

# Bishops 2008

Chess Magnet School Complete the following:  
Basics, Piece Movement, Check,  
Ending the Game, Understanding Mate,  
Delivering Mate, and Captures.

Know how all the pieces move.

Know or are learning how to set up the board

Know or are learning the difference between  
checkmate and stalemate, and to recognize both  
on a chess board

Know or are learning how to play a chess game  
from beginning to end

Know or are learning how to use standard  
algebraic chess notation

Know or are learning the relative values for  
each piece

Know or are learning how to checkmate using a  
Queen and a King, a Queen and a Rook, or two  
Rooks

Know or are learning how to defend against  
Four-Move Mate

Can interact with coaches, parents, and other  
club members throughout the duration of club  
meetings

# Knights 2008

NWSRS rated player with a rating  $\geq 400$

Chess Magnet School Complete the following:  
Understanding Mate, Delivering Mate,  
Captures, Tactics, Forcing Mate, Chess  
Language, Openings, Tactics, Piece Tours,  
Endgames, Defense and Tactical Themes

Know how to use standard algebraic chess notation, and have notated at least 3 chess games from beginning to end using notation (not by computer)

Have completed at least twenty chess puzzle problems with at least five using chess notation in the solutions

Know how to defend against Four-Move Mate

Know the relative values for each piece

Can interact with coaches, parents, and other club members throughout the duration of club meetings

# Rooks 2008

NWSRS rated player with a rating  $\geq 700$

Have participated in at least twenty scholastic or USCF tournament games.

Rook group members will be held to a higher standard of conduct than either Bishops or Knights. Rook group membership is reserved for those who are serious about continually bringing their game to a higher level.

Chess Magnet School Complete the following:

Tactics, Forcing Mate, Chess Language, Openings, Tactics, Piece Tours, Endgames, Defense and Tactical Themes, Delivering Mate, Combinations, Forcing Moves, Win of Material, Mate in Two Moves, Intermediate Tactics, Pawn Structure, Imbalances, Strategy, Piece Tours, Tactical Themes, Endgames, Delivering Mate, Tactical Vision, Forcing Moves, Advanced Tactics

Know how to use standard algebraic chess notation, and have completed at least twenty chess games from beginning to end using notation (not by computer)

Have completed at least forty chess puzzle problems with at least thirty using chess notation in the solutions, and at least twenty being two-move or greater solutions

Are required to notate games and use a clock during chess club.

Are expected to bring at least one notated game per week. Computer-printed games may be utilized.

Are expected to bring at least two puzzle solutions per week.

Can independently interact with other Rooks at club meetings with very limited need for parent or coach direct supervision. Rooks are ALWAYS quiet and respectful during club meetings.

Are willing to, upon request, assist Knights or Bishops as needed.

Can interact with coaches, parents, and other club members throughout the duration of club meetings

## Crowns 2008

NWSRS rated player with a rating  $\geq$  1200

Crown membership is limited to those select few who are continually working to hone both their game and their deportment.

Crowns must have completed all Rooks requirements for at least one full year before being considered for membership. A continuing behavior pattern of excellent citizenship and sportsmanship must be demonstrated during this time. Crowns must have completed (and must continue to complete) a minimum of 40 games (non-Blitz or other variants) per month, as well as a minimum of 50 tactical chess puzzles per month, YEAR-ROUND. Note that this game requirement assumes G/30 time control; games at longer time controls may be pro-rated up to the equivalent of 40 G/30s, with pre-approval. Playing G/120s at G/20 speeds or similar corner cutting will NOT be allowed.

Crowns must show a repeated willingness to help less-skilled teammates improve their game.

Crowns must be able to demonstrate an opening for each Black and White, at least 12 moves deep, and with at least 8 different variations each, based on the opponent's responses (using opponent's best or nearly best responses.)

Crowns must be active tournament players in both the NWSRS and USCF systems. Crowns must have a minimum of 300-combined USCF- and NWSRS-rated games. Crowns must be active members in one or more Internet-based Chess-playing sites, and have at least 300 additional games (either rated or unrated) on such sites. A combined total of 600 reported games in any of these listed categories would alternately meet this requirement, EXCEPT that at least 75 of the games must have been USCF-rated.

Crowns will be given a verbal test on a chapter of the current USCF rules that apply to scholastic players, and must show proficiency in rules regarding tournament play. The chapter that a Crown will be tested on will not be announced in advance; if a Crown candidate does not successfully pass (85%) this verbal test, retests will be on different chapters than previously tested.