

SJAKK



Sammendrag:

- Hva er sjakk
- Sjakk fra et trygt felt
- Forsvar mot sjakk:
 - flytt unna
 - slå ut
 - blokker
- Beste forsvarstrekk
- Ulovlig trekk

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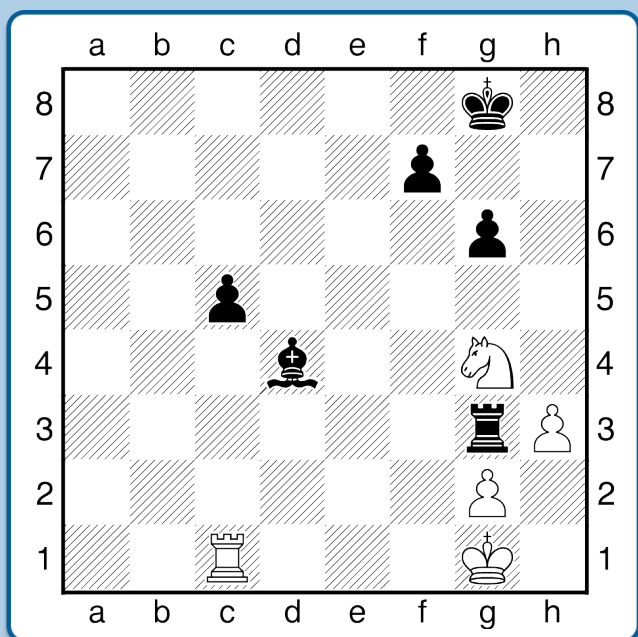
Leksjon Del 1

Hva er sjakk?



Sjakk

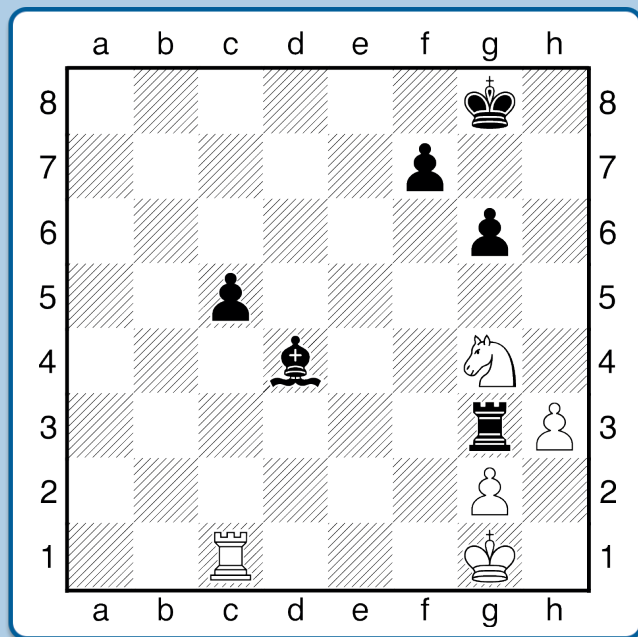
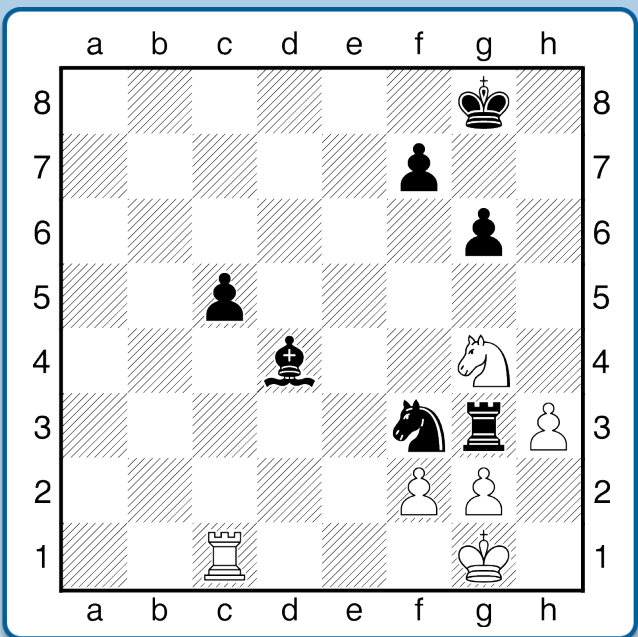
Kongen er den viktigste brikken i sjakk. Hvis kongen din blir fanget, har du tapt partiet. Derfor har angrep på kongen et spesielt navn: **sjakk**.



Alle brikker kan sjakke, bortsett fra konge.

Kongen har ikke lov til å sette seg i sjakk. Derfor kan kongene aldri angripe hverandre.

I denne stillingen hvit er i sjakk fra den svarte løperen.



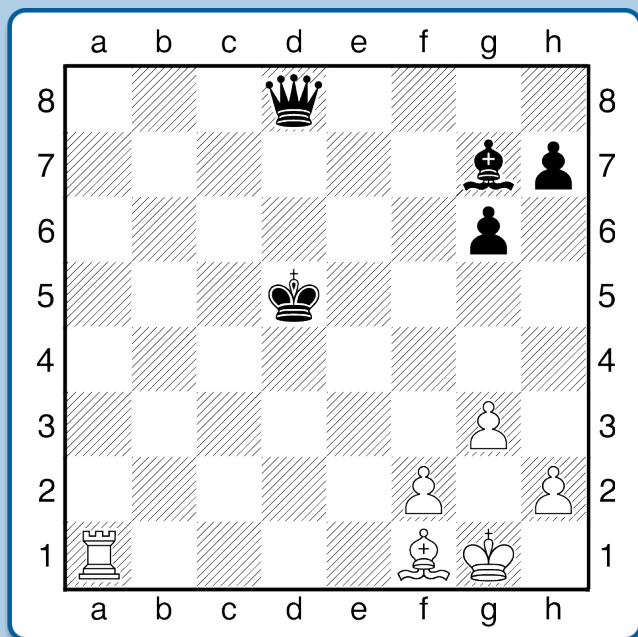
1 🔥 Hvit er i sjakk. Hvilken svart brikke sjakker den hvite kongen?

2 🔥 Hvilken hvit brikke kan sjakke den svarte kongen i sitt neste trekk?



Sjakk

Det er gøy å sjakke motstanderens konge, men man må ikke glemme å passe på sine brikker også. Det er lurt å sjakke motstanderens konge fra trygge felt.

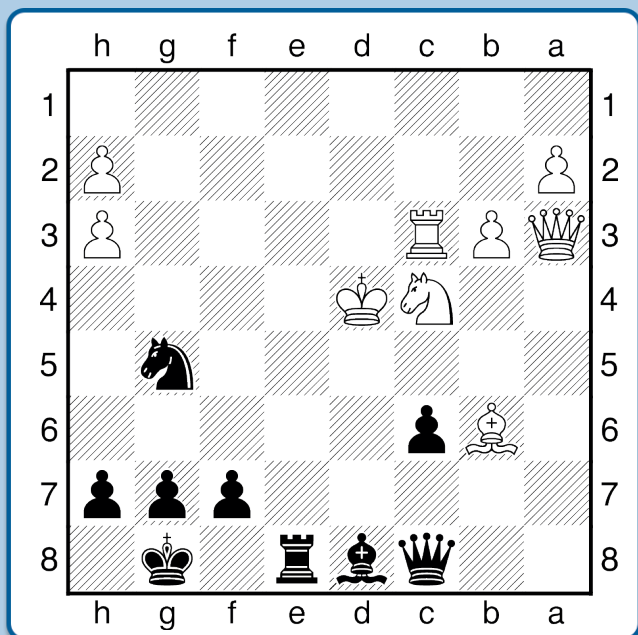


Hvits tårn har to mulige trekk som sjakker den svarte kongen.

Det ene trekket er et stort tabbe og mister tårnet. Det andre trekket gir sjakk fra et trygt felt og lager en felle.

3 🔥🔥 Hvilken sjakk velger du?

4 ⭐⭐ Hvilken felle er det snakk om?



Svart kan sjakke den hvite kongen på mange forskjellige måter i denne stillingen.

5 🔥🔥 Hvor mange sjakker kan du finne?

6 🔥🔥 Hvilke av disse trekkene er trygge?



Sjakk

Kongen har ikke lov til å sette seg i sjakk. Hvis kongen din sjakkes, må du forsvare den mot sjakken. Partiet kan ikke fortsette før du redde kongen.

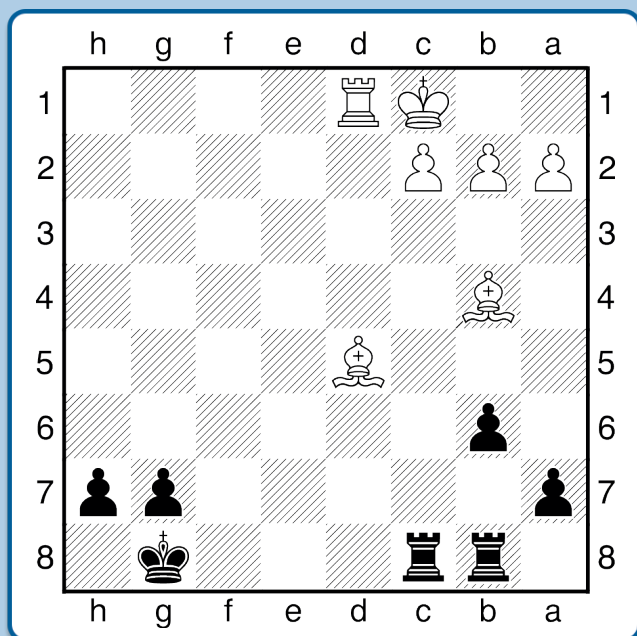
Du kan forsvare kongen på tre måter:

- **flytt kongen ut av sjakk**
- **slå ut brikken som sier sjakk**
- **blokker sjakken med en annen brikke**

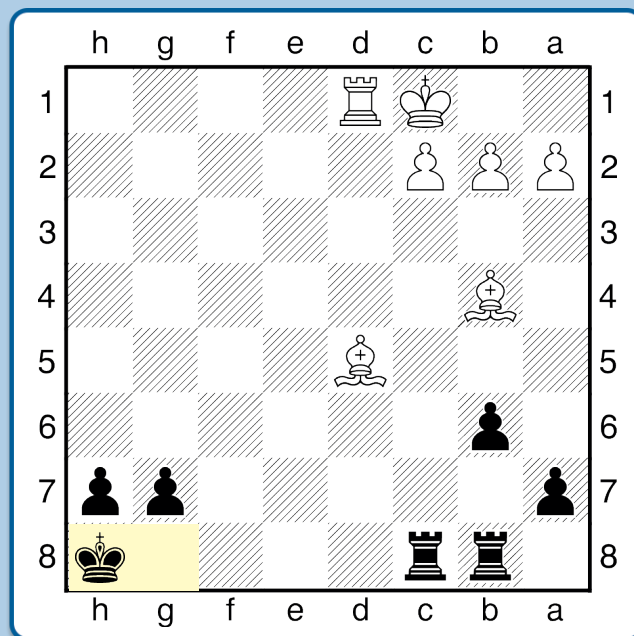
Noen ganger er det bare mulig å redde kongen på en av disse måtene, andre ganger har du valg og må finne ut hva som er best.

I alle kommende eksempler er det svart som er sjakk, og hver gang er det bare en måte å redde kongen på.

Flytt kongen ut av sjakk



Den hvite løperen truer kongen.

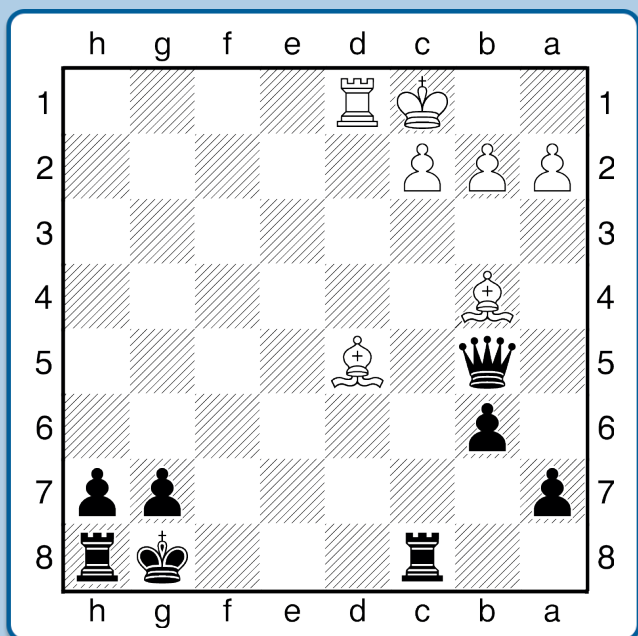


Kongen flytter til siden og blir kvitt sjakken.

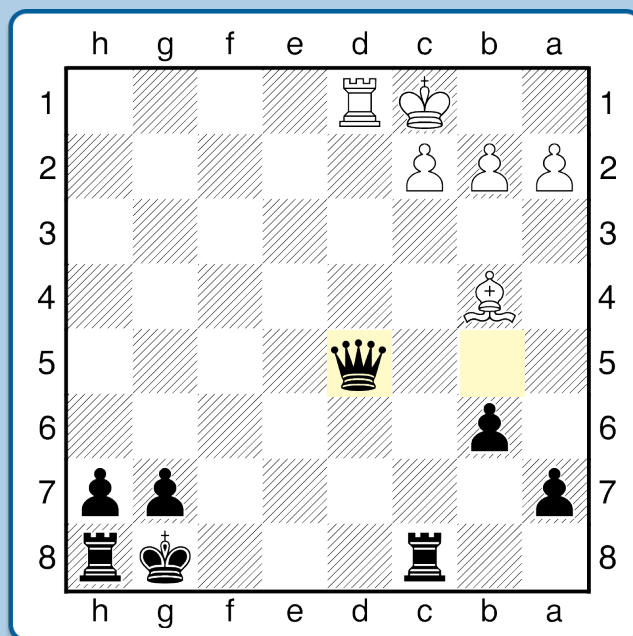


Sjakk

Slå ut motstanderens brikke som sjakker!

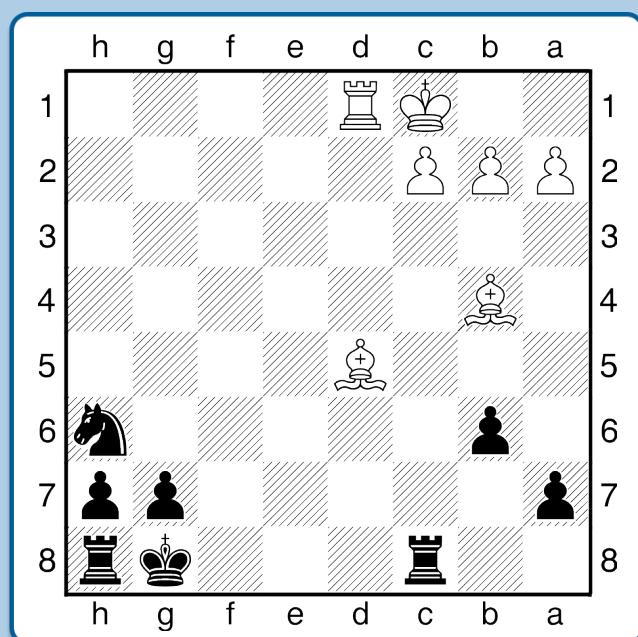


Kongen har ingen trygge felt å flytte til. Svart må finne på noe annet.

