

Cub Scout Chess

Cub Scout Academics and Sports Workbook

This workbook is not required but can help you with this award. Belt Loops and Pins may be earned more than once. Links to other workbooks and resources are at the end of this workbook: Online Resources.

Send comments to the workbook developer: craig@craiglincoln.com. Workbook updated: November, 2011.

Scout's Name:	Pack:	

Cub Scout Chess Belt Loop (See the Pin Requirements below.)

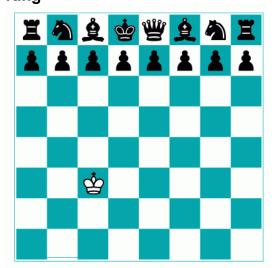
Complete these three requirements:

1. Identify the chess pieces and set up a chessboard for play.



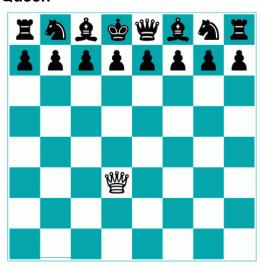
2. Demonstrate the moves of each chess piece to your den leader or adult partner.

King



(Put dots on the spaces you could move to.)

Queen



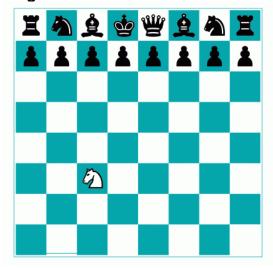
(Put dots on the spaces you could move to.)

Bishop



(Put dots on the spaces you could move to.)

Knight



(Put dots on the spaces you could move to.)

Rook



(Put dots on the spaces you could move to.)

Pawn



(Put dots on the spaces you could move to.)

3. Play a game of chess.

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Cub Scout Chess Pin

Earn the Cub Scout Chess belt loop, and complete five of the following requirements: 1. Demonstrate basic opening principles (such as development of pieces, ______ control center, _____ don't bring queen out too early, don't move same piece twice) _____ 2. Visit a chess tournament and tell your den about it. 3. Participate in a pack, school, or community chess tournament. 4. Solve a pre-specified chess problem (e.g., "White to move and mate in three") given to you by your adult partner. 5. Play five games of chess. 6. Play 10 chess games via computer or on the Internet. 7. Read about a famous chess player. Tell your den or an adult family member about that player's life._____

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Scout's Name:	

8. Describe U.S.	Chess Federation rating	s for chess players		

9. Learn to write chess notation and record a game with another Scout.

Algebraic System

Symbols

K = King

Q = Queen

R = Rook

B = Bishop

N = kNight

x = capture

+ = check

++ = doublecheck

= checkmate

O-O = castles short on the King's side

1-0 white won

0-1 black won

.5-.5 draw

10. Presen	t a report abo	ut the history	of chess to you	ur den or family	/		

Online Resources (Use any Internet resource with caution and only with your parent's or guardian's supervision.)

Cub Scout Advancement: http://usscouts.org/advance/cubscout/ranks.asp

Tiger: http://meritbadge.org/wiki/index.php?title=Tiger Wolf: http://meritbadge.org/wiki/index.php?title=Wolf

Bear: http://meritbadge.org/wiki/index.php?title=Bear
Webelos: http://meritbadge.org/wiki/index.php?title=Webelos

Cub Scout Academics and Sports Workbooks: ► meritbadge.org -or- ► Academics / Sports

Webelos Activity Badge Workbooks: ▶ usscouts.org -or- ▶ meritbadge.org

Boy Scouts of America: http://www.scouting.org/ ▶ Guide to Safe Scouting ▶ Age-Appropriate Guidelines for Activities

Chess Rules, History, etc: http://en.wikipedia.org/wiki/Chess

Chess Lessons, Rules, Play online: http://en.wikipedia.org/wiki/Chess

The United States Chess Federation: http://www.uschess.org/