

CONTESTANT NUMBER:

FOR GRADER USE ONLY

Test/Tiebreaker (#correct)

____ / ____ Initials ____

____ / ____ Initials ____

Papers contending to place:

____ / ____ Initials ____



**University Interscholastic League
A+ Chess Puzzle Contest • Answer Sheet**

Write your contestant number in the upper right corner, and circle your grade below.

Circle Grade Level: 2 3 4 5 6 7 8

Test (*circle only one answer for each question*)

1. a b c d

2. a b c d

3. a b c d

4. a b c d

5. a b c d

6. a b c d

7. a b c d

8. a b c d

9. a b c d

10. a b c d

11. a b c d

12. a b c d

13. a b c d

14. a b c d

15. a b c d

16. a b c d

17. a b c d

18. a b c d

19. a b c d

20. a b c d

*Questions
#17- 20
only for
Grades 4-8*

Tiebreaker (*circle only one answer for each question*)

1. a b c d

2. a b c d

3. a b c d

4. a b c d

5. a b c d

6. a b c d

7. a b c d

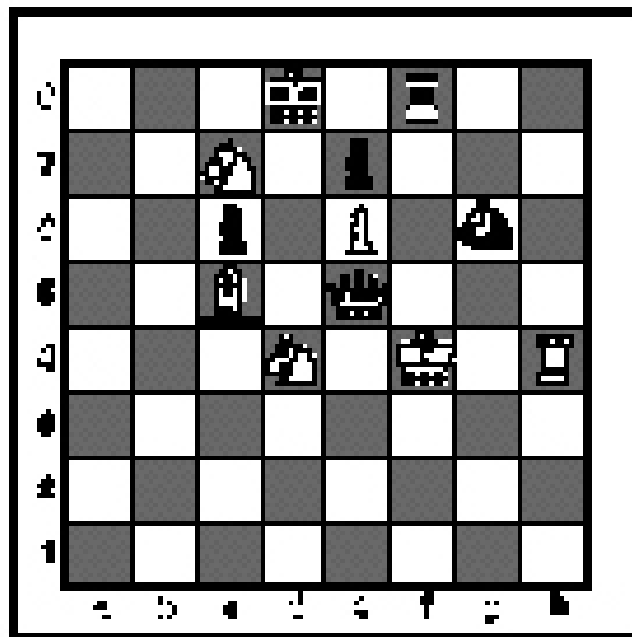
8. a b c d

INVITATIONAL 2017-2018

A+ ACADEMICS



University Interscholastic League



Chess Puzzle Solving

grades 2 & 3

**DO NOT OPEN TEST
UNTIL TOLD TO DO SO**

IMPORTANT INSTRUCTIONS:

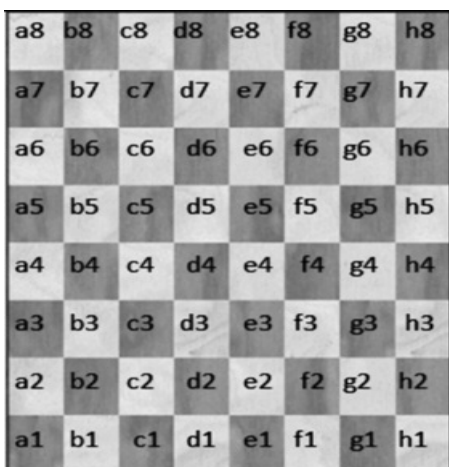
[Test-administrators, please read text in this box aloud.]

This is the UIL Chess Puzzle Solving Invitational Test for grades two and three. There are 16 questions on this test. You have 30 minutes to complete it. All questions are multiple choice. Use the answer sheet to mark your answers. Multiple choice answers purposely do not indicate check, checkmate, or e.p. symbols. You will be awarded one point for each correct answer. No deductions will be made for incorrect answers on this test. Finishing early is not rewarded, even to break ties. So use all of your time. Some of the questions may be hard, but all of the puzzles are interesting! Good luck and have fun!

If you don't already know chess notation, reading and referring to the section below on this page will help you.

How to read and answer questions on this test

- To answer the questions on this test, you'll need to know how to read chess moves. It's simple to do.
- Every square on the board has an "address" made up of a letter and a number.

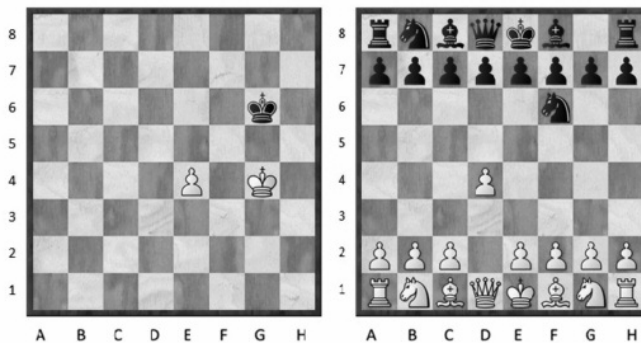


Piece Names	Each chessman can also be represented by a symbol, except for the pawn. (Figuine Notation)
King	
Queen	
Rook	
Bishop	
Knight	
Pawn	a-h (We write the file it's on.)

- To make them easy to read, the questions on this test use the figurine piece symbols on the right, above.
- When answering the puzzle questions, remember that white pawns move "up" the diagrams. Black pawns move "down" the diagrams.

At right are two sample moves.

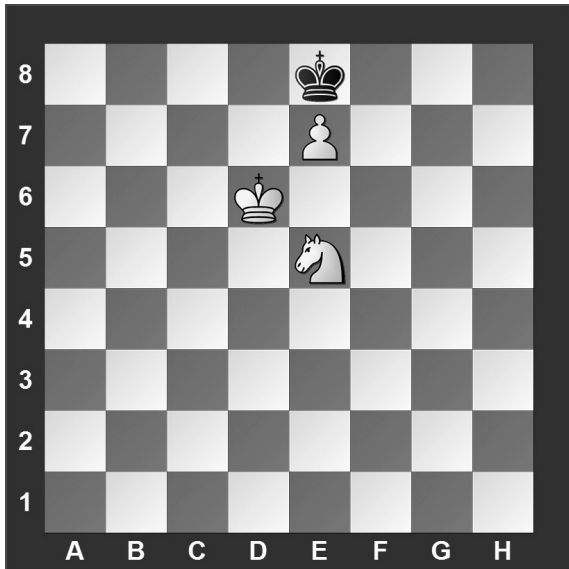
If you look closely at the diagrams in the questions below, you'll see that the frame around the diagram labels the ranks (1-8) and files (a-h) to help you.



White has just played **e4**.

Black has just played ... **Nf6**.

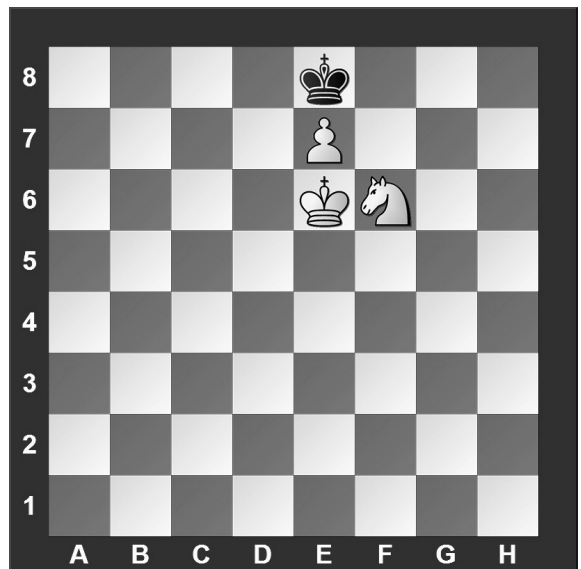
#1. Black to move



What term best describes this situation?

- a) Black is in checkmate.
- b) Black is in stalemate.
- c) Black is in check.
- d) None of the above.

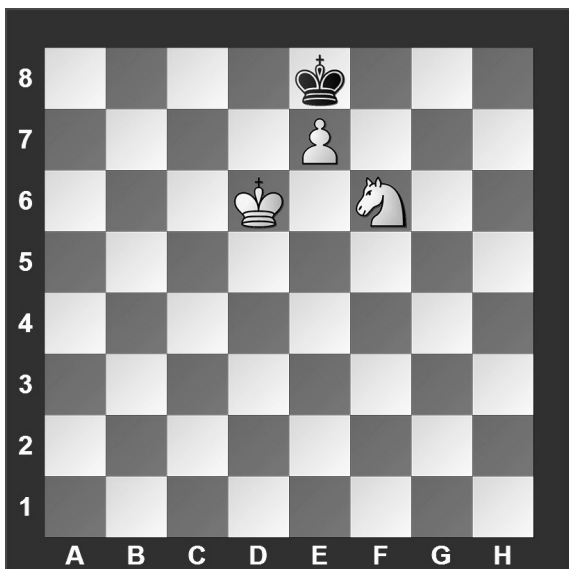
#2. Black to move



What term best describes this situation?

- a) Black is in checkmate.
- b) Black is in stalemate.
- c) Black is in check.
- d) None of the above.

#3. Black to move



What term best describes this situation?

- a) Black is in check.
- b) Black is in stalemate.
- c) Black is in checkmate.
- d) None of the above.

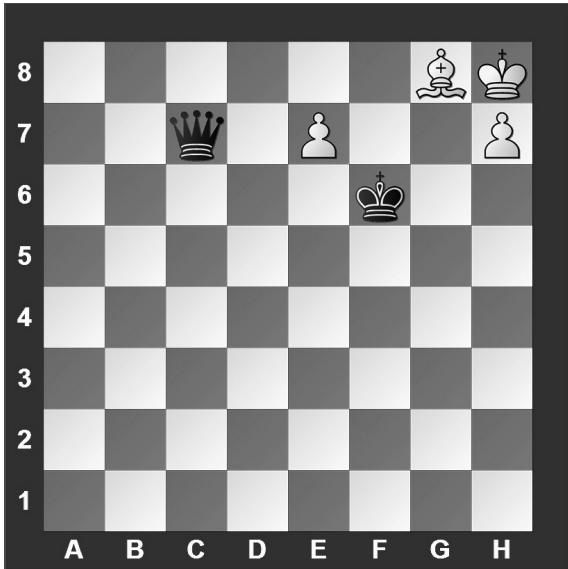
#4.



Which side has material advantage?

- a) White
- b) Black
- c) It's even.
- d) It's not possible to tell without knowing who is to move.

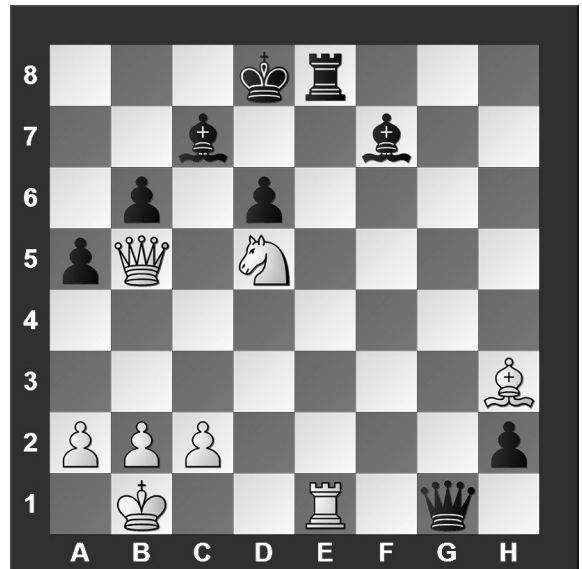
#5. White to move



What piece should White promote to?

- a) Queen.
- b) Bishop.
- c) Rook.
- d) Knight.

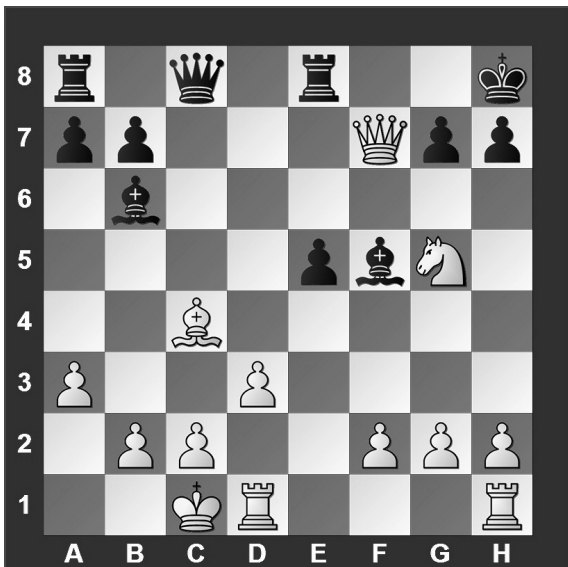
#6. White to move



What is White's best move?

- a) ♖d1
- b) ♖xg1
- c) ♕x e8
- d) ♕d7

#7. White to move



If White can checkmate Black in two moves, what is the *first* move?

- a) ♕x e8
- b) ♕x f5
- c) ♕x g7
- d) ♕g8

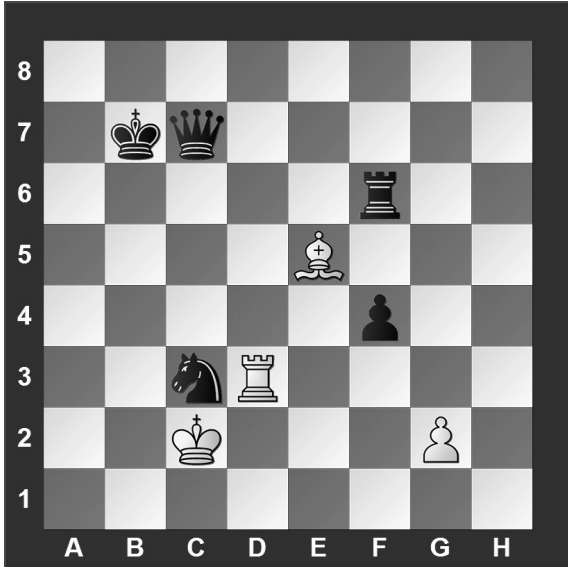
#8. White to move



What is White's best move?

- a) ♕xg7
- b) ♕xe6
- c) ♖xg7
- d) ♖f6

#9. White to move



What piece should White capture?

- a) Queen
- b) Knight
- c) Rook
- d) Pawn

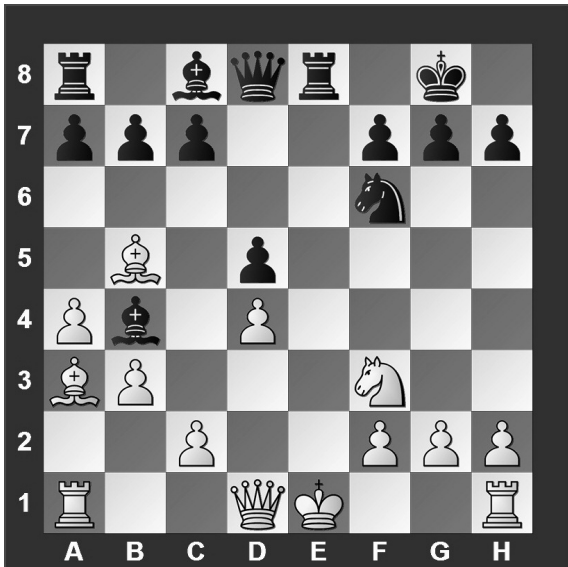
#10. White to move



What is White's best move?

- a) $\text{N} \times \text{e4}$
- b) $\text{Q} \times \text{e4}$
- c) $\text{Q} \times \text{c6}$
- d) $\text{Q} \text{c4}$

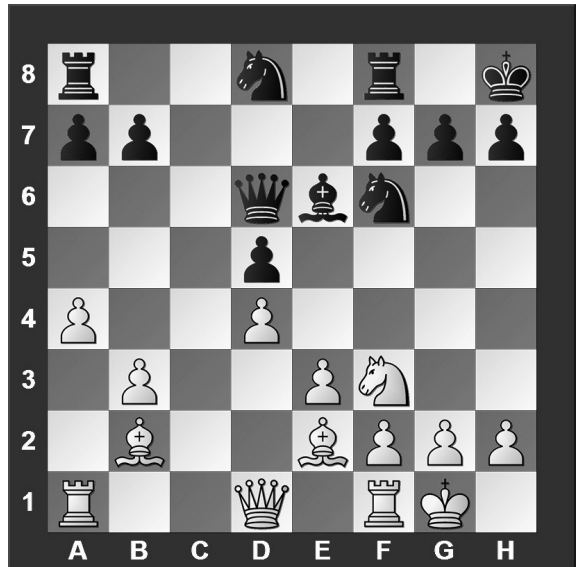
#11. White to move



Which move is possible for White?

- a) Short castle.
- b) To capture the bishop.
- c) To capture the rook.
- d) Move the king to f1.

#12. White to move



What is White's best move?

- a) $\text{Q} \text{a3}$
- b) $\text{N} \text{e5}$
- c) $\text{N} \text{g5}$
- d) $\text{Q} \text{c4}$

#13. White to move



What is White's best move?

- a) $\text{N} \times \text{c5}$
- b) $\text{Q} \times \text{h7}$
- c) Qf5
- d) Qb5

#14. Black to move



What is Black's best move?

- a) $\text{N} \times \text{d3}$
- b) f3
- c) $\text{R} \times \text{a8}$
- d) Qg7

#15. White to move



Black just played f7 to f5. Which pawn can White capture?

- a) Black's a-pawn.
- b) Black's b-pawn.
- c) Black's f-pawn.
- d) Black's g-pawn.

#16. White to move



What is White's best move?

- a) b4
- b) $\text{R} \times \text{c5}$
- c) $\text{d} \times \text{c5}$
- d) Qa4



University Interscholastic League
A+ Chess Puzzle Contest
2017-2018 Invitational — Grades 2,3

ANSWER KEY
Test

- | | | | |
|----|---|-----|---|
| 1. | b | 9. | a |
| 2. | a | 10. | d |
| 3. | a | 11. | d |
| 4. | b | 12. | a |
| 5. | d | 13. | a |
| 6. | d | 14. | b |
| 7. | d | 15. | c |
| 8. | a | 16. | b |

Tiebreaker

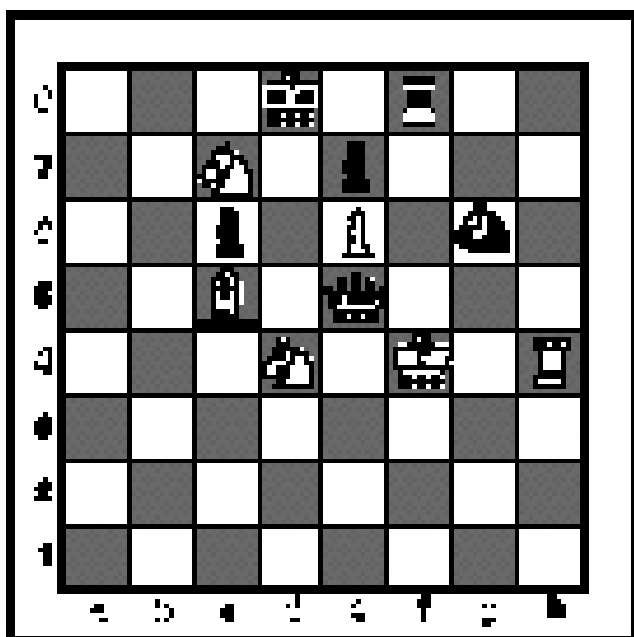
- | | | | |
|----|---|----|---|
| 1. | d | 5. | a |
| 2. | a | 6. | d |
| 3. | c | 7. | d |
| 4. | b | 8. | a |

INVITATIONAL 2017-2018

A+ ACADEMICS



University Interscholastic League



Chess Puzzle Solving TIEBREAKER - ALL GRADES

**DO NOT OPEN TEST
UNTIL TOLD TO DO SO**

IMPORTANT INSTRUCTIONS:

This is the tiebreaker test for all grades for the Invitational UIL Chess Puzzle Solving Test.

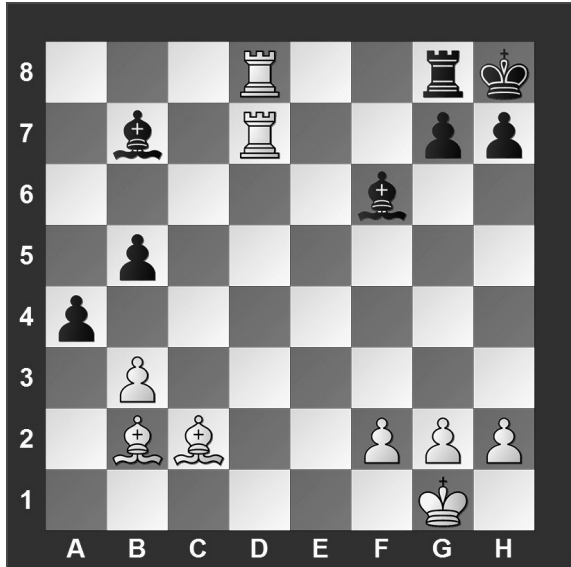
Use the separate answer sheet to write all your answers. You have five (5) minutes to take this part of the test. There are eight (8) questions. Some questions are very difficult.

As before, the symbols for check and checkmate commonly used after moves have been omitted because they would be hints.

Each correct answer earns you one point. There is no penalty for incorrect answers or unanswered questions.

These questions are hard, but the puzzles are interesting! Good luck and have fun!

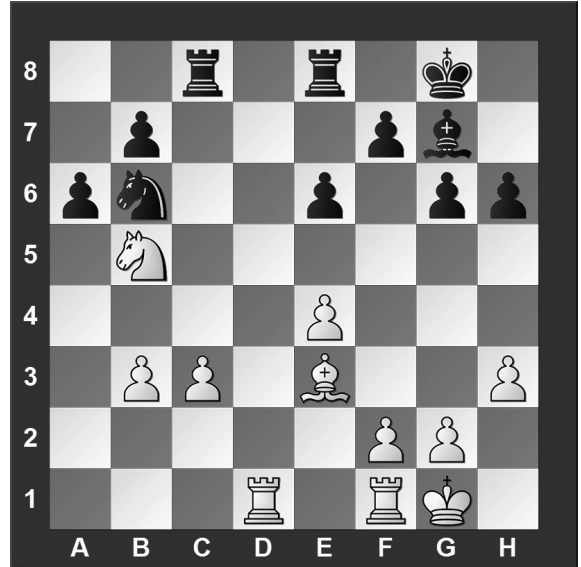
#1. White to move



If White can checkmate Black in two moves, what is White's *first* move?

- a) ♖×g8
- b) ♖×b7
- c) ♖×g7
- d) ♗×f6

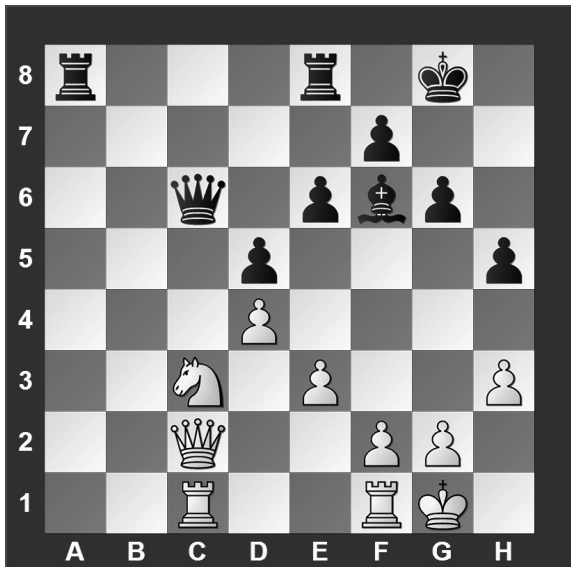
#2. White to move



What is White's best move?

- a) ♘d6
- b) ♘a7
- c) ♗×b6
- d) c4

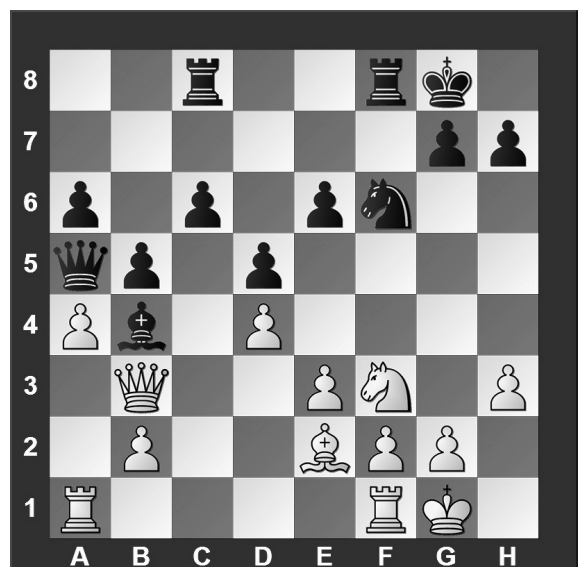
#3. White to move



What is White's best move?

- a) ♘×d5
- b) ♗×g6
- c) ♘e4
- d) e4

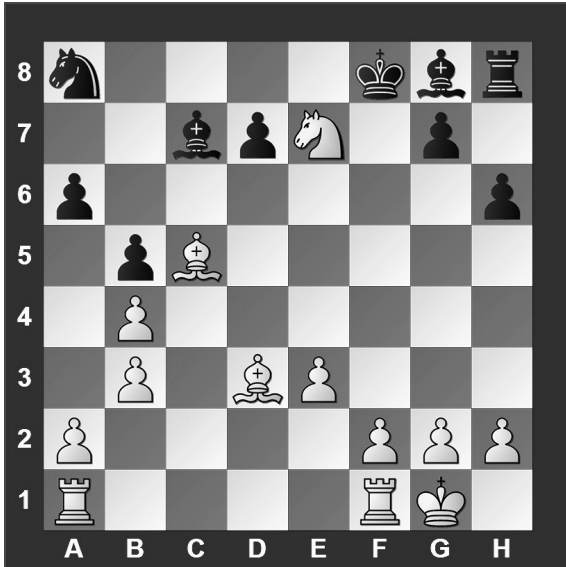
#4. White to move



What is White's best move?

- a) ♗×b5
- b) a×b5
- c) ♗×d5
- d) ♘e5

#5. White to move



What is White's best move?

- a) ♖g6
- b) ♖d5
- c) ♙×b5
- d) ♖c6

#6. White to move



What is White's best move?

- a) ♖e5
- b) ♖d5
- c) ♖g5
- d) ♖h4

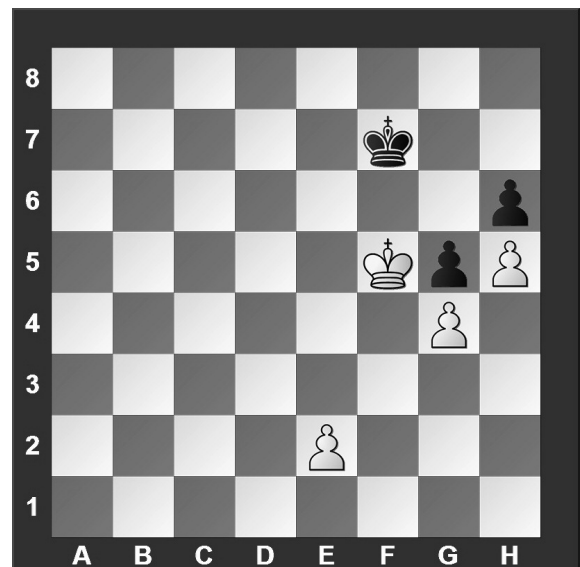
#7. White to move



If White can force checkmate in three moves, what is the *last* move?

- a) ♖f6
- b) ♖b6
- c) ♖d8
- d) ♖a8

#8. White to move



What is the outcome of the game?

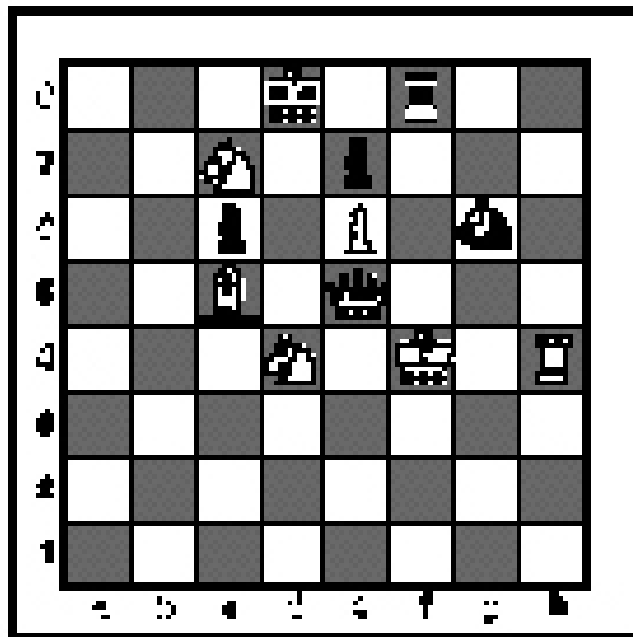
- a) White wins.
- b) Draw.
- c) Black wins.
- d) It is not possible to tell.

INVITATIONAL 2017-2018

A+ ACADEMICS



University Interscholastic League



Chess Puzzle Solving

grades 4 & 5

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IMPORTANT INSTRUCTIONS:

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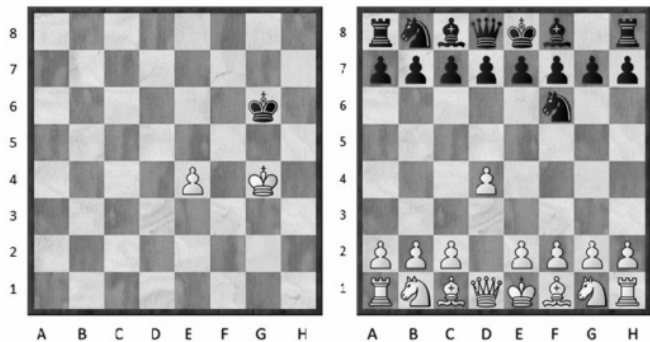


Piece Names	Each chessman can also be represented by a symbol, except for the pawn. (Figurine Notation)
King	♔
Queen	♚
Rook	♖
Bishop	♗
Knight	♘
Pawn	a-h (We write the file it's on.)

