



2024 Edition

SCOUTMASTER BUCKY

Chess Merit Badge

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.

<https://scoutmasterbucky.com/merit-badges/chess/class-prep/>

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

Notes:

REQUIREMENT 1: 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:



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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:



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REQUIREMENT 3:

Demonstrate to your counselor that you know each of the following. Then, using Scouting's Teaching EDGE, teach someone (preferably another Scout) who does not know how to play chess:

- The name of each chess piece
- How to set up a chessboard
- How each chess piece moves, including castling and en passant captures.

This requirement must be reviewed with your merit badge counselor.

BE PREPARED!

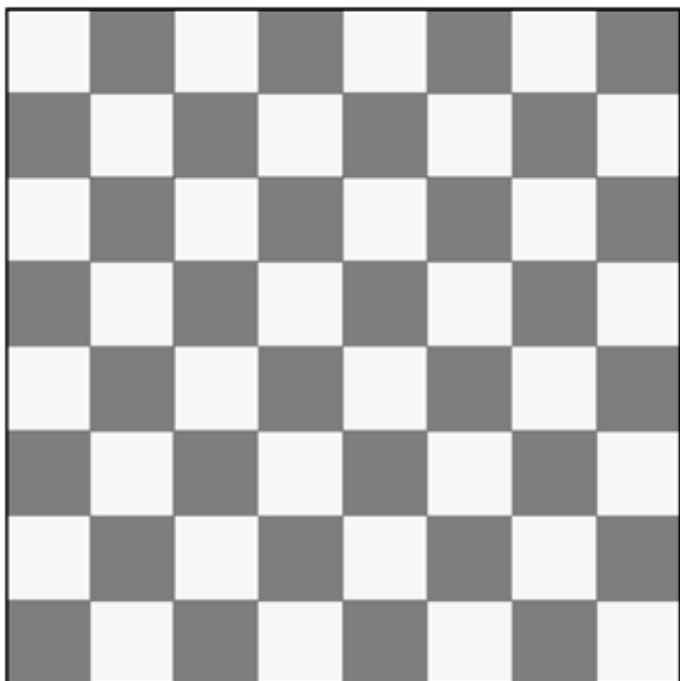
REQUIREMENT 3a:

Demonstrate to your counselor that you know the name of each chess piece.



REQUIREMENT 3b:

Demonstrate to your counselor that you know how to set up a chessboard.



On the blank chessboard to the left, draw the chess pieces or use the chess symbols (K, Q, B, N, R, P) where b= black and w= white, as best you can, to show the proper way to set up a chessboard.





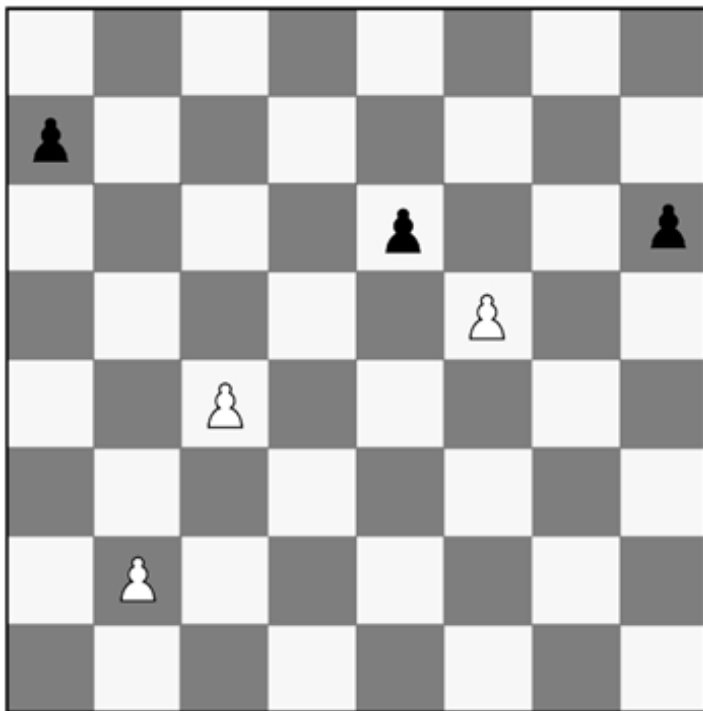
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REQUIREMENT 3c: Demonstrate to your counselor that you know how each chess piece moves, including castling and en passant captures.

