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 38 PAGES of PUZZLE QUESTIONS PLUS 2 PAGES TO RECORD GAMES (40 pages total). EACH PAGE essentially makes up ONE complete PUZZLE QUESTION. Visit www.chesstutors.org/scores.html and submit THE NUMBER OF PAGES on which your child scores 100% and the amount of Chess Dollars your child earned.

FOR EXAMPLE:

- If your child gets 32 pages 100% correct out of 40, your child would have earned 80%; email us this score (32/40).
- Then instruct your child to go back and correct their mistakes until they score 90% or higher. After that, your child will be eligible to take the PHASE 2 QUIZ and after your child EARNs 90% ON OUR PHASE 2 QUIZ they will ADVANCE to PHASE 3.

To calculate the Chess DOLLAR AMOUNT your child has EARNED:

- Check the bottom 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 bottom of the page, your child must get ALL of the ANSWERS ON THE PAGE CORRECT. However, if at least one question is correct on a given page, HALF of the DOLLAR AMOUNT should be awarded. If there are no correct answers on that page, no dollars are to be awarded.
- EMAIL US THE CHESS DOLLAR AMOUNT your child has earned at the same time that you email us your child’s point total using the website link above. 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.

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 and Bf4)

Lastly, what is the EXAMPLE SCORE SHEET ANSWER? Bd8# 4 / 2
| HOW MANY OPTIONS DOES BLACK HAVE AFTER THE SECOND MOVE? | 38 |
| HOW MANY OPTIONS DOES WHITE HAVE AFTER THE SECOND MOVE? | 18 |
| HOW MANY OPTIONS DOES BLACK HAVE AFTER THE FIFTH MOVE? | 52 |
| HOW MANY OPTIONS DOES WHITE HAVE AFTER THE FIFTH MOVE? | 24 |
| HOW MANY MORE MOVES DOES WHITE NEED TO COMPLETE THE OPEN? | 7 |
| HOW MANY OPTIONS DOES BLACK HAVE AFTER THE THIRD MOVE? | 39 |
| HOW MANY OPTIONS DOES WHITE HAVE AFTER THE THIRD MOVE? | 19 |
| HOW MANY OPTIONS IS BLACK LEFT WITH AFTER THE FIFTH MOVE? | 52 |
| HOW MANY MORE MOVES DOES BLACK NEED TO COMPLETE THE OPEN? | 2 |
| HOW MANY MORE MOVE OPTIONS DOES BLACK HAVE THAN WHITE? | 28 |
MORE ABOUT THE BOARD: a8, h8, a1, h1

**SQUARE BIZ: DEFINING CONTROL**

When it comes to gaining **CONTROL** over squares there are at least 4 different types of **CONTROL**.

<table>
<thead>
<tr>
<th>BLACK'S SIDE</th>
<th>WHITE'S SIDE</th>
</tr>
</thead>
<tbody>
<tr>
<td>a8 = 1</td>
<td>h1 = 1</td>
</tr>
<tr>
<td>e7 = 4</td>
<td>b1 = 3</td>
</tr>
<tr>
<td>g8 = 3</td>
<td>d2 = 4</td>
</tr>
<tr>
<td>h6 = 2</td>
<td>c3 = 2</td>
</tr>
<tr>
<td>c8 = 3</td>
<td>a2 = 3</td>
</tr>
<tr>
<td>f8 = 3</td>
<td>e2 = 4</td>
</tr>
</tbody>
</table>

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 White controls:

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

List the 24 squares Black 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


The Bishop on 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.

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

Have you ever wondered why the King... or why the Pawn is the...? All Pieces can be captured... no piece can promote. There are two different types of pieces, major pieces and minor pieces. The difference is, major pieces... can checkmate a lone King, while minor pieces can not. Again, the King and the Pawn are not considered pieces because one can promote and the other can not be captured.
FIND THE BEST MOVE
PAGE 19 - 65
#1 - 134

1) Ncd7#  2) 0-0 +, Nd8, Rxf5  3) Rad2+, Ke1, Rhe2#
4) Bb6+  5) Qag8# or Qgg8#  6) R1g7#
7) N6c5+  8) d1Q+  9) Qc5#
10) Qh2# 11) f8Q#  12) Bb2#
13) exd6# 14) Be4#
15) Qa8+, Kxa8, Nb6+, Kb8, Ra8#  16) Nf6#

10 FAMOUS SHORT GAMES

17) Nd5#  18) Nf6#  19) gxh1N#
20) Qxh5+, Rhx5, Bg6#  21) Bg6#
22) Nd5#  23) QXF1+, Bxf1, Nf3#  24) 8. Nxc2+ 9. Ke2, Qd3#
25) Nxf7#  26) 9. Qd8+ Kxd8 10. Bg5+ Ke8 11. Rd8#
or 9. Qd8+ Kxd8 10. Bg5+ Kc7 11. Bd8#

