

Think Like A King™



**HOW**  
**TO**  
**ORGANIZE**  
**A**  
**SCHOOL**  
**CHESS CLUB**

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## I. Introduction

So, you're thinking about organizing a School Chess Club! This manual is intended to provide a hands-on document to walk you through the critical steps that should be taken to establish and sustain a successful club.

This manual is not meant to be comprehensive, but will highlight many of the elements which should at least be considered as part of the process of starting a club.

While not every one of the recommendations in the manual is absolutely necessary, thoughtfully executing certain basic functions to create a sound club structure from the onset, will increase your chances for long term success. Undoubtedly, each club will adapt these recommendations to create a unique program designed to meet the needs of its particular students and school. Success will, of necessity, be defined by each club in the context of the goals it sets for itself.

More substantial information and resources for establishing and sustaining an active school chess program are available through the United States Chess Federation (USCF) and its state affiliates (where applicable).

The USCF may be contacted at:  
3054 NYS Route 9W  
New Windsor, New York 12553  
Phone: 914/562-8350  
Fax: 914/561-CHES (2437)  
Web site: <http://www.uschess.org>

Another source of "How To" information may be neighboring schools or districts which already have organized chess clubs.

*Author's Note: Throughout this manual, you will notice a number of references to Food for Thought Software's Think Like a King™ series of modular software components for school chess clubs. Many other fine chess educational products are available, both software and print, of which you may choose to take advantage. We make mention of our products because we believe they are uniquely suited to teaching and motivating students, while allowing a coach to effectively carry out the administrative duties of the club. No other software currently on the market has been designed specifically to provide a foundation for building an entire scholastic chess program or to enhance the success of an existing one. That's why the U.S. Chess Federation offered its exclusive endorsement of Chess Club Manager®.*

## II. Why Start a School Chess Club ?

Parents and educators would probably agree that, as an endpoint to the educational process, students should be able to analyze a situation, decide on their best response to that situation, and be able to accept and deal with the consequences of their actions. These are exactly the lessons that chess teaches, and it is why chess is such a valuable educational tool.

Kids benefit academically, socially and in other areas critical for success in life as a result of playing chess. And they have fun while doing so. Chess-playing has long been shown to correlate with improved academic performance in students through its emphasis on critical or strategic thinking skills, improved concentration and tenacity, and because serious chess-playing frequently results in greater self-esteem. Because kids tend to think of chess players as "smart," students who learn to play the game believe they, too, are smart; in numerous documented cases, academic performance improved as a result of becoming involved with chess. You may want to include some of this information in your recruitment letter to parents of younger students or in your efforts to persuade administrators of the appropriateness of introducing chess to your school.

Scholastic chess in the United States is on the rise. The U.S. Chess Federation (USCF) has approximately 30,000 scholastic/youth members, but this is estimated to be considerably less than half of all scholastic chess players. In the past five years, scholastic membership in USCF has increased exponentially by 700%. Additional testament to the interest and level of activity in school chess is the 1997 National Scholastic Chess Tournament in Knoxville, Tennessee, which attracted over 4000 chess-playing students!! If this many kids compete at the national level (which requires extra expense and effort on the part of individual players and clubs), imagine how many young chess players were not present in Knoxville who might have wished to be.

Another indicator of the growing interest in scholastic chess -- a single USCF notice published in a recent edition of the National Education Association Journal, *NEA Today*, drew over 3000 responses from educators interested in getting more information about introducing chess programs in their schools.

Though many schools have had active chess clubs for decades, *Searching for Bobby Fischer*, a critically acclaimed movie released by Paramount in 1993, helped to renew and expand interest in the game.

There are tremendous advantages to introducing chess to children through an organized school club or program. While many young people learn to play chess on their own -- taught by a parent, sibling or friend, or by reading chess books, a structured setting provides unique opportunities to develop and reinforce chess-playing skills. Kids love to socialize, and they generally enjoy competition as in school sports programs. A formal chess club provides opportunities for both socializing and competition, motivating children not only to learn the fundamentals of chess, but to continue to improve their performance. The more their peers are involved in chess, the more "legitimate" it becomes in kids' eyes -- as opposed to being perceived as an activity just for "brains" -- and the more students will take chess seriously.

