

Session II – July 25-29, 2011

	Mon	Tue	Wed	Thu	Fri
9-930	Drop off				
930-10:30	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 History	Chess Video Middlegame	Computer Chess	Tournament Rules	World Champions
12-1	Lunch / Movie (<i>Up and Toy Story 3</i>)				
1-2:30	Middlegame I Basic Strategy	Middlegame II Tactics	Middlegame III Planning	Middlegame IV Calculation	PracticeTournament Fun Chess Tournament
2:30-4:30	Tennis Sessions (w/ tennis instructor) Other sports activities				
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 History – This is a lecture on the history of chess from its origination to its current standing in the international scene.

Chess Video-Middlegame – This 45-minute session of middlegame chess videos will teach the campers the proper middlegame play. The videos is commentated by world renowned International Master Andrew Martin. He’s written several books and created countless of chess videos.

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

Tournament Rules – This lecture will go through important aspects of tournament rules including when and how to claim for a draw and claiming for a win after flagging an opponent.

World Champions – For 45 minutes, campers will learn about the life of World Champions from Wilhelm Steinitz to current Champion Viswanathan Anand.

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.

Middlegame Lessons I-IV – This one and a half hour session will teach the way middlegame should be played. It will start from basic middlegame strategy, how to incorporate tactics, how to plan moves and ideas, and finally successful calculation. In addition, game examples will be used.

Park activities – Heather Park (15-minute walk) is where all the park activities will take place in the third Session. This camp session focuses on improving the tennis skills of the campers with a tennis coach. They will teach proper form, stance, and other technique. Those who wish to participate in the tennis session are required to bring their own racket and wear proper attire including tennis shoes from Monday to Thursday. Others not participating in the tennis sessions will be take part in other sports activities such as soccer and Frisbee.

Practice tournament – On the last day, a practice tournament will take place. If time permits, fun chess competition will also 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.