THE PAWNS

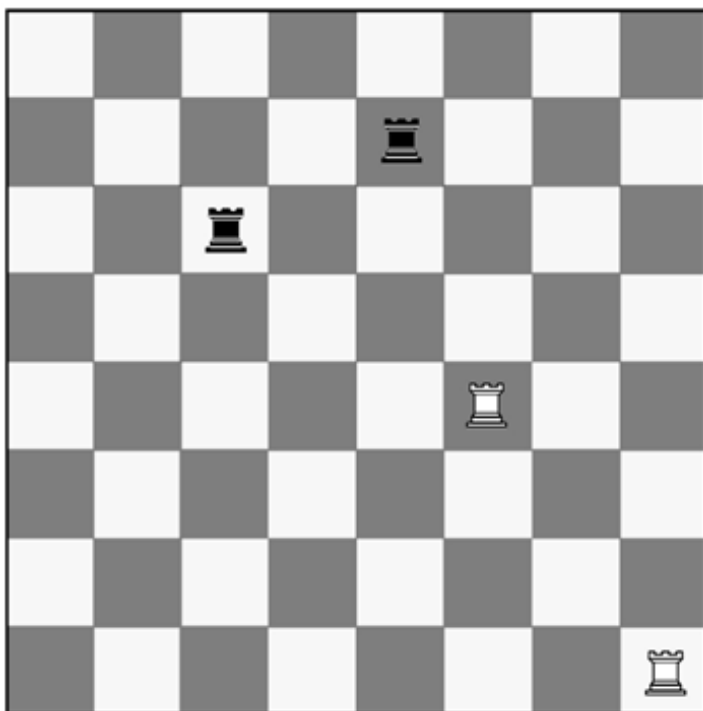


Show the acceptable moves a Pawn can make by drawing an arrow in all directions it may move from each position shown.

