HOW TO GRADE YOUR CHILD’S PUZZLE BOOKLET

To properly grade your child’s Puzzle Booklet, you will need to calculate your child’s POINT TOTAL and the DOLLAR AMOUNT your child has earned. To calculate your child’s point total, you must first grade each page:

The questions on each page are worth one (1) point. To earn that point, your child must get every question on that page correct. IF EVEN ONE QUESTION ON A GIVEN PAGE IS ANSWERED INCORRECTLY, DON’T AWARD the POINT. Additionally, DO NOT WRITE the CORRECT ANSWER. Rather, place a check by all of the incorrect answers so your child may go back and make the necessary corrections.

There are 61 PAGES of PUZZLE QUESTIONS (Page 10-71), EACH PAGE essentially makes up ONE complete PUZZLE QUESTION. VISIT chesstutors.org/scores.html and SUBMIT your child’s POINT TOTAL (# of Pages your child earned 100% on and the DOLLAR AMOUNT EARNED.)

To calculate the Chess DOLLAR AMOUNT your child has EARNED, check the TOP right corner of each page to find the “Level of Difficulty Value” we have assigned that page. To earn the FULL AMOUNT displayed at the TOP of the page, your child must get ALL of the ANSWERS ON THE PAGE CORRECT. However, if at least one question is correct, HALF of the DOLLAR AMOUNT should be awarded. If there are no correct answers on that page, no dollars are to be awarded. AGAIN, VISIT CHESTUTORS.ORG/SCORES.HTML to submit both YOUR CHILD’S SCORE (POINT TOTAL) & THE CHESS DOLLAR AMOUNT YOUR CHILD has earned. SEE THE FINAL PAGE OF THIS ANSWER KEY FOR MORE IMPORTANT DETAILS. If you still have questions, send an email to GMG@chesstutors.org and we will get back to you ASAP.

Use chess notation and WRITE a name of a CENTER SQUARE in each heart below:

List the names of the squares that make up the EXTENDED CENTER:
FILL IN THE CORRECT NOTATION FOR EACH ITEM BELOW:

- $P$ = P, or blank
- $N$ = N
- $B$ = B
- $R$ = R

- $Q$ = Q
- $K$ = K
- $X$ = CAPTURE
- $+$ = check
- $++$ = checkmate
- $00$ = Castle King Side
- $000$ = Castle Queen Side

- $!$ = good move
- $? = bad move
- $-$ = to (or move(s) to)
The **BISHOP** can ONLY move in a **diagonal groove**.

The **QUEEN** moves like the Bishop, King, the Rook and Pawn.

The **PAWN** can move **1 SQUARE STRAIGHT** and **2 squares straight** but **ONLY on the FIRST MOVE** and **ONLY DIAGONAL ONE SQUARE** when capturing.

The **KNIGHT** can move **two squares straight** and **one to the side**.

The **KING** can move **one square anywhere**.

The **ROOK** can move **up down and side to side**.
The ♖ is on the b file and the 5th rank.

Place a ♙ around the piece BELOW that can move clear across the entire chess board UP, DOWN, SIDE to SIDE and DIAGONAL.

Place an ✗ on the pieces that can ONLY move one or two squares straight and diagonal when capturing.

the piece that can ONLY move one square anywhere.

the piece that can ONLY move in a diagonal groove.

Draw one line through the ♖ that can ONLY move up down and side to side.

THE d4 ♖ CAN REACH 13 SQUARES FROM CENTER PART OF THE BOARD.

THE h1 ♖ CAN REACH 7 SQUARES FROM CORNER PART OF THE BOARD.

THE e6 ♖ CAN REACH 11 SQUARES FROM EXTENDED CENTER PART OF THE BOARD.

Draw a line from the dot below to the piece that can **ONLY** move **up down** and **side to side**.

Draw a line to the piece that can **ONLY** move **one square anywhere**.

Draw a line to the piece that can **ONLY** move in a **diagonal groove**.

Draw a line to the piece that can move **1 SQUARE STRAIGHT** and **2 squares straight** but **ONLY** on the **FIRST MOVE** and **ONLY DIAGONAL ONE SQUARE** when capturing.

