



Scoutmaster Bucky

CHESS

Merit Badge Workbook

This Workbook has been developed to help aid in organizing notes and references while working on the Chess Merit Badge Requirements.

Visit www.ScoutmasterBucky.com for more information

SCOUT'S INFORMATION		MERIT BADGE COUNSELOR INFORMATION	
Name	_____	Name	_____
Phone	_____	Address	_____
Organization	_____	City State Zip	_____
WORKBOOK INFORMATION		Phone	_____
Scoutmaster Bucky Workbook based off of <i>Chess Merit Badge Pamphlet Requirements – 2011 Edition</i>		Mobile	_____
Visit www.ScoutmasterBucky.com for more information.		Email	_____
REQUIREMENT 1:		DISCUSS WITH YOUR MERIT BADGE COUNSELOR THE HISTORY OF THE GAME OF CHESS.	
Notes:			
REQUIREMENT 1:		EXPLAIN WHY IT IS CONSIDERED A GAME OF PLANNING AND STRATEGY.	
Notes:			



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REQUIREMENT 2A:

DISCUSS WITH YOUR MERIT BADGE COUNSELOR THE FOLLOWING: THE BENEFITS OF PLAYING CHESS, INCLUDING DEVELOPING CRITICAL THINKING SKILLS, CONCENTRATION SKILLS, AND DECISION MAKING SKILLS, AND HOW THESE SKILLS CAN HELP YOU IN OTHER AREAS OF YOUR LIFE.

Benefits of playing Chess:

Critical Thinking Skills:

Concentration Skills:

Decision Making Skills:

How can these skills help in other areas of life:



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REQUIREMENT 2B: DISCUSS WITH YOUR MERIT BADGE COUNSELOR THE FOLLOWING:
SPORTSMANSHIP AND CHESS ETIQUETTE

Notes:

REQUIREMENT 3A: DEMONSTRATE TO YOUR COUNSELOR THAT YOU KNOW EACH OF THE
FOLLOWING: THEN, USING SCOUTING'S TEACHING EDGE, TEACH THE
FOLLOWING TO A SCOUT WHO DOES NOT KNOW HOW TO PLAY CHESS.

Notes:



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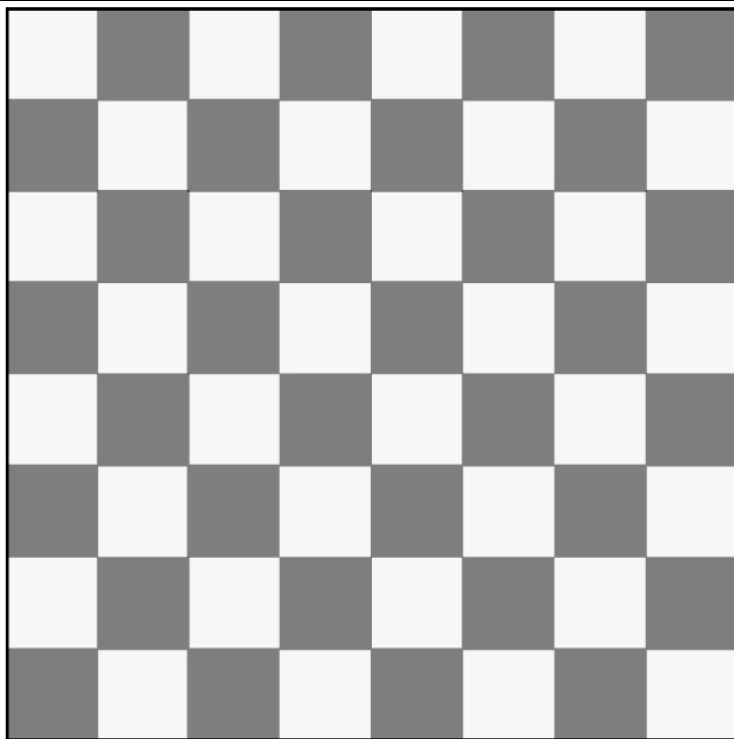
REQUIREMENT 3A

THE NAME OF EACH CHESS PIECE



REQUIREMENT 3B:

HOW TO SET UP A CHESSBOARD



On the blank chessboard to the left, draw the chess pieces to or use the chess symbols, as best you can, to show the proper way to set up a chessboard.



