

BASIC COMPETENCIES CHECKLIST

RULES

1. _____ Ranks/Files/Diagonals
2. _____ Moves of the Pieces
3. _____ Pawn Promotion
4. _____ Check
5. _____ 3 Ways to fight a Check
6. _____ Checkmate
7. _____ Stalemate
8. _____ 3-fold occurrence
9. _____ 50-move rule
10. _____ Insufficient mating material
11. _____ Draw by agreement
12. _____ Mutual flag-fall
13. _____ Review of the 6 basic types of draws
14. _____ Board set-up
15. _____ Castling
16. _____ Restrictions on Castling
17. _____ Touch-move rule
18. _____ En Passant

BASIC STRATEGIES

19. _____ Value of the pieces
20. _____ Material wins chessgames!
21. _____ 4 Goals of the Opening
22. _____ Wasting time in the Opening
23. _____ Expanded general rules for the Opening
24. _____ Opening Repertoire assessment
25. _____ Opening Repertoire assignment
26. _____ K & R vs K (Sandwich/Knight's Leap methods)
27. _____ K & Q vs K
28. _____ How to win with 1 extra Pawn in the Endgame
29. _____ Notation (Standard Algebraic)
30. _____ Notation (Forsythe-for Adjournments)

ADVANCED STRATEGIES

31. _____ Pins
32. _____ Doubled Pawns
33. _____ Value of Doubled Pawns
34. _____ Bobby Fischer King-tuck
35. _____ Pin-blockers
36. _____ G.T.'s
37. _____ T.G.T.'s
38. _____ Double-Teams
39. _____ Double Attacks
40. _____ Discovered Attacks
41. _____ Discovered Checks
42. _____ Double Checks
43. _____ Forks
44. _____ Review of Double Teams, Double Attacks & Forks
45. _____ Skewers
46. _____ Snares
47. _____ Back-rank mates
48. _____ Drive-aways
49. _____ Guard destruction
50. _____ The Opposition
51. _____ K & P vs. K

(EXAMPLES OF THE ABOVE ARE IN THE BASIC COMPETENCIES DATABASE.)