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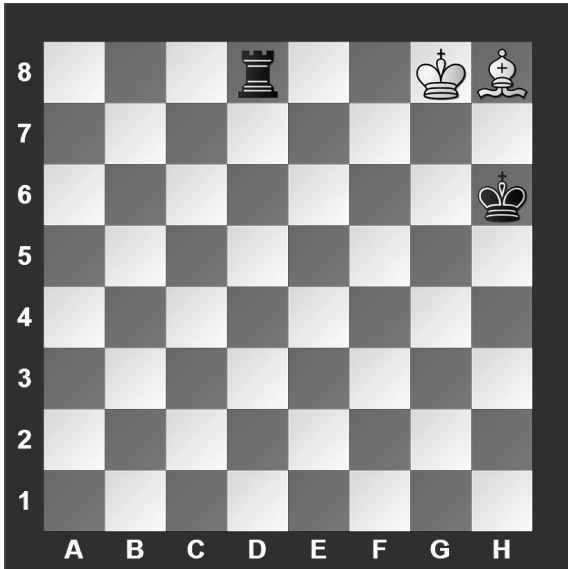
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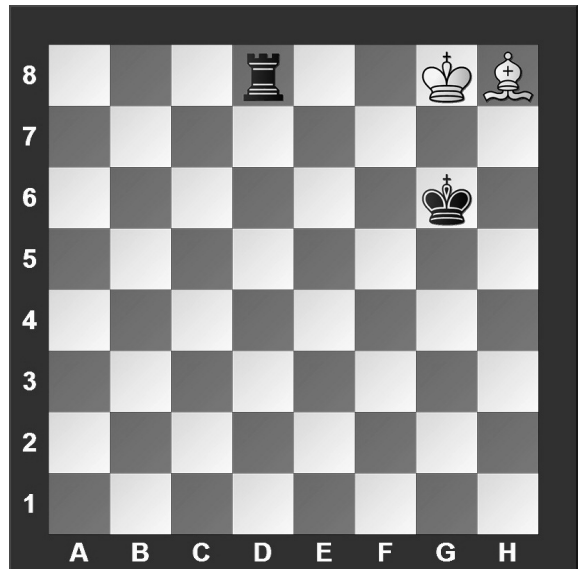
#1. White to move



What term best describes this situation?

- a) White is in checkmate.
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- d) None of the above.

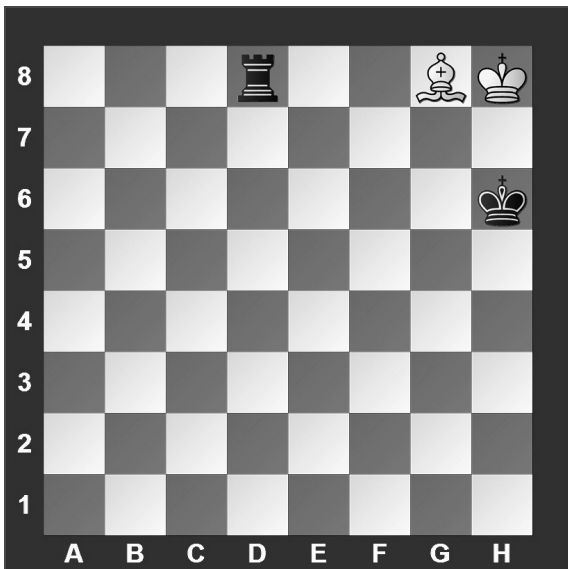
#2. White to move



What term best describes this situation?

- a) White is in checkmate.
- b) White is in stalemate.
- c) White is in check.
- d) None of the above.

#3. White to move



What term best describes this situation?

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- b) White is in stalemate.
- c) White is in check.
- d) None of the above.

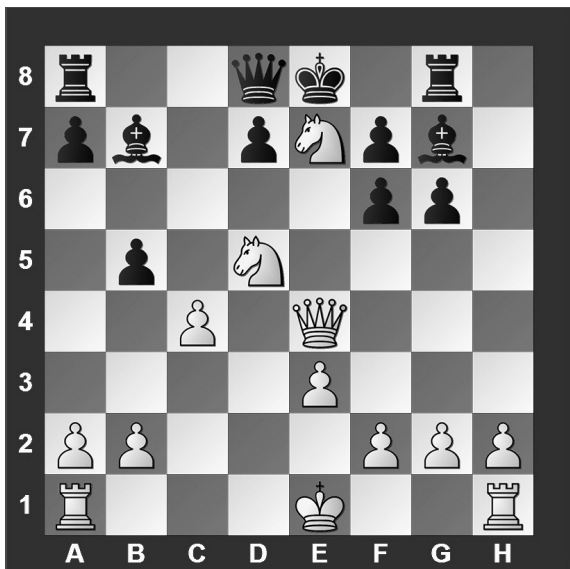
#4.



Which side has material advantage?

- a) White
- b) It is even.
- c) Black
- d) It is not possible to tell.

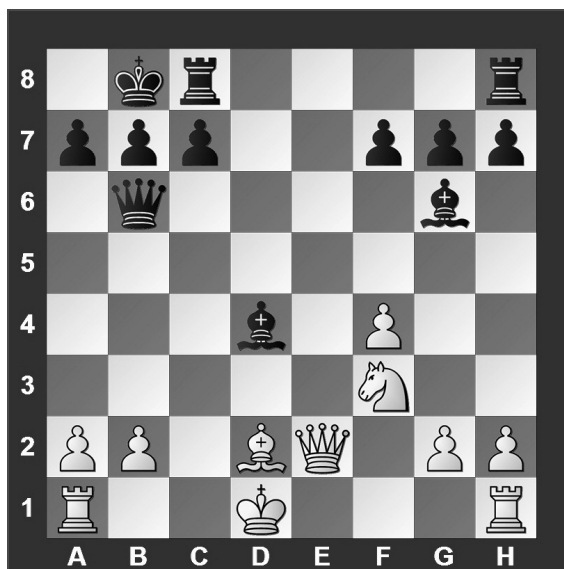
#5. White to move



White can checkmate Black in two moves, what's the *first* move?

- a) ♖×g8
- b) ♖×f6
- c) ♖×g6
- d) ♔×g6

#6. White to move



What move below is possible for White?

- a) Short Castle.
- b) Long Castle.
- c) Capture the bishop.
- d) All of the above.

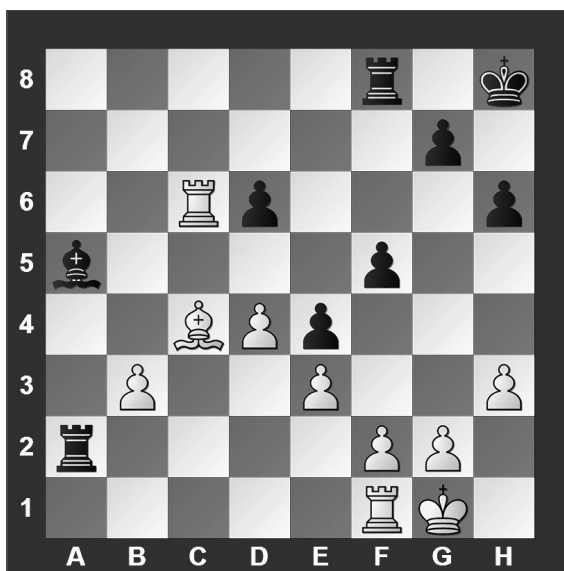
#7. White to move



What is White's best move?

- a) e6
- b) d6
- c) ♔×g7
- d) ♔×g8

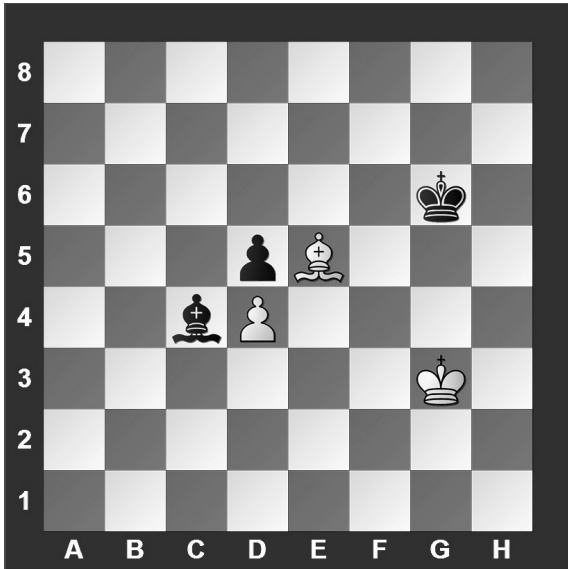
#8. White to move



What is White's best move?

- a) ♖×d6
- b) ♖a6
- c) ♖c8
- d) b4

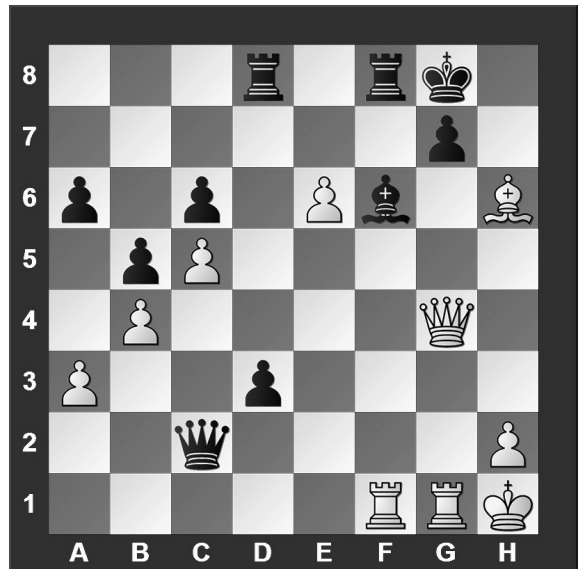
#9. White to move



What is the outcome of the game?

- a) White wins.
- b) Black wins.
- c) Draw.
- d) It is not possible to tell.

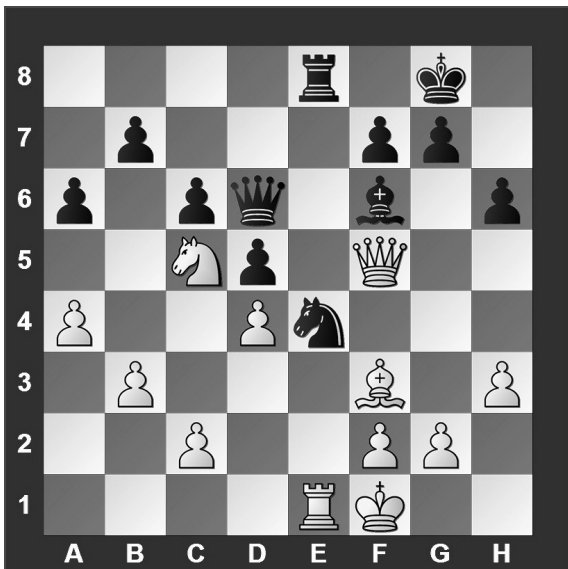
#10. White to move



What is White's best move?

- a) ♔×g7
- b) ♖×f6
- c) ♖f2
- d) ♔c4

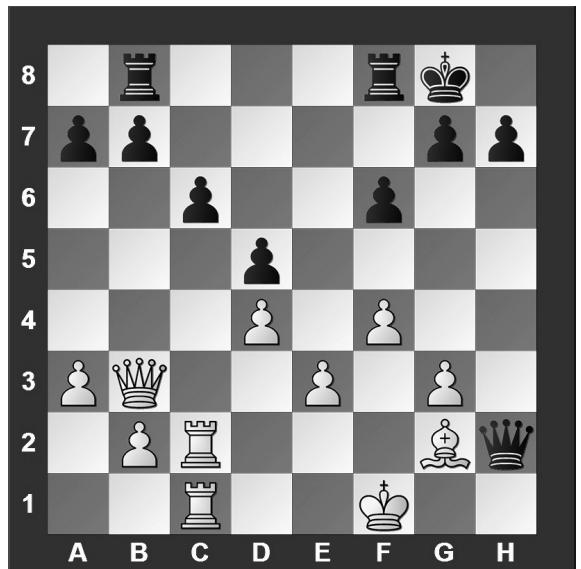
#11. White to move



What is White's best move?

- a) ♘×e4
- b) ♖×e4
- c) ♙×e4
- d) ♔×e4

#12. White to move



What is White's best move?

- a) ♔×b7
- b) ♖×c6
- c) ♙×d5
- d) ♔e1

#13. White to move



What is White's best move?

- a) ♔×c4
- b) ♔×c6
- c) ♖d1
- d) b4

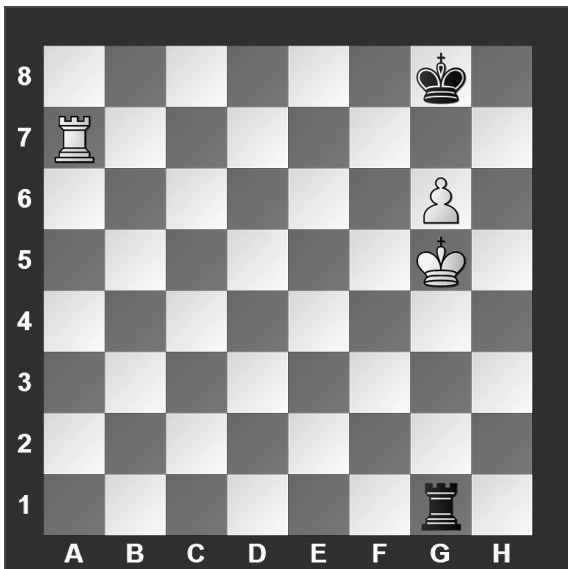
#14. Black to move



What is Black's best move?

- a) ♖b3
- b) ♖c2
- c) ♗h8
- d) ♕c2

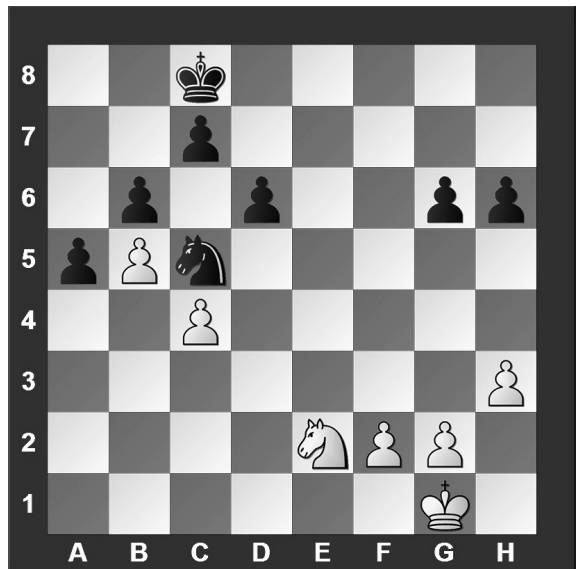
#15. White to move



What is the outcome of the game?

- a) White wins.
- b) Black wins.
- c) Draw.
- d) It is not possible to tell.

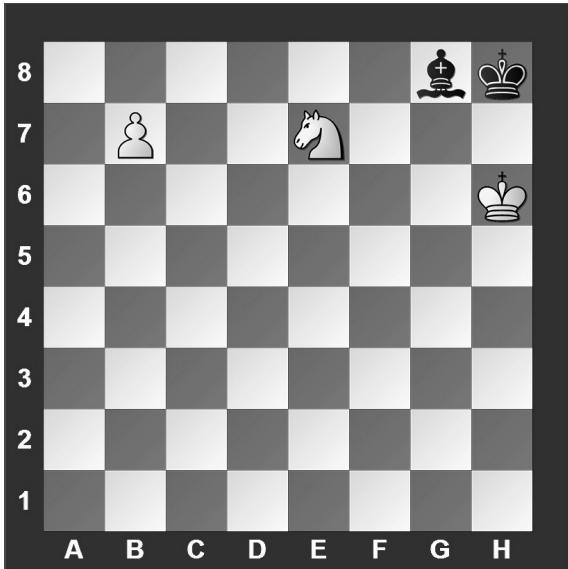
#16. White to move



Black just played a7 to a5. What pawn can be captured?

- a) Black's b-pawn.
- b) Black's a-pawn.
- c) Black's d-pawn.
- d) Black's g-pawn.

#17. White to move



What piece should White promote to?

- a) Rook.
- b) Queen.
- c) Bishop.
- d) Knight.

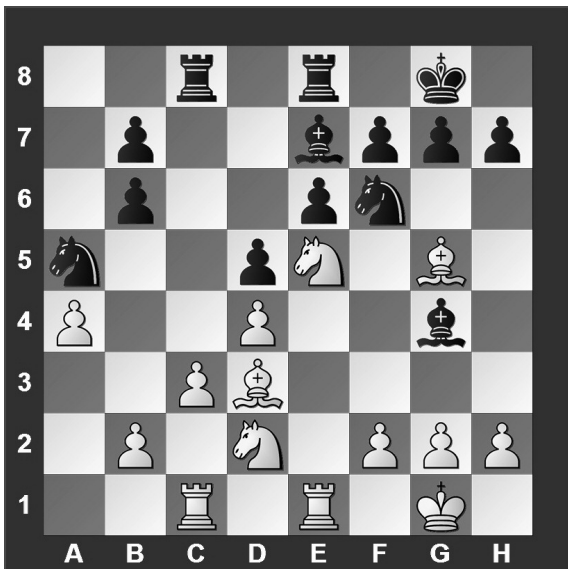
#18. White to move



What is White's best move?

- a) ♖×g6
- b) ♜h5
- c) ♗×d1
- d) ♝×d1

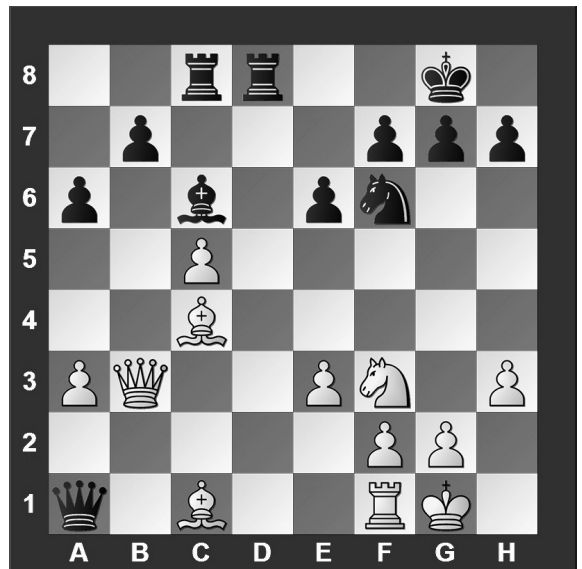
#19. White to move



What is White's best move?

- a) ♞×g4
- b) ♗×h7
- c) ♗×f6
- d) h3

#20. White to move



What is White's best move?

- a) ♗b2
- b) ♜b2
- c) ♗×e6
- d) ♞e5



University Interscholastic League
A+ Chess Puzzle Contest
2017-2018 Invitational — Grades 4-5

ANSWER KEY
Test

- | | | | |
|-----|---|-----|---|
| 1. | c | 11. | c |
| 2. | a | 12. | c |
| 3. | b | 13. | b |
| 4. | a | 14. | b |
| 5. | c | 15. | c |
| 6. | c | 16. | b |
| 7. | a | 17. | c |
| 8. | d | 18. | b |
| 9. | c | 19. | c |
| 10. | b | 20. | a |

Tiebreaker

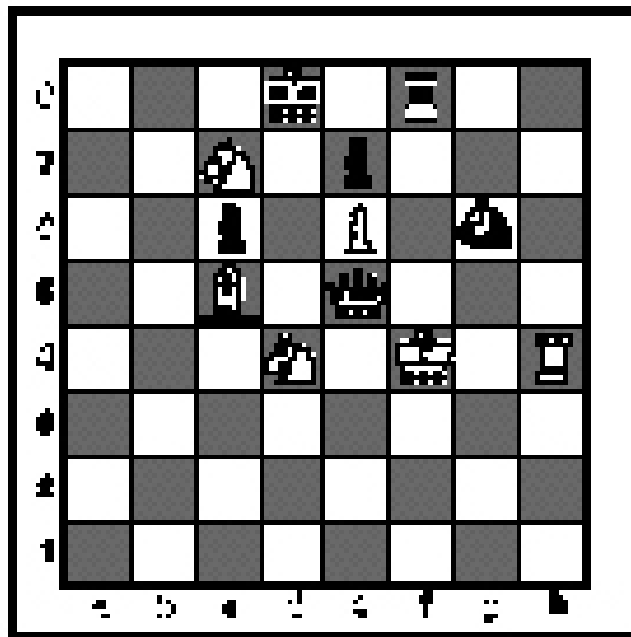
- | | | | |
|----|---|----|---|
| 1. | d | 5. | a |
| 2. | a | 6. | d |
| 3. | c | 7. | d |
| 4. | b | 8. | a |

INVITATIONAL 2017-2018

A+ ACADEMICS



University Interscholastic League



Chess Puzzle Solving

grades 6, 7, 8

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IMPORTANT INSTRUCTIONS:

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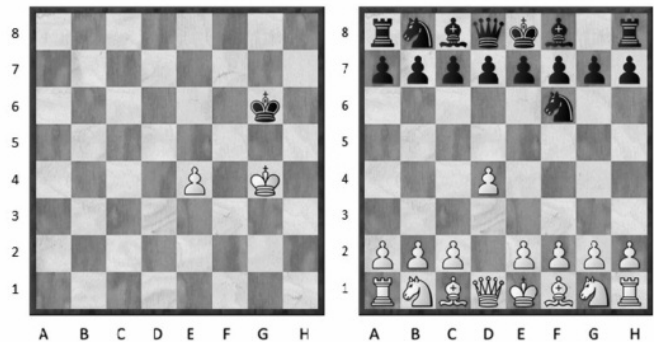


Piece Names	Each chessman can also be represented by a symbol, except for the pawn. (Figurine Notation)
King	♔
Queen	♚
Rook	♖
Bishop	♗
Knight	♘
Pawn	a-h (We write the file it's on.)

- To make them easy to read, the questions on this test use the figurine piece symbols on the right, above.
- When answering the puzzle questions, remember that white pawns move "up" the diagrams. Black pawns move "down" the diagrams.

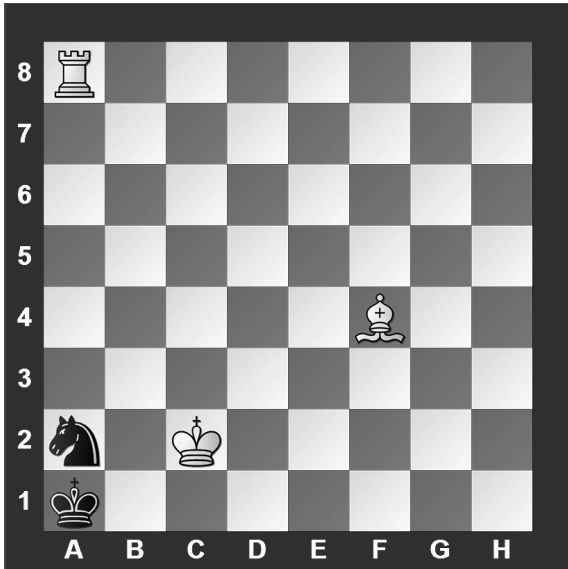
At right are two sample moves.

If you look closely at the diagrams in the questions below, you'll see that the frame around the diagram labels the ranks (1-8) and files (a-h) to help you.



White has just played **e4**. Black has just played ... **Nf6**.

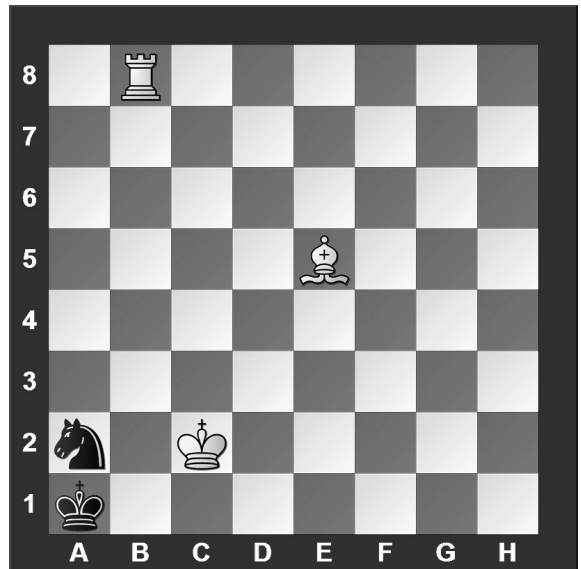
#1. Black to move



What term best describes this situation?

- a) Black is in checkmate.
- b) Black is in stalemate.
- c) Black is in check.
- d) None of the above.

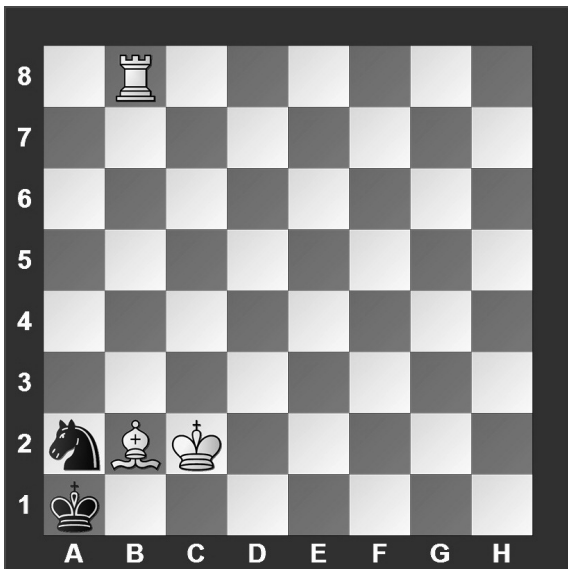
#2. Black to move



What term best describes this situation?

- a) Black is in checkmate.
- b) Black is in stalemate.
- c) Black is in check.
- d) None of the above.

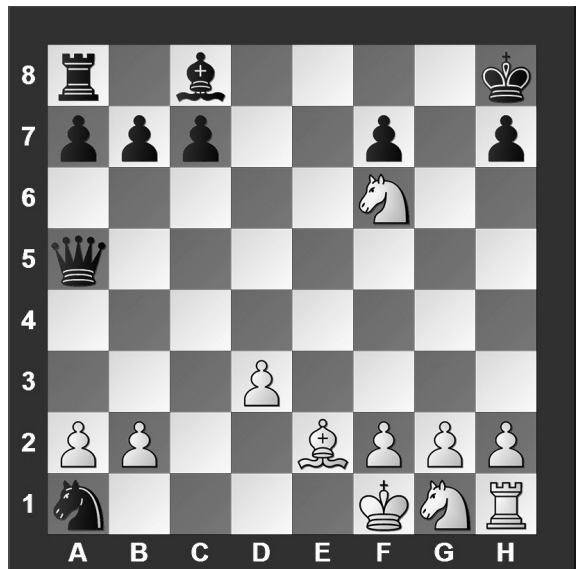
#3 Black to move.



What term best describes this situation?

- a) Black is in checkmate.
- b) Black is in stalemate.
- c) Black is in check.
- d) None of the above.

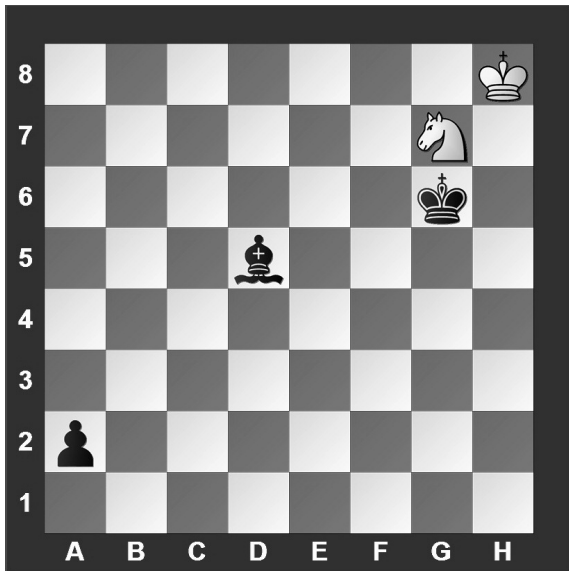
#4.



Which side has material advantage?

- a) White
- b) Black
- c) It's even.
- d) It's not possible to tell without knowing who is to move.

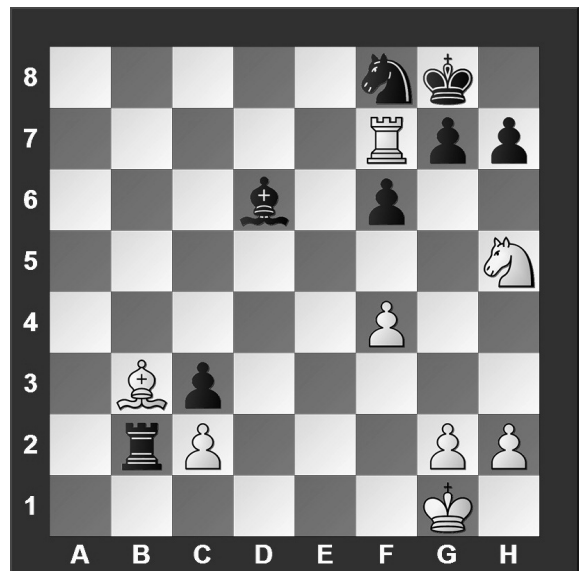
#5. Black to move



What piece should Black promote to?

- a) Bishop.
- b) Queen.
- c) Knight.
- d) Rook.

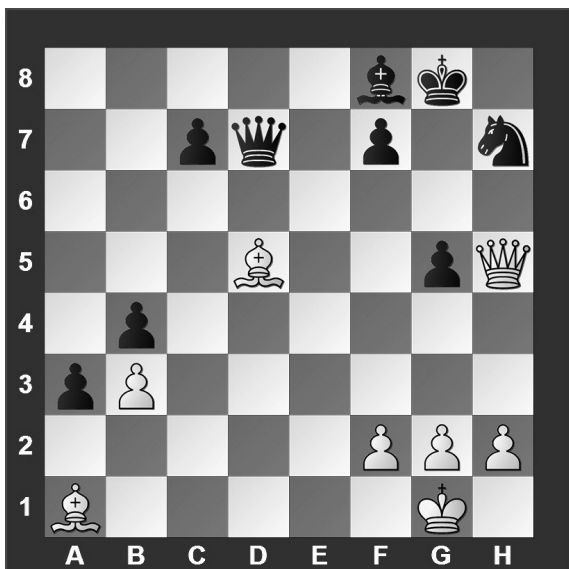
#6. White to move



If White can checkmate Black in two moves, what is the *first* move?

