

## #2 - HISTORY

1. \_\_\_\_\_

Student understands that chess originated in India sometime between 500-600 AD as a war game, called at that time, Chataranga.

2. \_\_\_\_\_

Student understands that chess was taught by the Indians to the ancient Persians, who called it Chatranj.

4. \_\_\_\_\_

Student understands that chess was introduced to Europe by the Arab world; chiefly by the Moors who settled in Spain before the 900's AD.

5. \_\_\_\_\_

Student understands that in the late 1400's in Spain, Shatranj underwent 3 major changes that transformed it forever from the slow game of Shatranj, into modern European Chess - basically the much more dynamic, fast-paced game that we enjoy today.

9. \_\_\_\_\_

Student understands that shortly after these 3 big changes, chess was then introduced to the New World by both the Spanish and the English colonists.

11. \_\_\_\_\_

Student understands that the first International Chess Tournament was held in London, England in 1850.

14. \_\_\_\_\_

Student understands that there are more books written on chess than on all of the other indoor games combined.

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## SCHOOLS OF CHESS PLAY

Student understands that there have developed throughout chess history, several important schools of chess, which have emphasized the playing of chess in a certain style, as opposed to other styles, and that the most important of these schools are:

15. \_\_\_\_\_

The Romantic School, which emphasized rapid development and direct attacks upon the enemy king, even if this meant sacrificing material ( pawns and pieces ) to do so.

16. \_\_\_\_\_

The Classical or Modern Positional School, which emphasizes occupation of the center, gradual accumulation of small advantages, and not to attack your opponent unless you have better-developed pieces than he does.

17. \_\_\_\_\_

The Hypermodern or Neo-Romantic School, which emphasizes the strength of pressure on the center from the flanks, the value of heavily protecting important squares and how to play gradually in closed positions.

20. \_\_\_\_\_

The Eclectic School or Modern Pragmatic approach, which attempts to take the best parts of all of the schools and profit from them all.

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**#3- WORLD CHAMPIONS OF CHESS:**

1. \_\_\_\_\_

Student understands that during the 1840's, Howard Staunton of England, was perhaps the strongest player in the world, and that he invented the Staunton design of chess pieces which is still the standard design that we use today.

2. \_\_\_\_\_

Student understands that during the 1850's, Paul Morphy of New Orleans, Louisiana, defeated in matches all of the best players in the world who would play him, and that Morphy retired undefeated.

4. \_\_\_\_\_

Student understands that Adolph Anderssen of Germany was a brilliant attacking player who was recognized as the best player in the world after Morphy's retirement, until he was defeated by Steinitz.

5. \_\_\_\_\_

Student understands that Wilhelm Steinitz of Austria, a great defensive player, defeated Anderssen of Germany in a match for the world Championship.

7. \_\_\_\_\_

Student understands that Emanuel Lasker of Germany, an excellent fighter in chess, defeated Steinitz in a match for the World Championship.

11. \_\_\_\_\_

Student understands that Lasker held the world title for 27 years until defeated by Capablanca-longer than any player except for Steinitz.

13. \_\_\_\_\_

Student understands that Capablanca lost fewer games in his entire career than any other World Champion.

14. \_\_\_\_\_

Student understands that Alexander Alekhine of Russia, who later moved to France, was a great attacking player, who defeated Capablanca for the World Championship.

16. \_\_\_\_\_

Student understands that Alekhine was defeated by Max Euwe of Holland, a very careful and studious player, in a match for the World Championship.

19. \_\_\_\_\_

Student understands that Mikhail Botvinnik of the Soviet Union, a very studious all-around player won this tournament and thus became the new World Champion.

20. \_\_\_\_\_

Student understands that Botvinnik was the first in a long line of World Champions from the Soviet Union.

21. \_\_\_\_\_

Student understands that Vassily Smyslov also of the Soviet Union, a very strong player in the Endgame, as well as an inventor of a number of Opening variations, defeated Botvinnik in a match for the World Championship.

