



MaDD Training Academy – Level Six

Name: _____

101: I can use my king to fork two enemy pieces RED 0046	102: I can fork my opponent in ten puzzles in less than 5 minutes RED 0047
103: If I am told my opponent's next move, I can think ahead to my best reply RED 0048	104: I can beat an opponent in a timed game at the club (with 8 minutes each on the clock) BLUE 0050
105: I can solve all six puzzles in Study Plan 660	106: I can find the best move to make when one of my pieces is attacked RED 0049
107: I can decide which move, from two choices, is the better move to make, and explain why RED 0050	108: I can solve six puzzles in which I add a piece to the board, then find checkmate in one RED 0051
109: I can place eight queens on the board so that none of them can capture each other BLUE 0051	110: I can solve all six puzzles in Study Plan 670

111: I can place four pieces on the board so that the Black king is in checkmate BLUE 0052	112: I can show how to stop a flank pawn promoting when I only have a king BLUE 0053
113: I can solve six puzzles in which I skewer the enemy king RED 0052	114: I can decide which piece is the best to capture in six puzzles RED 0053
115: I can solve all six puzzles in Study Plan 680	116: I understand what the term "gambit" means, and I can demonstrate two named gambits to somebody else BLUE 0054
117: I can demonstrate the first 3-4 moves of the Four Knights Opening BLUE 0055	118: I can solve six "checkmate in 1" puzzles when there are multiple answers RED 0054
119: I can win the "candy grab" king vs king mini-game against somebody else at the club BLUE 0056	120: I can solve all six puzzles in Study Plan 690