Draw a line to the piece that move like the Bishop, King, the Rook and Pawn.

Draw a line to the piece that can move **two squares straight** and **one to the side**.
GAIN CONTROL by GAINING THE ADVANTAGE:

Have you ever wondered why the KING is the only piece that cannot be captured or why the PAWN is the only piece that can promote? All pieces can be CAPTURED and no piece can PROMOTE. There are two different types of pieces, MAJOR pieces and MINOR pieces. The difference is, MAJOR pieces with only the help of the king, can checkmate a lone king, while MINOR pieces cannot. Again, the KING and the PAWN are not considered pieces because one can PROMOTE and the other cannot be CAPTURED.

Name the 16 UNCLAIMED (UNCONTROLLED) SQUARES. These are squares that from the start of the game neither White nor Black have any control over.

- a5, b5, c5, d5, e5, f5, g5, h5
- a4, b4, c4, d4, e4, f4, g4, h4

List the 24 squares Black controls:

- a6, a7, a8, b6, b7, b8, c6, c7, c8, d6, d7, d8, e6, e7, e8, f6, f7, f8, g6, g7, g8, h6, h7, h8

List the 24 squares White controls:

- a1, a2, a3, b1, b2, b3, c1, c2, c3, d1, d2, d3, e1, e2, e3, f1, f2, f3, g1, g2, g3, h1, h2, h3

$8
**PIECE MOVEMENT**

1. $2
   - 14
   - 8
   - 27

2. 8
   - 5
   - 13
   - 13

**PIECE MOVEMENT CONTINUES...**

1. $2
   - 10
   - 4

2. 12
   - 9
   - 19
   - 1

**ATTACK & THREATS**

Circle the correct answer below: A, B or C

- B
- B
- C
- B

**ATTACKING & DEFENDING**

1. $5
   - 4
   - 3
   - YES

Knight or Bishop
Queen, Queen, 3
FOUR WAYS TO DEFEND AGAINST AN ATTACK

A MOVING AWAY     B PROTECTING     C CAPTURING     D INTERPOSING

Circle the correct answer and use algebraic notation to show your work.

23
EXAMPLE: Ne5
Kf8

24
Circle the correct answer below

Example:
Be2-c4
Nc5-b3 or Nb3
Re8-c8 or Rc8
Qh8-a8 or Qa8

25

26

27

CREATE A THREAT

EXAMPLE:
Be2-c4
Nc5-b3 or Nb3
Re8-c8 or Rc8
Qh8-a8 or Qa8

ROOK
Re5xh5 or Rxh5
GIVING CHECK: PUT THE BLACK KING IN CHECK

28

$10

Bc4 x e6 or Bxe6
Ra7 x a2 or Rxa2
Kf3 x e2 or Kxe2

d5 x c4
Qd2 x a5 or Qxa5
Qf7 x f1 or Qxf1

a6 x b5
Bg2 x a8
Bg4 x d7 or Bxd7

CAPTURE AN UNPROTECTED PIECE

29

$3

Bf1–b5+ or Bb5+
Qa2 – g2+ or Qg2+
Ne5 - g6+ or Ng6+

GIVING CHECK: PUT THE BLACK KING IN CHECK
**GIVING CHECK:** PUT THE WHITE KING IN CHECK

- b7–b5+
- Nb4–d3+ or Nd3+
- Qd6 – b4+ or Qb4+
- Rd8 – d2+ or Rd2+
- Nd7 – c5+ or Nc5+

**THREE WAYS TO GET OUT OF CHECK ~ GET THE BLACK KING OUT OF CHECK:**

**EXAMPLE:** A = Kg8–h8

**BLACK’S MOVE:** B = Qd7– g7 or Qg7

**BLACK’S MOVE:** C = Rc8 x d8 or Rx d8

**BLACK’S MOVE:** C = QB6 x f6 or Qxf6

**THREE WAYS TO GET OUT OF CHECK ~ GET THE WHITE KING OUT OF CHECK**

B = Bf1 – e2 or Be2

A = Kh1 – g2 or Kg2

C = Nd7 x b6 or Nxb6

C = Nh2 x g4 or Nxg4

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**MATE IN ONE $5 per page**

We have provided the answers for each page from left to right and from top to bottom.

