Chess

Merit Badge Workbook

This workbook can help you but you still need to read the merit badge pamphlet.

This Workbook can help you organize your thoughts as you prepare to meet with your merit badge counselor.
You still must satisfy your counselor that you can demonstrate each skill and have learned the information.
You should use the work space provided for each requirement to keep track of which requirements have been completed,
and to make notes for discussing the item with your counselor, not for providing full and complete answers.
If a requirement says that you must take an action using words such as "discuss", "show",
"tell", "explain", "demonstrate", "identify", etc, that is what you must do.

Merit Badge Counselors may not require the use of this or any similar workbooks.

No one may add or subtract from the official requirements found in Boy Scout Requirements (Pub. 33216 – SKU 637685).

The requirements were last issued or revised in 2013 • This workbook was updated in May 2017.

Scout's Name:_____ Unit: _____

Counselor's Name: _____ Counselor's Phone No.: _____

http://www.USScouts.Org • http://www.MeritBadge.Org

Please submit errors, omissions, comments or suggestions about this **workbook** to: Workbooks@USScouts.Org
Comments or suggestions for changes to the **requirements** for the **merit badge** should be sent to: Merit.Badge@Scouting.Org

---

1. Discuss with your merit badge counselor the history of the game of chess.

Explain why it is considered a game of planning and strategy.

2. Discuss with your merit badge counselor the following:

   a. 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

Workbook © Copyright 2017 - U.S. Scouting Service Project, Inc. - All Rights Reserved
Requirements © Copyright, Boy Scouts of America (Used with permission.)
This workbook may be reproduced and used locally by Scouts and Scouters for purposes consistent with the programs of the Boy Scouts of America (BSA), the World Organization of the Scout Movement (WOSM) or other Scouting and Guiding Organizations. However it may NOT be used or reproduced for electronic redistribution or for commercial or other non-Scouting purposes without the express permission of the U. S. Scouting Service Project, Inc. (USSSP).

b. Sportsmanship and chess etiquette

3. Demonstrate to your counselor that you know each of the following.

a. The name of each chess piece

Then, using Scouting"s Teaching EDGE*, teach someone (preferably another Scout) who does not know how to play chess:

* You may learn about Scouting's Teaching EDGE from your unit leader, another Scout, or by attending training.

☐ b. How to set up a chessboard

c. How each chess piece moves, including castling and en passant captures.

castling:	
en passant captures	

4. Do the following

a. Demonstrate scorekeeping using the algebraic system of chess notation..

	White	Black
1.		
2.		
3.		
4		
5.		
6.		
7.		
8.		
9.		
10.		

b. Discuss the differences between the opening, the middle game, and the endgame.

opening	
middle game	
endgame	

c. Explain four opening principles.

1. _____

2. _____

3. _____

4. _____

d. Explain the four rules for castling.

1.

2.

3.

4.

☐ e. On a chessboard, demonstrate a "scholar's mate" and a "fool's mate."

☐ f. Demonstrate on a chessboard four ways a chess game can end in a draw.

5. Do the following.

a. Explain four of the following elements of chess strategy: exploiting weaknesses, force, king safety, pawn structure, space, tempo, time.

1. _____

2. | |

3. | |

4. | |

b. Explain any five of these chess tactics: clearance sacrifice, decoy, discovered attack, double attack, fork, interposing, overloading, overprotecting, pin, remove the defender, skewer, zwischenzug.

1. | |

2. | |

3. | |

4. | |

5. | |

☐ c. 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.

☐ d. Set up and solve five direct-mate problems provided by your merit badge counselor.

☐ 1.

☐ 2.

☐ 3.

☐ 4.

☐ 5.

6. Do ONE of the following:

☐ a. 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.

☐ b. 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.

☐ c. Organize and run a chess tournament with at least four players, plus you. Have each competitor play at least two games.

When working on merit badges, Scouts and Scouters should be aware of some vital information in the current edition of the *Guide to Advancement* (BSA publication 33088).Important excerpts from that publication can be downloaded from http://usscouts.org/advance/docs/GTA-Excerpts-meritbadges.pdf.
You can download a complete copy of the *Guide to Advancement* from http://www.scouting.org/filestore/pdf/33088.pdf.