

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

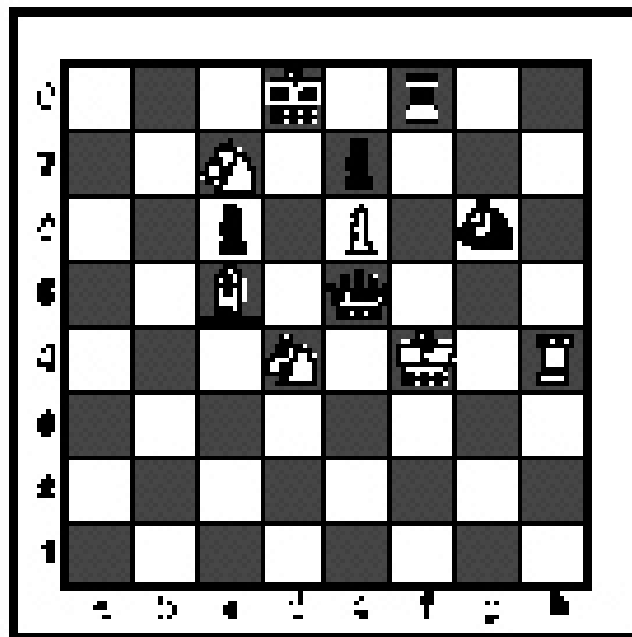
8. a b c d

INVITATIONAL 2018-2019

A+ ACADEMICS



University Interscholastic League



Chess Puzzle Solving

grades 2 & 3

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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.
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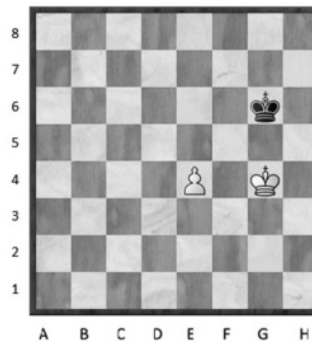


Piece Names	Each chessman can also be represented by a symbol, except for the pawn. (Figurine Notation)
King	
Queen	
Rook	
Bishop	
Knight	
Pawn	a-h (We write the file it's on.)

- 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.

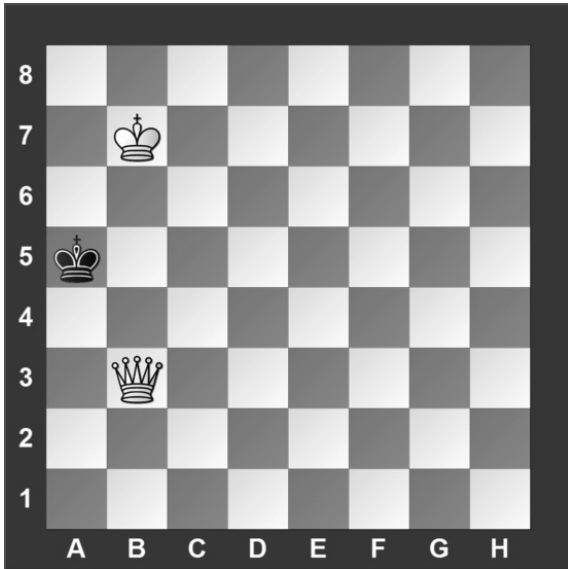


White has just played **e4**.



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

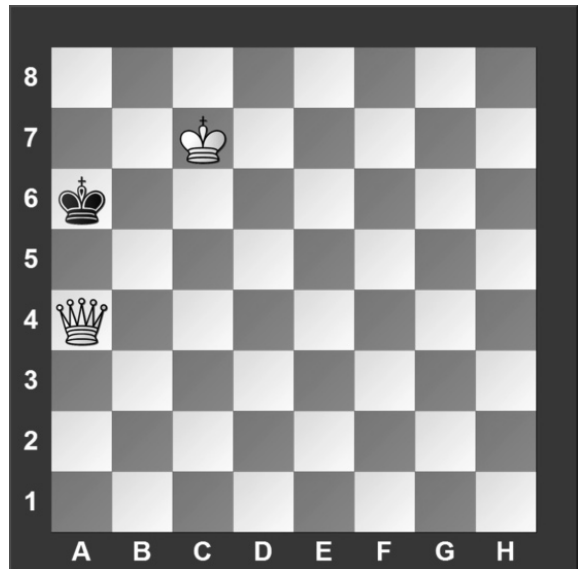
#1. Black to move



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.

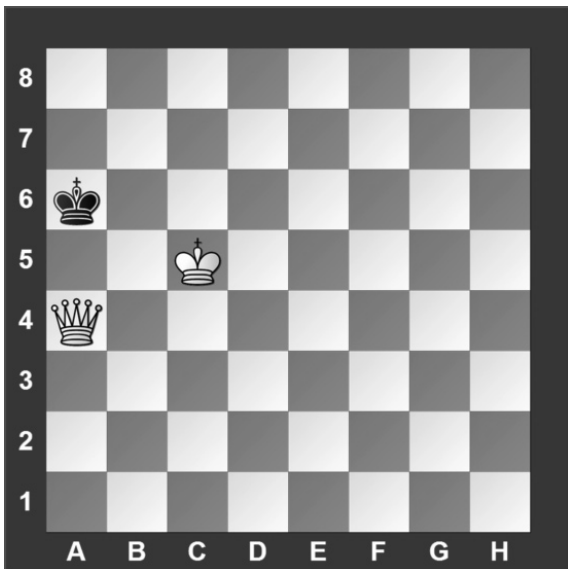
#2. Black to move



What term best describes this situation?

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- c) Black is in check.
- d) None of the above.

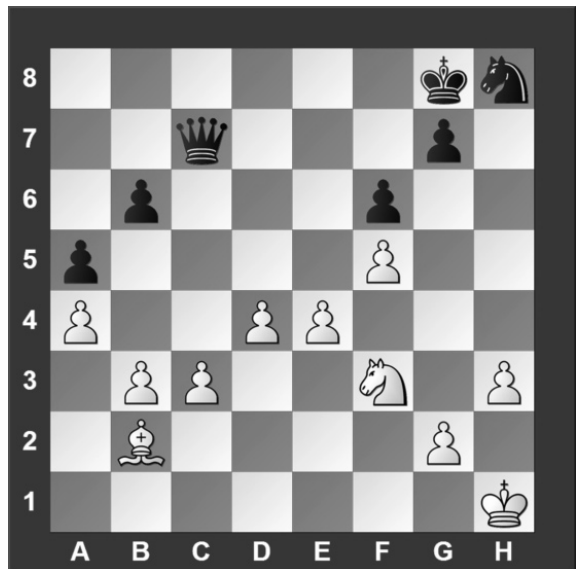
#3. Black to move



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 is possible for White?

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

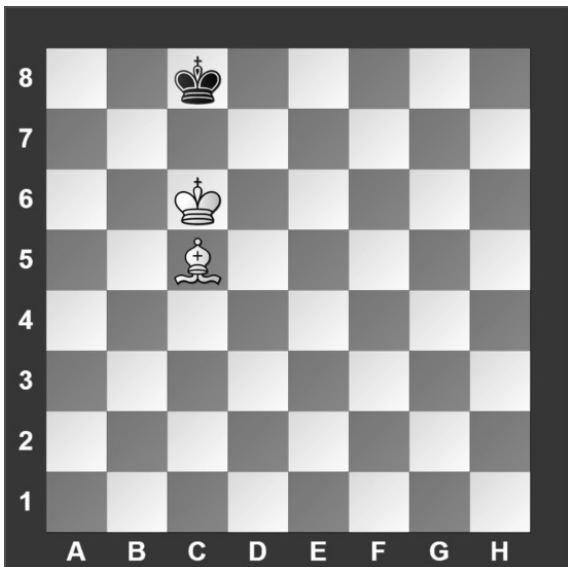
#6. White to move



Black just played d7 to d5. 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.

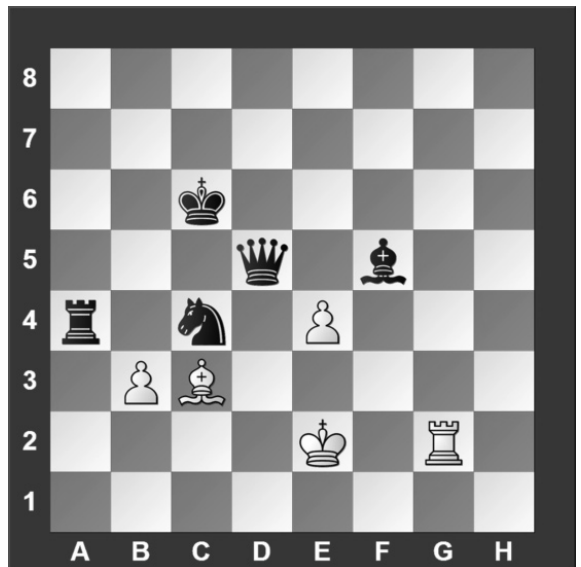
#7. White to move



What is the outcome of the game?

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

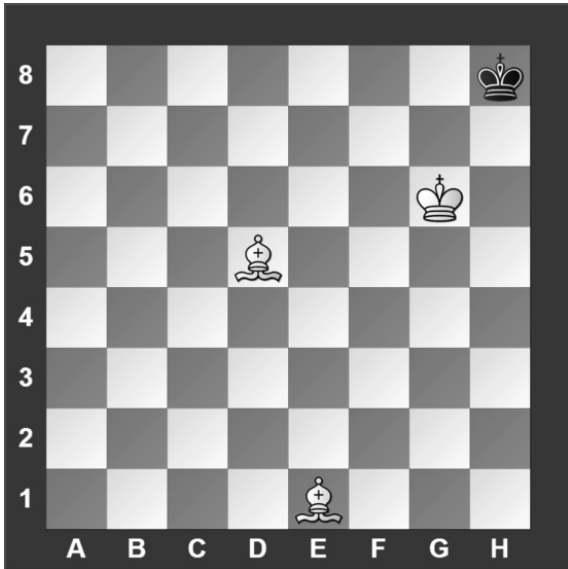
#8. White to move



What piece should white capture?

- a) Black's queen.
- b) Black's knight.
- c) Black's bishop.
- d) Black's rook.

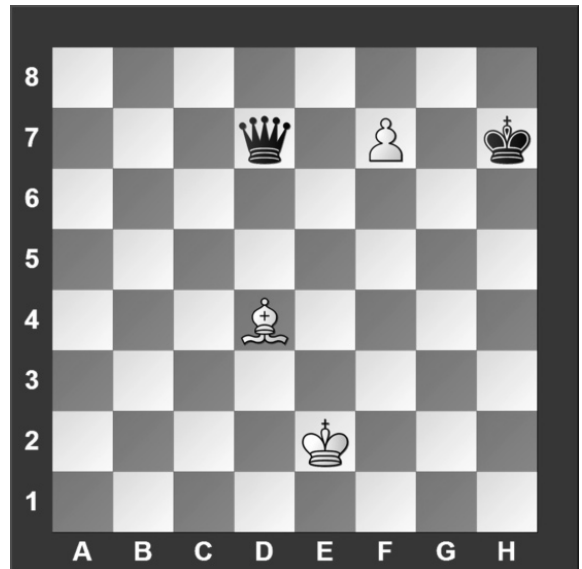
#9. White to move



What is White's best move?

