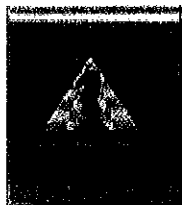
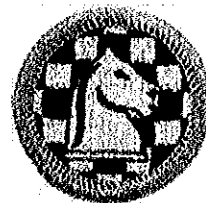


Interlakes District Chess



Tournament



COME AND JOIN IN THE FUN ON SATURDAY MARCH 17, 2012 AT CAMP WOODLAND, CONSTANTIA, NY. SIGN IN AT 9:00 AM AND TOURNAMENT PLAY CONTINUES UNTIL A CHAMPION IS VICTORIOUS.

- Any Scout not competing in the Championship Tournament can play all day in non-match play for fun. (Normal Chess Rules Apply)
- Bring your own Chess Set and Board.
- Bring a bag lunch and drink. (No Concessions will be available)
- Work towards completing the Chess Merit Badge, Belt Loop, and or Sport and Activity Pin.
- Registration Fee is \$3.00 per person. Pre-Register no later than March 9, 2012.

Interlakes District Chess Tournament Registration Form Due By March 9, 2012.

Unit # _____

Unit Champ: _____

Adults in Charge: _____

Number of Attendees: _____ X \$3.00 = \$ _____

Mail to: Longhouse Council, BSA

2803 Brewerton Rd

Syracuse, NY 13211

Attn: Interlakes Chess Tournament

Or Fax to: (315) 463-5729

Save the Date

What: Interlakes Chess Tournament of Champions

Units will hold playoffs to determine the Unit Champion between January 15, 2012 and March 1, 2012. The Unit Champion will compete in Tournament Playoffs on March 17 to crown a Cub and Boy Scout Tournament Champion. In addition, Scouts can work towards and possibly earn the Chess Merit Badge, Chess Belt Loop, and or Chess Pin by attending the event and work towards completion prior to and completing at the event.

**All Scouts not competing in the Tournament as Unit Champions will be able to play all day in chess matches in order to complete advancement requirements.*

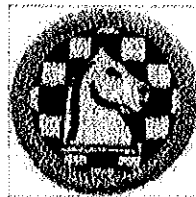
When: March 17, 2012 9:00 am to 4:00 pm

Where: Camp Woodland, Constantia, NY Kibbie Lake Rd. Owens Hall and Stickley Hall

Details...Details...Details: Rules and Registration Information to follow soon on the District Website:

**Bring your own lunch and Chess Board*

**Event Contact is Jeff King, Assistant Scoutmaster
Troop 107 at (315)-638-8146.**



Tiger Cubs, Cub Scouts, and Webelos Scouts may complete requirements in a family, den, pack, school, or community environment. Tiger Cubs must work with their parents or adult partners. Parents and partners do not earn loops or pins.

Requirements for the Chess Belt Loop



Complete these three requirements:

1. Identify the chess pieces and set up a chess board for play.
2. Demonstrate the moves of each chess piece to your den leader or adult partner.
3. Play a game of chess.

Requirements for the Chess Pin



Earn the Chess belt loop, and complete five of the following requirements:

1. Demonstrate basic opening principles (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. Tell your den or an adult family member about that player's life.
8. Describe U.S. Chess Federation ratings for chess players.
9. Learn to write chess notation and record a game with another Scout.
10. Present a report about the history of chess to your den or family.

Chess requirements



1. Discuss with your merit badge counselor the history of the game of chess. Explain why it is considered a game of planning and strategy.
2. 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
3. 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
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.
 - 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.
5. 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.
6. 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.

