



ROOKIE



BOOK

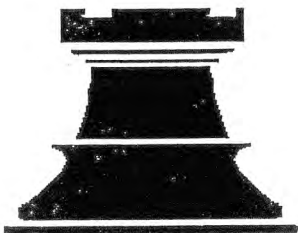




Table of Contents

Introduction.....	2
What the Heck are These Things?.....	3
Is This Checkers?.....	4
Medieval Times.....	5
Good Defense is a Great Offense.....	6
Puzzle Time #1.....	7-8
You Just Sunk My Battleship.....	9
This Could Be Worth \$5000!.....	10
Free Stuff!.....	11
Puzzle Time #2.....	12
The Hockey Game.....	13
One Step Away From Victory.....	14
Puzzle Time #3.....	15-16
Famous Short Games.....	17
Chess Jumble.....	18
Parent's Page.....	19
Rookie Test.....	20-24
Congratulations!.....	25
Super Secret Notes.....	26



Introduction

Welcome to Chess Club! The Rookie Book is the first of a series of books, that along with hard work, will turn you into an awesome chess player!

In this book, you will not only learn the basics of chess, but you'll also find some cool strategies that will help you defeat your opponents.

Your mission is to read each lesson and complete the three "Puzzle Times" prior to taking on your final task: The "Rookie Test."

If you pass the "Rookie Test," you will automatically be launched into "Pro Status." The "Pro Book" is filled with more advanced strategies and more challenging "Puzzle Times." Completing the "Pro Test" will advance you to the pinnacle of chess ability—"All-Star Status".



Each book offers a few different ways of earning points to build up your Chess All-Star status. In the Rookie Book, you'll find "Puzzle Times" that are worth 50-100 points, "Bonus Questions" that are worth 25 points, and the "Rookie Test" which is worth a whopping 400 points! The tests and puzzle times in the Pro Book and All-Star Book are worth even more... because they're tougher!

If you can work through each book, and earn a total of 2000 points, you will achieve the official title of "Chess Club All-Star." Every "Chess Club All-Star" receives an official Chess All-Star Certificate and a Chess All-Star Trophy!

Good luck to you as you start this journey, and remember: the best way get better at something is always to practice, so play chess as much as possible!

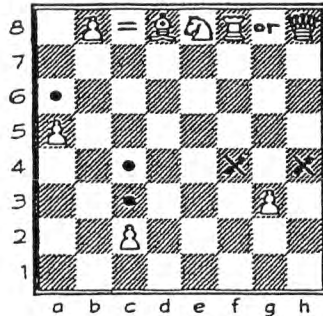


What the Heck are These Things?



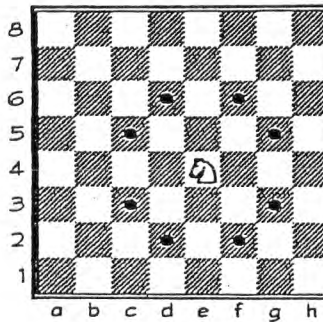
In the game of chess, there are six different pieces that do battle on the chessboard. Each piece has it's own ways of moving and capturing other pieces. Some pieces even have Super Power Moves! Check it out...

The Pawn



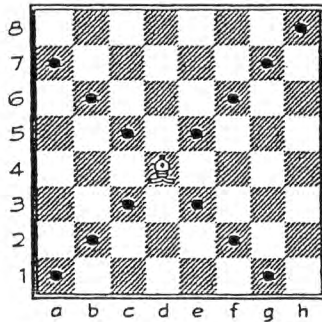
The pawn is normally a wimpy piece that can only move 1 space forward, or 1 space diagonally to capture. However, he does have 2 Super Power moves: He can move 2 spaces on his 1st move and can transform into any piece he wants once he reaches the other side of the board.

The Knight



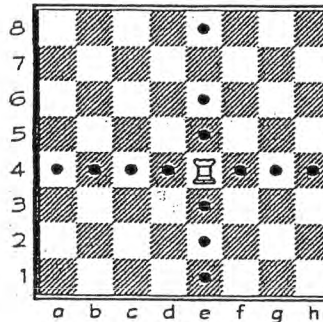
The Knight is one cool cat...err, horse. He moves in any "L" shape he wants by moving over 2 spaces and then 1 to the side. The Knight also has a cool Super Power Move: he can jump over any piece on the board. But only the pieces he lands on end up in The Dungeon.

The Bishop



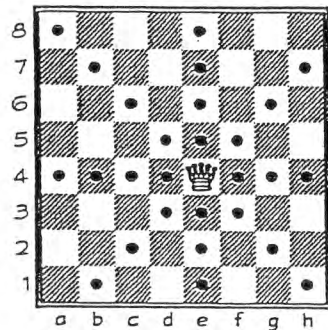
The bishop is like a running back in football. He only moves diagonally, but he can slash back and forth as many spaces as he wants in one direction at a time. He is cool, quick and agile, but always remember to keep him on the same colored square that he starts on.

The Rook



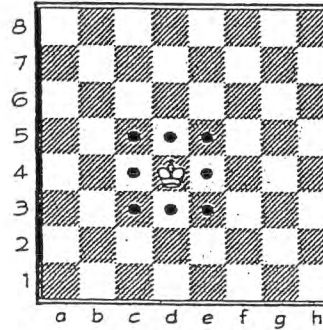
The Rook is the 2nd most powerful piece. He can control 14 squares at the same time! He does this by moving in straight lines up, down or to either side. Just like the Queen and the Bishop, he can move as far as he wants until someone gets in his way. He's a tough guy!

The Queen



The Queen is the most powerful piece of them all. She's one smart lady! She figured out how to move like the Rook and the Bishop, so she can move up, down, left, right, or diagonal as many spaces as she pleases. But stay out of her way, 'cause she's one mean lady!

The King

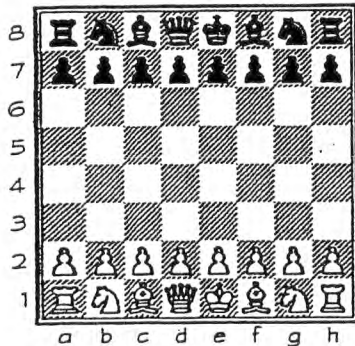


The King is more valuable than all of the other pieces put together. If he gets trapped, he loses the key to his castle and you lose the game. Protect him, but use him if you need to. he can move or capture by moving 1 space in any direction. His Super Power Move is called "Castling."

Is This Checkers?

Nope, this is definitely not checkers. Though the board may look similar, there are some important things to remember when setting up the chess battlefield:

Battle Stations



RULE 1: "Letters in Front, Numbers on the side"

The letters on the chessboard should always be facing you before you start the game. By doing this, you should always have a white square in the bottom right-hand corner.

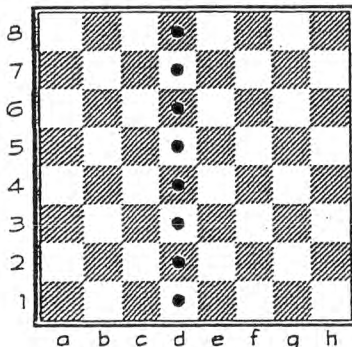
RULE 2: "White Moves First"

Do I need to explain this...?

RULE 3: "Queen on Her Color"

That's right, it's the Queen (not the King) who always start on her own color. Therefore, the white queen starts on a white square, and the black queen starts on a black square.

Files

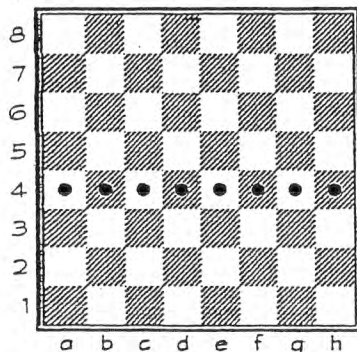


FILES:

The columns that go up and down the side of the board are called "Files." As you can see each one is labeled with a letter. In the example to the left, the highlighted column is the "D-file". A good way of remembering this is by thinking that when you normally "file" something, it's done in alphabetical order.

Files also separate the two sides of the chessboard. The a-d files are called the **Queenside**, while the **Kingside** consists of the e-h files.

Ranks



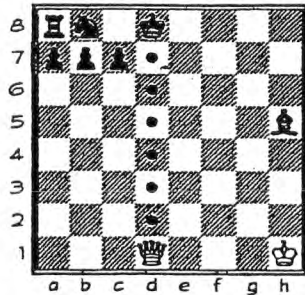
RANKS:

The rows that go across from one side of the board to the other are called "Ranks." Each rank has a number from 1-8. The rank shown in this example is called the "4th Rank". The way to remember this is simple: Just think about teams and athletes in sports—they're always "ranked" in numbers by how good they are.

Medieval Times

About this time, you're probably asking yourself, "So how do I win this game?" The answer is simple, but not necessarily easy. To win the game, you must use your knowledge of the pieces to trap your opponent's king.

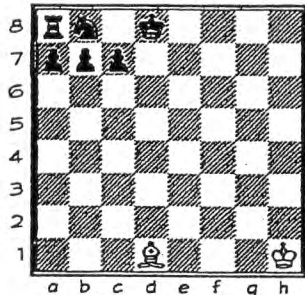
CHECK!



Do you see how the white Queen is pointing a laser beam at the black King? This is called **Check**. Anytime one of your pieces is attacking the opposing King it means that he is "in check" and MUST get himself out of check on the very next move. If he does not, it is an "Illegal Move," and he must take back his last move to get out of danger.

