

CHESS MERIT BADGE WORKBOOK

This Scoutmaster Bucky Merit Badge Workbook is based off the current *Scouts BSA Requirements*.

Consider also using the Chess merit badge class preparation page for clarification and expectations when participating in a Scoutmaster Bucky merit badge opportunity ([online](#) or [in-person](#)).

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

Scout's
Name:

REQUIREMENT 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.

History of the game of chess

Why it is considered a game of planning and strategy

REQUIREMENT 2: Discuss with your merit badge counselor the following:

REQUIREMENT 2 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

Benefits of playing chess

How these skills can help you in other areas of your life

REQUIREMENT 2 B: Sportsmanship and chess etiquette

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:

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

☐ Using Scouting Teaching EDGE, teach someone who does not know how to play chess

REQUIREMENT 3 A: The name of each chess piece

☐ Completed

REQUIREMENT 3 B: How to set up a chessboard

☐ Completed

REQUIREMENT 3 C: How each chess piece moves, including castling and en passant captures

☐ Completed

REQUIREMENT 4: Do the following:

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

☐ Completed

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

☐ Completed

REQUIREMENT 4 C: Explain four opening principles.

☐ Completed

REQUIREMENT 4 D: Explain the four rules for castling.

☐ Completed

REQUIREMENT 4 E: On a chessboard, demonstrate a “scholar’s mate” and a “fool’s mate.”

☐ Completed

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

☐ Completed

REQUIREMENT 5: Do the following:

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

REQUIREMENT 5 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.

REQUIREMENT 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.

☐ Completed

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

☐ Solved first problem

☐ Solved second problem

☐ Solved third problem

☐ Solved fourth problem

☐ Solved fifth problem

REQUIREMENT 6: Do ONE of the following:

REQUIREMENT 6 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.

☐ Played first game

☐ Replayed first game

☐ Played second game

☐ Replayed second game

☐ Played third game

☐ Replayed third game

REQUIREMENT 6 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.

☐ Played in a chess tournament

☐ Replayed games from chess tournament

REQUIREMENT 6 C: Organize and run a chess tournament with at least four players, plus you. Have each competitor play at least two games.

☐ Completed