
SENATE RESOLUTION

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

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 \$2,110,000,000, and is estimated to expand
7 to \$2,600,000,000 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
33 similar to those available for traditional sports, which ensures



1 that chess teams receive the support and facilities needed to
2 compete at a high level; and

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

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

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

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18 BE IT FURTHER RESOLVED that the Department of Education is
19 urged to collaborate with Hawaii chess organizations to expand
20 access to chess as a learning, development, and collaboration
21 tool in public schools; and

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

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- 26 (1) The Executive Director of the State Foundation on
27 Culture and the Arts, or the Executive Director's
28 designee, who shall serve as chairperson of the task
29 force;
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- 31 (2) The Director of Business, Economic Development, and
32 Tourism, or the Director's designee;
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- 34 (3) The Superintendent of Education, or the
35 Superintendent's designee;
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- 37 (4) The Executive Director of the Hawaii High School
38 Athletic Association, or the Executive Director's
39 designee; and
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1 (5) An individual from a nonprofit currently working to
2 facilitate the sport of chess in the State, to be
3 chosen by the chairperson; and
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5 BE IT FURTHER RESOLVED that the task force is requested to
6 submit a report of its findings and recommendations, including
7 any proposed legislation, to the Legislature no later than
8 twenty days prior to the convening of the Regular Session of
9 2025; and
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11 BE IT FURTHER RESOLVED that certified copies of this
12 Resolution be transmitted to the Director of Business, Economic
13 Development, and Tourism; Executive Director of the State
14 Foundation on Culture and the Arts; Superintendent of Education;
15 Executive Director of the Hawaii High School Athletic
16 Association; and President of the Hawaii State Teachers
17 Association.

