



Here is a skill level key and a placement test to help put kids in the correct group. Ask these questions below to make sure your little Wizard knows all of the correct answers in the group. If they can answer all five questions, then have them try the next set of group questions. If and when they struggle to get the correct answers, that should be a good indication of their level.

CB: Complete Beginner: known as Proud Pawns: Learning how the pieces move. Not yet understanding the concept of check or checkmate.

- This level is for people who are brand new to chess or only played a handful of times.

B: Beginner: known as Nifty Knights: Knows how to move every piece correctly, and has been introduced to castling. Not yet displaying coherent strategies.

- How does the Pawn move? **Answer:** *Pawns can move two squares forward only on its first move, then a pawn may only move one square forward at a time. Pawns can never move backward.*
- What is the only piece that captures differently than it moves? **Answer:** *Pawns.*
- How does the Rook move? **Answer:** *The Rook moves horizontally or vertically.*
- How does the King move? **Answer:** *A king can move one square in any direction (horizontally, vertically, or diagonally)*
- What two pieces make up the power of the Queen? **Answer:** *Bishop and Rook.*
- What is the only piece that jumps over other pieces? **Answer:** *Knight.*

I: Intermediate: Known as Brilliant Bishops: Understands check and checkmate. Has done checkmate before but does not always make logical trades.

- How many times can one castle in a game? **Answer:** *1 per side.*
- How many squares does the King move when you castle? **Answer:** *2 squares.*
- How many points is a Queen worth? **Answer:** *9.*
- Can a King put another King in check? **Answer:** *No.*
- What are the only two pieces one can start a game with? **Answer:** *Pawn and Knight.*
- True or False? A Knight attacks three pieces at once. **Answer:** *True.*
- True or False? You win the game by capturing a King. **Answer:** *False. Cannot capture a King*

I: Strong Intermediate: Known as Rad Rooks: Understands check, checkmate, castling, en passant. Is able to make combinations of moves. Can Use forks, pins, skewers, pawn promotion, and other basic tactics regularly.

- What are the three ways to get out of check? **Answer:** *Run, Block, Take.*
- How many files (columns) on a chessboard **Answer:** *8.*
- Who wins in a Stalemate? **Answer:** *No one wins, it is a tie game.*
- Can a pawn Promote into a King? **Answer:** *No, a pawn can promote into any piece except for a King or Pawn.*
- Who wins in a draw? **Answer:** *No one wins, it is a tie game.*
- True or False? “En Passant” involves a pawn and a bishop. **Answer:** *False. Involves two pawns.*

A: Advanced: Known as Quick Queens: Excellent strategy. Uses well-known openings and can adjust them depending on the situation. Only makes good trades. They are starting to understand the concept of strategic sacrifice.

- Explain Queen’s Gambit in notation. **Answer:** *1. d4, d5. 2 c4*
- True or False? Doubled Pawns are a strong defense? **Answer:** *False.*
- What are the two weakest squares in the opening of the game? **Answer:** *f2, f7.*
- True or False? Placing one’s Knights on the outer sides of the board is a good strategy **Answer:** *False.*
- How many total squares on a chessboard? **Answer:** *64.*
- What is a discovered attack? **Answer:** *is a direct attack revealed when one piece moves out of the way of another.*
- What does 0-0-0 mean in chess notation **Answer:** *Queenside castle or long castle.*
- Explain Removing the Guard? **Answer:** *is a tactic in which a defensive piece is captured, leaving one of the opponent's pieces undefended or under-defended.*
- What are the three stages of a chess game? **Answer:** *Opening, Middle Game, End Game.*