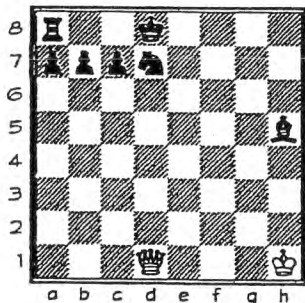
There are ONLY 3 ways to get yourself out of check:

Option 1: Capture!



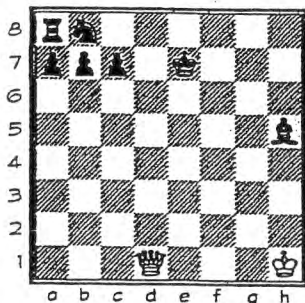
The Bishop has captured the mighty Queen and sent her to The Dungeon. This is usually (but not always) the best way to get yourself out of check.

Option 2: Block!



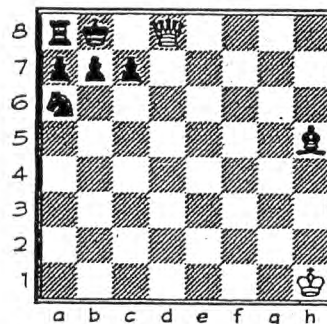
The brave knight has put himself in the line of fire to protect the king. Can the Queen take the Knight? Yes, but then the King can take the Queen. Ha Ha!

Option 3: Run!



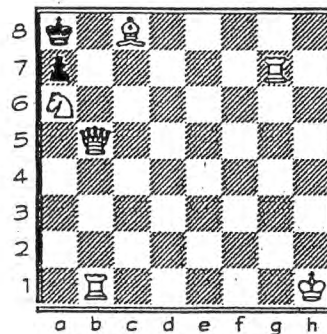
Scaredy Cat! The King panicked and ran out of the way of the Queen's laser beam. He didn't have to here, but sometimes there's no other choice but to flee.

CHECKMATE!!



What happens when the King is in check and can't run, block, or capture? It's **Checkmate**. Checkmate means the King is trapped, and there's no way for him to get out of danger. The game is now over, and white wins!

STALEMATE!?

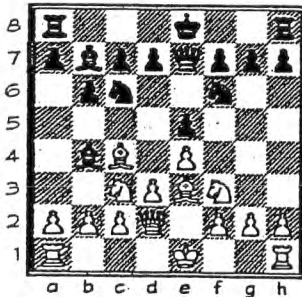


In this example, it's black's turn to move. Notice that his Pawn can't move because of the Knight and his King can't move because any square he goes to will be an Illegal Move. This is **Stalemate** meaning nobody wins!

♞♞♞♞♞♞♞♞ Good Defense is a Great Offense ♞♞♞♞♞♞♞♞

Now that you know how the pieces move and how to win the game, there's a couple more Super Power Moves you'll need to know to help you win games. Welcome to the Wacky World of Castling and En Passant!

CASTLING

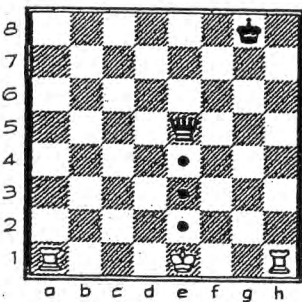


Castling is one of the best defensive moves in chess. It is the King's Super Power Move in which he joins forces with the Rook in order to protect himself. He can castle to the Queenside or Kingside, but there cannot be pieces between the King and the Rook. To castle, move the King over 2 spaces and jump the Rook to the other side of him.

You cannot castle if you've moved the King or either of the Rooks.

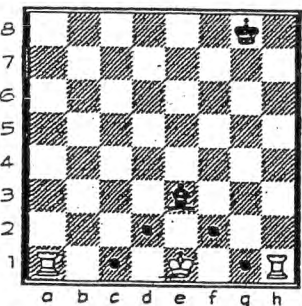
You also:

1) Can't Castle out of Check



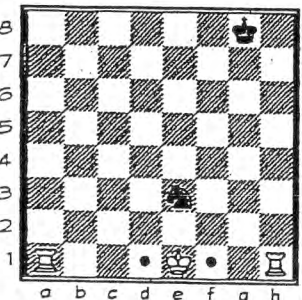
Unfortunately castling is not the "4th way to get out of check." There's no such thing. Here, the King's only option is to run out of the way of the Queen's laser beam.

2) Can't Castle into Check



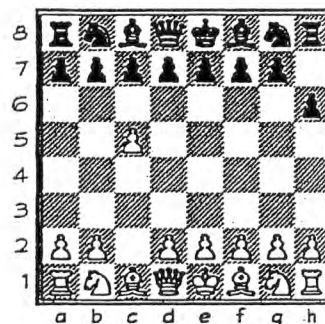
You already know this one. Remember it is an illegal move to ever put your King in the way of an opponent's attack. Either way the King goes would put him in check by the black Bishop.

3) Can't Castle through Check

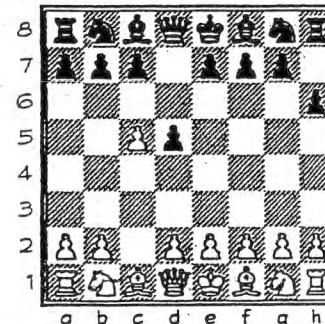


This one's a little tricky. The King is never allowed to pass through a square that is controlled by an opponent's piece when he is attempting to castle. The King can't castle to either side, because the black Knight controls the squares he would cross.

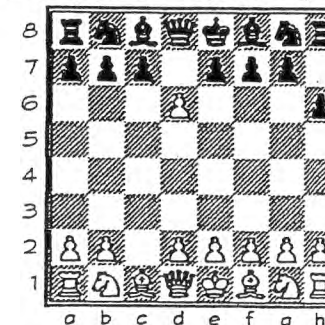
En Passant



En Passant is a strange Pawn Super Power Move that can only be done by a Pawn to another Pawn. To capture En Passant, white must be on the 5th Rank and black must be on the 4th Rank.



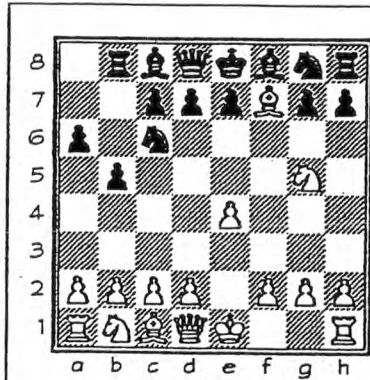
Here, if black's "b" or "d" Pawns try to get past white's Pawn on c5 by moving 2 spaces...



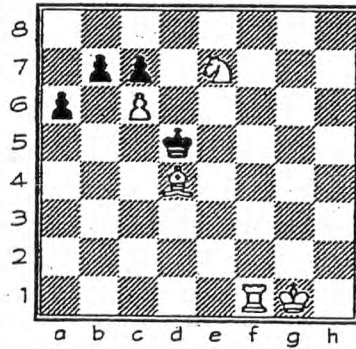
White can capture black's Pawn En Passant by stepping behind him on the very next move!

Puzzle Time #1

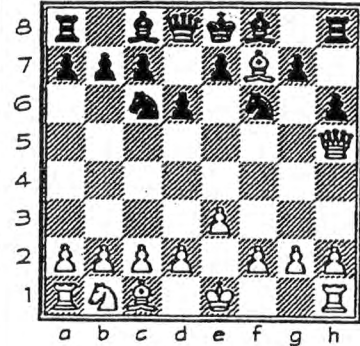
This "Puzzle Time" is worth 100 points towards your Chess All-Star status! In each diagram, it's black's turn to move. Figure out if it's check, checkmate or stalemate and then circle the correct answer.