- a) ♖×f6
- b) ♜×f6
- c) ♜×g7
- d) ♘×g7

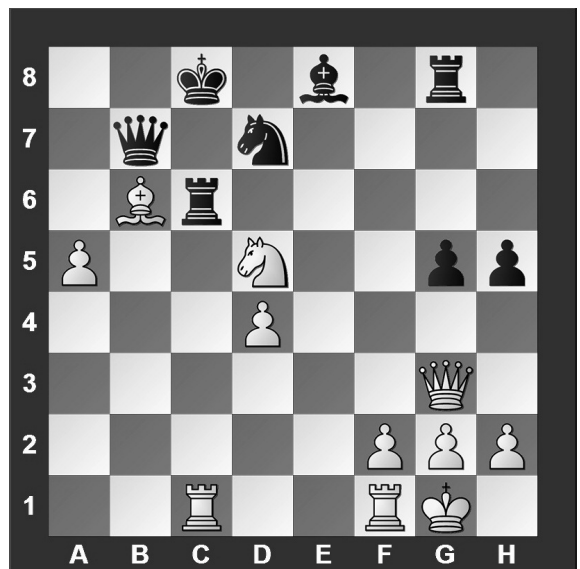
#7. White to move



If White can checkmate Black in two moves, what is the *first* move?

- a) ♔g6
- b) ♔×h7
- c) ♔×f7
- d) ♕×f7

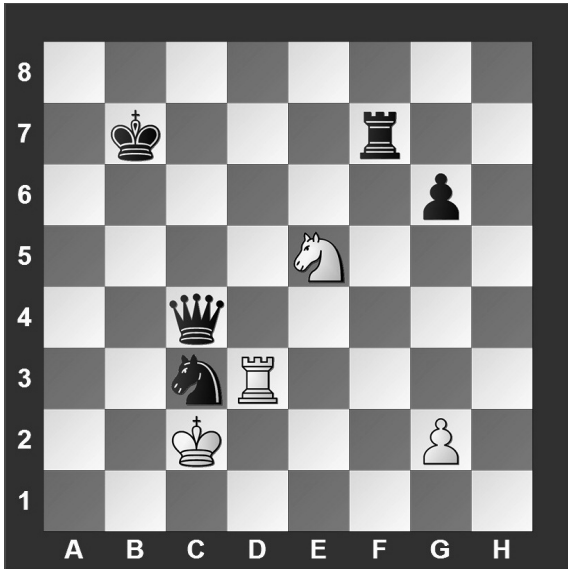
#8. White to move



What is White's best move?

- a) ♔c7
- b) ♜×c6
- c) ♘e7
- d) ♔b8

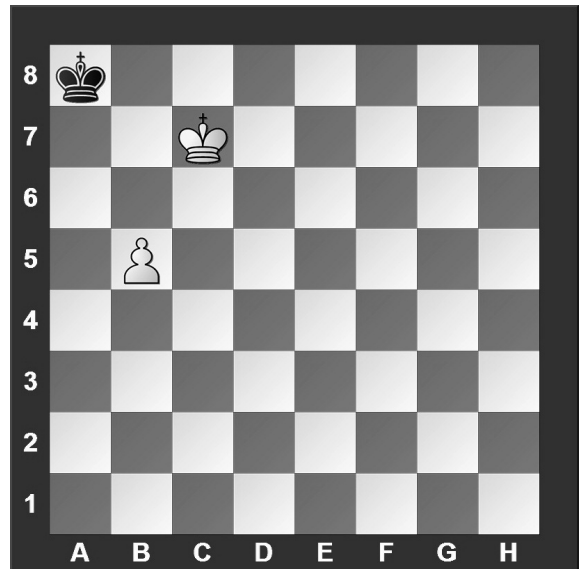
#9. White to move



What piece should White capture?

- a) Queen.
- b) Rook.
- c) Knight.
- d) Pawn.

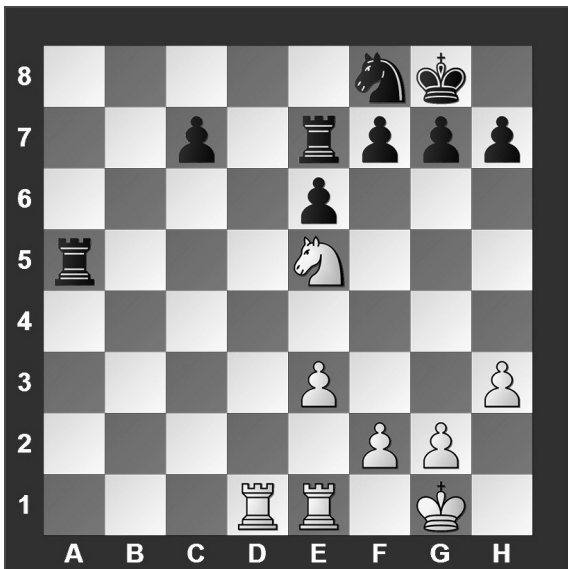
#10. White to move



What is White's best move?

- a) ♖b6
- b) b6
- c) ♗d8
- d) ♖d7

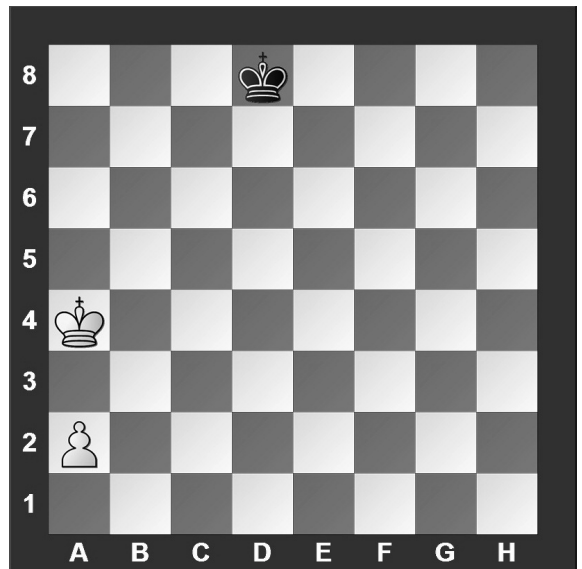
#11. White to move



What is White's best move?

- a) ♖xf7
- b) ♖xg6
- c) ♖d8
- d) ♖c6

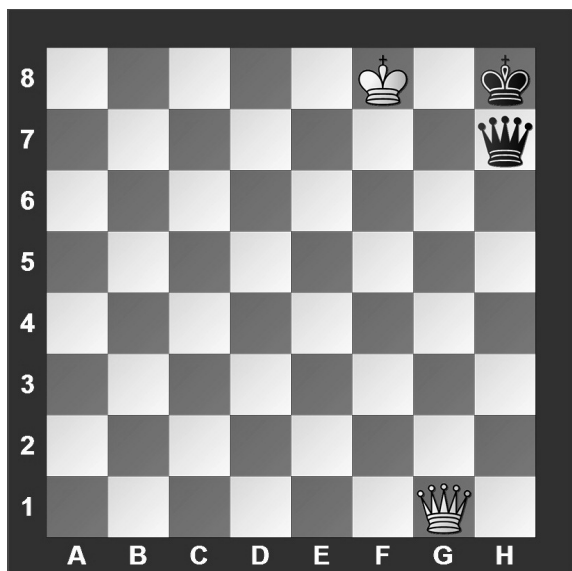
#12. White to move



What is the outcome of the game?

- a) White wins.
- b) Black wins.
- c) Draw.
- d) It is not possible to tell.

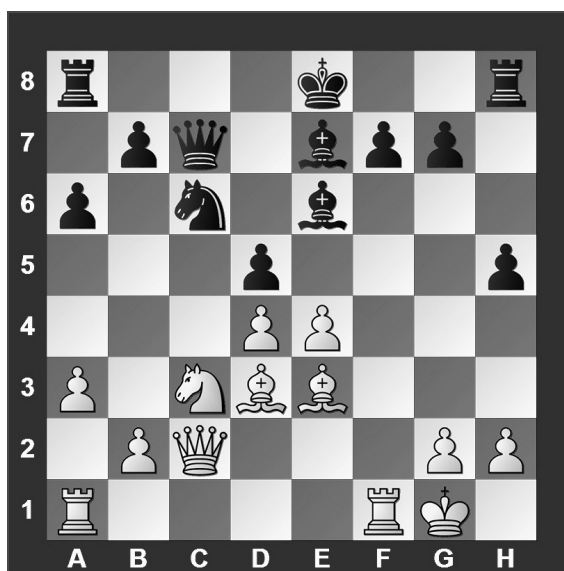
#13. White to move



What is White's best move?

- a) ♔g7
- b) ♔g8
- c) ♔g4
- d) ♔a1

#14. White to move



What is White's best move?

- a) ♜x f7
- b) ♞h6
- c) ♞b5
- d) e x d5

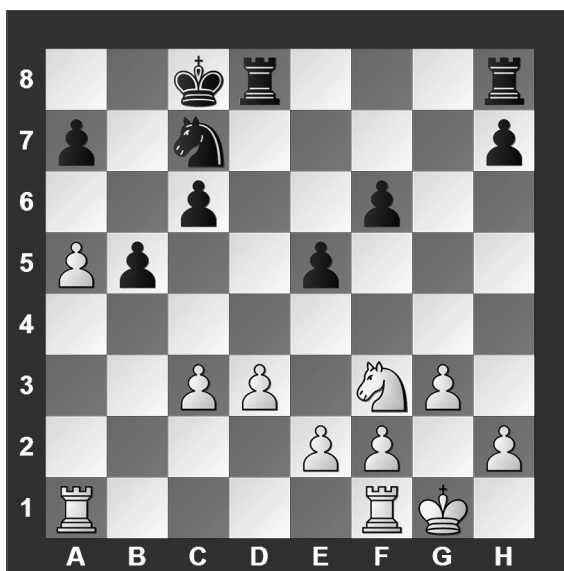
#15. Black to move



What move below is possible for Black?

- a) Short Castle.
- b) Long Castle.
- c) To capture the bishop.
- d) None of the above.

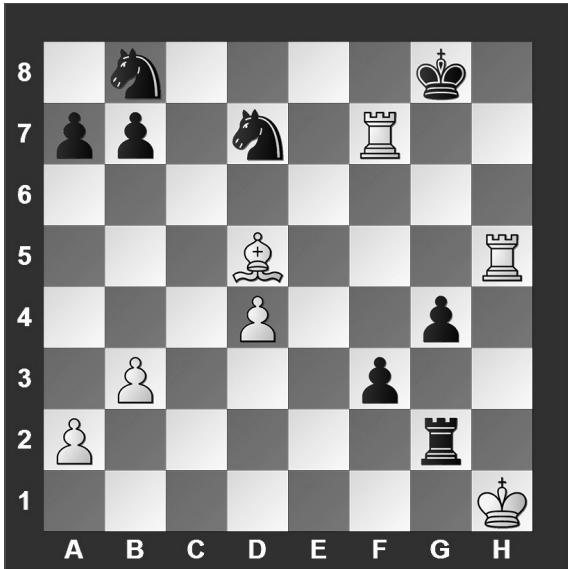
#16. White to move



Black just played b7 to b5. Which pawn can be captured?

- a) Black's a-pawn.
- b) Black's f-pawn.
- c) Black's h-pawn.
- d) Black's b-pawn.

#17. White to move



If White can checkmate Black in two moves, what's the *first* move?

- a) ♖h8
- b) ♖f8
- c) ♖×d7
- d) ♗×f3

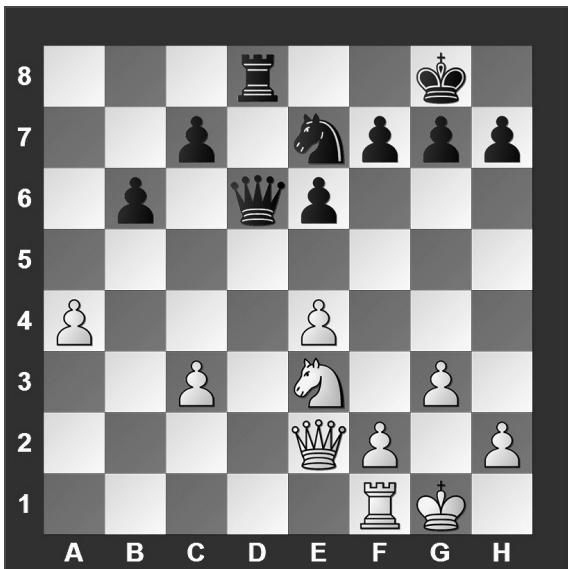
#18. White to move



If White can checkmate Black in two moves, what's the *first* move?

- a) ♖h3
- b) ♖g4
- c) ♗g5
- d) ♖×d5

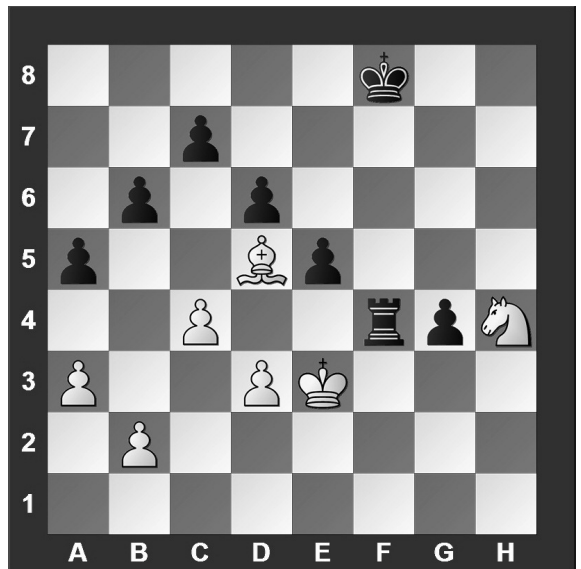
#19. White to move



What is White's best move?

- a) e5
- b) ♗c4
- c) ♖d1
- d) ♖g2

#20. White to move



What is White's best move?

- a) ♗g6
- b) ♗g2
- c) ♗f3
- d) ♖e2



University Interscholastic League
A+ Chess Puzzle Contest
2017-2018 Invitational — Grades 6-8

ANSWER KEY
Test

- | | | | |
|-----|---|-----|---|
| 1. | b | 11. | d |
| 2. | c | 12. | c |
| 3. | a | 13. | d |
| 4. | b | 14. | d |
| 5. | d | 15. | d |
| 6. | c | 16. | d |
| 7. | a | 17. | c |
| 8. | c | 18. | c |
| 9. | a | 19. | c |
| 10. | a | 20. | a |

Tiebreaker

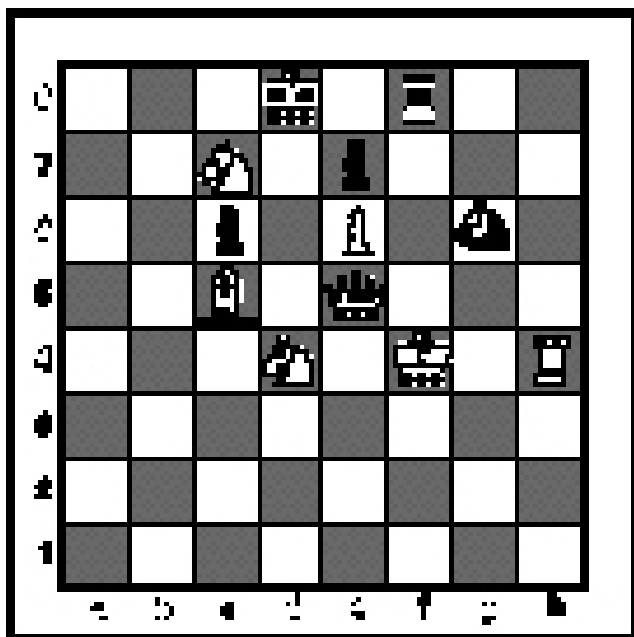
- | | | | |
|----|---|----|---|
| 1. | d | 5. | a |
| 2. | a | 6. | d |
| 3. | c | 7. | d |
| 4. | b | 8. | a |

FALL/WINTER DISTRICT 2017-2018

A+ ACADEMICS



University Interscholastic League



Chess Puzzle Solving

grades 2 & 3

**DO NOT OPEN TEST
UNTIL TOLD TO DO SO**

IMPORTANT INSTRUCTIONS:

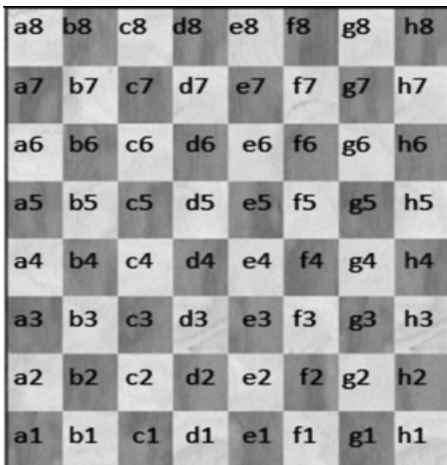
[Test-administrators, please read text in this box aloud.]

This is the UIL Chess Puzzle Solving Fall/Winter District Test for grades two and three. There are 16 questions on this test. You have 30 minutes to complete it. All questions are multiple choice. Use the answer sheet to mark your answers. Multiple choice answers purposely do not indicate check, checkmate, or e.p. symbols. You will be awarded one point for each correct answer. No deductions will be made for incorrect answers on this test. Finishing early is not rewarded, even to break ties. So use all of your time. Some of the questions may be hard, but all of the puzzles are interesting! Good luck and have fun!

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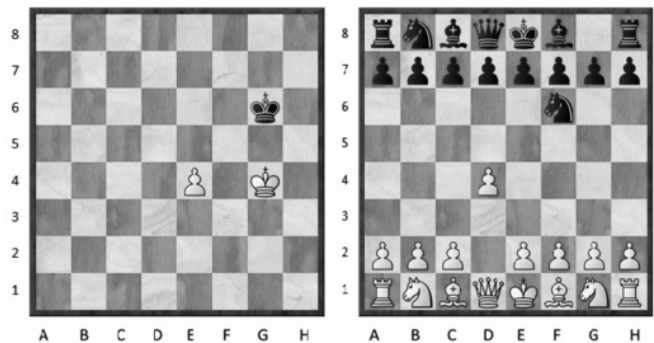


Piece Names	Each chessman can also be represented by a symbol, except for the pawn. (Figurine Notation)
King	
Queen	
Rook	
Bishop	
Knight	
Pawn	a-h (We write the file it's on.)

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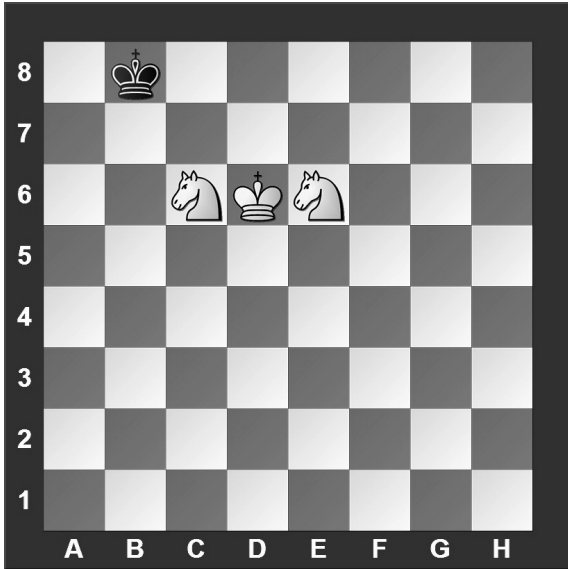
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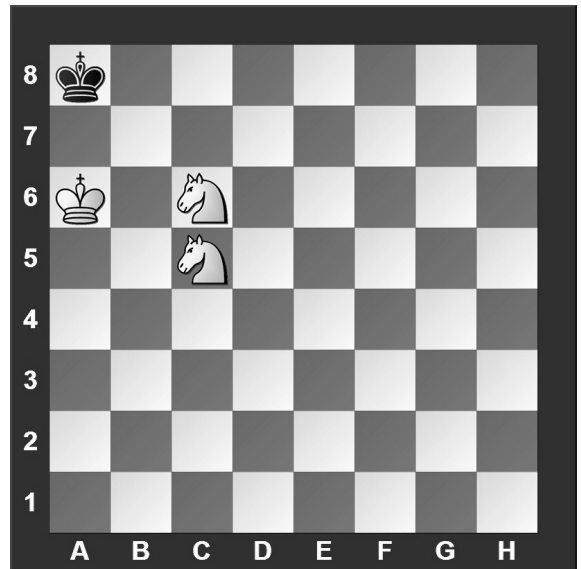
#1. Black to move



What term best describes this situation?

- a) Black is in checkmate.
- b) Black is in stalemate.
- c) Black is in check.
- d) None of the above.

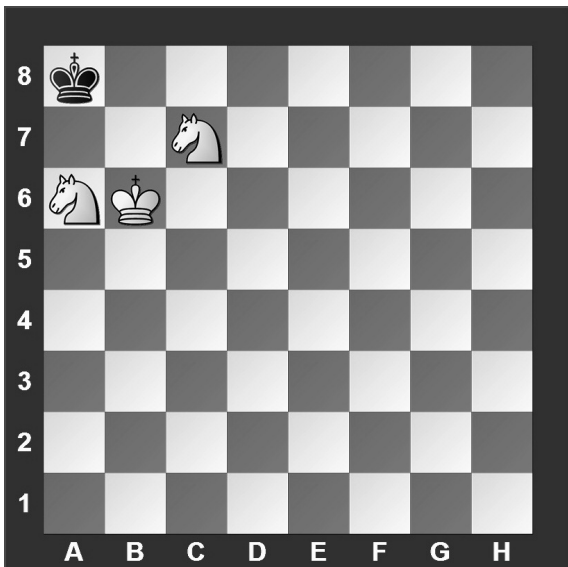
#2. Black to move



What term best describes this situation?

- a) Black is in checkmate.
- b) Black is in stalemate.
- c) Black is in check.
- d) None of the above.

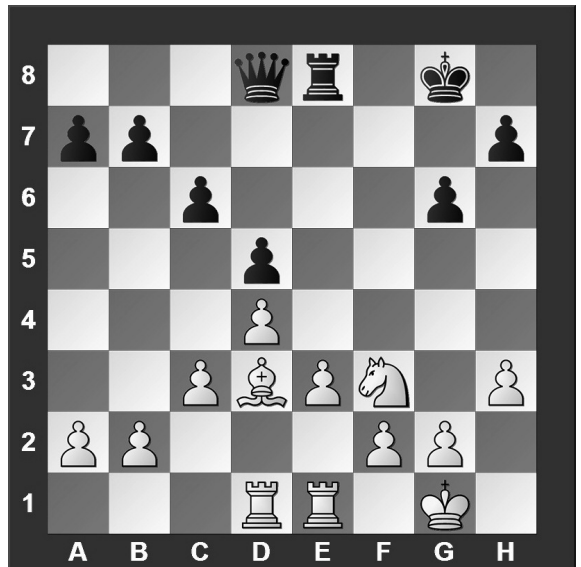
#3. Black to move



What term best describes this situation?

- a) Black is in check.
- b) Black is in stalemate.
- c) Black is in checkmate.
- d) None of the above.

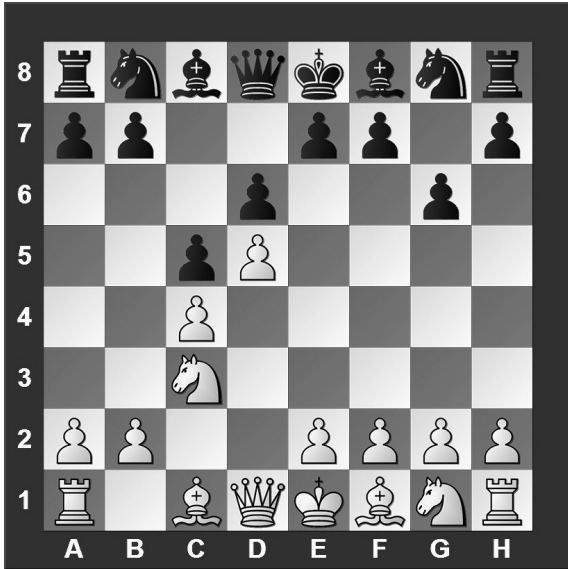
#4.



Which side has material advantage?

- a) White
- b) Black
- c) It's even.
- d) It's not possible to tell without knowing who is to move.

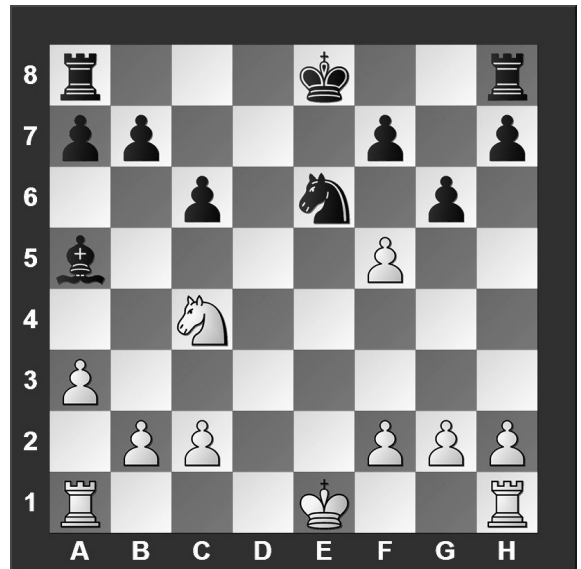
#5. White to move



Black just played c7 to c5. Which pawn can be captured?

- a) Black's c-pawn
- b) Black's d-pawn
- c) Black's f-pawn
- d) White can't capture a pawn.

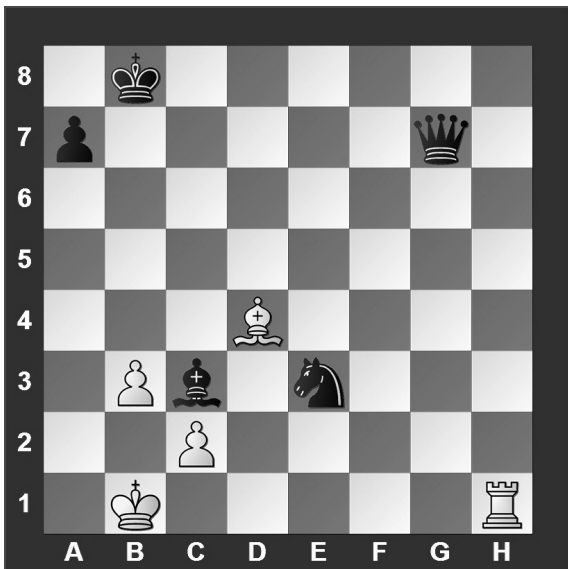
#6. White to move



Which move is possible for White?

- a) Short Castle.
- b) Long Castle.
- c) To capture the bishop.
- d) To capture the knight.

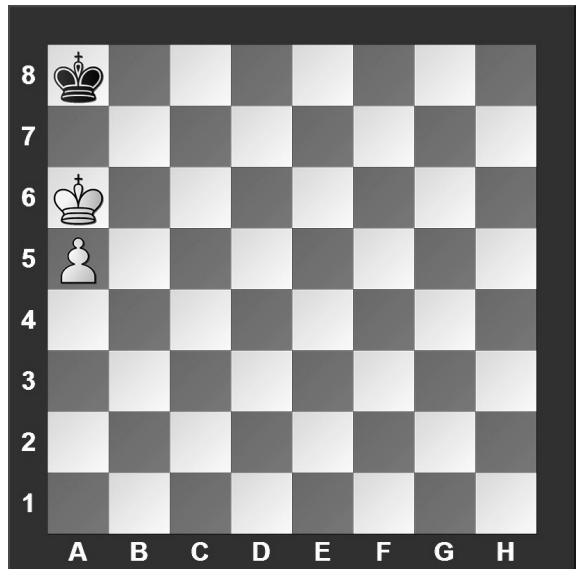
#7. White to move



What is White's best move?

- a) To take Black's queen.
- b) To take Black's knight.
- c) To take Black's bishop.
- d) To take Black's pawn.

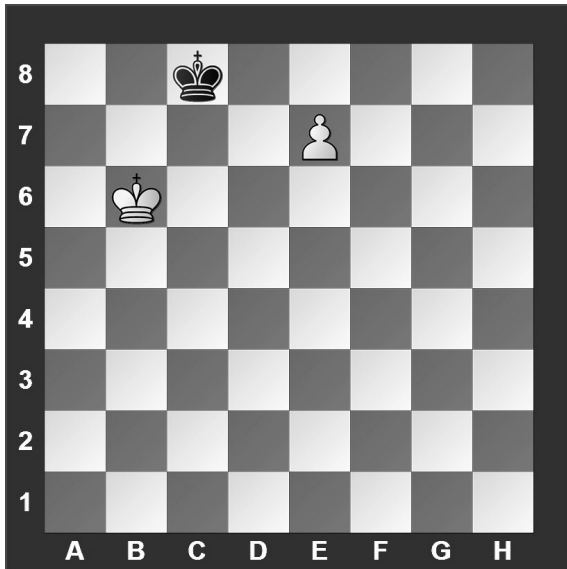
#8. White to move



With the best moves, what will be the outcome of the game ?

- a) White wins.
- b) Black wins.
- c) Draw.
- d) It is not possible to tell.

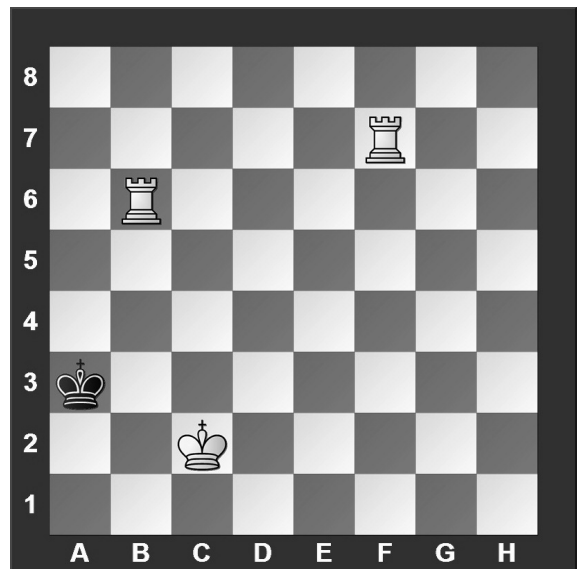
#9. White to move



What piece should White promote to?

- a) Queen.
- b) Rook.
- c) Knight.
- d) White can't promote to any piece.

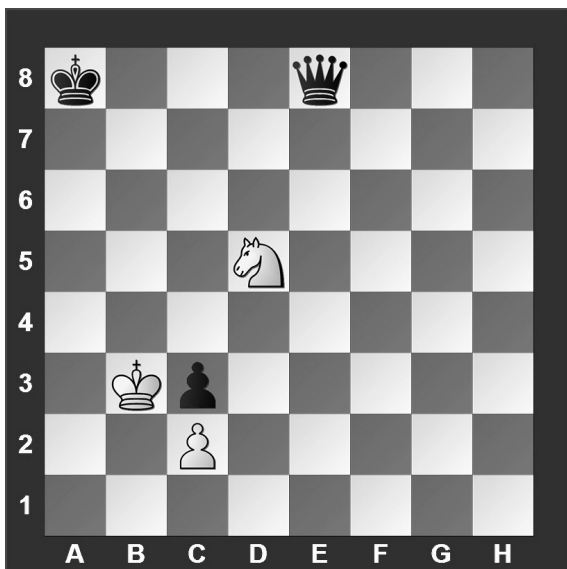
#10. White to move



What is White's best move?

