

Session III – August 22-26, 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 Video Endgame Pt 1	Chess Etiquette	Draws	Chess Video Endgame Pt 2	Top Players
12-1	Lunch / Movie (<i>Ice Age</i> and <i>Ice Age 2</i>)				
1-2:30	Endgame I Pawns	Endgame II Minor Pieces	Endgame III Queens/Rooks	Endgame IV Imbalance	Practice Tournament Fun Chess 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-Endgames – Two 45-minute sessions of chess videos about the endgame will be shown to the campers that will: first, the basic ideas behind the endgame such as technique and strategies; second, how to win in certain endgame positions such in pawn, rook, or minor-piece endgames.

Chess Etiquette– This lecture will discuss the proper chess etiquette that occurs before, during, and after games. Not only is it important chess knowledge, but also with life.

Draws – This lecture topic is important to the game of chess. Games can not only result in a win or a loss, but in draws as well. This lecture will discuss the proper methods of draw offers, when and why offer draws, and what its consequences are.

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.

Endgame Lessons I-IV – This one and a half hour session will go over crucial endgame topics from pawn, minor pieces, to major pieces. Endgame techniques can be the difference from a win in a drawn position or a draw in a lost position. In addition, the learning to avoid the reversal is just as important.

Park activities – West Grove Park (less than 5-minute walk) is where all the park activities will take place in the second Session. Park activities encourage 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. 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.