23. \_\_\_\_\_

Student understands that Mikhail Tal of Latvia, Soviet Union, who was a very aggressive player who liked to sacrifice pieces in order to attack the opponent's king, defeated Botvinnik in a match for the World Championship.

25. \_\_\_\_\_

Student understands that Tigran Petrosian of Armenia, Soviet Union, an extremely careful and defensive player, defeated Botvinnik in a match for the World Championship.

27. \_\_\_\_\_

Student understands that Boris Spassky of the Soviet Union, a strong attacking player with a very good all-around game, finally defeated Petrosian a match for the World Championship, but only on his second try.

28. \_\_\_\_\_

Student understands that Spassky was defeated in a match for the World Championship by America's own Bobby Fischer.

29. \_\_\_\_\_

Student understands that Bobby Fischer of the United States, is generally recognized as one of the two strongest players who ever lived.

32. \_\_\_\_\_

Student understands that Karpov is a very solid and accurate player who has defeated Victor Korchnoi twice in matches for the World Championship, and held the World Championship title until eventually beaten by Garry Kasparov-also of the Soviet Union.

33. \_\_\_\_\_

Student understands that Garry Kasparov is currently regarded by most experts as the World's strongest player.

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**#4- GREAT PLAYERS ( NON-WORLD CHAMPIONS ) OF CHESS:**

3. \_\_\_\_\_

Student understands that Siegbert Tarrasch of Germany, a great chess teacher, is credited with being the best explainer of the Classical School of chess and was the best tournament player in the world in the 1890's.

5. \_\_\_\_\_

Student understands that Aaron Nimzovitch of Latvia ( then later, Denmark ), was a very inventive defensive player who delighted in difficult positions, is credited with being the chief founder of the Hypermodern School of chess and whose best years were in the 1920's.

6. \_\_\_\_\_

Student understands that Paul Keres of Estonia, was a great attacking player whose best years were between the 1940's through the 1950's.

7. \_\_\_\_\_

Student understands that Victor Korchnoi of Russia was a great master of counter-attack, whose best years were between the 1960's through the 1980's.

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**#5- FAMOUS AMERICAN CHESS PLAYERS:**

Student understands that the following players were recognized as U.S. Champions, that thoroughly dominated American chess during their peak years.

1. \_\_\_\_\_

Paul Morphy of New Orleans, Louisiana, during the period just before the American Civil War.

3. \_\_\_\_\_

Harry Nelson Pillsbury of Boston, Massachusetts during the turn-of-the-century period.

4. \_\_\_\_\_

Frank Marshall of New York City, during the early part of the 20th century through the 1930's.

6. \_\_\_\_\_

Bobby Fischer from the 1960's through the 1970's.

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**#6- CHESS ORGANIZATIONS:**

**F.I.D.E.**

1. \_\_\_\_\_

Student understands that the world chess federation was formed in Paris, France in the 1920's, which is today the highest ruling authority on the game, worldwide.

Student understands that this world chess federation establishes tournaments and matches which determine:

3. \_\_\_\_\_

who the world champion and his challengers are,

5. \_\_\_\_\_

who the world junior champion and his challengers are,

6. \_\_\_\_\_

which countries have the strongest chess teams ( the world chess olympiad ),

9. \_\_\_\_\_

international rankings of chess players according to the International ( ELO ) rating system,

10. \_\_\_\_\_

which players receive the prestigious titles of FIDE Master, International Master and International Grandmaster,

13. \_\_\_\_\_

Student recognizes that the International Correspondence Chess Federation ( I.C.C.F. ) is the official governing body worldwide of postal chess.

17. \_\_\_\_\_

Student understands that there is a state chess federation in his own state, which conducts chess events and publishes a state chess magazine.

18. \_\_\_\_\_

Student understands that there is a chess club open to the public either in his local community or nearby.

