

# Session I – June 27-July 1, 2011

	Mon	Tue	Wed	Thu	Fri
9-9:30	Drop off				
9:30-10:30	Warm Up / Simul Challenge / Snack				
10:30-11:15	Problem Solving-Tactics	Checkmates and Traps	Problem Solving-Tactics	Combination Challenge	Problem Solving-Competition
11:15-12	Chess Video Openings Pt 1	Chess Towers	Computer Chess	Chess Video Openings Pt 2	Chess Towers Competition
12-1	Lunch / Movie ( <i>Surf's Up</i> and <i>Happy Feet</i> )				
1-2:30	Opening Lesson I- King's Pawn Openings	Opening Lesson II- Queen's Pawn Openings	Opening Lesson III- Unusual Openings	Opening Lesson IV-Caro-Kann, Sicilian, & French Defence	Practice Tournament
2:30-4:30	Park Team activities	Team/Fun Chess	Park	Chess Simul @ Park	
4:30-5	Cool down / Pick-up				

**Warm-up/Simul Challenge/Snack**-When campers are dropped off, they begin warm-up games with other campers and can ask instructors and staff questions. In addition, campers can accept the challenge of playing a quick simultaneous exhibition against 3-5 other campers at once. The hour is capped off with a light snack of pretzels, cookies, and/or crackers.

**Problem Solving Tactics** – For 45 minutes, campers will learn, practice, and improve on their tactics. Puzzles and exercises will be assigned according to camper's strength. ("Chess is 99% tactics" – Richard Teichmann).

**Checkmates and Traps** – Campers will learn to create and avoid different checkmating patterns. The goal is to make players aware of the common patterns in games.

**Combination Challenge** – Campers will be given positions that require a series of moves that lead to a tactic and/or win. This helps in move anticipation and deep analysis.

**Problem Solving Competition** – At the end of the week, there will be a competition amongst the campers in problem solving.

**Chess Video-Openings** – Two 45-minute sessions of chess videos will be shown to the campers that will: first, introduce and explain the fundamental chess opening strategies; second, show examples from top-level chess the basics that is commonly seen.

**Chess Towers and Competition**– This fun activity will first test the architectural and planning skills of the campers. Using only the 32-piece chess set, campers will create towers. On the final day, a competition between teams will test their compromising and teamwork skills.

**Chess Computer** – Computers will be used for added fun as well as chess improvement. Chess software will be used for chess activities and a short lecture on chess computers against human players.

**Lunch/Movie** – Lunch will be provided to campers ranging from pizza to sandwiches. Campers can bring their own lunch if they wish. Two movies will be played throughout the week during this hour.

**Opening Lesson I-IV** – This one and a half hour session will introduce the different types of openings and the strategies behind them. Several game examples will be shown, as well as quick practices using specific openings learned. The campers will learn new openings and even be able to choose to include into their tournament repertoire.

**Park activities** – West Grove Park (less than 5-minute walk) is where all the park activities will take place in the first Session. Park activities encourages physical exercise after a day-long mental exercise. Team games such as kickball, soccer, and other activities will be played. Chess Simul at the park will have an instructor perform a simultaneous exhibition against all the campers at once.

**Practice tournament** – On the last day, a practice tournament will take place. Winners will be awarded trophies and all other participants will be awarded chess medals.

**Cool down** – Cool down will be used to have the campers relax after a full day's work. It will also be the time where parents pick-up their child.