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



THE ROOKS



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



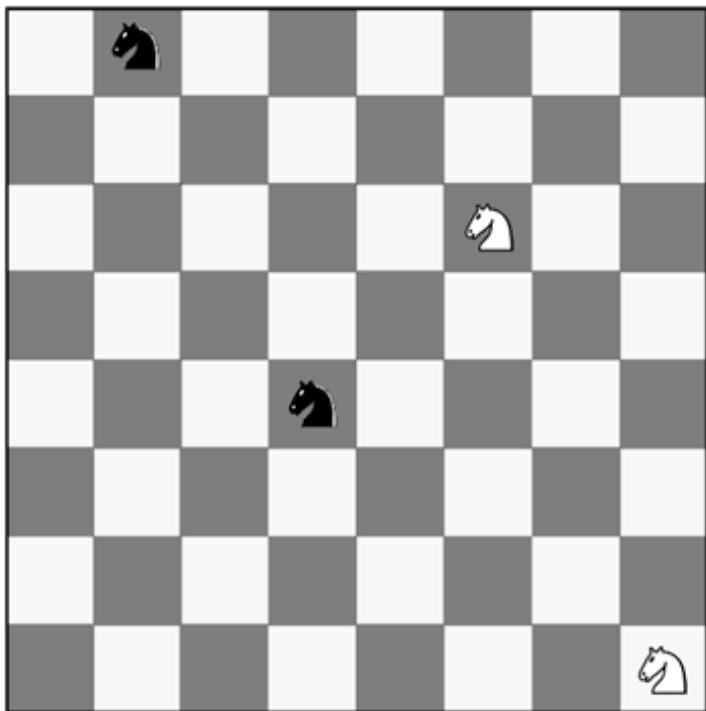


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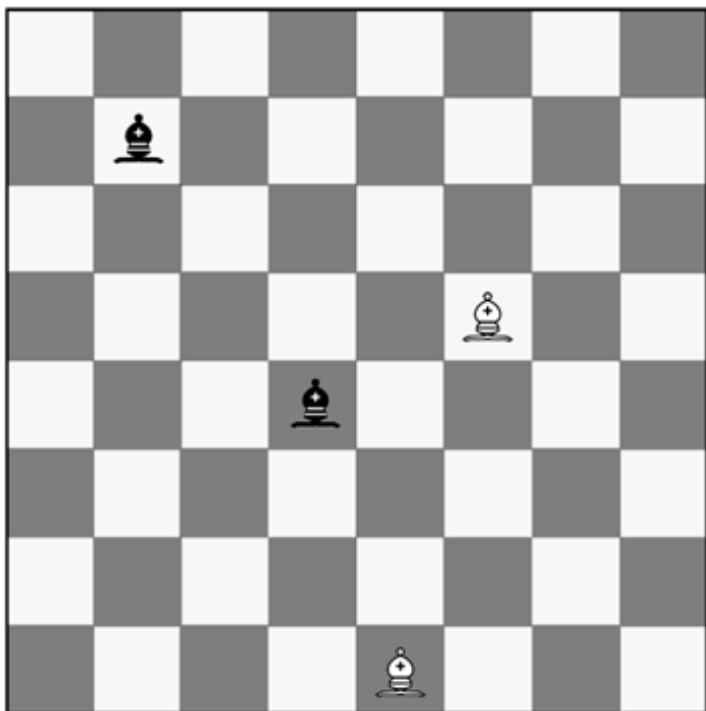
THE KNIGHTS