19. \_\_\_\_\_

Student understands that any information that he would like on any of these organizations mentioned can be obtained free of charge by writing the U.S. Chess Federation at this address:

U.S. Chess Federation  
P.O. Box 3967  
Crossville, Tenn. 38557  
Tel: 1( 800 ) 903-8723

20. \_\_\_\_\_

Student understands that the leading organization for playing chess on the Internet

is the Internet Chess Club ( I.C.C. ).

21. \_\_\_\_\_

Student understands that through this organization, for a small yearly fee, that he can play chess with people from all over the world, 24 hours a day, 7 days a week!

23. \_\_\_\_\_

Student understands that the I.C.C. is the largest chess club in the world.

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**#7- U.S. CHESS FEDERATION:**

1. \_\_\_\_\_

Student understands that the United States Chess Federation, or USCF for short, is located in the state of Tennessee and is the official ruling body of chess in the United States.

2. \_\_\_\_\_

Student understands that the chief magazine published monthly by the USCF is called Chess Life, which contains many games and interesting articles on how to play better chess, as well as lots of interesting news about chess activity all over the country.

Student understands that some of the contents of the above magazines include:

4. \_\_\_\_\_

Reviews of chess books.

5. \_\_\_\_\_

Reviews of chess software and chess-playing computers that you can play against in your home.

6. \_\_\_\_\_

Articles on game - improvement, many of which are directed towards beginning and intermediate strength level chess players.

7. \_\_\_\_\_

Many games [ with clear and interesting notes ] written by strong chess masters from all over the world.

10. \_\_\_\_\_

Reports on big international chess tournaments and their winners.

11. \_\_\_\_\_

National rating lists, showing the rankings of all of the country's chessplayers who play in rated chess tournaments and matches.

12. \_\_\_\_\_

Catalogues of all kinds of chess equipment such as sets, boards, books, score sheets, chess clocks, and other equipment - all available at discount prices to

those people who join the USCF.

13. \_\_\_\_\_

Student understands that the USCF is in charge of the official national Rating System, which is very helpful to you in measuring your progress in chess skill.

15. \_\_\_\_\_

Student understands that the USCF issues exams and licenses to any person who would like to become a Tournament Director, in order to make sure that tournaments are run fairly and well.

17. \_\_\_\_\_

Student understands that the USCF rules on any appeals that may result from disputes over the rules of chess events in order to settle them fairly and well.

Student understands that the USCF directly sponsors and financially underwrites, a number of nationally-prominent, chess tournaments and matches, of which some of the most important are:

18. \_\_\_\_\_

The U.S. Amateur Championship for players rated under-2200.

19. \_\_\_\_\_

The U.S. Elementary School Championship for students in Grades K-5th.

20. \_\_\_\_\_

The U.S. High School Championship for students in Grades 9th-12th.

22. \_\_\_\_\_

The U.S. Invitational Championship for the nation's best players.

26. \_\_\_\_\_

The U.S. Women's Invitational Championship for the nation's best female players.

29. \_\_\_\_\_

The Grand Prix tournament circuit, which awards cash prizes at the end of the year to the year's most successful players in the Grand Prix tournaments.

In addition to direct sponsorship, the USCF actively encourages, publicizes, and rates, privately-sponsored tournaments all over the country, including ( but by no means limited to ) the following prestigious events:

32. \_\_\_\_\_

The National Open - held in Las Vegas, Nevada.

34. \_\_\_\_\_

The U.S. Open Championship; a "one big section" tournament.

35. \_\_\_\_\_

The World Open - held in Philadelphia, Pennsylvania.

Student understands that some of the more important USCF offices are:

36. \_\_\_\_\_

The USCF President, a volunteer who is elected by the Delegate members of the USCF, and who helps establish policy for the USCF.

37. \_\_\_\_\_

The Executive Director of the USCF, who oversees the running of many of the day-to-day operations of the USCF.

