



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: March 2008.

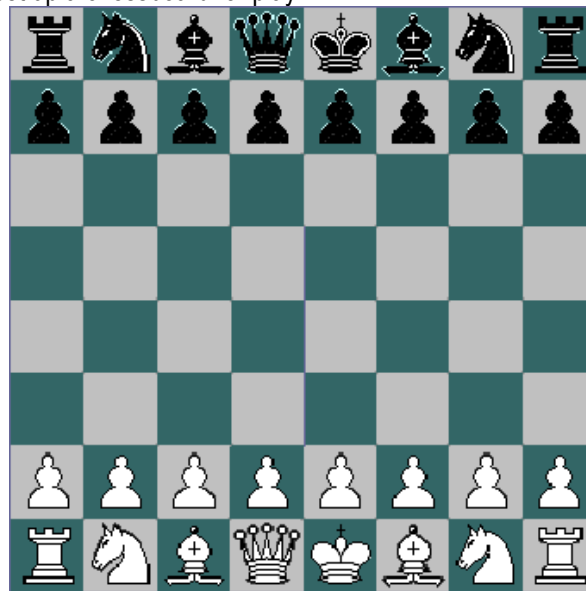
Scout's Name: _____

Pack: _____

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

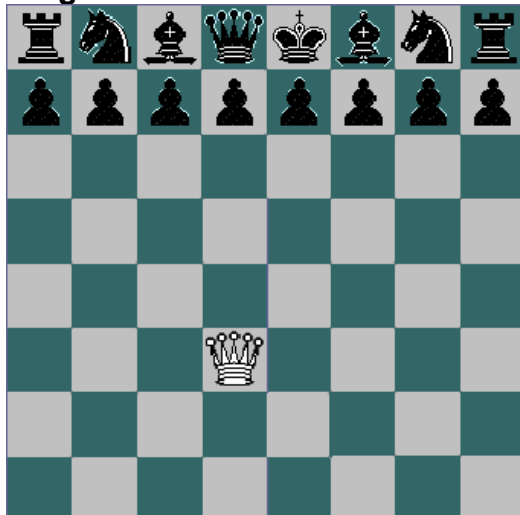
Complete these three requirements:

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



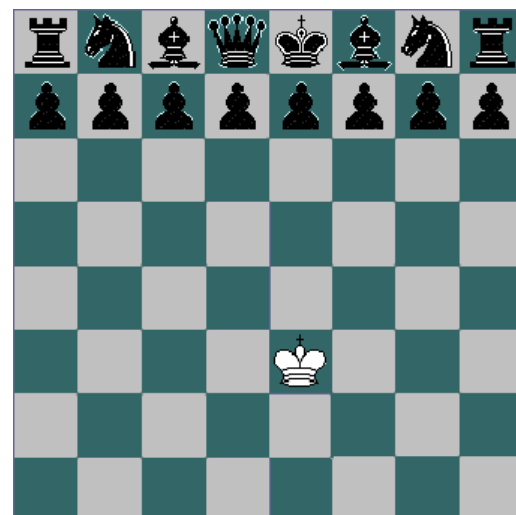
2. Demonstrate the moves of each chess piece to your den leader or adult partner.

King



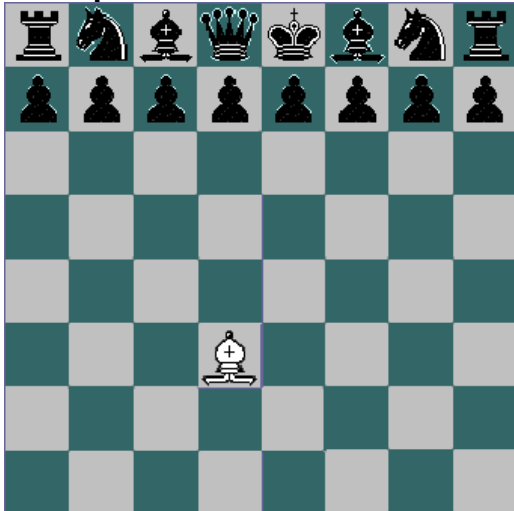
(Put dots on the spaces you could move to.)