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



THE BISHOPS



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



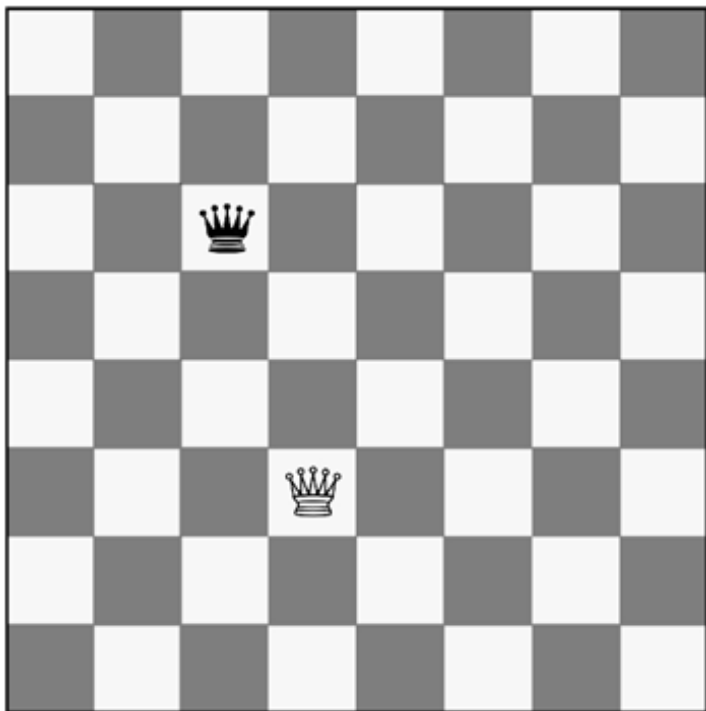


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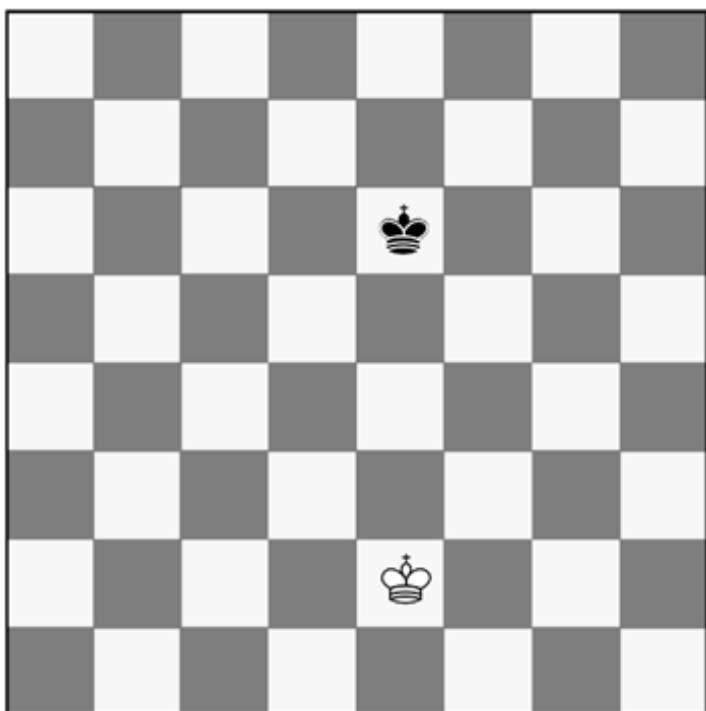
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THE QUEENS



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

THE KINGS



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

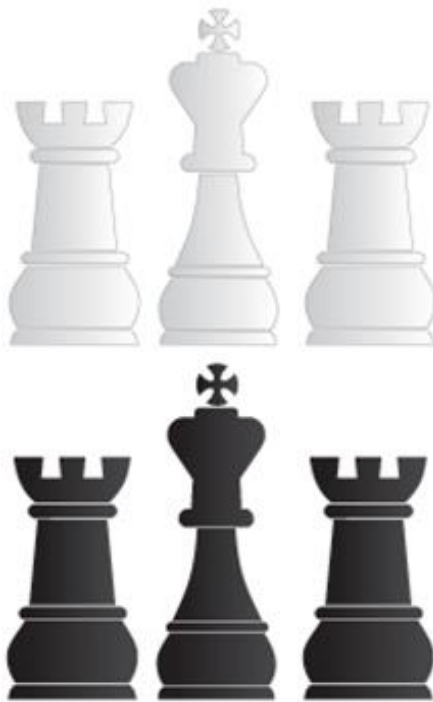
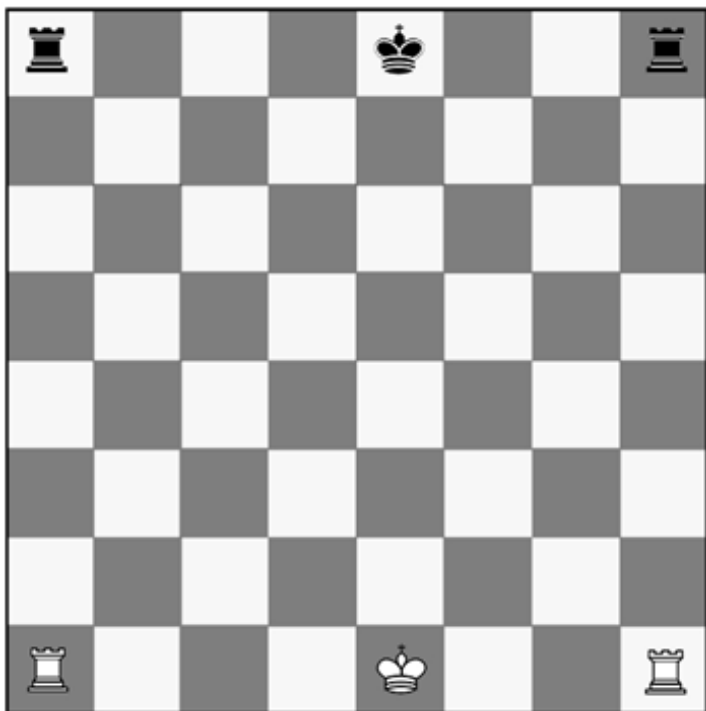