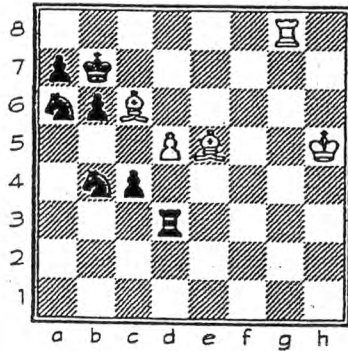
1) C/CM/SM



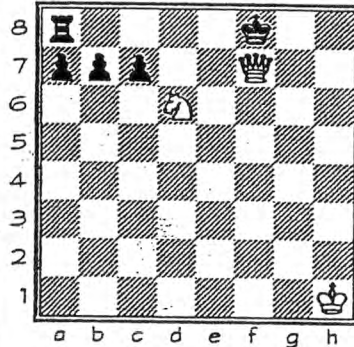
2) C/CM/SM



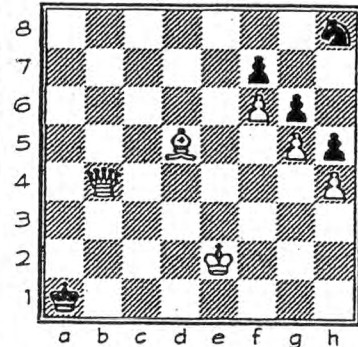
3) C/CM/SM



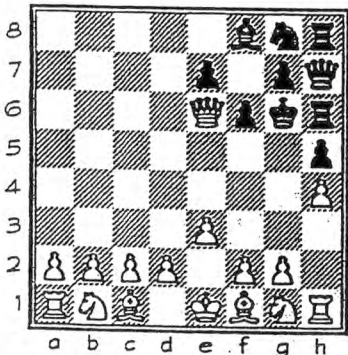
4) C/CM/SM



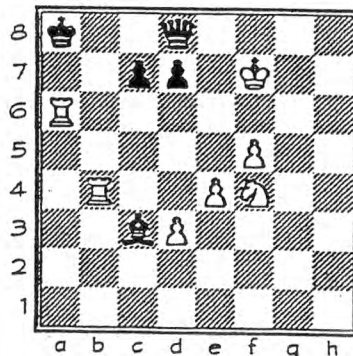
5) C/CM/SM



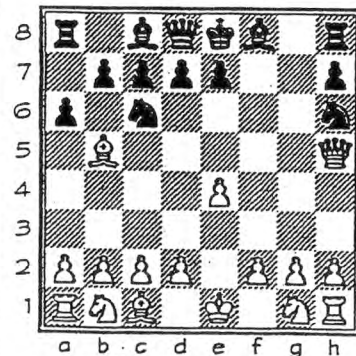
6) C/CM/SM



7) C/CM/SM



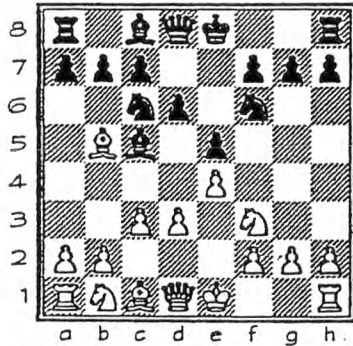
8) C/CM/SM



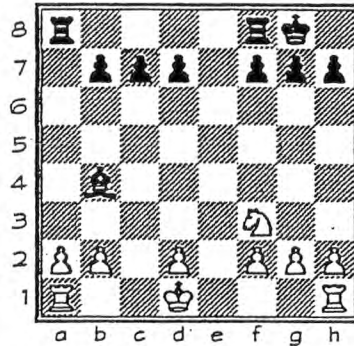
9) C/CM/SM

♔♚♜♞♝♛♞♜♚♔ Puzzle Time #1 ♚♜♞♝♛♞♜♚♔

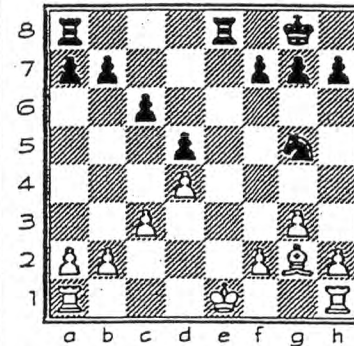
The following questions will test your knowledge of Chess' Special Rules. Answer each question on Castling and En Passant by writing "Yes" or "No" under each puzzle.



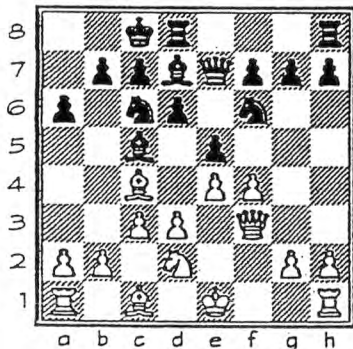
10) Can white castle? _____



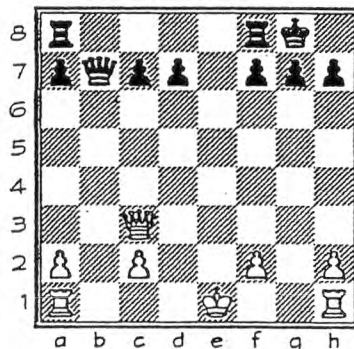
11) Can white castle? _____



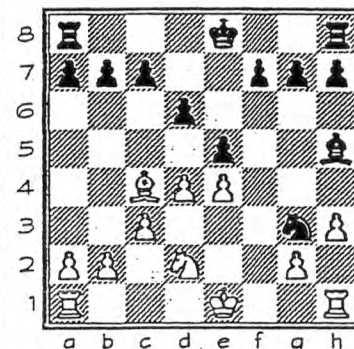
12) Can white castle? _____



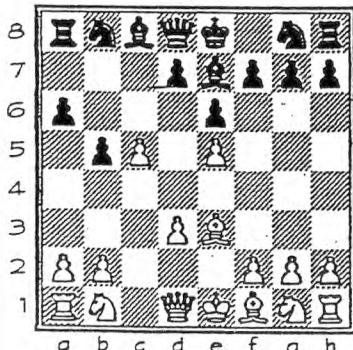
13) Can white castle? _____



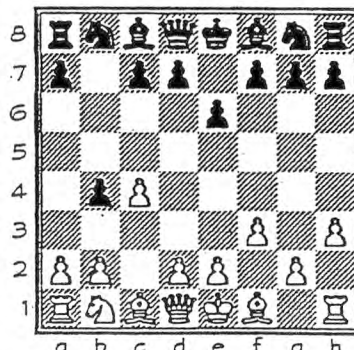
14) Can white castle? _____



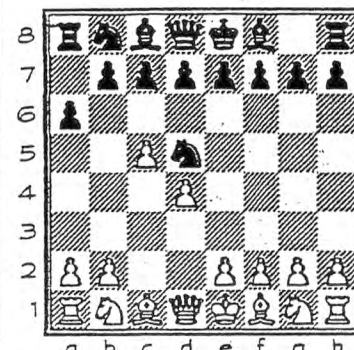
15) Can white castle? _____



16) Black just played b5. Can white take the pawn? _____



17) White just played f3. Can black take the c4 pawn? _____



18) Black just played Nd5. Can white take the knight? _____

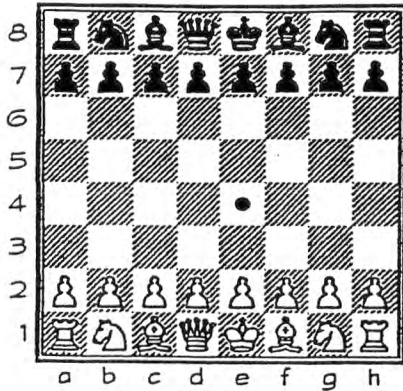


You Just Sunk My Battleship!



There's a secret code in chess that enables you to record any games you play. It's called Chess Notation. Reviewing your games will help you learn from the mistakes you make so you can become a Chess All-Star!

Chess Notation



As you can see from the diagram to the right, each piece on the board has their own symbol (except the Pawn who has no symbol).

Each square on the board also has a symbol—letter first, then the number. The dotted square on the left is "e4".

Use the easy equation below to record your moves:

Symbol Chart

Piece/move	Symbol
Pawn	(no symbol)
Knight	N
Bishop	B
Rook	R
Queen	Q
King	K
Capture	x
Check	+
Checkmate	#
Castling (KS)	0-0
Castling (QS)	0-0-0

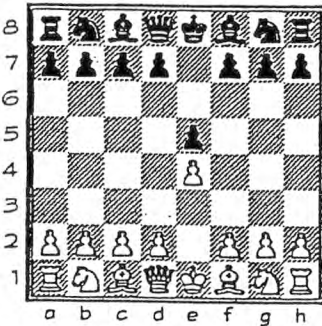
Piece Symbol

(x)

Square

(+ or #)

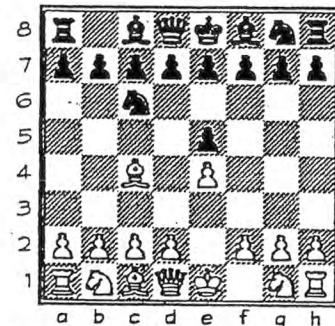
Always write the piece symbol first followed by an "x" if and only if you capture someone. Next, write the symbol of the square that you land on followed by "+" or "#" if it's check or checkmate. If you castle Kingside write "0-0", for Queenside it's "0-0-0". Let's try an example from a short game:



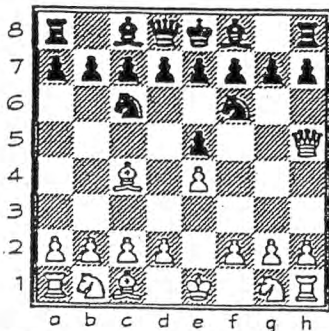
- White moves his pawn to e4.
Black moves his pawn to e5.

4 Move Checkmate

1.	E4	E5
2.	Bc4	Nc6
3.	Qh5	Nf6
4.	Qxf7#	1-0



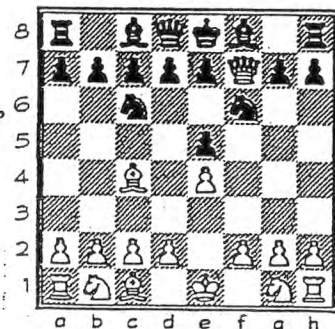
- White moves his bishop to c4.
Black moves his knight to c6.



- White moves his Queen to h5.
Black moves his Knight to f6.

Wow! White beat Black in only 4 moves! The "1-0" at the end of the game means that white checkmated black or that black "resigned," meaning he forfeits. If black wins, you write "0-1".

Use the score sheet on the next Page to record your own Amazing Moves and Checkmates.



- White exploits Black's last move.
Queen takes at f7 checkmate!

XXXXXXXXXX This Could Be Worth \$5000! XXXXXXXXXX

A scorecard from one of Grand Master Bobby Fischer's early games was once sold at an auction for \$5000.00. Use this sheet to help improve your games...who knows, someday it might make you rich!

Event: _____

Date: _____

White: _____

Black: _____

#	♔ White ♔	♚ Black ♚	#	♔ White ♔	♚ Black ♚
1			26		
2			27		
3			28		
4			29		
5			30		
6			31		
7			32		
8			33		
9			34		
10			35		
11			36		
12			37		
13			38		
14			39		
15			40		
16			41		
17			42		
18			43		
19			44		
20			45		
21			46		
22			47		
23			48		
24			49		
25			50		

Free Stuff!

