

Ready for Regionals Checklist

A. The Pieces

1. I can name all the pieces by sight. _____
2. I can set up the board correctly ("white on the right") _____
3. I can move all the pieces according to their rules (where a piece starts, how it moves and how it captures) _____
4. I can set up the pieces correctly for the start of a real game.

B. Check and Checkmate

1. I can show what "check" means, and I can explain what "checkmate" means. _____
2. I can use the CPR method (capture, protect, run-away) to get out of check. _____
3. I can label squares as "safe" or "unsafe". _____
4. I know that a king may not be moved into, or left in, check, I know that these are called "illegal" moves, and I know what to do if my opponent plays an "illegal" move. _____

C. Other Chess Rules

1. I know that a pawn reaching the end of the board can be "promoted" to any piece except for a king. _____
2. I can show how to castle kingside and queenside. _____
3. I know that castling is not allowed (1) if the king or the rook has previously moved, and (2) when in check, and I know that a king may not cross an attacked square (or "cross check") to castle. _____
4. I can explain what stalemate is and knows that it means a draw. _____
5. I know about the "touch-move" rule, and the "touch a piece, capture" rule. _____
6. I know about the values of the pieces. Based on the values, I can say who is ahead in a game. _____

D. Important Patterns:

1. I can force checkmate with a queen and rook against a lone king. _____
2. I can force checkmate with 2 rooks against a lone king. _____
3. I know what "scholar's mate" is and can defend against it. _____
4. I know what "fool's mate" is and can defend against it. _____

I have all 18 items in the checklist ticked off and am ready play students from other schools! _____

Name of Student: _____