Queen



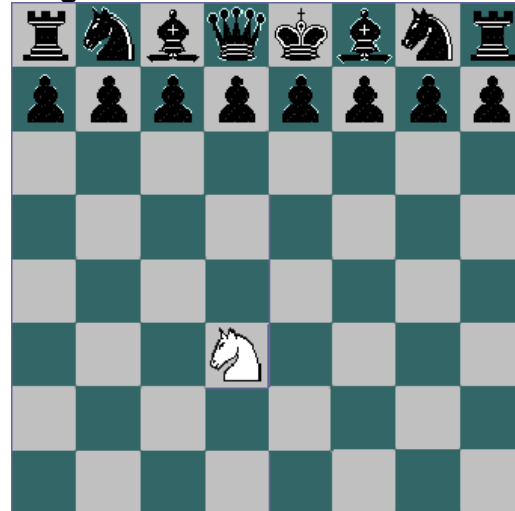
(Put dots on the spaces you could move to.)

Bishop



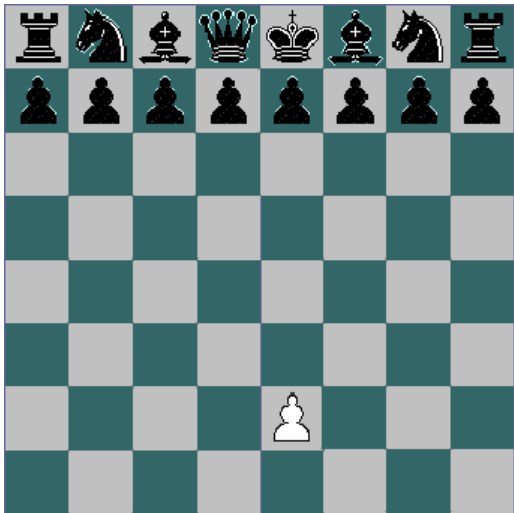
(Put dots on the spaces you could move to.)

Knight



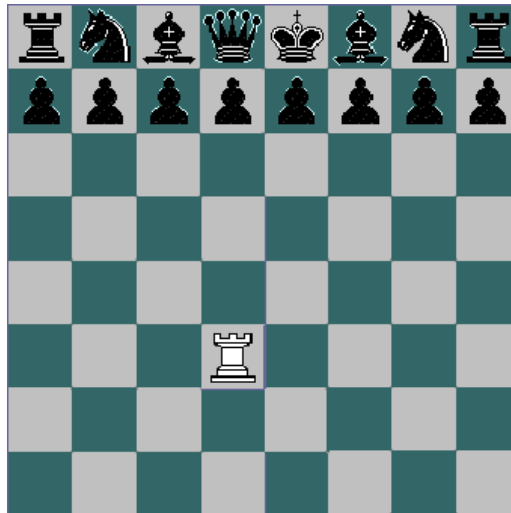
(Put dots on the spaces you could move to.)

Pawn



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

Rook



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

3. Play a game of chess. _____

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, _____

castle, _____

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. _____

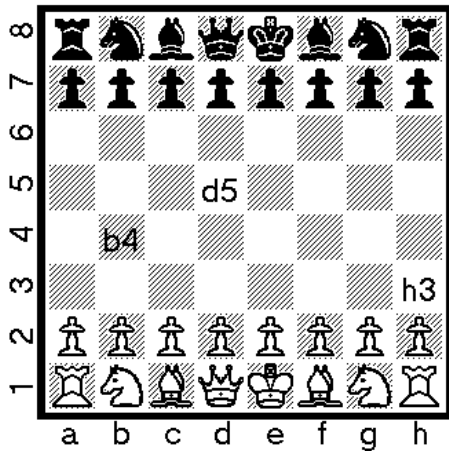
_____.
- 8. Describe U.S. Chess Federation ratings for chess players. _____

_____.

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. Present a report about the history of chess to your den or family. _____

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

Boy Scouts of America: <http://www.scouting.org/> [Guide to Safe Scouting](#) [Age-Appropriate Guidelines for Activities](#)

Other Cub Scout Academics and Sports Workbooks: <http://meritbadge.org/index.php?title=CSW>

The [Cub Scout Academics and Sports Program](#) expands on the rank and elective requirements for:

Tiger: <http://meritbadge.org/index.php?title=Tiger>

Wolf: <http://meritbadge.org/index.php?title=Wolf>

Bear: <http://meritbadge.org/index.php?title=Bear>

Webelos: <http://meritbadge.org/index.php?title=Webelos>

Webelos Activity Badge Workbooks: <http://meritbadge.org/index.php?title=WW> -or- usscouts.org