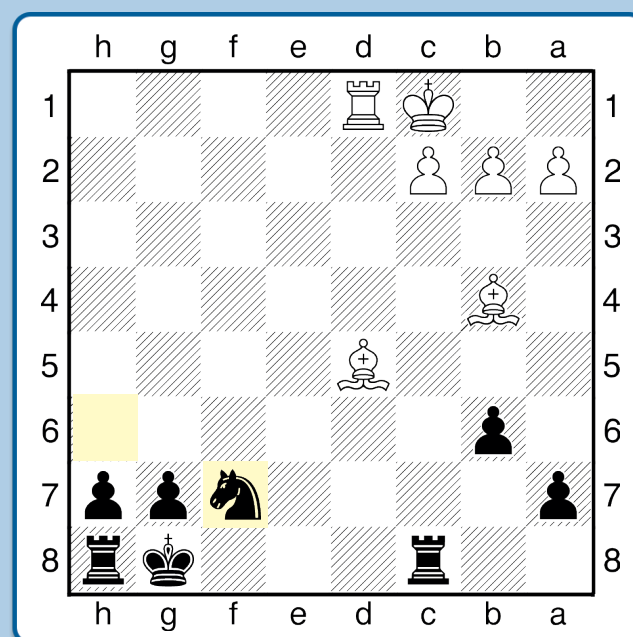


Dronningen slår den hvite løperen og redder kongen fra sjakken.

Blokker sjakken med en annen brikke!



Ingen brikker kan slå ut løperen og kongen har ikke trygge felt heller.



Hesten flytter til et felt foran kongen og blokkerer sjakken.

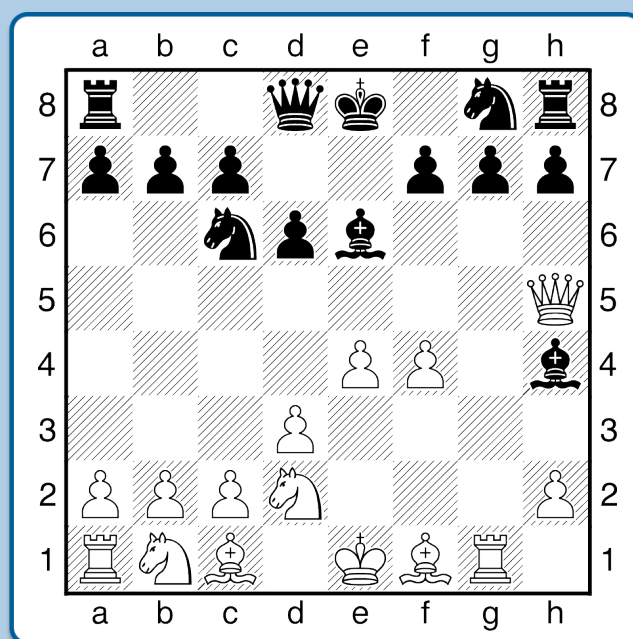
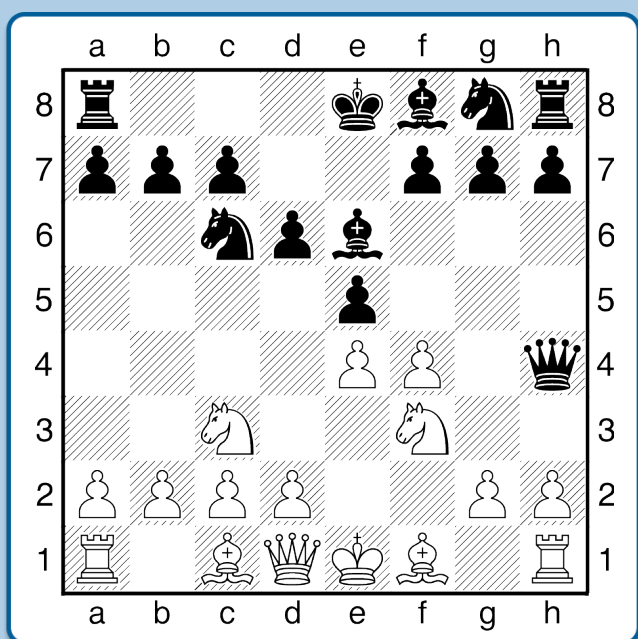


Hvilket forsvar er best?

Sjakk

Det er vanlig i et sjakkparti at du har flere enn bare ett trekk som redder kongen. Da må du vurdere alle muligheter og velge det beste utfallet.

I alle stillingene under er hvit i sjakk og har tre trekk som redder kongen:

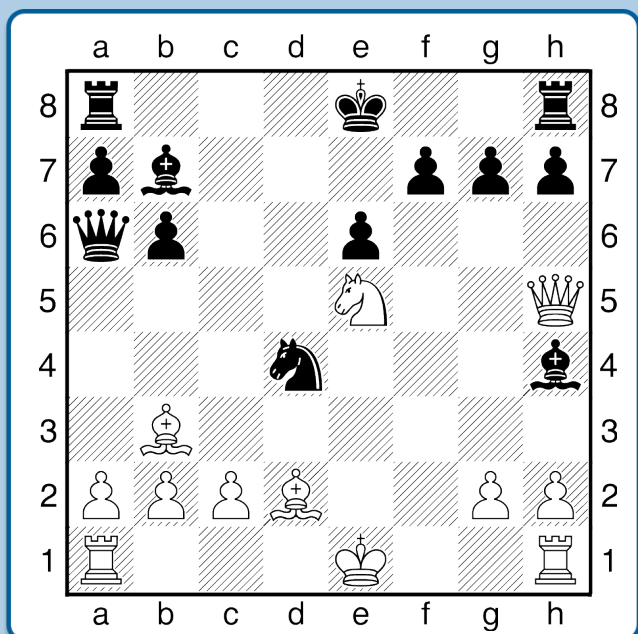


7 🔥🔥 Hvilke tre trekk forsvarer den hvite kongen fra sjakken?

8 🔥🔥🔥 Hvordan vil du rangere disse trekkene fra beste til verste?

9 🔥🔥 Hvilke tre trekk forsvarer den hvite kongen fra sjakken?

10 🔥🔥🔥 Hvordan vil du rangere disse trekkene i denne situasjonen?



Noen ganger må man regne flere trekk framover for å finne ut hvilket kongeforsvar er best.

11 🔥🔥 Hvilke tre trekk forsvarer den hvite kongen fra sjakken?

12 ★★ Hvordan vil du rangere disse trekkene og hvorfor?



Sjakk

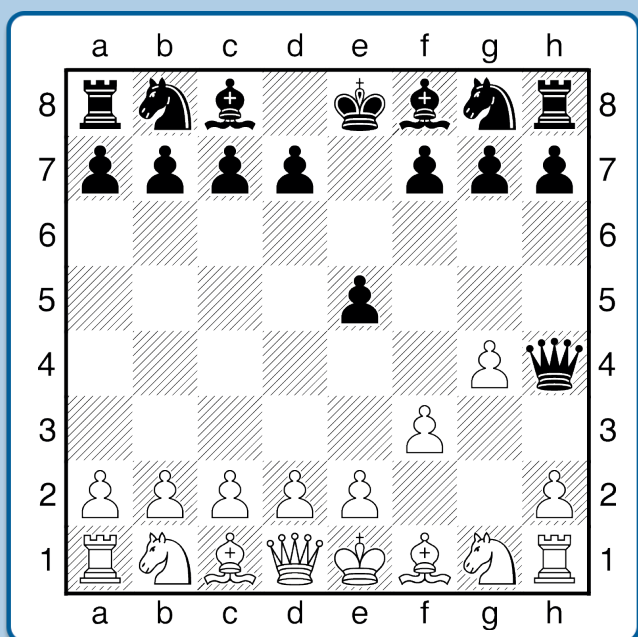
Om man er sjakk, må man redde kongen. Det er ikke lov å forlate sin konge i fare og spille andre trekk.



”Kan man slå ut motstanderens konge og vinne?”

”Nei!”

Hvis det skjer i et parti at man overser sjakken og spiller et annet trekk, regnes dette som **ulovlig trekk**. Spilleren må ta trekket tilbake og forsvare sin konge.



Men hva om det ikke er mulig å redde kongen? Da er det **sjakk matt**, det vil si at kongen er fanget og partiet er tapt.

Dette partiet ble avsluttet på bare to trekk med matt på hvits konge!

Ingen hvite brikker kan slå ut dronningen, ingen brikker kan blokkere sjakken og kongen har ikke ledige felter å gå til heller.

Dette er kortest mulig parti i sjakk og hvit må skikkelig dumme seg ut for å hjelpe svart til å få til det. Derfor kalles dette for **klovnematten**.

La oss spille ut fra starten:

1. f3 e5 2.g4 Dh4#

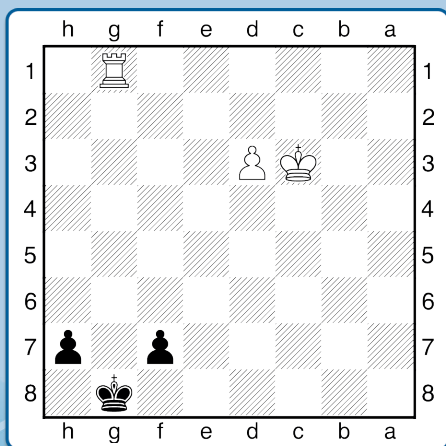
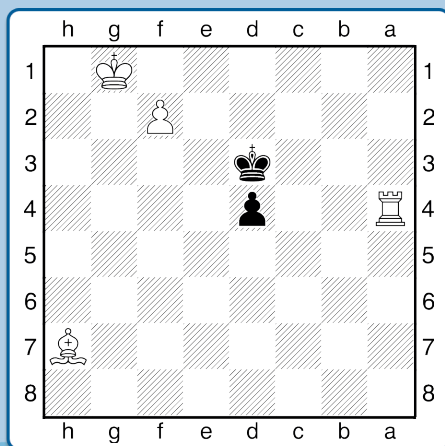
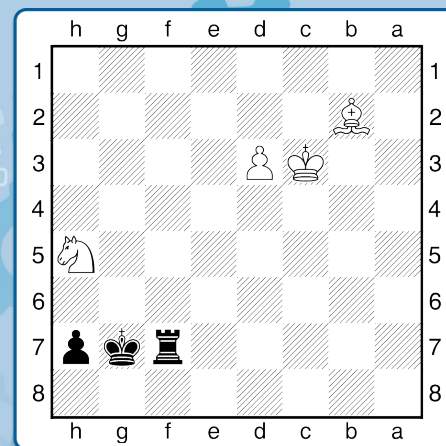
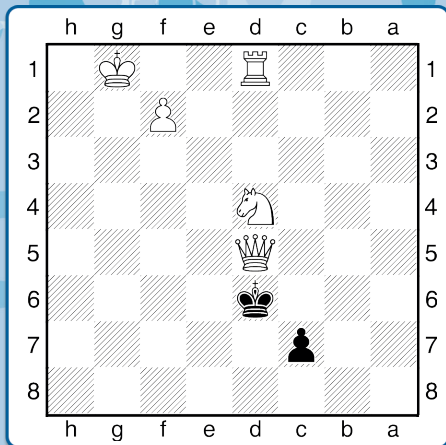
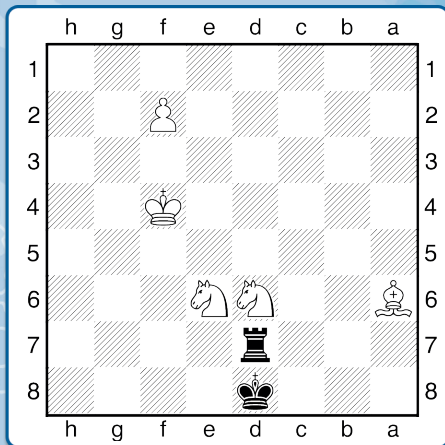
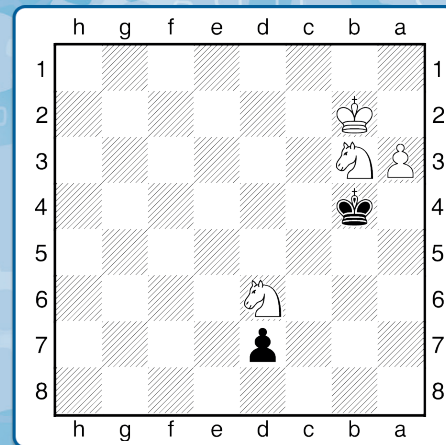
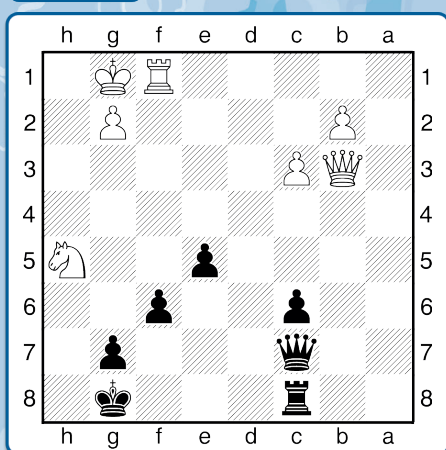
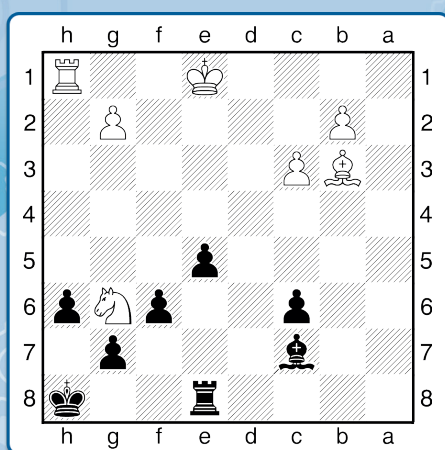
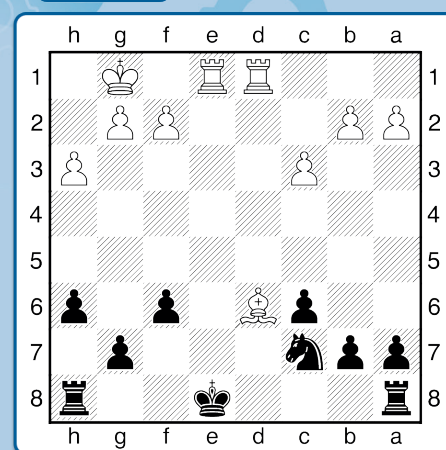


Hvem sjakker kongen?

Sjakk

 Den svarte  kongen er sjakk.

