



# Féile Fichille

## Ready Checklist

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

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

|    | Skill                          | 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>Etiquette/ Conversation</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 both 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 real game             | 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.   | Yes  |
| 10.  | 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  |
| 11.  | I can explain what stalemate is and know that it means a draw.   | Yes  |
| 12.* | <p>I understand that certain situations in chess can result in a draw:</p> <ul style="list-style-type: none"> <li>● King and Bishop v’s King</li> <li>● King and Knight v’s King</li> </ul> <p>And that this will be called a draw even though one player might appear 3 points ahead.</p> | Yes  |
| 13.  | I know about the “touch-move” rule, and the “touch a piece, capture” rule.   | Yes  |
| 14.  | 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 |
|-----|---|------|
| 15. | I can force checkmate with a queen and rook against a lone king and with 2 rooks against a lone king. | Yes  |
| 16. | I know what “scholar’s mate” is and can defend against it.  | Yes  |
| 17. | I know what “fool’s mate” is and can defend against it.   | Yes  |

\*Updated for 2023 to include impossible checkmate draws