

The 2026 Brendan Jamison Chess Academy

Level 1 - The Golden Pawn Award

Sunday February 8 11:15 am to 5:30 pm
Monday February 9 10:15 am to 5:15 pm
Tuesday February 10 10:15 am to 5:15 pm

Maxwell Hall, Groomsport



Pupils are advised to bring a pack lunch and snack food. 15 min morning break. 45 min lunch break. 15 min afternoon break.

Limited to 8 pupils

Entry fee of £90, discounted to £45 for Bangor members

We currently have a mixture of children and pensioners that have paid for their place on this course. To be admitted, players must already be at intermediate level with a FIDE classic, rapid or blitz rating between 1450 to 1700.

To graduate with the Golden Pawn Award, pupils must (1) complete all 6 FIDE classic games at 60+0, there are two per day. (2) Attend all 3 morning opening theory lectures and interact with the Club Master when questions are posed to the pupils. (3) Attend all 3 afternoon demo board lectures that will cover an entire game, with emphasis on middlegame strategies and endgame techniques. (4) Pupils are to use the analysis room to review their classic game with their opponent and under the guidance of a Club Master who will advise on areas for improvement.



3 day Jamison Chess Academy 2026

Sunday 8 to Tuesday 10 February 2026

During school mid-term break. Open to adults and children aged 13+. This chess academy is ideal for players rated between 1450 to 1750. Level 1 is titled The Golden Pawn. It will feature 3 full days of learning, accompanied by hand-outs to recap what was taught during the lectures.

Limited to a maximum of 8 players. Book and prepay early to secure a place.

Venue: Maxwell Hall, Groomsport + analysis space: Avril Morley Room

Course fees = £90, discounted to £45 for members of Bangor Chess Club (average of £15 per day). The course fees will cover the venue hire for the 3 days. **Please note, we are not using Bangor Chess Club funds for this 3 day chess academy as participation is extremely limited.**

Pupils attending this course will enjoy a small group teaching format with demo board lectures, hand-outs to recap topics at home, opening trouble-shooting, post-game analysis and 6 classic rated games (2 per day at 1 hour each per player)

Course Schedule

DAY 1 of 3

Sunday 8 February

Morning session:

11:15 to 11:45 Morning Lecture: Beating a Grandmaster

Demo board talk, discussing opening theory of the Reti system, culminating in a May 2025 victory over Russian GM Alex Baburin from a simul in Belfast.

11:45 to 12:00 - break

It is recommended players take a walk outside to get some fresh air for a few minutes.

12:00 to 14:00 - Classic game 1

Players will compete in a FIDE rated classic game at a time control of 60+0. When the game is finished, pupils will move to the Avril Morley Room for post-game analysis. Supervision by a Club Master to offer tips and advice for improvement.

14:00 to 14:45 - break

Lunch break: *pupils are encouraged to bring a pack-lunch with them*

Food can be eaten in the Avril Morley Room at any time throughout the 3 days

Afternoon session:

14:45 to 15:15 - demo board game analysis

One of our Club Masters will play through one of the games from the morning classic (selected from viewing the live games in progress during the morning session).

15:15 to 15:30 - break

It is recommended players take a walk outside to get some fresh air for a few minutes.

15:30 to 17:30 - Classic game 2

Players will compete in a FIDE rated classic game at a time control of 60+0. When the game is finished, pupils will move to the Avril Morley Room for post-game analysis. Supervision by a Club Master to offer tips and advice for improvement.

Ends 17:30

DAY 2 of 3

Monday 9 February

Morning session:

10:15 to 10:45 Morning Lecture: Beating a Grandmaster

Brendan will deliver a demo board talk, playing through his February 2016 victory over English GM Simon Williams from a simul in Belfast.

10:45 to 11:00 - break

It is recommended players take a walk outside to get some fresh air for a few minutes.

11:00 to 13:00 - Classic game 3

Players will compete in a FIDE rated classic game at a time control of 60+0
When the game is finished, pupils will move to the Avril Morley Room for post-game analysis.
Supervision by a Club Master to offer tips and advice for improvement.

13:00 to 13:45 - break

Lunch break: *pupils are encouraged to bring a pack-lunch with them*

Food can be eaten in the Avril Morley Room at any time throughout the 3 days.

Afternoon session:

13:45 to 14:30 - demo board game analysis

Brendan will play through one of the games from the morning classic (selected from viewing the live games in progress during the morning session).

14:30 to 14:45 - break

It is recommended players take a walk outside to get some fresh air for a few minutes.

14:45 to 16:45 - Classic game 4

Players will compete in a FIDE rated classic game at a time control of 60+0

16:45 to 17:15 - game analysis

When the classic game is finished, pupils will move to the Avril Morley Room for post-game analysis.
Supervision by a Club Master to offer tips and advice for improvement.

Ends 17:15

DAY 3 of 3

Tuesday 10 February

Morning session:

10:15 to 10:45 Morning Demo Board Lecture: Trouble-shooting openings

Details: Q&A session where a Club Master will present solutions to opening difficulties.

10:45 to 11:00 - break

It is recommended players take a walk outside to get some fresh air for a few minutes.

11:00 to 13:00 - Classic game 5

Players will compete in a FIDE rated classic game at a time control of 60+0

When the game is finished, pupils will move to the Avril Morley Room for post-game analysis. Supervision by a Club Master to offer tips and advice for improvement.

13:00 to 13:45 – break

Lunch break: *pupils are encouraged to bring a pack-lunch with them*

Food can be eaten in the Avril Morley Room at any time throughout the 3 days

Afternoon session:

13:45 to 14:30 - demo board game analysis

Brendan will play through one of the games from the morning classic (selected from viewing the live games in progress during the morning session).

14:30 to 14:45 - break

It is recommended players take a walk outside to get some fresh air for a few minutes.

14:45 to 16:45 - Classic game 6

Players will compete in a FIDE rated classic game at a time control of 60+0

When the game is finished, pupils will move to the Avril Morley Room for post-game analysis. Supervision by a Club Master to offer tips and advice for improvement.

16:45 to 17:15 Demo Board Lecture: Summary of what we have learned across the 3 days.

Ends 17:15