- a) Qf7
- b) Qb3
- c) Qc3
- d) Qh6

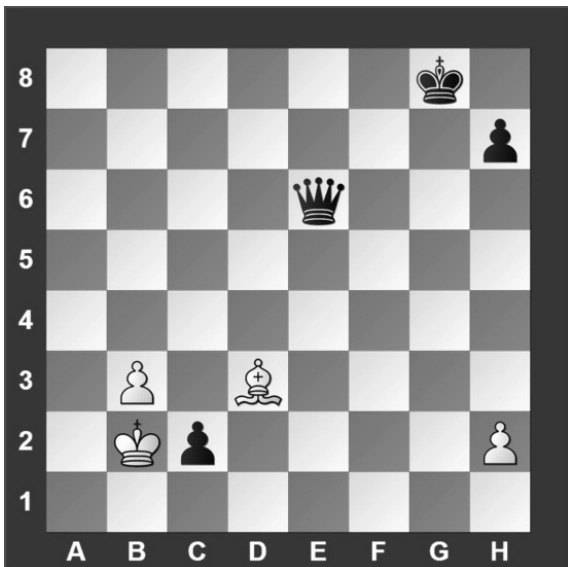
#10. White to move



What piece should White promote to?

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

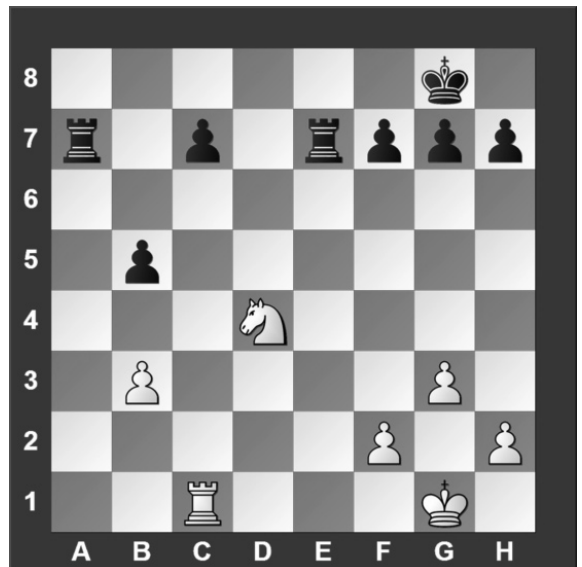
#11. White to move



What is White's best move?

- a) Qxc2
- b) Qc4
- c) Qxh7
- d) Qxc2

#12. White to move



What is White's best move?

- a) Nc6
- b) Nf5
- c) Rxc7
- d) b4



**University Interscholastic League
A+ Chess Puzzle Contest
2018-2019 Invitational — Grades 2 & 3**

ANSWER KEY

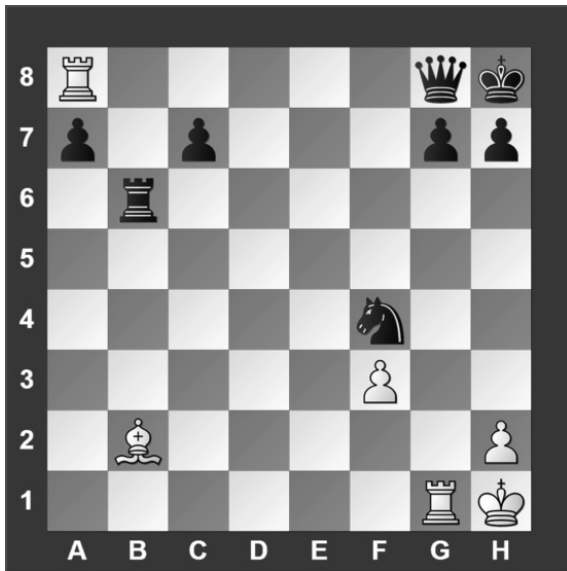
Test

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

Tiebreaker

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

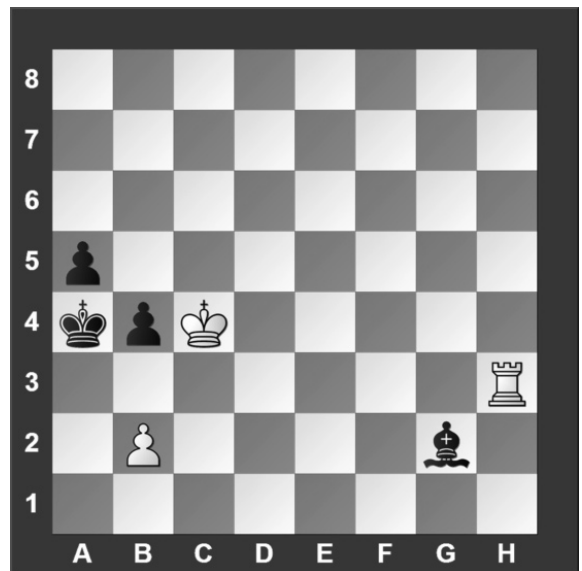
#13. White to move



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

- a) ♖xg8
- b) ♖xg7
- c) ♖f8
- d) ♗xg7

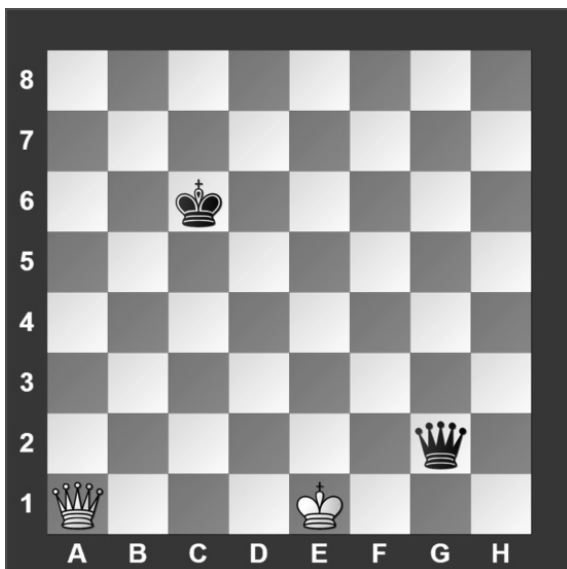
#14. White to move



What is White's best move?

- a) ♖a3
- b) ♖h1
- c) b3
- d) ♖c3

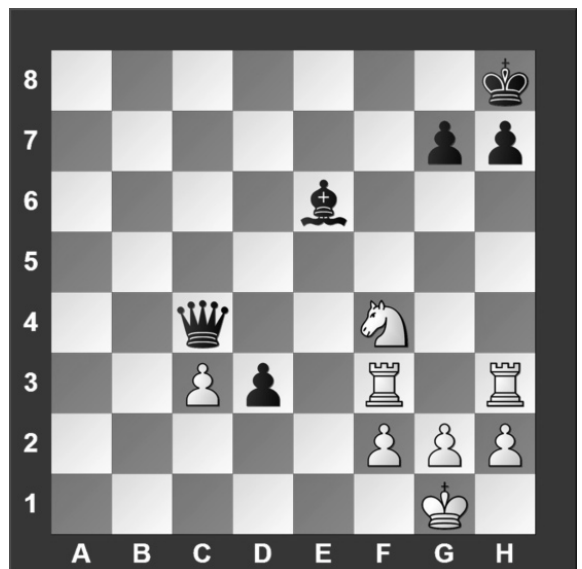
#15. White to move



What is White's best move?

- a) ♖f6
- b) ♖c3
- c) ♖c1
- d) ♖a8

#16. White to move



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

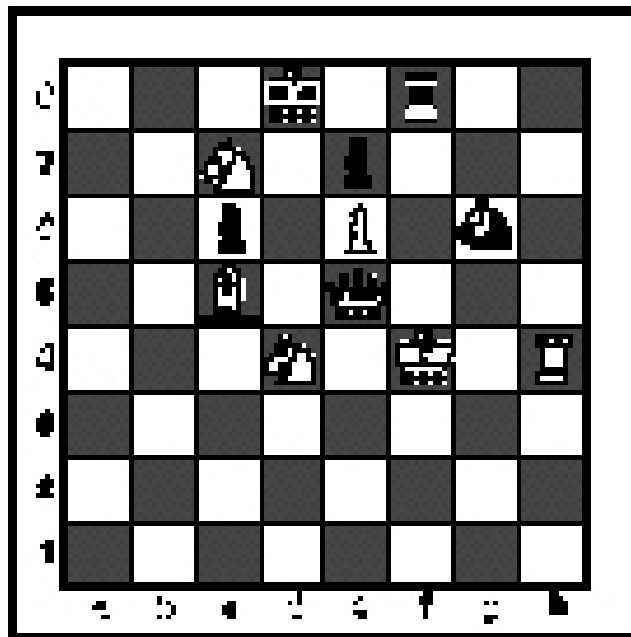
- a) ♖xh7
- b) ♗g6
- c) ♗xe6
- d) ♖xd3

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Chess Puzzle Solving






grades 4 & 5

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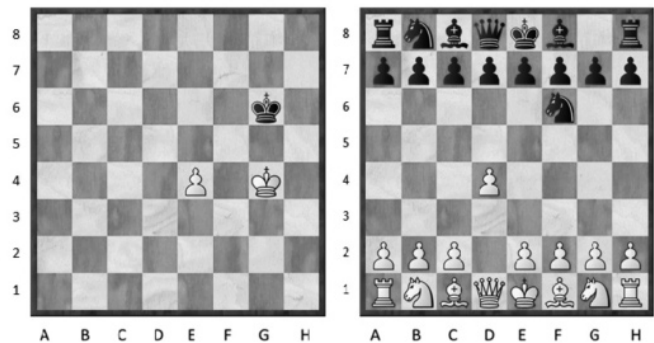


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At right are two sample moves.

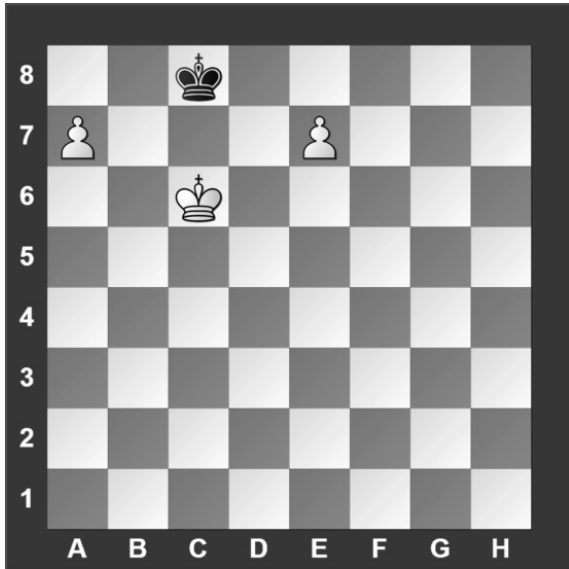
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Black has just played ... **Nf6**.

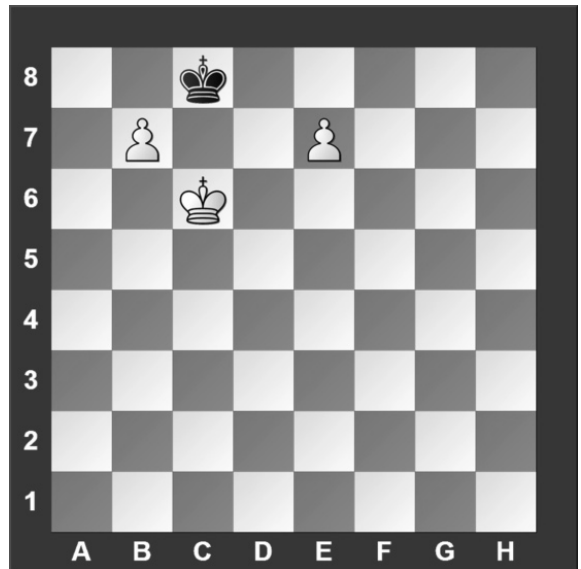
#1. Black to move



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.