**NOTE:** THERE ARE 4 PUZZLES PER PAGE & BELOW WE HAVE PROVIDED 4 ANSWERS PER PAGE.

All short notation is acceptable for full credit.

Example of Long notation: Qf7 - b7++ verses Example of Short Notation: Qb7#

- Qc3 – b4++
- Qb8 – b2++
- Qd2 x h2++
- Ng4 – f2++
- * Qf7 –b7++
- * Rb6 – b1++
- * Pf2 – f1Q++ (or f2 – f1R++)
- * Qc1 - c8++

**COMPLETE THE OPENING PAGE**

- How many moves does it take to complete the opening? 8
- Secondly, how many UP’s does WHITE have? 2 (The b2 Pawn & Bf4)
- Lastly, what is the EXAMPLE SCORE SHEET ANSWER? Bg5–d8#
A GOOD OPENING MOVE

White: 20
Black: 20

How many options is White left with after the first move?
White: 19
Black: 30

Circle below who has the most move options after the first move?
Black

After the first move, how many more move options does Black have than White?
11
THE FOUR KNIGHT OPENING

THE FOUR KNIGHT OPENING
QUIZ

Nb8 - Nc6 or Nc6, or
we will accept: d7-d6

NO

FALSE

Nf3xe5 or Nxe5

b7xBa6 or b7xa6
Nb1 - c3 or Nc3
Ng8 - f6 or Nf6

Bc8 - g4 orBg4

NO

Ng8-6 or Nf6, or
we will accept: Nb8-c6 or Nc6

g7 x h6

5
MATING PATTERN: Grant your child 1 point and $2 for every page studied by them.

40 - 47.

MATING PATTERN: TEST YOUR MEMORY

48 $10
David and Goliath Mate; Greco’s Mate
Reti’s Mate; King and Two Bishop Mate

49 $10
Blackburne’s Mate; Anastasia’s Mate
Hook Mate; Max Lange’s Mate

50 $10
Murphy’s Mate; Swallow’s Tail Mate
Boden’s Mate; Queen Mate

51 $5
SUFFOCATION MATE

Chess Tutors
Qa6 – h6++  Rc6 – h6++
Bd1 – f3++  Bh7 – g6++

Bd1 – b3++  Qa4 – e8++
b6 – b7++  Nc4 – a3++

b3 – b2++  h3 – h2++
Bg1 – d4++  Rb3 – g3++

Ng5 –f7++  Bb2 x f6++
Nb4 – c2++  Rc2 x h2++

Ra5 – h5++  b2 – b1Q++
b7 – b8Q++ or b7 – b8R++  Qb8 – h2++

CAN THE WHITE KING CASTLE? ($5)

Notation for castling should be written like this: QUEEN SIDE: O-O-O or KING SIDE: O-O.
You may simply answer Yes or No within this section. If Yes, however, you are required to list whether the King can castle King side or Queen side.

**YES:** Queen Side = O-O-O

**YES:** Queen Side = O-O-O

**YES:** KING Side = O-O

NO  NO

NO  NO
PROFITABLE EXCHANGE & TWO FOLD ATTACK

THE PUZZLE ANSWERS ARE IN ORDER FROM TOP TO BOTTOM & FROM LEFT TO RIGHT.

List what the profit would be if BLACK can defend by way of capture.