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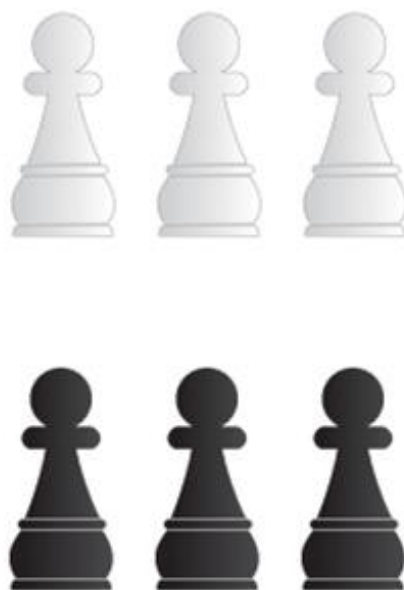
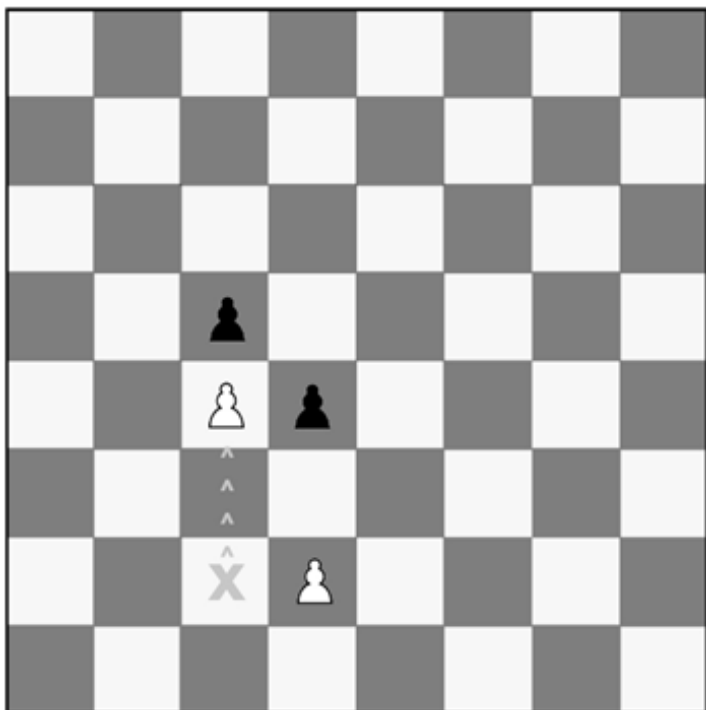
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CASTLING