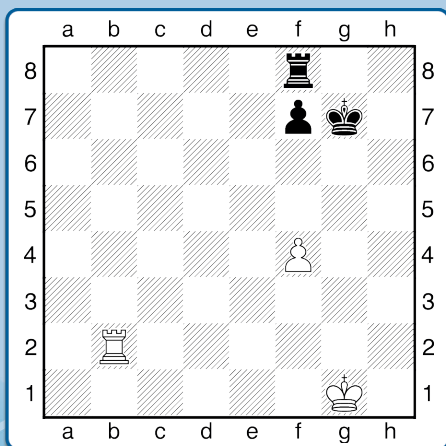
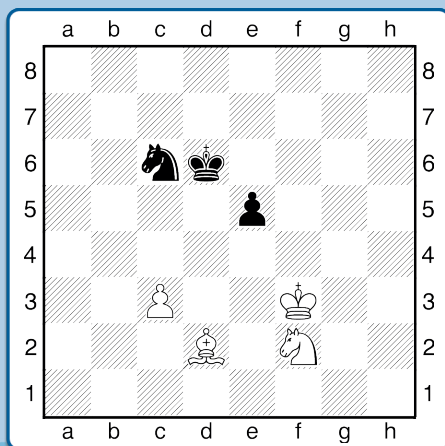
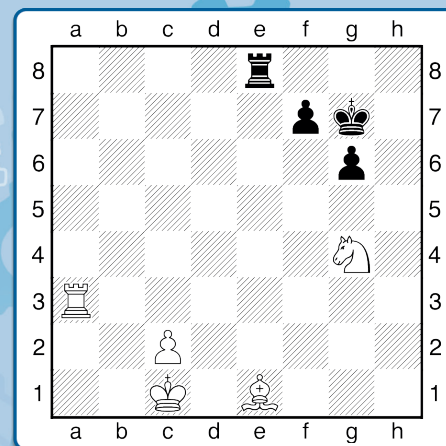
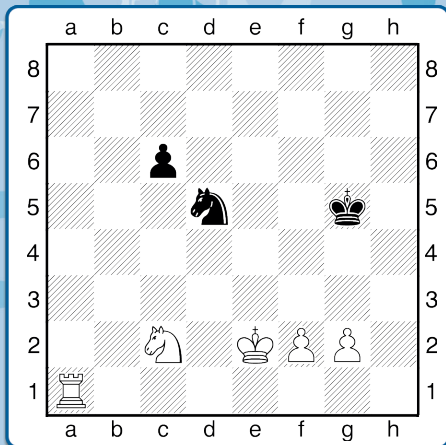
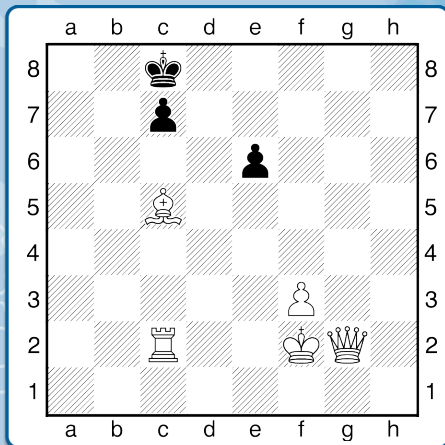
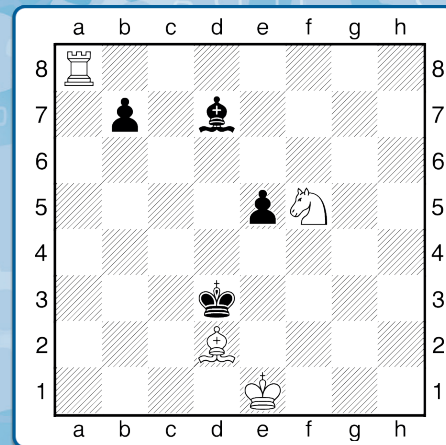
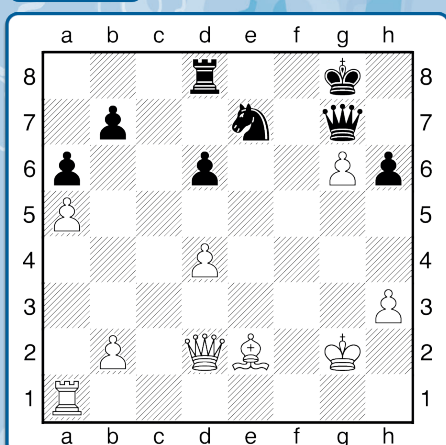
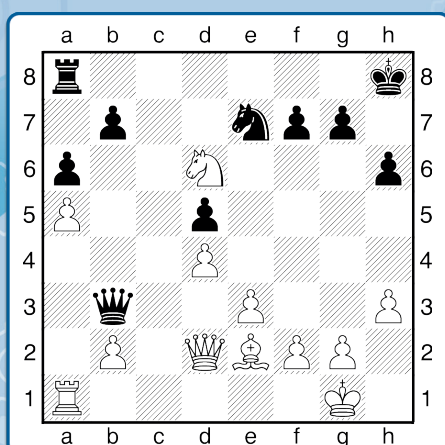
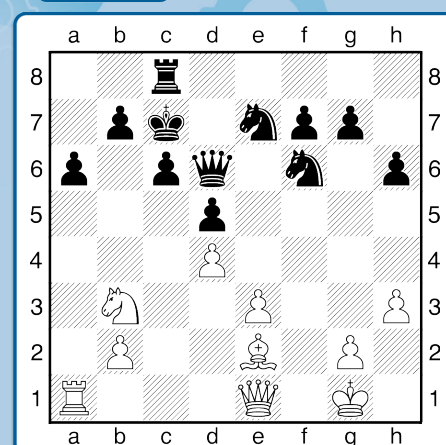
Tegn en ring rundt den hvite brikken som sjakker kongen.

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Sjakk

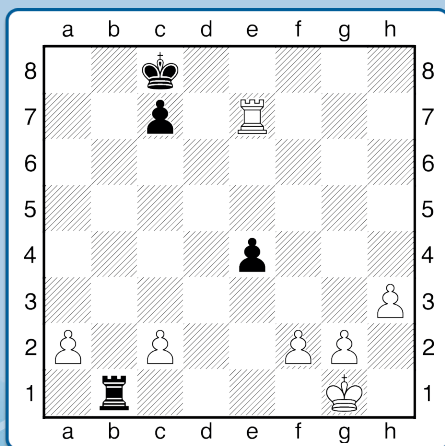
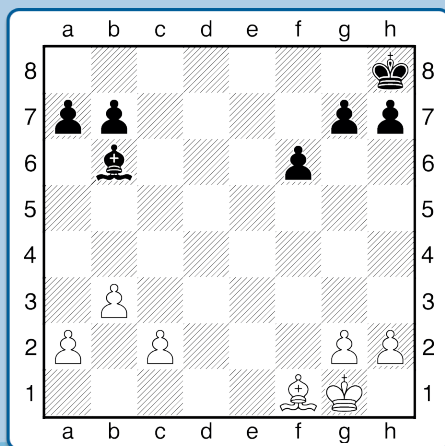
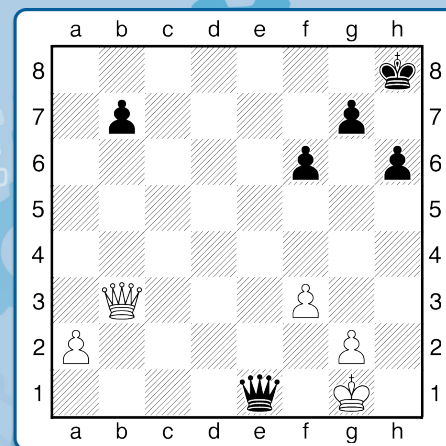
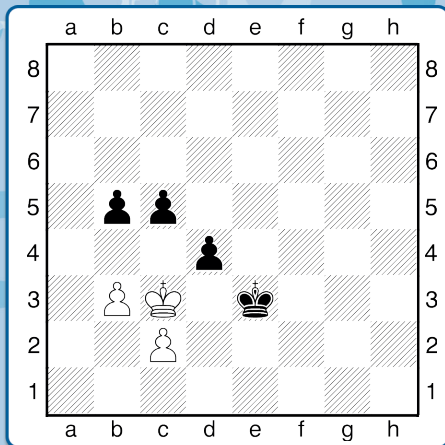
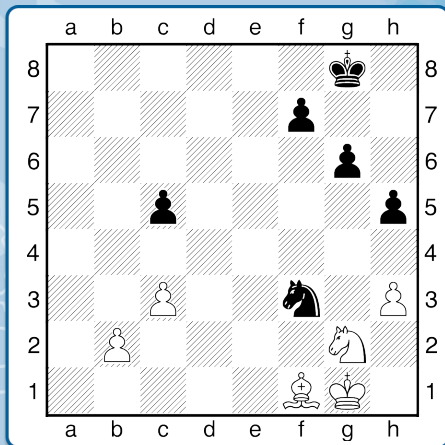
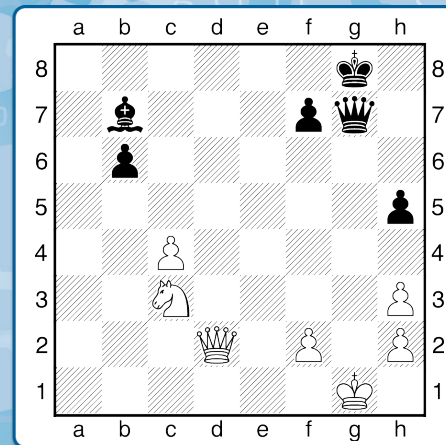
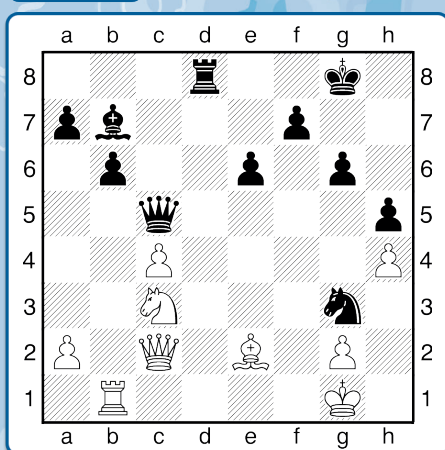
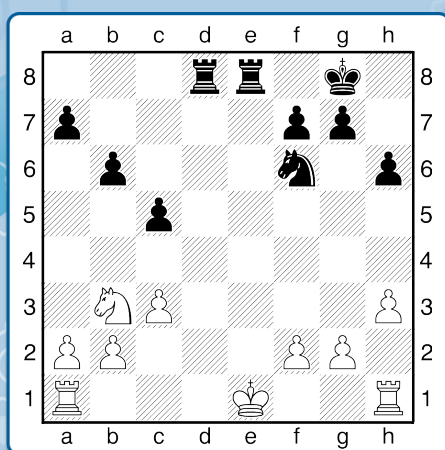
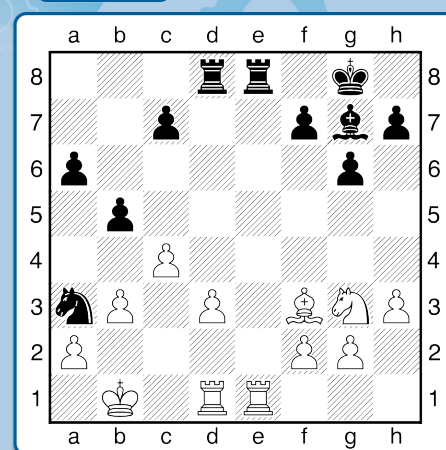
Hvit  i trekket. Sjakk den svarte kongen med en av brikkene dine.

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Sjakk

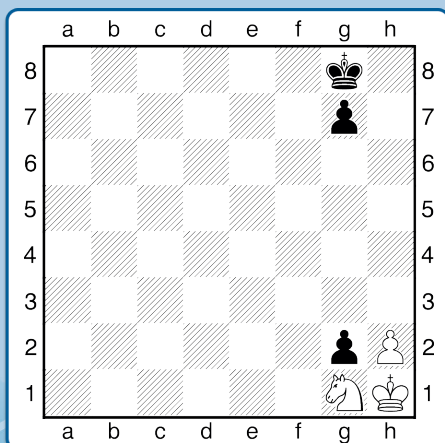
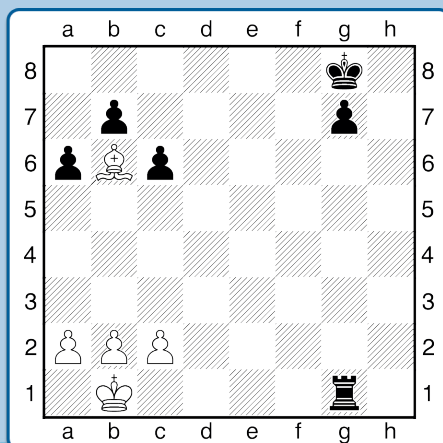
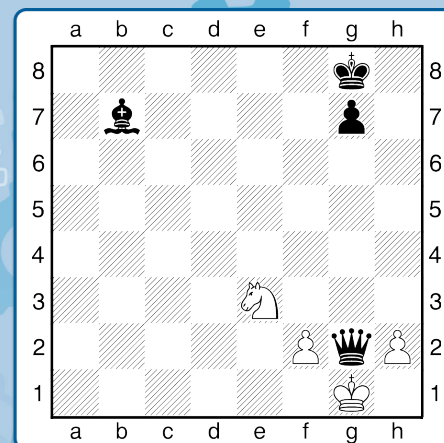
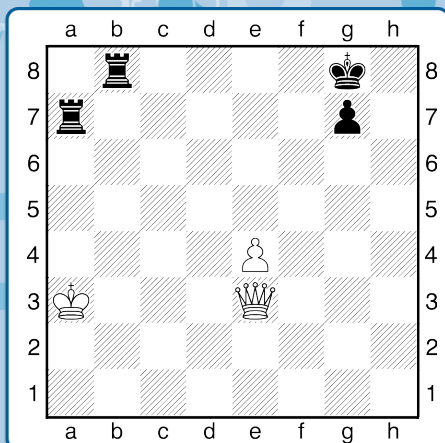
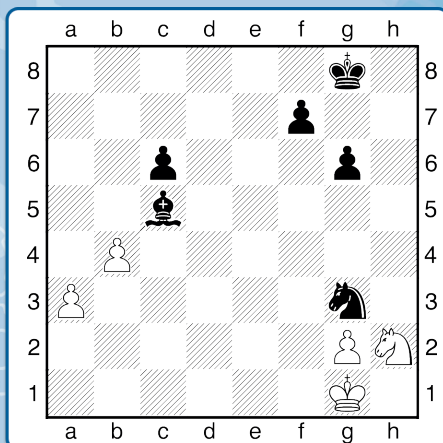
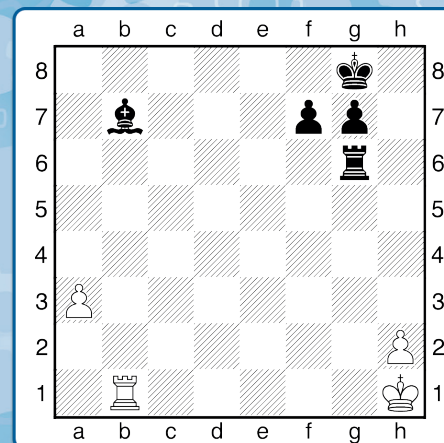
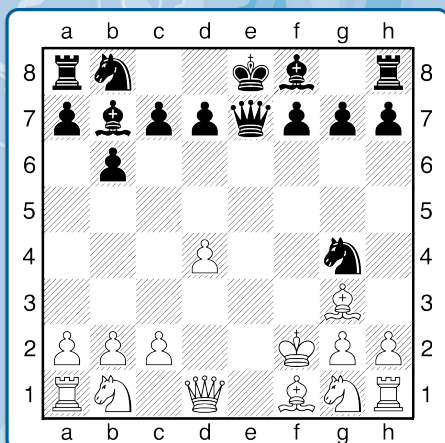
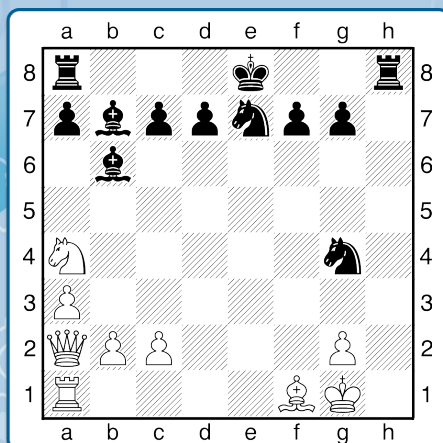
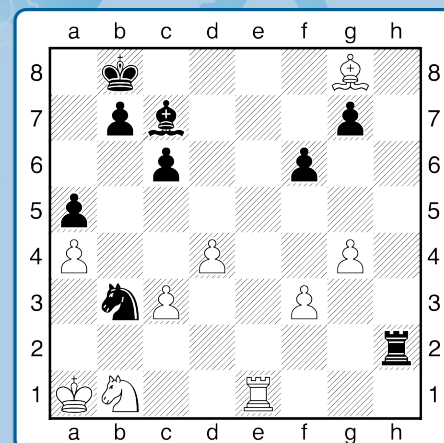
Hvit  i trekket. Flytt den hvite kongen ut av sjakk.