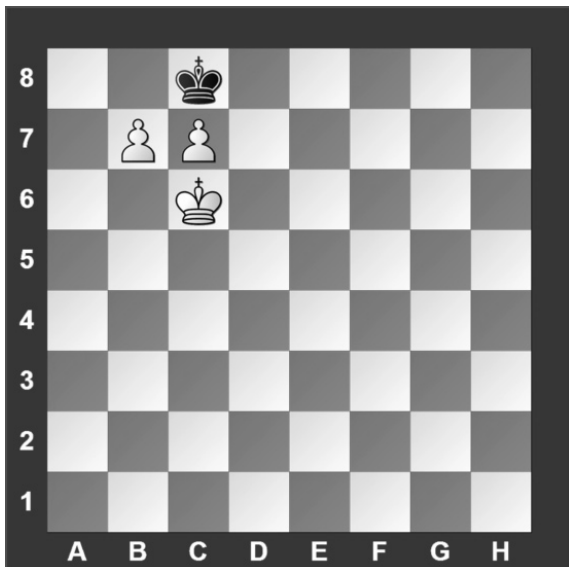
#2. Black to move



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?

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

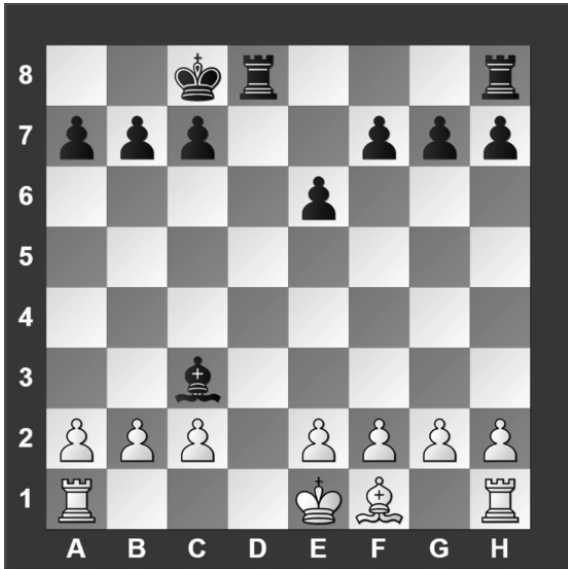
#4.



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.

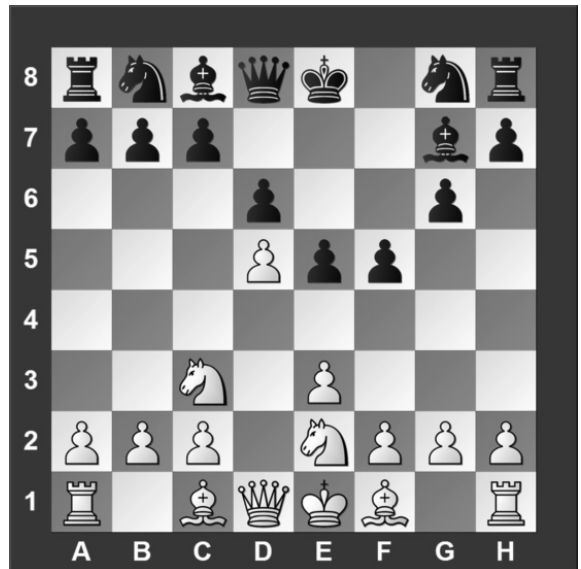
#5. White to move



Which move below is possible for White?

- a) Short Castle .
- b) Long Castle.
- c) Capture the Bishop.
- d) Move the King

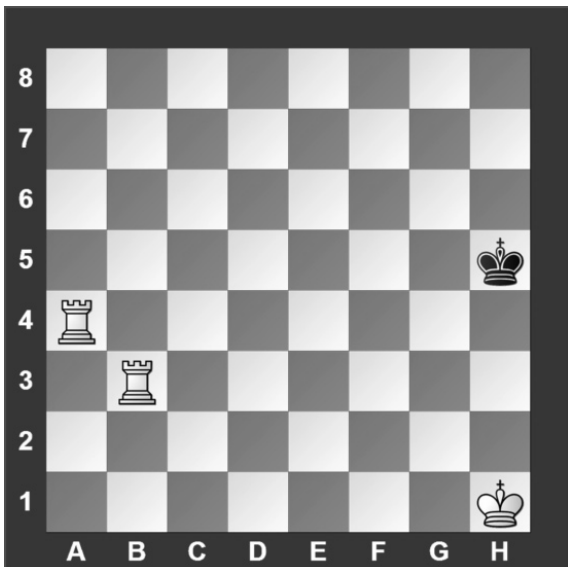
#6. White to move



Black just played e7 to e5. Which pawn can be captured?

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

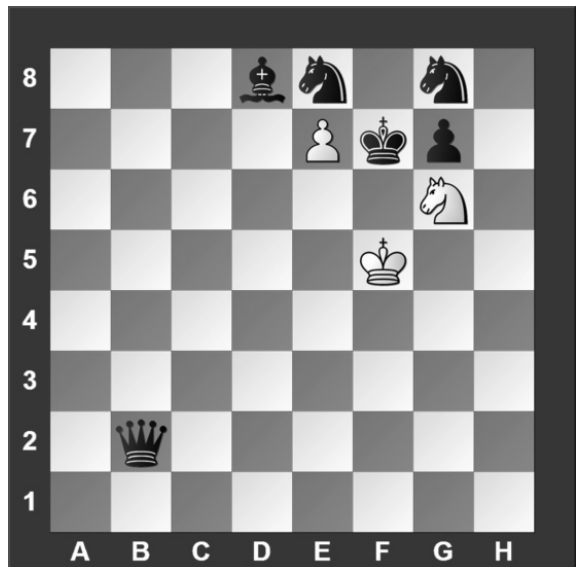
#7. White to move



How many moves does it take to check-mate Black?

- a) 1
- b) 2
- c) 3
- d) 4

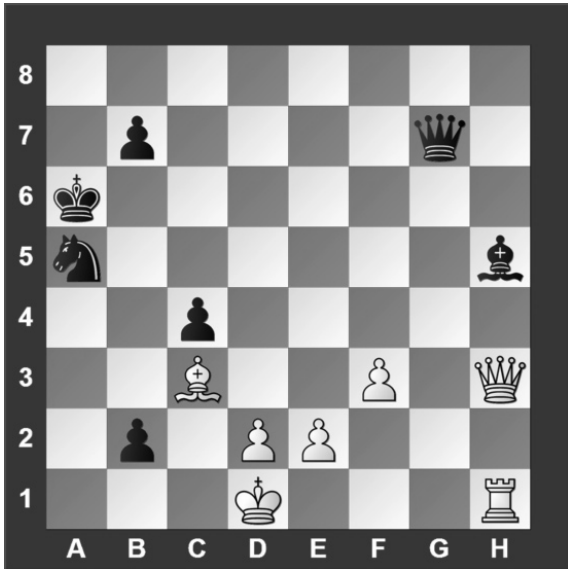
#8. White to move



What piece should White promote to?

- a) Queen
- b) Knight
- c) Rook
- d) White can not promote

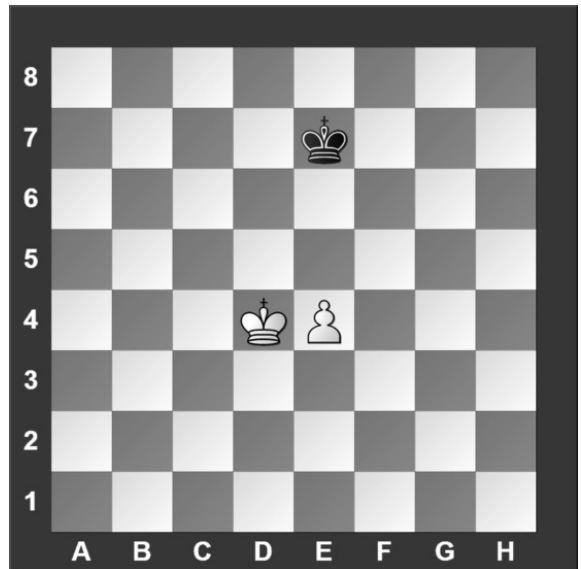
#9. White to move



What piece should White capture?

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

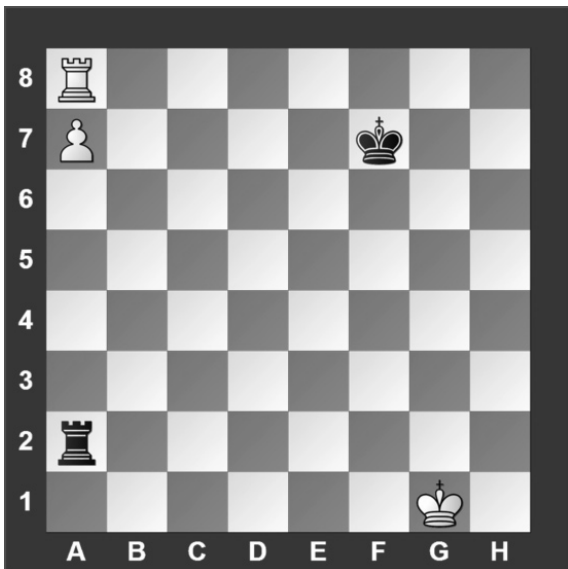
#10. White to move



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

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

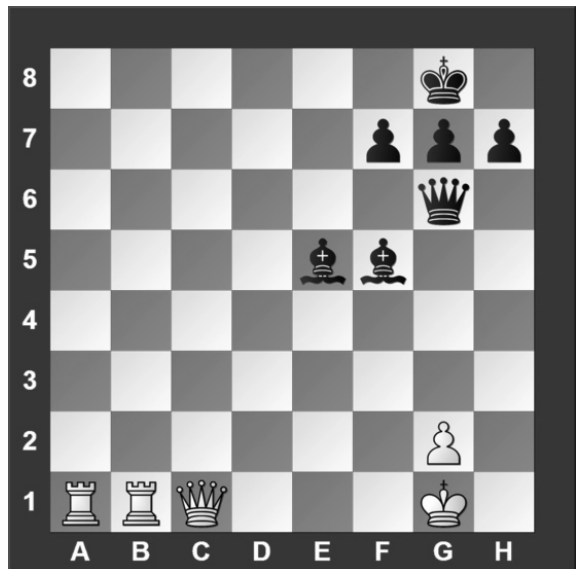
#11. White to move



What is White's best move?

- a) ♖d8
- b) ♖f8
- c) ♖h8
- d) ♔h1

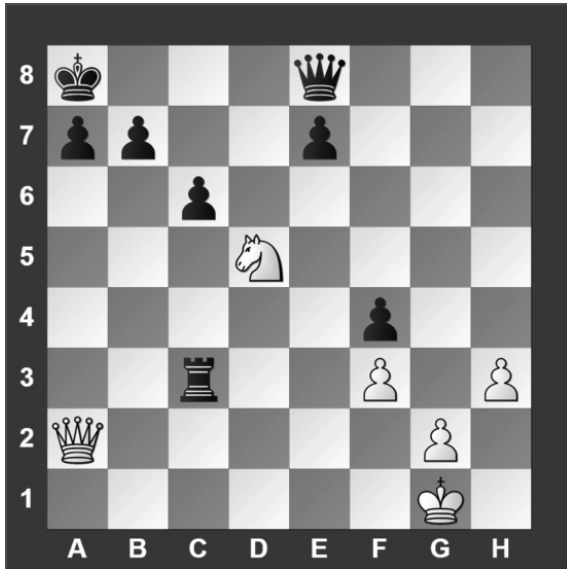
#12. White to move



What is White's best move?