Power Squares

33) D  34) B  35) A
Find the Pin

36) Ra3, absolute  
37) Rh7, absolute  
38) Qc5, absolute  
39) Bf1, relative  
40) Rd1, relative  
41) Bc6, absolute  
42) Qb4, relative  
43) Qb1, relative  
44) Bb4, relative  
45) Qd6, absolute  
46) Qd1, relative  
47) Re1, absolute  
48) Bc5, absolute  
49) Qa8, relative  
50) Be5, absolute  
51) Rh2, absolute

Find the Skewer

52) Be6  
53) Bg4+  
54) Bf2+  
55) Be4+  
56) Qg2+  
57) Qf5+  
58) Bf1+  
59) Nd4  
60) Qh7+ or Rh7+  
61) c4 or Bh3+  
62) Nh4

Create a DOUBLE ATTACK

63) Qh6, 3  
64) Qf6, 2  
65) Qxc2, 2  
66) Qa7+, 1  
67) Qb2, 3  
68) Qh1, 3  
69) Qb4, 3  
70) Qb2, 3  
71) Qc4, 2  
72) Qd8, 2  
73) Qb6, 3  
74) Qc5, 3  
75) Qf4, 3  
76) Qf2, 3  
77) Qc3, 3  
78) Qh4, 3  
79) Qg3, 2  
80) Qg4, 3  
81) Qe5+, 1  
82) Qd1, 2
Four Ways to Defend Against Checkmate

83) No  84) Yes, Protecting  85) Yes, interposing
86) No  87) Yes, Moving Away & Protecting
88) Yes, moving away  89) Yes, Capture
90) Yes, protecting  91) No
92) Yes, Capturing/Protecting
93) No  94) Yes, Protecting! (via promote pawn to become a Knight)  95) No, protecting
96) Yes, Protecting/Capturing (Qa4+)  97) No
98.) Yes, Protecting (the important squares f2 & h2) or BETTER YET: QH7#

BONUS Discovery Attack Question worth $5: Rf5

Peek-A-Boo

99a.) Rf5  99b.) Rxh7+ 100) g4+ 101) Kb5
102) Bh7+ 103) d5 104) Nf6+ 105) Nf5
106) Re7 107) Bg2 108) Rd1 109) Be2

Board Vision Test Section

SEE PAGE 51 & 51a in your child's puzzle booklets for more details on how to grade this section:
For our scoring purposes, the student may only take the test ONCE. However, we do encourage students to retake the test later for their own chess development.

Each 3 question puzzle pattern in this section is worth up to $5. For example, if your child:

1. Writes down the name of the pattern you announce (and spells the matting pattern correctly)
2. Sets up the mating pattern on the chess board exactly as it is laid out within the booklet.
3. Uses short notation, writes the checkmating move correctly according to the answer key below and does all this within 60 seconds.

Grant your child $5 (plus 1 point) for each 3 question quiz that is answered correctly in accordance with the aforementioned. If at least 1 of the 3 requirements mentioned above is met, grant your child $2 (but 0 points). If not, don't grant any dollars or points.

110) David and Goliath Mate, a3#
111) Greco’s Mate, Qh5#
112) Reti’s Mate, Bd8#
113) King and 2 Bishops, Bf6#
114) Blackburne’s Mate, Bh7#
115) Anastasia’s Mate, Rh5#
116) Hook Mate, Re8#
117) Max Lange’s Mate, Qg8#
118) Morphy’s Mate, Bf6#
119) Swallow’s Tail, Qe6#
120) Boden’s Mate, Ba6#
121) Queen Mate, Qd7#

**Name the 6 Ways to Draw**

121) Stalemate
122) Threefold Repetition
123) 50 move rule
124) Insufficient Material
125) Draw by Agreement
126) Perpetual Check
The goal of this strict grading process is to encourage your child to master all of 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. We will record and reward whatever you submit. Please visit www.chesstutors.org/scores.html and submit both your child’s score as well as the Dollar Amount he or she earned. We will look forward to congratulating and presenting your child their duly earned CHESS DOLLARS.

If your child does not earn 36 points or higher (90%) the first time you grade his or her booklet, simply return them their booklet 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.

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 the success of those who graduate. The students who don’t pass will be encouraged and are free to re-take the quiz as often as bi-monthly until they are successful. This process is intended to ensure that your child masters all of the material in Phase 2 before moving on to Phase 3. 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 and 2 booklet! KEEP reminding them 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 experience a sense of accomplishment that will uplift and empower them to climb as high as they can dream in every area of their lives.

TURN IN YOUR BOOKLET AFTER YOU GRADE IT! FOR FULL CREDIT IT MUST BE TURNED IN BY 4/15!

HARD WORK PAYS OFF & LEARNING EQUALS EARNING!
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 prove 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. We will record and reward whatever you submit. Please email the results to contact@chesstutors.org. We will look forward to congratulating and presenting your child their duly earned CHESS DOLLARS.

If your child does not earn 56 points or HIGHER (90%) the first time you grade his or her booklet, simply return them their booklet 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.

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 your child’s success. The students who don’t pass will be encouraged to study and re-take the quiz weekly until they are successful. This 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 them 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 experience a sense of accomplishment that will lift and empower them not only onto our Phase II booklet, but a lifetime of chess, as well.