**The goal of promotional materials as you begin to organize and publicize your school chess club should be to help students view chess as a mainstream activity and to show them that strategic *thinking* is as legitimate and enjoyable a competitive activity as any sport!**

### **III. How To Get Started**

A school chess club can be initiated by parents, teachers, school principal, PTA/PTO, or students (under adult sponsorship). In other words, almost anyone involved with a school can begin the process of putting together a club. Of course, school administrators must be involved early on by approving use of the school facility for a club, determining space and time availability, supervisory needs, etc. In some districts, the Board of Education may be involved, but probably more for the purpose of showcasing an active chess club than because permission is needed from the Board to organize a club.

In schools in 29 countries outside the United States, chess has been introduced as part of the regular curriculum. Certain provinces in Canada, for example, have incorporated chess into their math curriculum. In a few U.S. schools, sometimes as a program for the gifted or as a course elective, chess has been adopted as part of the regular curriculum.

In the majority of schools, however, chess has been introduced as an extracurricular activity -- as a before or after-school activity or an evening or weekend club. In some schools, chess is a lunch time program.

Once one school in a district starts a school chess club, the idea tends to be contagious. Students from district schools not yet having chess clubs may ask to be invited to participate in the already established clubs. Frequently, chess is then introduced into those district schools not yet having clubs. Between peer contact and active publicity, word can get around that chess is actually a lot of fun to play and a great challenge. In fact, you may need a bigger room than predicted to accommodate your chess club members! If desired, an interscholastic tournament structure could be established within a district to further promote the concept of "Chess as Sport". Or, simply hold tournaments within your own club.

Two groups of players have to be recruited to start a school chess club: Coach/mentors (usually teachers, parents, community volunteers or older teenagers) and students/players.

## IV. How To Recruit Coaches

Coaches can be recruited through a variety of sources including, but not limited to, school newsletters, PTA or PTO meetings, a letter sent to parents and teachers, contacting senior citizen centers or volunteer pools, or an ad in community newspapers. Some schools may be willing to pay a teacher to take on the assignment of chess coach. More frequently, volunteers assume this role, particularly in elementary schools.

Co-coaches would make it easier for clubs to meet regularly. If one coach is sick or unable to attend a meeting, the other can take over. Moreover, large clubs may need access to more than one coach to be as efficient and effective as possible.

**Clearly, it is preferable that at least one of the chess coaches in a club be well enough versed in the game to teach it to others, but this is not always feasible, nor in fact is it absolutely necessary. Many clubs operate with parent supervisors whose chess skills are limited or absent.**

An adult volunteer who is inexperienced in chess (or a mature teenager for clubs composed of younger players) could readily oversee a basic, unstructured school chess club where the major focus is simply on playing games. On the other hand, a more structured club can also be established by an inexperienced coach using the tools provided by Food for Thought Software, Inc. (See addenda for software descriptions ). By focusing on student rankings, awards and friendly competitive play, a traditionally quiet chess club can become a school-wide sport!

Teaching can be supplemented, if desired, in cases in which the coach is not a chess player. While this is not necessary for the long term, hiring a seasoned player to get the club going during its first few meetings, may be a helpful boost.

Guest coaches with a higher level of chess skill may be able to be recruited through neighboring school districts to work with new students on a limited basis. The U.S. Chess Federation can also be contacted to put you in touch with its local affiliate (usually a statewide association), which may be able to provide a list of potential guest coaches. Chess masters may be included on this list, but they will probably charge for their services, and some may have difficulty teaching a very young group of beginners.

You may wish to contact your local high school or college where experienced chess players are likely to be found. While these individuals may want to be paid to undertake long-term coaching commitments, they will probably not charge as much as a grand master or other professional chess player. A small sum in the form of dues or membership fees from parents, in addition to a contribution from the school or PTA, should be more than adequate to cover short-term salaries if these become necessary.

A good source of potential guest coaches may be the local senior center. Such centers frequently will have an active chess program and a population of individuals with a lifetime of experience in the game who would love to work with children.

**IMPORTANT NOTE:** Coach enthusiasm and willingness to encourage players are critical factors in the overall success of a scholastic chess club. Coaches with limited knowledge of or experience playing chess can, nonetheless, motivate students to high levels of mastery by helping provide them with good resources to improve their skills and by offering them a great deal of encouragement and enthusiasm. On the other hand, even an experienced chess player will have a difficult time getting students excited about chess if he or she is not enthusiastic and high energy about the game.