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Sjakk

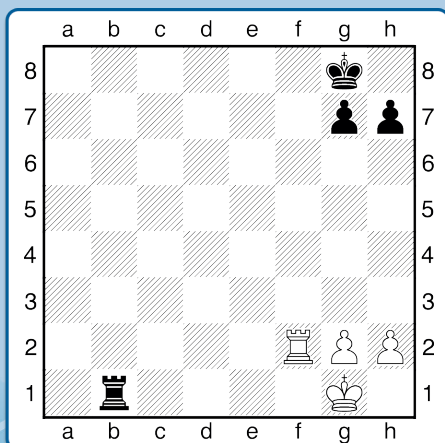
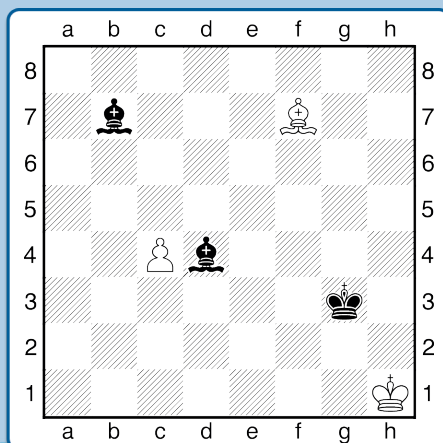
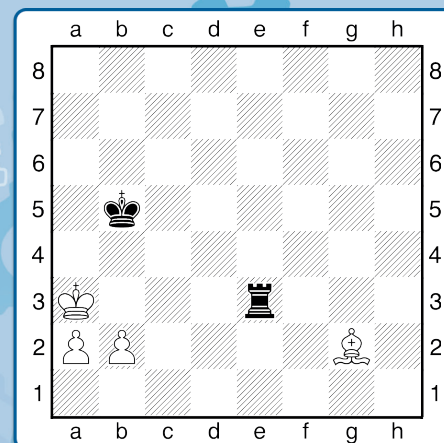
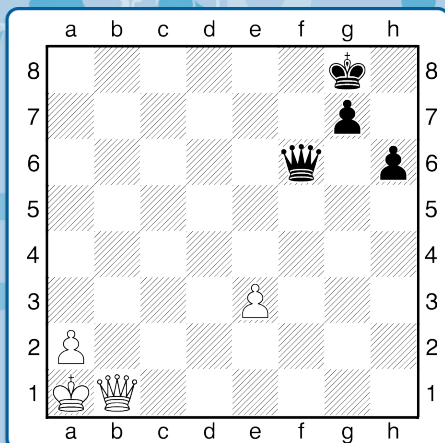
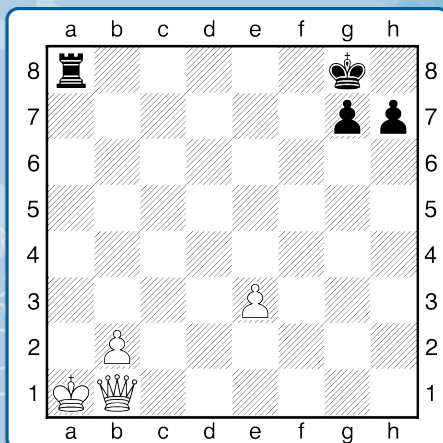
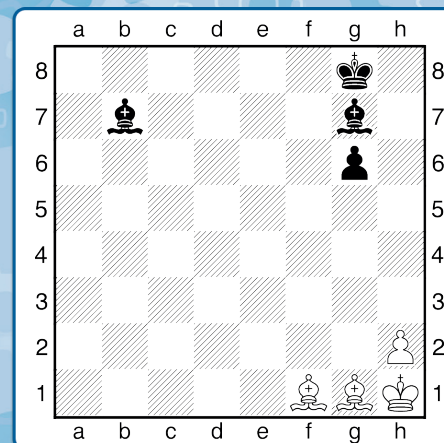
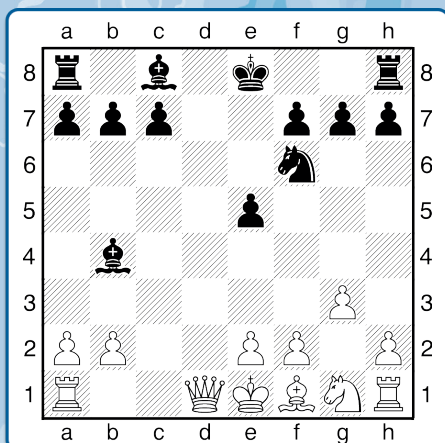
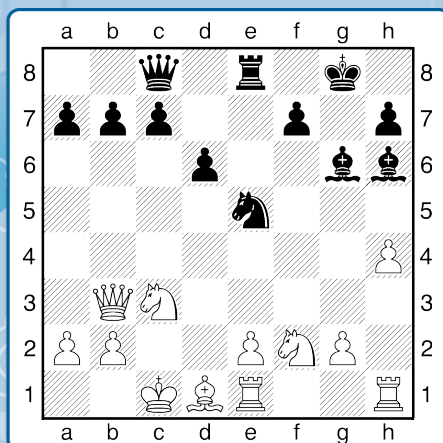
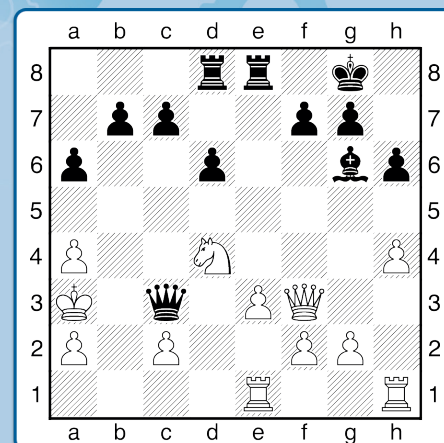
Hvit  i trekket. Slå ut brikken som sjaker kongen.

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Sjakk


Hvit  i trekket. Blokker sjakken med en av hvits brikker.

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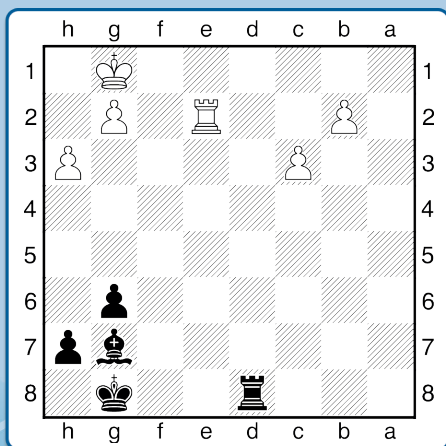


Sjakk

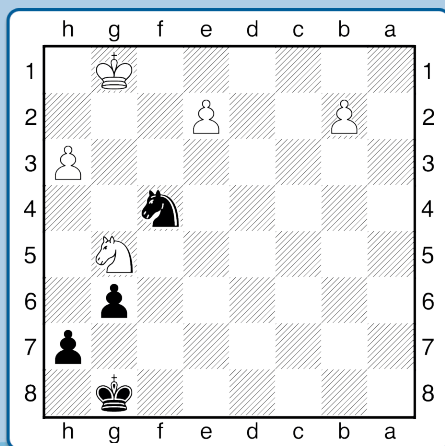
Sjakk fra et trygt felt

Svart  i trekket. Sjakk den hvite kongen fra et trygt felt.

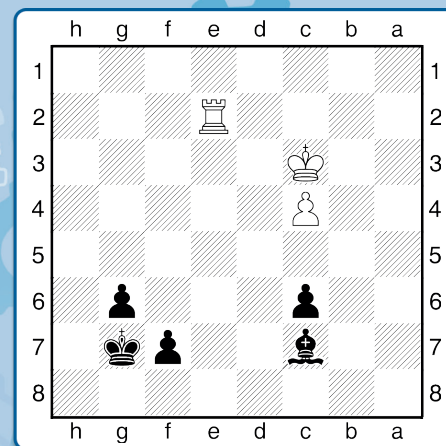
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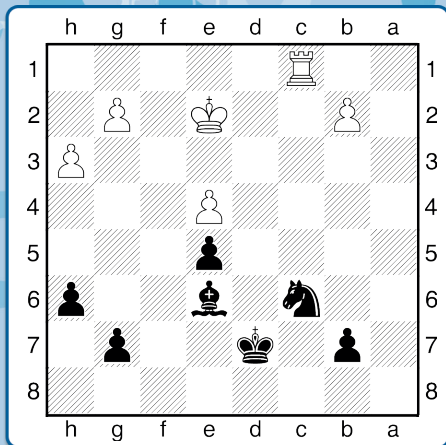
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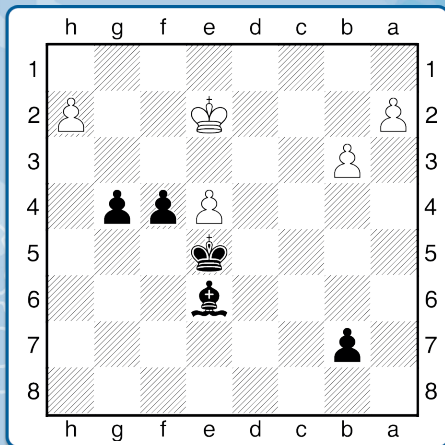
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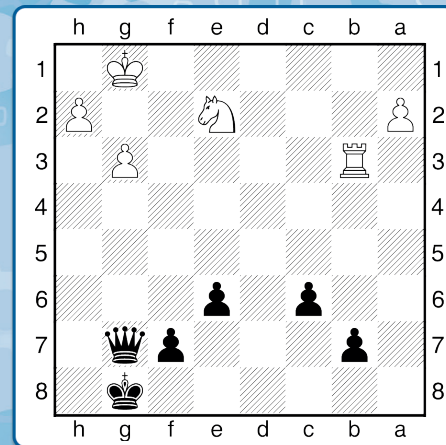
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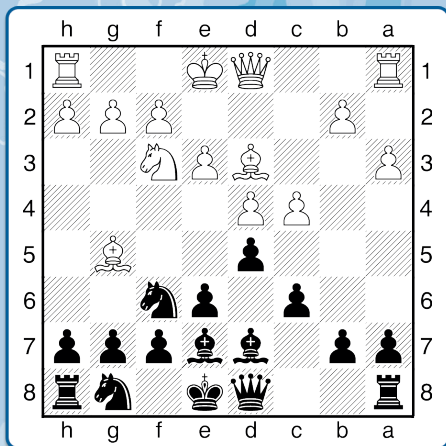
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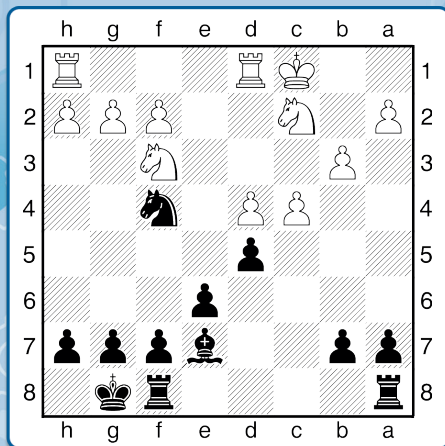
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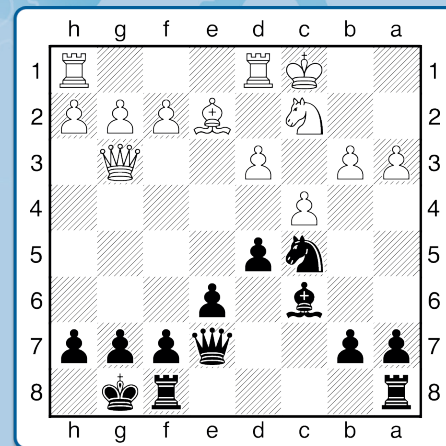
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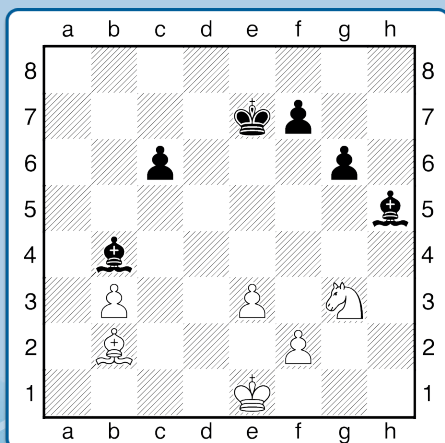
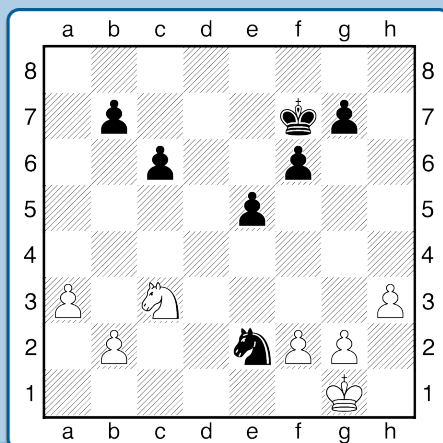
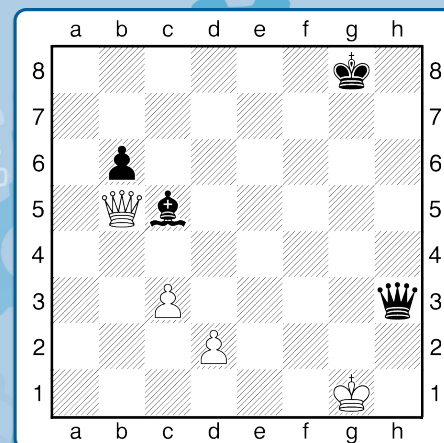
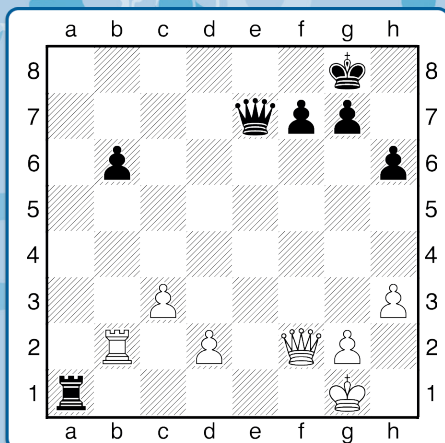
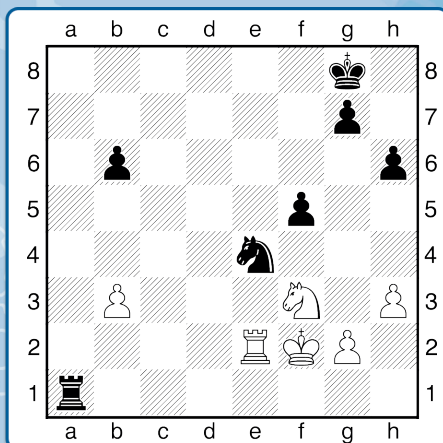
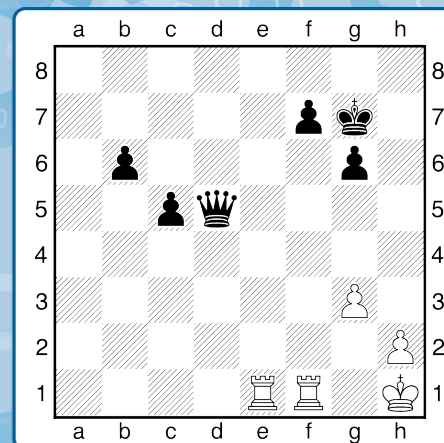
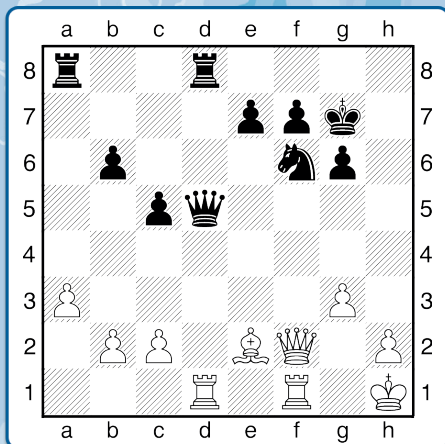
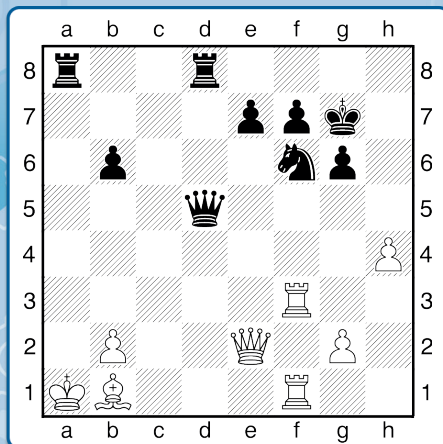
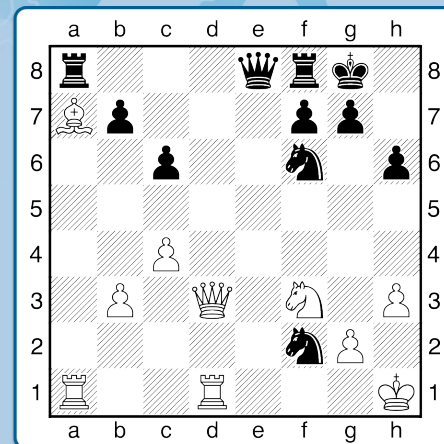
9 





Sjakk


Hvit  i trekket. Forsvar kongen mot sjakk på best mulig måte.

