

Name: _____

Skills Card



Skerries Chess Club

Ratings & dates:

Chess Skills (Tick ones you know, Date new ones)

Got coaching on

Basic Rules		Minutes	Date	Coach
<input type="checkbox"/>	Setting up the board and pieces (W square on right, Q to a colour, W on rank 1,2)			
<input type="checkbox"/>	How the pieces move and capture			
<input type="checkbox"/>	Pawn promotion (to any piece)			
<input type="checkbox"/>	Checkmate			
<input type="checkbox"/>	Stalemate			
<input type="checkbox"/>	How to castle on both sides			

Advanced Rules		Minutes	Date	Coach
<input type="checkbox"/>	When you cannot castle:			
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>	en passant			
<input type="checkbox"/>	Touch move			
<input type="checkbox"/>	Proper use of clock			
<input type="checkbox"/>				
<input type="checkbox"/>	Draw by repetition of position 3 times with same side to move e.g. Perpetual check (50 move rule)			

Chess Notation Skills		Minutes	Date	Coach
<input type="checkbox"/>	Writing down moves, including captures X, castling 0-0, 0-0-0, Check +, Mate #, e.p.			
<input type="checkbox"/>	Wrote moves down during a game			
<input type="checkbox"/>	Wrote moves down with only a few mistakes per game			
<input type="checkbox"/>	Read chess book (specify)			

Endgame checkmates		Minutes	Date	Coach
<input type="checkbox"/>	Checkmate with 2R + K vs. K			
<input type="checkbox"/>	Checkmate with Q + K vs. K			
<input type="checkbox"/>	Checkmate with R + K vs. K			
<input type="checkbox"/>	Checkmate with 2B + K vs. K			

King and Pawn endgames		Minutes	Date	Coach
<input type="checkbox"/>	Gaining the opposition: K vs. K, first to the back rank			
<input type="checkbox"/>	Try to win with K + P vs. K (WP on e2, WK on e5, BK on e8, W to move)			
<input type="checkbox"/>	Try to win with K + 3P vs. K + 2P			
<input type="checkbox"/>	Try to win with K + 4P vs. K + 4P, outside passed pawn wins			

Other endgames		Minutes	Date	Coach
<input type="checkbox"/>	Q vs P on 7th rank (not rook or bishop pawn)			
<input type="checkbox"/>	Q vs Rook P or Bishop P on 7th rank			
<input type="checkbox"/>	B vs. rook P			
<input type="checkbox"/>	R vs. P - Lucena position			
<input type="checkbox"/>	R vs. P - Philidor position			
<input type="checkbox"/>	R vs. rook P on 7th rank - drawing method			

Tactical Ideas		Minutes	Date	Coach
<input type="checkbox"/>	Values of the pieces: P = 1 point, N = 3, B = 3, R = 5, Q = 9, K = priceless			
<input type="checkbox"/>	Good swap: where you kill a better piece and lose a worse piece e.g. lose a B to win a R.			
<input type="checkbox"/>	Better pieces: control more squares, more important squares, dangerous, active pieces			
<input type="checkbox"/>	Worse pieces: control fewer squares, inactive, blocked bishops, still at home			
<input type="checkbox"/>	Improving your position: make your pieces more active, develop them, make threats, capture others			
<input type="checkbox"/>	Always consider possible checks, captures and threats			
<input type="checkbox"/>	Consider sacrifice of material for other gains (attack, initiative, better position)			

Tactics - Note number of problems done on:

- Knight forks
- Pawn forks
- Queen forks
- Other double attacks
- Pins
- Skewer
- Overworked piece
- Removing the guard
- Trapping a piece
- Pawn promotion
- Back rank mate or weakness
- Discovered check
- Discovered attack
- Decoy and deflection
- Interference
- X-ray attack
- Checkmate or attacking the king

Opening principles

- Develop pieces to good squares
- Control centre
- Advance pawns to liberate pieces or gain space, avoid unnecessary pawn moves
- Keep pawns in front of king on their home squares where possible
- Castle early or ensure king is safe
- Develop rooks towards centre or aiming at enemy king
- Develop knights towards the centre
- Do not bring queen out too early or to a vulnerable square
- Do not move a piece twice in the opening unless for a very good reason
- Make threats or defend, make every move count

Opening traps

- Scholar's mate (4 moves)
- How to prevent scholar's mate (2...Ng8-f6)
- Fool's mate (2 moves)

Study an opening

- 1e2-e4 as white, Name:
- Reply to 1e2-e4 as black, Name:
- 1d2-d4 as white, Name:
- Reply to 1d2-d4 as black, Name:

Positional ideas and strategy

- How to win a won position (swap pieces into won ending)
- How to defend when you are losing/down on material (avoid swapping pieces, swap pawns...)
- When and where to attack depending on the pawn structure and position
- Isolated pawns, pawn islands, pawn chains
- Counterattacking pawn chains
- Good bishop vs. bad bishop in middlegame/ending
- Central Knight on an outpost (protected by P, cannot be attacked by a P)
- Passed pawns, protected passed pawns, backward pawns, breakthrough

Game analysis (note minutes spent)

- with a coach, add suggestions and "?" etc.
- with your opponent

Other skills/coaching sessions/practice - List, date, coach (get extra blank card if necessary)

Name: _____

Skills Card Continued



Skerries Chess Club

Ratings & dates:

Chess Skills / Topics Studied / Coached in
List topics

Got coaching on

Minutes Date Coach