## V. How To Recruit Student Players

Some of the same mechanisms for recruiting chess club coaches can be used to recruit players. School newsletters, PTA or PTO meetings or a letter sent home to parents are particularly useful for younger players. Middle and high school aged players can be invited to help organize or participate in a club through daily activity announcements in homerooms, activity board lists or posters around school, on the school's public address system or from the student newspaper. Word of mouth is one of the best ways to recruit players. Students who join should be encouraged to help recruit their friends, and teachers can be contacted to suggest names of students they think may enjoy participating.

Once the chess club gets going, well-placed publicity about its activities -- particularly if this involves tournaments and the like -- will help to draw in new players. School newsletters, school and community newspaper stories, photographs of kids at chess tournaments, PTA/PTO and school board meeting presentations, can all be used to rev up interest in the club, just as is done for school sports teams.

**One of the sometimes uphill battles in recruiting new players is the ability to counter the image of chess players as "eggheads". One way to address this issue is to actively promote the idea and image of chess as a SPORT FOR THE MIND.** Emphasize the social and competitive aspects of chess-playing to encourage students to join chess club. Point out that chess is not just for intellectuals. In fact, you can pose the question to students: Who would they expect to be the more serious chess player, Albert Einstein or Ron Guidry (the New York Yankees pitcher who has the highest lifetime winning percentages in major league baseball)? Chances are, they'd answer, "Albert Einstein," but they'd be wrong. Ron Guidry was a good enough chess player to almost beat renowned teacher and chess author, Bruce Pandolfini, a few years ago! Albert Einstein, on the other hand, was much better at physics than at chess!

The best time to get kids started playing chess is when they are young and less likely to be biased against chess as are some older kids. Students need to be nurtured and encouraged all along to sustain their interest and motivation to continue in chess club over the long term. Middle and high school students, more than the very young, will be particularly concerned about the club's image among their peers, so you'll have to make an extra effort to portray chess as a legitimate school sport!

Middle and High School Coaches: Martin Roper, author of "How to Improve your Scholastic Chess Program" (you can get a copy of this document at <http://www.cais.com/sunburst/chess/roper.html> ) suggests starting a "farm system" such as in professional baseball, as a source of future players for your club. You may want to contact middle or elementary schools to encourage them to start chess clubs. Perhaps some assistance can be offered to get them started, such as using your older players in a mentor program at the elementary schools.

## **VI. Logistics Of Organizing a School Club: Where, When and How Often?**

Facility and coach availability are the critical factors which determine where a chess club will meet, when and how often.

The school principal or other administrator will determine room availability. The coach or coaches can then determine their accessibility to meet with students and can check with school administrators to make sure the room will be available at the time or times they wish to hold meetings. Preferably, the same room will be available for each meeting so that students have a sense of continuity and of having a place of their own, and so that they'll always know where chess equipment and materials are stored for use when chess club is not meeting formally.

While some clubs meet only an hour to an hour-and-a-half or so once a week, others meet two or more times a week for an hour or more. Clearly, the more times the club meets (without becoming burdensome to either students or coaches), the better for the development and reinforcement of chess skills. Kids are more likely to become motivated to do better if the meetings are held more often. For purposes of continuity, it's probably better to meet twice a week for a minimum of one hour each time, than to meet once a week for two or three hours.

Scholastic chess clubs meet before or after school, during lunch time or evenings, or some combination thereof. Some even meet on weekends if their schools are open at that time. Some clubs alternate their schedules to accommodate players with varying schedules after school, evenings or weekends. For example, they meet on a Monday evening Week 1, Tuesday evening Week 2, Wednesday evening Week 3, etc. The advantage to doing this is that more players are accommodated. The disadvantage is that it may be confusing for coaches and players to keep their club meeting schedule straight. As with any other school-based sports program, a well publicized calendar is very helpful.

Schools which offer daycare programs before and after school may be particularly interested in providing an activity like chess for their daycare charges.

Formal chess club meetings can be supplemented by informal gatherings at lunch time, study hall (assuming it is allowed) or other times during which students just get together at school to play chess. Chess boards and pieces should be stored in the same place each week so that students have access to them even when the club is not meeting formally. If your club uses a competitive rating system, you may wish to allow students to enter games played outside the club meetings into your scoring system.

It is impossible to overemphasize the importance of expanding chess playing throughout the entire school and not just in the setting of the club meetings themselves. After all, the goal is to make chess every bit as legitimate to kids as football, basketball or soccer.

## VII. Basic Equipment & Teaching Materials

Besides the obvious chess boards and pieces, which can be ordered through the USCF Catalogue (at discounted prices for members), several other items will be useful -- some essential, others optional.