Always seize opportunities to grab free pieces from your opponents. These free pieces are often called, "Hanging Pieces." By doing so, you'll increase your chances of winning by depleting your opponent's army.

\$ ♙ ♚ ♜ ♝ ♞ ♟ Piece Value ♞ ♝ ♜ ♚ ♙ \$

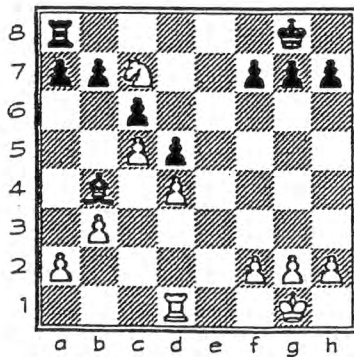
As you've probably already figured out, some pieces are worth more than others. But why? The answer has to do with the number of squares each piece can control on an empty board. The King, however, has no "value" because... well he's priceless!

So always keep a look out for pieces that are left unprotected, or for opportunities to trade less valuable pieces for more valuable ones. For example, would you trade a Pawn for a Queen? Of course you would!

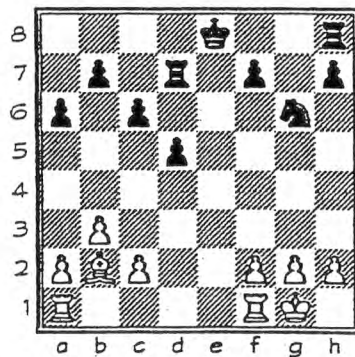
Piece	Value of the piece in pawns
♙	1
♘	3
♗	3
♖	5
♔	9

Piece	Number of squares a piece controls on an empty board	
	at the center	in a corner
♙	2	1
♘	8	2
♗	13	7
♖	14	14
♔	27	21

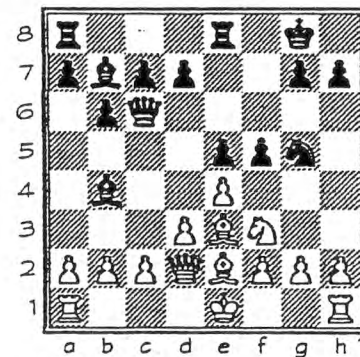
\$ ♙ ♚ ♜ ♝ ♞ ♟ Hanging Pieces ♞ ♝ ♜ ♚ ♙ \$



It's white's turn to move. Can you spot black's Hanging Piece? Which of black's pieces is under attack and unprotected? That's right! White's Knight can capture black's rook for free! Yippee!



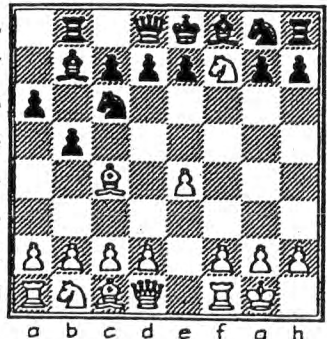
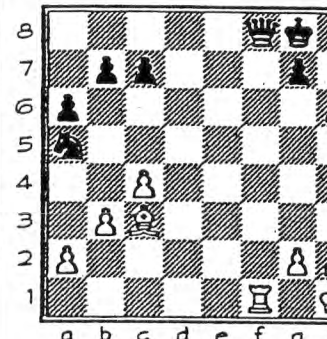
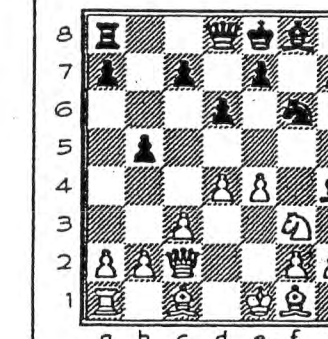
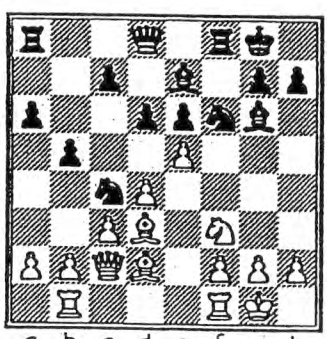
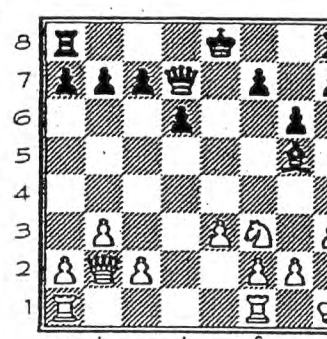
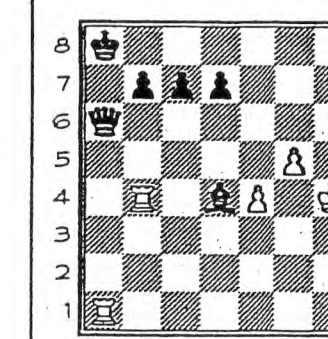
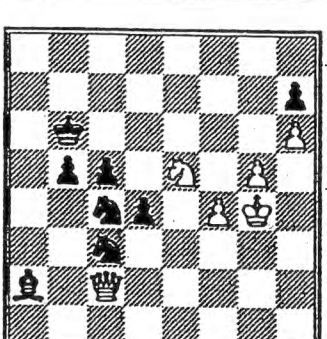
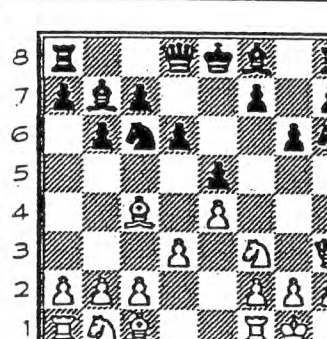
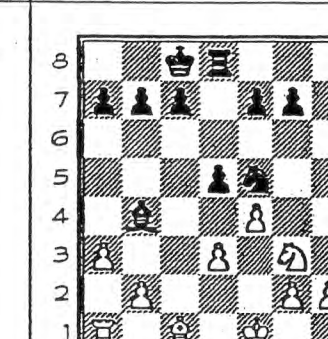
In this game, everything is fairly even so far between the two sides. Though none of black's pieces are unprotected, white has a move that can gain material advantage. Yes! Bxh8, steals the Rook in exchange for his bishop.



Here, white has a few options in choosing which of black's pieces to take: There's the pawn on f5, the knight on g5 and the bishop on b4. But unless white takes the bishop, he'll lose his Queen from Bxd2+.

♚♜♞♝♞♜♚ Puzzle Time #2 ♚♜♞♝♞♜♚

This "Puzzle Time" is worth 50 points! It's your job to find black's Hanging Pieces (sometimes there's more than 1) and determine what white's best move is. Write your answers in Chess Notation.

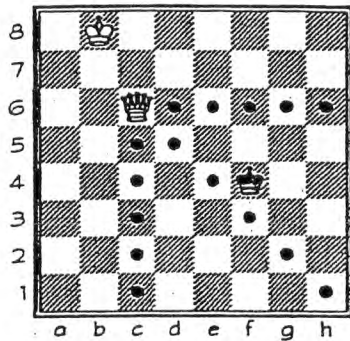
 <p>1) _____</p>	 <p>2) _____</p>	 <p>3) _____</p>
 <p>4) _____</p>	 <p>5) _____</p>	 <p>6) _____</p>
 <p>7) _____</p>	 <p>8) _____</p>	 <p>9) _____</p>

<p>♚ Bonus Points ♚</p>	<p>Find the answer to the following equation using piece value</p>
<p>♙ + ♖ - ♗ + ♘ - ♚ =</p>	<p>(25 points)</p>

The Hockey Game

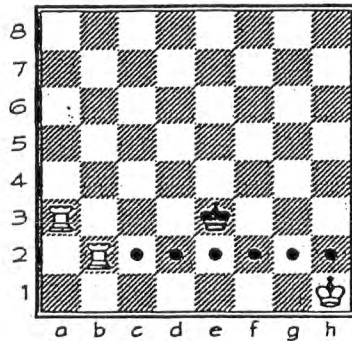
Just like hockey, chess has three different periods: The opening, the middle game, and the end game. Here you will learn 3 cool ways to put your opponent away with ease in the End Game using only a couple of pieces.

Queen vs. King



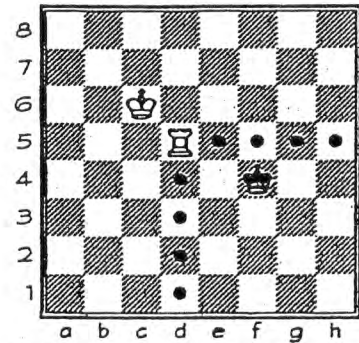
1. Forcing checkmate with a Queen is easier than you think! First, use her laser beams to make a box around the king.

2 Rooks vs. King

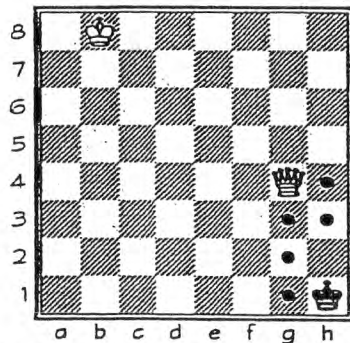


1. Two Rooks don't need any help to make easy work of Black's King. Use 1 Rook to keep a laser beam behind the King so he can't escape.