- a) ♖f3
- b) ♖b3
- c) ♖a7
- d) ♖a6

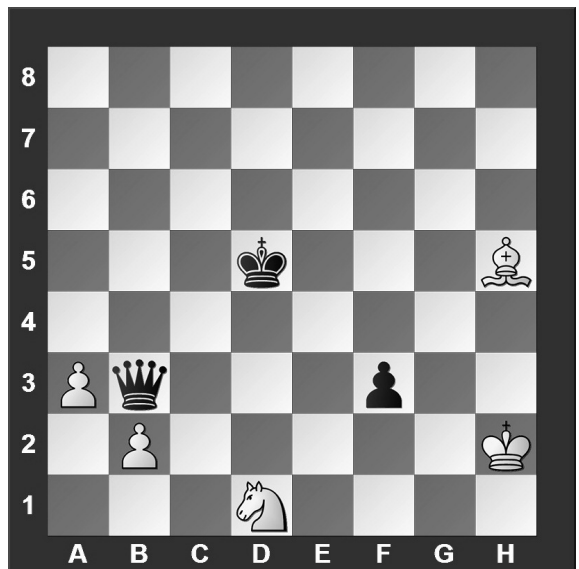
#11. White to move



What is White's best move?

- a) ♖xc3
- b) ♖c7
- c) ♖b6
- d) ♖xc3

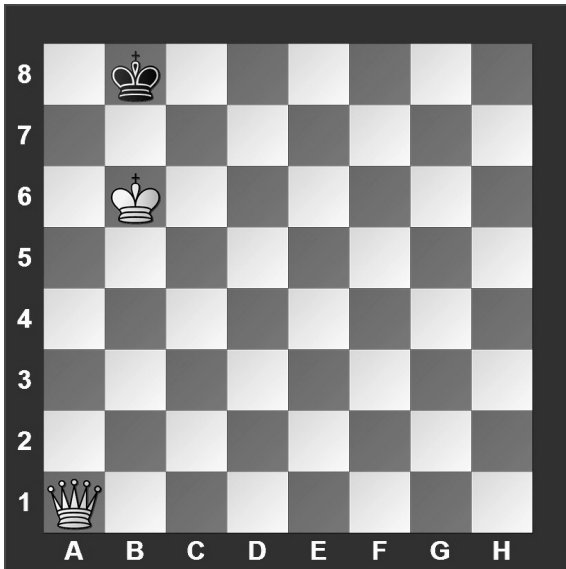
#12. White to move



What is White's best move?

- a) ♖c3
- b) ♖e3
- c) ♖xf3
- d) ♖f7

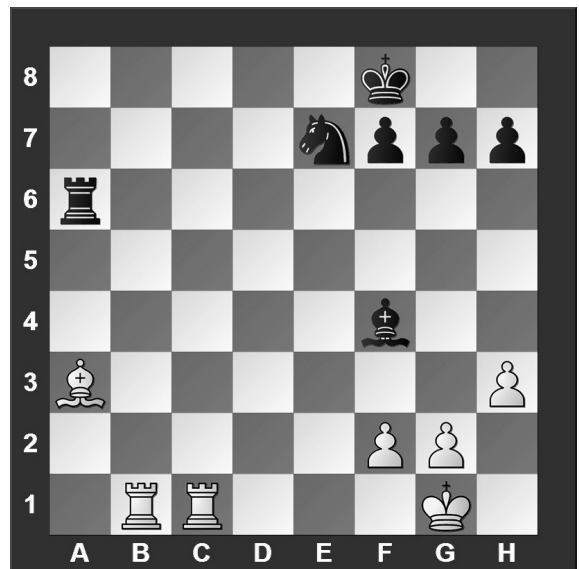
#13. White to move



If White can checkmate Black in one move, what is the right move?

- a) ♔h8
- b) ♔a8
- c) ♔a7
- d) ♔h1

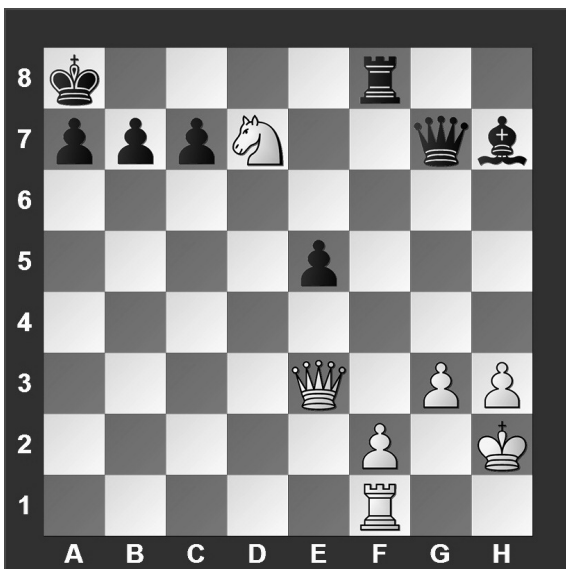
#14. White to move



If White can checkmate Black in one move, what is the right move?

- a) ♖b8
- b) ♖c8
- c) ♗x e7
- d) ♔h1

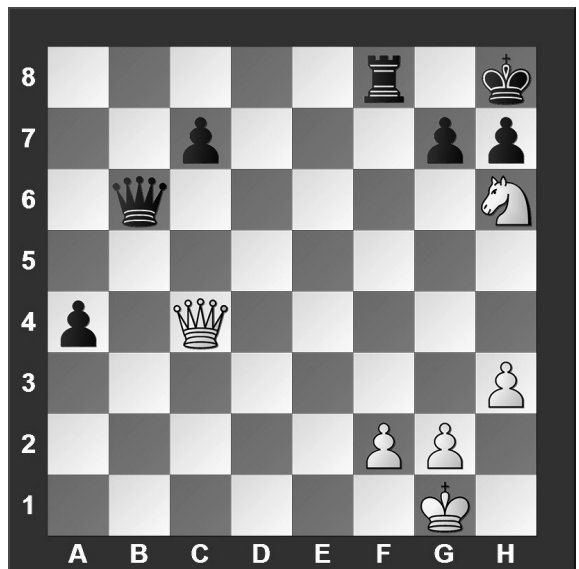
#15. White to move



If White can checkmate Black in two moves, what is the *first* move?

- a) ♗b6
- b) ♔x e5
- c) ♔c5
- d) ♔x a7

#16. White to move



What is White's best move?

- a) ♔g8
- b) ♔x a4
- c) ♗f7
- d) ♔x c7



**University Interscholastic League
A+ Chess Puzzle Contest
2017-2018 Fall/Winter District— Grades 2-3**

ANSWER KEY

Test

- | | |
|-------|-------|
| 1. C | 11. B |
| 2. B | 12. D |
| 3. C | 13. A |
| 4. A | 14. B |
| 5. A | 15. D |
| 6. C | 16. A |
| 7. A | |
| 8. C | |
| 9. A | |
| 10. C | |

Tiebreaker

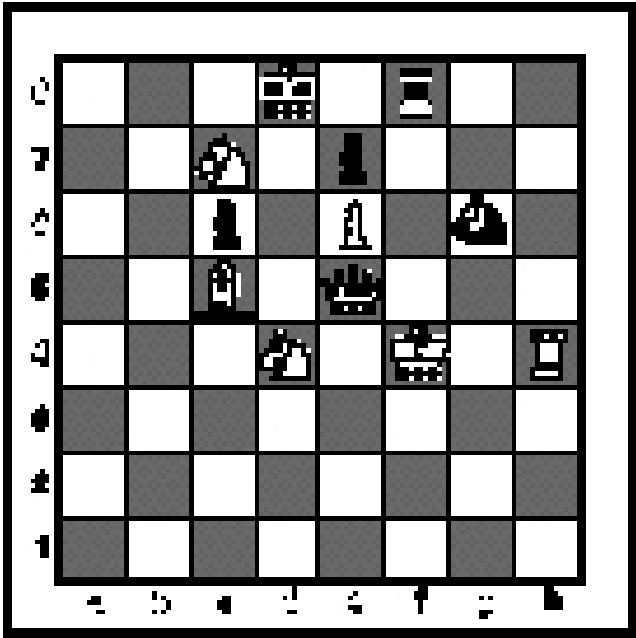
- | | |
|------|------|
| 1. B | 5. B |
| 2. A | 6. D |
| 3. C | 7. C |
| 4. A | 8. C |

FALL/WINTER DISTRICT 2017-2018

A+ ACADEMICS



University Interscholastic League



Chess Puzzle Solving

TIEBREAKER - ALL GRADES

**DO NOT OPEN TEST
UNTIL TOLD TO DO SO**

IMPORTANT INSTRUCTIONS:

This is the tiebreaker test for all grades for the Fall/Winter District UIL Chess Puzzle Solving Test.

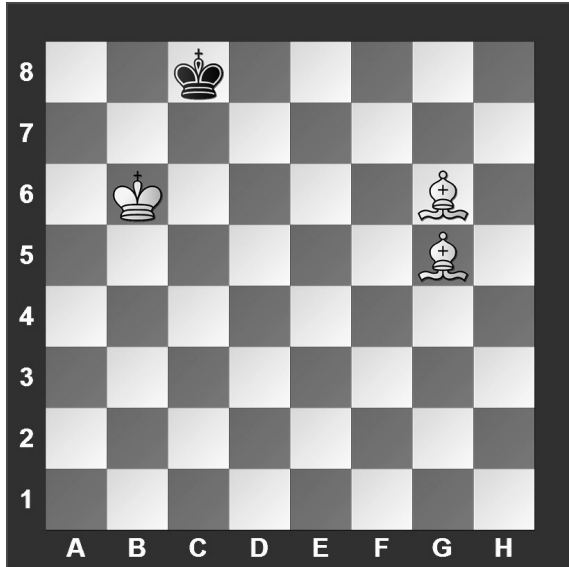
Use the separate answer sheet to write all your answers. You have five (5) minutes to take this part of the test. There are eight (8) questions. Some questions are very difficult.

As before, the symbols for check and checkmate commonly used after moves have been omitted because they would be hints.

Each correct answer earns you one point. There is no penalty for incorrect answers or unanswered questions.

These questions are hard, but the puzzles are interesting! Good luck and have fun!

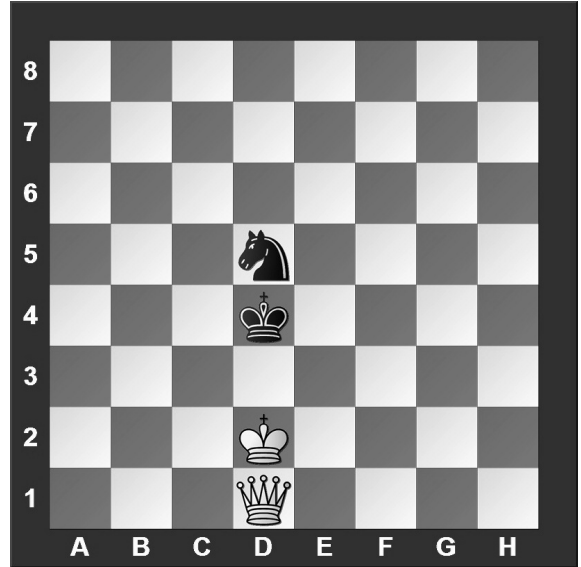
#1. White to move



If White can force checkmate, how many moves does it take?

- a) 2 moves
- b) 3 moves
- c) 4 moves
- d) White can't force checkmate.

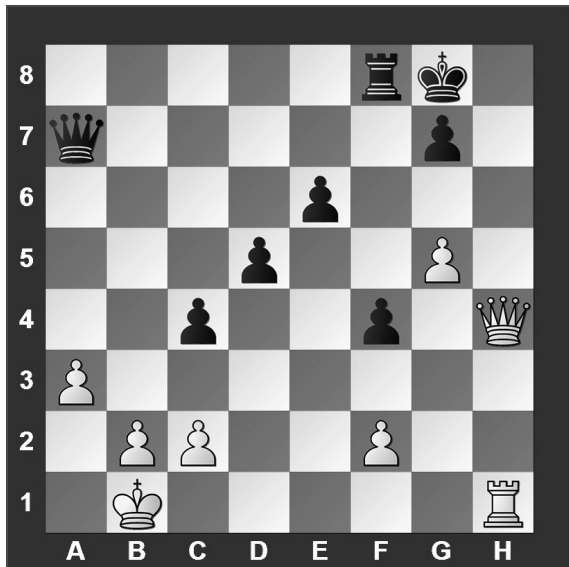
#2. White to move



What should be the outcome of the game?

- a) White wins.
- b) Black wins.
- c) Draw.
- d) It is not possible to tell.

#3. White to move



What is White's best move?

- a) ♔h7
- b) ♔h8
- c) g6
- d) c3

#4. White to move



What is White's best move?

- a) ♖×d6
- b) ♖h6
- c) ♕×d3
- d) ♖e8

#5. White to move



If White can checkmate Black in two moves, what is White's *first* move?

- a) ♖xb7
- b) ♖c6
- c) ♖xf5
- d) White can't checkmate Black in two moves.

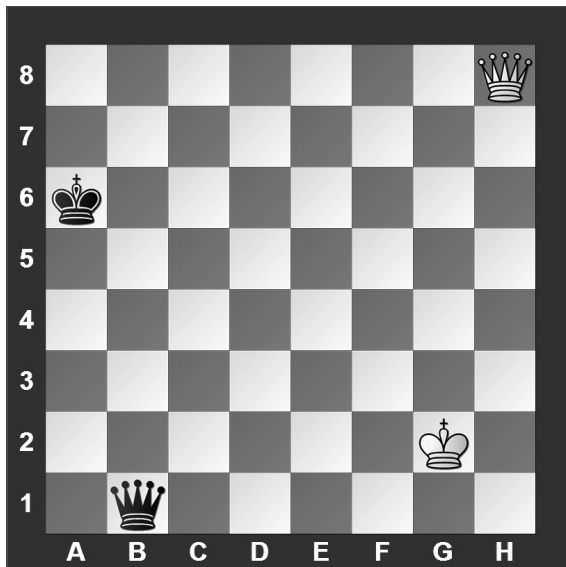
#6. White to move



If White can force checkmate in two moves, what is White's *second* move?

- a) ♖xh7
- b) ♖xe5
- c) ♖xg6
- d) ♖xh7

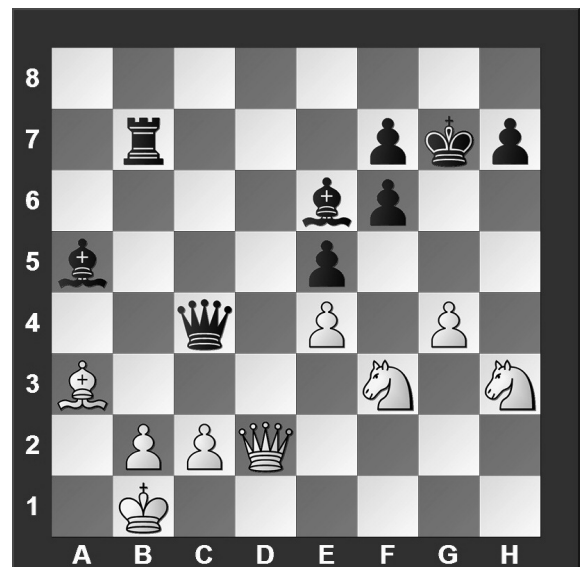
#7. White to move



What is White's best move?

- a) ♖b8
- b) ♖a1
- c) ♖a8
- d) ♖f6

#8. White to move



If White can force checkmate in three moves, what is the *last* move?

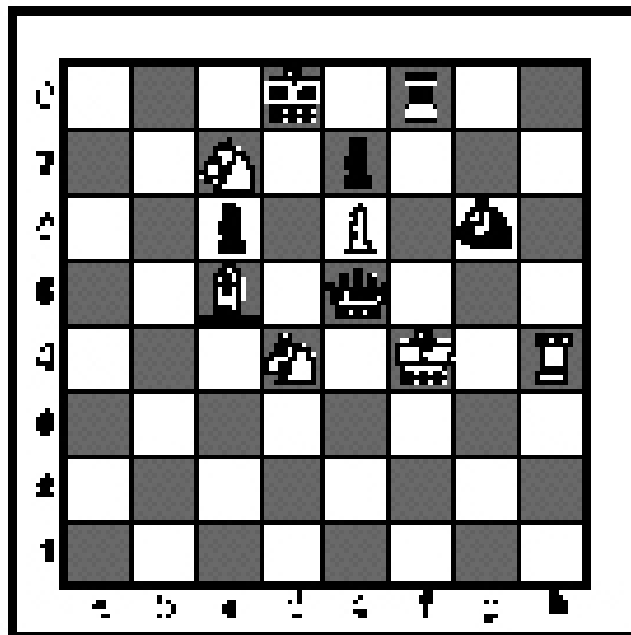
- a) ♔f8
- b) ♖h6
- c) ♘h4
- d) ♘f4

FALL/WINTER DISTRICT 2017-2018

A+ ACADEMICS



University Interscholastic League



Chess Puzzle Solving

grades 4 & 5

**DO NOT OPEN TEST
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IMPORTANT INSTRUCTIONS:

[Test-administrators, please read text in this box aloud.]

This is the UIL Chess Puzzle Solving Fall/Winter District Test for grades four and five. There are 20 questions on this test. You have 30 minutes to complete it. All questions are multiple choice. Use the answer sheet to mark your answers. Multiple choice answers purposely do not indicate check, checkmate, or e.p. symbols. You will be awarded one point for each correct answer. No deductions will be made for incorrect answers on this test. Finishing early is not rewarded, even to break ties. So use all of your time. Some of the questions may be hard, but all of the puzzles are interesting! Good luck and have fun!

If you don't already know chess notation, reading and referring to the section below on this page will help you.

How to read and answer questions on this test

- To answer the questions on this test, you'll need to know how to read chess moves. It's simple to do.
- Every square on the board has an "address" made up of a letter and a number.

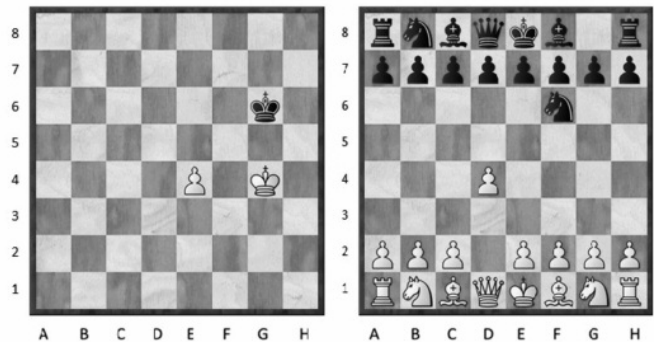


Piece Names	Each chessman can also be represented by a symbol, except for the pawn. (Figurine Notation)
King	♔
Queen	♚
Rook	♖
Bishop	♗
Knight	♘
Pawn	a-h (We write the file it's on.)

- To make them easy to read, the questions on this test use the figurine piece symbols on the right, above.
- When answering the puzzle questions, remember that white pawns move "up" the diagrams. Black pawns move "down" the diagrams.

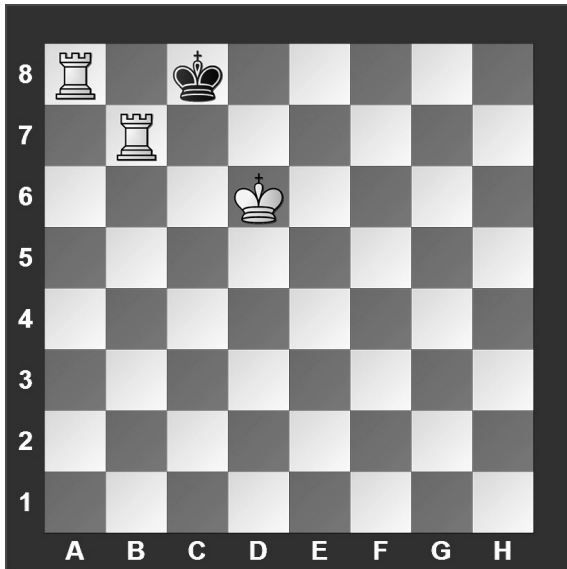
At right are two sample moves.

If you look closely at the diagrams in the questions below, you'll see that the frame around the diagram labels the ranks (1-8) and files (a-h) to help you.



White has just played **e4**. Black has just played ... **Nf6**.

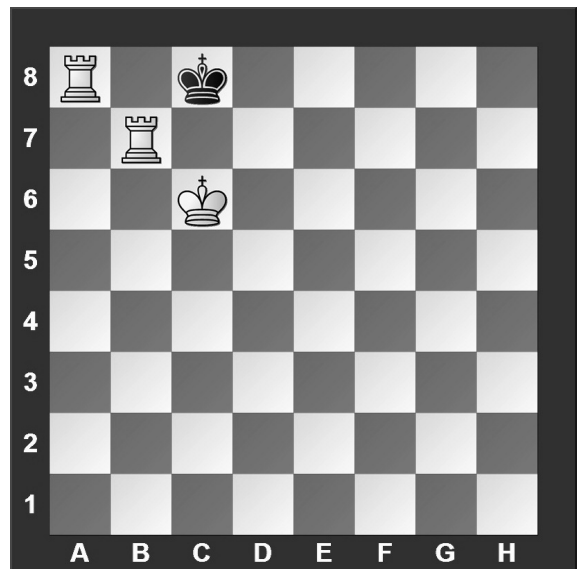
#1. Black to move



What term best describes this situation?

- a) Black is in checkmate.
- b) Black is in stalemate.
- c) Black is in check.
- d) None of the above.

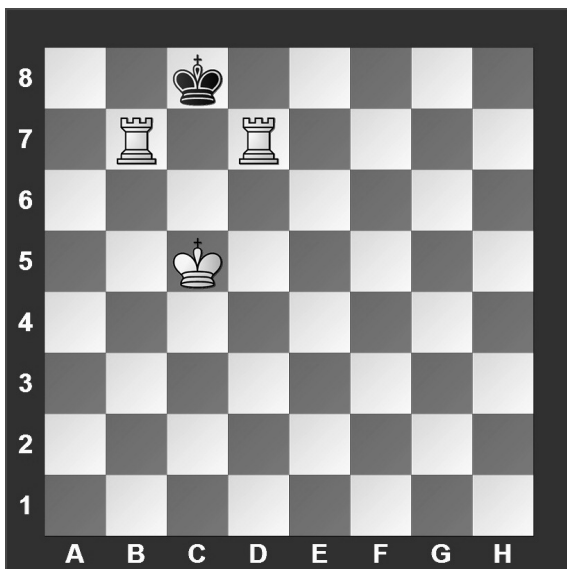
#2. Black to move



What term best describes this situation?

- a) Black is in checkmate.
- b) Black is in stalemate.
- c) Black is in check.
- d) None of the above.

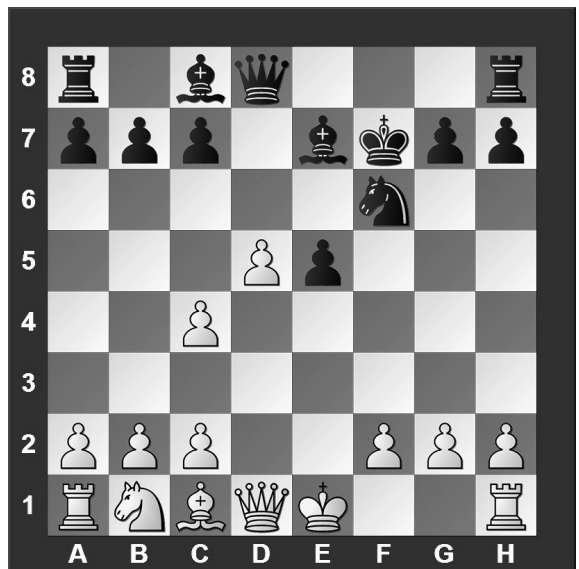
#3 Black to move.



What term best describes this situation?

- a) Black is in checkmate.
- b) Black is in stalemate.
- c) Black is in check.
- d) None of the above.

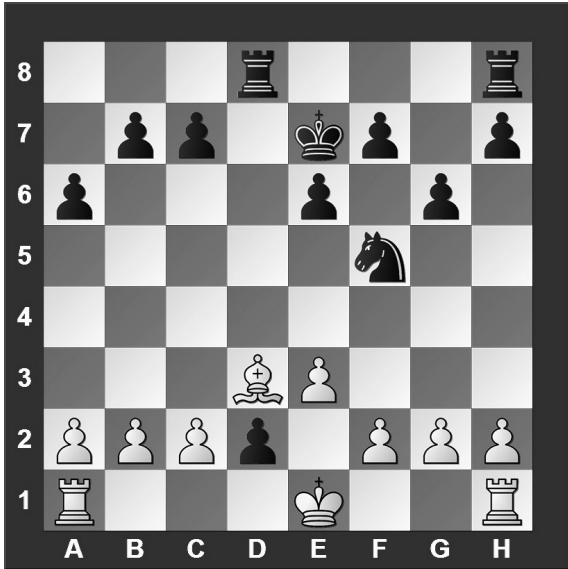
#4.



Which side has material advantage?

- a) White
- b) Black
- c) It's even.
- d) It's not possible to tell without knowing who is to move.

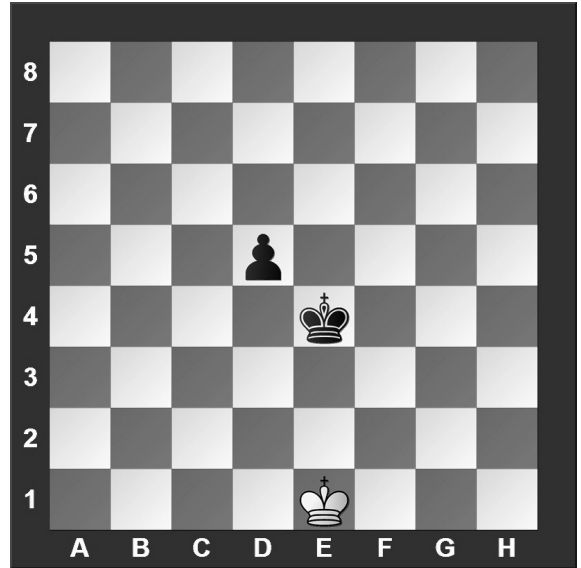
#5. White to move



Which move below is possible for White?

- a) Short Castle .
- b) Long Castle.
- c) To capture the pawn.
- d) To capture the knight.

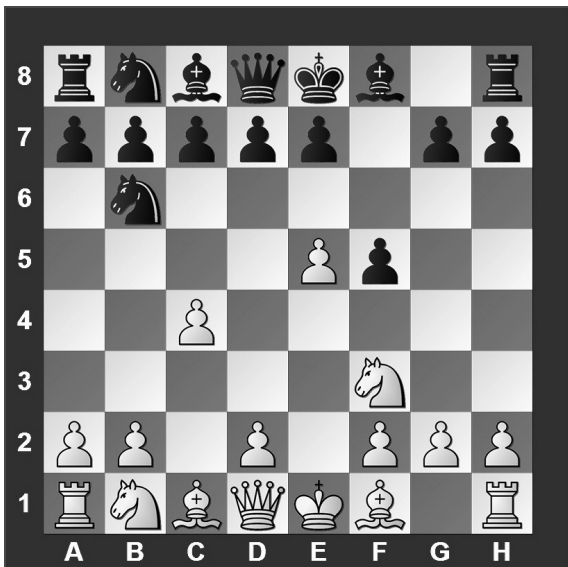
#6. White to move



With the best moves, what is the result of the game?

- a) White wins.
- b) Black wins.
- c) It is a draw.
- d) It is not possible to tell.

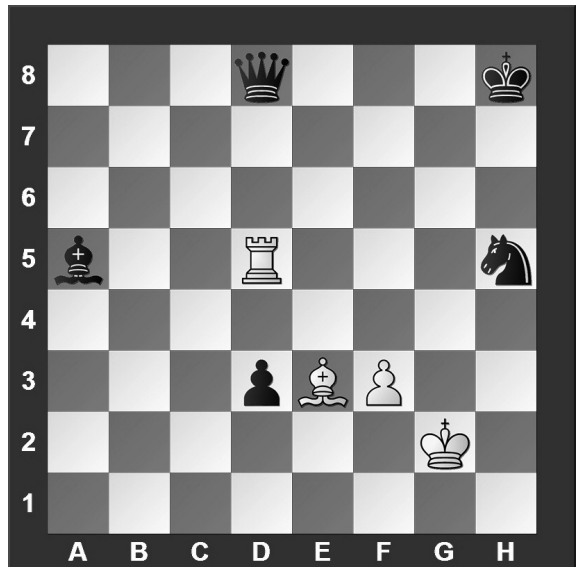
#7. White to move



Black just played f7 to f5. Which pawn can be captured?

- a) Black's d-pawn
- b) Black's f-pawn
- c) Black's g-pawn
- d) White can't capture a pawn.

#8. White to move



What is White's best move?

- a) To take Black's queen.
- b) To take Black's knight.
- c) To take Black's pawn.
- d) To take Black's bishop.

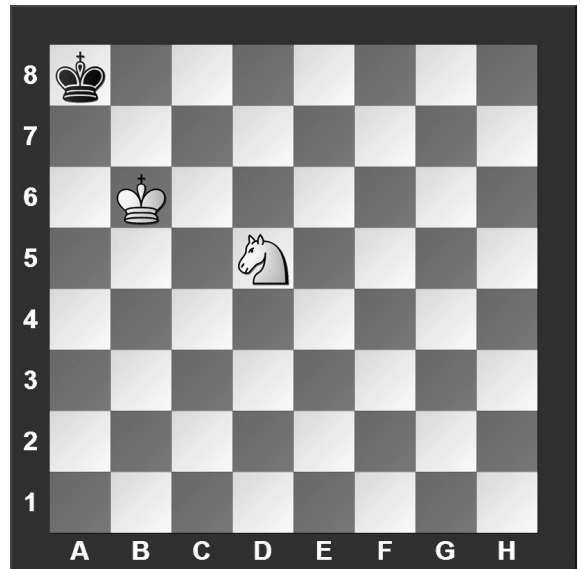
#9. White to move



If White can checkmate Black in one move, what is the right move?