Show how you would castle by drawing it on the chessboard

CASTLING



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

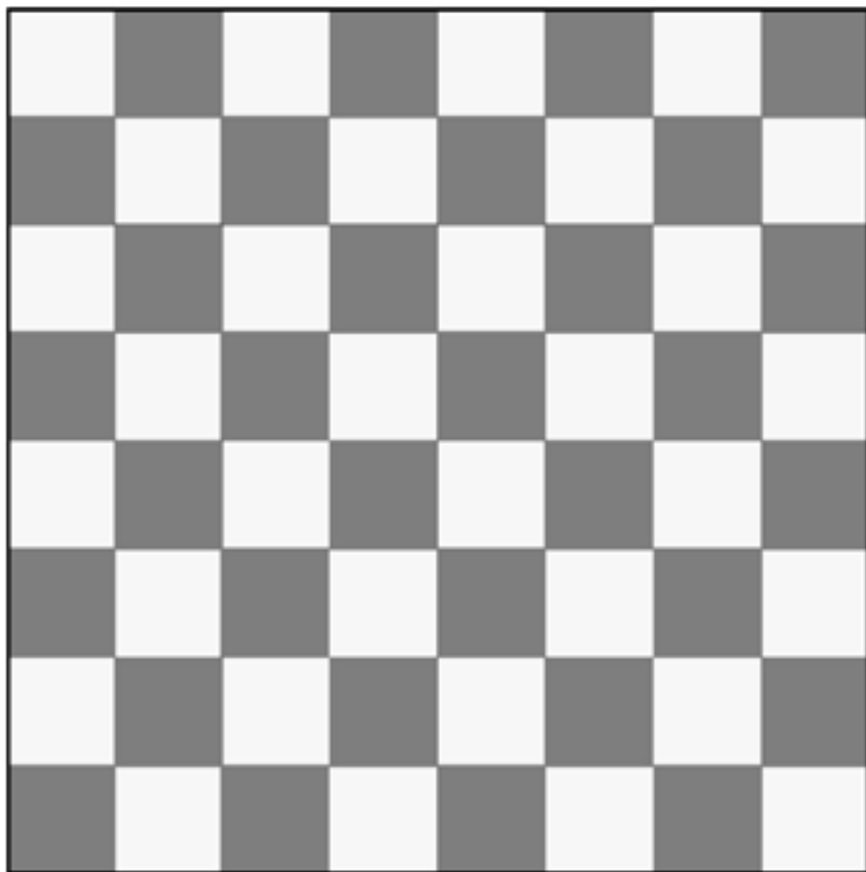


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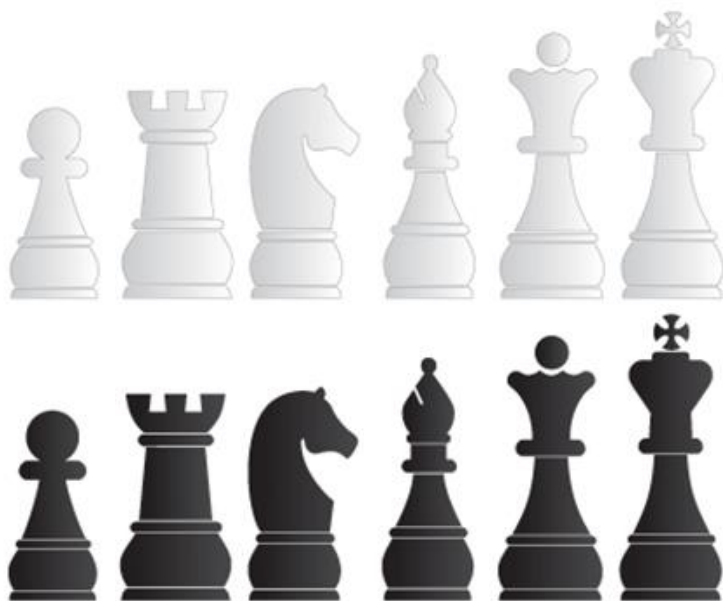
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REQUIREMENT 4a: Demonstrate scorekeeping using the algebraic system of chess notation.



Number the squares on the chessboard to correspond with their unique chess coordinates

(hint letters across – numbers down)



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



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EXPLAIN HOW MOVES ARE NOTATED:

Notes:

EXPLAIN HOW CAPTURES ARE NOTATED:

Notes:

EXPLAIN PAWN PROMOTION AND HOW IT IS NOTATED:

Notes:



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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:



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REQUIREMENT 4b: Discuss the differences between the opening, the middle game, and the endgame.

OPENING

Notes:

MIDDLE GAME

Notes:

ENDGAME

Notes:



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REQUIREMENT 4c: Explain four opening principles.

Opening Principle #1:

Opening Principle #2:

Opening Principle #3:

Opening 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 must be reviewed with your merit badge counselor.

SCHOLAR’S MATE



FOOL’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



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REQUIREMENT 5a: Explain four of the following elements of chess strategy: exploiting weaknesses, force, king safety, pawn structure, space, tempo, time.

