



CHES

The 2012 Spring PowWow Official Merit Badge Worksheet

Scout's Name

Instructor's Name

Scout's Address

City

State

Zip

Instructions

- 1) The Scout is to review the merit badge book before the first week of the PowWow.
- 2) Bring this worksheet, paper, and pen or pencil each week.
- 3) **Bring a Merit Badge blue card with you on the second week.**

Requirement Instructions*

- 1) Requirements 1, 2, 3, 4, and 5 should be covered and should be passed off during the two sessions of the PowWow.
- 2) Requirement 6 must be completed as **homework** in the time between the two sessions of the PowWow.

***Due to possible time constraints at the PowWow, certain requirements that were originally planned to be completed in class may need to be completed as homework. Please LISTEN to ALL INSTRUCTIONS in class to be aware of any changes.**

Requirement 1

Initial

What is the history of the game of chess?

Why is it considered a game of planning and strategy?

Requirement 2

Initial

Discuss with your merit badge counselor the following:

- 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

b. Sportsmanship and chess etiquette

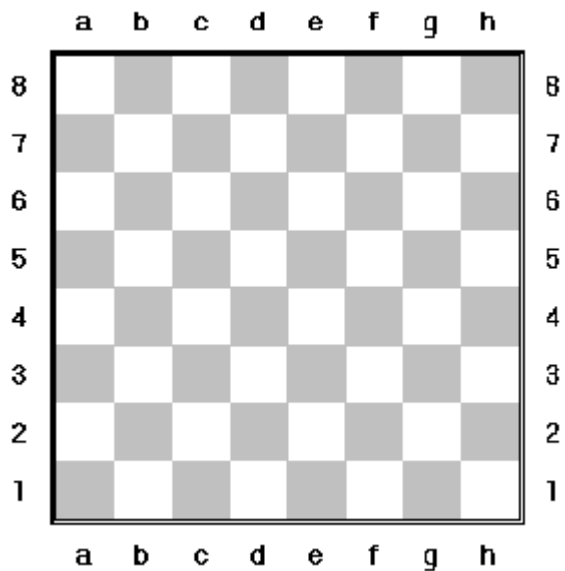
Requirement 3

Initial

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

a. The name of each chess piece

b. How to set up a chessboard



c. How each chess piece moves, including castling and en passant captures.

King:

Queen:

Bishop:

Knight:

Rook:

Pawn:

Castling:

En passant captures:

Requirement 4

Do the following

a. Demonstrate scorekeeping using the algebraic system of chess notation..

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

c. Explain four opening principles.

d. Explain the four rules for castling.

Initial

e. On a chessboard, demonstrate a "scholar's mate" and a "fool's mate."

f. Demonstrate on a chessboard four ways a chess game can end in a draw.

Requirement 5

Initial

Do the following.

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

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.

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.

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

Requirement 6

Initial

Do ONE of the following:

- 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.
- 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.
- c. Organize and run a chess tournament with at least four players, plus you. Have each competitor play at least two games.

Merit badge worksheets will not be accepted at the Council Office in place of the official Merit Badge Application Card. Those who do not complete all the requirements should take their partially completed merit badge worksheet and their official application card to their local merit badge counselors for completion.