40. \_\_\_\_\_

Student understands that any one who would like to subscribe to either Chess Life or Schoolmates magazine, or who would like more information about the USCF and its programs can contact them at the following address:

U.S. Chess Federation  
P.O. Box 3967  
Crossville, Tenn. 38557  
Tel.: ( 800 ) 903-8723  
( 931 ) 787-1234  
e-mail: www.uschess.org

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#### #8- CHESS VARIANTS:

1. \_\_\_\_\_

Student understands that both for the sake of the general promotion of the game of chess, as well as for idle amusement, that there are a number of chess variants that can be played.

2. \_\_\_\_\_

Student understands that chess variants fall into two broad categories: Orthodox variants - which use the regular rules of chess and Non-Orthodox variants which do not use the regular rules of chess.

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#### ORTHODOX VARIANTS

Student understands how to play the following forms of Orthodox chess:

3. \_\_\_\_\_

Blindfold Chess, in which at least one of the players plays without looking at the board, having the moves of his opponent called out to him in chess notation.

4. \_\_\_\_\_

Speed Chess or Blitz Chess, in which both players have 10 minutes or less on their chess clock in which to play the entire game.

5. \_\_\_\_\_

Postal Chess or Correspondence Chess, in which chess moves are sent back and



forth between two players by mail, with the moves written down in chess notation.

7. \_\_\_\_\_

Internet Chess, in which a game is played on a graphical chess board on the Internet in real time, through one of the Internet's chess clubs, such as the Internet Chess Club ( I.C.C. ).

8. \_\_\_\_\_

Simultaneous Chess, in which a strong player occupies the center of a large number of tables and plays many players at the same time.

12. \_\_\_\_\_

Human Scale or Living Chess, in which two players play a game of chess using real people dressed as chess pieces, who move about on an outdoor field marked with 64 huge squares.

13. \_\_\_\_\_

Rated Chess, the most important type of chess of all, in which for a small fee, players obtain national chess ratings, by which they can measure their chess progress.

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#### NON-ORTHODOX VARIANTS

Student understands how to play the following forms of Non-Orthodox Chess:

14. \_\_\_\_\_

Handicap Chess, or Odds Chess, in which one player gives the weaker player a material advantage at the start of the game.

15. \_\_\_\_\_

Double Chess, in which each player makes two moves in a row.

16. \_\_\_\_\_

Scotch Chess, in which White makes one move, Black makes two moves, White makes three moves, etc.

19. \_\_\_\_\_

Bughouse or Siamese Put-Back, in which Replacement Chess is played on two chessboards with a partner against an opposing team. Your partner's captured pieces are given to you to use on your board, while you give your partner any of your opponent's pieces that you capture.

20. \_\_\_\_\_

Giveaway Chess, where the winner of the game is the first player to give-away all of his pieces; captures being compulsory.

24. \_\_\_\_\_

Fairy Chess, in which Chess Problems are composed using pieces with made-up powers, such as combinations of bishop & knight, rook & knight, etc. Also, the number of chessboard squares can vary, or the number of pieces can vary, or self-

checkmate can be the goal of the game, or the pieces can "change color", or the pawns can move backwards or sideways, or promotion can occur other than on the back rank, or pieces other than pawns can promote, etc., etc., etc.  
The variants here are truly endless!

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### **#9- CHESS ETIQUETTE:**

( To the coach: This checklist section on chess etiquette consists chiefly of a "Do's and Dont's" list concerning chess etiquette which are frequently violated by students. Often, these basic rules of proper behavior are quite unintentionally broken by young chess players who are simply inexperienced. Many of the situations listed here simply require some common sense, or thoughtful judgment, and as such, are not all to be found in any one specific chess book. This particular checklist is, in fact, quite self-explanatory and should require no additional purchase of chess books.