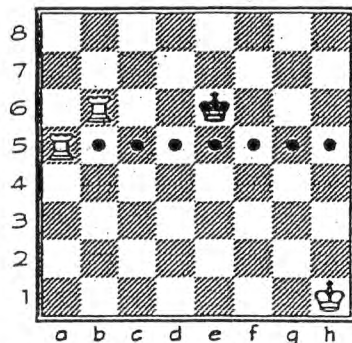
1 Rook vs. King



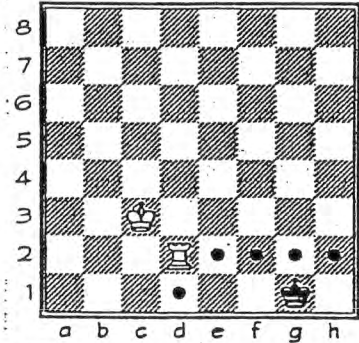
1. Since the Rook isn't as powerful as the Queen, you must use the King and Rook together to force your opponent to an edge.



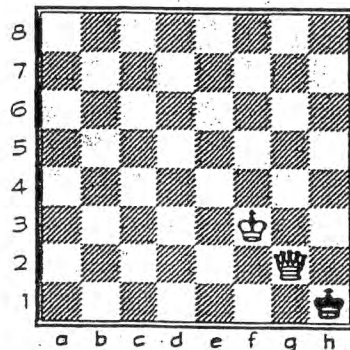
2. Then, make the box smaller and smaller by COPYING each move the black King makes until you push him into the corner.



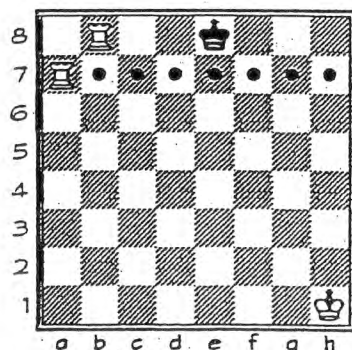
2. Then, ALTERNATE checking him with the Rooks so the laser beam always prevents him from running back the other way.



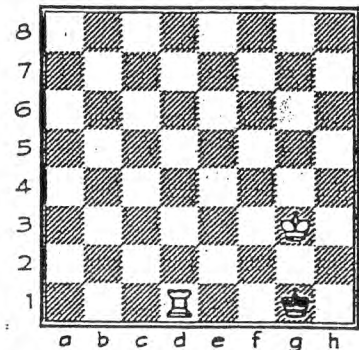
2. Once you've got your opponent's King corralled off to the side of the board, keep your Rook right above him to ensure he stays there.



3. Since black's King now only has 2 spaces to run, bring in your King to help the Queen finish him off.



3. There's nothing the king can do to stop the inevitable checkmate. You can run but you can't hide!



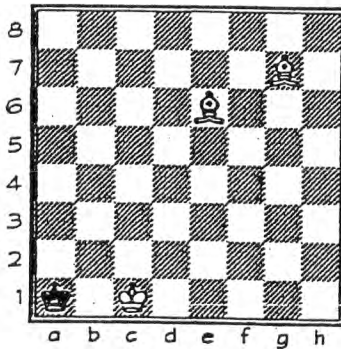
3. When your King is directly in front of his counterpart, a check with the Rook to the back rank will be mate!

♔♚♜♞♝♛♞♜♚♙♘♗♖♕♔ One Step Away from Victory ♚♙♘♗♖♕♔

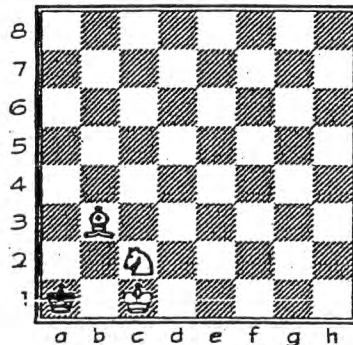
You don't necessarily need to be in the End Game to win. Sometimes checkmate is only 1 move away, so keep your eyes peeled! This page will help you understand how to checkmate with all the different pieces.

Possible Checkmates

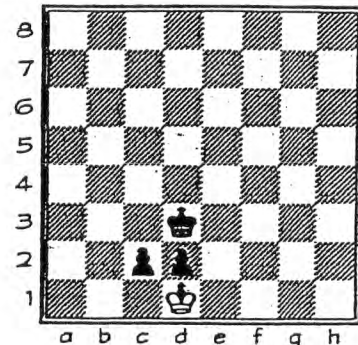
2 Bishops vs. King



Bishop/Knight vs. King



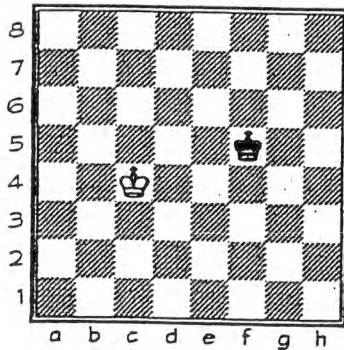
2 Pawns vs. King



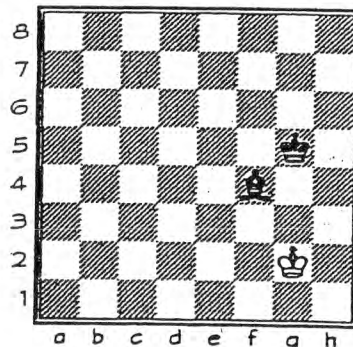
Impossible Checkmates

(These situations are considered "Draws")

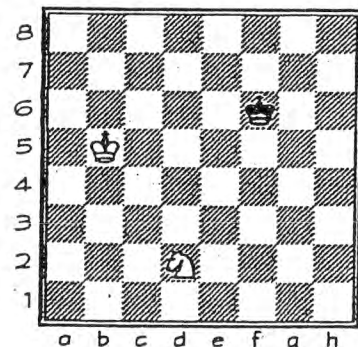
King vs. King



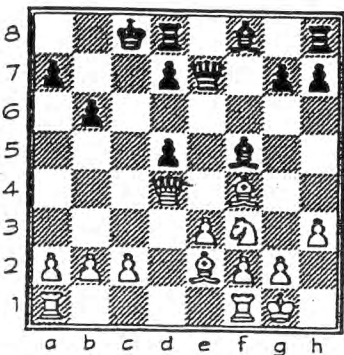
Bishop vs. King



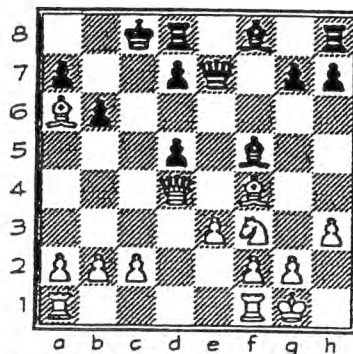
Knight vs. King



Mate in One



How can white put black into checkmate on the next move?



That's right, it's Ba6#. All other possible checks aren't mate.

Bonus Points

1) Can 2 Knights and a King checkmate a King?

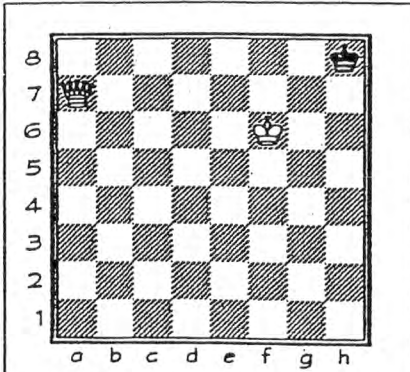
(25 points)

2) Can a Pawn and a King checkmate a King?

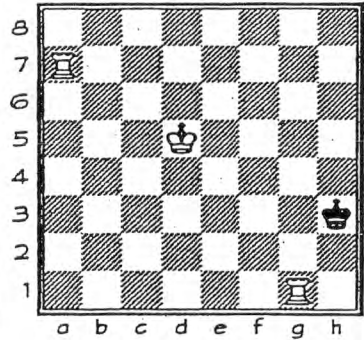
(25 points)

Puzzle Time #3

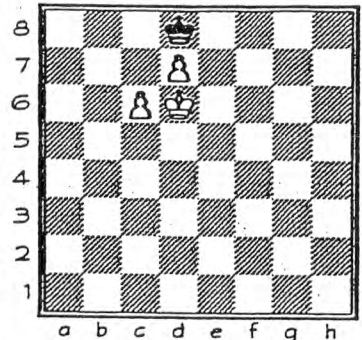
This "Puzzle Time" is worth 100 points! In each puzzle, white can put black into checkmate in 1 move. Write the answers to these Endgame Mates in the blanks using Chess Notation.



