

PAWN RANK SKILLS

NAME:		
DATE COMPLETED:		
	Date	Task
<input type="checkbox"/>		Pick up a piece with your fingers
<input type="checkbox"/>		Identify a PAWN
<input type="checkbox"/>		Explain PAWN movement
<input type="checkbox"/>		Explain PAWN Attacks (Regular and En Passant)
<input type="checkbox"/>		Explain PAWN Promotion
<input type="checkbox"/>		Identify KNIGHT
<input type="checkbox"/>		Explain KNIGHT movement
<input type="checkbox"/>		Identify BISHOP
<input type="checkbox"/>		Explain BISHOP capture
<input type="checkbox"/>		Identify ROOK
<input type="checkbox"/>		Explain ROOK movement
<input type="checkbox"/>		Identify QUEEN
<input type="checkbox"/>		Explain QUEEN movement
<input type="checkbox"/>		Identify KING
<input type="checkbox"/>		Explain KING movement
<input type="checkbox"/>		Explain CHECK
<input type="checkbox"/>		Explain CHECKMATE

KNIGHT RANK SKILLS

NAME:		
DATE COMPLETED:		
	Date	Task
<input type="checkbox"/>		Understand LIGHT SQUARES and DARK SQUARES
<input type="checkbox"/>		Identify KINGSIDE and QUEENSIDE
<input type="checkbox"/>		Identify FILES/COLUMNS (A-H)
<input type="checkbox"/>		Identify ROWS/RANKS (1-8)
<input type="checkbox"/>		Can identify the MIDDLE OF THE BOARD
<input type="checkbox"/>		Can explain why the MIDDLE OF THE BOARD is important
<input type="checkbox"/>		Can SET UP the board UNASSISTED with no mistakes
<input type="checkbox"/>		Can START A GAME with another opponent by themselves
<input type="checkbox"/>		Can identify ILLEGAL MOVE
<input type="checkbox"/>		Can explain CASTLEING
<input type="checkbox"/>		Can demonstrate CASTLEING
<input type="checkbox"/>		Can explain STALEMATE
<input type="checkbox"/>		Can identify STALEMATE
<input type="checkbox"/>		Can identify CHECK without assistance
<input type="checkbox"/>		Can identify CHECKMATE with some help
<input type="checkbox"/>		Can explain RESIGNATION (what happens and what does it mean)
<input type="checkbox"/>		Can explain a DRAW and what it means
<input type="checkbox"/>		WIN first MATCH
<input type="checkbox"/>		LOSE first MATCH
<input type="checkbox"/>		Demonstrates GOOD SPORTSMANSHIP when winning
<input type="checkbox"/>		Demonstrates GOOD SPORTSMANSHIP when losing

BISHOP RANK SKILLS

NAME:		
DATE COMPLETED:		
	Date	Task
<input type="checkbox"/>		First WIN by CHECKMATE
<input type="checkbox"/>		Get CHECKMATE using QUEEN (attacking)
<input type="checkbox"/>		Get CHECKMATE using QUEEN (supporting)
<input type="checkbox"/>		Can identify squares using ALGEBRAIC NOTATION
<input type="checkbox"/>		Can correctly RECORD MOVES using algebraic notation
<input type="checkbox"/>		Can identify CHECKMATE with little/no assistance
<input type="checkbox"/>		Can explain OPENING GAME
<input type="checkbox"/>		Can explain MID GAME
<input type="checkbox"/>		Can explain END GAME
<input type="checkbox"/>		Can RANK pieces by MATERIAL VALUE
<input type="checkbox"/>		Can demonstrate USING PIECES IN CONCERT
<input type="checkbox"/>		Can identify a FORK ATTACK
<input type="checkbox"/>		Can identify a PIN ATTACK
<input type="checkbox"/>		Can identify a X-RAY ATTACK
<input type="checkbox"/>		Can explain a PAWN CHAIN
<input type="checkbox"/>		Can explain a SACRIFICE
<input type="checkbox"/>		Can explain EXCHANGES
<input type="checkbox"/>		Can identify an ERROR with help
<input type="checkbox"/>		Win a match WITHOUT your QUEEN

ROOK RANK SKILLS

NAME:		
DATE COMPLETED:		
	Date	Task
<input type="checkbox"/>		Can demonstrate THREE OPENINGS for WHITE and has USED each opening in a MATCH at least ONCE [List Openings Below]
<input type="checkbox"/>		OPENING 1:
<input type="checkbox"/>		OPENING 2:
<input type="checkbox"/>		OPENING 3:
<input type="checkbox"/>		Can demonstrate THREE OPENINGS for BLACK and has USED each opening in a MATCH at least ONCE [List Openings Below]
<input type="checkbox"/>		OPENING 1:
<input type="checkbox"/>		OPENING 2:
<input type="checkbox"/>		OPENING 3:
<input type="checkbox"/>		Can explain how the CHESS CLOCK works and its purpose
<input type="checkbox"/>		Can demonstrate how to use the CHESS CLOCK during play
<input type="checkbox"/>		Can explain an ELO RATING
<input type="checkbox"/>		Can identify a CLOSED GAME
<input type="checkbox"/>		Can identify an OPEN GAME
<input type="checkbox"/>		Can identify ERRORS with little/no help
<input type="checkbox"/>		Win by CHECKMATE without using a QUEEN
<input type="checkbox"/>		Win by CHECKMATE using a PROMOTED PIECE
<input type="checkbox"/>		Win by CHECKMATE using a PAWN
<input type="checkbox"/>		Win by CHECKMATE using 2 BISHOPS
<input type="checkbox"/>		Win by CHECKMATE using 2 ROOKS
<input type="checkbox"/>		Win by CHECKMATE using the KING
<input type="checkbox"/>		Finish a game with NO PIECES left (except the KING)
<input type="checkbox"/>		Finish a game with ALL the opponents pieces (except the KING)

LCE Chess Club Match Sheet			
DATE:			
WHITE:		BLACK:	

