

MaDD Training Academy – Level Four Blue Activities

0036	I can set up a position on a board with two kings and a queen, so that the position is stalemate Here is one example: White queen on f7, White king on g6 and Black king on h8, and it's Black to move. The Black king is safe on that square, but can't move anywhere. • Can they set up a different position? • Can they set up a position with the Black king in stalemate, and the White king on d3? • Can they set up a stalemate for the Black king, with the White queen on d3 (this is trickier!)
0037	I can win a game against another member of the club (10 minutes each on the clock) This can only be checked off when completed at the club
0038	I know the procedure for offering/accepting/declining a draw in chess The rules are: • You can offer your opponent a draw immediately after making your move (you can offer the draw as you make your move, to avoid confusion) • You must offer the draw verbally, not just by offering your hand to shake • There is no rush to accept or decline a draw: if your opponent offers, you can spend time deciding what to do. The best responses are either, "I agree," or, "no thanks." • Players to shake hands if a draw is agreed • Remain polite when offering/accepting/declining a draw • It is considered bad etiquette to offer repeated draws. It is also considered bad sportsmanship to offer a draw if you are in a lost position. This can be checked off when somebody at the club asks them to summarise the rules
0039	I can win a "rook vs five pawns" mini game (as both sides) against somebody at the club They can practice at home: one White rook on h1, against five Black pawns on b7, c7, d7, e7 and f7. White moves first – his job is to capture all five pawns. Black's mission is to promote one of his pawns. If a pawn promotes, but the rook can capture it immediately afterwards, White wins. This can only be checked off when completed at the club
0040	I can use my king to help a pawn to promote Use the following position: White king on g5, White pawn on g2, Black king on g8. White moves first. White wins if they promote their pawn. Black's job is to try and prevent the pawn from promoting

0041	I can demonstrate how Scholar's Mate attacks the enemy's weak spot of f7 to somebody else at the club Scholar's Mate is another quick way of checkmating your opponent: 1.e4 e5 2.Bc4 Nc6 3.Qf3 d6 4.Qxf7# (There are other variations, but the theme is that the queen and bishop team up to attack f7). This activity can be checked off when they demonstrate this checkmate to somebody else at the club
0042	Notation: I can show how to write down checks, checkmate and the result of the game • When writing down moves, you add a + sign to the end of the move if it's a check (e.g. 4.Qf7+) • To show checkmate, you add the # symbol to the end of the move (e.g. 14.Bxc6#) • To show the result of the game: 1-0 if it's a win for White 0-1 if it's a win for Black ½-½ if it's a draw They can demonstrate this when notating a game at the club
0043	Notation: I can show how to write a move when more than one piece can move to a square. Sometimes, two pieces (e.g rooks) on the same rank could move to the same square (for example, if there are two rooks on a1 and e1, they could both move to the d1 square). In this case, we would write which the letter of which square the rook was on originally: • If you want to move the rook on a1 to d1, you'd write 1.Rad1 • If you want to move the rook on e1 to d1, you'd write 1.Red1 It can also be the case that two pieces on the same file could move to the same square, for example if there are two rooks on e1 and e7, both could move to e4: • If you want to move the rook on e1 to e4, you'd write 1.R1e4 • If you want to move the rook on e7 to e4, you'd write 1.R7e4 Somebody at the club can help to explain this if it's proving tricky!
0044	I can demonstrate the first 3-4 moves of the Ruy Lopez to somebody else at the club The opening moves of the Ruy Lopez are: 1.e4 e5

2.Nf3 Nc6

3.Bb5 (this is the starting point of the Ruy Lopez)

Black has a few options, but the main moves played are either 3...a6 or 3...Nf6

This can be checked off when they demonstrate this opening to somebody else at the club