Exploiting Weaknesses:

Force:

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:

Fork:

Interposing:



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Overloading:

Overprotecting:

Pin:

Remove the Defender:

Skewer:

Zwischenzug:



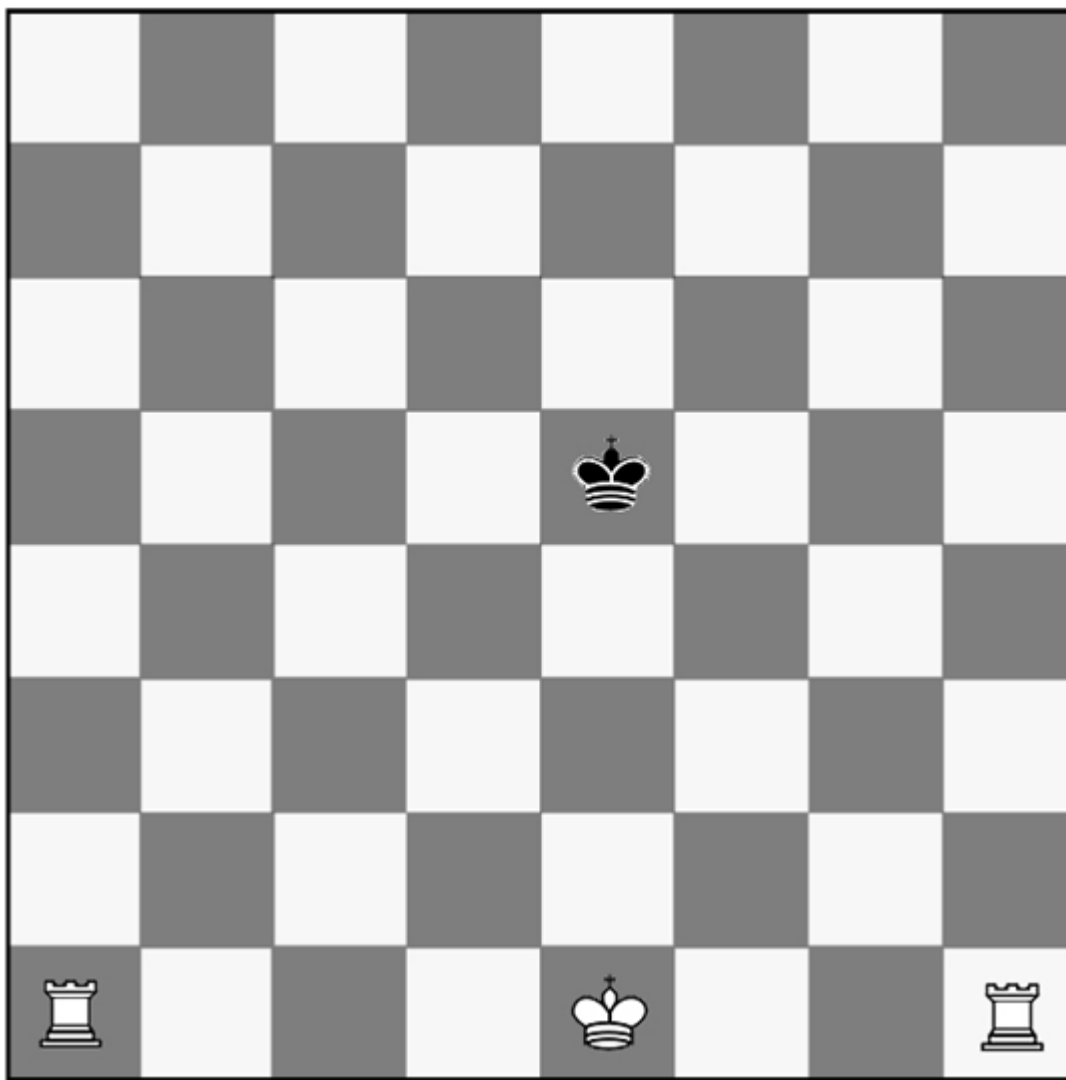
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REQUIREMENT 5c: Set up a chessboard with the white king on e1, the white rooks on a1 and h1, and the black king on e5. With White to move first, demonstrate how to force checkmate on the black king.

This requirement must be reviewed with your merit badge counselor.



REQUIREMENT 5d: Set up and solve five direct-mate problems provided by your merit badge counselor.

This requirement must be reviewed with your merit badge counselor.



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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!

