

MAR 08 2024

SENATE 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
33 similar to those available for traditional sports, which ensures
34 that chess teams receive the support and facilities needed to
35 compete at a high level; and



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2 WHEREAS, the recent success of Esports demonstrates the
3 value of strategic thinking and problem-solving skills,
4 qualities essential in sports and in life; and
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6 WHEREAS, people of all ages who play chess regularly have
7 been found to have increased mental health benefits arising from
8 the activity; now, therefore,
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10 BE IT RESOLVED by the Senate of the Thirty-second
11 Legislature of the State of Hawaii, Regular Session of 2024,
12 that the State Foundation on Culture and the Arts is urged to
13 convene a task force to research and develop a plan to implement
14 chess as a competitive sport; and
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16 BE IT FURTHER RESOLVED that the following individuals are
17 requested to serve as members of the task force:
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- 19 (1) The Executive Director of the State Foundation on
20 Culture and the Arts, or the Executive Director's
21 designee, who shall serve as chairperson of the task
22 force;
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24 (2) The Director of Business, Economic Development, and
25 Tourism, or the Director's designee;
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27 (3) The Superintendent of Education, or the
28 Superintendent's designee;
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30 (4) The Executive Director of the Hawaii High School
31 Athletic Association, or the Executive Director's
32 designee; and
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34 (5) An individual from a nonprofit currently working to
35 facilitate the sport of chess in the State, to be
36 chosen by the chairperson; and
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38 BE IT FURTHER RESOLVED that the task force is requested to
39 submit a reports of its findings and recommendations, including
40 any proposed legislation, to the Legislature no later than
41 twenty days prior to the convening of the Regular Session of
42 2025; and



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

OFFERED BY: 