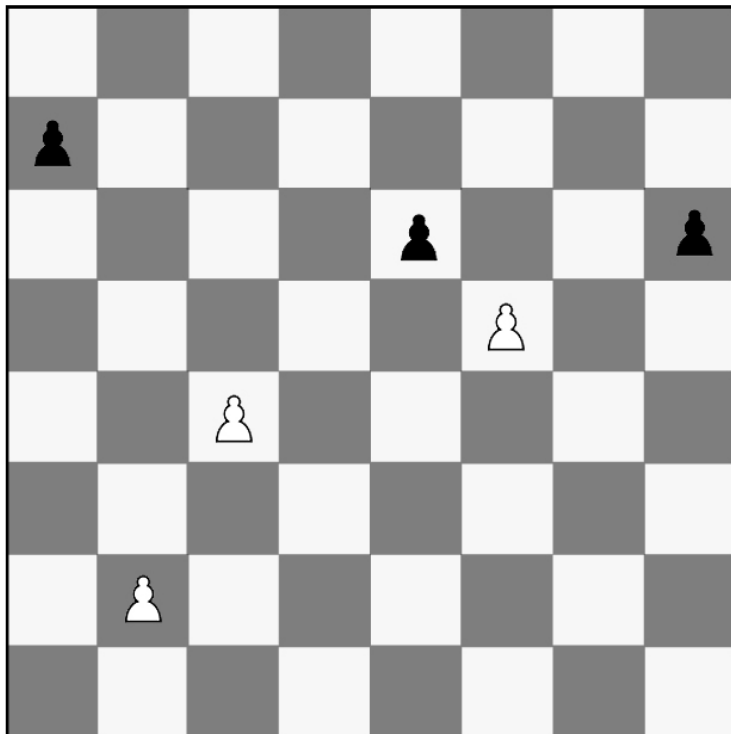


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REQUIREMENT 3C: HOW A PAWN CAN MOVE

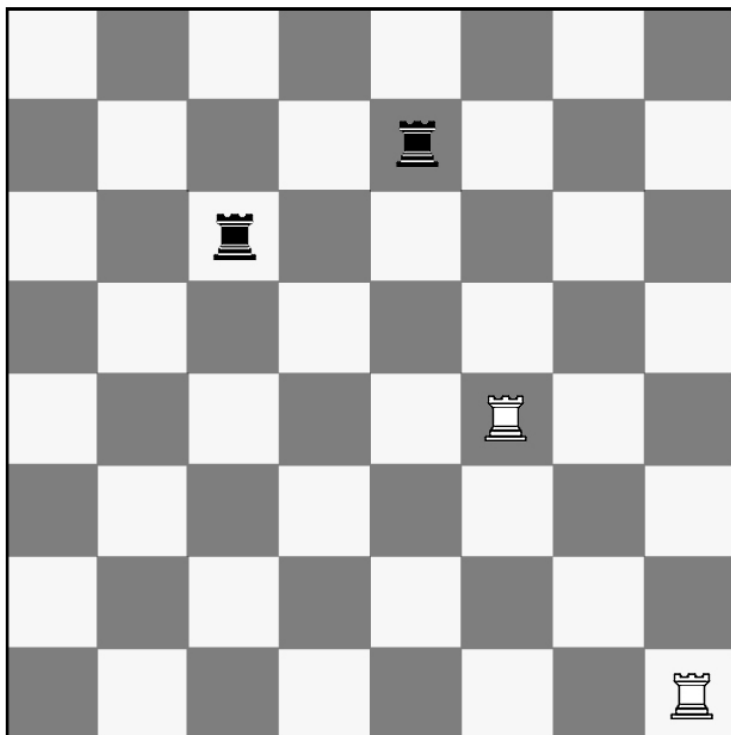


Show the acceptable moves a Pawn can make by drawing an arrow in all directions it may move from each position shown.

(black are moving from top to bottom of graphic – white are moving from bottom to top)



REQUIREMENT 3C: HOW A ROOK CAN MOVE



Show the acceptable moves a Rook can make by drawing an arrow in all directions it may move from each position shown.