- a) ♔g8
- b) ♘f7
- c) ♕xg7
- d) h6

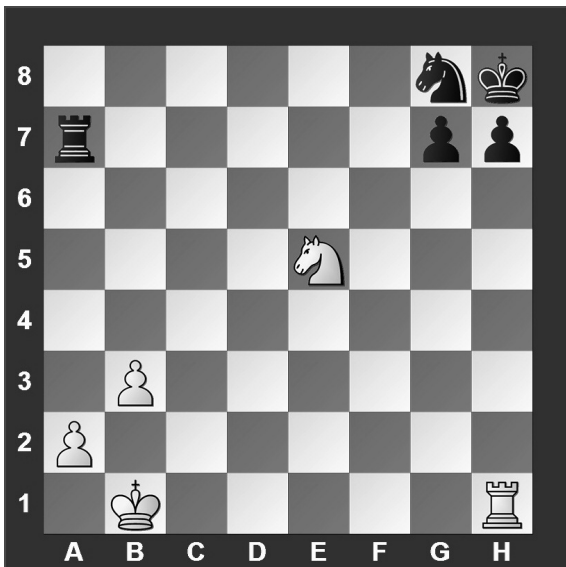
#10. White to move



What is the outcome of the game?

- a) White wins.
- b) Black wins.
- c) Draw.
- d) It is not possible to tell.

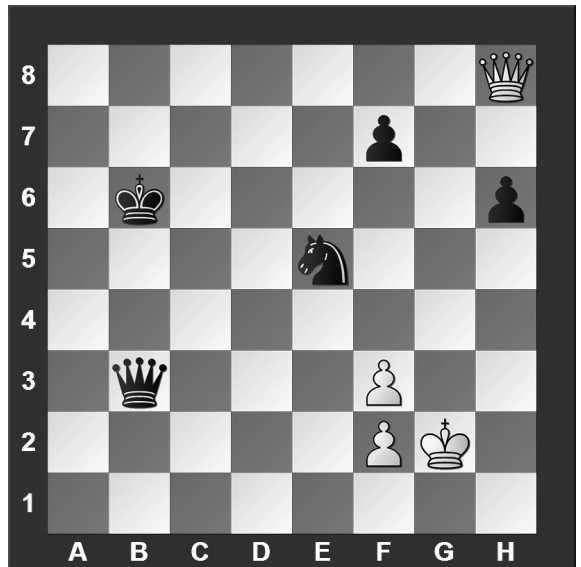
#11. White to move



What is White's best move?

- a) ♘f7
- b) ♘g6
- c) ♖xh7
- d) ♘c6

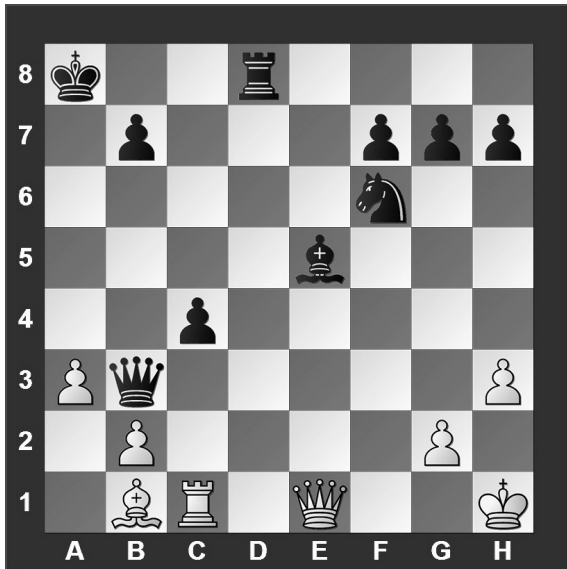
#12. White to move



What is White's best move?

- a) ♕xe5
- b) ♕f6
- c) ♕xh6
- d) ♕b8

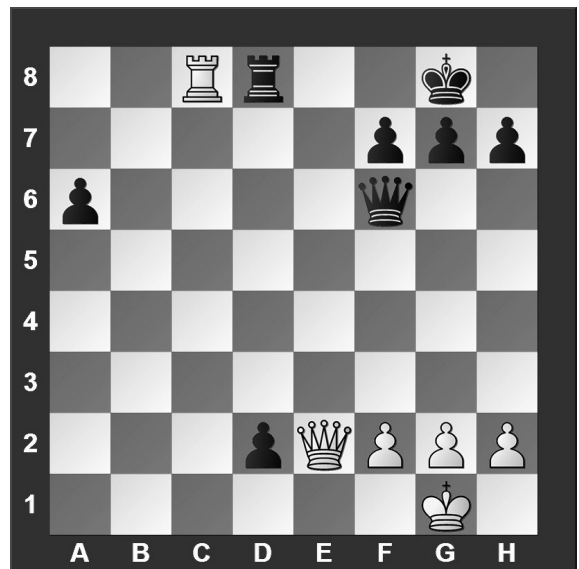
#13. White to move



What is White's best move?

- a) ♔a5
- b) ♔×e5
- c) ♖×c4
- d) ♗c2

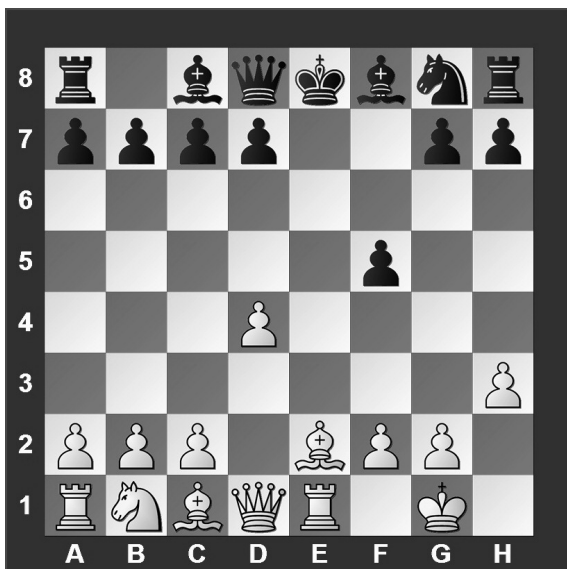
#14. White to move



If White can checkmate Black in two moves, what is the *first* move?

- a) ♔×d2
- b) ♔e8
- c) ♖×d8
- d) ♔×a6

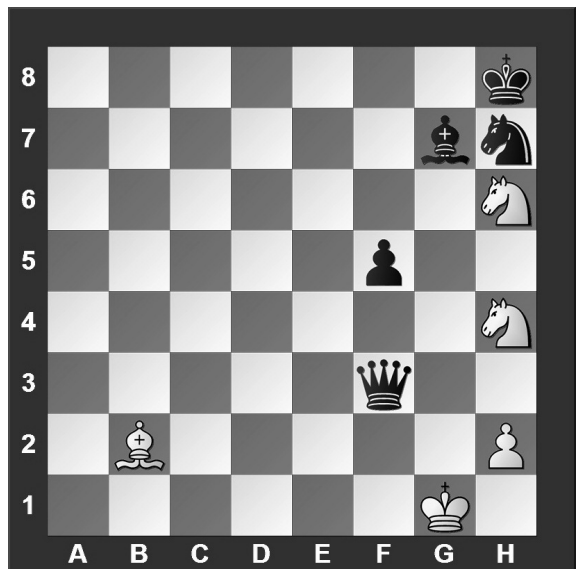
#15. White to move



What is White's best move?

- a) ♗c4
- b) ♗h5
- c) ♗d3
- d) ♘a3

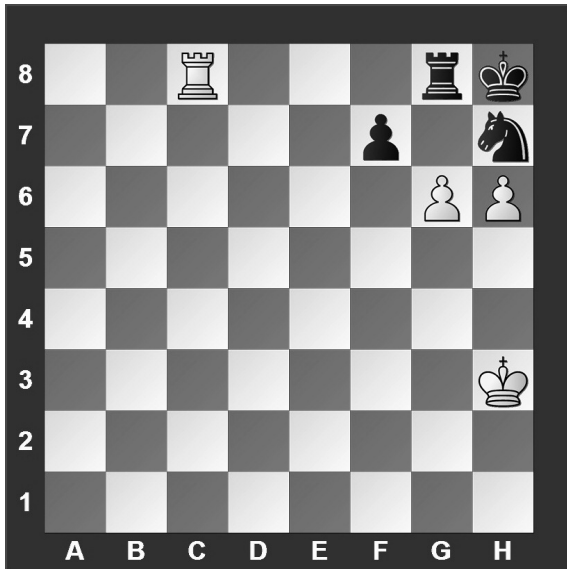
#16. White to move



What is White's best move?

- a) ♗×g7
- b) ♘f7
- c) ♘g6
- d) ♘×f3

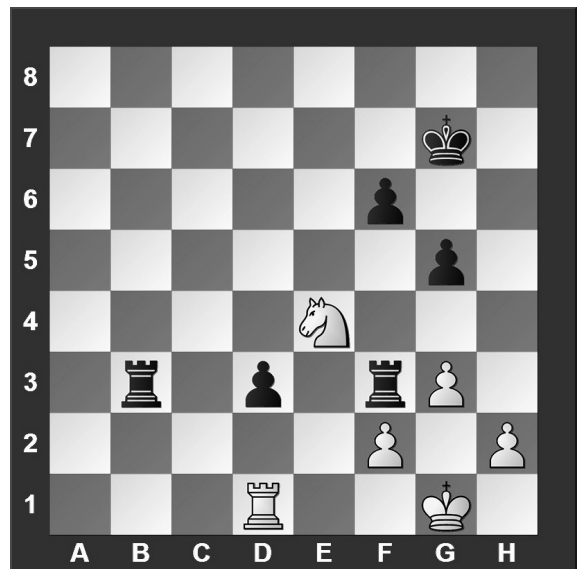
#17. White to move



If White can checkmate Black in one move, what is the right move?

- a) ♖×g8
- b) g7
- c) g×h7
- d) g×f7

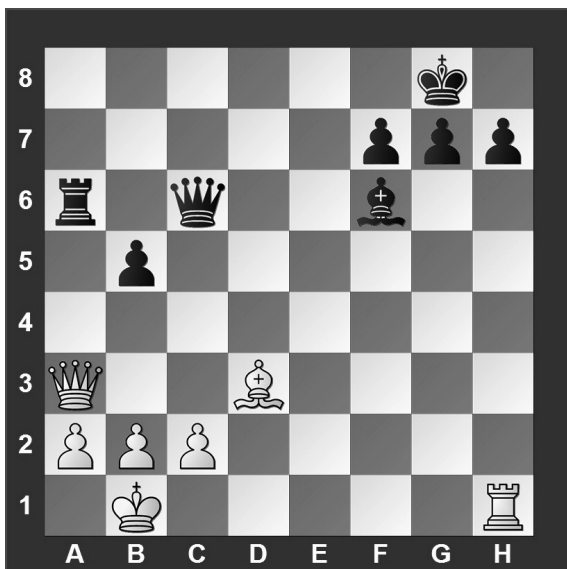
#18. White to move



What is White's best move?

- a) ♘×f6
- b) ♘×g5
- c) ♘d2
- d) ♔g2

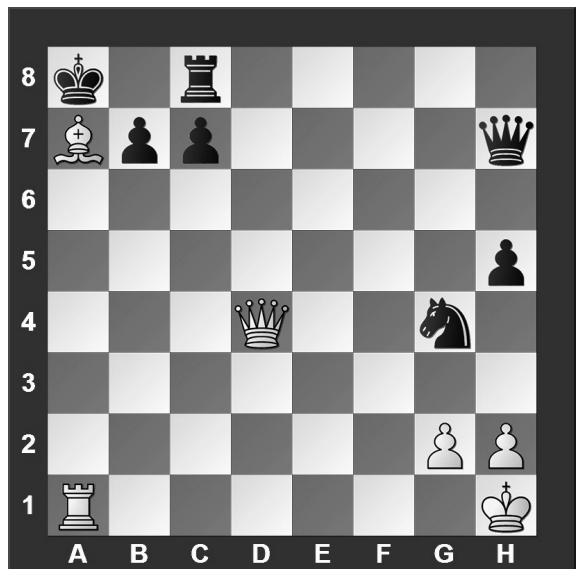
#19. White to move



If White can checkmate Black in two moves, what's the *first* move?

- a) ♔f8
- b) ♖h7
- c) ♕h7
- d) White can't checkmate Black in two moves.

#20. White to move



If White can checkmate Black in two moves, what's the *first* move?

- a) ♕b6
- b) ♕c5
- c) ♕b8
- d) White can't checkmate Black in two moves.



**University Interscholastic League
A+ Chess Puzzle Contest
2017-2018 Fall/Winter District – Grades 4-5**

ANSWER KEY

Test

1. C	11. B
2. A	12. D
3. B	13. A
4. B	14. B
5. C	15. B
6. C	16. C
7. B	17. B
8. A	18. C
9. C	19. C
10. C	20. C

Tiebreaker

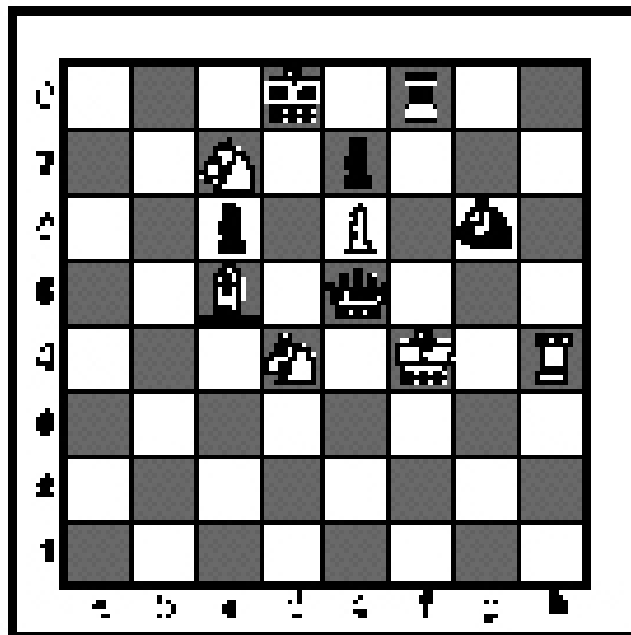
1. B	5. B
2. A	6. D
3. C	7. C
4. A	8. C

FALL/WINTER DISTRICT 2017-2018

A+ ACADEMICS



University Interscholastic League



Chess Puzzle Solving

grades 6, 7, 8

**DO NOT OPEN TEST
UNTIL TOLD TO DO SO**

IMPORTANT INSTRUCTIONS:

[Test-administrators, please read text in this box aloud.]

This is the UIL Chess Puzzle Solving Fall/Winter District Test for grades six through eight. There are 20 questions on this test. You have 30 minutes to complete it. All questions are multiple choice. Use the answer sheet to mark your answers. Multiple choice answers purposely do not indicate check, checkmate, or e.p. symbols. You will be awarded one point for each correct answer. No deductions will be made for incorrect answers on this test. Finishing early is not rewarded, even to break ties. So use all of your time. Some of the questions may be hard, but all of the puzzles are interesting! Good luck and have fun!

If you don't already know chess notation, reading and referring to the section below on this page will help you.

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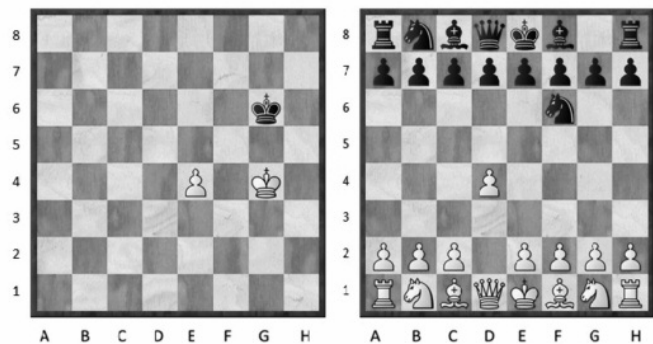


Piece Names	Each chessman can also be represented by a symbol, except for the pawn. (Figurine Notation)
King	
Queen	
Rook	
Bishop	
Knight	
Pawn	a-h (We write the file it's on.)

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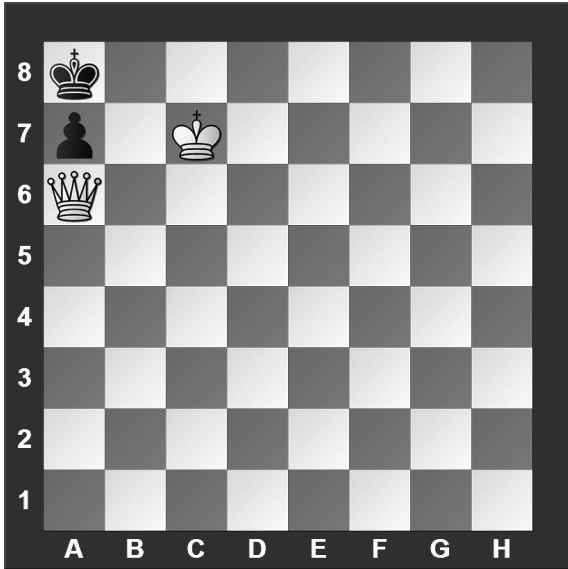
At right are two sample moves.

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White has just played **e4**. Black has just played ... **Nf6**.

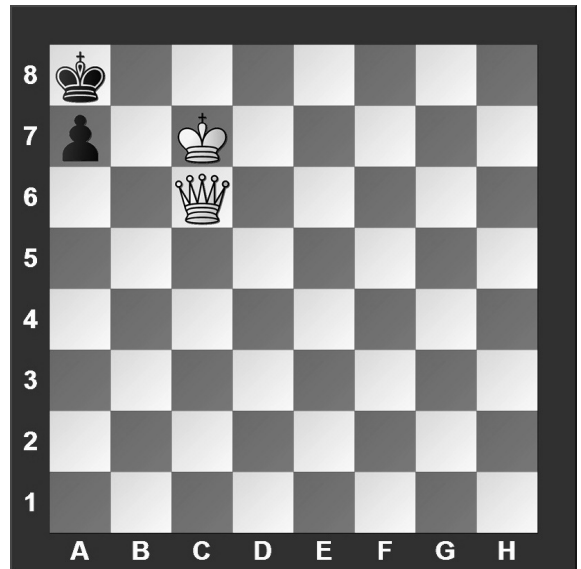
#1. Black to move



What term best describes this situation?

- a) Black is in checkmate.
- b) Black is in stalemate.
- c) Black is in check.
- d) None of the above.

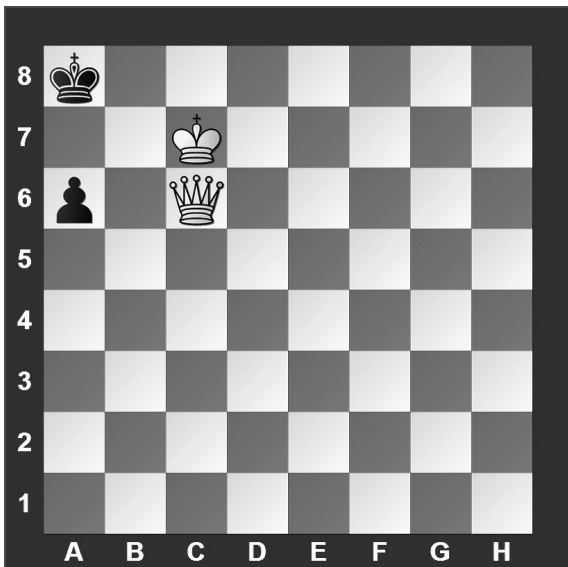
#2. Black to move



What term best describes this situation?

- a) Black is in checkmate.
- b) Black is in stalemate.
- c) Black is in check.
- d) None of the above.

#3. Black to move



What term best describes this situation?

- a) Black is in checkmate.
- b) Black is in stalemate.
- c) Black is in check.
- d) None of the above.

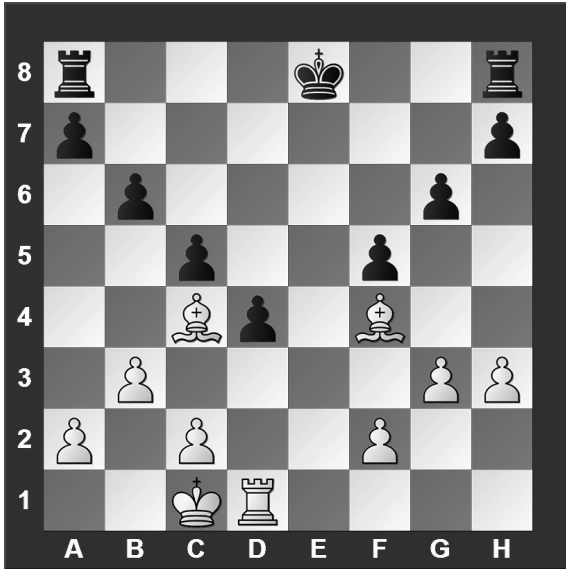
#4.



Which side has material advantage?

- a) White
- b) It is even.
- c) Black
- d) It is not possible to tell.

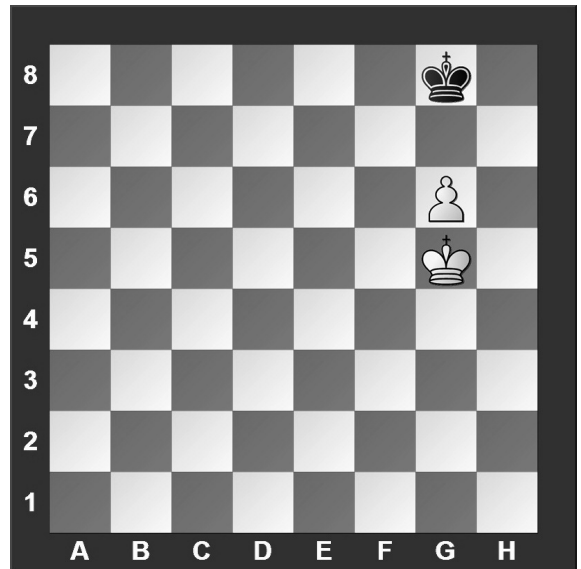
#5. Black to move



Which move is possible for Black?

- a) Short Castle.
- b) Long Castle.
- c) Both A and B.
- d) Neither A or B.

#6. White to move



With the best moves, what is the outcome of the game?

- a) White wins.
- b) Black wins.
- c) Draw.
- d) It is impossible to tell.

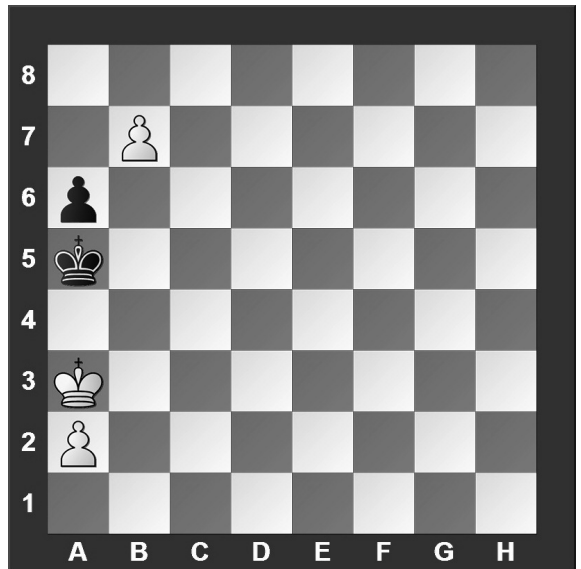
#7. White to move



Black just played c7 to c5. Which pawn can be captured?

- a) Black's c-pawn.
- b) Black's e-pawn.
- c) Black's g-pawn.
- d) White can't capture a pawn.

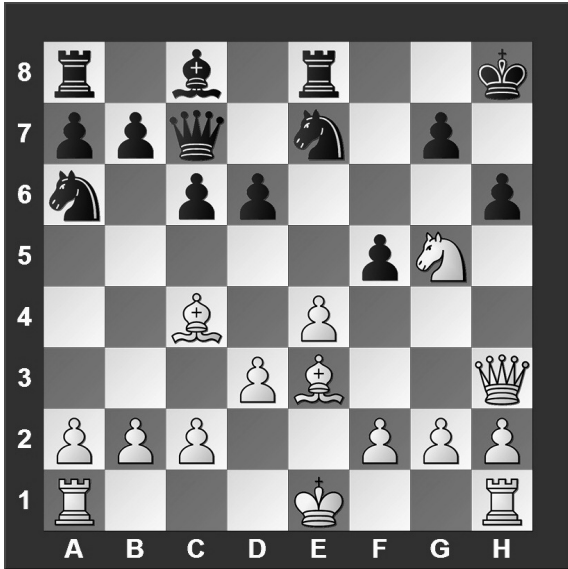
#8. White to move



What piece should White promote to?

- a) Queen.
- b) Rook.
- c) Bishop.
- d) Knight.

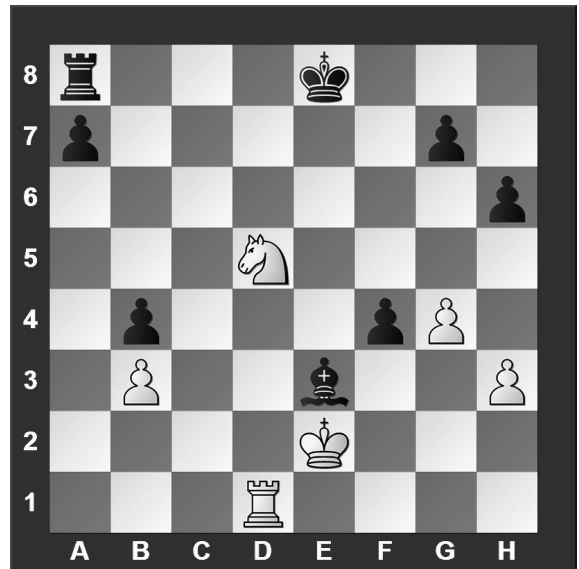
#9. White to move



White can checkmate Black in two moves, what's the *first* move?

- a) ♔×h6
- b) ♖f7
- c) ♗b6
- d) ♔h4

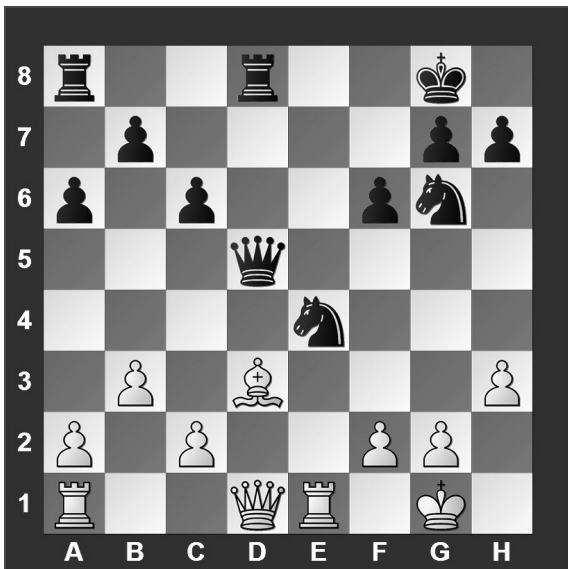
#10. White to move



What is White's best move?

- a) ♖×f4
- b) ♖×e3
- c) ♖c7
- d) ♖d4

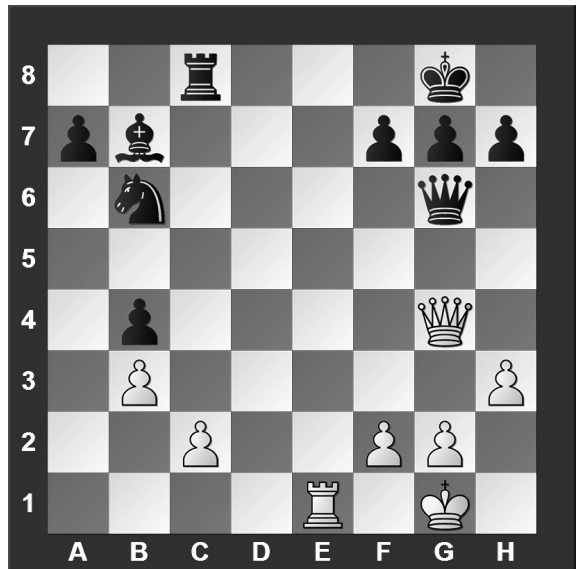
#11. White to move



What is White's best move?

- a) ♗×e4
- b) ♖×e4
- c) ♗c4
- d) ♔f3

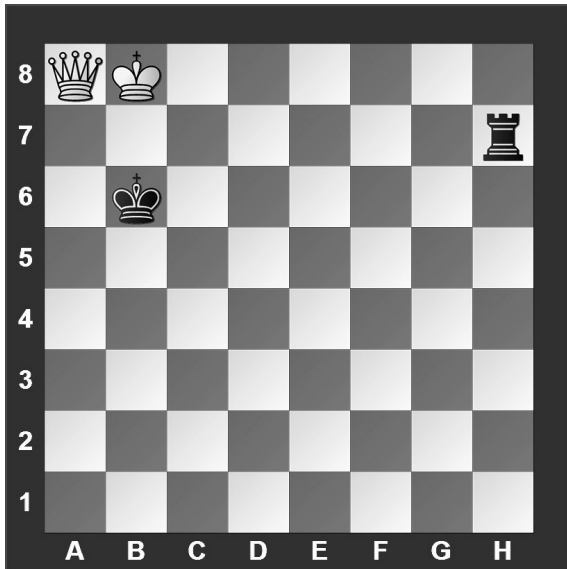
#12. White to move



What is White's best move?

- a) ♔×c8
- b) ♖e8
- c) ♔×g6
- d) ♔×b4

#13. White to move



What is White's best move?

- a) ♔b7
- b) ♔a7
- c) ♕e4
- d) ♕a1

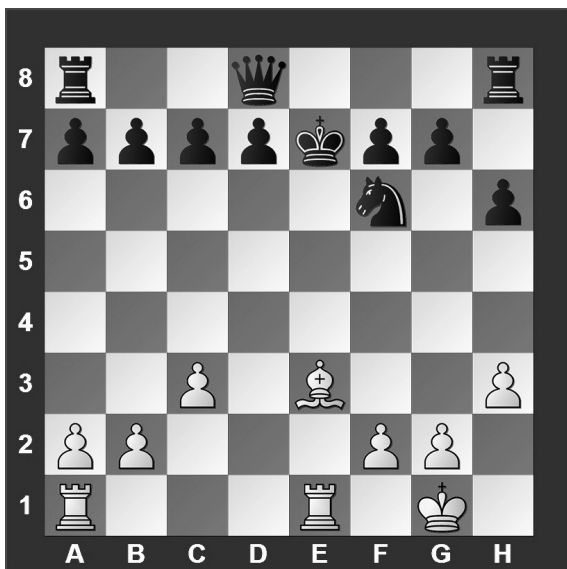
#14. White to move



What is White's best move?