Chess teaching materials in the form of software and books should be readily available to students. Making sure that students take advantage of these materials, both at school and at home, is critical if you are to keep students motivated to improve their skills.

Software tends to be more appealing to children learning how to play chess than books, and therefore, a more effective teaching tool. The animated, interactive graphics of software, which allow students to more clearly visualize how the pieces move, make it easier for children to learn chess basics. Many children --especially kindergarten through 6th graders -- find reading chess books a bit overwhelming because of the need to interpret chess notation and to visualize how one static chess diagram evolves into the next.

There are a number of fine chess software programs available for players of all ages. Some focus on beginners, and others on advanced concepts of chess. Many are very sophisticated game-playing programs that let players develop their skills by playing against the computer. Good as they are, however, most of this software was designed as an aid to individual players already motivated to learn the game rather than as a tool for a school program. As explained in the accompanying insert on Food for Thought Software's **Think Like a King Series™**, our software was designed specifically for schools, providing the necessary **Educational, Motivational and Management tools for a successful chess program**.

Food for Thought Software, Inc. offers a 'No Obligation Ever!' Software 'Book' Club Structure, providing a convenient and affordable way to ensure your students avail themselves of good chess teaching materials. (See Addendum IV).

Whether you simply suggest that players get some of the software or books available in retail stores, or you decide to recommend their using a more structured teaching system like the Think Like a King Series™, the more kids play at home, the more successful your club program will be at school. Specific incentives (bonus points added to student club ranking, etc.) can be built into your chess program to encourage students to avail themselves of educational materials both at home and at school. Several other basic items should be considered for your chess club. Forms to record game position or moves will be helpful to students, allowing them to analyze or remember games from one meeting to the next. Samples of forms needed are available from USCF, or use *Think Like a King™: Chess Club Manager*© to print these directly. If you have an experienced chess teacher in your program, a wall-mounted teaching board can also be a helpful tool.

As your chess club matures, you may wish to consider acquiring other items. Chess clocks, for example, while optional, are useful if club members are likely to participate in tournaments. In some, but not all of those forums, players have limited time in which to make their next move, and special clocks are used to track this time.

Tee shirts for chess team members, as for traditional school sports teams, will help to excite and motivate students. Again, clubs which participate in tournaments will enjoy the distinction and recognition that comes from custom-designed tee shirts.

**IMPORTANT NOTE:** Kids want to play chess during club meetings. Don't spend too much time at clubs on didactic (or administrative) activities or students will quickly lose interest. Each coach will need to decide for him- or herself how much time to devote to formal teaching, with the critical goal being to encourage all students to play chess -- rather than just to focus on developing the best players!

## **VIII. Club Management**

Traditionally, one of the most labor intensive and least fun aspects of scholastic chess clubs, particularly for coaches, has been dealing with the managerial and administrative details, that is, keeping track of players and their game performance statistics, creating club divisions for the purposes of intra-club competition, creating tournament registration forms and the like.

With the development of Think Like a King™: Chess Club Manager©, not only have these tasks been simplified tremendously, but students can now handle many of the routine administrative functions of the chess club themselves. Not only does this spare coaches from the bureaucratic tasks many dislike, but students actually love doing the data entry themselves and their technology skills are, thereby, reinforced. Most importantly, the computer calculation of club rankings for each player as new game statistics are added to the data base, motivates students to take chess more seriously. (See Section IX on the Advantages of a Club Rating System). Coaches are given the option, through various security features built into the program, to limit access to certain data for students.

Beyond the purely administrative tasks associated with maintaining a chess club, you may want to consider electing Club Officers, particularly in clubs made up of older students. This can become a basis for delegating certain managerial functions and responsibilities (e.g., maintaining student rosters, rankings, etc.), though these duties can just as easily be rotated among players. (For purposes of consistency in score entry, etc., it may, however, be better to give only a small number of students access to the computer rather than give each player a turn. Each coach will have to make that decision for him- or herself.)

One important consideration for electing club officers beyond needing their help with administrative responsibilities is to create peer leaders who can help the coach increase levels of player commitment and motivation. Most school sports teams have team captains and/or managers. You may wish to adopt a similar organizational structure for your chess club for the reasons stated above and to parallel other school organizations.