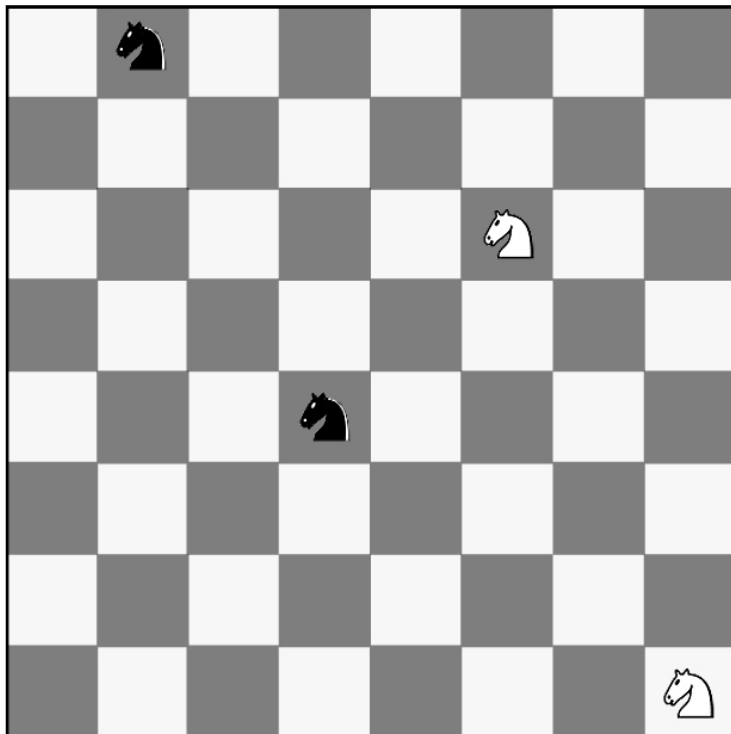


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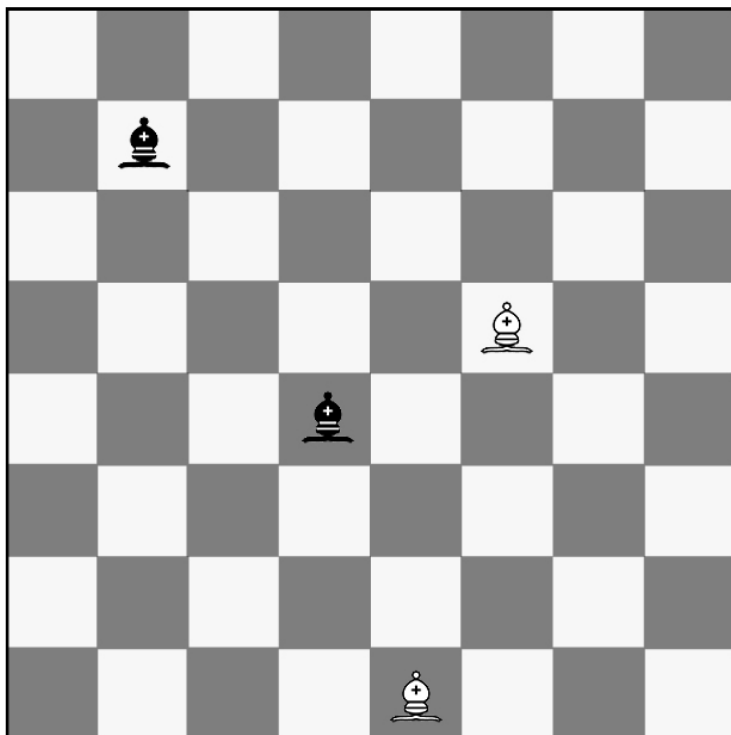
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REQUIREMENT 3C: HOW A KNIGHT CAN MOVE



Show the acceptable moves a Knight can make by drawing an arrow in all directions it may move from each position shown.

REQUIREMENT 3C: HOW A BISHOP CAN MOVE



Show the acceptable moves a Bishop can make by drawing an arrow in all directions it may move from each position shown.