- a) ♕xb6
- b) ♕xc3
- c) ♖g8
- d) ♕xf6

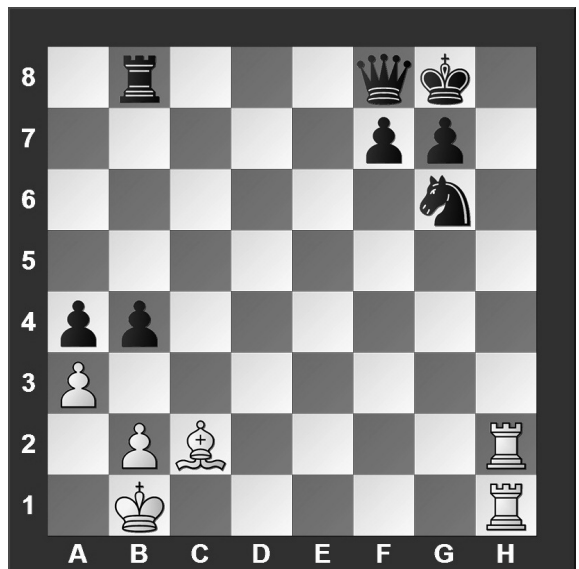
#15. White to move



If White can checkmate Black in one move, what's the right move?

- a) ♕g5
- b) ♕xh6
- c) ♕c5
- d) ♕xa7

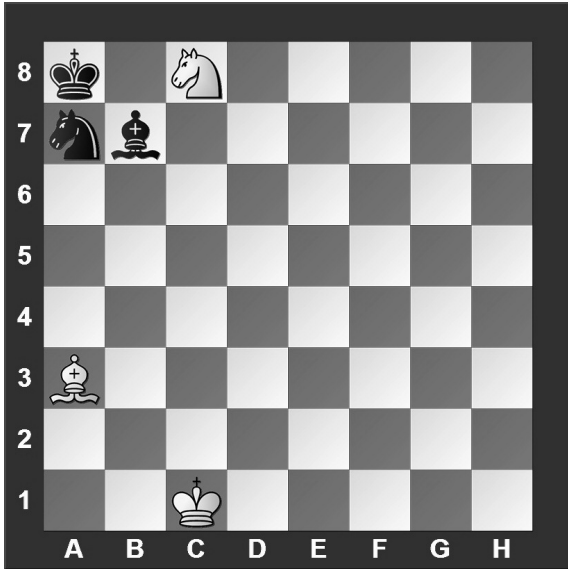
#16. White to move



What is White's best move?

- a) ♕xg6
- b) ♖h8
- c) axb4
- d) ♖h7

#17. White to move



What is White's best move?

- a) $\text{N} \times \text{a7}$
- b) $\text{N} \text{d6}$
- c) $\text{N} \text{b6}$
- d) $\text{B} \text{d6}$

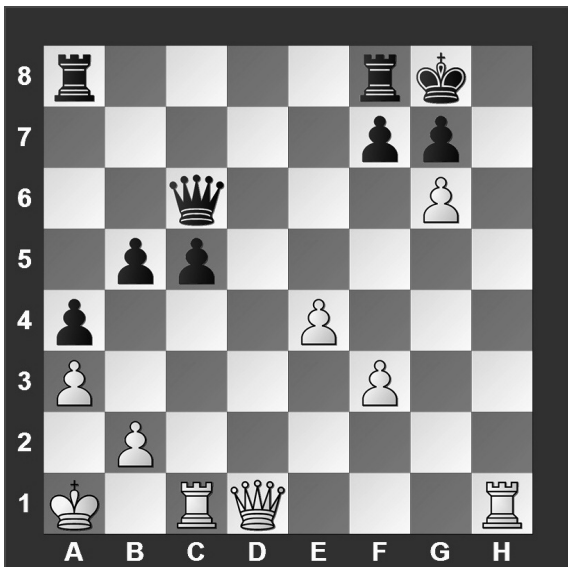
#18. White to move



What is White's best move?

- a) $\text{N} \text{c2}$
- b) $\text{N} \text{c4}$
- c) g5
- d) $\text{Q} \times \text{f6}$

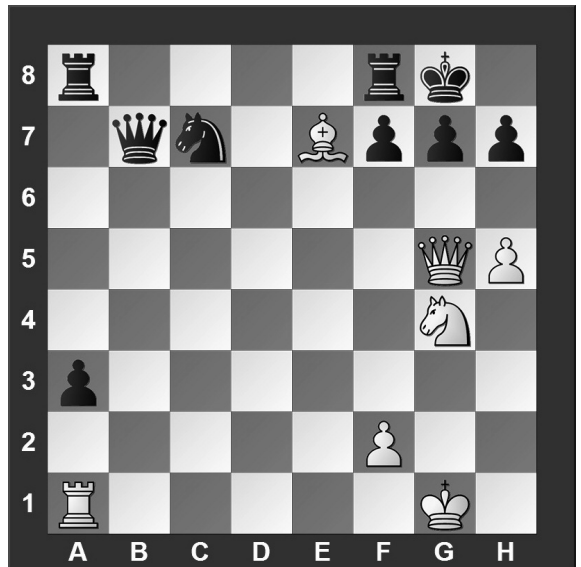
#19. White to move



If White can checkmate Black in three moves, what's the *first* move?

- a) $\text{g} \times \text{f7}$
- b) $\text{Q} \text{d5}$
- c) $\text{Q} \text{d6}$
- d) $\text{R} \text{h8}$

#20. White to move



What is White's best move?

- a) $\text{Q} \text{f6}$
- b) $\text{N} \text{f6}$
- c) $\text{R} \times \text{a3}$
- d) $\text{Q} \times \text{g7}$



**University Interscholastic League
A+ Chess Puzzle Contest
2017-2018 Fall/Winter District – Grades 6-8**

ANSWER KEY

Test

- | | |
|-------|-------|
| 1. B | 11. C |
| 2. A | 12. A |
| 3. C | 13. D |
| 4. A | 14. D |
| 5. B | 15. C |
| 6. C | 16. B |
| 7. A | 17. C |
| 8. D | 18. A |
| 9. A | 19. D |
| 10. C | 20. D |

Tiebreaker

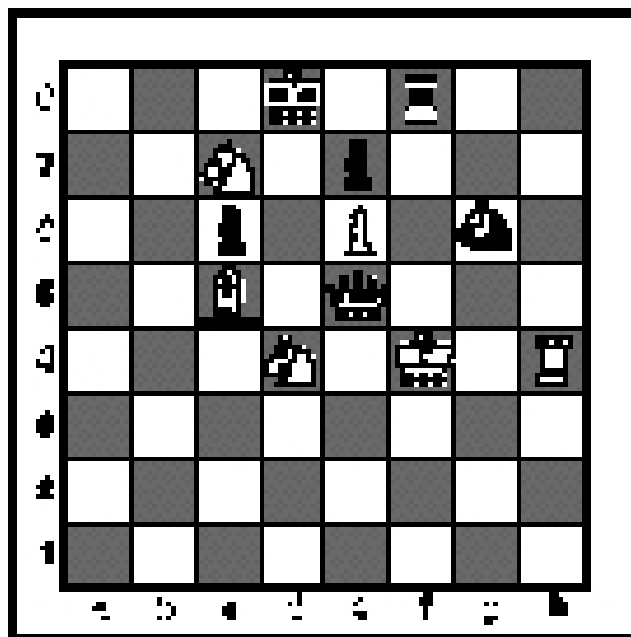
- | | |
|------|------|
| 1. B | 5. B |
| 2. A | 6. D |
| 3. C | 7. C |
| 4. A | 8. C |

SPRING DISTRICT 2017-2018

A+ ACADEMICS



University Interscholastic League



Chess Puzzle Solving

grades 2 & 3

**DO NOT OPEN TEST
UNTIL TOLD TO DO SO**

IMPORTANT INSTRUCTIONS:

[Test-administrators, please read text in this box aloud.]

This is the UIL Chess Puzzle Solving Spring District Test for grades two and three. There are 16 questions on this test. You have 30 minutes to complete it. All questions are multiple choice. Use the answer sheet to mark your answers. Multiple choice answers purposely do not indicate check, checkmate, or e.p. symbols. You will be awarded one point for each correct answer. No deductions will be made for incorrect answers on this test. Finishing early is not rewarded, even to break ties. So use all of your time. Some of the questions may be hard, but all of the puzzles are interesting! Good luck and have fun!

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- Every square on the board has an "address" made up of a letter and a number.

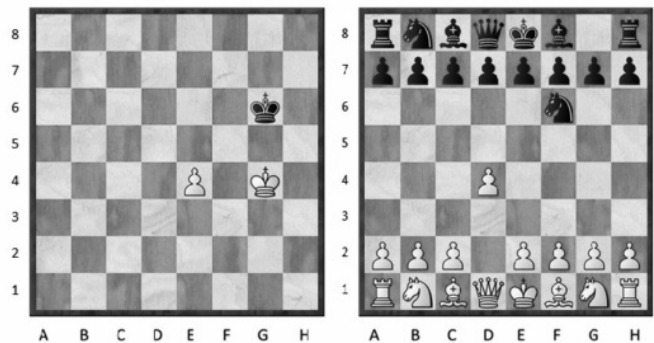


Piece Names	Each chessman can also be represented by a symbol, except for the pawn. (Figurine Notation)
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Queen	
Rook	
Bishop	
Knight	
Pawn	a-h (We write the file it's on.)

- To make them easy to read, the questions on this test use the figurine piece symbols on the right, above.
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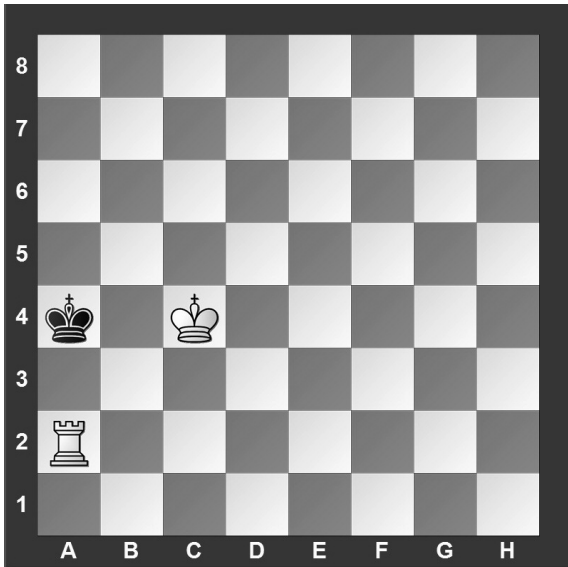
At right are two sample moves.

If you look closely at the diagrams in the questions below, you'll see that the frame around the diagram labels the ranks (1-8) and files (a-h) to help you.



White has just played **e4**. Black has just played ... **Nf6**.

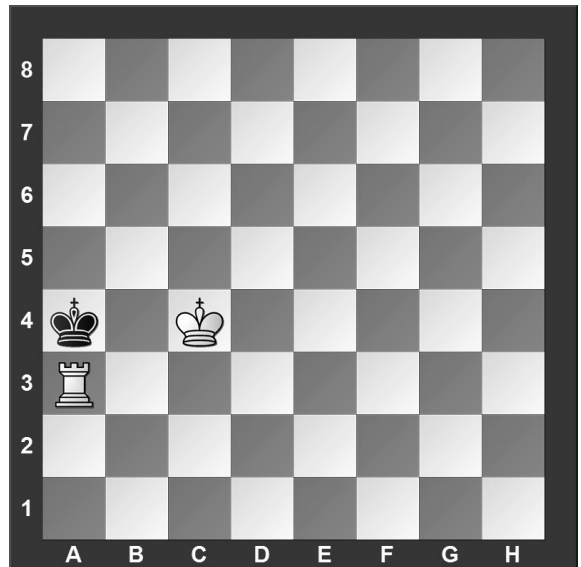
#1. Black to move



What term best describes this situation?

- a) Black is in checkmate.
- b) Black is in stalemate.
- c) Black is in check.
- d) None of the above.

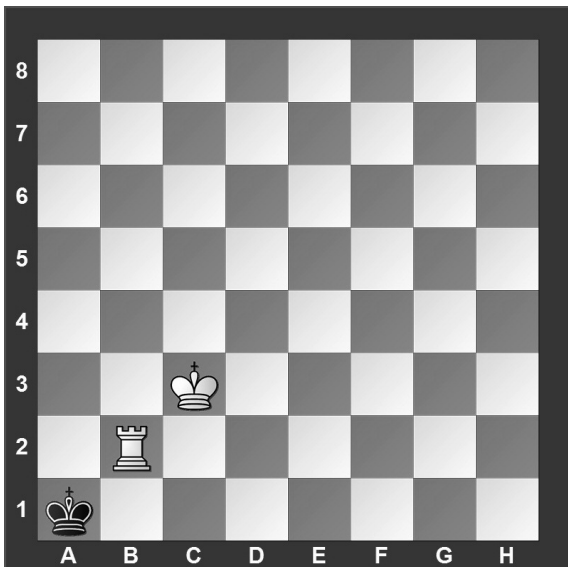
#2. Black to move



What term best describes this situation?

- a) Black is in checkmate.
- b) Black is in stalemate.
- c) Black is in check.
- d) None of the above.

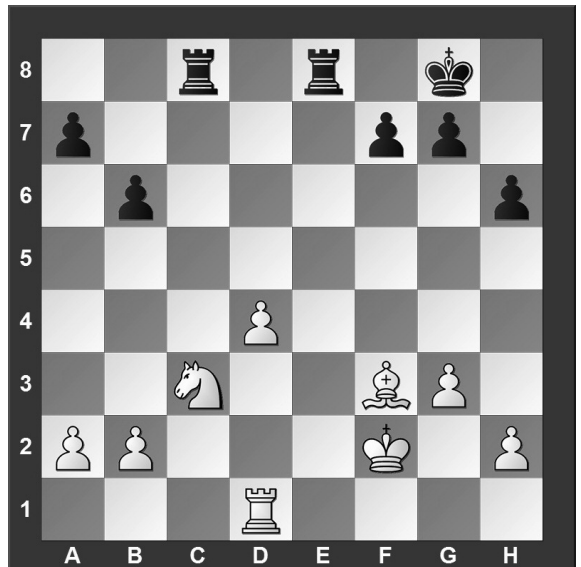
#3. Black to move



What term best describes this situation?

- a) Black is in check.
- b) Black is in stalemate.
- c) Black is in checkmate.
- d) None of the above.

#4.



Which side has material advantage?

- a) White
- b) Black
- c) It's even.
- d) It's not possible to tell without knowing who is to move.

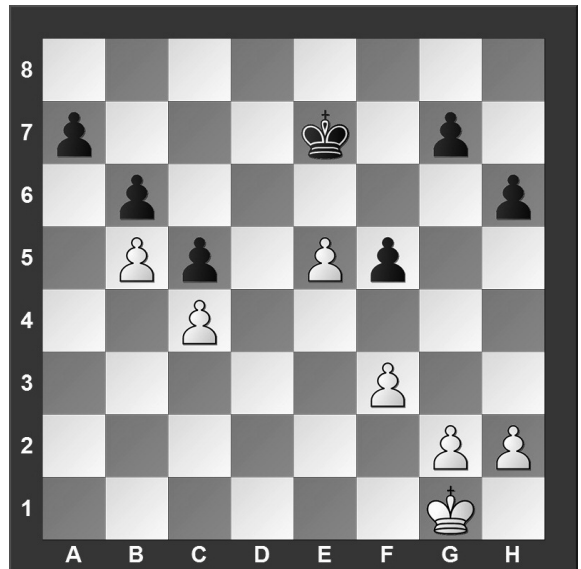
#5. White to move



Which move below is possible for White?

- a) Short Castle.
- b) Capture the knight.
- c) Long Castle.
- d) All of the above.

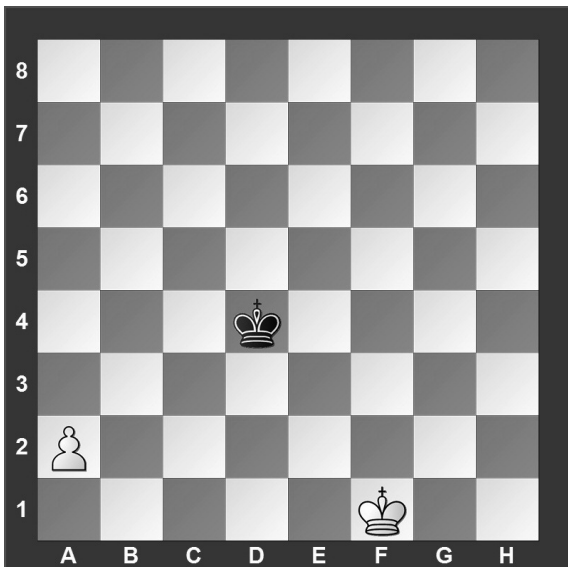
#6. White to move



Black just played f7 to f5. Which pawn can be captured by *en passant* rule?

- a) Black's c-pawn.
- b) Black's b-pawn.
- c) Black's a-pawn.
- d) Black's f-pawn.

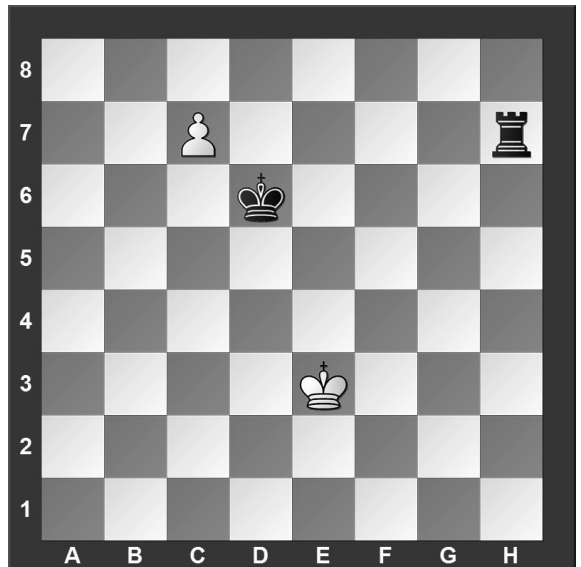
#7. White to move



What is the outcome of the game with the best play?

- a) White wins.
- b) Black wins.
- c) It is a draw.
- d) It is not possible to tell.

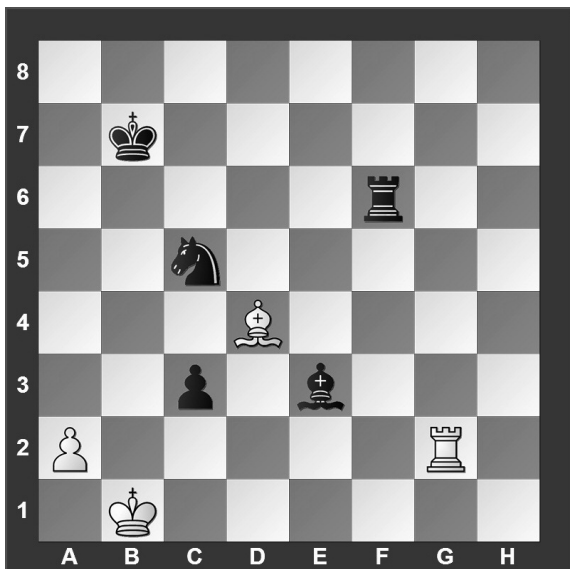
#8. White to move



What piece White should promote to?

- a) Queen.
- b) Knight.
- c) Rook.
- d) Bishop.

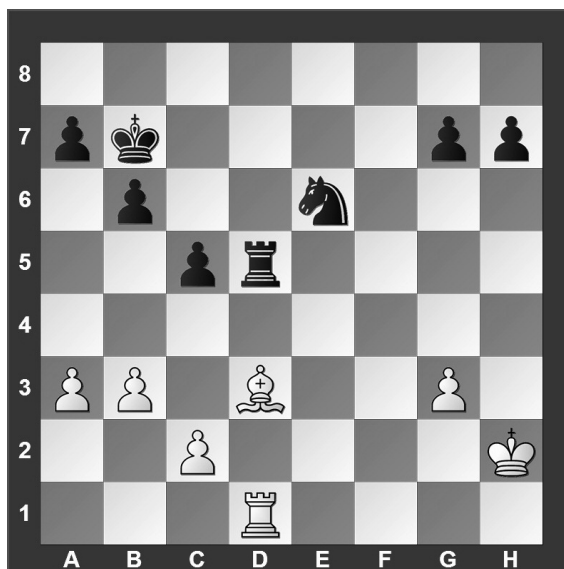
#9. White to move



What piece should White capture?

- a) Bishop.
- b) Knight.
- c) Rook.
- d) Pawn.

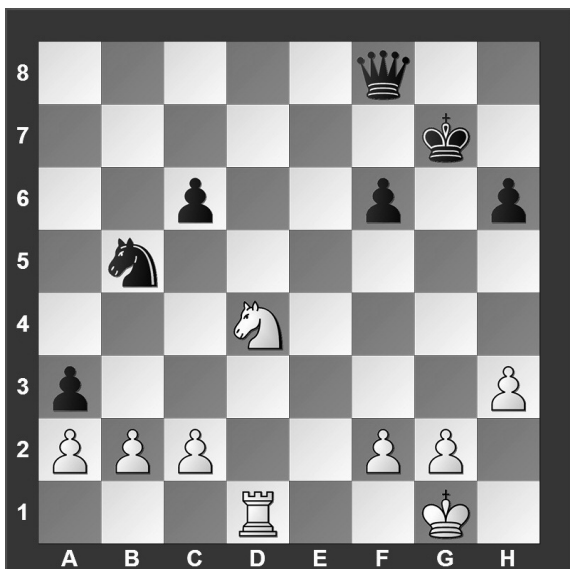
#10. White to move



What is White's best move?

- a) ♔a6
- b) ♔xh7
- c) ♔e4
- d) ♔g1

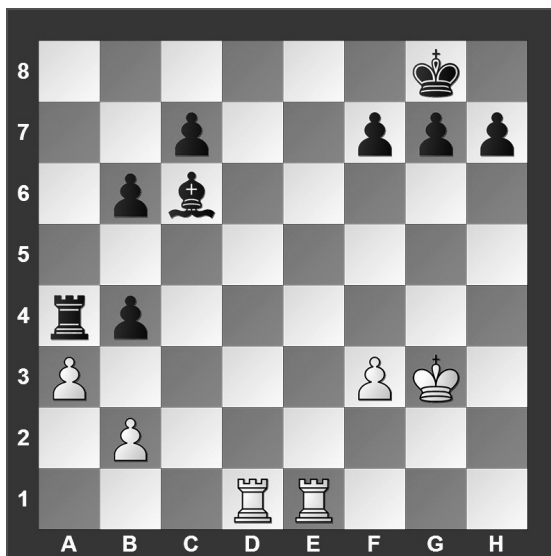
#11. White to move



What is White's best move?

- a) ♖x b5
- b) ♖e6
- c) ♖f5
- d) ♖xc6

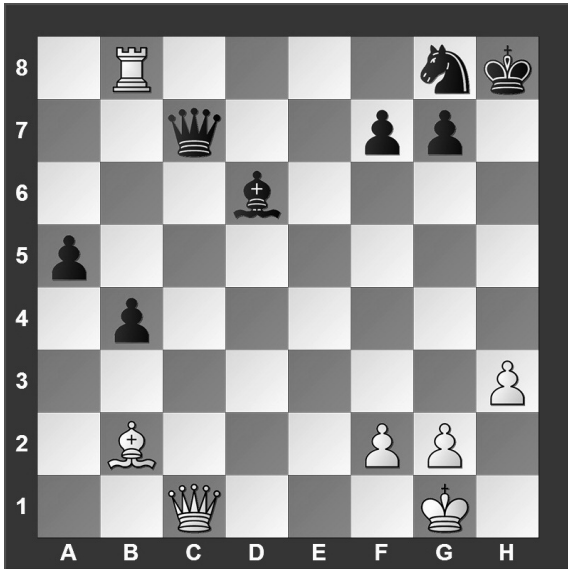
#12. White to move



What is White's best move?

- a) ♖d8
- b) ♖e8
- c) axb4
- d) ♖e4

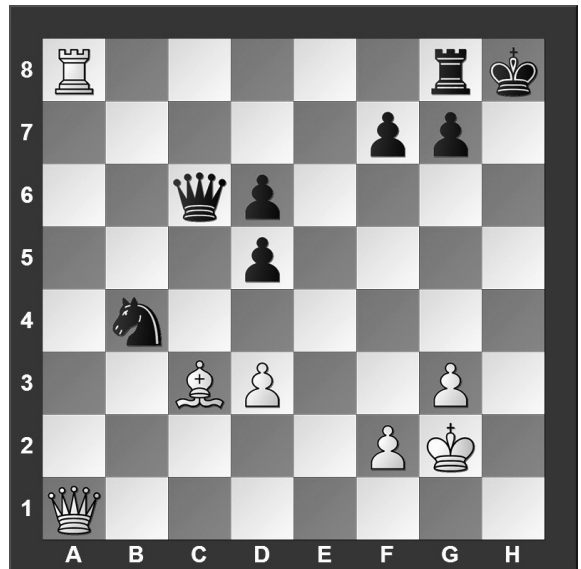
#13. White to move



What is White's best move?

- a) ♔xc7
- b) ♕xg7
- c) ♖xg8
- d) ♔h6

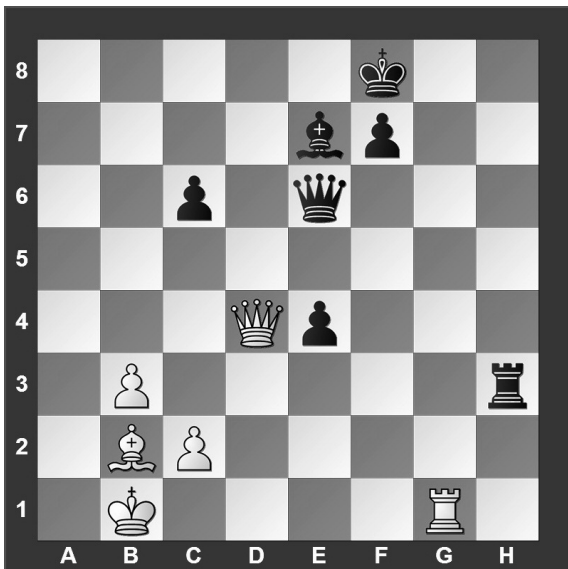
#14. White to move



If White can checkmate Black in one move, what is the move?

- a) ♕xg7
- b) ♖xg8
- c) ♔h1
- d) ♕xb4

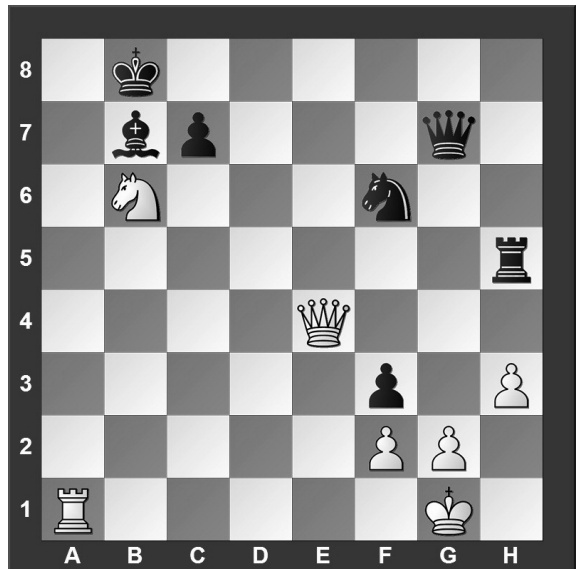
#15. White to move



If White can checkmate Black in two moves, what is the first move?

- a) ♖g8
- b) ♔d8
- c) ♔h8
- d) ♔g7

#16. White to move



If White can checkmate Black in two moves, what is the first move?

- a) ♔e8
- b) ♘d7
- c) ♔xb7
- d) ♖a8



University Interscholastic League
A+ Chess Puzzle Contest
2017-2018 Spring District — Grades 2, 3

ANSWER KEY
Test

- | | |
|------|-------|
| 1. a | 9. c |
| 2. c | 10. c |
| 3. b | 11. b |
| 4. a | 12. a |
| 5. b | 13. d |
| 6. d | 14. c |
| 7. c | 15. a |
| 8. a | 16. d |

Tiebreaker

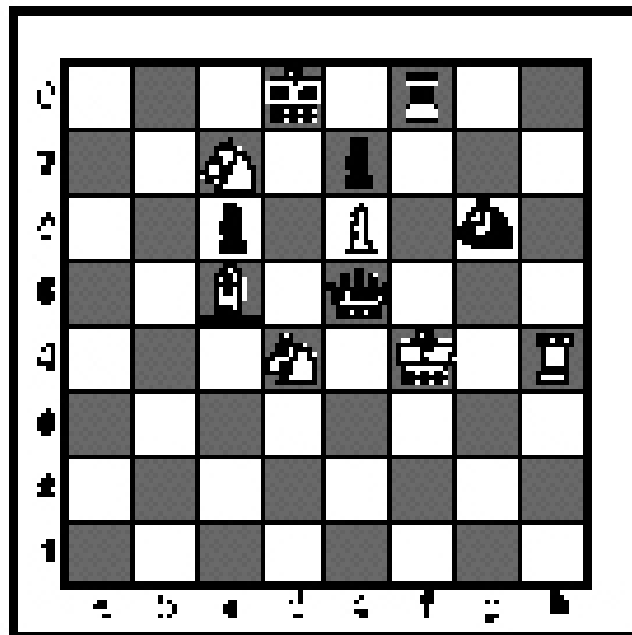
- | | |
|-----|-----|
| 1.b | 5.c |
| 2.c | 6.b |
| 3.d | 7.b |
| 4.a | 8.c |

SPRING DISTRICT 2017-2018

A+ ACADEMICS



University Interscholastic League



Chess Puzzle Solving

TIEBREAKER - ALL GRADES

**DO NOT OPEN TEST
UNTIL TOLD TO DO SO**

IMPORTANT INSTRUCTIONS:

This is the tiebreaker test for all grades for the Spring District UIL Chess Puzzle Solving Test.