## **IX. Advantage Of a Club Rating System: Motivation**

To keep kids motivated to improve their skills, and to project an image of chess as a sport just like any other school sport, a club rating system in which players' wins and losses and club rankings are tracked, is important. Students are more likely to want to improve in a competitively structured situation, even if the coach ultimately decides not to formally rank students and only to distribute data to each student on how his or her own skills have improved.

Sports, by nature, are competitive and the majority of school programs, even for younger children, keep track of team and/or player statistics to some extent. Children have come to expect this and chess should be no different.

The competitive aspects of chess playing also mirror the competitive aspects of much of adult life. By learning early to handle competition appropriately -- to remain calm in a pressured situation, to win with humility and to accept defeat gracefully -- chess playing youngsters experience some important early lessons.

Another reason to get students used to a system of scores and ranking is that USCF sponsored tournaments, should your club decide to participate in these events, collect and disseminate individual student and team rankings for participants.

Naturally, some concerns should be considered before adopting a formal rating system for your club. You would not wish to alienate a prospective chess player who wants simply to learn how to play chess in a low key environment. Secondly, as your club evolves, you don't want to lose players who are less than outstanding at the game. Kids quit sports programs all the time because they simply don't feel good enough to compete against other players, and a good program would want to make provisions for this situation before it happens.

Certainly, the cooperative aspects of working together as a team can be emphasized, with the understanding that each individual brings something positive to the club. Students should be encouraged to work together collaboratively to develop their skills and understanding of chess. Those who have progressed more rapidly can work to help their peers having difficulty learning the game.

Various options are available to coaches who want to emphasize the competitive aspects of chess playing, while being sensitive to the needs of all students. Recognition can be given to players based on factors other than their just winning games. If a point system is used to track student performance, and even to present awards, additional categories such as attendance, leadership, tournament participation and the like, can be used to motivate students to stay on as active members of chess club. Students can amass bonus points by completing various homework assignments (such as solving chess puzzles or progressing through various other chess materials assigned by the coach). Using these alternate bases for measuring accomplishment, the best chess players are not the only ones who gain recognition for their efforts.

If the idea of using these motivational features is attractive but the effort involved seems daunting, check the Food for Thought Software literature (describing Chess Club Manager<sup>©</sup>) accompanying this manual, and see how painless and effective it can really be.

For other thoughts about how to motivate players, particularly the very young, and for innovative ideas outside the usual chess curriculum, access the Kingsley Chess Experiment on the Internet at <http://arlen.evanston.lib.il.us/organizations/ecco/kingsley/kc.htm>

## **X. Activity Level of Chess Club: Participate in Tournaments Or Not?**

Scholastic chess clubs run the spectrum from extremely active clubs which participate in local, state and even national tournaments (and in rare cases, international tournaments) to low-key clubs whose members play just to have “fun”.

The advantages of encouraging kids to participate in tournaments are essentially the same as those described in Section IX on a Club Rating System. Simply stated, students are more likely to be motivated to improve their chess-playing skills, and therefore, to take the game more seriously, if they know they will be involved in competitive situations with other students. Secondly, tournament participation is likely to reinforce the image of chess as being a legitimate competitive activity, just like any school sport. Third, the competitive aspects of chess helps to prepare students for their roles in later life.

Students seem to become particularly excited and energized by tournament participation. These events can truly become important for focusing students’ attention on the need to consistently grow as chess players. Tournaments always provide special new challenges for club members, though nothing requires every member to participate if he or she is not comfortable in doing so. Moreover, even if your students are interested in tournament participation, your club would not have to participate in all of the area scholastic tournaments offered each year. The club may pick and choose those which seem interesting or accessible. As the club evolves, students may become more serious about participating in state and national tournaments. The U.S. Chess Federation will be able to tell you how many or which scholastic tournaments will be necessary for those clubs interested in reaching state or national levels.

**Whatever the activity level and focus of your chess club, the benefits of learning how to play chess are so great that the establishment of a program at every school is extremely worthwhile.**

## **XI. Advantages Of United States Chess Federation (USCF) Membership**

Scholastic chess club affiliation with USCF presents many advantages which should be considered seriously when organizing a club. USCF is a wonderful source of information and materials for students and their coaches. In addition, if your club wishes to participate in official tournaments, students will have to be members of this organization. Membership fees are quite nominal.

Scholastic members receive the bimonthly publication, *School Mates*. Each issue provides tournament information for sites around the country, and offers news, puzzles, games and other forms of chess instruction.