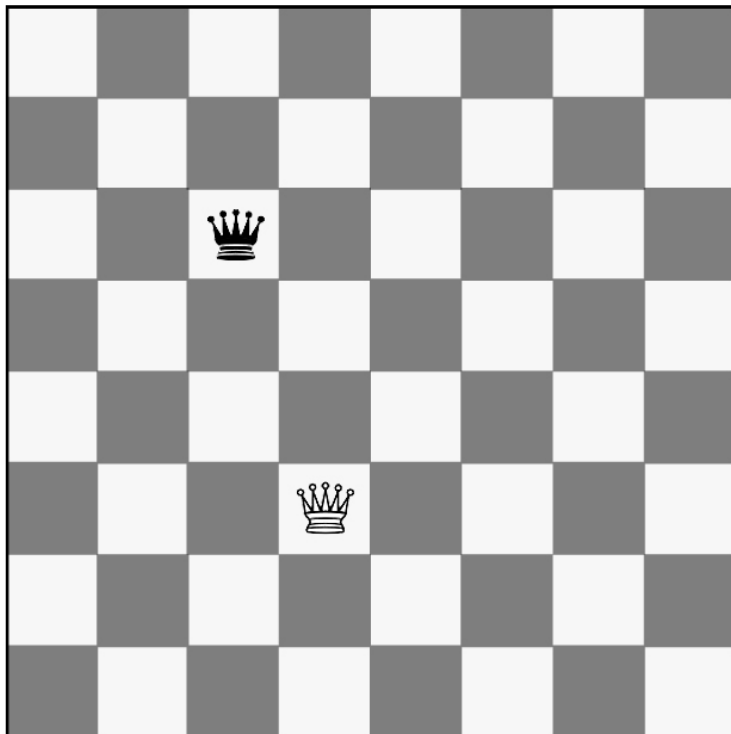
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REQUIREMENT 3C:

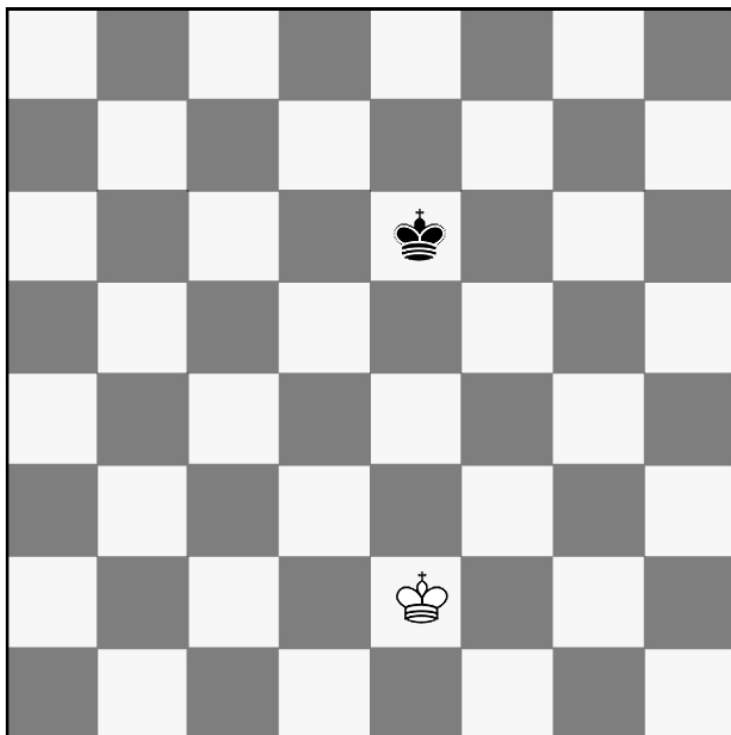
HOW A QUEEN CAN MOVE



Show the acceptable moves a Queen can make by drawing an arrow in all directions it may move from each position shown.

REQUIREMENT 3C:

HOW A KING CAN MOVE



Show the acceptable moves a King can make by drawing an arrow in all directions it may move from each position shown.

