BASIC SKILLS CHECK LIST

(Some of the things we expect students to know after graduating from our Beginner's Programs)

NAME:_____

DATE PASSED:(3 POINTS EACH) BASIC SKILL:

_____ 1. DEMONSTRATE HOW THE PAWN MOVES.

_____ 2. DEMONSTRATE HOW THE KNIGHT MOVES.

_____ 3. DEMONSTRATE HOW THE BISHOP MOVES.

_____ 4. DEMONSTRATE HOW THE QUEEN MOVES.

_____ 5. DEMONSTRATE HOW THE KING MOVES.

P
N
B
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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:_____