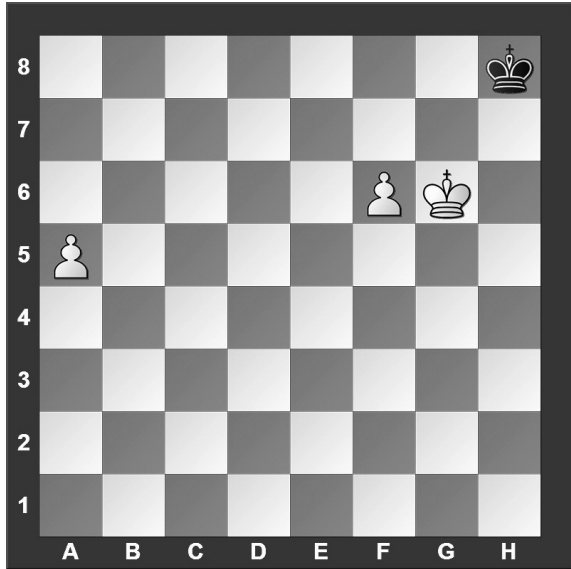
Use the separate answer sheet to write all your answers. You have five (5) minutes to take this part of the test. There are eight (8) questions. Some questions are very difficult.

As before, the symbols for check and checkmate commonly used after moves have been omitted because they would be hints.

Each correct answer earns you one point. There is no penalty for incorrect answers or unanswered questions.

These questions are hard, but the puzzles are interesting! Good luck and have fun!

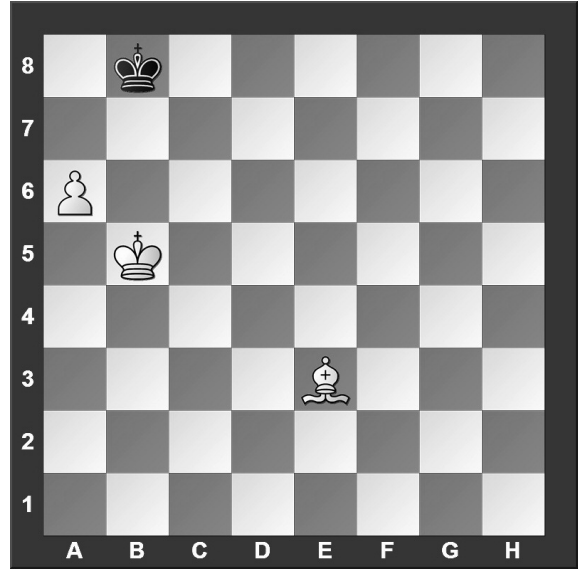
#1. White to move



If White can force checkmate, how many moves does it take?

- a) 2 moves
- b) 3 moves
- c) 4 moves
- d) White can't force checkmate.

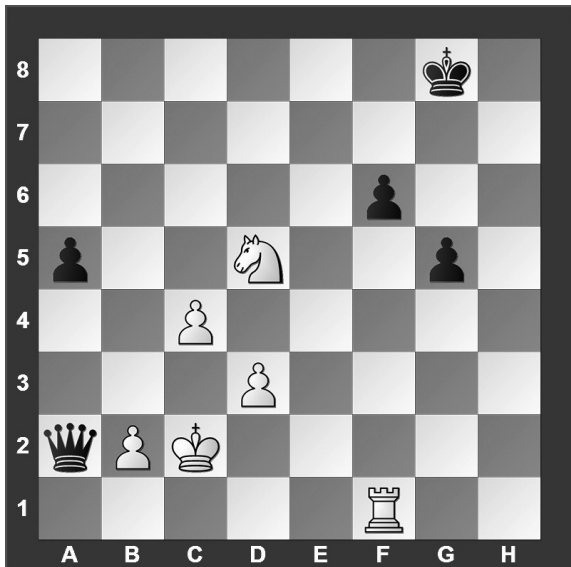
#2. White to move



What should be the outcome of the game?

- a) White wins.
- b) Black wins.
- c) Draw.
- d) It is not possible to tell.

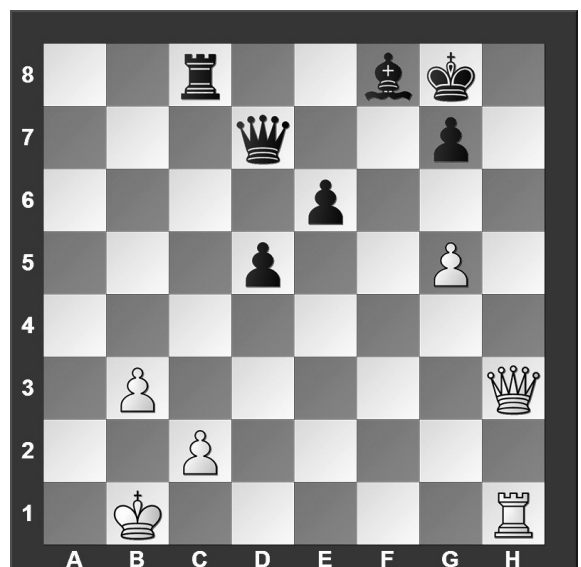
#3. White to move



What is White's best move?

- a) ♖×f6
- b) ♖e7
- c) ♖×f6
- d) ♖c3

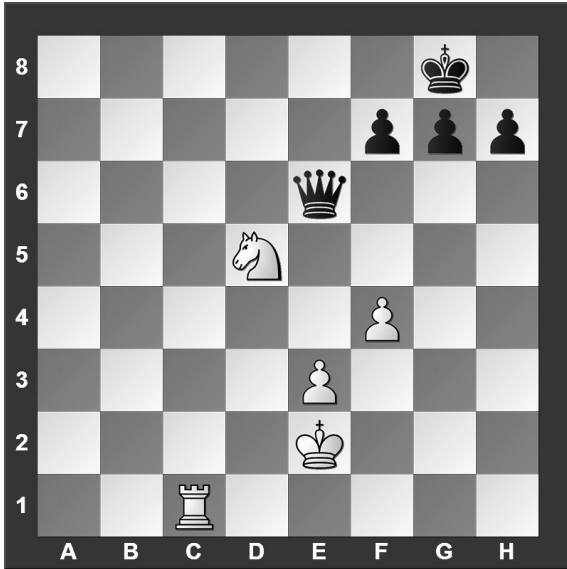
#4. White to move



What is White's best move?

- a) g6
- b) ♖h7
- c) ♖h8
- d) ♖×e6

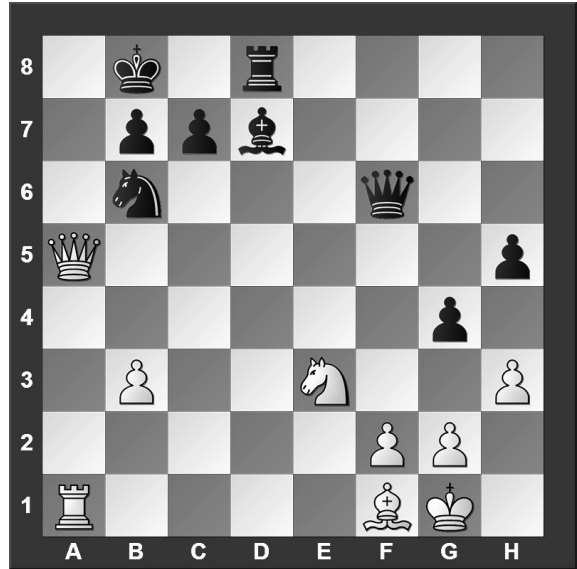
#5. White to move



What is White's best move?

- a) $\text{N}e7$
- b) $\text{N}f6$
- c) $\text{R}c8$
- d) $f5$

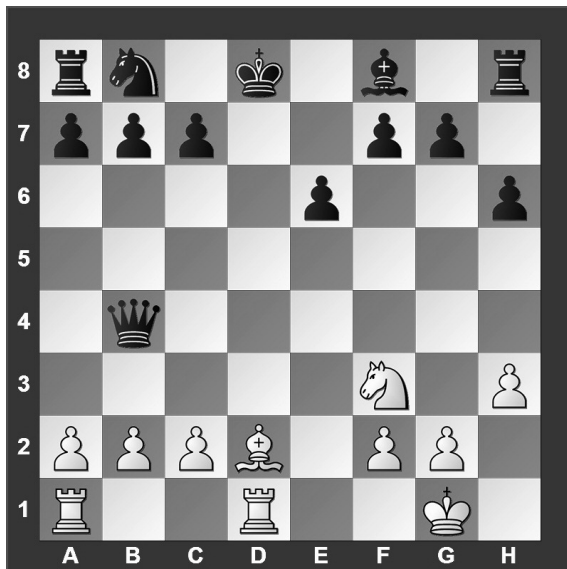
#6. White to move



If White can force checkmate in three moves, what is White's *first* move?

- a) $\text{Q}a8$
- b) $\text{Q}a7$
- c) $\text{N}xg4$
- d) $hxg4$

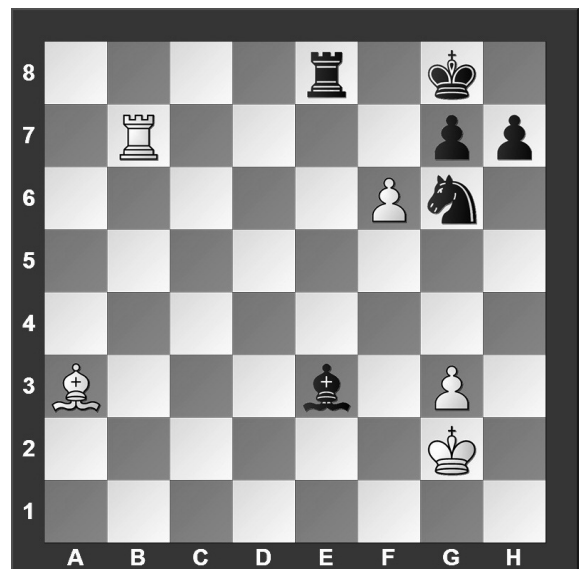
#7. White to move



What is White's best move?

- a) $\text{Q}xb4$
- b) $\text{Q}g5$
- c) $\text{Q}xh6$
- d) $\text{N}e5$

#8. White to move



What is White's best move?

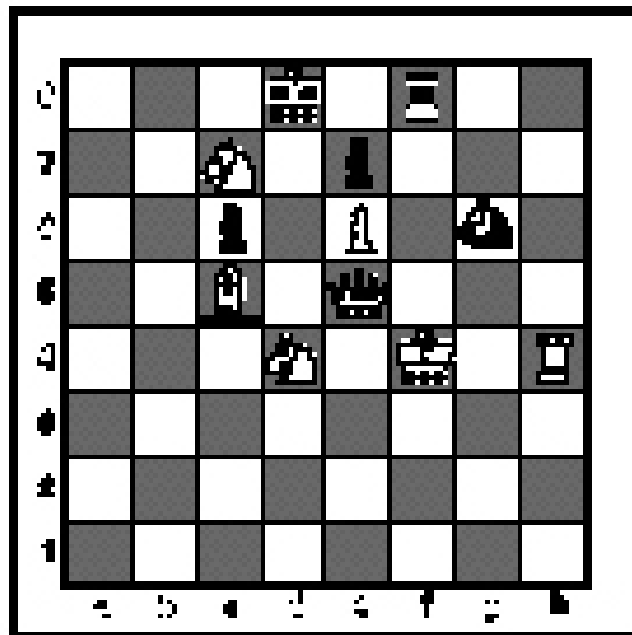
- a) $\text{R}xg7$
- b) $fxg7$
- c) $f7$
- d) $\text{R}e7$

SPRING DISTRICT 2017-2018

A+ ACADEMICS



University Interscholastic League



Chess Puzzle Solving

grades 4 & 5

**DO NOT OPEN TEST
UNTIL TOLD TO DO SO**

IMPORTANT INSTRUCTIONS:

[Test-administrators, please read text in this box aloud.]

This is the UIL Chess Puzzle Solving Spring District Test for grades four and five. There are 20 questions on this test. You have 30 minutes to complete it. All questions are multiple choice. Use the answer sheet to mark your answers. Multiple choice answers purposely do not indicate check, checkmate, or e.p. symbols. You will be awarded one point for each correct answer. No deductions will be made for incorrect answers on this test. Finishing early is not rewarded, even to break ties. So use all of your time. Some of the questions may be hard, but all of the puzzles are interesting! Good luck and have fun!

If you don't already know chess notation, reading and referring to the section below on this page will help you.

How to read and answer questions on this test

- To answer the questions on this test, you'll need to know how to read chess moves. It's simple to do.
- Every square on the board has an "address" made up of a letter and a number.

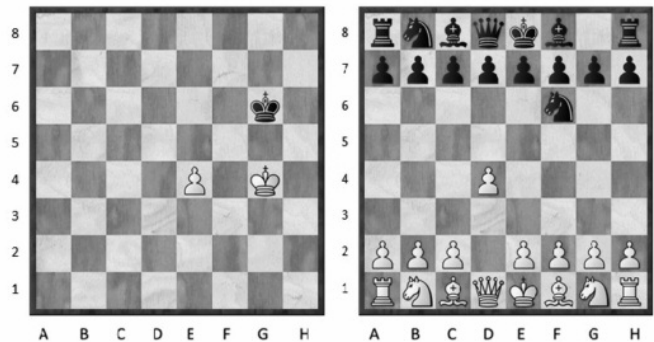


Piece Names	Each chessman can also be represented by a symbol, except for the pawn. (Figurine Notation)
King	
Queen	
Rook	
Bishop	
Knight	
Pawn	a-h (We write the file it's on.)

- To make them easy to read, the questions on this test use the figurine piece symbols on the right, above.
- When answering the puzzle questions, remember that white pawns move "up" the diagrams. Black pawns move "down" the diagrams.

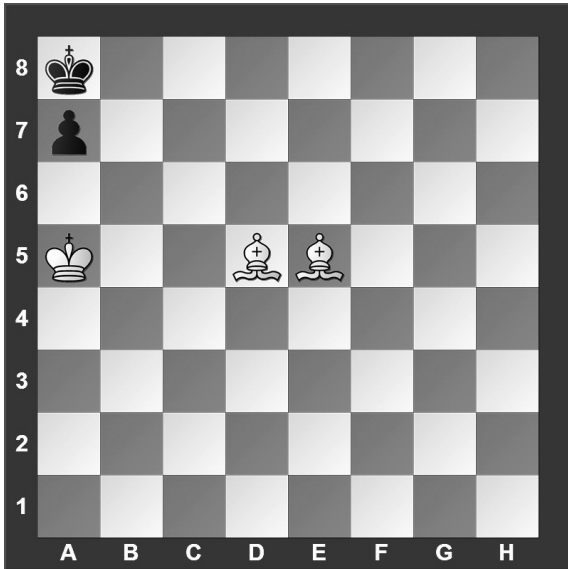
At right are two sample moves.

If you look closely at the diagrams in the questions below, you'll see that the frame around the diagram labels the ranks (1-8) and files (a-h) to help you.



White has just played **e4**. Black has just played ... **Nf6**.

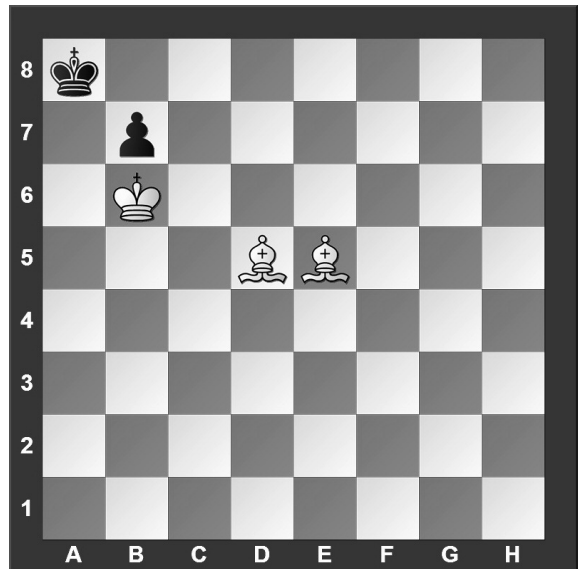
#1. Black to move



What term best describes this situation?

- a) Black is in checkmate.
- b) Black is in stalemate.
- c) Black is in check.
- d) None of the above.

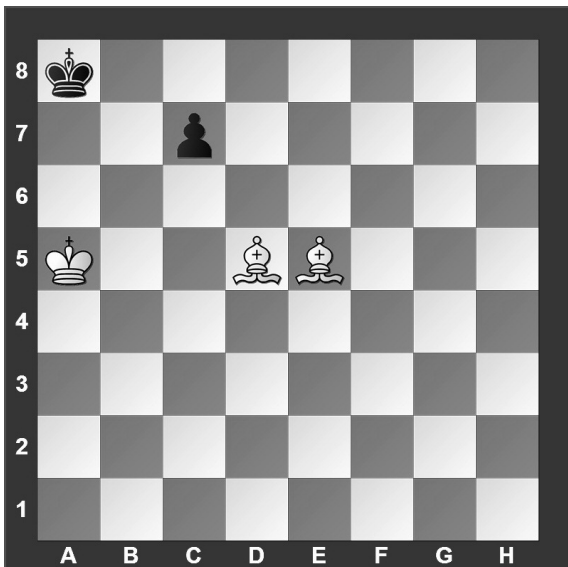
#2. Black to move



What term best describes this situation?

- a) Black is in checkmate.
- b) Black is in stalemate.
- c) Black is in check.
- d) None of the above.

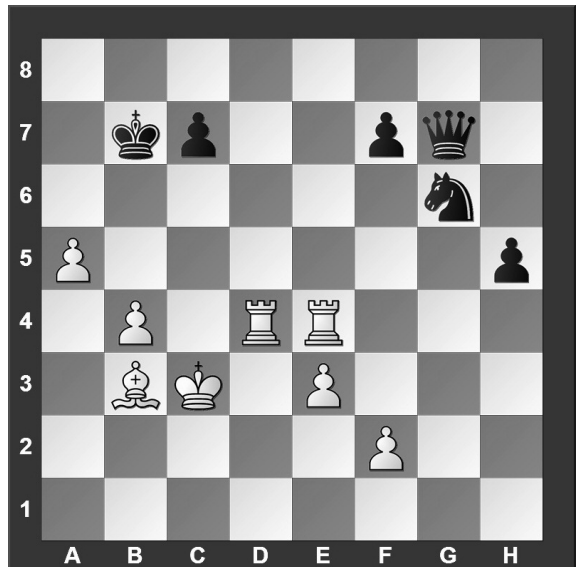
#3 Black to move.



What term best describes this situation?

- a) Black is in checkmate.
- b) Black is in stalemate.
- c) Black is in check.
- d) None of the above.

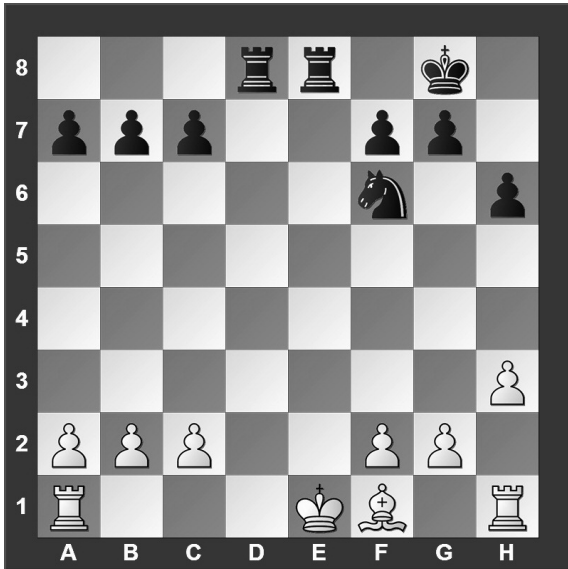
#4.



Which side has material advantage?

- a) White
- b) Black
- c) It's even.
- d) It's not possible to tell without knowing who is to move.

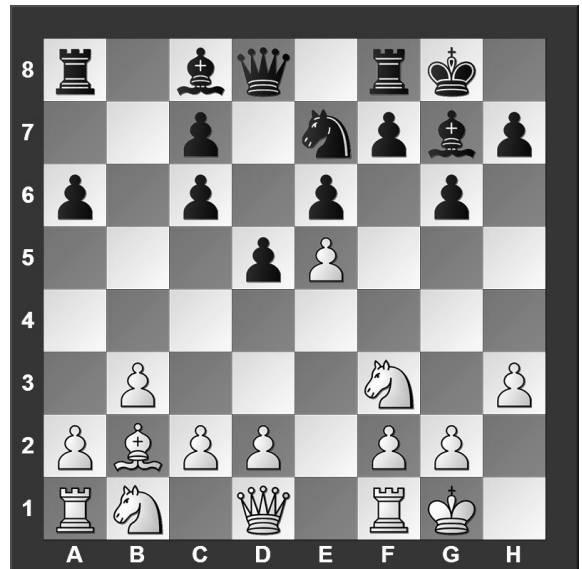
#5. White to move



Which move below is possible for White?

- a) Short Castle .
- b) Long Castle.
- c) Block check with the bishop.
- d) Move the king.

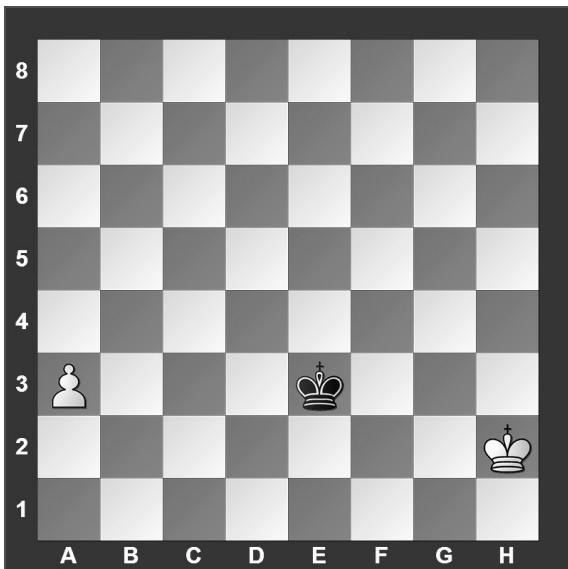
#6. White to move



Black just played d7 to d5. Which pawn can be captured?

- a) Black's d-pawn.
- b) Black's f-pawn.
- c) Black's g-pawn.
- d) Black's a-pawn.

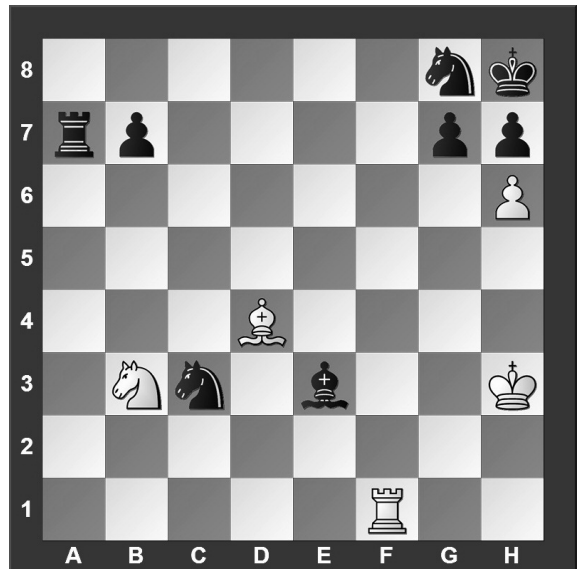
#7. White to move



What is the outcome of the game?

- a) White wins.
- b) Black wins.
- c) Draw.
- d) It is not possible to tell.

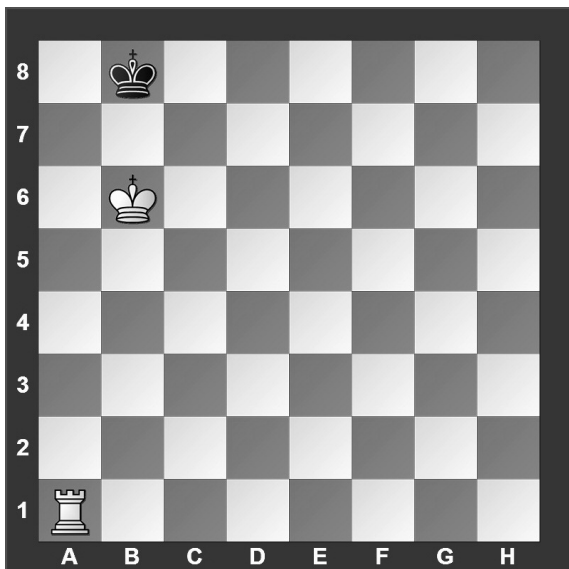
#8. White to move



Which piece White should capture?

- a) Rook.
- b) Knight.
- c) Pawn.
- d) Bishop.

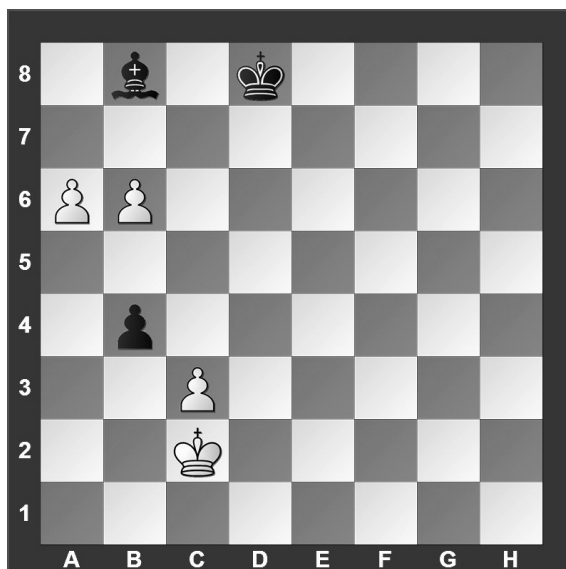
#9. White to move



How many moves should it take to check-mate Black in this position?

- a) One move.
- b) Two moves.
- c) Three moves.
- d) Four moves.

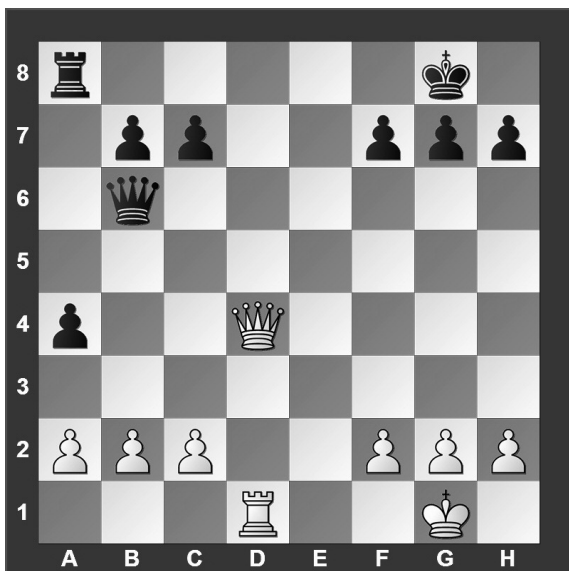
#10. White to move



What is White's best move?

- a) a7
- b) b7
- c) c×b4
- d) c4

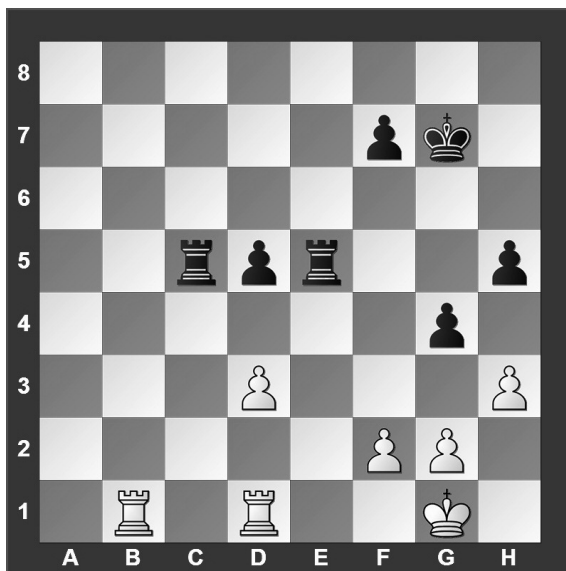
#11. White to move



What is White's best move?

- a) ♔×b6
- b) ♔×a4
- c) ♔×g7
- d) ♔d8

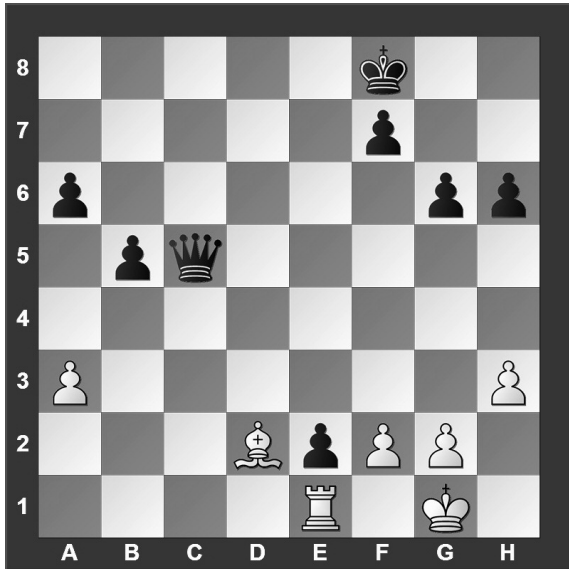
#12. White to move



What is White's best move?

- a) h×g4
- b) ♖b2
- c) d4
- d) ♖e1

#13. White to move



What is White's best move?

- a) ♖×e2
- b) ♕×h6
- c) ♕b4
- d) a4

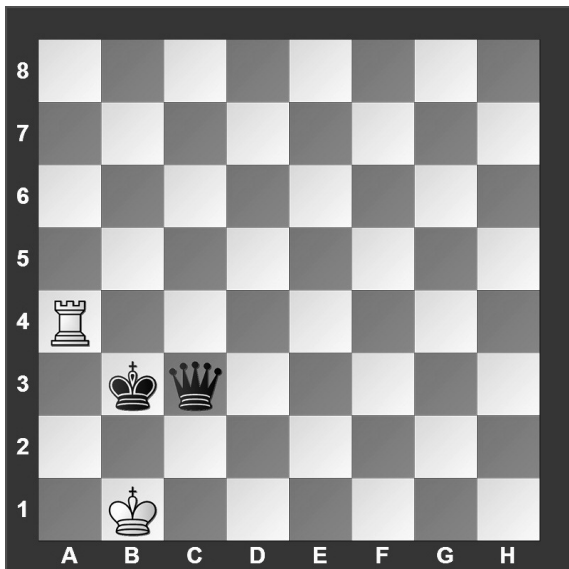
#14. White to move



What is White's best move?

- a) ♕c6
- b) ♕×b7
- c) ♕×h7
- d) ♖×a4

#15. White to move



What is White's best move?