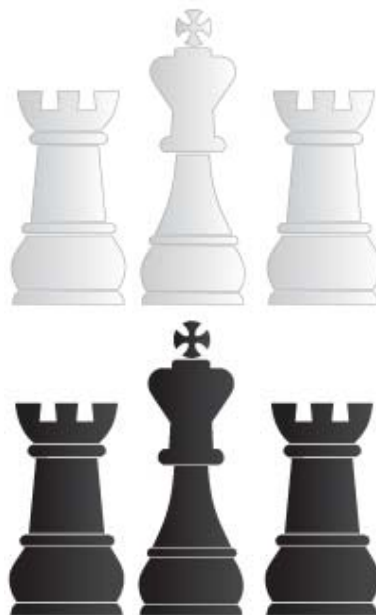
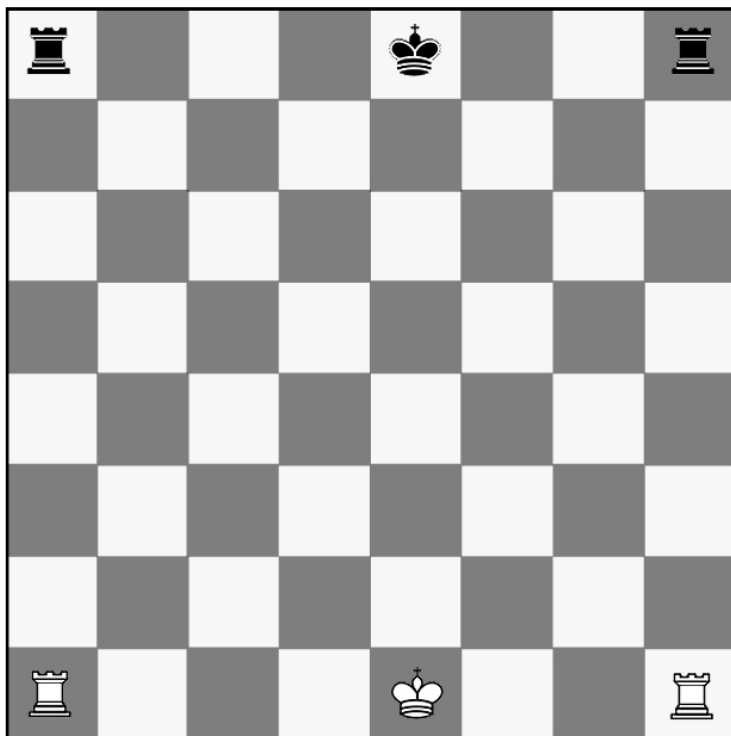


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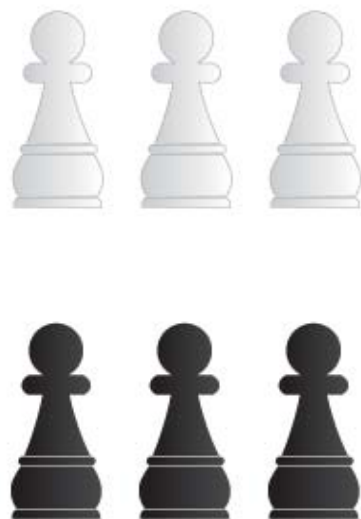
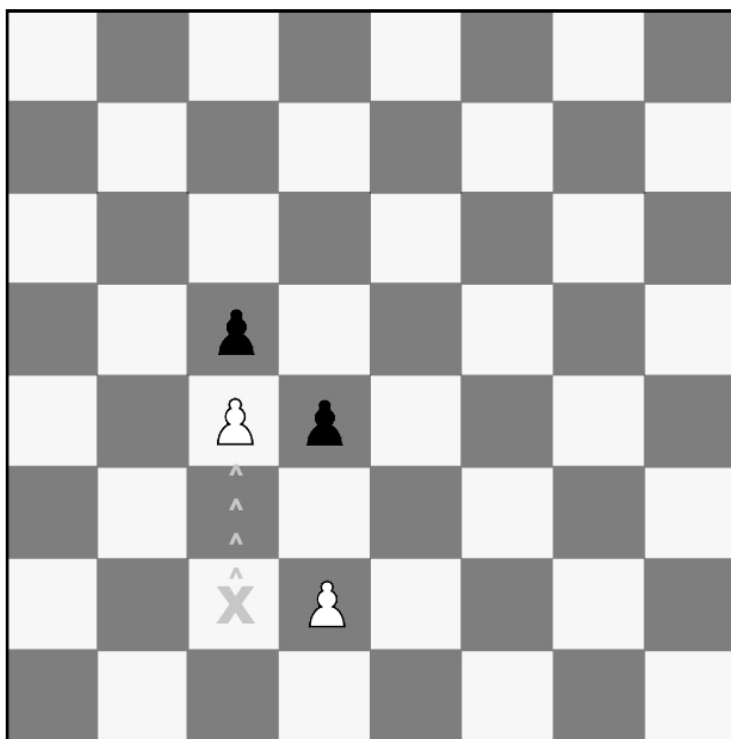
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REQUIREMENT 3C: CASTLING