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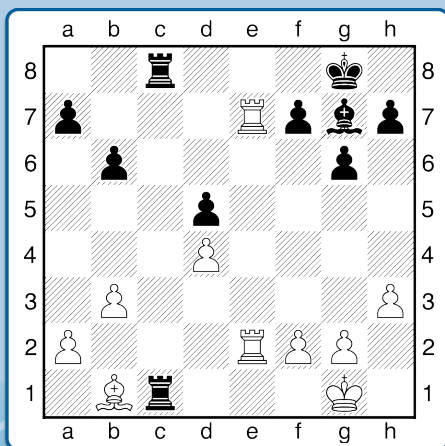


Sjakk

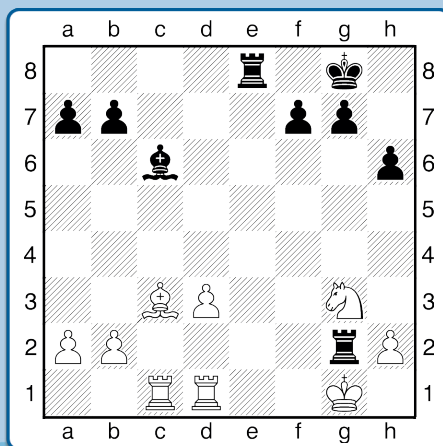
Beste forsvarstrekk

Hvit  i trekket. Forsvar kongen mot sjakk på best mulig måte.

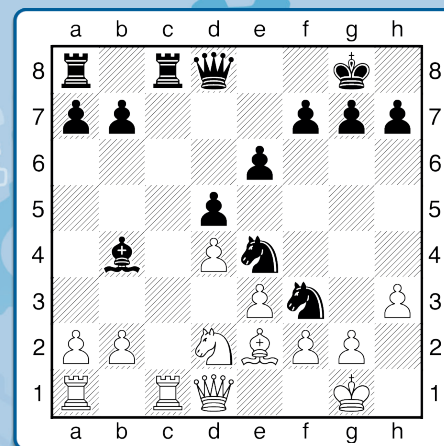
1 ★



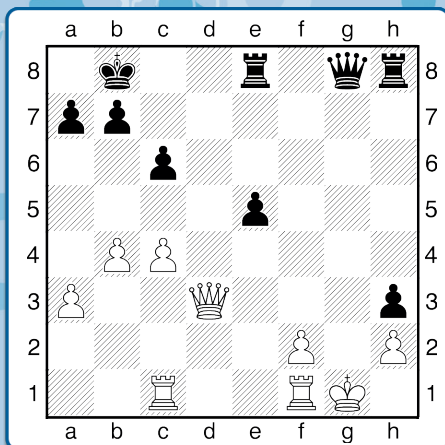
2 ★



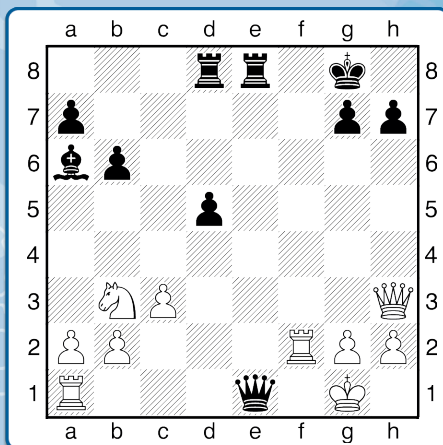
3 ★



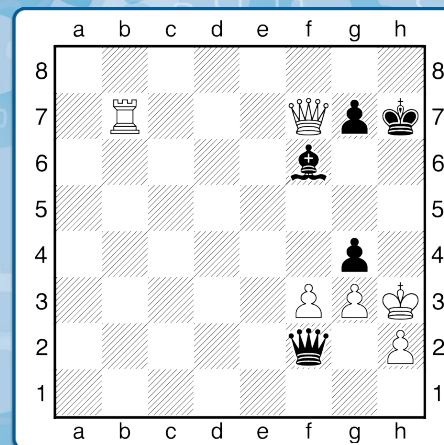
4 ★★



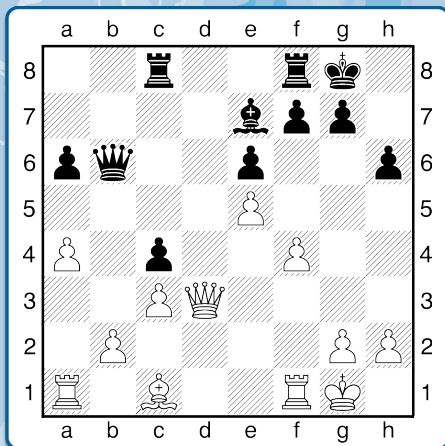
5 ★★



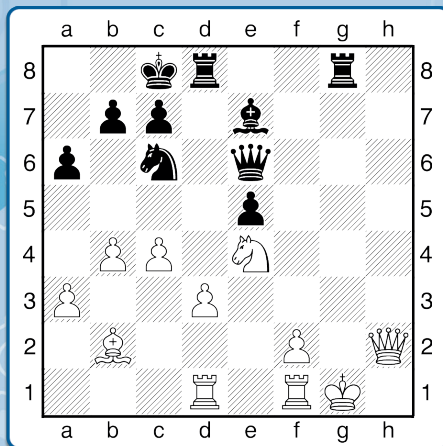
6 ★★



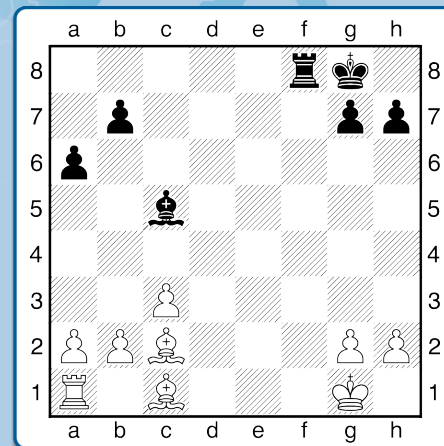
7 ★★★



8 ★★★




9 ★★★

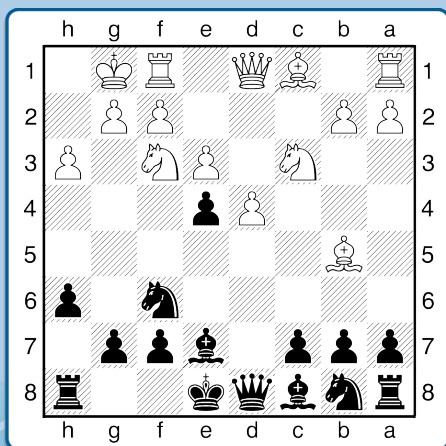
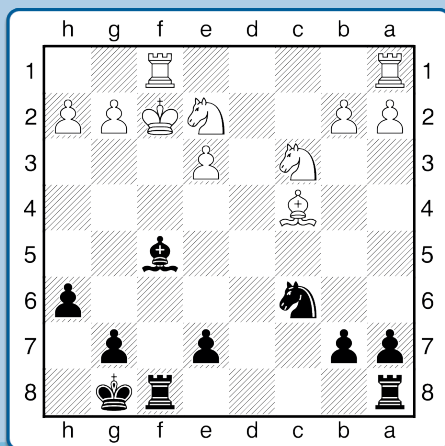
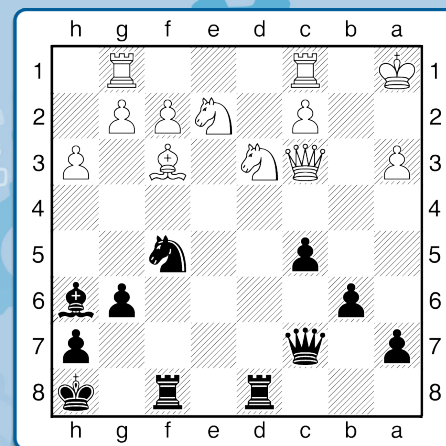
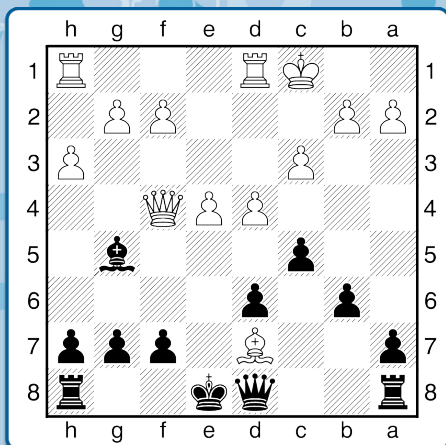
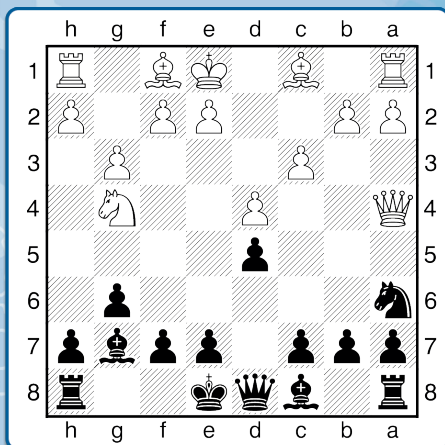
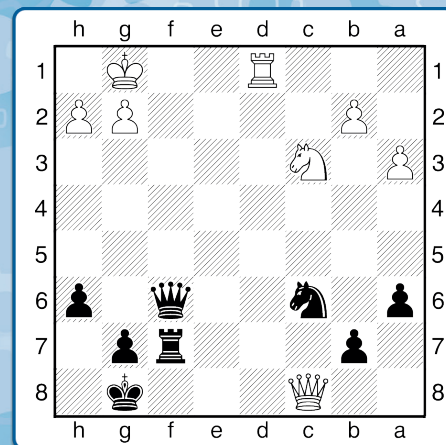
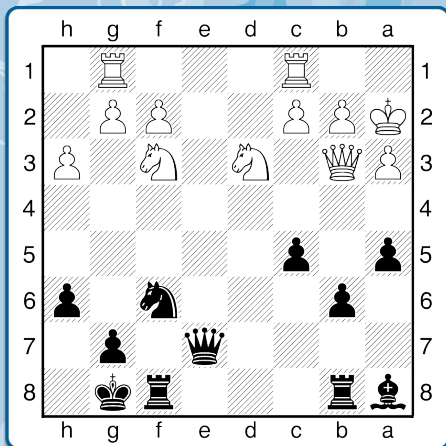
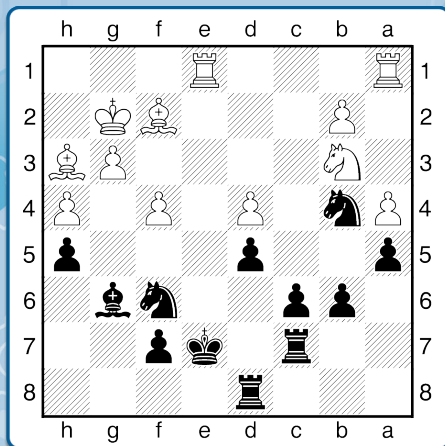
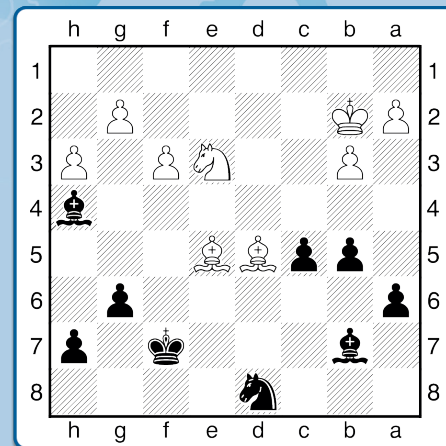




Sjakk

Beste forsvarstrekk

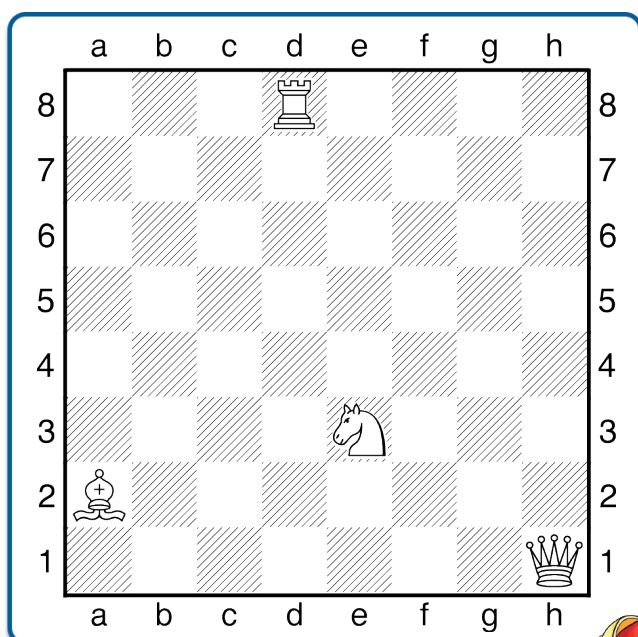
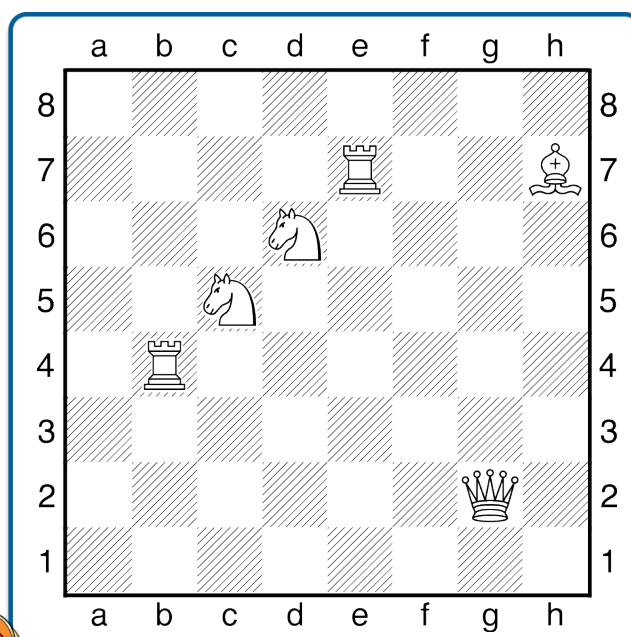
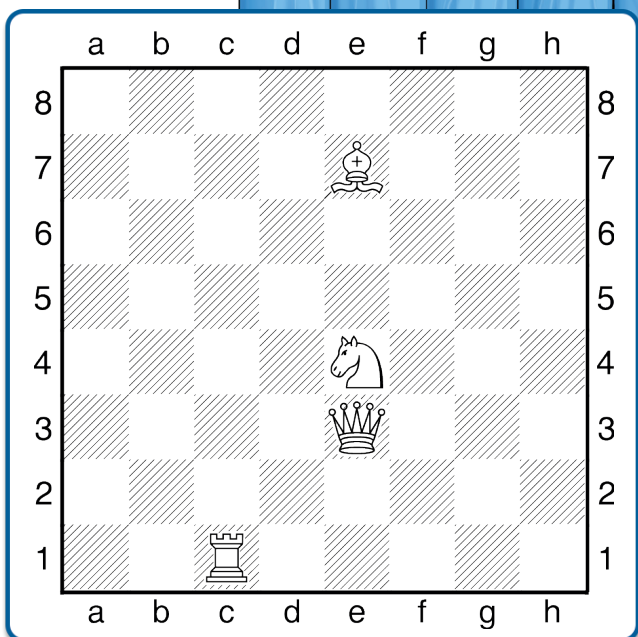
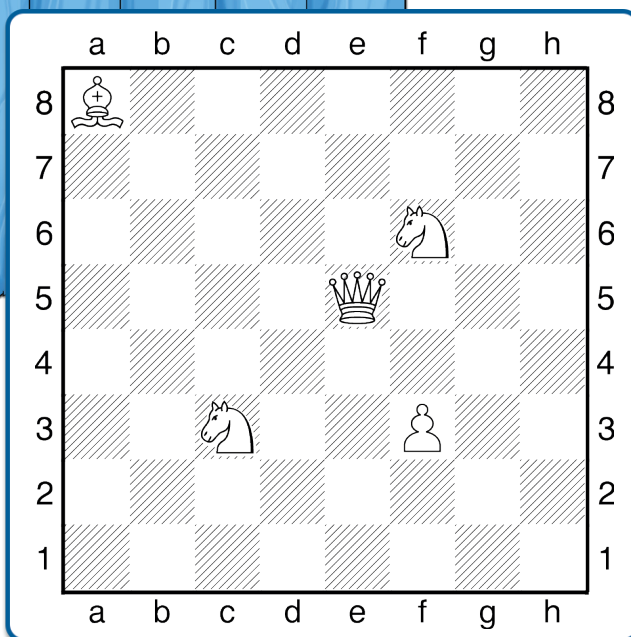
 Svart  i trekket. Forsvar kongen mot sjakk på best mulig måte.

