



## Ready for Regionals Checklist

Name of Student: \_\_\_\_\_

### Part 1: The Ficheall Code – Social & Cognitive Skills

	Skill	My Understanding	Tick
1.	<b>Respect</b>	I know that a game of chess starts and ends with a sign of respect.	Yes
2.	<b>Accepting defeat</b>	I understand that one of the best ways to become a better chess player is to play better chess players and this involves me losing chess games – the more I lose, the more I learn.	Yes
3.	<b>Forward Planning</b>	I understand that chess is best played with a plan – a bad plan is better than no plan at all!	Yes
4.	<b>Conversation &amp; Compliments</b>	I know that chess is an opportunity to meet and talk with new people and learn about them. I also know that boasting or trash-talking my opponent during a game is not correct chess etiquette and the adjudicator can decide that I lose the game because of this.	Yes
5.	<b>Teamwork</b>	I accept that I play on a team at Ficheall.ie tournaments and represent my school. I know that being a good team member means encouraging each other as well as teaching and learning from my teammates.	Yes
6.	<b>Decision Making</b>	I know that the first good move I see isn't always the best move so I know to wait and check for other possibilities and alternatives.	Yes
7.	<b>Patience</b>	I accept that chess requires me to make many small decisions and these decisions have consequences – positive and negative.	Yes
8.	<b>Resilience</b>	I accept that I will make mistakes every now and then but I am determined to learn from these mistakes.	Yes
9.	<b>Practice</b>	I have practised regularly and know that the best chess players spend many hours practising.	Yes

## Part 2: Chess Knowledge

A.	The Pieces	Tick
1.	I can name all the pieces by sight.	Yes
2.	I can set up the board (“white on the right”) and pieces correctly for the start of a game of chess	Yes
3.	I can move all the pieces according to their rules (where a piece starts, how it moves and how it captures)	Yes

B.	Check and Checkmate	Tick
4.	I can explain what “check” means, and I can demonstrate what “checkmate” looks like.	Yes
5.	I can use the CPR method (capture, protect, run-away) to get out of check.	Yes
6.	I can label squares as “safe” or “unsafe”.	Yes
7.	I know that a king may not be moved into, or left in, check. I know that these are called “illegal” moves, and I know what to do if my opponent plays an “illegal” move.	Yes

C.	Other Chess Rules	Tick
8.	I know that a pawn reaching the end of the board can be “promoted” to any piece except for a king.	Yes
9.	I can show how to castle kingside and queenside. I know that castling is not allowed (1) if the king or the rook has previously moved, and (2) when in check. I know that a king may not cross an attacked square (or “cross check”) to castle.	Yes
10.	I can explain what stalemate is and know that it means a draw.	Yes
11.*	I understand that certain situations in chess can result in a draw: <ul style="list-style-type: none"> <li>• King and Bishop v’s King</li> <li>• King and Knight v’s King</li> </ul> And that this will be called a draw even though one player might appear 3 points ahead.	Yes
12.	I know about the “touch-move” rule, and the “touch a piece, capture” rule.	Yes
13.	I know about the values of the pieces. Based on the values, I can say who is ahead in a game	Yes

D.	Important Patterns	Tick
14.	I can force checkmate with a queen and rook against a lone king and with 2 rooks against a lone king.	Yes
15.	I know what “scholar’s mate” is and can defend against it.	Yes
16.	I know what “fool’s mate” is and can defend against it.	Yes

**\*Updated for 2022 to include impossible checkmate draws**