Show how you would castle by drawing it on the chessboard to the left

REQUIREMENT 3C: EN PASSANT CAPTURES



In the example to the left, show how an en passant capture might work. Be prepared to explain the concepts and practices with your counselor

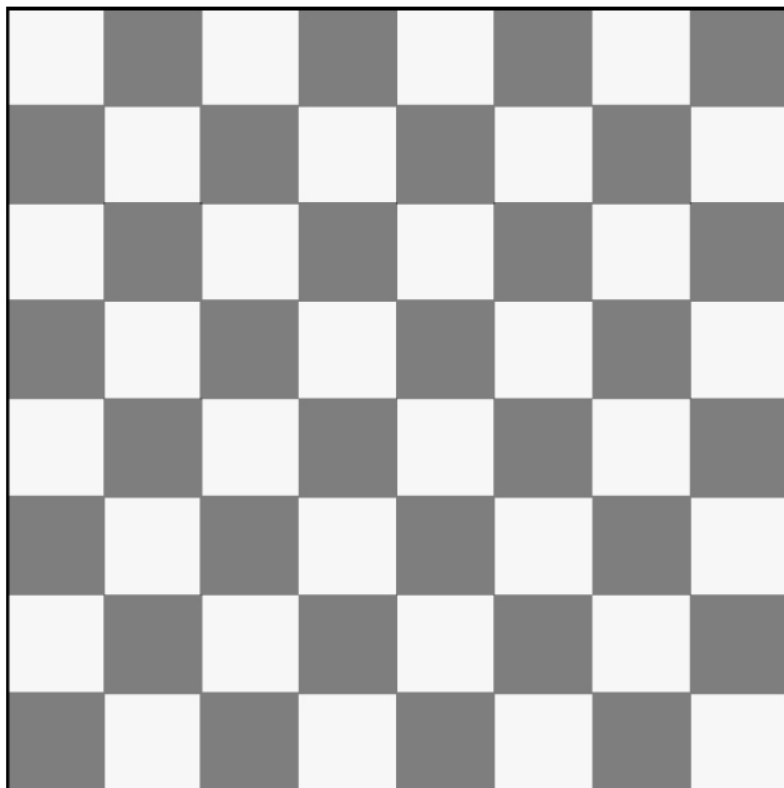


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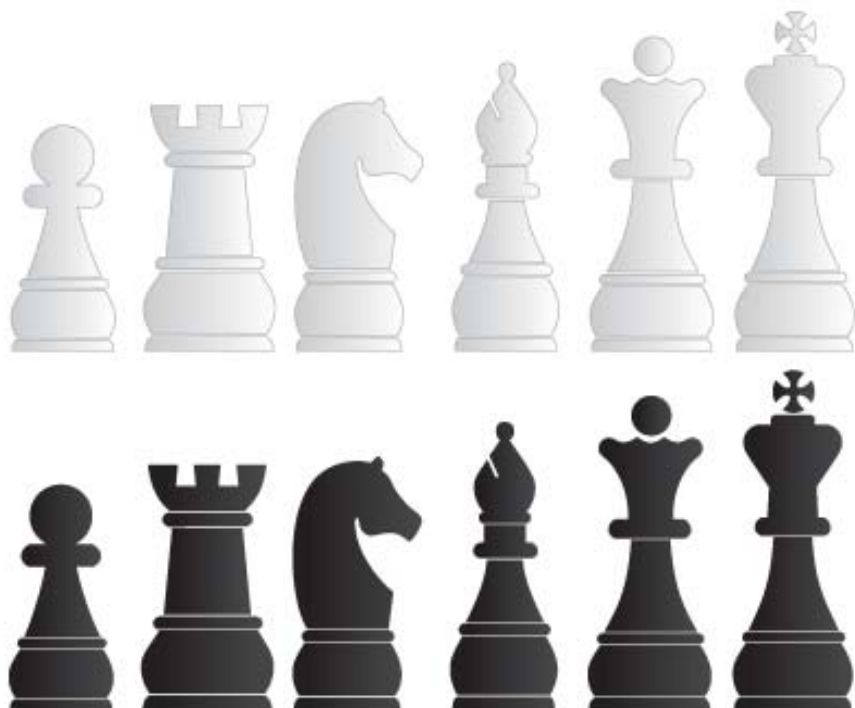
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REQUIREMENT 4A: DEMONSTRATE SCOREKEEPING USING THE ALGEBRAIC SYSTEM OF CHESS NOTATION.



Number the squares on the chessboard to correspond with their unique chess coordinates
(hint letters across – numbers down)



Write the letter or letters over the pieces that is used to identify each piece in chess algebraic notation



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Explain how moves are notated:

Explain how captures are notated:



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Explain how the following are notated:

Pawn Promotion:

Castling:

Check and Checkmate

End of game



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REQUIREMENT 4B:

DISCUSS THE DIFFERENCES BETWEEN THE OPENING, THE MIDDLE GAME, AND THE ENDGAME.

Notes:

Game Beginning:

Middle Game:

Endgame:



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REQUIREMENT 4C:**EXPLAIN FOUR OPENING PRINCIPLES.**

Principle 1:

Principle 2:

Principle 3:

Principle 4:



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REQUIREMENT 4D:

EXPLAIN THE FOUR RULES FOR CASTLING.