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Sjakk

De hvite brikkene har løpt ut på brettet for å sjakke den svarte kongen. Men hvor er den? Tegn den svarte kongen på feltet der den vil være truet av alle hvits brikker.

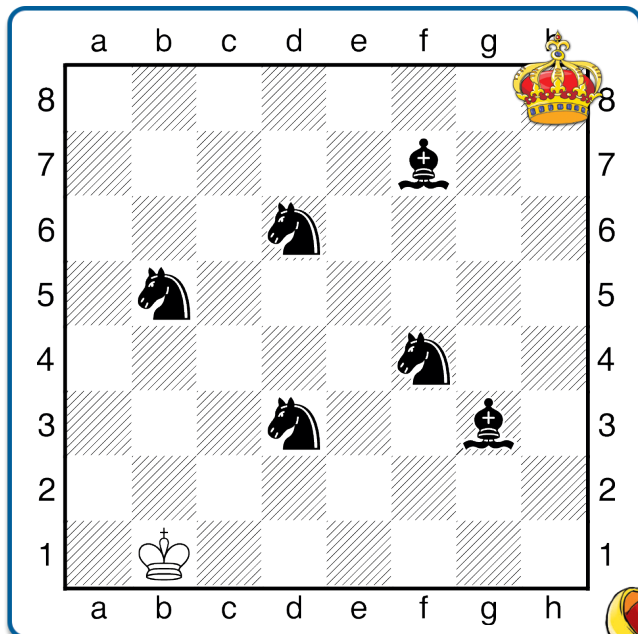
1 🔥

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3 🔥

4 🔥




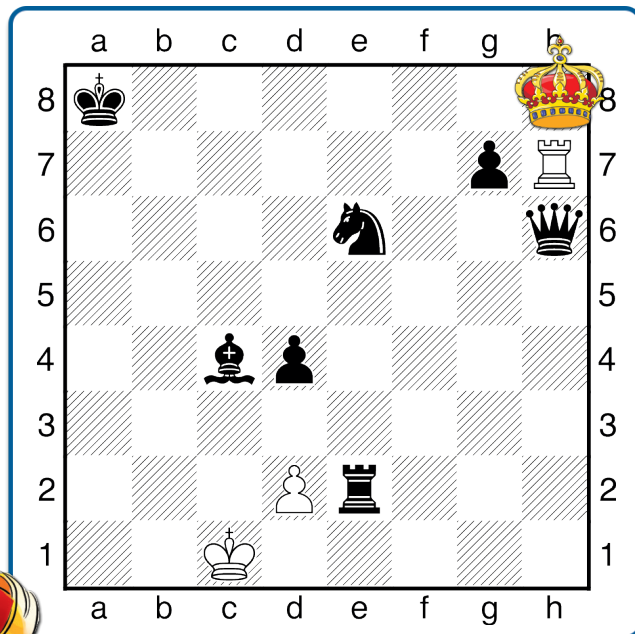
Sjakk

Kongen kan ikke flytte i sjakk og må gå forsiktig. Svarte brikker passer på mange av feltene på brettet. Tegn en trygg rute for kongen til kronen sin.

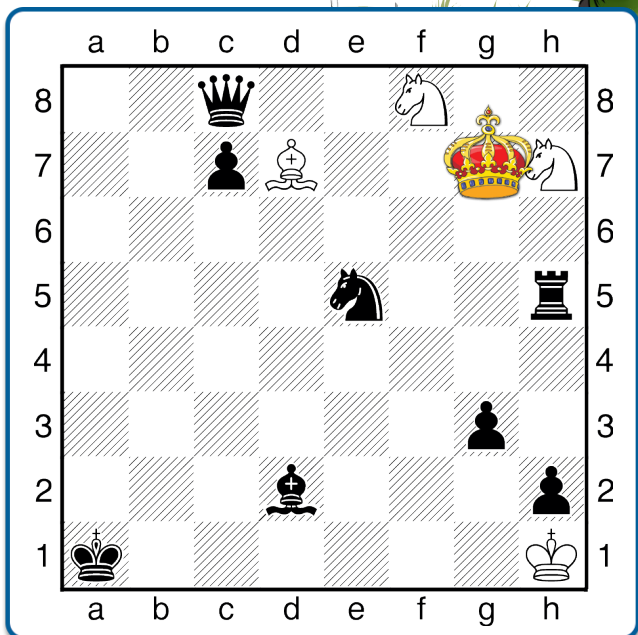
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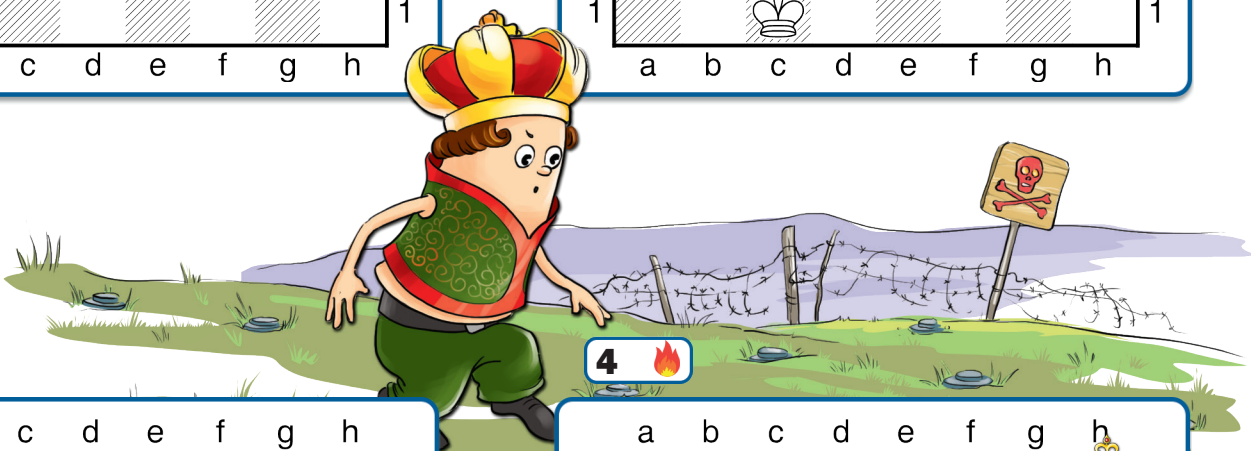
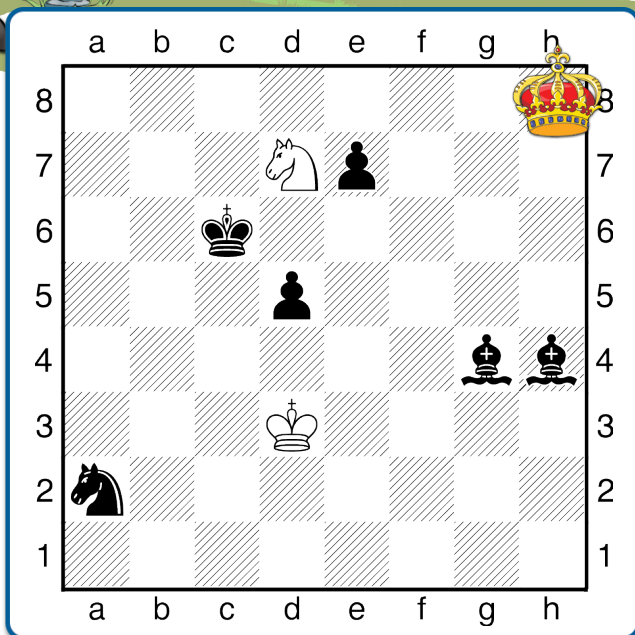
2 



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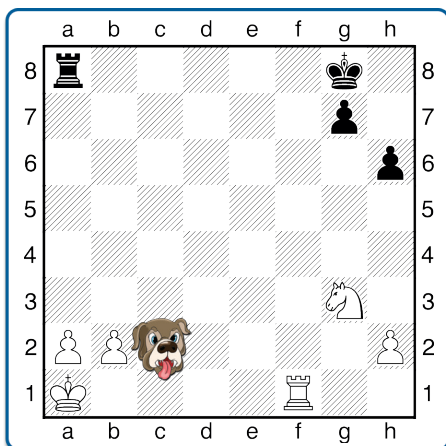
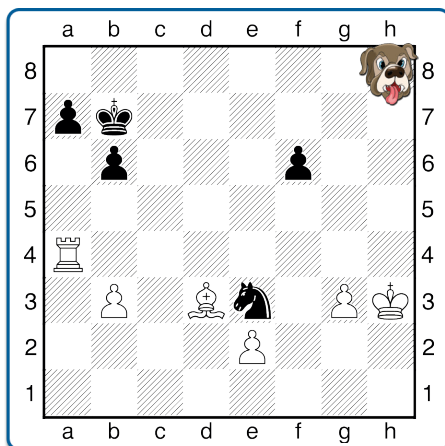
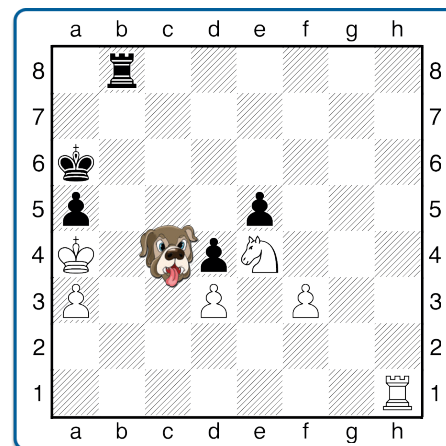
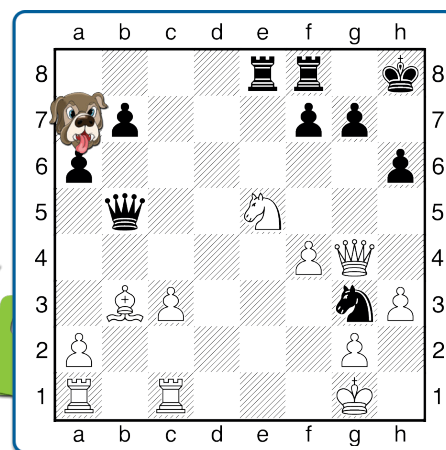
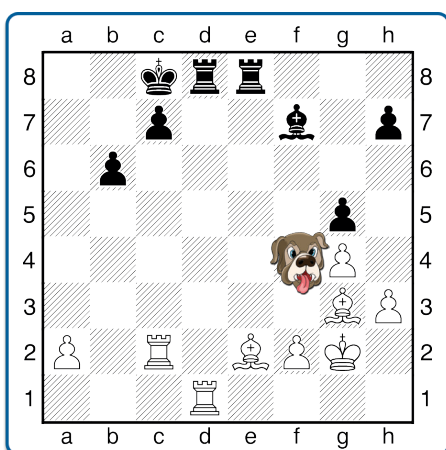
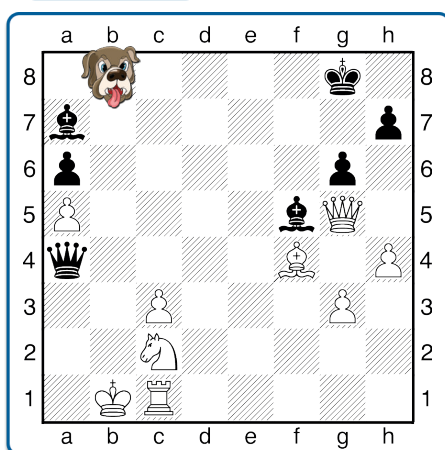
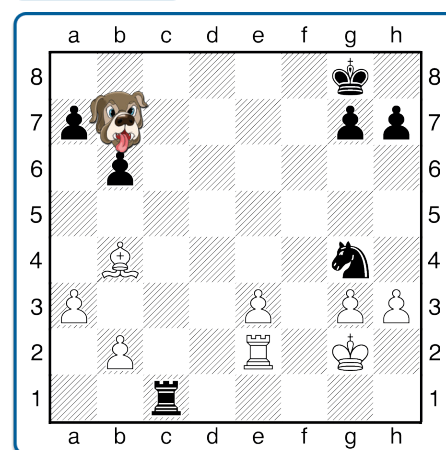
4 





Sjakk

Mens kongen ruslet seg en tur i skogen, kom plutselig en hund og angrep den. Eller som vi sjakkspillere sier, hunden sjakket kongen. Finn ut hvilken brikke hunden er. Og hvordan kan du redde den hvite kongen? Tegn trekket.

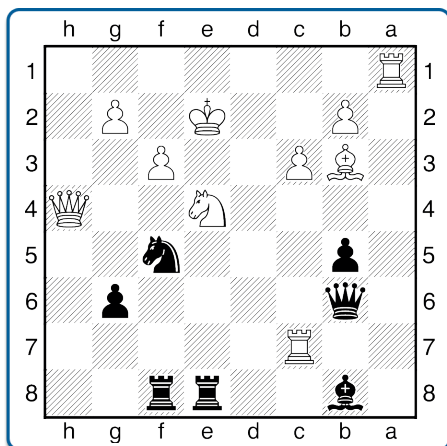
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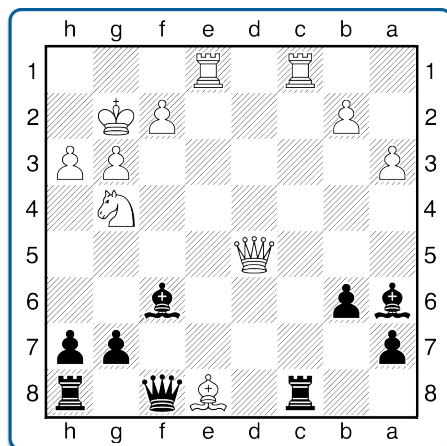
Sjakk

Det ser ut som hvert eneste felt er angrepet av hvite brikker. Men det er et sted kongen kan gjemme seg. Finn feltet og tegn kongen der den skal stå.