- a) ♔c8
- b) ♖a8
- c) ♖b8
- d) ♔h1

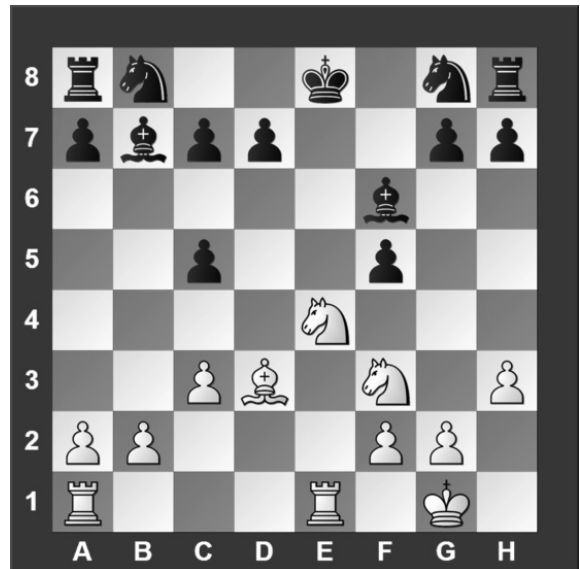
#13. White to move



What is White's best move?

- a) ♖c7
- b) ♖b6
- c) ♖xc3
- d) ♖xe7

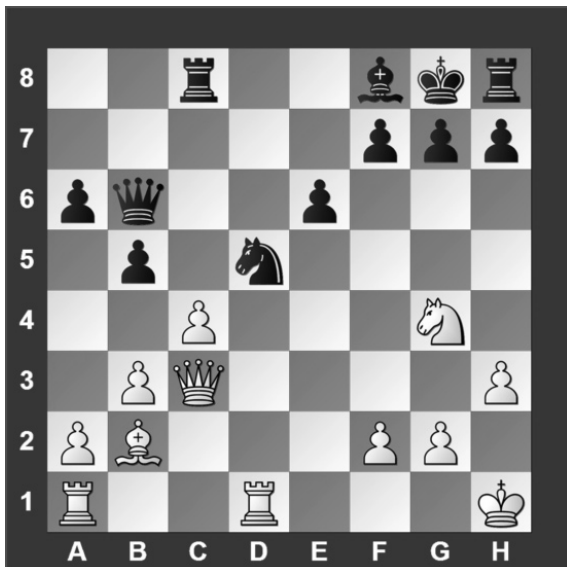
#14. White to move



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

- a) ♖xf6
- b) ♖xc5
- c) ♖d6
- d) ♖g3

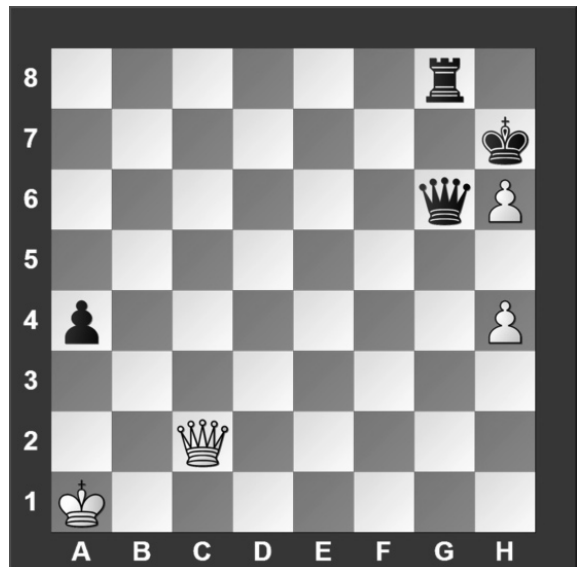
#15. White to move



What is White's best move?

- a) ♙xg7
- b) ♘h6
- c) cxd5
- d) ♖xd5

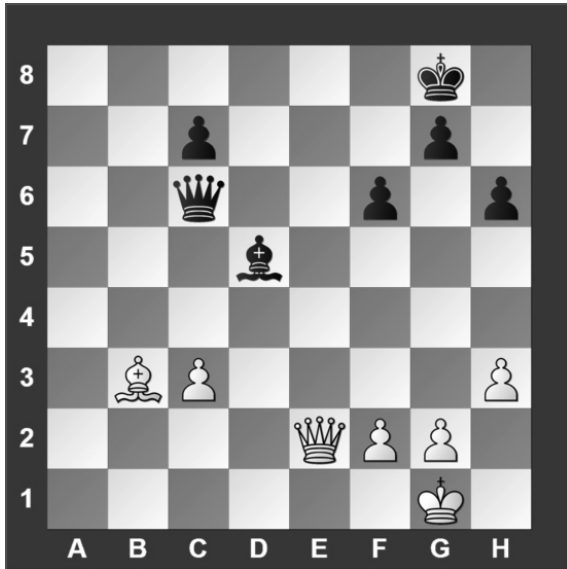
#16. White to move



What is White's best move?

- a) ♙xg6
- b) ♙c7
- c) ♙xa4
- d) h5

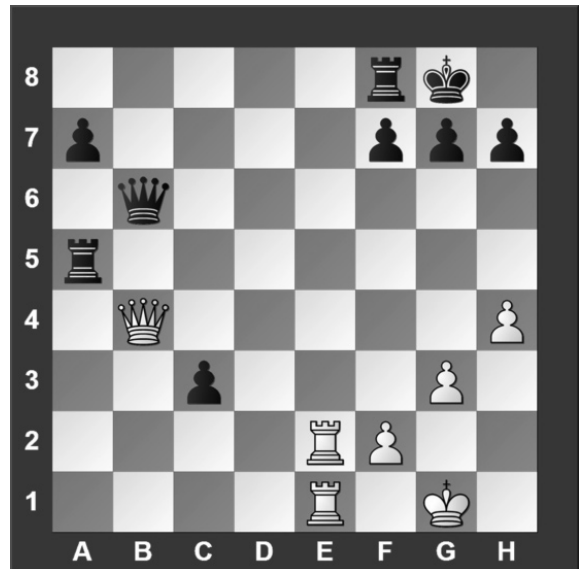
#17. White to move



What is White's best move?

- a) ♔e6
- b) ♔c4
- c) ♔a6
- d) ♔e4

#18. White to move



What is White's best move?

- a) ♔xb6
- b) ♔xa5
- c) ♔xc3
- d) ♔xf8

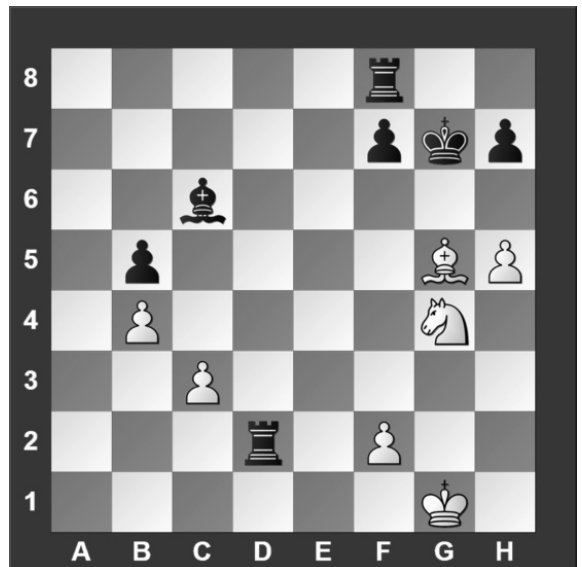
#19. White to move



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

- a) ♔xd7
- b) ♔xh7
- c) ♖g1
- d) ♔h6

#20. White to move



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

- a) ♕f6
- b) ♕h6
- c) h6
- d) White can't checkmate Black in two moves.



**University Interscholastic League
A+ Chess Puzzle Contest
2018-2019 Invitational — Grades 4 & 5**

ANSWER KEY

Test

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

Tiebreaker

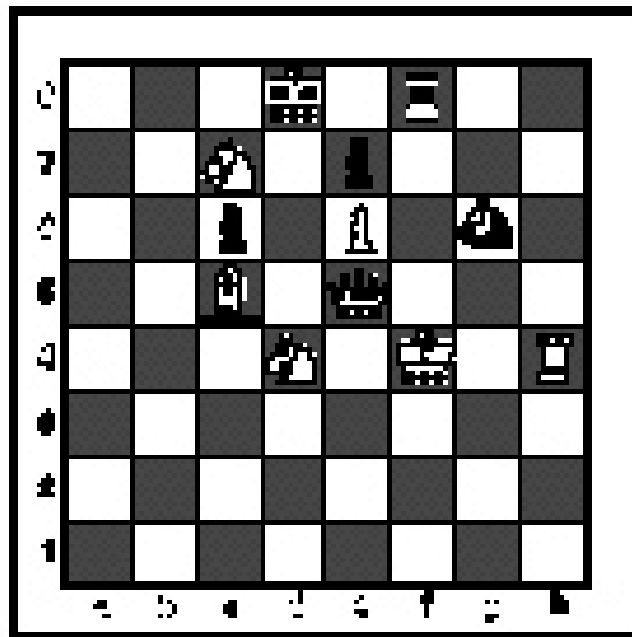
- | | |
|------|------|
| 1. C | 5. A |
| 2. A | 6. D |
| 3. C | 7. C |
| 4. C | 8. A |

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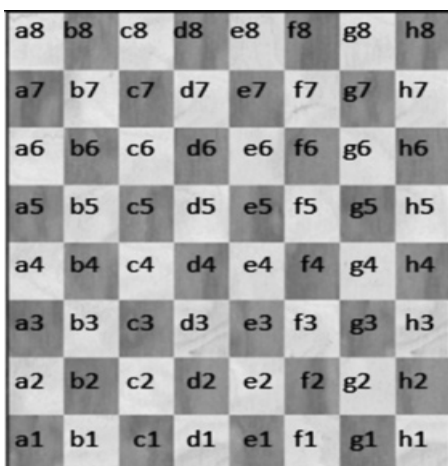
Chess Puzzle Solving






grades 6, 7, 8

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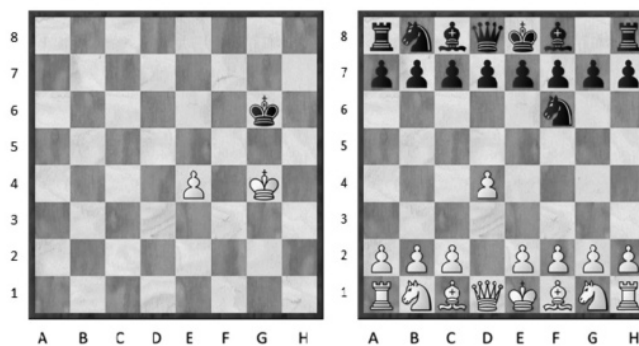


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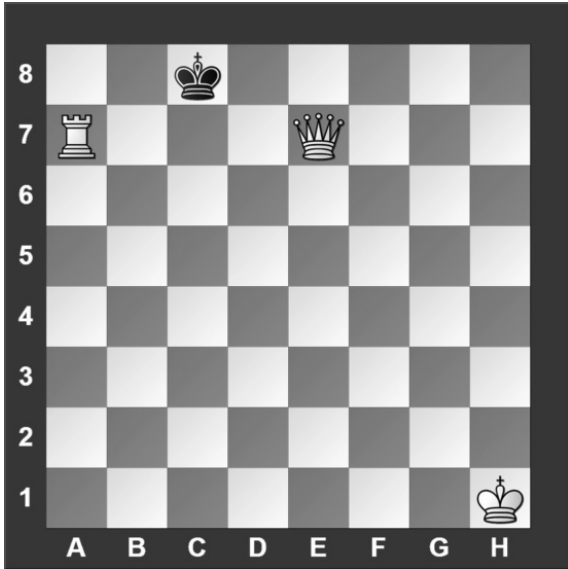
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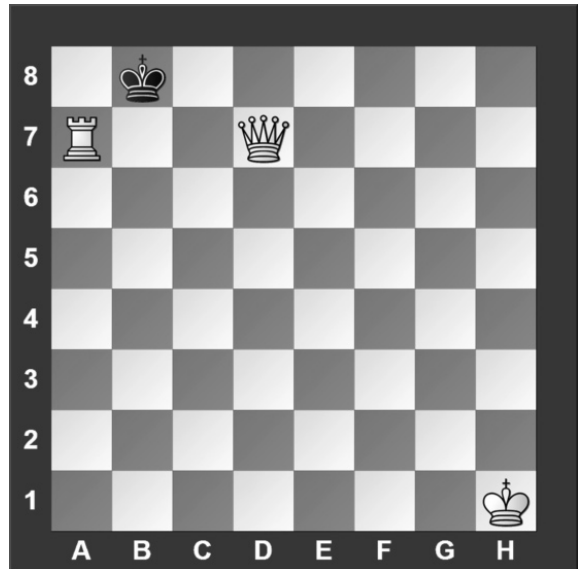
#1. Black to move



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.