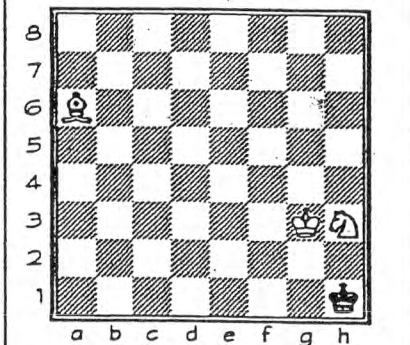
1) _____



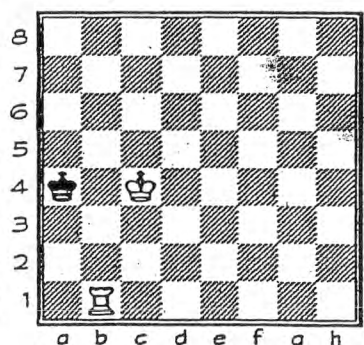
2) _____



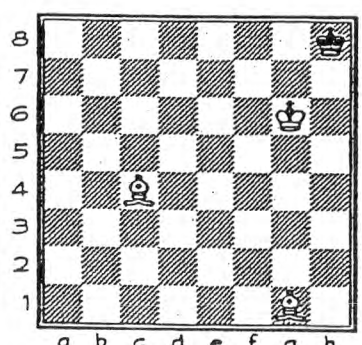
3) _____



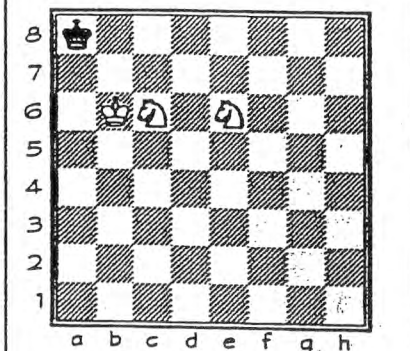
4) _____



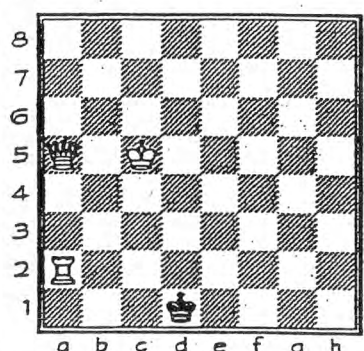
5) _____



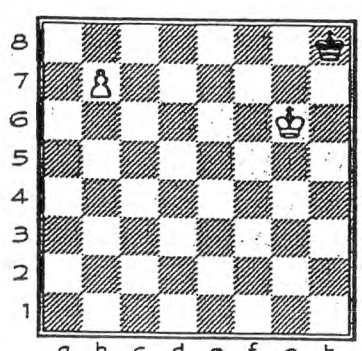
6) _____



7) _____



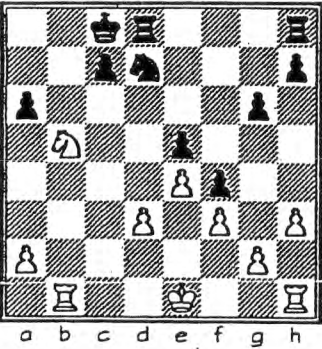
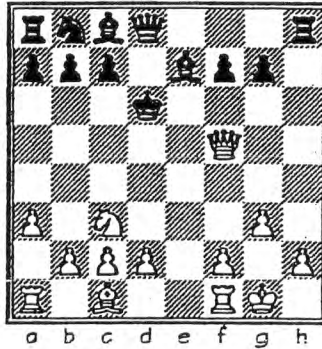
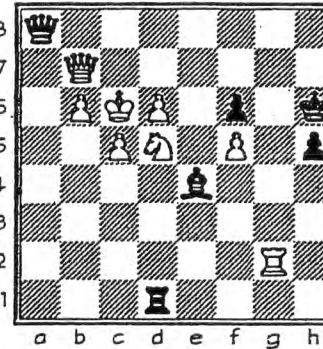
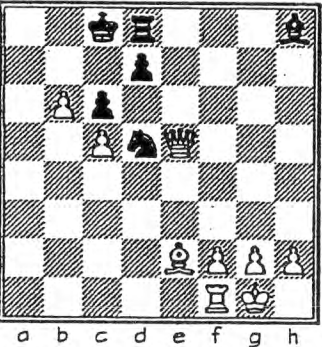
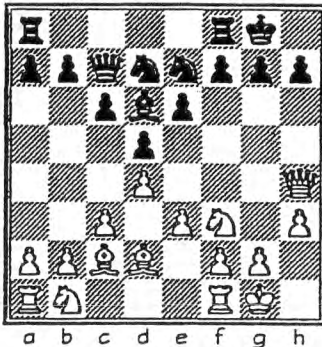
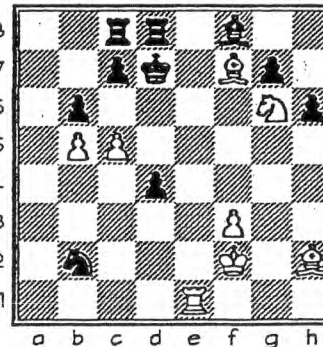
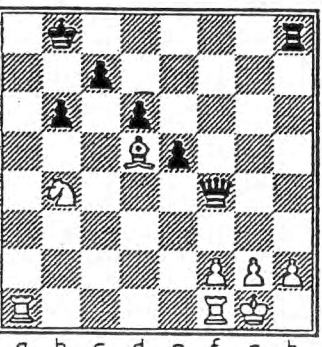
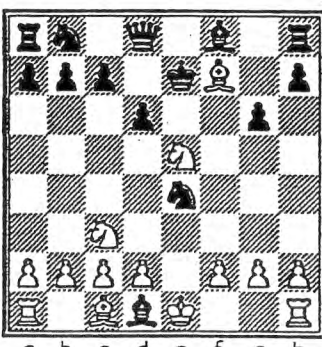
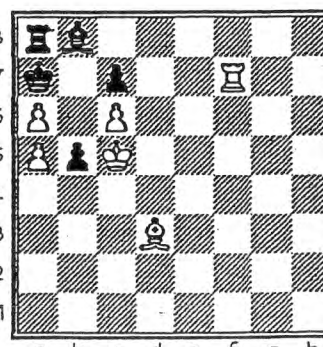
8) _____



9) _____

♔♚♜♞♝♛♞♜♚♙ Puzzle Time #3 ♜♞♝♛♞♜♚♙

These one's are a little tougher...In each puzzle, white can put black into checkmate in 1 move. Write the answers to these Mate in One's in the blanks using Chess Notation.

 <p>10) _____</p>	 <p>11) _____</p>	 <p>12) _____</p>
 <p>13) _____</p>	 <p>14) _____</p>	 <p>15) _____</p>
 <p>16) _____</p>	 <p>17) _____</p>	 <p>18) _____</p>

Famous Short Games

One great way to build up your chess ability is to study the games of chess masters and grandmasters. Using your Chess Notation skills, review the following short games to enhance your Chess Brain!

Frazer (W) Vs. Taubenhaus (B) <small>(Paris, 1888)</small>	
1. e4	e5
2. Nf3	Nc6
3. d4	exd4
4. Nxd4	Qh4
5. Nc3	Nf6
6. Nf5	Qh5
7. Be2	Qg6
8. Nh4	(1-0)

Alekhine (W) Vs. Bruce (B) <small>(Plymouth, 1938)</small>	
1. e4	c6
2. Nc3	d5
3. Nf3	dxe4
4. Nxe4	Bf5
5. Ng3	Bg6
6. h4	h6
7. Ne5	Bh7
8. Qh5	g6
9. Bc4	e6
10. Qe2	Nf6
11. Nxf7	Kxf7
12. Qxe6+	(1-0)

Engels (W) Vs. May (B) <small>(Duesseldorf, 1937)</small>	
1. e4	c6
2. d4	d5
3. exd5	cxd5
4. c4	Bf5
5. cxd4	Qxd4
6. Nc3	Qa5
7. Qb3	Qb6
8. Nd5	Qxb3
9. axb3	(1-0)

Reti (W) Vs. Dunkelblum (B) <small>(Vienna, 1914)</small>	
1. e4	e5
2. Nc3	Nc6
3. Nf3	Bc5
4. Nxe5	Nxe5
5. d4	Bxd4
6. Qxd4	Qf6
7. Nb5	Kd8
8. Qc5	(1-0)

Canal (W) Vs. Bareza (B) <small>(Budapest, 1934)</small>	
1. e4	d5
2. exd5	Qxd5
3. Nc3	Qa5
4. d4	c6
5. Nf3	Bg4
6. Bf4	e6
7. h3	Bxf3
8. Qxf3	Bb4
9. Be2	Nd7
10. a3	O-O-O
11. axb4	Qxa1+
12. Kd2	Qxh1
13. Qxc6+	(1-0)

Veitch (W) Vs. Penrose (B) <small>(Buxton, 1950)</small>	
1. d4	Nf6
2. c4	e6
3. Nf3	d5
4. g3	dxc4
5. Nbd2	c5
6. dxc5	Bxc5
7. Bg2	Bxf2+
8. Kxf2	Ng4+
9. Ke1	Ne3