Other benefits include discounts on chess products in the USCF catalogues. These include roll-up vinyl boards, chess clocks, computer software and many other items. Information will also be provided to scholastic members about correspondence chess opportunities, where students play officially rated chess by mail or by computer via on-line services.

You may also want to consider membership in your state affiliate. USCF will be able to tell you if your state has an affiliate. Fees are usually nominal, and the state organization will keep you up to date on the chess scene around your state. Some affiliates even have scholastic chess committees as part of their organization.

The USCF web site (<http://www.uschess.org>) provides additional information, including other chess-related web sites.

Coaches can receive "Chess Coach Certification" from USCF. The only requirement to do so is to complete an application and pay a very small fee. Membership will provide you with a number of benefits including the annual *USCF Chess Coach Newsletter*, and the potential to direct nationally-rated scholastic-only tournaments in your school.

## **XII. How To Finance Your Club**

A variety of ways may be available to help pay for the chess equipment, supplies and possibly salaries, described in this manual. Individual dues, PTA or PTO funds, or school district funds should be considered. Parent Booster Clubs can be formed. Local businesses or community groups can be contacted for a contribution. Bake sales, car washes and the like can also be held from time to time to augment funds or pay for something special (e.g., club participation in a state or national tournament where airfare, housing, food, tournament fees, etc. may have to be covered.) Some combination of all of the above sources of revenue can be considered to organize and sustain a scholastic chess club.

One other approach that may be helpful would be to point out that parents in your community already invest significant sums of money in sports activity fees for their children. Isn't it equally worthwhile to invest in a Sport for the Mind?!!

## **XIII. Contacting Other Chess Coaches**

Besides being in touch with other coaches in your school district or through your USCF state affiliate or at tournaments, you may want to use the Internet to reach a broader group. E-mail can be sent to: [scholastic-chess-request @ cis.uab.edu](mailto:scholastic-chess-request@cis.uab.edu). You can get to the same place by using the following web address:  
<http://www.cais.com/sunburst/chess/scholast.html>

(This is a general scholastic chess web site which may be helpful to you in organizing your school's program).

#### **XIV. Some Closing Thoughts: Key Ingredients for a Successful Club**

Introducing chess in your school will open up a whole new realm of activity, challenge and competition for students.

The key ingredients to making your club a success are as follows:

1. Promote chess as a “Sport for the Mind” to legitimize chess club participation in the eyes of students and their peers.
2. Provide students with appropriate educational and motivational tools that will allow them to grow as chess players.
3. Create an organized structure so that the club has some specific focus and you do not become bogged down in administrative and managerial details.
4. Provide students with a great deal of enthusiasm and encouragement to take the game seriously, but also to have fun.

Your efforts will be gratifying and worthwhile as you will provide significant and meaningful new opportunities for students. While few students will, ultimately, make their living as athletes, despite their interest and involvement with scholastic sports programs, many will apply the critical thinking skills and other attributes developed as chess players to their adult careers!

## **Addendum I: Think Like a King™: Chess Club Manager®**

Given an *exclusive endorsement by the United States Chess Federation*, Chess Club Manager® is the foundation of our modular suite of software tools designed to help make your school's Chess program both successful and easier to run. With dozens of features designed to help **Manage**, **Motivate** and **Educate** students, wrapped in a clear and simple interface, Chess Club Manager® may well prove to be the most valuable tool in your Scholastic Chess Program.

**Chess Club Manager® is a multifaceted tool that allows your school to build a program of Chess as a Sport**, and teach your kids that strategic thinking can be as much fun and as legitimate as any athletic activity. With the tools provided by Chess Club Manager, students will view chess as a "sport for the mind".

Chess Club Manager® (CCM) has features that let you:

### **MANAGE** Students by:

- Maintaining club rosters and mailing lists
- Recording outcomes of every game played by students, in a simple point and click fashion
- Instantly calculating score changes for players after every game played
- Maintaining club rankings based on a USCF-approved progressive scoring system
- Stratifying your club into subgroups based upon Grades or unique Divisions
- Printing out varieties of commonly needed forms for club use and tournament activity to save hours of paperwork time

### **MOTIVATE** Students by:

- Encouraging students to seek ever greater challenges in their play by letting them see their progress
- Automatically searching your database to generate and print seven different types of standard Awards certificates, suitable for framing
- Defining any number of Unique Awards categories to print certificates for any number of players
- Awarding bonus points to individuals or groups for any chess-related activity you define
- Tracking 'Workout Points' from our optional Chess Workouts® interactive teaching modules
- Maintaining statistics to identify players deserving of special recognition or attention

### **EDUCATE** Students by:

- Providing them with a 'window' to a world of affordable, interactive chess educational software modules -- the Chess Workouts® -- linking their school chess club activities with more learning at home.