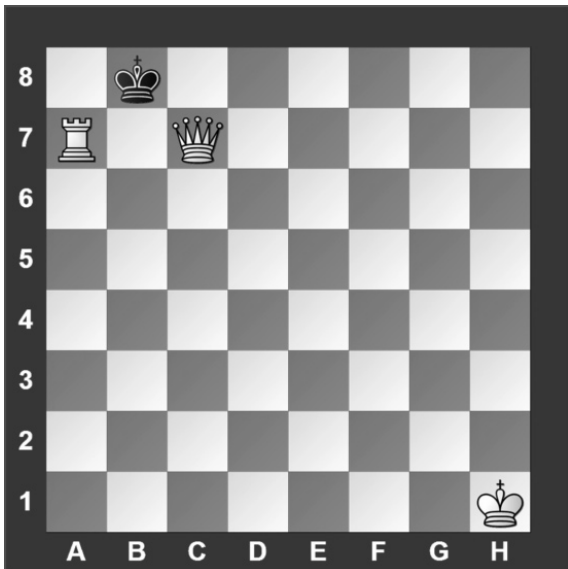
#2. Black to move



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?

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- c) Black is in check.
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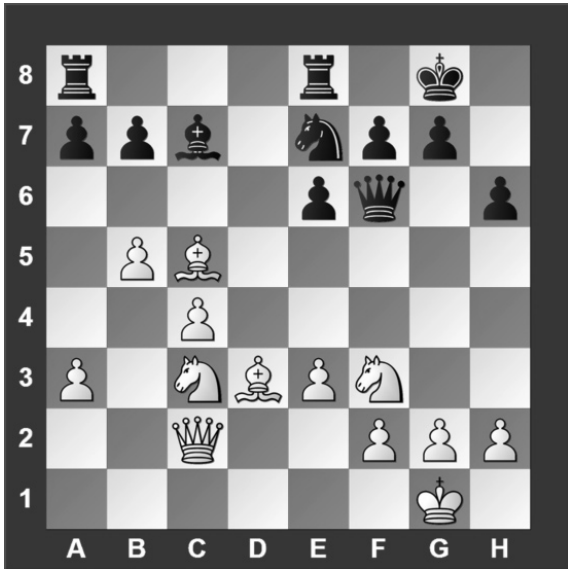
#4.



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

- a) Black's b-pawn
- b) Black's d-pawn
- c) Black's c-pawn
- d) All of the above

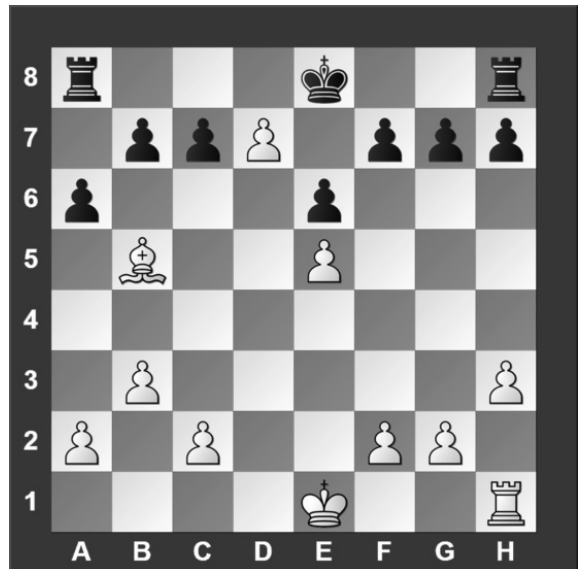
#5.



Which side has material advantage?

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

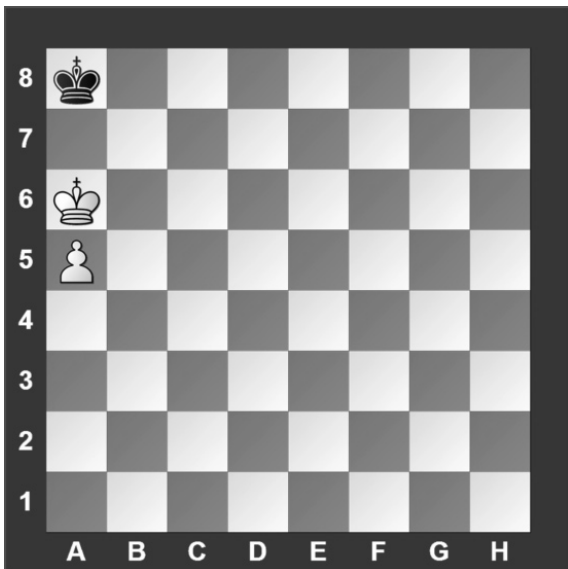
#6. White to move



Which move is possible for Black?

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

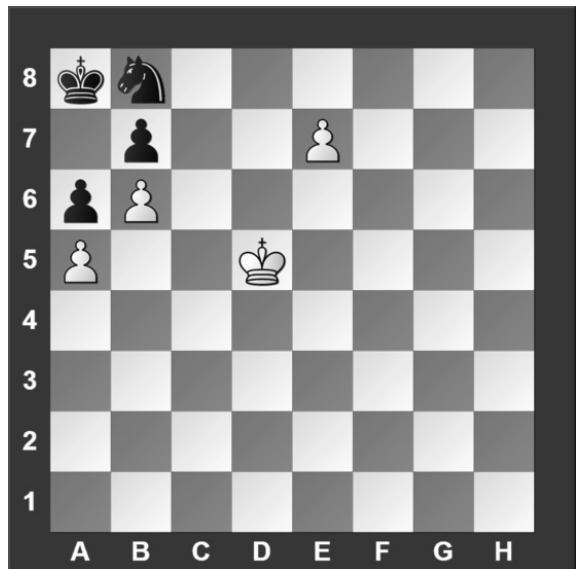
#7. White to move



What is the outcome of the game?

- a) White wins
- b) Black wins
- c) Draw
- d) Impossible to tell

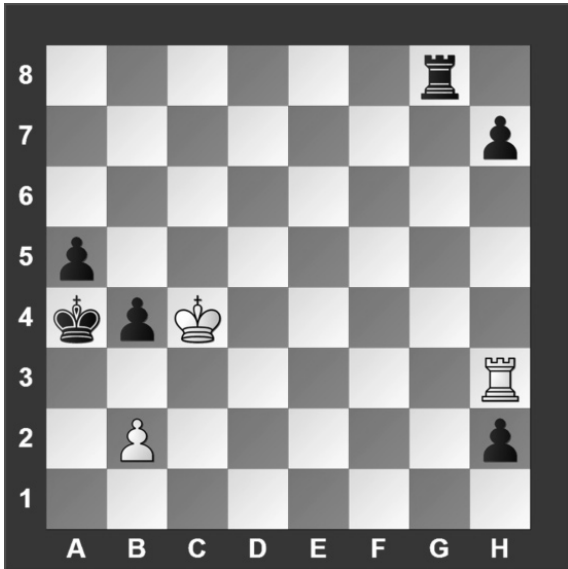
#8. White to move



What is the best move?

- a) Promote to a Queen
- b) Promote to a Rook
- c) Promote to a Knight
- d) Move the King to d6

#9. White to move



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

- a) b3
- b) ♖×h7
- c) ♕a3
- d) ♖×h2

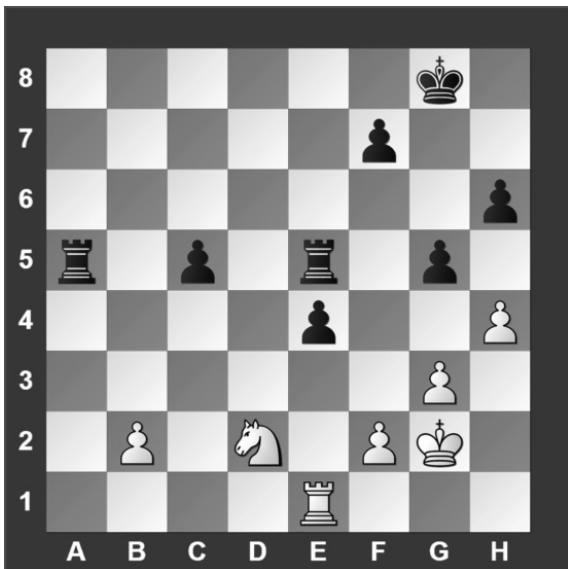
#10. White to move



What is White's best move?

- a) b×a7
- b) b×c7
- c) ♖×a7
- d) b7

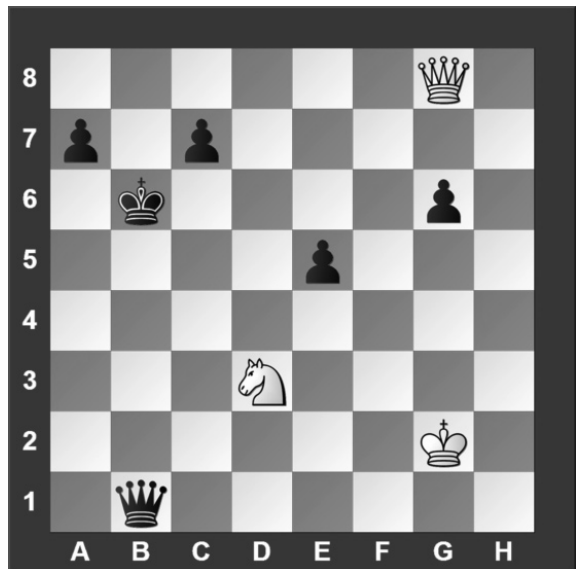
#11. White to move



What is White's best move?

- a) ♘×e4
- b) ♘c4
- c) ♖×e4
- d) ♘b3

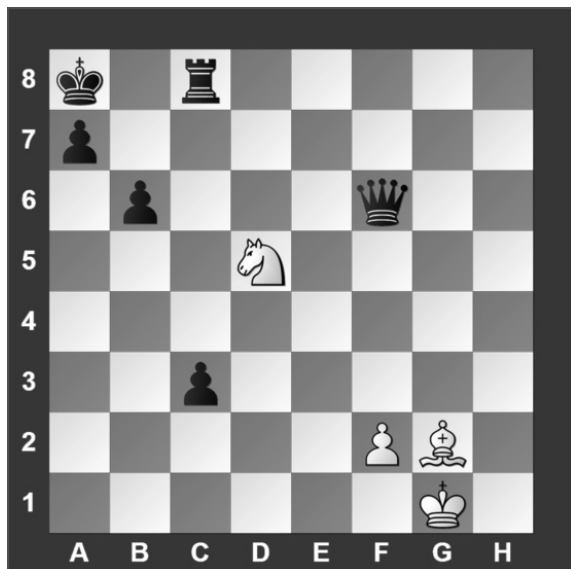
#12. White to move



What is White's best move?

