



Chess Scholars

Chess Belt® Requirements

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| White | <ul style="list-style-type: none">• Play a game with the instructor when the instructor has only King and Pawns. Capture all of the instructor's Pawns.• Explain the three ways to get out of check.• Know the values of the pieces.• Explain the rules of castling and pawn promotion | Blue | <ul style="list-style-type: none">• Beat the instructor when the instructor has King, Pawns, and two Knights, and two Bishops• Give checkmate with King, Pawn, and Bishop against King.• Solve three problems for winning material using forks. |
| Yellow | <ul style="list-style-type: none">• Beat the instructor when the instructor has only King and Pawns• Solve three "checkmate in one move" problems.• Give checkmate with two Rooks and a King against King.• Explain how to use Rooks, Bishops, and Knights | Brown | <ul style="list-style-type: none">• Beat the instructor twice (with White and Black pieces) when the instructor plays without a Rook and a Queen.• Give checkmate in the endgame King, Bishop, and two Pawns against King and two Pawns.• Solve three problems for winning material using pins or skewers. |
| Orange | <ul style="list-style-type: none">• Beat the instructor when the instructor has King, Pawns, and a Knight.• One needs to give checkmate with King and Queen against King.• Explain how to play the opening (the goals of the opening).• Explain how to defend against Scholar's Mate. | Red | <ul style="list-style-type: none">• Beat the instructor twice (with White and Black pieces) when the instructor plays without a Queen.• Solve three "checkmate in two moves" problems.• Solve three problems for winning material using discovered attack. |
| Green | <ul style="list-style-type: none">• Beat the instructor when the instructor has King, Pawns, and two Knights.• Give checkmate with King and Rook against King.• Explain what stalemate is. Give an example of stalemate. | Black-1 | <ul style="list-style-type: none">• Beat the instructor twice (with White and Black pieces) when the instructor plays without a Rook.• Solve three "checkmate in three moves" problems. |
| Purple | <ul style="list-style-type: none">• Beat the instructor when the instructor has King, Pawns, and two Knights, and a Bishop• Give checkmate with King and two Connected Pawns against King.• Explain whether King and Bishop or King and Knight can win against a lone King. | Black-2 | <ul style="list-style-type: none">• Beat the instructor twice (with White and Black pieces) with a Bishop handicap. |
| | | Black-3 | <ul style="list-style-type: none">• Beat the instructor twice (with White and Black pieces) with one Pawn handicap. |
| | | Black-4 | <ul style="list-style-type: none">• Beat the instructor with equal material |