



MaDD Training Academy – Level Seven

Name: _____

121: I can solve six "Route Planner" puzzles RED 0055	122: I can decide if I can prevent checkmate in six puzzles RED 0056
123: I can solve six puzzles in which the enemy queen is pinned RED 0057	124: I can spot if a position is checkmate in one or two moves RED 0058
125: I can solve all six puzzles in Study Plan 700	126: I can win material by playing a discovered check RED 0059
127: I understand what the term zugzwang means, and can play a move that leaves my opponent in zugzwang RED 0060	128: I can visualise how to move a piece from one square to another BLUE 0057
129: I can give the names of three famous grandmasters and which country they originate from BLUE 0058	130: I can solve all six puzzles in Study Plan 710

131: I can play a waiting move that will guarantee checkmate on the next move RED 0061	132: I can demonstrate the shouldering technique to stop the opponent capturing my passed pawn BLUE 0059
133: I can decide the best move to defend against a passed pawn RED 0062	134: I can demonstrate the first 3 moves of the Queen's Gambit Declined BLUE 0060
135: I can solve all six puzzles in Study Plan 720	136: I can solve six puzzles in which I push my opponent into a fork on the next move RED 0063
137: I can use my knights to capture my opponent's eight pawns before they capture mine BLUE 0061	138: I can make a move, in a winning position, that avoids the game ending in stalemate RED 0064
139: I can use my rook, queen and bishops to prevent a king capturing my passed pawns RED 0065	140: I can solve all six puzzles in Study Plan 730