

MAR 08 2024

SENATE CONCURRENT RESOLUTION

URGING THE STATE FOUNDATION ON CULTURE AND THE ARTS TO CONVENE A
TASK FORCE TO RESEARCH AND DEVELOP A PLAN TO IMPLEMENT
CHESS AS A COMPETITIVE SPORT IN THE STATE.

1 WHEREAS, chess is a game of strategy, intellect, critical
2 thinking, and problem-solving, and is played regularly by over
3 six hundred million people worldwide; and
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5 WHEREAS, the global chess industry is estimated to be
6 valued at more than \$2.11 billion, and is estimated to expand to
7 \$2.6 billion by 2027; and
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9 WHEREAS, beyond entertainment, chess has been a symbol of
10 diplomacy, fostering connections between nations, and is
11 recognized as a sport by the Olympics; and
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13 WHEREAS, many of the strategies that are involved in chess
14 are complex mathematical algorithms that children understand and
15 decipher naturally; and
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17 WHEREAS, chess brings out latent abilities not always
18 reached by traditional educational means by promoting logical
19 thinking, instilling a sense of self-confidence, and improving
20 communication and pattern recognition skills; and
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22 WHEREAS, children who play chess are introduced to basic
23 algebraic notations that increase their concentration and
24 familiarity with the subject, making them more efficient
25 learners of mathematics; and
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27 WHEREAS, in states where chess is offered widely in
28 schools, students exhibit excellence in the ability to recognize
29 complex patterns and consequently excel in math and science; and
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31 WHEREAS, considering chess as a competitive sport enables
32 schools to organize formal competitions and provide resources



1 similar to those available for traditional sports, which ensures
2 that chess teams receive the support and facilities needed to
3 compete at a high level; and

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5 WHEREAS, the recent success of Esports demonstrates the
6 value of strategic thinking and problem-solving skills,
7 qualities essential in sports and in life; and

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9 WHEREAS, people of all ages who play chess regularly have
10 been found to have increased mental health benefits arising from
11 the activity; now, therefore,

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13 BE IT RESOLVED by the Senate of the Thirty-second
14 Legislature of the State of Hawaii, Regular Session of 2024, the
15 House of Representatives concurring, that the State Foundation
16 on Culture and the Arts is urged to convene a task force to
17 research and develop a plan to implement chess as a competitive
18 sport; and

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20 BE IT FURTHER RESOLVED that the following individuals are
21 requested to serve as members of the task force:

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- 23 (1) The Executive Director of the State Foundation on
24 Culture and the Arts, or the Executive Director's
25 designee, who shall serve as chairperson of the task
26 force;
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 - 28 (2) The Director of Business, Economic Development, and
29 Tourism, or the Director's designee;
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 - 31 (3) The Superintendent of Education, or the
32 Superintendent's designee;
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 - 34 (4) The Executive Director of the Hawaii High School
35 Athletic Association, or the Executive Director's
36 designee; and
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 - 38 (5) An individual from a nonprofit currently working to
39 facilitate the sport of chess in the State, to be
40 chosen by the chairperson; and
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1 BE IT FURTHER RESOLVED that the task force is requested to
2 submit a reports of its findings and recommendations, including
3 any proposed legislation, to the Legislature no later than
4 twenty days prior to the convening of the Regular Session of
5 2025; and

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7 BE IT FURTHER RESOLVED that certified copies of this
8 Concurrent Resolution be transmitted to the Executive Director
9 of the State Foundation on Culture and the Arts; Superintendent
10 of Education; Director of Business, Economic Development, and
11 Tourism; Executive Director of the Hawaii High School Athletic
12 Association; and President of the Hawaii State Teachers
13 Association.

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OFFERED BY: _____

