



SCOUTS PARTICIPATING IN A SCOUTMASTER BUCKY MERIT BADGE OPPORTUNITY (ONLINE OR IN PERSON), PLEASE CONSIDER ALSO USING THE CHESS MERIT BADGE CLASS PREPARATION PAGE FOR CLARIFICATIONS, INSIGHTS, AND EXPECTATIONS. <u>https://scoutmasterbucky.com/merit-badges/chess/class-prep/</u>	
	CHESS MERIT BADGE WORKBOOK
REQUIREMENT 1:	Discuss with your merit badge counselor the history of the game of chess.
Notes:	
<b>REQUIREMENT 1:</b>	Explain why chess is considered a game of planning and strategy.
Notes:	
REQUIREMENT 2a:	Discuss with your merit badge counselor the benefits of playing chess, including developing critical thinking skills, concentration skills, and decision-making skills.
Notes:	



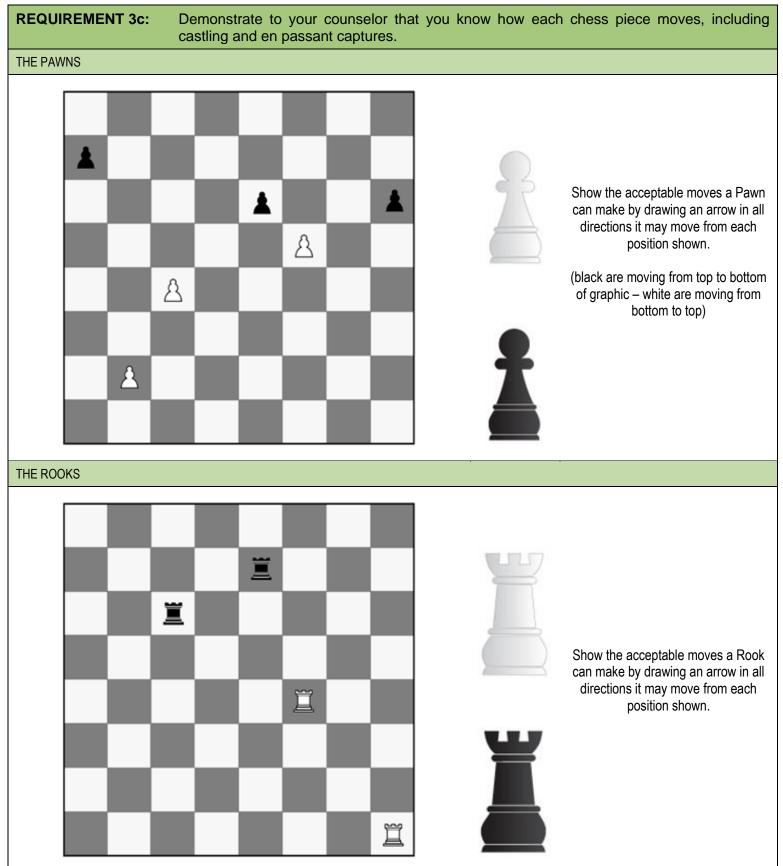


REQUIREMENT 2a:	Discuss with your merit badge counselor the benefits of playing chess and how these skills can help you in other areas of your life.
Notes:	
REQUIREMENT 2b:	Discuss with your merit badge counselor sportsmanship and chess etiquette.
Notes:	