**When combined with our 'standalone' program, Your First Lessons in Chess®, the Chess Workout tutorials offer chess clubs a core curriculum to teach and solidify chess skills.** Students using the Chess Workouts at school can run them on Chess Club Manager or an optional School Player®. For home use, students will receive a FREE Home Player to run the software.

- Automatically printing out handouts from our library of Chess Workout® 'Books,' creating beautiful chess puzzles so that even kids with limited access to computers can benefit from our software.



You can even create an optional, (*No Obligation Ever!*) Software 'Book' Club (see Addendum IV) through your school that will encourage your students to learn, and earn your club valuable FREE chess premiums!

\* \* \* \* \*

Chess Club Manager<sup>©</sup> does all this and more through an interface that is simple enough for even young students to use on their own! CCM lets you delegate many of your administrative functions to deserving students, freeing you for other tasks while giving them the opportunity to use a computer for real-world activities. Don't worry - the sophisticated security system built into CCM protects your important data even from novice users.

In short, Chess Club Manager<sup>©</sup> will help to make you not only a better administrator, but a better teacher as well. It gives you the tools and the knowledge you need to run your school chess program in the most effective and efficient manner possible!

System Requirements: Macintosh Computer with 68030 (68040 preferred) or PowerPC, and a 640 x 480 resolution, 256 color monitor; 6 MB of hard drive space; 5 MB of available RAM.

## **Addendum II: Think Like a King™:**

### **Your First Lessons in Chess©**

Think Like A King™: Your First Lessons in Chess© is not just another computer chess game. In fact, you don't *play* chess against it at all. But what a beginning player can do is *learn* how to play chess, step-by-step in a hands on way. Here's what *Think Like A King™: Your First Lessons in Chess* does:

- Becomes an introductory chess 'book' that you 'read' on your home computer
- Combines the best elements of both media: the in-depth descriptions of a book enhanced by simultaneous animated, interactive computer graphics
- Eliminates the most difficult element of chess books: The constant back-and-forth struggle between text and static diagrams, trying to imagine how one figure changes to the next
- Students watch pieces move as lessons unfold, or move them themselves for various puzzles and challenges
- Fills a void in existing chess software programs, which rarely adequately address the basic first lessons
- Covers the equivalent of an introductory series of chess lessons as it takes the beginning player through:
  - the basic moves and rules
  - chess nomenclature and recording conventions
  - development and opening strategy
  - basic tactics like pins, forks, skewers and discovered attacks
  - common endgame checkmate scenarios
- Includes dozens of interactive, challenging exercises to reinforce lessons and help students quickly escalate their skills
- Includes over 165 introductory level chess puzzles to solve interactively
- Designed for reading-aged children (Grade 3 and up) or even adults trying to keep up with their kids!
- Very young children can do the lessons with an older child or adult, and they'll love doing the interactive puzzles by themselves!

System Requirements: Macintosh Computer: 68030 (68040 preferred) or PowerPC, and a 640 x 480 resolution, 256 color monitor; 4 MB of hard drive space; 5 MB of available RAM

## Addendum III:

### Think Like A King™ Chess Workouts© Series

The **Chess Workout**© tutorials, combined with **Your First Lessons in Chess**©, provide a complete curriculum to run a successful scholastic chess program. Your First Lessons in Chess© (See Addendum II) will teach novice chess players the fundamentals of chess rules and moves, algebraic notation and chess nomenclature, openings, tactics and endgame strategy. The Chess Workouts© are designed to pick up where our basic tutorial ends, with an ever-expanding library of interactive chess 'books' for beginning through advanced scholastic players.

Authored by David MacEnulty, one of the foremost scholastic chess coaches in the country, the Chess Workouts series was deliberately named to enhance the image of the **Chess Player as Mental Athlete**.

