



# 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](mailto:craig@craiglincoln.com). Workbook updated: March, 2011.

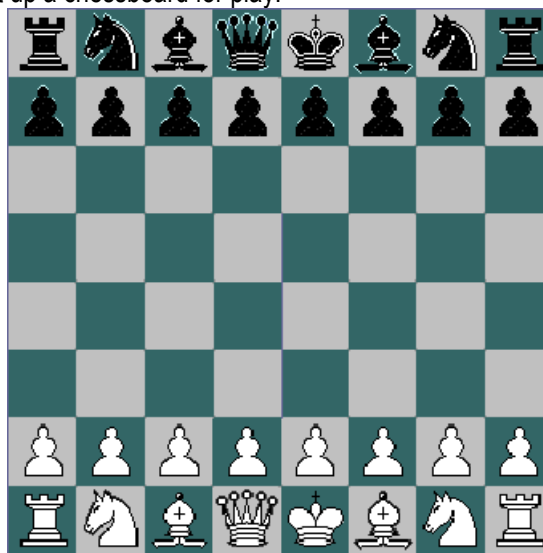
Scout's Name: \_\_\_\_\_

Pack: \_\_\_\_\_

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

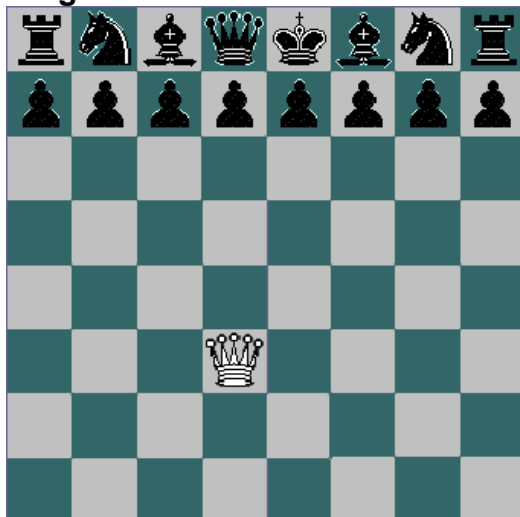
Complete these three requirements:

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



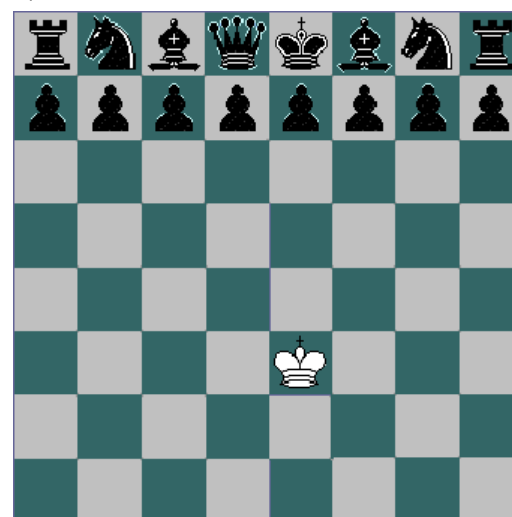
2. Demonstrate the moves of each chess piece to your den leader or adult partner.

#### **King**



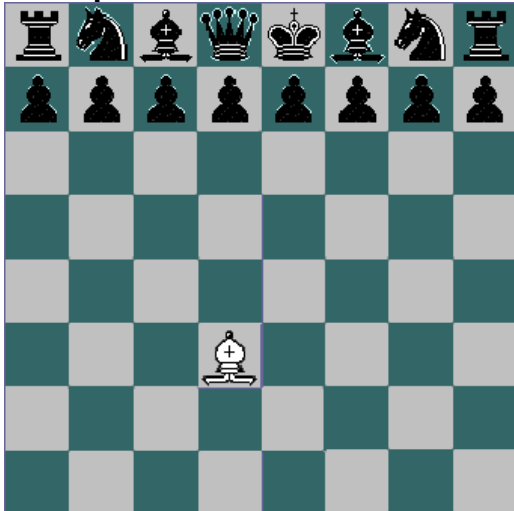
(Put dots on the spaces you could move to.)

