

Javen Ackerman Creative Services

Writing &
Web Design

Brochure: Java Joe the Chess Coach

Panel 2

Why Chess?

Chess is a fascinating game that's been played by kings and peasants, old folks and children throughout recorded history. It's got a rich cultural heritage that spans the globe, and the game continues to challenge, educate, and entertain people across the world.

But why teach chess to our young people?

Mistakes Are To Be Learned From

The game of chess offers an immediate reward or consequence for actions taken during play, and this helps develop and hone problem-solving skills. A well-planned move results in the opponent's piece being taken off the board. A poor strategy results in a lost game. But the real benefit is that when a game is lost, the defeat can be traced back to the very move that caused the problem, and that mistake can be examined and learned from.

Competition Drives Learning

The competitive aspect of the game is also an effective motivator in the learning process. In an environment of positive competition, chess keeps students engaged by presenting a new challenge with every game. These challenges promote mental alertness and encourage self-improvement, attention to detail, and problem solving.

No Boundaries

And I feel that the greatest advantage of chess is that the game transcends all boundaries. Factors like race, economic status, and gender simply don't apply to the game. You just need a board, pieces, and an opponent in order to play.

Whether you're looking for insight into how to start playing competitively or just getting started in chess, I specialize in helping young people learn more about the game that has intrigued us for more than 1500 years.

Chess is the game which reflects most honour on human wit. —Voltaire

Panel 3

Java Joe Chess Tournaments

Java Joe Chess Tournaments are fun, friendly and safe environments for kids to get together and experience the thrill of competition and share their enjoyment of the game of chess. Players of similar skill levels are pitted against each other in a standard tournament format. Winners earn trophies, lunch is provided, and most importantly, everyone gets to play and have a good time.

Tournament Materials and Services Provided:

- Player Registration
- Pairings for Each Round
- Adjudication of Games
- Trophies
- Food
- Chess Equipment (boards, timers, pieces)

Want To Host A Tournament?

Just answer the questions below, and I'll handle the rest!

- How many students will be participating?
- How long do they have to play? (X hours recommended)
- What's your preferred event date?
- Where will it be held?

The chess-board is the world, the pieces are the phenomena of the Universe, the rules of the game are what we call the laws of Nature. The player on the other side is hidden from us. —Thomas Huxley

Panel 4

Java Joe Coaching Sessions

Chess is an easy game to learn, but a difficult one to master, and a good teacher can go a long way toward unlocking the benefits of playing the game. Whether they're looking for insight into how to start playing competitively or just getting started in chess, I can help. I'm a coach with 5 years of experience in helping young people of all skill levels learn more about the game of chess.

Coaching Methods

My methods include providing individual attention with an emphasis on encouragement and positive feedback during game analysis. I also use gentle homework in the form of chess problems as a way to give some direction and keep my students challenged between sessions. You can check out a sample problem on the back of this brochure.

Session Details

I conduct coaching sessions for individuals and small groups ranging up to 4 students, and I do give group discounts for larger sessions. The frequency of sessions depends on student need, but I recommend 1 to 2 times a month. And the location for meetings is flexible, typically a coffee shop or another comfortable public place.

Chess is in its essence a game, in its form an art, and in its execution a science. —Baron Tassilo von Heydebrand und der Lasa