



MaDD Training Academy – Level Four

Name: _____

61: I can set up a position on a board with two kings and a queen, so that the position is stalemate BLUE 0036	62: I can win a game against another member of the club (10 minutes each on the clock) BLUE 0037
63: Tactics: I can explain what a pin is in chess, and solve six pin puzzles RED 0024	64: Tactics: I can explain what a skewer is, and solve six skewer puzzles RED 0025
65: Etiquette: I know the procedure for offering/accepting/declining a draw in chess BLUE 0038	66: I can capture a piece that is attacked twice RED 0026
67: I can explain what it means to sacrifice a piece, knowing that it will lead to a checkmate on the next move RED 0027	68: Tactics: I can solve six puzzles in which a bishop forks two enemy pieces RED 0028
69: I can solve six beginner king mazes RED 0029	70: I can solve all six puzzles in Study Plan 620

71: I can win a "rook vs five pawns" mini game (as both sides) against somebody else at the club BLUE 0039	72: Tactics: I can explain what a discovered attack is, and solve six discovered attack puzzles RED 0030
73: Endgame: I can use my king to help a pawn to promote BLUE 0040	74: Opening: I can demonstrate how Scholar's Mate attacks the enemy's weak spot of f7 to somebody else at the club BLUE 0041
75: Tactics: I can solve six puzzles in which a queen forks two enemy pieces RED 0031	76: Notation: I can show how to write down checks, checkmate and the result of the game BLUE 0042
77: Notation: I can show how to write down a move when more than one piece can move to a square BLUE 0043	78: Opening: I can demonstrate the first 3-4 moves of the Ruy Lopez to somebody else at the club BLUE 0044
79: Calculation: I can work out if I will be ahead in material if I decide to capture a particular piece RED 0032	80: I can solve all six puzzles in Study Plan 630