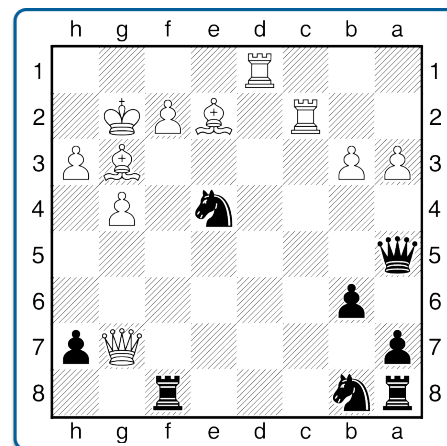
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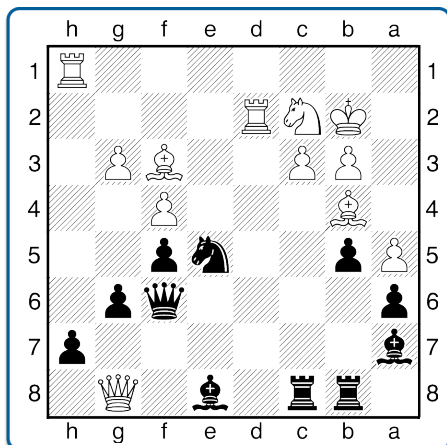
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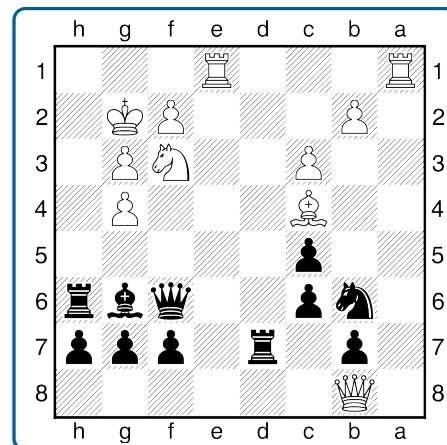
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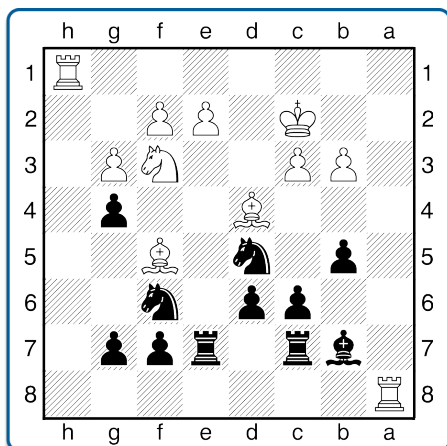
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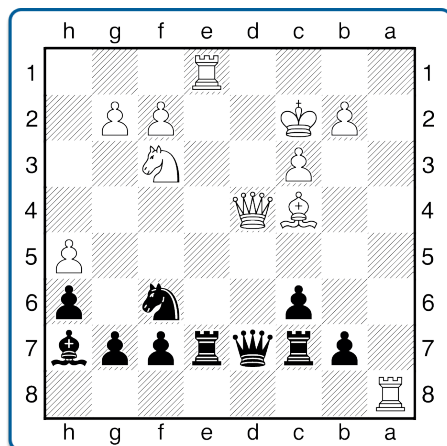
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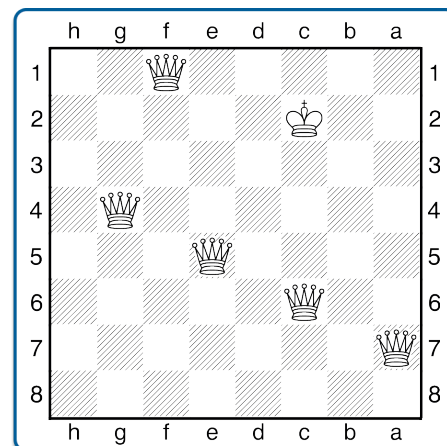
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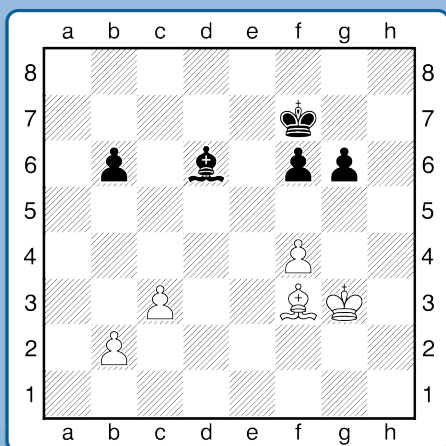




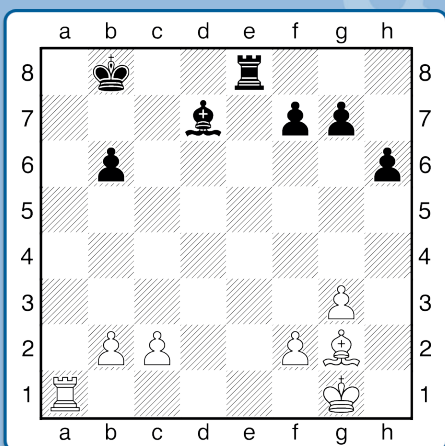
Sjakk

Hvit i trekket. Sjakk den svarte kongen fra et trygt felt.

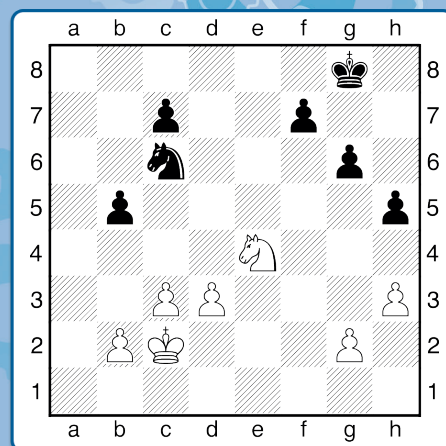
1



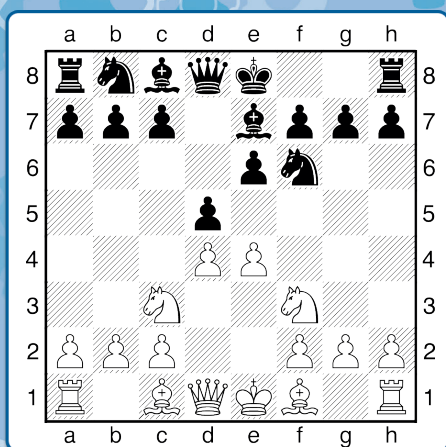
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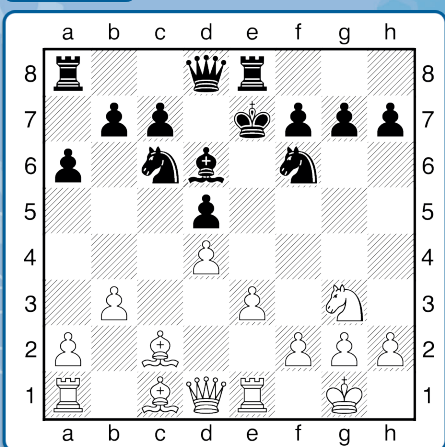
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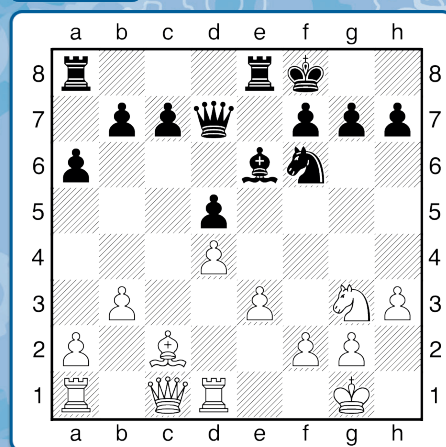
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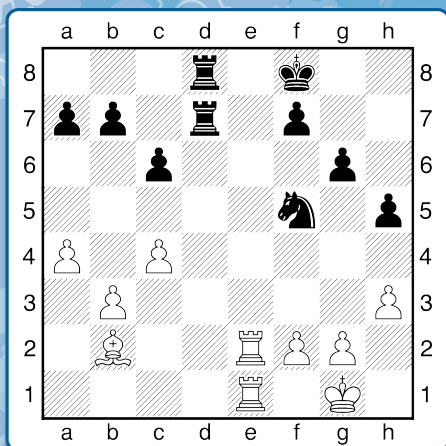
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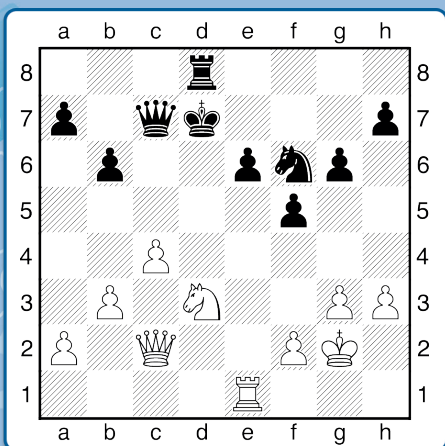
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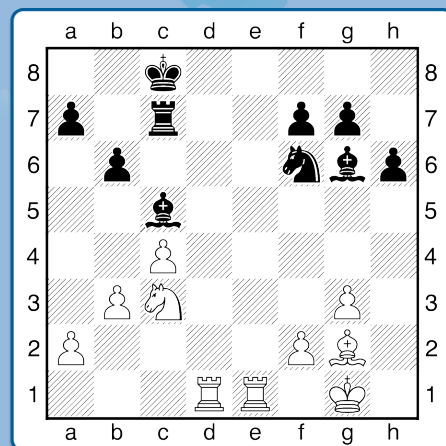
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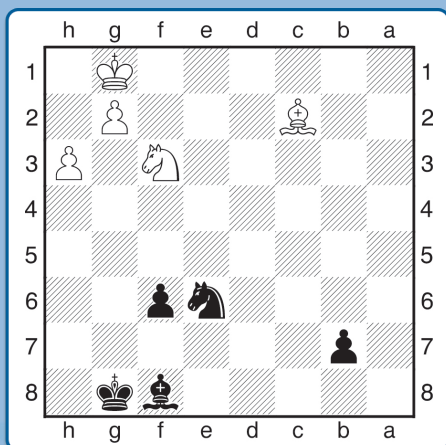
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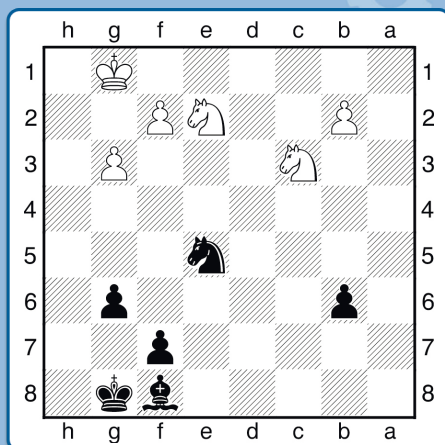
Sjakk

Svart i trekket. Sjakk den hvite kongen fra et trygt felt.

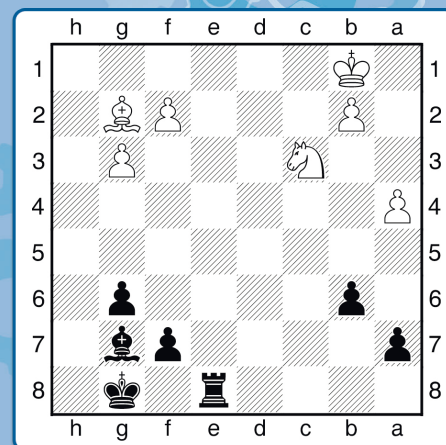
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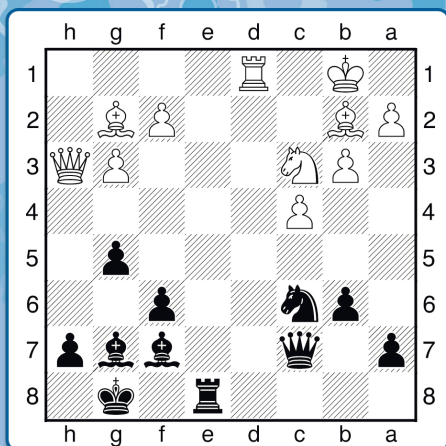
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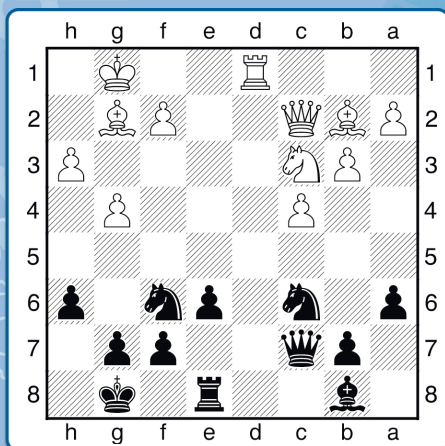
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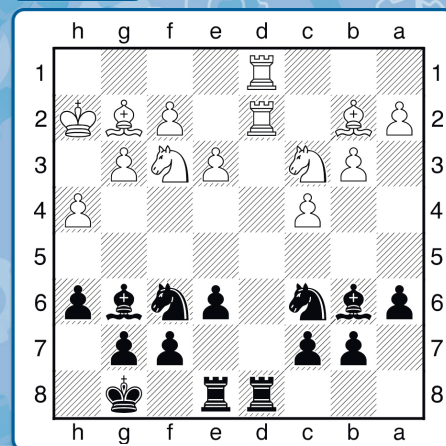
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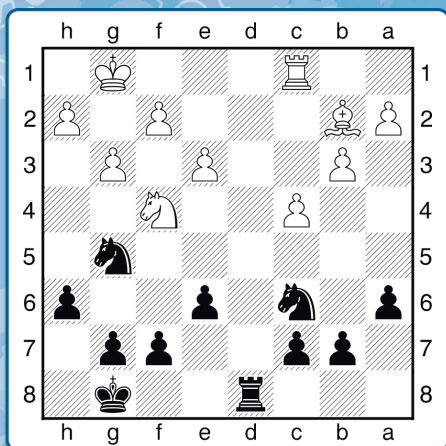
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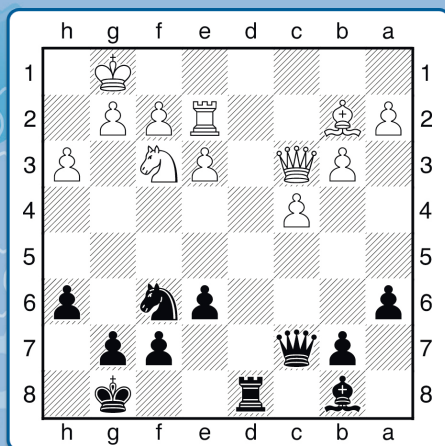
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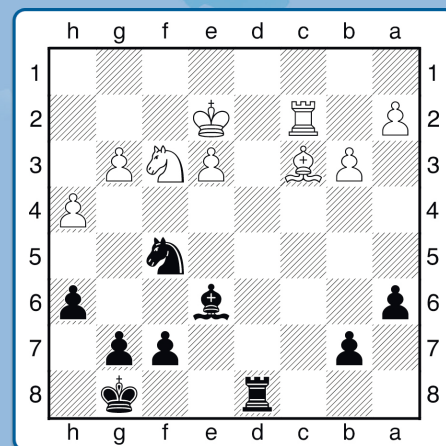
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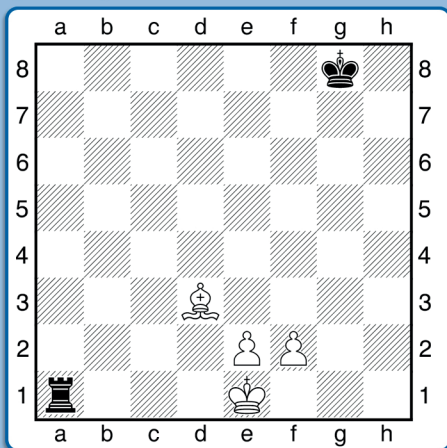




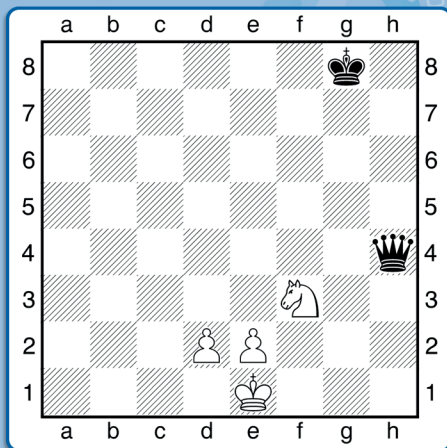
Forsvar mot sjakk

Hvit  er sjakk. Finn det beste forsvarstrekket.

