1. Action Chess (30 Minutes)
2. Adjournment
3. Adjudication
4. Adjust
5. Advantage (Material or Positional)
6. Affiliate (Official USCF Club)
7. Algebraic Notation
8. Analog Clock
9. Analysis
10. Annotation
11. Appeals Committee
12. Arbiter (Tournament Director)
13. Attacking Move
14. Backward Pawn
15. Back Row or Back Rank Mate
16. Bishop
17. Black
18. Blitz Chess (3-14 Minutes)
19. Blunder (Mistake)
20. Board (What the game is played on or a location in a tournament)
21. Book Move
22. Bug House (2 or 3 player Teams, Siamese)
23. Bullet Chess (Under 3 Minutes)
24. Bye (Un-played game)
25. Capture
26. Castle (Another name for the ROOK)
27. Castling (Long / Queen Side, Short / King Side)
28. Castle Long (Queen Side: 0-0-0)
29. Castle Short (King Side: 0-0)
30. Center (d5, e5, d4, e4)
31. Check (+) (The King is in danger)
32. Checkmate (# or ++ The Game is over)
33. Chess Board (8 x 8 square alternating colors)
34. Chess 960 (https://www.chesskid.com/terms/chess960)
35. *Chess Life* (USCF Magazine)
36. Chess Master
37. Class (Rating) (J=100, I=200, H=400, G=600, A=1800)
38. Clock (Timer)
39. Closed Position
40. Club Ladder
41. Club Ranking
42. Coffee House Player
43. Combination
44. Cross Check (Discovered Check, or Fork Check)
45. Defensive Move
46. Delay (Digital Clock: Response time)
47. Descriptive Notation (Used in older book, prior to 1980)
48. Developed
49. Diagonal
50. Digital Clock (analog clock)
51. Director (TD, ATD, Club, Local, Senior, National)
52. Discovered Attack / Check
53. Double Check or Double Attach
54. Doubled Pawn
55. Doubles Chess (Bug House, Siamese)
56. Down in Material or Down the Exchange
57. Draw
58. En Passant
59. En Prise: A French term (ahn Preez) that means a piece may be captured for free.
60. End Game
61. Etiquette
62. Exchange
63. Expert Player (2000-2199)
64. Fianchetto
65. F.I.D.E. International Chess Laws. Pronounced: FEE-DAY.
66. Fifty (50) Move Rule
67. File (Columns: a- h)
68. Flag (Indicator on a Clock)
69. Fool’s Mate (2 Move Mate)
70. Forced Move
71. Forfeit
72. Fork
73. Gambit
74. Grand Master (Over 2500)
75. House Player
76. Illegal Move
77. Insufficient Material
78. Isolated Pawn
79. International Master
80. Invitational Tournament
81. King
82. King Side
83. Knight
84. Lighting Chess (2 minutes)
85. Long Diagonal
86. Lost Position (cannot win)
87. Major Piece (Queen and Rook)
88. Man
89. Match
90. Material
91. Middle Game
92. Minor Piece (Knight or Bishop)
93. Move
94. NCCA (North Carolina Chess Association)
95. New Player (Never played in a tournament)
96. Notation (Algebraic or Descriptive)
97. Offensive (attacking move)
98. Open Game or Open Position
99. Open Tournament
100. Opening (Set pattern of moves)
101. Opponent
102. Opposition (Kings facing each other)
103. Overworked Piece
104. Pairing Card
105. Pairing Number
106. Pairing Sheet
107. Passive
108. Passed Pawn
109. Pawn
110. Pawn Chain
111. Perpetual Check
112. Piece (not a Pawn or King)
113. Pin
114. Playing Room (Skittles Room)
115. Poisoned Piece
116. Position
117. Promotion (under-promotion)
118. QUAD
119. QUEEN
120. Queen Side
121. Quick Chess (10 - 15 Minutes)
122. Rank
123. Rapid Chess (5 - 10 Minutes)
124. Rated Game (official tournament game)
125. Rating (Class) based on USCF score
126. Removing the Defender
127. Repetition of Position (3 Move Rule)
128. Resign
129. Rook (castle)
130. Round
131. Round Robin
132. Rules
133. Sacrifice (Sack)
134. Scholar’s Mate (4 move mate)
135. Scholastic Tournament (open to students)
136. School Mates (Old USCF kids Magazine)
137. Score Sheet (Notation Sheet)
138. Score Group
139. Sealed Move (not used much now because of clocks)
140. Section
141. Siamese Chess (Bug House, Doubles Chess)
142. Simul (Simultaneous)
143. Skewer
144. Skittles Room
145. Smothered Mate
146. Speed Chess (5 Minute)
147. Stalemate
148. Strategy
149. Sudden Death
150. Swindle
151. Swiss Tournament
152. Tactics
153. TD (Tournament Director)
154. Tie Break (Various systems: Rules of Chess)
155. Time Control
156. Timer (Clock)
157. Touch Move
158. Tournament
159. Trap
160. Undeveloped
161. Unrated Player
162. USCF
163. USCF Id
164. Variations
165. Wall Chart
166. Waiting Move
167. Weak Square
168. White
169. Won Position
170. X-Ray Attack
171. Zugzwang (Forced Move)
172. Zwischenzug (surprise Move)