

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

## Roving ChessNuts Checkmating/Promotion Testing

Name of Tester \_\_\_\_\_ Date: \_\_\_\_\_

# How to Use this Test Sheet

The parent or other person helps a beginning player practice to perform simple checkmates and pawn promotion in the least number of moves and least amount of time, plays as the Black King.

1. In the three checkmating tests, the Black King tries to stay in the centre of the board (squares d4, d5, e4 and e5 are the exact centre) and/or tries to capture any unprotected White rook or queen.

2. The person being tested first decides which side or corner of the board the checkmate is going to occur and then uses the White rook(s) and queen to drive the Black king to the chosen side or corner.

3. With two rooks, White does NOT need to use the king.

4. With just one rook or the queen, White must also use the king to checkmate. Again, the Black king must be forced to move to a side or corner of the board by the White queen and king working together.

5. In pawn promotion, White must keep the king in front of the pawn initially and then protect the pawn with the king on an adjacent file as it moves up the final squares to promotion.

5. Black tries to block the pawn and king progress up the board, tries to capture the pawn or cause a stalemate or draw by repetition. Black must keep the king in front of the advancing pawn and king.

6. The rule of opposition is very important in the pawn promotion. A king wins opposition by moving exactly opposite the opposing king with one square between.

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**White to Move**

8  
7  
6  
5  
4  
3  
2  
1  
a b c d e f g h

### Test #1 Two Rooks and King

# of Moves to checkmate or ending: \_\_\_\_\_ = \_\_\_\_\_

Result was: Checkmate Draw Stalemate

Comment about time used: quick / okay / too slow

### Test #2

# of Moves to checkmate or ending: \_\_\_\_\_ = \_\_\_\_\_

Result was: Checkmate Draw Stalemate

Comment about time used: quick / okay / too slow

**White to Move**

8  
7  
6  
5  
4  
3  
2  
1  
a b c d e f g h

### Test #1 Queen and King

# of Moves to checkmate or ending: \_\_\_\_\_ = \_\_\_\_\_

Result was: Checkmate Draw Stalemate

Comment about time used: quick / okay / too slow

### Test #2

# of Moves to checkmate or ending: \_\_\_\_\_ = \_\_\_\_\_

Result was: Checkmate Draw Stalemate

Comment about time used: quick / okay / too slow

**White to Move**

8  
7  
6  
5  
4  
3  
2  
1  
a b c d e f g h

### Test #1 Rook and King

# of Moves to checkmate or ending: \_\_\_\_\_ = \_\_\_\_\_

Result was: Checkmate Draw Stalemate

Comment about time used: quick / okay / too slow

### Test #2

# of Moves to checkmate or ending: \_\_\_\_\_ = \_\_\_\_\_

Result was: Checkmate Draw Stalemate

Comment about time used: quick / okay / too slow

**White to Move**

8  
7  
6  
5  
4  
3  
2  
1  
a b c d e f g h

### Test #1 Pawn Promotion

# of Moves to promote or ending: \_\_\_\_\_ = \_\_\_\_\_

Result was: Promoted Draw Stalemate

Comment about time used: quick / okay / too slow

### Test #2

# of Moves to promote or ending: \_\_\_\_\_ = \_\_\_\_\_

Result was: Promoted Draw Stalemate

Comment about time used: quick / okay / too slow



### DGT1001 Chess Clock

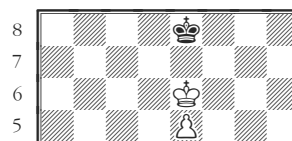
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## Roving ChessNuts

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Above, White king moves to e6 to get final opposition. Below, Black king moves to f8 and White king moves to d7, allowing pawn a path to e8 promotion to queen or rook.