Rule 1:

Rule 2:

Rule 3:

Rule 4:



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REQUIREMENT 4E: ON A CHESSBOARD, DEMONSTRATE A “SCHOLAR’S MATE” AND A “FOOL’S MATE”.

This requirement does not require any workbook entry.

You will need to demonstrate this requirement to your counselor with the user of a chessboard and pieces.

REQUIREMENT 4F: DEMONSTRATE ON A CHESSBOARD FOUR WAYS A CHESS GAME CAN END IN A DRAW.

This requirement does not require any workbook entry.

You will need to demonstrate this requirement to your counselor with the user of a chessboard and pieces.

DO ONE OF THE FOLLOWING (5A, 5B, 5C, OR 5D) IN REQUIREMENT 5

REQUIREMENT 5A: EXPLAIN FOUR OF THE FOLLOWING ELEMENTS OF CHESS STRATEGY: EXPLOITING WEAKNESSES, FORCE, KING SAFETY, PAWN STRUCTURE, SPACE, TEMPO, TIME.

Exploiting Weaknesses:

Force:



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King Safety:

Pawn Structure:

Space:

Tempo:

Time:



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REQUIREMENT 5B:

EXPLAIN ANY FIVE OF THESE CHESS TACTICS: CLEARANCE SACRIFICE, DECOY, DISCOVERED ATTACK, DOUBLE ATTACK, FORK, INTERPOSING, OVERLOADING, OVERPROTECTING, PIN, REMOVE THE DEFENDER, SKEWER, ZWISCHENZUG.

Clearance Sacrifice:

Decoy:

Discovered Attack:

Double Attack:



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Fork:

Interposing:

Overloading:

Overprotecting:



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Pin:

Remove the Defender:

Skewer:

Zwischenzug:



