



Name: \_\_\_\_\_

### Shows understanding of the board

- Board and addresses
- Files, Ranks, Diagonals
- White side, Black side
- Kingside, Queenside
- How to set up the board
- How notation works

### Shows understanding of each piece

- Names each piece
- Explains how they move
- Knows point value

### Can explain unique moves

- Pawn promotion
- En Passant
- Castling Kingside and Queenside
- When to castle / When not to

### Understands the game's objective and can explain:

- Check
- Checkmate
- ABC's of getting out of check.
- Stalemate and can set up a position to demonstrate.
- Three other ways a game can end in a draw.
- K & Q vs K #
- Rook Roller #
- Won/Lost/Drawn game values

### Can give checkmate:

- Solves mate-in-one problems

### Uses ChessKid.com to advance

- Achieved at least R2 level
- Puzzle rating at least 300

***Congratulations on entering the Rockfish ability level: You are now a real Predator!***

*Coach* \_\_\_\_\_

*Successfully completed on* \_\_\_\_\_

# Study guide by topic

# The Minnow Checklist

Item	Topic	Source for Kids	Notes	Chesskid Level
1	Board and addresses	8 squares by 8 squares = 64 squares in all. Colors alternate, dark and light. Diagonals are paths of the same color.		
2	White/Black side; Kingside/Queenside	White: Ranks 1-4. Black: Ranks 5-8 / K-side: Files a-d. Q-side: Files e-h		
3	Files, Ranks, Addresses, diagonals	The "files" are the vertical rows, from 'a' to 'h'. The "ranks" are horizontal rows, numbered from 1 to 8. Each square has its very own address, which is its file and rank.	Diagonals are straight paths of the same-color square (dark or light). Diagonals have different lengths, 2 to 8.	
4	Pieces names and moves	<u>Meet the Rook</u> : <a href="https://www.chesskid.com/videos/rules-basics/the-rook">https://www.chesskid.com/videos/rules-basics/the-rook</a> ; <u>Meet the Bishop</u> : <a href="https://www.chesskid.com/videos/rules-basics/the-bishop">https://www.chesskid.com/videos/rules-basics/the-bishop</a> ; <u>Meet the Queen</u> : <a href="https://www.chesskid.com/videos/rules-basics/the-queen">https://www.chesskid.com/videos/rules-basics/the-queen</a> ; <u>Meet the King</u> : <a href="https://www.chesskid.com/videos/rules-basics/the-king">https://www.chesskid.com/videos/rules-basics/the-king</a> ; <u>Meet the Pawn</u> : <a href="https://www.chesskid.com/videos/rules-basics/the-pawn">https://www.chesskid.com/videos/rules-basics/the-pawn</a> ; <u>Meet the Knight</u> : <a href="https://www.chesskid.com/videos/rules-basics/the-knight">https://www.chesskid.com/videos/rules-basics/the-knight</a>		P1, P2, P3, P4, P5, P6
5	Set up the board	<a href="https://www.chess.com/lessons/how-to-move-the-pieces/setting-up-the-board">https://www.chess.com/lessons/how-to-move-the-pieces/setting-up-the-board</a>		
6	Chess notation introduction	<a href="https://www.easternshorechess.org/resources.html">https://www.easternshorechess.org/resources.html</a>	www.easternshorechess.org Resources: notation	
7	Piece value	Pawn=1; Bishop or Knight=3, Rook=5; Queen=9; King=GAME.	You need to know this to decide whether a trade of pieces is good or bad for you.	
8	Check, MUST exit check, ABCs of exiting	<a href="https://www.chesskid.com/videos/rules-basics/check2">https://www.chesskid.com/videos/rules-basics/check2</a>	Illegal to move your K into check, or move a piece blocking your K from check.	N1
9	Checkmate	<a href="https://www.chesskid.com/videos/rules-basics/checkmate3">https://www.chesskid.com/videos/rules-basics/checkmate3</a>	You do not actually capture the King. You trap him, and the game is over.	N2
10	Stalemate	<a href="https://www.chesskid.com/videos/rules-basics/stalemate">https://www.chesskid.com/videos/rules-basics/stalemate</a>	www.easternshorechess.org Resources/how to end in a draw/stalemate. If you have too many pieces attacking the opponent's King, you increase the risk of stalemate. Learn to checkmate "cheaply".	N3
11	Checkmate with helper	<a href="https://www.chesskid.com/lessons/video/help-needed">https://www.chesskid.com/lessons/video/help-needed</a>	Even the Queen can't do it alone	B1
12	K+Q vs K	<a href="https://www.chesskid.com/videos/endgames/king-and-queen-mate">https://www.chesskid.com/videos/endgames/king-and-queen-mate</a>		B2
13	"Rook roller" #	<a href="https://www.chesskid.com/videos/endgames/rook-roller2">https://www.chesskid.com/videos/endgames/rook-roller2</a>	<a href="https://www.chesskid.com/puzzles/basic-checkmates">https://www.chesskid.com/puzzles/basic-checkmates</a>	B3
14	Another way to draw	<a href="https://www.easternshorechess.org/resources.html">https://www.easternshorechess.org/resources.html</a>	www.easternshorechess.org Resources / how to end in a draw / insufficient material	
15	Value of Win, Lose, Draw	Winner 1 point. Loser gets zero. Draw 1/2 point each. Practice your checkmating skills	<a href="https://www.chesskid.com/puzzles/mate-in-1">https://www.chesskid.com/puzzles/mate-in-1</a>	
16	Castling mechanics	<a href="https://www.chesskid.com/videos/rules-basics/castling">https://www.chesskid.com/videos/rules-basics/castling</a>	Always touch K first, move two squares toward R. Then move R to its spot.	R1
17	Castling restrictions	<a href="https://www.chesskid.com/videos/rules-basics/castling">https://www.chesskid.com/videos/rules-basics/castling</a>		R1
18	Pawn promotion	<a href="https://www.chess.com/lessons/how-to-move-the-pieces/pawn-promotion">https://www.chess.com/lessons/how-to-move-the-pieces/pawn-promotion</a>		
19	En passant	<a href="https://www.chesskid.com/videos/rules-basics/special-pawn-moves2">https://www.chesskid.com/videos/rules-basics/special-pawn-moves2</a>	En Passant starts about 2:45 mins into the video	R2
20	Mate-in-one	www.easternshorechess.org/resources Mate-in-One problems set	Ask coach for more problems	chesskid.com/puzzles/home#themes Mate in 1
21	EVERYTHING	Tina's Top Ten Tips. Keep going back to this until it is truly a part of your game automatically.	<a href="https://www.easternshorechess.org/resources.html">www.easternshorechess.org/resources.html</a>	