- a) ♖b8
- b) ♖e6
- c) ♖×g6
- d) ♘×e5

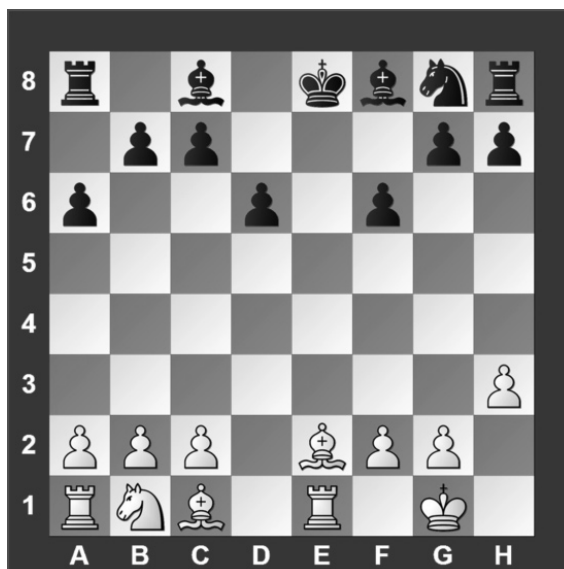
#13. White to move



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

- a) $\text{N} \times \text{f6}$
- b) $\text{N} \times \text{b6}$
- c) $\text{N} \times \text{c7}$
- d) $\text{N} \times \text{b4}$

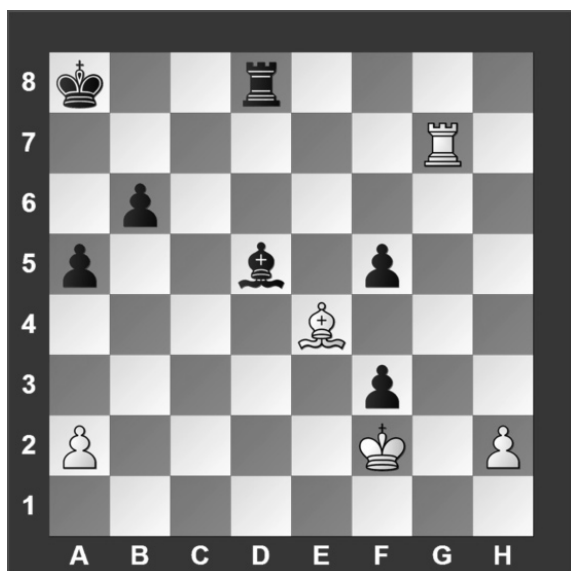
#14. White to move



What is White's best move?

- a) $\text{Q} \text{h5}$
- b) $\text{Q} \text{b5}$
- c) $\text{Q} \text{c4}$
- d) $\text{N} \text{c3}$

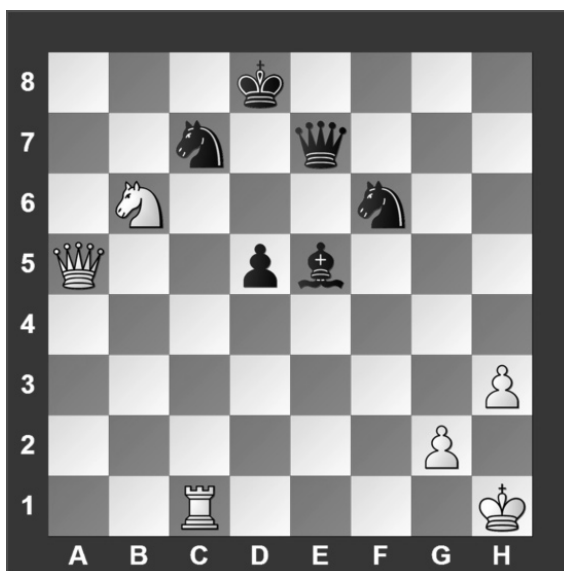
#15. White to move



What is White's best move?

- a) $\text{Q} \times \text{d5}$
- b) $\text{Q} \times \text{f5}$
- c) $\text{R} \text{g8}$
- d) $\text{Q} \times \text{f3}$

#16. White to move



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

- a) $\text{N} \times \text{d5}$
- b) $\text{K} \text{a8}$
- c) $\text{R} \times \text{c7}$
- d) $\text{K} \times \text{d5}$

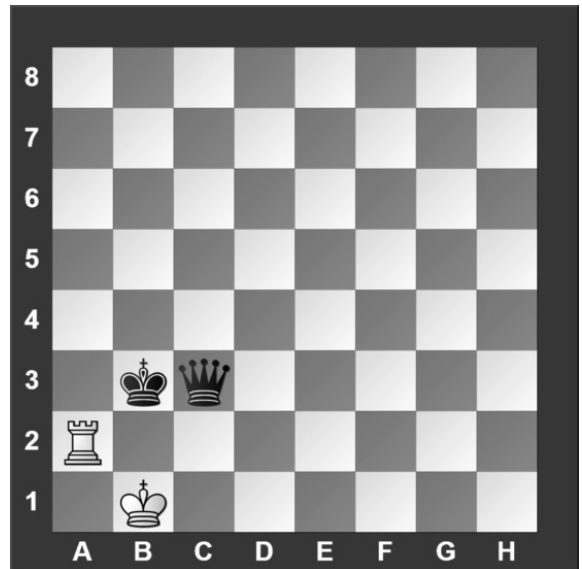
#17. White to move



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

- a) ♘e7
- b) ♙xh7
- c) ♘f6
- d) ♖g1

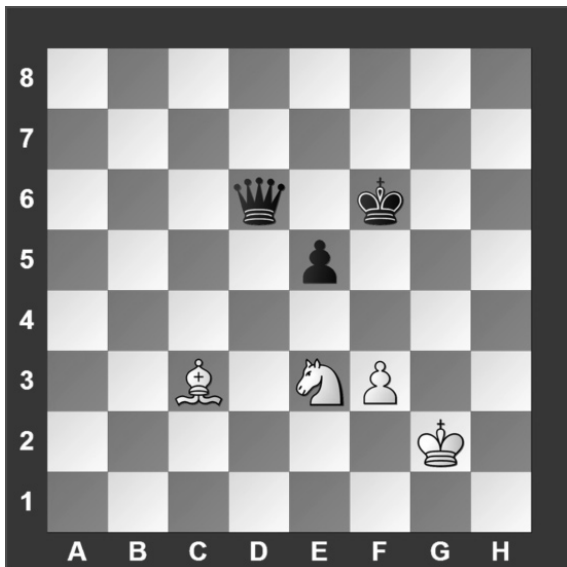
#18. White to move



What is White's best move?

- a) ♖b2
- b) ♖a8
- c) ♖a3
- d) ♖h2

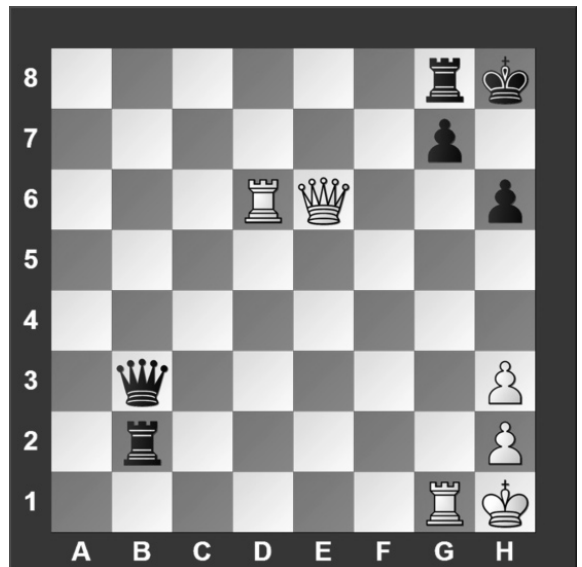
#19. White to move



What is White's best move?

- a) ♘g4
- b) ♙x e5
- c) f4
- d) ♘c4

#20. White to move



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

- a) ♙xg8
- b) ♖xg7
- c) ♙xh6
- d) ♙g6



**University Interscholastic League
A+ Chess Puzzle Contest
2018-2019 Invitational — Grades 6, 7, and 8
ANSWER KEY**

Test

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

Tiebreaker

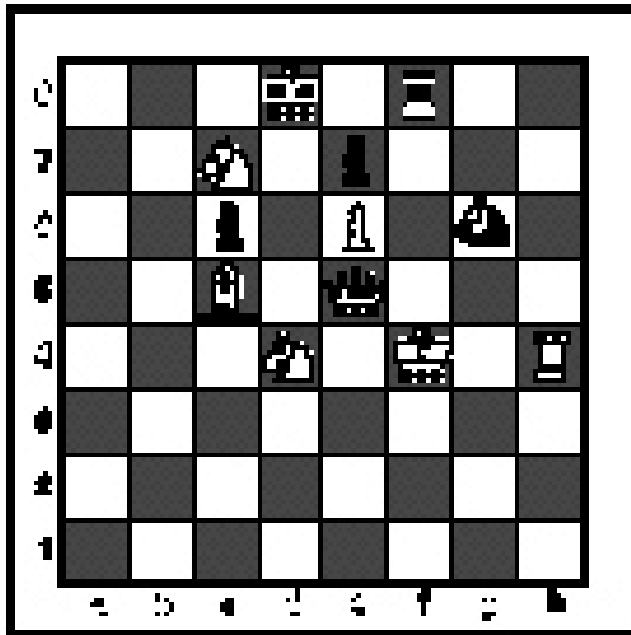
- | | |
|------|------|
| 1. C | 5. A |
| 2. A | 6. D |
| 3. C | 7. C |
| 4. C | 8. A |

INVITATIONAL 2018-2019

A+ ACADEMICS



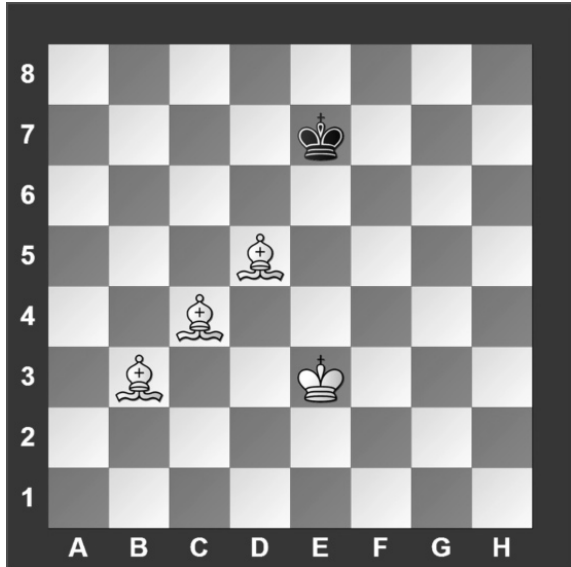
University Interscholastic League



Chess Puzzle Solving TIEBREAKER - ALL GRADES

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

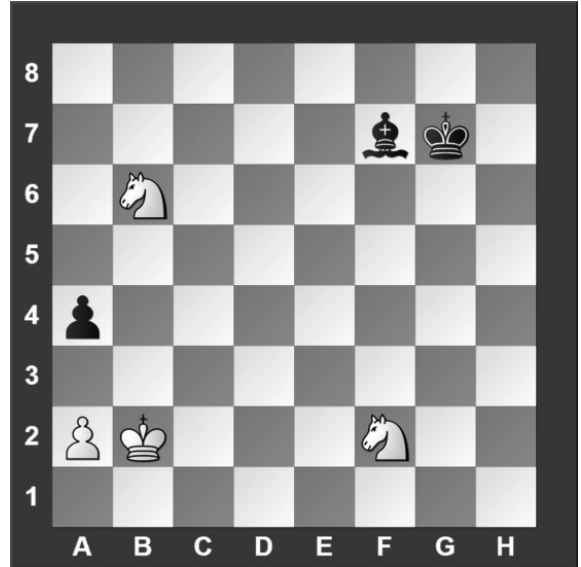
#1. White to move



What should be the outcome of the game?

