



MaDD Training Academy – Level Eight

Name: _____

141: I can explain why a move is a blunder RED 0066	142: I know which pieces can and can't checkmate BLUE 0061
143: I can exploit the f2/f7 square to win material RED 0067	144: I can solve six queen mazes RED 0068
145: I can solve all six puzzles in Study Plan 740	146: I can demonstrate the first moves of the Sicilian Defence BLUE 0062
147: I can use a battery to deliver checkmate in 2 moves RED 0069	148: I know that I can use my king as an attacking piece in the endgame RED 0070
149: I can win the "knight vs 3 pawns" mini game BLUE 0063	150: I can solve all six puzzles in Study Plan 750

151: I can remove the defender in six puzzles RED 0071	152: I can play a game with an observer giving feedback after BLUE 0064
153: I can solve six "two consecutive moves to give checkmate" puzzles RED 0072	154: I can demonstrate the first moves of the English Opening BLUE 0065
155: I can solve all six puzzles in Study Plan 760	156: I know the time controls of Bullet, Blitz, Rapid and Classical BLUE 0066
157: I can deliver six puzzles with the bishop giving checkmate RED 0073	158: I know what "fianchetto" means BLUE 0067
159: I can solve six puzzles in which a pawn move creates a discovered attack RED 0074	160: I can solve all six puzzles in Study Plan 770