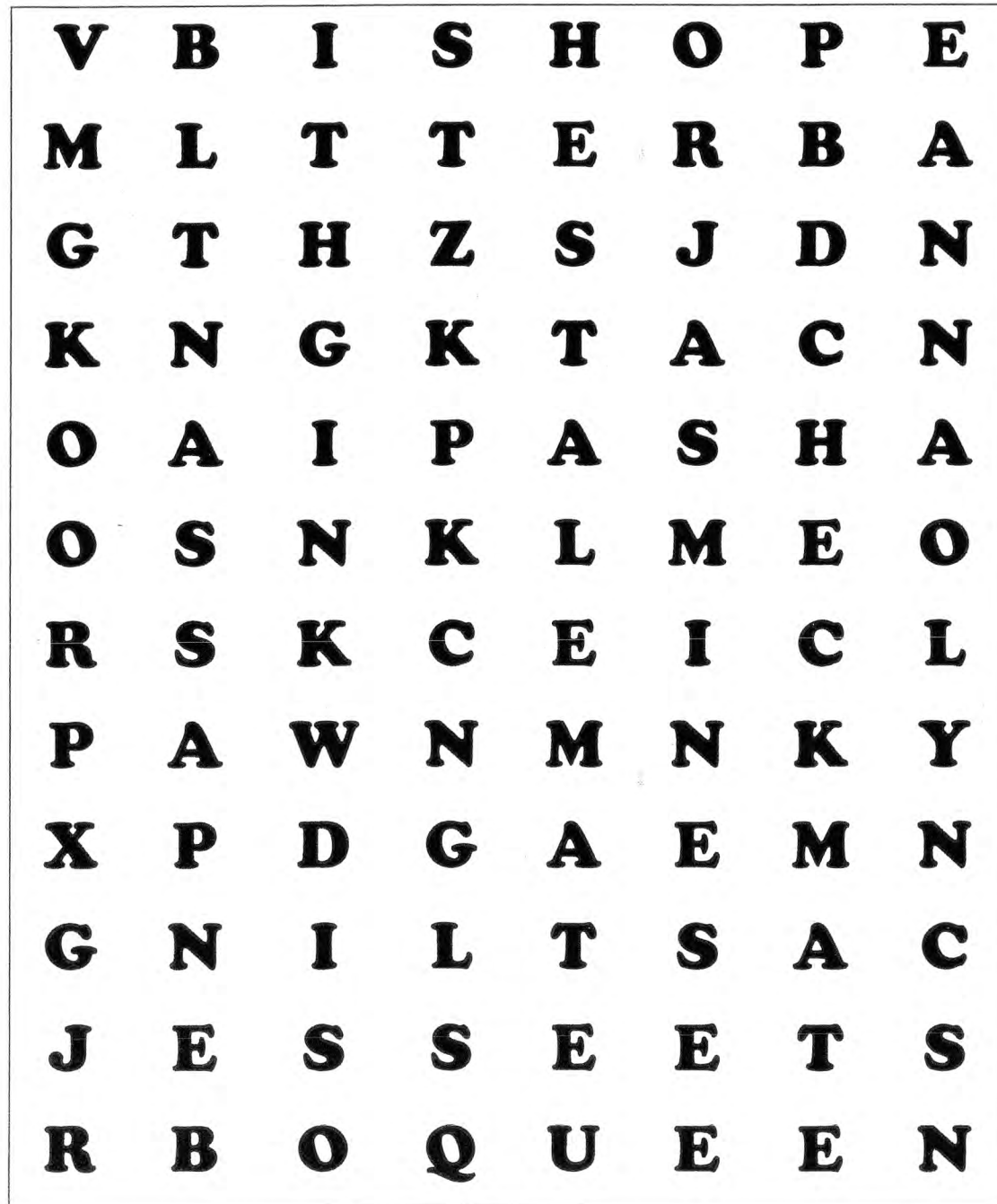
Arnold (W) Vs. Hanauer (B) <small>(Philadelphia, 1936)</small>	
1. d4	Nf6
2. c4	e5
3. d5	Bc5
4. Bg5	Ne4
5. Bxd8	Bxf2#

Young (W) Vs. Parker (B) <small>(Los Gatos, 2000)</small>	
1. e4	e5
2. Nc3	Bc5
3. d3	Qh4
4. Nf3	Qxf2#

Chess Jumble

Can you find all of the chess words located in this jumble of letters? Look up, down, sideways, and diagonally. Take your time and have fun with this, because next up is the Rookie Test!

Pawn, Knight, Bishop, Rook, Queen, King, Check, Checkmate, Stalemate, Castling, En Passant,
Brett, Ean, Jasmine, Jesse, Loanna





Parent's Page

Thank you supporting your child's education by engaging them in this fun and intellectual activity! There are many ways for you to participate in and encourage their progress as well:

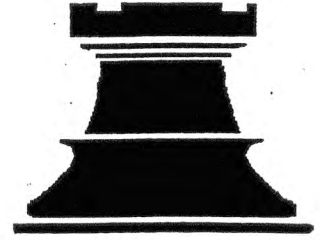
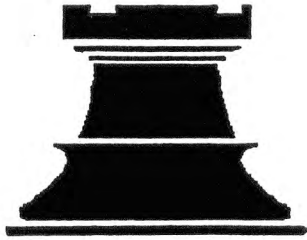
TIPS FOR PARENTS

- 1) Play chess with your child as much as possible! Don't force them to play, however, because too much chess will burn anyone out.**
- 2) Encourage them to teach you (and their siblings) the lessons they've learned from this book and from their After-School Chess Club. The best way to learn new information is by teaching it to others.**
- 3) Have your child think about each move before making it. Students often have a tendency to play quickly, only concentrating on their moves. Try to help them realize that analyzing both sides of the board will increase their chances of winning!**

Other Resources

There are plenty of other ways for your child to enhance their chess skills. The United States Chess Federation is the official organization for chess in the U.S. They hold numerous Scholastic Chess Tournaments in which students from all over the country can compete in. They can be contacted at (914) 562-8350 or on the internet at www.uschess.org

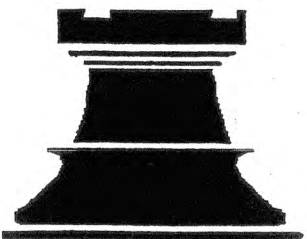
On-line chess has also become very popular. Chessclub.com provides opportunities to play against other chess players from all-around the world, and gives each member an accurate FIDE chess rating.



ROOKIE

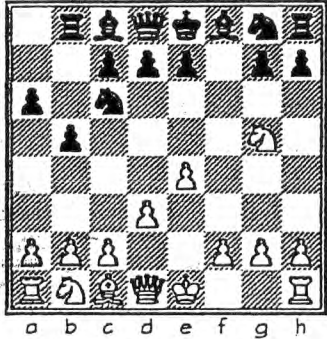
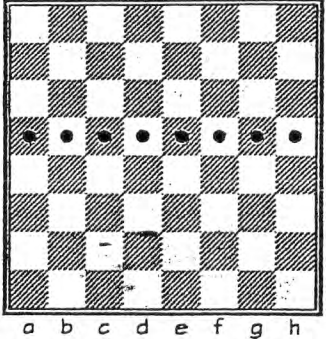
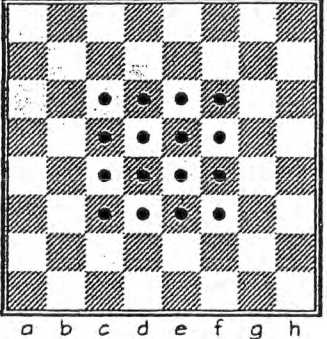
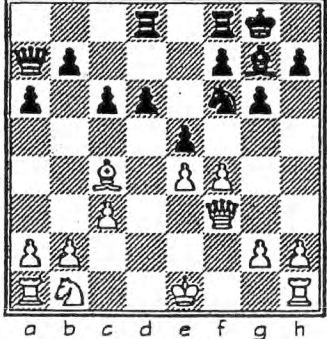

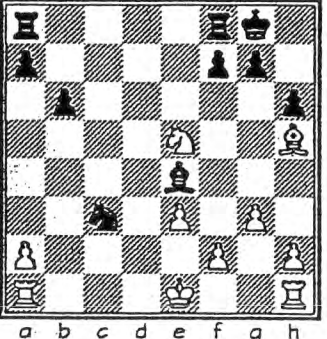
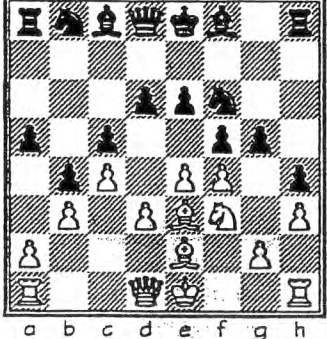
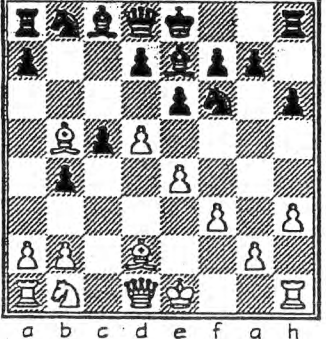
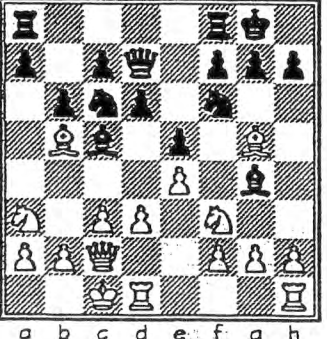


TEST



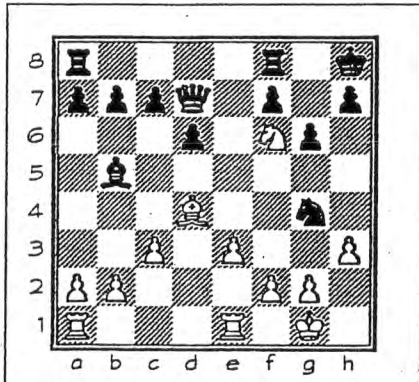
ROOKIE TEST

Rookie Test Part 1: Answer the following questions on Piece Movement, Board Review, Castling, En Passant and Chess Notation. Fill in the blanks with the correct answers.

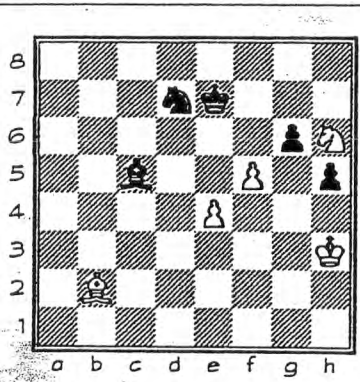
 <p>1) How many squares can the g5 Knight go to? _____</p>	 <p>2) True/False: This highlighted row is called a "file." _____</p>	 <p>3) True/False: This is the most important part of the board? _____</p>
 <p>4) Can white castle? _____</p>	 <p>5) Can white castle? _____</p>	 <p>6) Can white castle? _____</p>
 <p>7) White just played c4. Can black take the c4 pawn? _____</p>	 <p>8) Black just played h6. Can white take the c5 pawn? _____</p>	 <p>9) White just castled. Write that move in chess notation: _____</p>

ROOKIE TEST

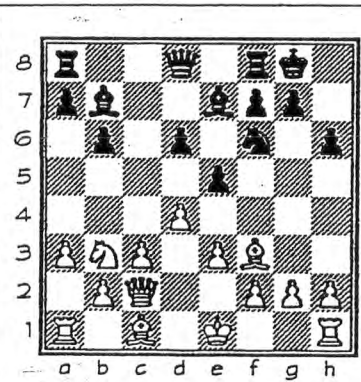
Rookie Test Part 3: Answer the following questions about Hanging Pieces and Piece Value. In each example, it's white's turn to move. Write white's best move using Chess Notation.