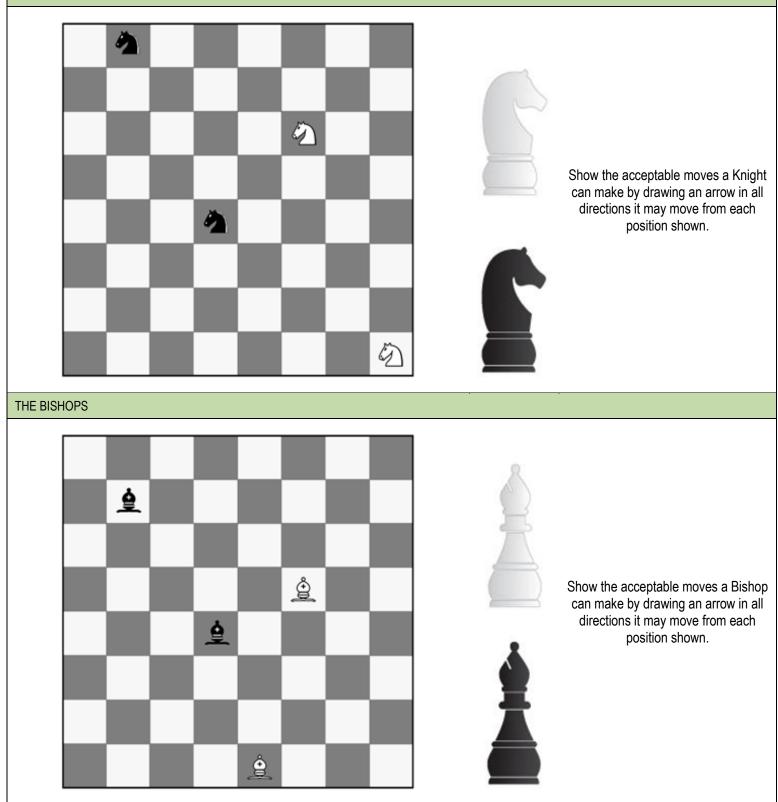






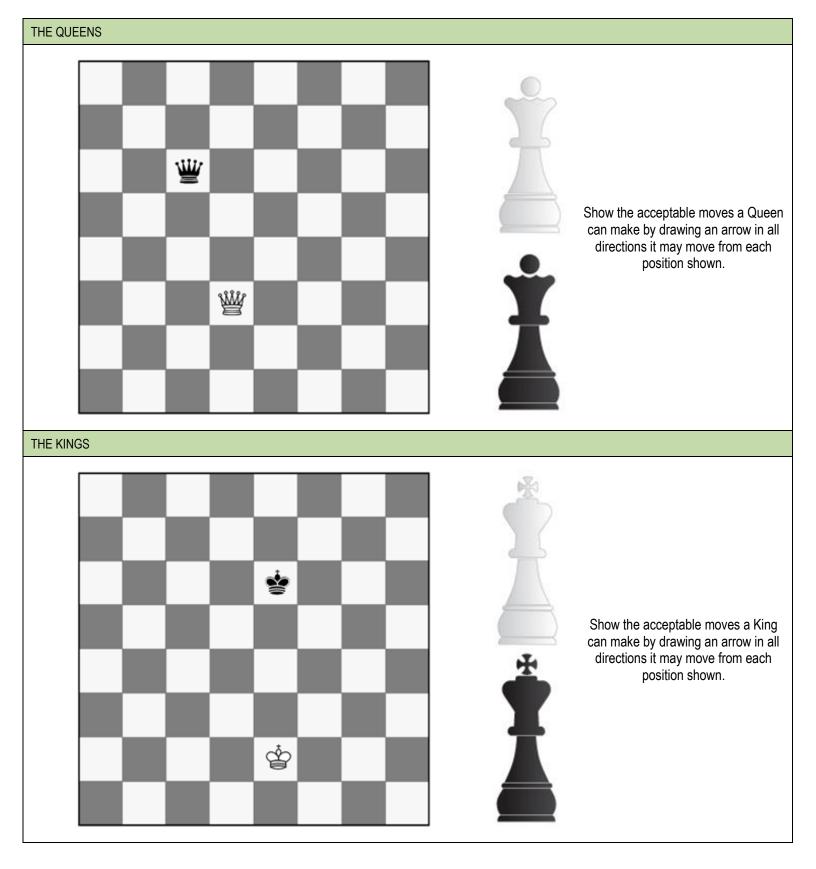


### THE KNIGHTS



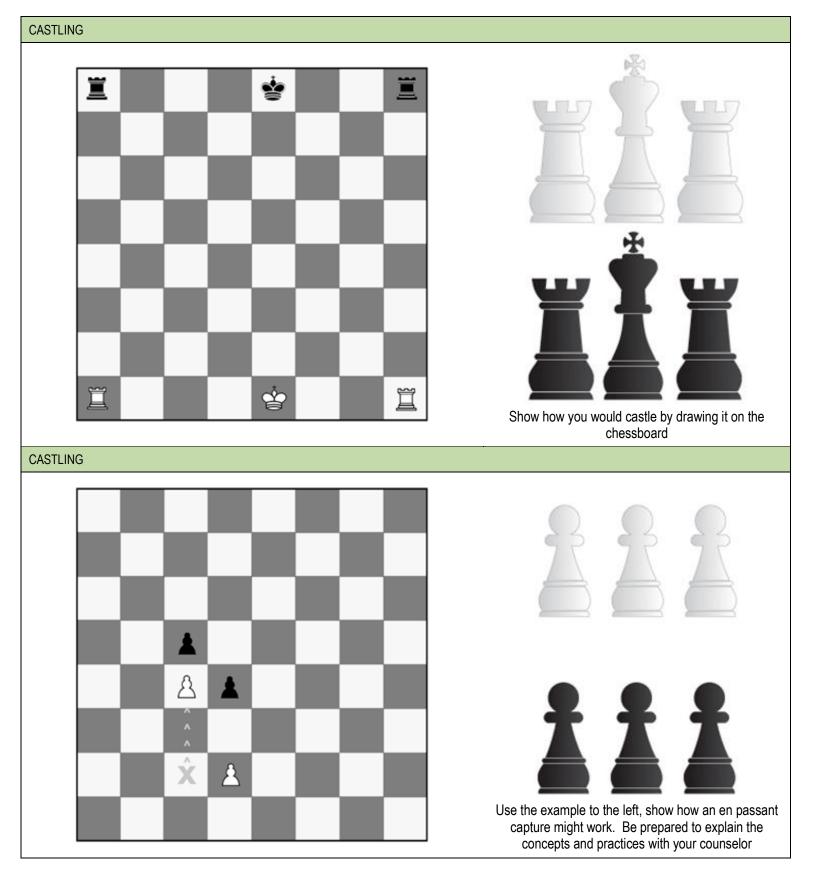






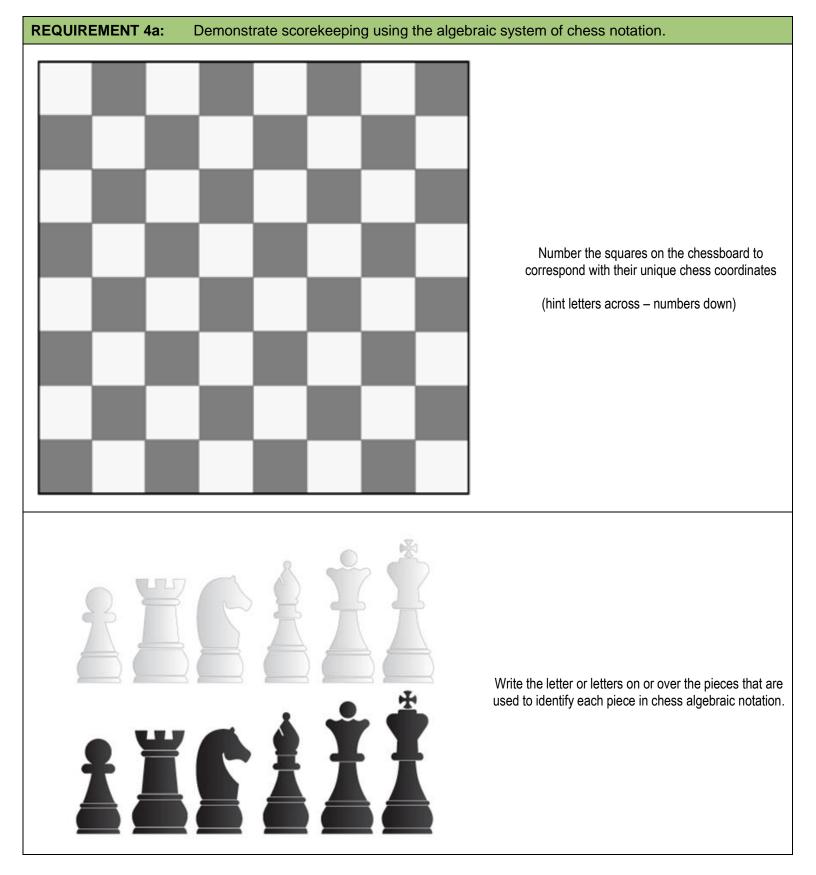
















EXPLAIN HOW MOVES	ARE NOTATED:

Notes:

### EXPLAIN HOW CAPTURES ARE NOTATED:

Notes:

EXPLAIN PAWN PROMOTION AND HOW IT IS NOTATED:

Notes:





EXPLAIN CASTLING AND HOW IT IS NOTATED:
Notes:
EXPLAIN CHECK AND CHECKMATE AND HOW THEY ARE NOTATED:
Notes:
EXPLAIN END OF GAME AND HOW IT IS NOTATED:
Notes:





<b>REQUIREMENT</b> 4b:	Discuss the differences between the opening, the middle game, and the endgame.
OPENING	
Notes:	
MIDDLE GAME	
Notes:	
ENDGAME	
Notes:	





REQUIREMENT 4c:	Explain four opening principles.
Opening Principle #1:	
Opening Principle #2:	
Opening Principle #3:	
- Ferrig	
Opening Principle #4:	
Opening Principle #4.	