- a) ♖a2
- b) ♖a3
- c) ♖b4
- d) ♖a8

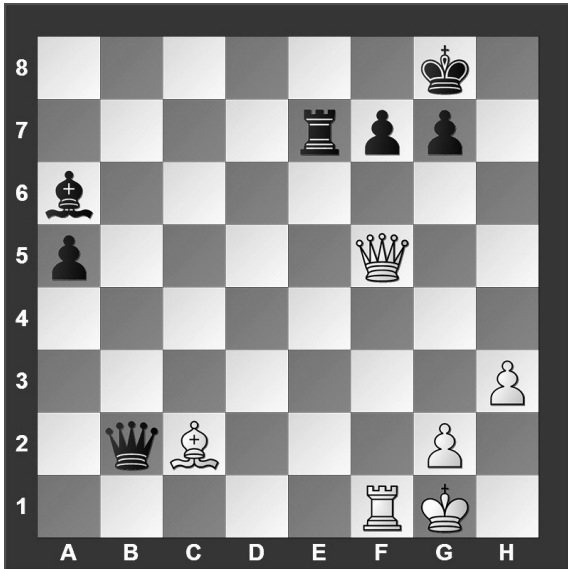
#16. White to move



If White can checkmate Black in two moves, what is the first move?

- a) ♖e5
- b) ♕f1
- c) ♖c6
- d) ♖d8

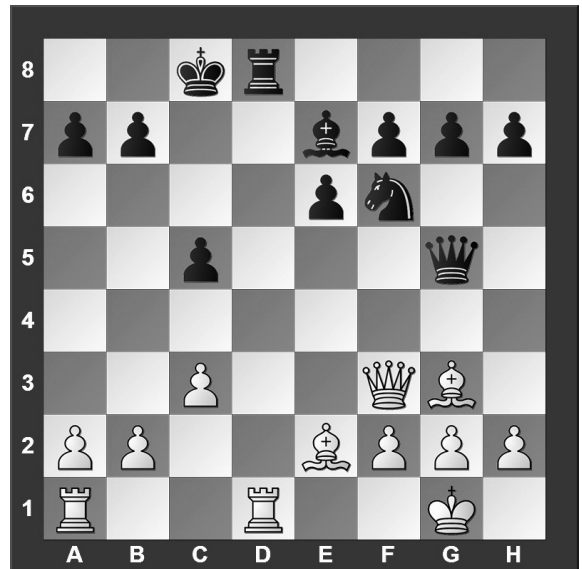
#17. White to move



If White can checkmate Black in two moves, what is the first move?

- a) ♔xf7
- b) ♔c8
- c) ♔h7
- d) ♔b3

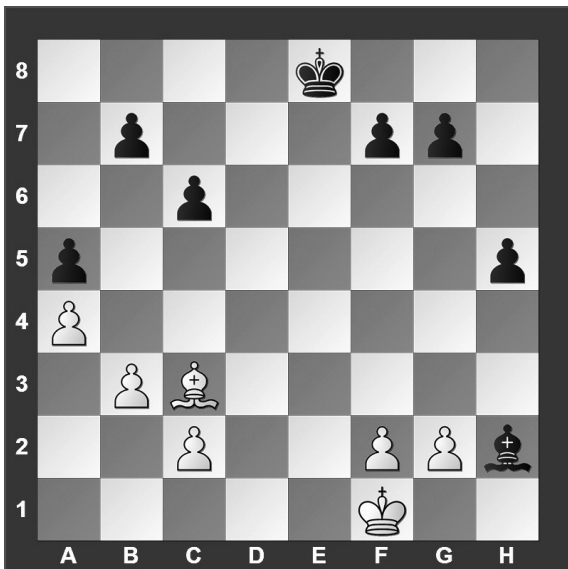
#18. White to move



What is White's best move?

- a) ♔a6
- b) ♔c6
- c) ♔xd8
- d) ♔xf6

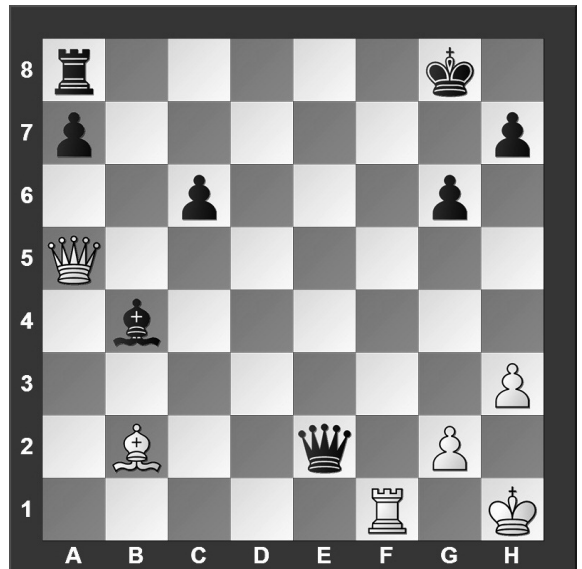
#19. White to move



What is White's best move?

- a) g3
- b) ♔xa5
- c) ♔xg7
- d) ♔e2

#20. White to move



What is White's best move?

- a) ♔xb4
- b) ♔d5
- c) ♔a1
- d) ♔a2



University Interscholastic League
A+ Chess Puzzle Contest
2017-2018 Spring District — Grades 4-5

ANSWER KEY
Test

- | | |
|-------|-------|
| 1. a | 11. d |
| 2. b | 12. c |
| 3. c | 13. c |
| 4. a | 14. a |
| 5. c | 15. b |
| 6. a | 16. c |
| 7. c | 17. c |
| 8. c | 18. b |
| 9. b | 19. a |
| 10. a | 20. d |

Tiebreaker

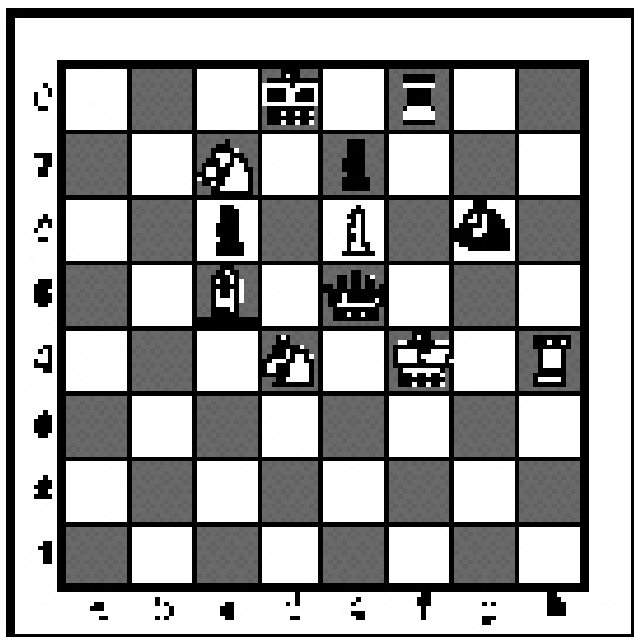
- | | |
|------|------|
| 1. b | 5. c |
| 2. c | 6. b |
| 3. d | 7. b |
| 4. a | 8. c |

SPRING DISTRICT 2017-2018

A+ ACADEMICS



University Interscholastic League



Chess Puzzle Solving

grades 6, 7, 8

**DO NOT OPEN TEST
UNTIL TOLD TO DO SO**

IMPORTANT INSTRUCTIONS:

[Test-administrators, please read text in this box aloud.]

This is the UIL Chess Puzzle Solving Spring District Test for grades six through eight. There are 20 questions on this test. You have 30 minutes to complete it. All questions are multiple choice. Use the answer sheet to mark your answers. Multiple choice answers purposely do not indicate check, checkmate, or e.p. symbols. You will be awarded one point for each correct answer. No deductions will be made for incorrect answers on this test. Finishing early is not rewarded, even to break ties. So use all of your time. Some of the questions may be hard, but all of the puzzles are interesting! Good luck and have fun!

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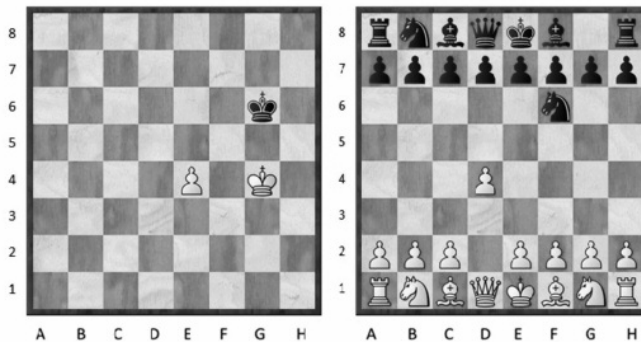


Piece Names	Each chessman can also be represented by a symbol, except for the pawn. (Figurine Notation)
King	
Queen	
Rook	
Bishop	
Knight	
Pawn	a-h (We write the file it's on.)

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- When answering the puzzle questions, remember that white pawns move "up" the diagrams. Black pawns move "down" the diagrams.

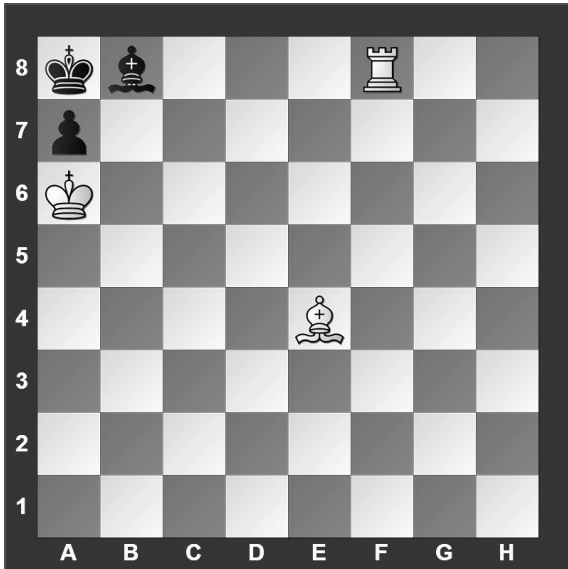
At right are two sample moves.

If you look closely at the diagrams in the questions below, you'll see that the frame around the diagram labels the ranks (1-8) and files (a-h) to help you.



White has just played **e4**. Black has just played ... **Nf6**.

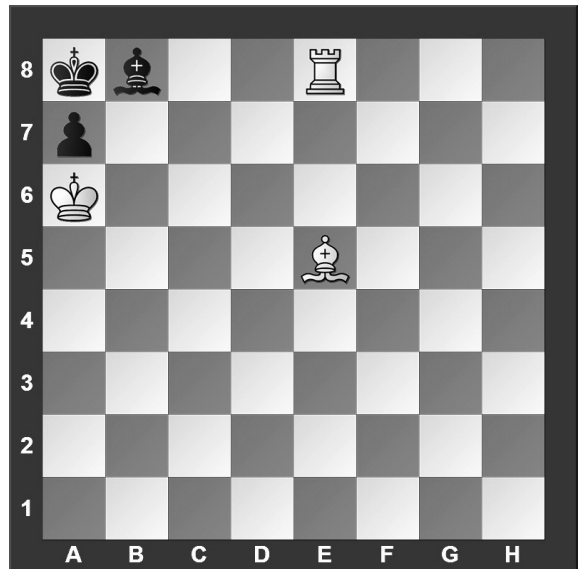
#1. Black to move



What term best describes this situation?

- a) Black is in checkmate.
- b) Black is in stalemate.
- c) Black is in check.
- d) None of the above.

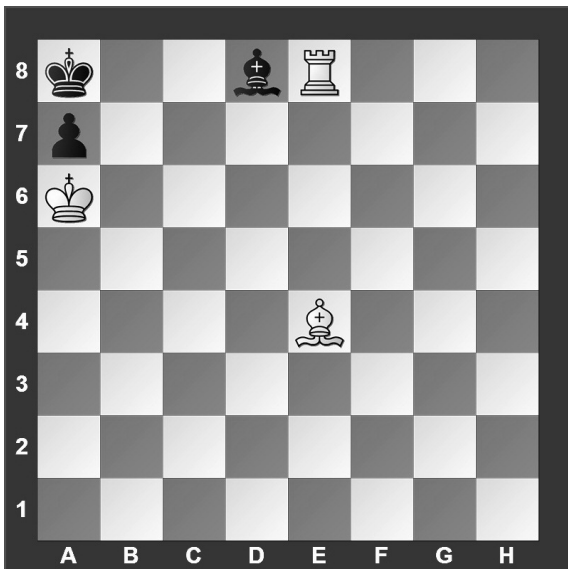
#2. Black to move



What term best describes this situation?

- a) Black is in checkmate.
- b) Black is in stalemate.
- c) Black is in check.
- d) None of the above.

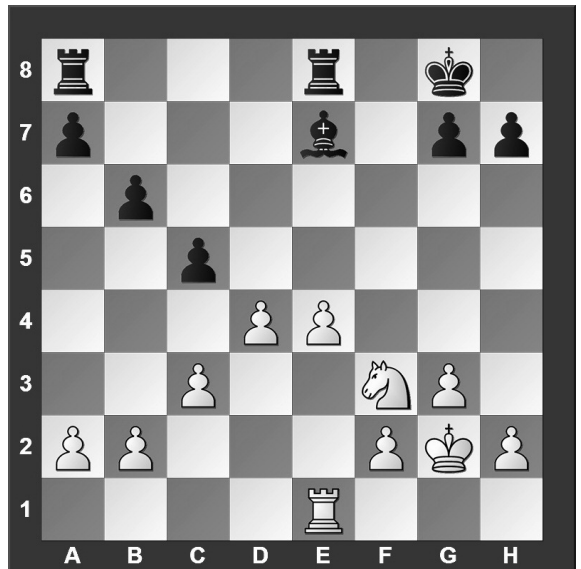
#3. Black to move



What term best describes this situation?

- a) Black is in checkmate.
- b) Black is in stalemate.
- c) Black is in check.
- d) None of the above.

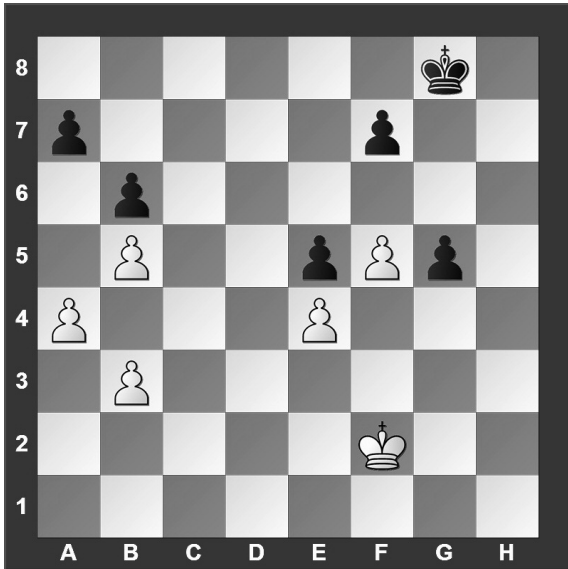
#4.



Which side has material advantage?

- a) White
- b) It is even.
- c) Black
- d) It is not possible to tell.

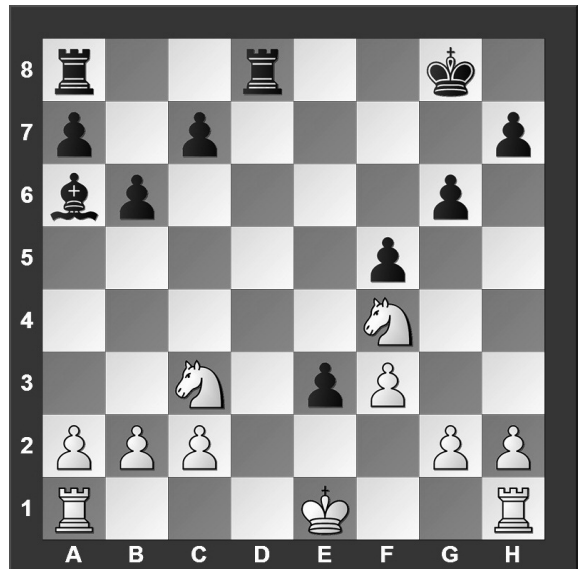
#5. White to move



Black just played g7 to g5. Which pawn can be captured?

- a) Black's c-pawn.
- b) Black's e-pawn.
- c) Black's g-pawn.
- d) White can't capture a pawn.

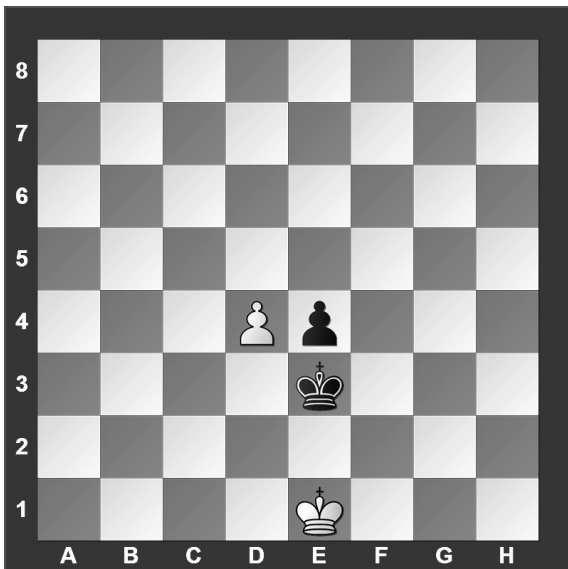
#6. White to move



Which move is legal for White?

- a) Short Castle.
- b) Long Castle.
- c) Move the king.
- d) None of the above.

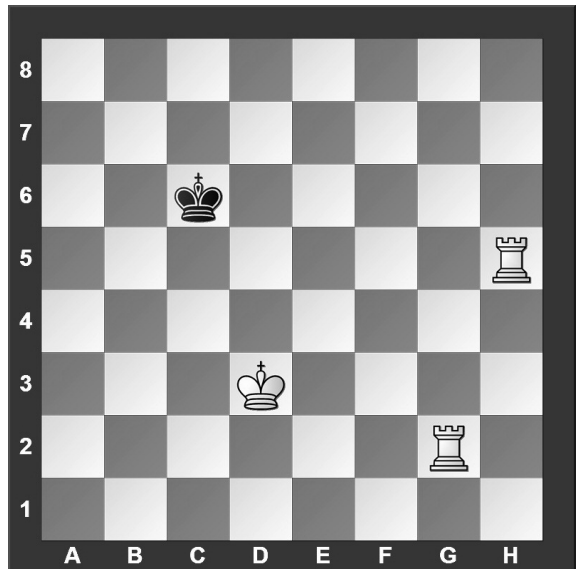
#7. White to move



What is the outcome of the game?

- a) Black wins.
- b) White wins.
- c) It is a draw.
- d) It is not possible to tell.

#8. White to move



How many moves should it take to checkmate Black in this position?

- a) One move.
- b) Two moves.
- c) Three moves.
- d) Four moves.

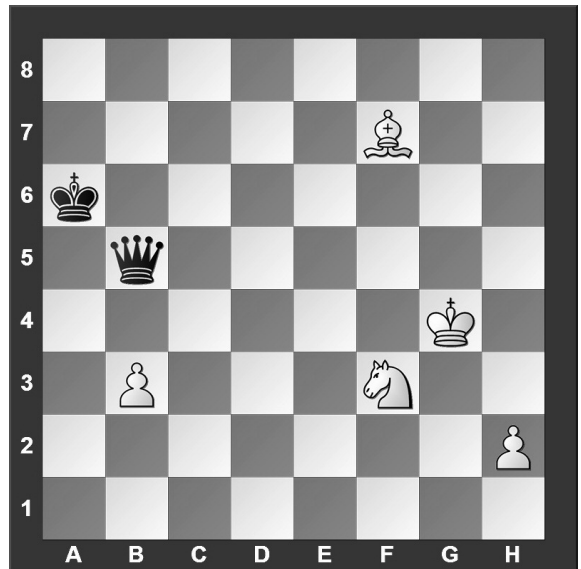
#9. White to move



What is White's best move?

- a) $\text{N}d5$
- b) $\text{N} \times b5$
- c) $\text{K} \times f6$
- d) $\text{R} \times e6$

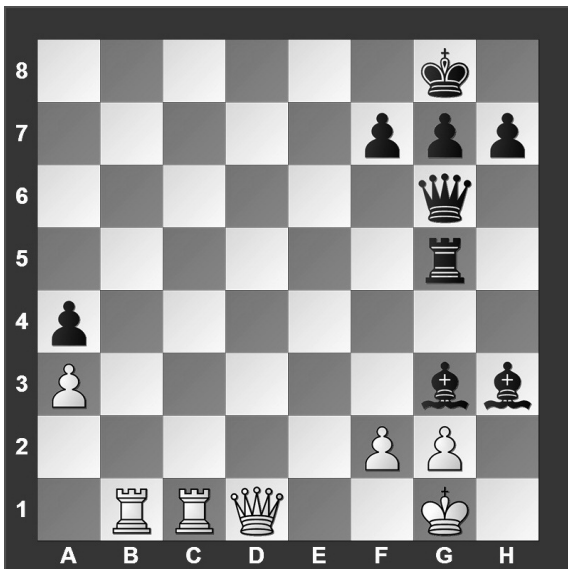
#10. White to move



What is White's best move?

- a) $\text{N}d4$
- b) $\text{N}e5$
- c) $\text{Q}c4$
- d) $h4$

#11. White to move



What is White's best move?

- a) $\text{K}d8$
- b) $\text{R}c8$
- c) $\text{R}b8$
- d) $g \times h3$

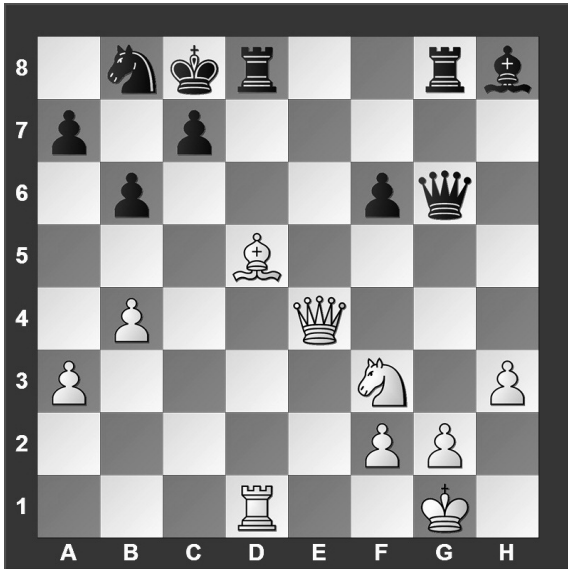
#12. White to move



What is White's best move?

- a) $\text{Q}f6$
- b) $\text{Q}h6$
- c) $\text{R}e7$
- d) $h6$

#13. White to move



If White can checkmate Black in one move, what's the move?

- a) ♖e6
- b) ♕e6
- c) ♕xg6
- d) ♖b7

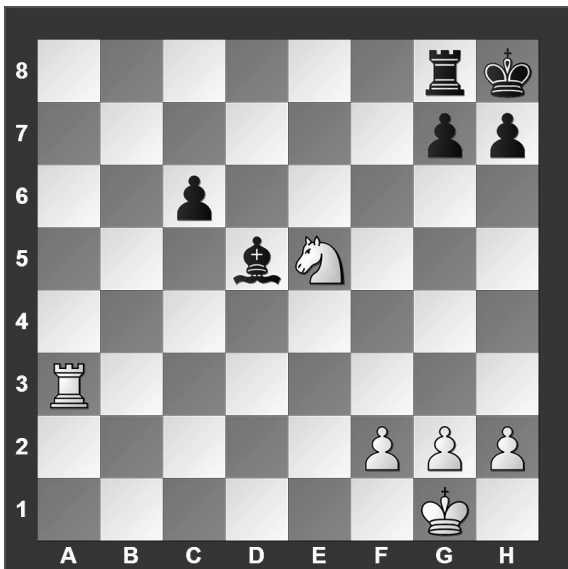
#14. White to move



If White can checkmate Black in one move, what's the move?

- a) ♖xg8
- b) ♖xh7
- c) ♕xh7
- d) ♕xe7

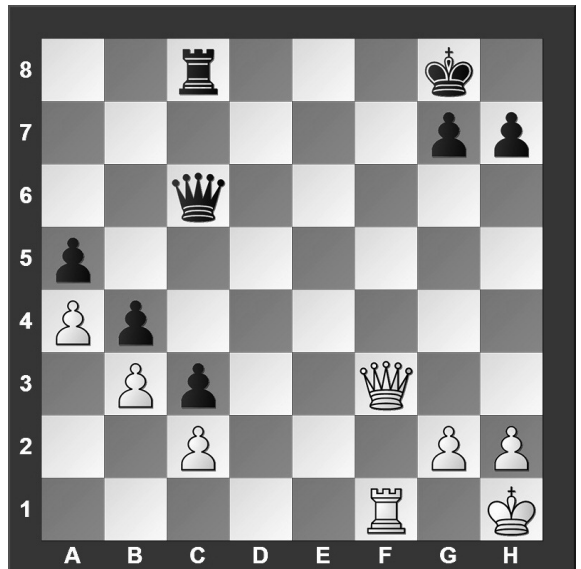
#15. White to move



What is White's best move?

- a) ♖g6
- b) ♖xc6
- c) ♖h3
- d) f4

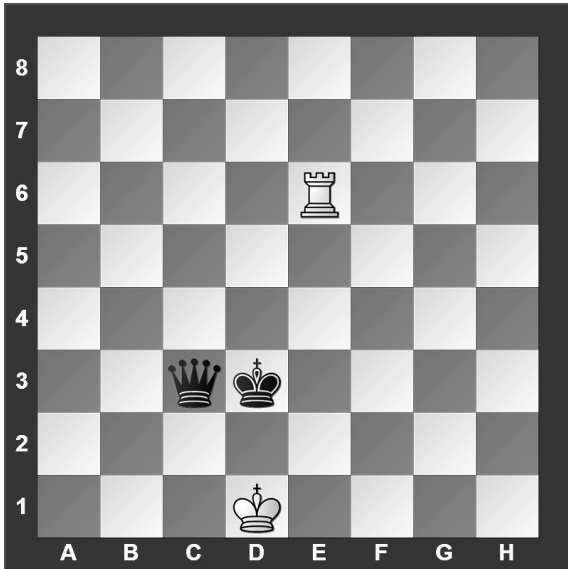
#16. White to move



If White can checkmate Black in three moves, what's the *first* move?

- a) ♕xc6
- b) ♕xc3
- c) ♕f8
- d) ♕f7

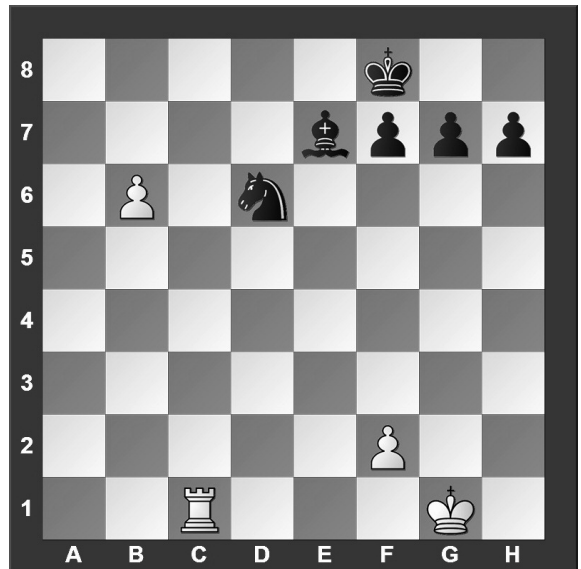
#17. White to move



What is White's best move?

- a) ♖d6
- b) ♖e3
- c) ♖c6
- d) ♖e2

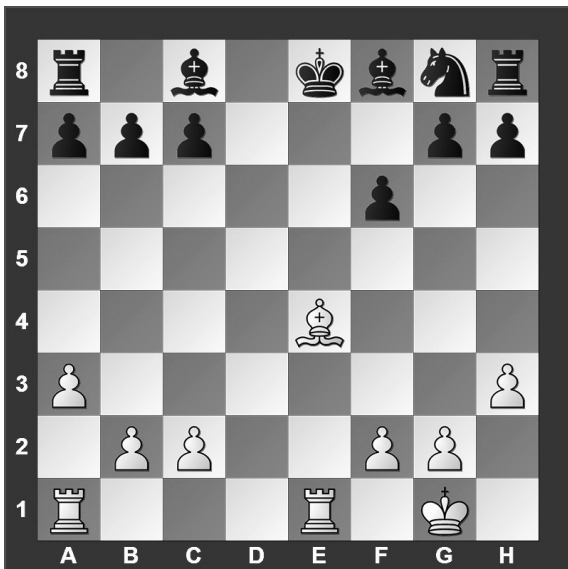
#18. White to move



What is White's best move?

- a) b7
- b) ♖c8
- c) ♖b1
- d) ♖c7

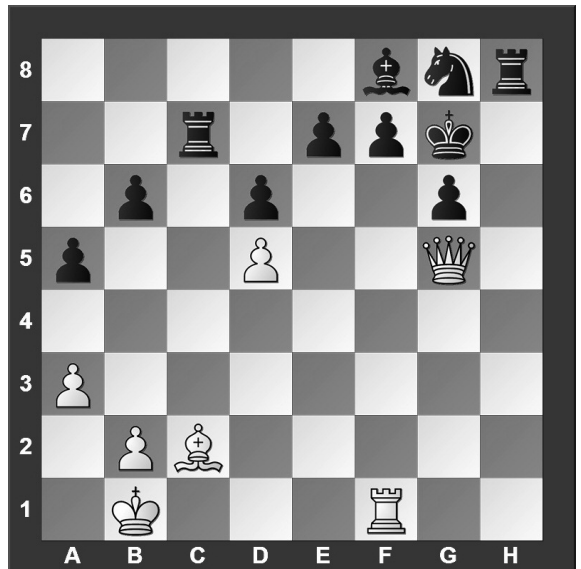
#19. White to move



If White can checkmate Black in two moves, what's the *first* move?

- a) ♔g6
- b) ♔c6
- c) ♔xh7
- d) ♔xb7

#20. White to move



What is White's best move?

- a) ♖xf7
- b) ♗xg6
- c) ♔xg6
- d) ♗xe7



University Interscholastic League
A+ Chess Puzzle Contest
2017-2018 Spring District — Grades 6-8

ANSWER KEY
Test

- | | |
|-------|-------|
| 1. a | 11. a |
| 2. b | 12. d |
| 3. c | 13. d |
| 4. c | 14. c |
| 5. c | 15. a |
| 6. d | 16. d |
| 7. b | 17. b |
| 8. c | 18. b |
| 9. a | 19. b |
| 10. c | 20. a |

Tiebreaker

- | | |
|------|------|
| 1. b | 5. c |
| 2. c | 6. b |
| 3. d | 7. b |
| 4. a | 8. c |