

Chess Club



Are you someone who's always been interested in Chess but doesn't know where to start? Whether you are a first-time player or a wanna-be Grandmaster, our Chess Club could be what you're looking for!

The Chess Club encourages Scouts to either learn the game on their own or with the guidance of an adult or older sibling. At the end of each month, our Chess Club will have the opportunity to play against each other over a group on chess.com. Details will be shared upon sign-up. In addition to monthly meetings, Scouts are encouraged to earn either the Chess Academics Belt Loop or Chess Pin!

- Scouts will be recognized by earning the Chess Academics Belt Loop or Chess Pin
- To earn the loop, Scouts must complete the following requirements:
 - Identify the chess pieces and set up a chess board for play.
 - Demonstrate the moves of each chess piece to your den leader or adult partner.
 - Play a game of chess.
- To earn the pin, Scouts must complete five of the following requirements:
 - Demonstrate basic opening principles (development of pieces, control center, castle, don't bring queen out too early, don't move same piece twice).
 - Visit a chess tournament and tell your den about it.
 - Participate in a pack, school, or community chess tournament.
 - Solve a pre-specified chess problem (e.g., 'White to move and mate in three') given to you by your adult partner.
 - Play five games of chess.
 - Play 10 chess games via computer or on the Internet.
 - Read about a famous chess player. Tell your den or an adult family member about that player's life.
 - Describe U.S. Chess Federation ratings for chess players.
 - Learn to write chess notation and record a game with another Scout.
 - Present a report about the history of chess to your den or family.
- To receive either the pin or belt loop, email <u>matthew.goudreau@scouting.org</u> either pictures of what you completed or adult approval of what you completed!