**PAGE 58**

**EXAMPLE:** e5xf6
Bg2 x a8/Profit = 2
Nc3 x d5/Profit = 2
Be3 x a7/Profit = 2

**PAGE 59**
Ne7 x c8/Profit = 2
f4 x e5/Profit = 4
f5 x e6/Profit = 2
Bd6 x f4/Profit = 6

**PAGE 60**
**EXAMPLE:** Re1xe7 Profit = 3
Bb2 x Nf6/Profit = 3
Bb5 x Nd7/Profit = 3 or 9

**PAGE 61**
Bb3 or Ne5 x f7/Profit = 1
Re1 x e5/Profit = 5
Bg2 x d5/Profit = 3
Bc3 or Nf3 x e5/Profit = 3

**PAGE 62**
Bc3 or Nf3 x Ne5/Profit = 3
Bb2 x Nf6/Profit = 3
Bb5 x Nf6/Profit = 3

**PAGE 63**
Rc2 x Nc6/Profit = 1
Bc4 x f7/Profit = 1
Qd3 x h7++/Profit = 1
Bd3 x a6/Profit = 1

**PAGE 64**

6 WAYS TO DRAW
If your child studied grant them 1 point and $5.
MATE IN ONE WITH THE QUEEN

**PAGE 65** ($5)
Qc2 – c8++
Qd4 – h8++
Qb7 – f7++
Qf7 – b7++

**PAGE 66** ($10)
Qb3 – g8++
Qg2 – h1++, g1++, f1++, b2++ or a2++
Qe3 – g5++ & Qe3 – h3++
Qb3 – b5++, Qb3 – a2++, Qb3 – a3++

**PAGE 67:** ($5) Per Page
D
C
C
D

**PAGE 68** ($5)
B
D
C
D

**PAGE 69** ($5)
THE e5 pawn
NO
YES
e5 x d6++

**PAGE 70** ($5)
NO
NO
NO
NO

**PAGE 71** ($5)
NO
NO
NO
NO

**PAGE 72**

NOTE: If you recorded a full game using chess notation grant yourself $5 per recorded (face-to-face game) and 1 FULL POINT toward your score.
The goal of this process is to encourage your child to master the fundamentals before diving deeper into chess. It is important to congratulate your child on completing the booklet, regardless of how well they do. The chess dollars they will earn will provide additional encouragement. It is important that you only report the POINT TOTAL and the DOLLAR AMOUNT your child earned after their first pass through the booklet. AGAIN REPORT EACH SCORE ONCE ONLY PER SCHOOL YEAR!! We will record and reward whatever you submit.

TO REPORT YOUR CHILD’S POINT TOTAL AND DOLLAR AMOUNT VISIT http://chesstutors.us/scores/

We will look forward to congratulating and presenting your child their duly earned CHESS DOLLARS of which they will be able to use at our end of the year TREASURE CHESS (visit http://chesstutors.us/learning-earning/TO LEARN MORE ABOUT OUR TREASURE CHESS!!)

If your child does not earn 54 points or HIGHER (90%) the first time you grade their booklet, simply return their booklet to them and have them make the corrections. Once your child makes the corrections and scores 90% or better, encourage them to study the booklet. Once they are ready, we will administer them our timed 10 minute-closed book-10 question quiz. This repetitive process (year after year) will help ensure that your child leave our program with an adequate fundamental grasp of chess, chess tactics and most importantly as more measured and reasoning young people.

We will grade the quiz and do our best to return it to your child by the next class period. As often as possible, we publicly acknowledge students who pass as a way of encouraging them and inspiring other students to replicate a given child’s success. The students who don’t pass should be encouraged to study and re-take the quiz monthly until they are successful. Such a process is intended to ensure that your child masters all of the material in phase 1 before moving on to Phase 2. This will require tenacity on the part of the student as well as a great deal of encouragement from parents and staff. It is not uncommon for a student to take more than two full years of chess classes before they master all of the material within our Phase 1 booklet—especially our youngest. KEEP reminding your child that “no matter how many times they fall short, ‘EVERY SET BACK IS A SETUP FOR A COMEBACK!’

ONCE YOUR CHILD PASSES THE QUIZ WITH 90% OR BETTER and advances, they will likely experience a sense of accomplishment that will lift and empower them toward even greater feats. From our experience accomplishments like these lay a foundation of courage and confidence that stick with a child and effect how they approach life.

HARD WORK PAYS OFF!!

IMPORTANT NOTE:
Once your child reaches pages 48-51, if they are able to complete them without peeking at pages 40-47 grant them the full $ amount. If your child can answer one puzzle on the page without peeking grant them half the $ amount. Otherwise, if they peeked but got all of the Questions 100% correct, grant them 1 full point and $1 per page.

HARD WORK PAYS OFF & LEARNING EQUALS EARNING!

BOOKLETS MUST BE TURNED IN BY APRIL 15TH FOR FULL CREDIT!!