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

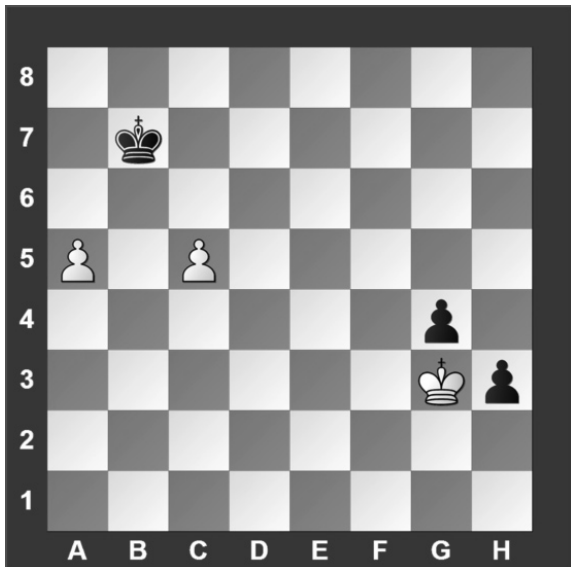
#2. White to move



What is White's best move?

- a) a3
- b) ♖×a4
- c) ♖a3
- d) ♖e4

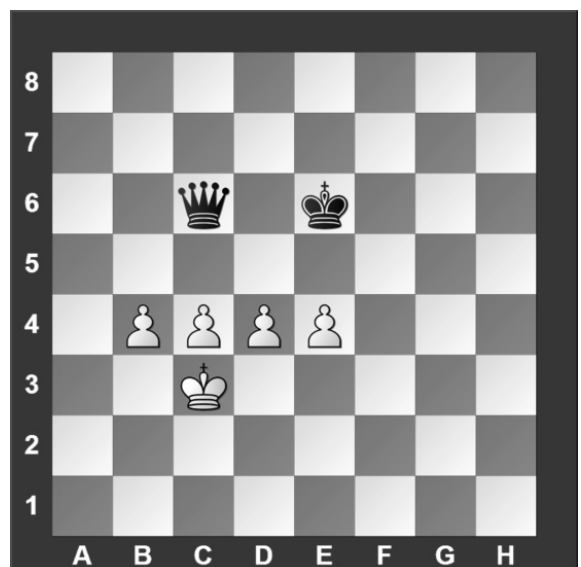
#3. White to move



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

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

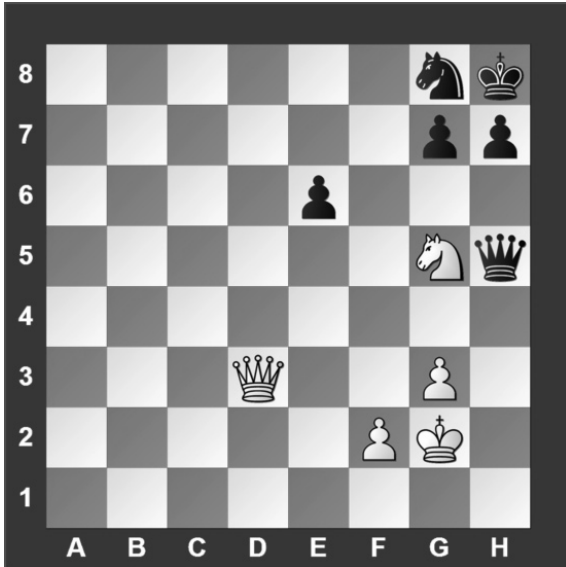
#4. White to move



What is White's best move?

- a) b5
- b) c5
- c) d5
- d) e5

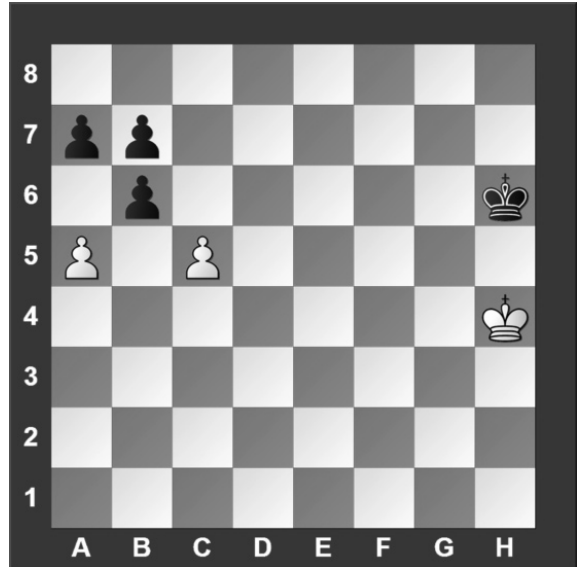
#5. White to move



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

- a) ♔xh7
- b) ♘f7
- c) ♘x e6
- d) White can't checkmate Black in two moves.

#6. White to move



What is White's best move?

- a) c6
- b) cxb6
- c) axb6
- d) a6

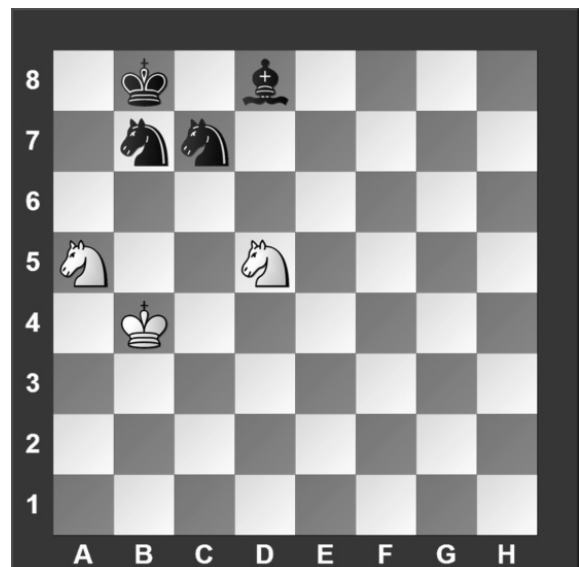
#7. White to move



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

- a) ♔xb7
- b) ♖c7
- c) ♖xc8
- d) ♗xb7

#8. White to move



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

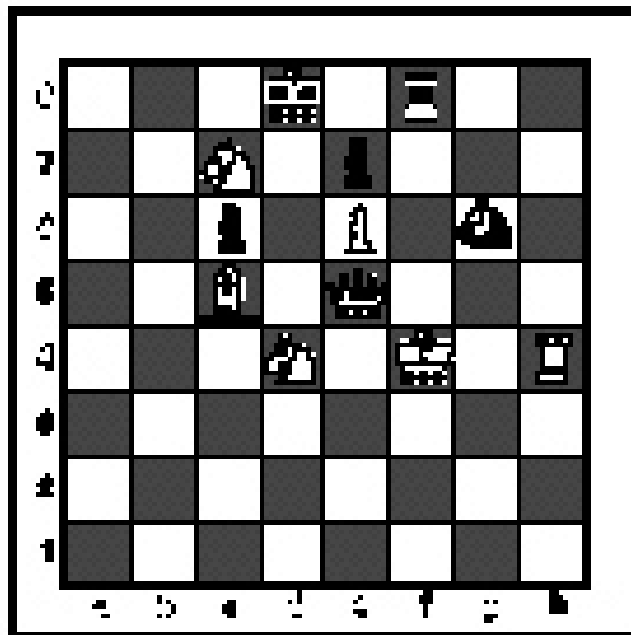
- a) White wins.
- b) Black wins.
- c) Draw.
- d) It is not possible to tell.

FALL/WINTER DISTRICT 2018-2019

A+ ACADEMICS



University Interscholastic League



Chess Puzzle Solving

grades 2 & 3

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

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.

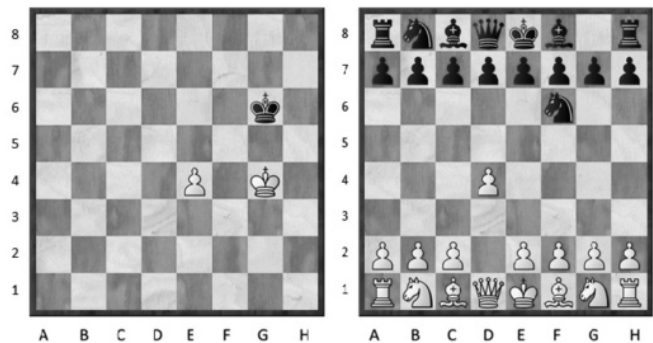


Piece Names	Each chessman can also be represented by a symbol, except for the pawn. (Figurine Notation)
King	
Queen	
Rook	
Bishop	
Knight	
Pawn	a-h (We write the file it's on.)

- 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.

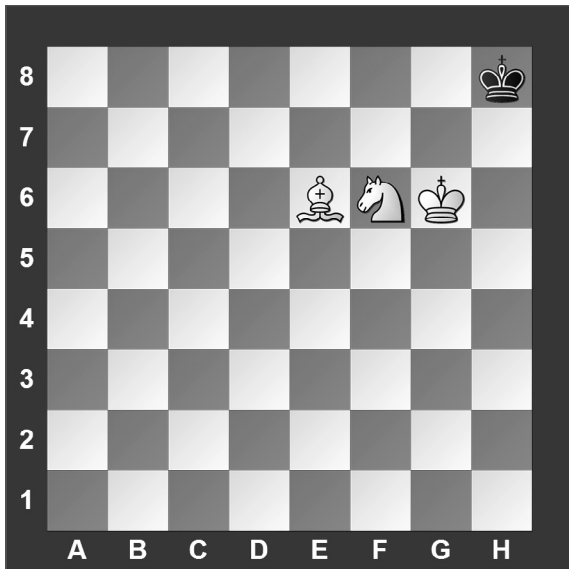
If you look closely at the diagrams in the questions below, you'll see that the frame around the diagram labels the ranks (1-8) and files (a-h) to help you.



White has just played **e4**.

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

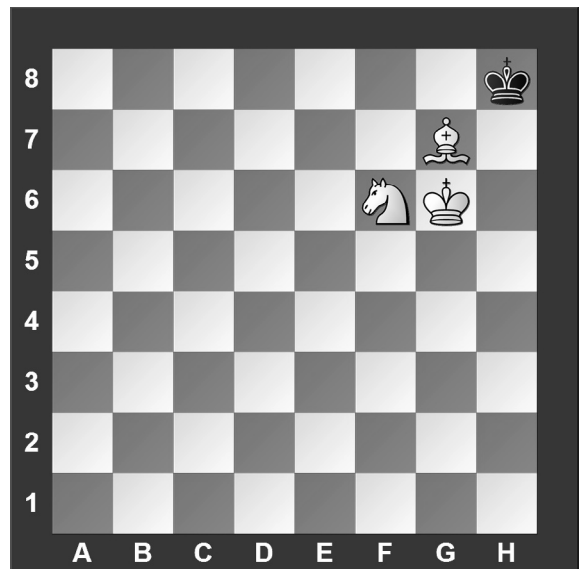
#1. Black to move



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.

