

SUCCESS CHESS BASIC SKILLS CHECK LIST

(SOME OF THE THINGS WE EXPECT SCS STUDENTS TO KNOW AFTER GRADUATING FROM OUR BEGINNER'S PROGRAM)

NAME: _____



DATE PASSED:(3 POINTS EACH) BASIC SKILL:

- _____ 1. DEMONSTRATE HOW THE PAWN MOVES. P
- _____ 2. DEMONSTRATE HOW THE KNIGHT MOVES. N
- _____ 3. DEMONSTRATE HOW THE BISHOP MOVES. B
- _____ 4. DEMONSTRATE HOW THE QUEEN MOVES. Q
- _____ 5. DEMONSTRATE HOW THE KING MOVES. K
- _____ 6. DEMONSTRATE KING-SIDE CASTLING
- _____ 7. DEMONSTRATE QUEEN-SIDE CASTLING
- _____ 8. STATE THE RELATIVE VALUE OF THE PIECES.
- _____ 9. EXPLAIN THE TERMS RANK, FILE, DIAGONAL.
- _____ 10. EXPLAIN THE TERM CENTER.
- _____ 11. SHOW THE CENTER SQUARES.
- _____ 12. EXPLAIN WHAT IS MEANT BY THE TERM DEVELOPMENT.
- _____ 13. PLACE A CHECK ON THE CHESSBOARD.
- _____ 14. PLACE A CHECKMATE ON THE CHESSBOARD.
- _____ 15. PLACE A STALEMATE ON THE CHESSBOARD—EXPLAIN.
- _____ 16. EXPLAIN THE TOUCH MOVE RULE.
- _____ 17. DEMONSTRATE A PIN.
- _____ 18. DEMONSTRATE A FORK.
- _____ 19. DEMONSTRATE A SKEWER.
- _____ 20. SET UP A BACK-RANK MATE ON THE CHESSBOARD.
- _____ 21. DEMONSTRATE A DISCOVERED ATTACK.
- _____ 22. EXPLAIN THE 3 WAYS TO GET OUT OF CHECK.
- _____ 23. BASICALLY WHEN DOES THE MIDDLE-GAME BEGIN IN CHESS.
- _____ 24. BASICALLY WHEN DOES THE END-GAME BEGIN IN CHESS.
- _____ 25. SHOW THE FOOL'S MATE AND EXPLAIN WHY IT IS CALLED A FOOL'S MATE.
- _____ 26. NAME 3 BASIC GUIDELINES/RULES FOR OPENING A CHESS GAME.
- _____ 27. NAME 2 BASIC GUIDELINES/RULES USED IN THE ENDING OF A CHESS GAME.
- _____ 28. CHECKMATE USING A KING AND QUEEN AGAINST A LONE KING.
- _____ 29. CHECKMATE USING A KING AND TWO ROOKS AGAINST A LONE KING.
- _____ 30. SHOW HOW TO PREVENT GETTING MATED BY THE SCHOLAR'S MATE

BONUS QUESTION:

- _____ EXPLAIN WHY YOUR TRYING TO PLAY THE SCHOLAR'S MATE IS UGLY CHESS. (5 PTS)
- _____ DESCRIBE HOW YOU SHOULD START A GAME OF CHESS THAT WOULD BE CONSIDERED BEAUTIFUL CHESS.(5 PTS)

SCORE: _____