Here's what *The Chess Workout*© tutorials do:

- Provide a core curriculum, so even non-chess playing coaches can run successful chess teaching programs
- Go beyond the basics introduced in Your First Lessons in Chess© to develop chess skills and tactical thinking in all aspects of the game. Volumes available Fall 2000 include: *Tactical Thinking*©, *Checkmate Thinking*©, *Endgame Thinking*©, *Opening Thinking*©, *More Tactical Thinking*© and *More Checkmate Thinking*©. Later volumes will expand on these and other themes for intermediate and advanced scholastic players.
- Combine the very best elements of chess books with those of computers --the rich explanatory detail of text plus the visual learning that interactive computer animation offers
- Eliminate the struggle to interpret complex chess notation using static chess diagrams, trying to imagine how one figure changes into another. Students learn as the computer moves pieces to explain a line of play, or they move on-screen pieces themselves to solve puzzles or explore scenarios
- Allow students to complete Workouts at home (using a FREE Home Player© to run the software) or at school (using Chess Club Manager© or a School Player©)\*
- Allow students without adequate access to computers to receive printed Chess Workouts© puzzle handouts (via Chess Club Manager©)
- Generate electronic 'score reports' (on disk or hard copy) to enter into the Chess Club Manager© data base to motivate and reward students (Puzzle 'handouts' can also be scored and entered).

\* 'Reading' the Chess Workouts© requires using Chess Club Manager© or a School Player© to 'interpret' the program at school. Until the Windows version of Chess Club Manager is available (early 1998), the PC version of the School Player allows schools without Macs to use the PC Workouts. The FREE Home Player© is for one student to use at home. The System Requirements below are for either School or Home Player; for Chess Club Manager, allow 6 MB of disk space. **Macintosh**: 68030 (68040 preferred) or PowerPC; System 7; 6 MB available RAM; 1.5 MB disk space plus 1 MB per Workout; 256 color 640 x 480 monitor. **PC**: Windows 95 or later; 2 MB of hard drive space plus 1 MB per Workout; 800 x 600 high resolution color monitor.

## **Addendum IV:**

### **(No Obligation Ever!) Software 'Book' Club**

- The Think Like a King™ Software 'Book' Club provides the perfect way for coaches to ensure that all their players master the fundamentals of chess, while making the game more fun and exciting
- This optional program has no fees, no commitments, no minimums and no schedules. Use it when you like and how you like.
- Earn FREE premiums for your school with minimum 'Book' club orders
- Use Chess Club Manager© to print the catalogues and order forms. Send them home with players and return their orders and payments to Food for Thought Software, Inc.
- We ship directly to students, so you don't have to worry about sorting orders
- Stay current with our new product offerings by downloading catalogue updates directly from our Web site ([www.schoolchess.com](http://www.schoolchess.com)). (Chess Club Manager imports the new data automatically). Or contact us by phone, 847/433-6515; fax, 847/433-6523; or e-mail, [chessthink@aol.com](mailto:chessthink@aol.com) for an update
- Players can always place an individual order just by printing out an order form from Chess Club Manager, or by contacting us at the above numbers

## **Addendum V:**

### **Site Licensing & Volume Discounts**

*Chess offers something to every child.  
So we make it easy to get your whole school -- or your whole district -- playing!*

- Our **Site License** lets you put Think Like a King™ software *everywhere* in the school. Just buy one full set of software\* and one low site license fee lets you put the same software on *every* computer in your school!
- Imagine a school where kids could practice chess problems in their free time (and even get credit for their efforts in chess club later) or where every teacher could run a chess 'mini' club!
- **Volume Discounts** are available for district-wide orders. Contact Food for Thought Software, Inc. and we'll work to create special pricing to serve your needs!

\* A full software set is one copy of Chess Club Manager©, one School Player©, one copy of Your First Lessons in Chess© and one copy each of the first six Chess Workouts© Volumes. Since we'll continually be publishing more Chess Workouts, subsequent volumes you choose to obtain can be included in your current site license at substantial discounts.

## **Addendum VI:**

### **How To Order Think Like A King™ Software**

- Contact us directly for Catalogues and Order Forms at:

**Food for Thought Software, Inc.**

P.O. Box 100  
Highland Park, Illinois 60035

Phone: 847/205-4706

Fax: 847/433-6523

E-mail: [chessthink@aol.com](mailto:chessthink@aol.com)

*OR*

- Check out our Web site at **[www.schoolchess.com](http://www.schoolchess.com)**

*OR*

- Print catalogues and order forms directly from your copy of Chess Club Manager® (with updates downloaded to CCM directly from our Web site or by contacting Food for Thought Software, Inc.)
- Use our *optional* Software 'Book' Club or order individually (See Addendum IV)
- Site licenses and volume discounts available (See Addendum V)