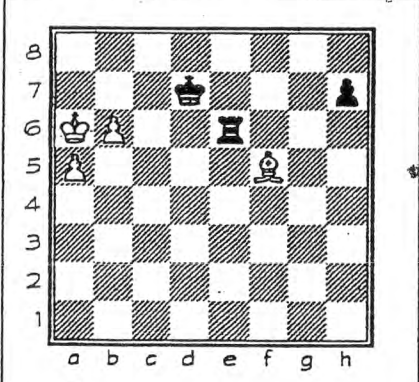
19) _____



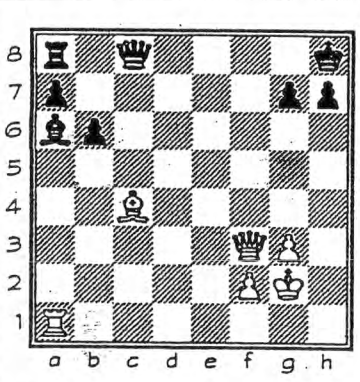
20) _____



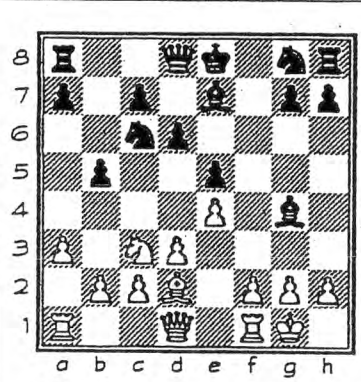
21) _____



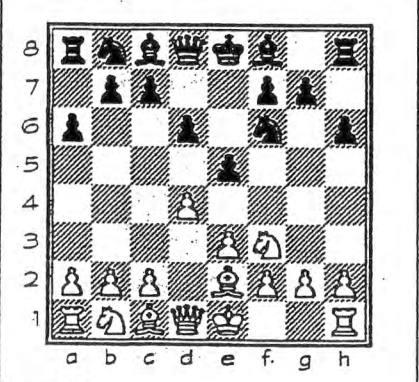
22) _____



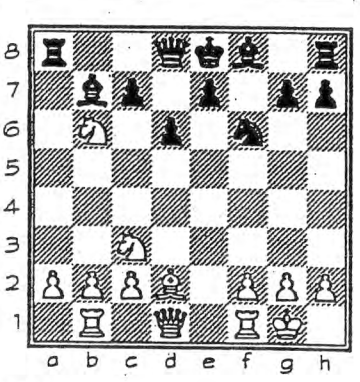
23) _____



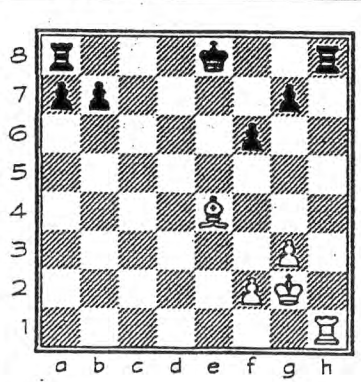
24) _____



25) _____



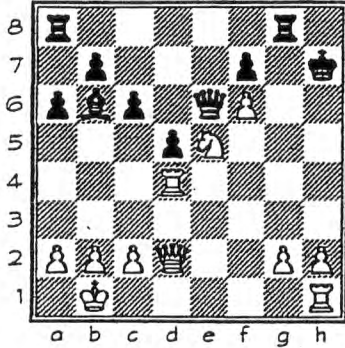
26) _____



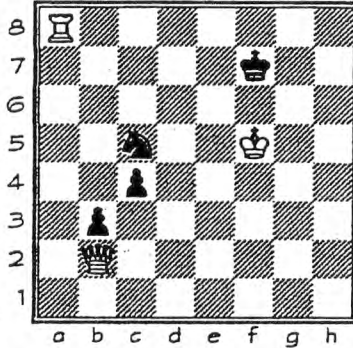
27) _____

ROOKIE TEST

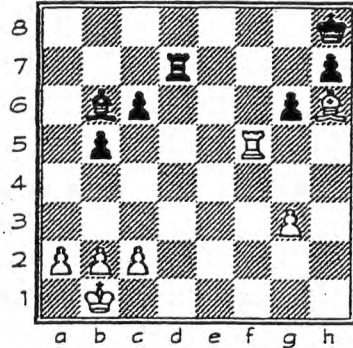
Rookie Test Part 4: Answer the following questions about End Game Mates and Mate in One's. In each example, it's white's turn to move. Write white's best move using Chess Notation.



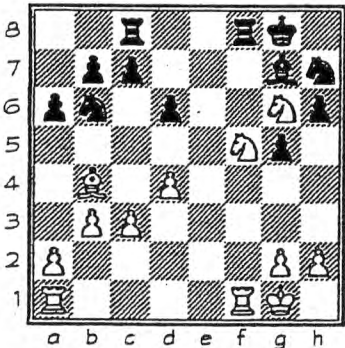
28) _____



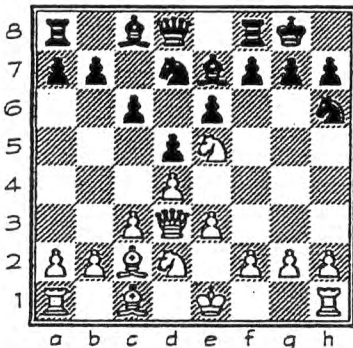
29) _____



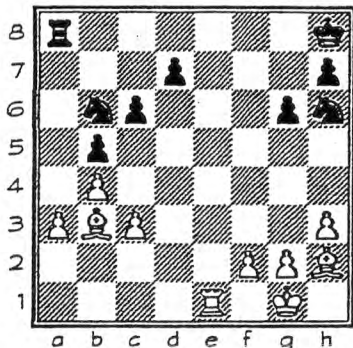
30) _____



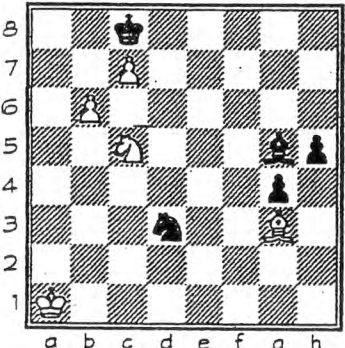
31) _____



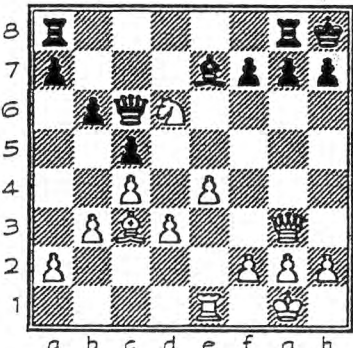
32) _____



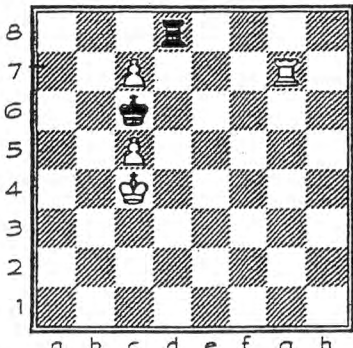
33) _____





34) _____



35) _____



36) _____

 **Congratulations!** 

You have completed the Rookie Test. Turn in this book to your Chessmaster and have them grade each section. If you passed, they will fill in this Certificate stating your new "Pro Status!"



Certificate of
Achievement

This certificate of achievement awards the bearer:

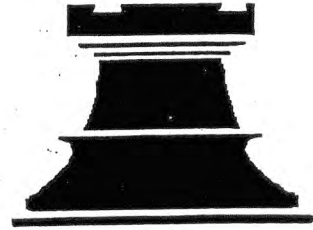
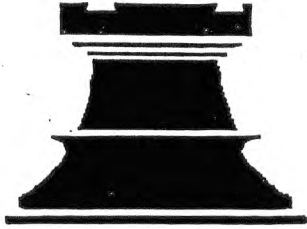
**full benefits to their new Pro Status after
successfully completing the Rookie Book and Test.**

**You may now begin work on your Pro Book,
and continue your journey to All-Star Status!**

(Chessmaster Signature)

(Date)

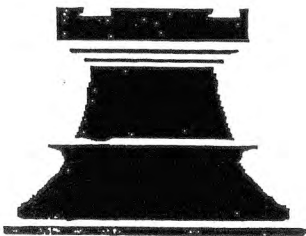


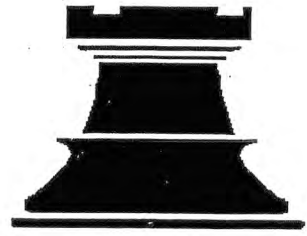


Super Secret Notes

This Book Belongs To:
<u>Name:</u>
<u>School:</u>
<u>Grade:</u>

♣ Total Bonus Points ♣





ROOKIE



BOOK