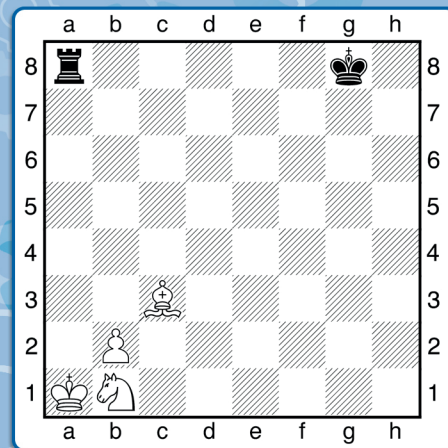
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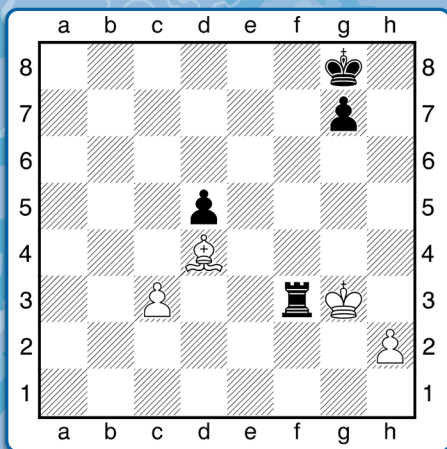
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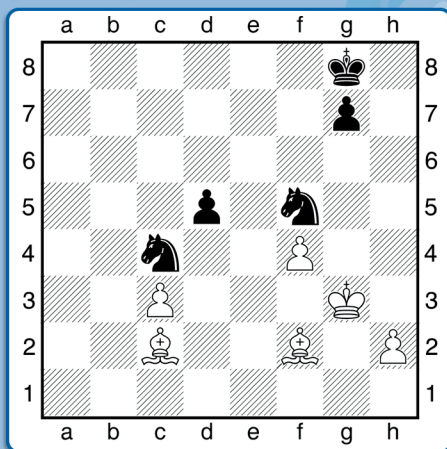
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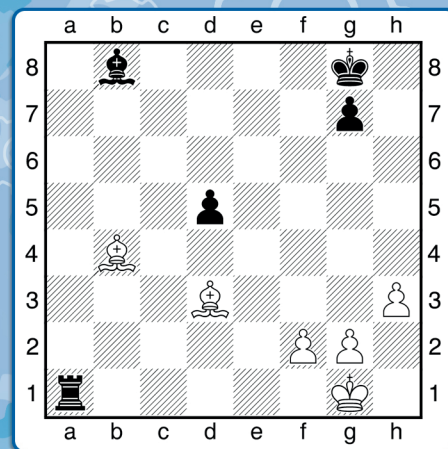
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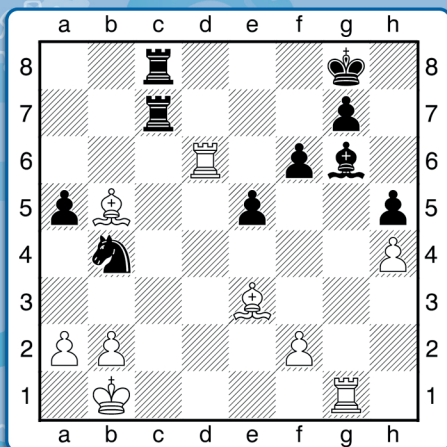
5 



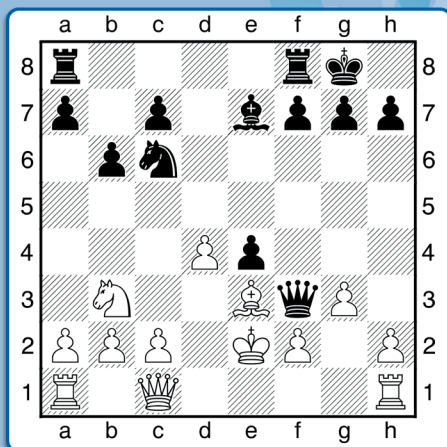
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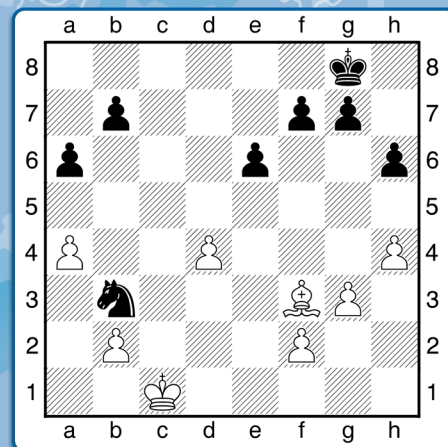
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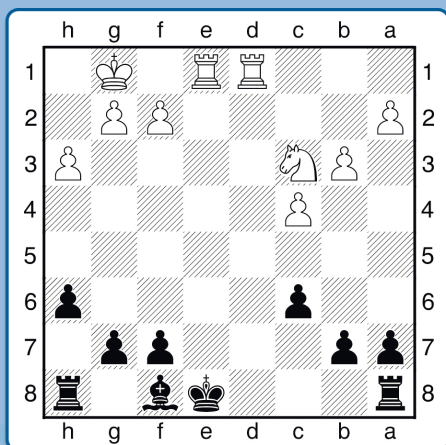




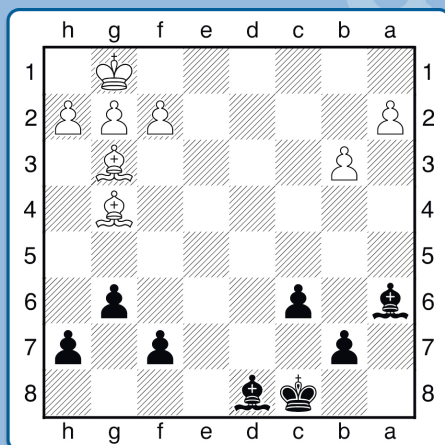
Forsvar mot sjakk

Svart  er sjakk. Finn det beste forsvarstrekket.

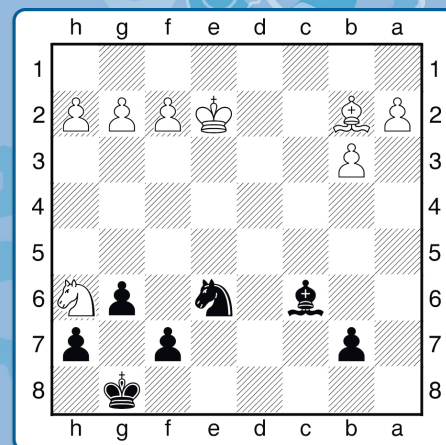
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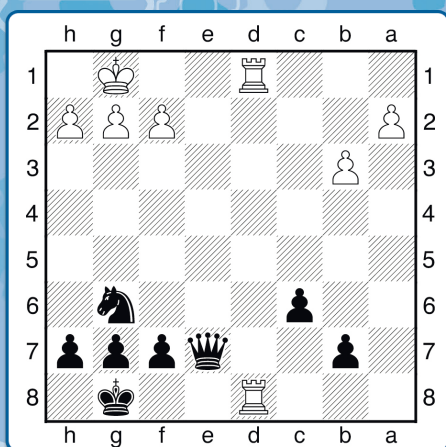
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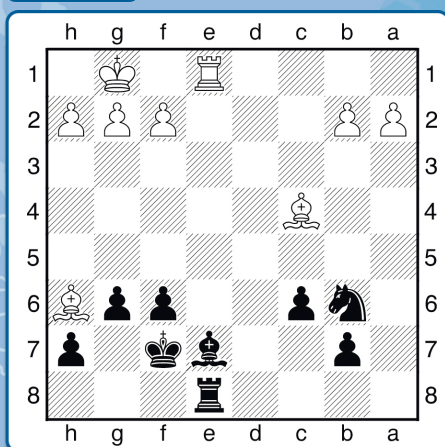
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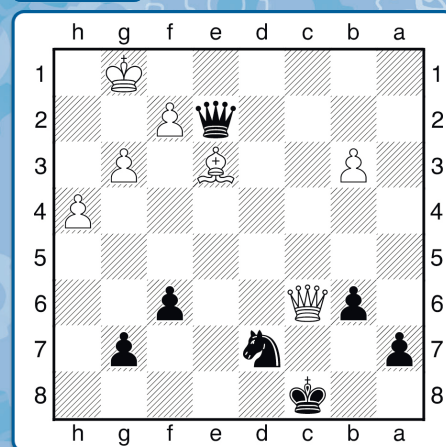
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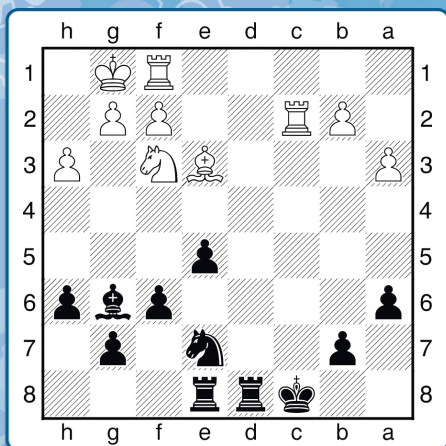
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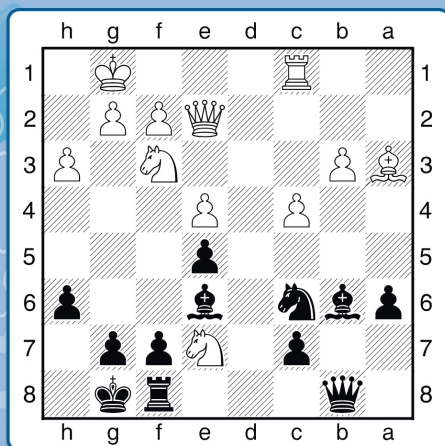
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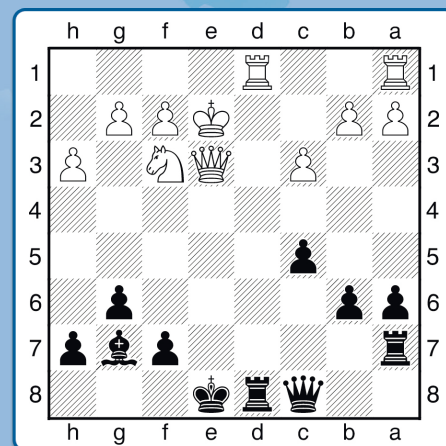
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Oppgaveark A

Eneste riktig løsning i hver oppgave.

- | | | |
|--------------|--------------|--------------|
| 1 Tg1 | 4 Dd5 | 7 Db3 |
| 2 Lh7 | 5 Se6 | 8 Sg6 |
| 3 Sh5 | 6 a3 | 9 Te1 |

Oppgaveark B

 Eneste riktig løsning i hver oppgave.

- | | | |
|------------------|------------------|-------------------|
| 1 1. Tg2+ | 4 1. f4+ | 7 1. Lc4+ |
| 2 1. Se4+ | 5 1. Dg8+ | 8 1. Sxf7+ |
| 3 1. Lc3+ | 6 1. Ta3+ | 9 1. Da5+ |

Oppgaveark C

 Eneste riktig løsning i hver oppgave.

- | | | |
|-----------------|----------------------|-----------------|
| 1 1. Kh2 | 4 1. Kb2 | 7 1. Kh2 |
| 2 1. Kh1 | 5 1. Kh1, Kf2 | 8 1. Kf1 |
| 3 1. Kh2 | 6 1. Kf1 | 9 1. Kc1 |

Oppgaveark D

 Eneste riktig løsning i hver oppgave.

- | | | |
|------------------|------------------|------------------|
| 1 1. Kxg2 | 4 1. Dxa7 | 7 1. Dxg4 |
| 2 1. Lxg1 | 5 1. bxc5 | 8 1. Sxb6 |
| 3 1. Sxg2 | 6 1. Lxb7 | 9 1. Lxb3 |



Oppgaveark E

 Eneste riktig løsning i hver oppgave.

- | | | |
|-----------------|-----------------|-----------------|
| 1 1. Tf1 | 4 1. Db2 | 7 1. Dd2 |
| 2 1. Ld5 | 5 1. Da2 | 8 1. e3 |
| 3 1. b3 | 6 1. Lg2 | 9 1. Sb3 |

Oppgaveark F

 Eneste riktig løsning i hver oppgave.

- | | | |
|--------------------|--------------------|---------------------|
| 1 1... Td1+ | 4 1... Sd4+ | 7 1... Da5+ |
| 2 1... Se2+ | 5 1... f3+ | 8 1... Se2+ |
| 3 1... La5+ | 6 1... Da1+ | 9 1... Sxb3+ |

Oppgaveark G

 Eneste riktig løsning i hver oppgave.

- | | | |
|------------------|-----------------|------------------|
| 1 1. Kf1 | 4 1. Kh2 | 7 1. Txd5 |
| 2 1. Sxe2 | 5 1. Ke3 | 8 1. Ta3 |
| 3 1. d4 | 6 1. Kg1 | 9 1. Lxf2 |

Oppgaveark A

 Eneste riktig løsning i hver oppgave.

- | | | |
|-----------------|-----------------|-----------------|
| 1 1. Te1 | 4 1. Dg3 | 7 1. Le3 |
| 2 1. Kf1 | 5 1. Te1 | 8 1. Sg3 |
| 3 1. Sf3 | 6 1. Kg4 | 9 1. Le3 |



Oppgaveark B

 Eneste riktig løsning i hver oppgave.

- | | | |
|-------------------|--------------------|-------------------|
| 1 1... c6 | 4 1... Kxd7 | 7 1... c4 |
| 2 1... Le6 | 5 1... Ld7 | 8 1... c4 |
| 3 1... Lg7 | 6 1... Tf8 | 9 1... Le4 |

Oppgaveark A

Eneste riktig løsning i hver oppgave.

- | | |
|-------------|-------------|
| 1 d5 | 3 c5 |
| 2 e4 | 4 e4 |

Oppgaveark B

Eneste riktig løsning i hver oppgave.

- 1** Kc2 - d2 - e3 - f3 - g4 - g5 - h6 - h7 - h8
- 2** Kb2 - a3 - b4 - a5 - b6 - c6 - d6 - e7 - f7 - g8 - h8
- 3** Kg2 - f1 - e2 - d1 - c2 - b3 - a4 - b5 - c5 - d5 - e6 - f6 - g7
- 4** Kc2 - b3 - a4 - a5 - a6 - a7 - b8 - c8 - d8 - e8 - f8 - g8 - h8

Oppgaveark C

 Eneste riktig løsning i hver oppgave.

- | | | |
|---------------------------------|---------------------------------|--------------------------------|
| 1 Springer, 1. Kb1 | 4 Løper/dronning, 1. Kh2 | 7 Løper/dronning, 1. e4 |
| 2 Tårn/dronning, 1. Th4 | 5 Springer, 1. Lxf4 | |
| 3 Tårn/dronning, 1. dxc4 | 6 Tårn/dronning, 1. Lxb8 | |



Oppgaveark **D**

Eneste riktig løsning i hver oppgave.

1 e5

4 c7

7 f5

2 b8

5 c2

8 d8

3 e6

6 g2



TEST

SJAKK

Eneste riktig løsning i hver oppgave.

1 1. Ld5+

2 1. Ta8+

3 1. Sf6+

4 1. Lb5+

5 1. Sf5+

6 1. Da3+

7 1. La3+

8 1. Se5+

9 1. Lh3+

Eneste riktig løsning i hver oppgave.

1 1... Lc5+

2 1... Sf3+

3 1... Te1+

4 1... Lg6+

5 1... Dh2+

6 1... Sg4+

7 1... Sf3+

8 1... Td1+

9 1... Sxg3+

TEST

FORSVAR MOT SJAKK

Eneste beste løsning i hver oppgave.

1 1. Kd2

2 1. Sxh4

3 1. Sa3

4 1. Kxf3

5 1. Lxf5

6 1. SLf1

7 1. Txg6

8 1. Kd2

9 1. Kd1

Eneste beste løsning i hver oppgave.

1 1... Le7

2 1... f5

3 1... Kf8

4 1... Sf8

5 1... Sc4

6 1... Kd8

7 1... Lc2

8 1... Se7

9 1... Te7