#### **Queen**



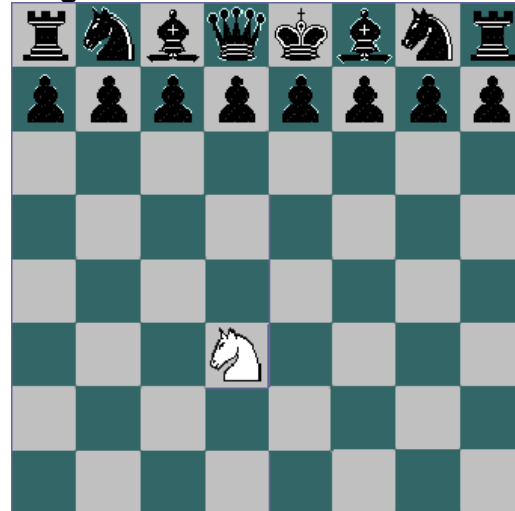
(Put dots on the spaces you could move to.)

### Bishop



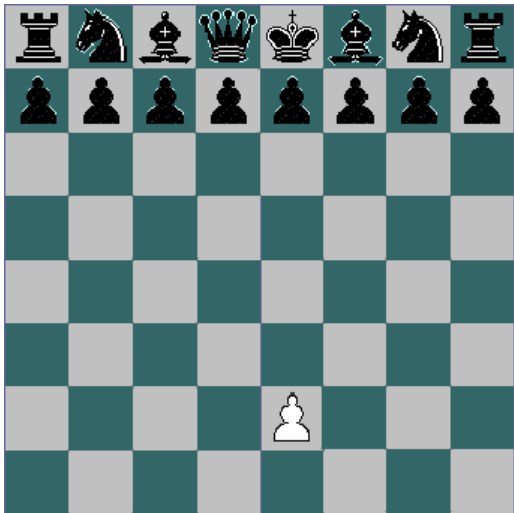
(Put dots on the spaces you could move to.)

### Knight



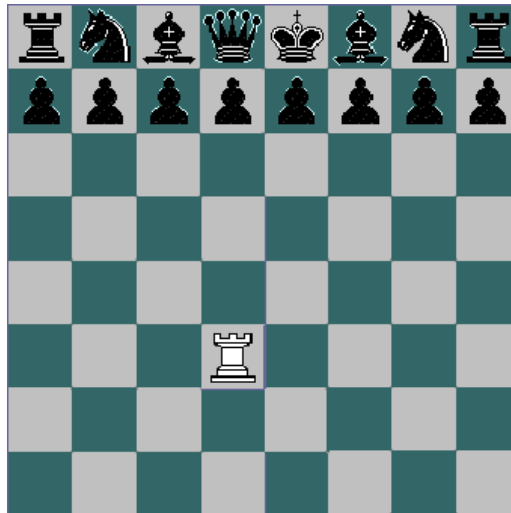
(Put dots on the spaces you could move to.)

### 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.

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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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8. Describe U.S. Chess Federation ratings for chess players. \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

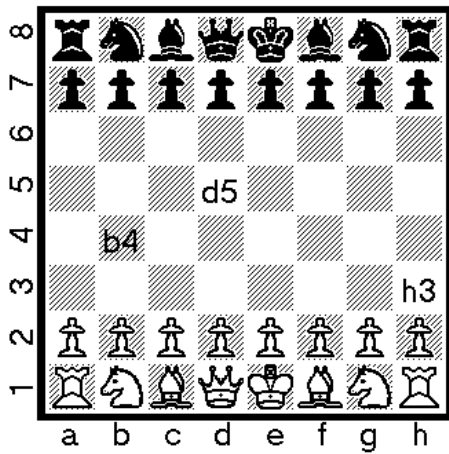
\_\_\_\_\_

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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

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10. Present a report about the history of chess to your den or family. \_\_\_\_\_

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**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](http://meritbadge.org) -or- ► [Academics](#) / [Sports](#)

**Webelos Activity Badge Workbooks:** ► [usscouts.org](http://usscouts.org) -or- ► [meritbadge.org](http://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/>