REQUIREMENT 4d:	Explain the four rules for castling.
Rule #1:	
Rule #2:	
Rule #3:	
Rule #4:	





# REQUIREMENT 4e: On a chessboard, demonstrate a "scholar's mate" and a "fool's mate." FOOL'S MATE FOOL'S MATE SCHOLAR'S MATE SCHOLAR'S MATE FOOL'S MATE SCHOLAR'S MATE<

**REQUIREMENT 4f:** Demonstrate on a chessboard four ways a chess game can end in a draw.

This requirement must be reviewed with your merit badge counselor.

A chess game can end in a draw in several ways, including:

- Stalemate: When one player has no legal moves to make, even if their king is not in check
- Threefold repetition: When the same position is repeated three times, though not necessarily 3 times in a row
- Fivefold repetition: When the same position is repeated five times
- Insufficient material: When neither player has enough pieces to checkmate their opponent
- **Perpetual check:** When a player gives the opponent's king an endless amount of checks, and the king has no way to dodge them
- 50 move rule: The 50 move rule is reset every time there is a capture or a pawn move by either player
- Players agree: When both players agree to a draw





REQUIREMENT 5a:	Explain four of the following elements of chess strategy: exploiting weaknesses, force, king safety, pawn structure, space, tempo, time.
Exploiting Weaknesses:	
Force:	
Force.	
King Safety:	
Pawn Structure:	
Space:	
Tompo	
Tempo:	
Time:	





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:	
Decovi	
Decoy:	
Discovered Attack:	
Double Attack:	
Fork:	
Interposing:	

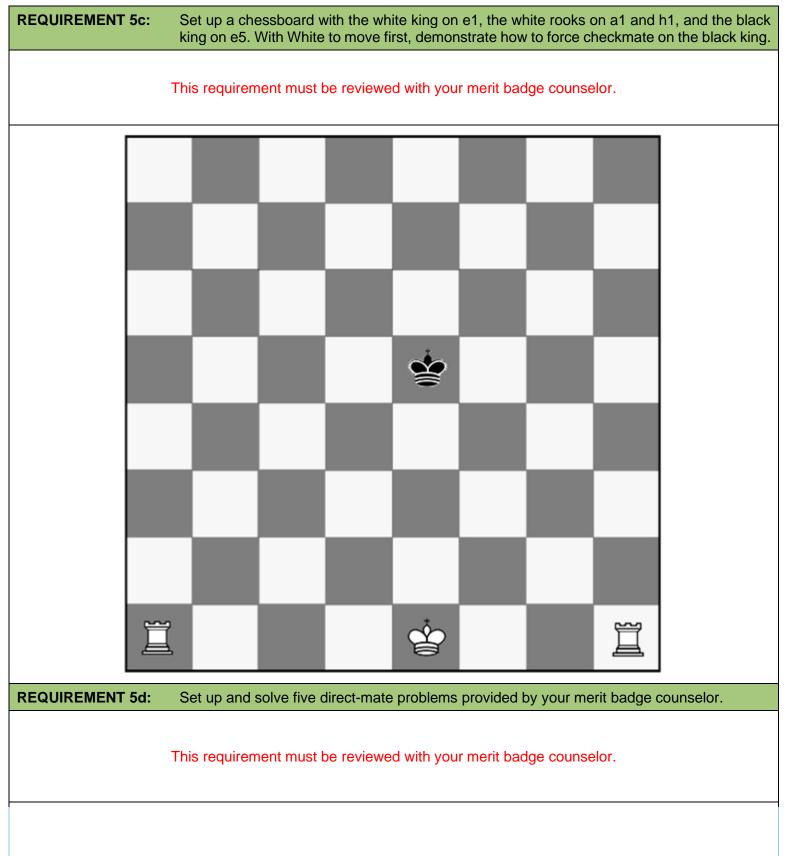




Overloading:	
Overprotecting:	
Dist	
Pin:	
Remove the Defender:	
Skewer:	
Zwischenzug:	











### DO ONE OF THE FOLLOWING (6A, 6B, or 6C) FOR REQUIREMENT 6

REQUIREMENT 6a:	Play at least three games of chess with other Scouts and/or your merit badge counselor. Replay the games from your score sheets and discuss with your counselor how you might have played each game differently.
REQUIREMENT 6b:	Play in a scholastic (youth) chess tournament and use your score sheets from that tournament to replay your games with your merit badge counselor. Discuss with your counselor how you might have played each game differently.
REQUIREMENT 6c:	Organize and run a chess tournament with at least four players, plus you. Have each competitor play at least two games.
You will need to bring any work (i.e., notes, scoresheets, etc.), if done beforehand, to share with your counselor.	

This requirement must be reviewed with your merit badge counselor.

**BE PREPARED!** 