At the same time, however, this list is important, due to the frequency and typicality of the situations involved. Also, it goes without saying, that being the sponsor of a group of students who quickly get the reputation for being an obnoxious group of little hellions is to be avoided if at all possible!

After going over this checklist with them of course, we feel confident that this won't be the case with your well-mannered students...)

### **PROPER ETIQUETTE IN THE PLAYING ROOM OF A CHESS TOURNAMENT**

1. \_\_\_\_\_

Student understands that he is not to talk or otherwise make noise in the tournament hall.

2. \_\_\_\_\_

Student understands that he is never to give advice to someone about a move while that person is playing a game, even if that person asks for it! To do so is illegal.

3. \_\_\_\_\_

Student understands that he is never to ask for the advice of someone about a move while he is playing his game. This too, is illegal.

5. \_\_\_\_\_

Student understands that after his tournament game is over, he is to make sure that the result of his game is posted so that the tournament director can make proper pairings for the next round.

### **PROPER PLAYER CONDUCT AT A TOURNAMENT JUST BEFORE HIS GAME BEGINS**

7. \_\_\_\_\_

Student understands that he is to show up for his game on time and not to keep his opponent waiting, as under the rules, his opponent has the right to start the student's clock exactly at the time scheduled for the start of the game.

10. \_\_\_\_\_

Student understands that writing down the moves of his game is necessary for the tournament director and is also helpful to both his chess coach as well as himself, for the future playing over of his game score and thereby learning from it.

13. \_\_\_\_\_

Student understands that he is always to offer a handshake to his opponent at the beginning and at the end of a game.

### PROPER PLAYER CONDUCT AT A TOURNAMENT DURING HIS GAME

14. \_\_\_\_\_

Student understands that he is not to talk to his opponent after the game has begun.

16. \_\_\_\_\_

Student understands that he is not to make noise by punching his clock too hard, and that a gentle push on his clock button is expected.

19. \_\_\_\_\_

Student understands that if he must get up out of his seat, that he is to do this as quietly as possible.

20. \_\_\_\_\_

Student understands that when he puts his opponent's king in check, he is to say this softly, or say nothing at all.

21. \_\_\_\_\_

Student understands that the proper way to offer his opponent a draw is as follows: 1) say "with this move I offer a draw", 2) make his move, 3) press his clock.

24. \_\_\_\_\_

Student understands that he is not to repeatedly offer his opponent a draw if his opponent has declined such offers.

28. \_\_\_\_\_

Student understands that while he is allowed to propose a draw to his opponent ( using the correct draw-offer format ), that he is never to ask his opponent to resign.

29. \_\_\_\_\_

Student understands that if his opponent persists in bothering him while his game is in progress, that the student should exercise his right to complain to the tournament director.

### PROPER PLAYER CONDUCT AT A TOURNAMENT AFTER HIS GAME IS OVER

31. \_\_\_\_\_

Student understands that he is always to compliment his opponent at the end of the game with a minimum of either "nice game" or "good game" , regardless of the

result.

### PROPER CHESS BEHAVIOR IN GENERAL

34. \_\_\_\_\_

Student understands that in any situation not specifically covered by chess rules, that the basic rule is always this: "Do unto others as you would have them do unto you".

36. \_\_\_\_\_

Student understands that when new people join his school chess club, he is to make them feel at home by : 1) talking with them, and 2) playing them a game or two. He is definitely not to completely ignore them!

37. \_\_\_\_\_

Student understands that he is to help players in his club who are weaker than himself by giving them tips on how to play better, if they ask for this help.

41. \_\_\_\_\_

Student understands that in analyzing any game that has already been played, that while he should feel free to express his opinions about which moves were good and which moves were bad, that he should not ridicule another player's moves; the student can be honest without hurting another person's feelings!

42. \_\_\_\_\_

Student understands that if any chess player shows bad manners by violating any of the preceding rules of chess etiquette, that the student should not copy the offender's behavior!