



# Chess

## **Beltloop and Pin Worksheet**

*Cub Scout Academic & Sports Program*

Scout Name: \_\_\_\_\_

Pack/Den: \_\_\_\_\_

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### Chess Belt Loop

*Complete these three requirements:*

- ☐ 1. Identify the chess pieces and set up a chess board for play. \_\_\_\_\_

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- ☐ 2. Demonstrate the moves of each chess piece to your Den Leader or adult partner. \_\_\_\_\_

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- ☐ 3. Play a game of chess \_\_\_\_\_

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## Chess Pin

Earn the Chess beltloop, 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). \_\_\_\_\_

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- ☐ 2. Visit a chess tournament and tell your Den or Patrol about it. \_\_\_\_\_

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- ☐ 3. Participate in a Pack, school, or community chess tournament. \_\_\_\_\_

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- ☐ 4. Solve a pre-specified chess problem (e.g., "White to move and mate in three") given to you by your adult partner . \_\_\_\_\_

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- ☐ 5. Play five games of chess. \_\_\_\_\_

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- ☐ 6. Play 10 chess games via computer or on the Internet . \_\_\_\_\_

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- ☐ 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.

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- ☐ 10. Present a report about the history of chess to your Den, Patrol or family.

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