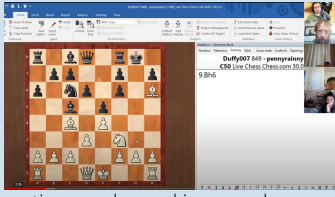


# AWARDS



## Coach's Groups



**Geoffrey** continued his excellent performance from last week, and **Valerie** nearly clinched the prize for herself, but this time it was **Kirill** who ultimately claimed the **best-in-group** prize. Kirill's speed and accuracy was particularly on point when it came to solving

mating puzzles and in several memorable games he demonstrated great tactical intuition by grabbing and effectively wielding the initiative. **The winners for best-in-group were:**

Danny's Group: **Robert Choi**

Sean's Group: **Kirill Rustamov**

Chris's Group: **Anthony Ekelov**

Nick's Group: **Michael Lokhov**

Slava's Group: **Ankush Ambegaonkar**

Ivette's Group: **Ollie Gordon and Yanbo Pei**

Philip's Group: **Xavi Cox**

Alex's Group: **Sophie Chai**



## Tournaments

For the tournament we had four sections divided by level. The coaches were impressed by quite a few of these games, and of course the less accurate games were still useful tools for analysis with an eye toward improvement. The coaches would like to urge all returning campers to remember to **TAKE THEIR TIME** during tournament games as many mistakes had been avoided by more careful consideration and better time management. **The winners were:**

Section 1: **Ben Murkis**

Sections 2: **Black McCarthy**

Section 3: **Ethan Murkis & Drew Centeno**

Section 4: **Ankush Ambegaonkar**

There were two sections for the Blitz tournament and **the winners were:**

Section 1: **Kirill Rustamov**

Section 2: **Anthony Ekelov**

There were three sections for Problem Solving and **the winners were:**

Section 1: **Robert Choi**

Section 2: **Anthony Ekelov**

Section 3: **Ankush Ambegaonkar**

**Daniel Chapnik won the Simul Survival Competition.**

**Anahit Melkumov won most improved player**

**Sean Vandalovsky won Best Effort**



## Non-Chess Activities

The non-chess activities continued to excite and inspire.

Campers in **Mind Games** impressed Roman with their own riddles, their ability to solve complicated puzzles, and their general warmth and enthusiasm. **The winner for the Mind Games were Ari and Theo!**

In **Art Class**, Erica described her students as passionate and a pleasure to teach. The week was full of laughs, creativity and growth as they learned about and drew in the style of Pop Art, Pointillism, 2-Point Perspective, and other spontaneous prompts like drawing dream houses. **The winner for the Art Prize was Blake!**

In **Theatre Class** campers learned about improvisation and what makes for good scene work. Campers learned about character creation tools, incorporating verbs, objectives, emotional colors and even some Bartineuff fundamentals for movement to "color" character choices. Plot and scene structure were studied closely culminating in two very amusing original one-acts that included characters ranging from Percy Jackson to world chess champion Karpov's baby. **The winners for the Theater Prize were Graham and Mark!**

**In Math Class the winners Ankush, Daniel, Theo and Stefan!**

With so many coaches commenting in different ways about the enthusiasm and kindness demonstrated by campers it is no wonder everyone is having so much fun. We are looking forward to more laughs and learning next week!



# 2020 CAMP WEEK 2 REPORT

Another week of fun and learning has drawn to a close. Campers in the morning lessons upheld the high expectations set by the first week, continuing to work hard in morning group lessons. They solved puzzles to learn new tactical motifs and to reinforce familiar patterns while progressing through puzzles with added depth and new levels of difficulty. Grandmaster and camper games alike were analyzed carefully, allowing everyone to learn from the greats as well as learn from their own mistakes.

