

1 A MEMORIAL

2 DECLARING FEBRUARY 15, 2016 "YOUTH CHESS DAY" IN THE SENATE.

3
4 WHEREAS, the ancient game of chess is one of the world's
5 most popular games, played by millions of people in homes,
6 parks and clubs, online, by correspondence and in
7 tournaments; and

8 WHEREAS, countless studies show that a chess education
9 serves to improve student outcomes in math and reading scores
10 and overall cognitive ability and executive functioning; and

11 WHEREAS, there are countless instances of early-age
12 chess learning being credited for changing people's lives for
13 the better; and

14 WHEREAS, chess educators, organizers and tournament
15 directors have been teaching and developing chess
16 opportunities for young people for many years; and

17 WHEREAS, Learners Chess academy, a New Mexico nonprofit
18 organization founded in 2010, has developed after-school
19 chess clubs in over fifty schools over the last five years,
20 taught thousands of children how to play chess in
21 after-school programs and camps and has become nationally
22 recognized for its innovative work;

23 NOW, THEREFORE, BE IT RESOLVED BY THE SENATE OF THE
24 STATE OF NEW MEXICO that February 15, 2016 be declared
25 "Youth Chess Day" in the senate and that recognition be given

1 to chess coaches, organizers and administrators who
2 contribute to the teaching and enjoyment of chess learning of
3 thousands of New Mexico students every year; and

4 BE IT FURTHER RESOLVED that educators and others
5 intending to make a difference in the lives of young people
6 be urged to consider how they can support the development of
7 youth chess in the state as coaches, organizers, volunteers,
8 donors or in any other way that positively contributes to
9 opportunities for New Mexico youth to learn the game of
10 chess; and

11 BE IT FURTHER RESOLVED that a copy of this memorial be
12 transmitted to the president of Learners Chess academy. _____

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