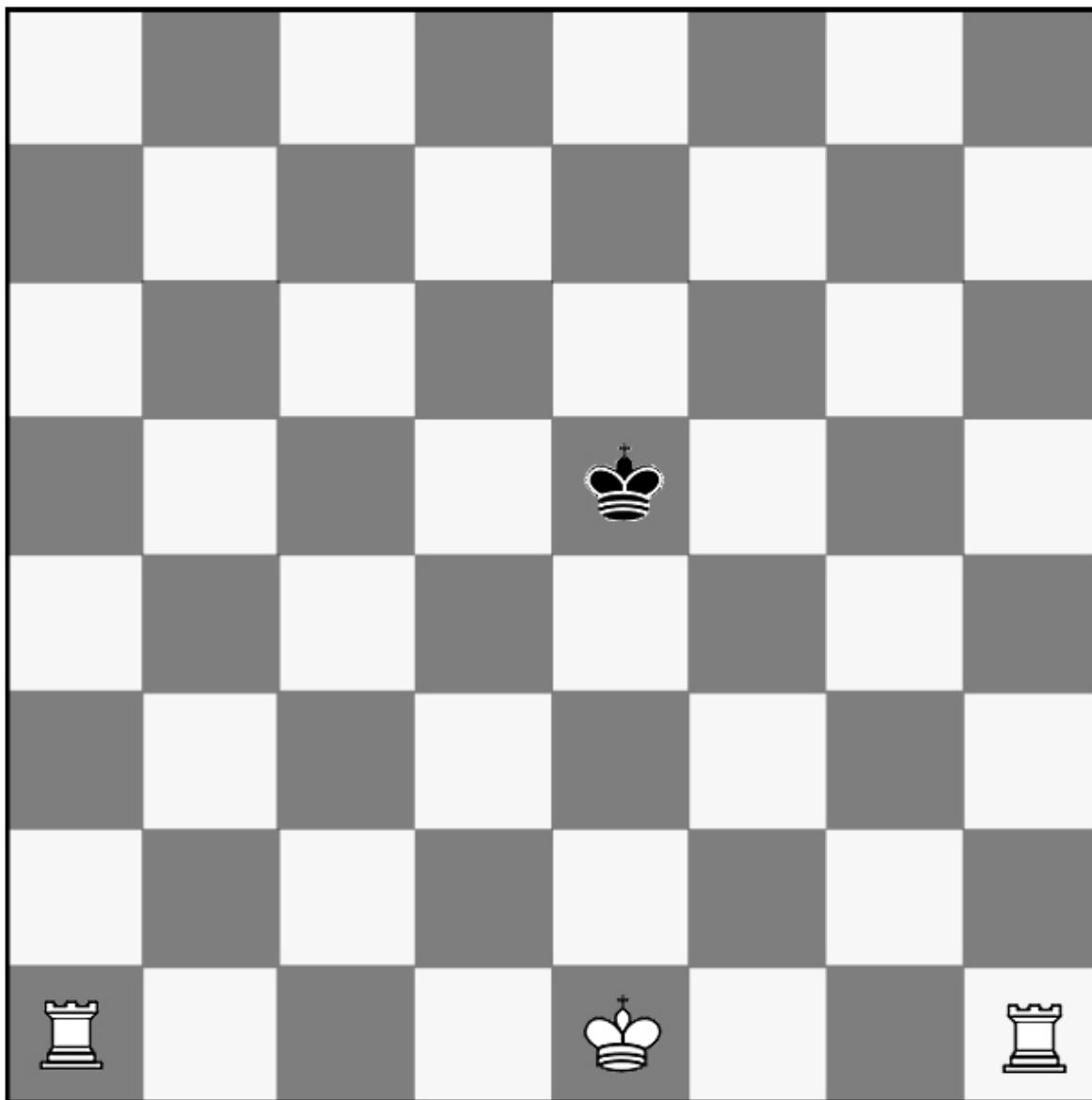
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REQUIREMENT 5C:

SET UP A CHESSBOARD WITH THE WHITE KING ON E1, THE WHITE ROOKS ON A1 AND H1, AND THE BLACK KING ON E5. WITH WHITE TO MOVE FIRST, DEMONSTRATE HOW TO FORCE CHECKMATE ON THE BLACK KING.

**REQUIREMENT 5D:**

SET UP AND SOLVE FIVE DIRECT-MATE PROBLEMS PROVIDED BY YOUR MERIT BADGE COUNSELOR.

This requirement does not require any workbook entry.

You will need to work with your merit badge counselor directly to complete this requirement.