



MaDD Training Academy – Level Three

Name: _____

41: I can make a profitable exchange RED 0017	42: I know the world's fastest checkmate (Fool's Mate) and I can show this to somebody else on a chessboard BLUE 0025
43: Endgame: I can set up a position on a board with two kings and a queen, so that the king is in checkmate BLUE 0026	44: I can add a piece onto a chessboard position so that the enemy king will be in checkmate RED 0018
45: Endgame: I can demonstrate how to checkmate with a king and rook, versus a lone king BLUE 0027	46: Endgame: I understand the rule of the square, and can say if a pawn will be able to promote without being captured BLUE 0028
47: Notation: I can demonstrate how to write down castling kingside, castling queenside, captures and pawn promotions BLUE 0029	48: Notation: I can set up a position on a chessboard, then find the checkmate in one BLUE 0030
49: I can explain to somebody else what these five terms mean: BLUE 0031 • pawn chain • isolated pawn • doubled pawns • passed pawn • pawn island	50: I can solve all six puzzles in Study Plan 600

51: Tactics: I can explain what a fork is in chess, and solve six fork puzzles RED 0019	52: I can solve six basic "checkmate in two move" puzzles RED 0020
53: I can explain what a back rank checkmate is, and can solve six back rank checkmate puzzles RED 0021	54: Opening: I can demonstrate (and remember the names of) three different ways to respond to 1.e4 as Black BLUE 0032
55: Opening: I can demonstrate (and remember the names of) three different ways to respond to 1.d4 as Black BLUE 0033	56: Tactics: I can solve six puzzles in which a knight forks two enemy pieces RED 0022
57: Endgame: I can show how to promote a pawn when I have 3 pawns against two enemy pawns BLUE 0034	58: I can win an 8 pawns versus 8 pawns mini game against somebody else at the club BLUE 0035
59: Calculation: I can decide if it is a good or bad idea to capture an enemy piece in six puzzles RED 0023	60: I can solve all six puzzles in Study Plan 610