo ogrožena! Pod diagramom napiši rešitev s šahovsko notacijo ali s puščicami označi pot figure na diagramu!