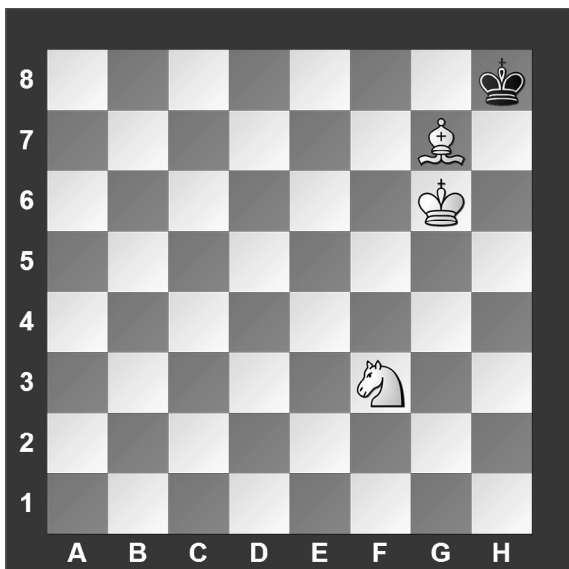
#2. Black to move



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

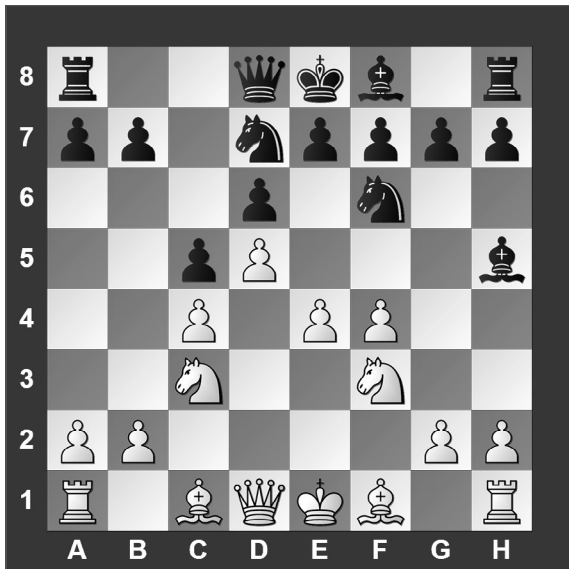
#4.



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.

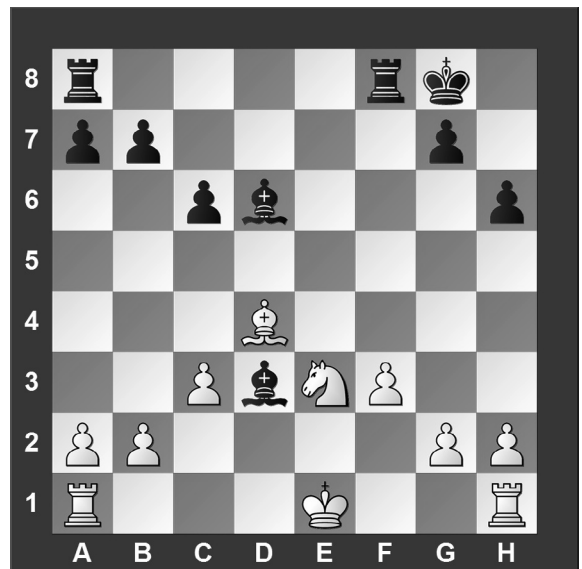
#5. White to move



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.

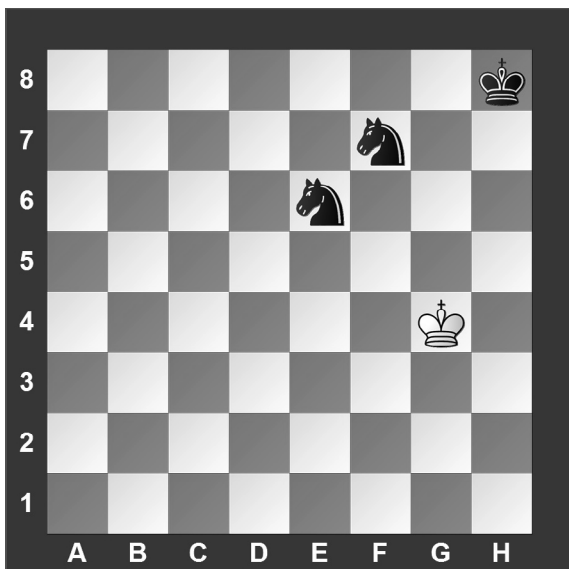
#6. White to move



Which move is possible for White?

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

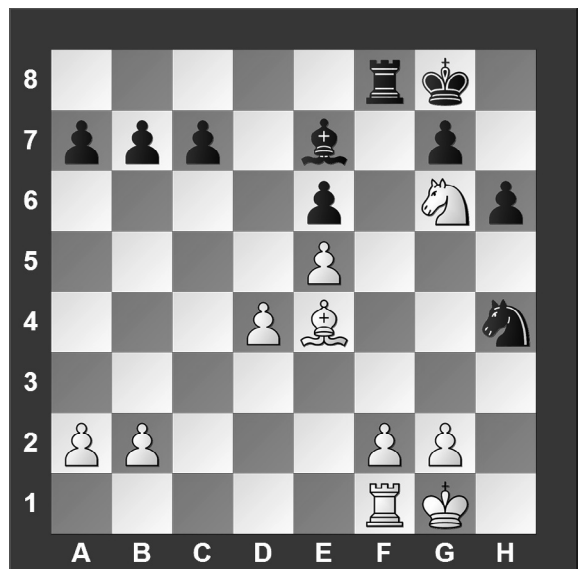
#7. White to move



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.

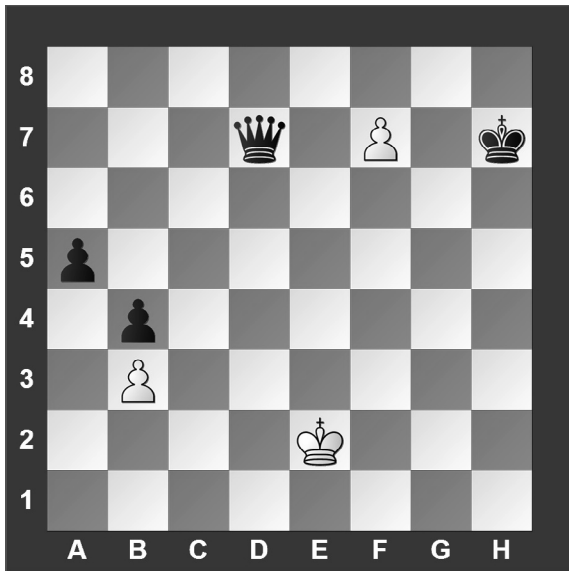
#8. White to move



What is White's best move?

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

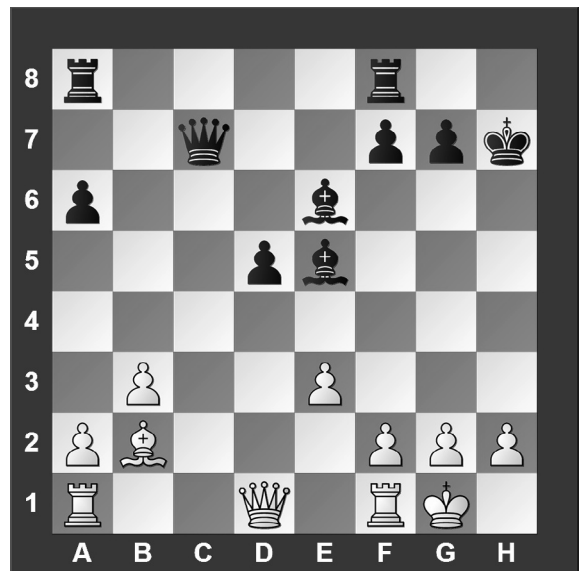
#9. White to move



What piece should White promote to?

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

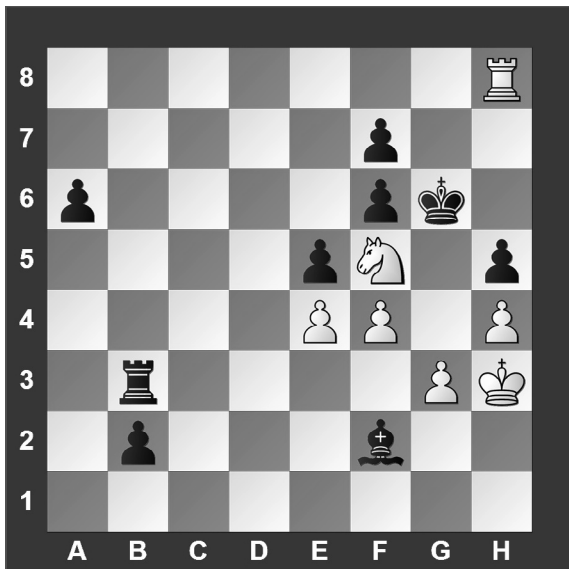
#10. White to move



What is White's best move?

- a) ♖h5
- b) ♙xe5
- c) ♖c1
- d) ♙d3

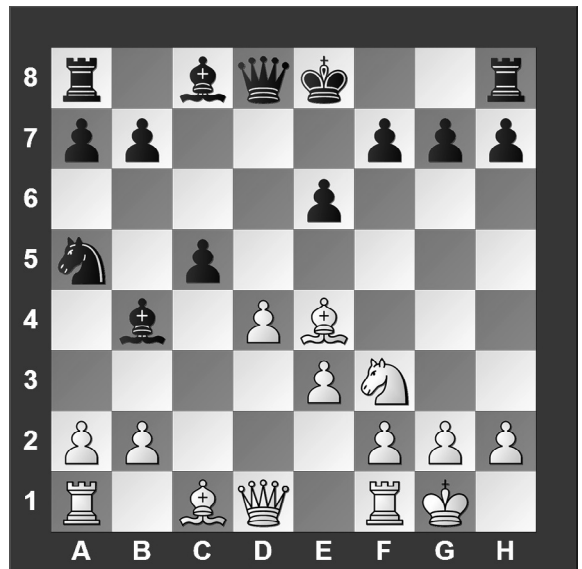
#11. White to move



What is White's best move?

- a) ♖g8
- b) ♘e7
- c) ♖h6
- d) ♘d6

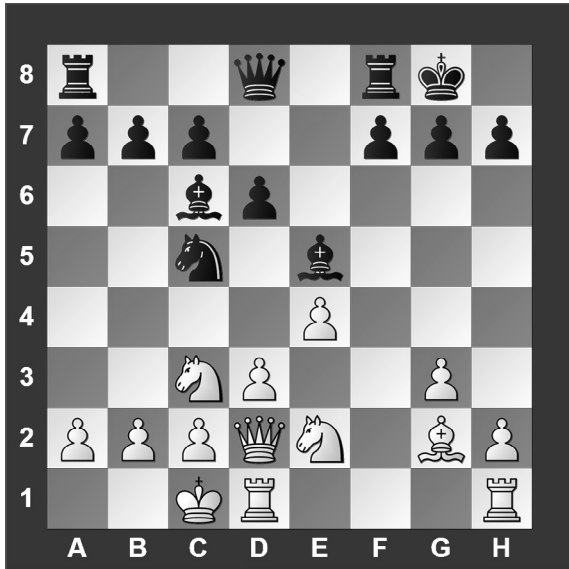
#12. White to move



What is White's best move?

- a) ♘e5
- b) ♙c2
- c) a3
- d) h3

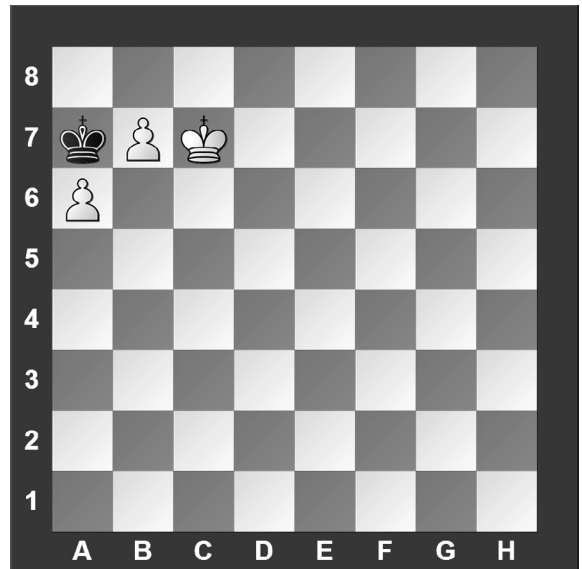
#13. White to move



What is White's best move?

- a) Nf4
- b) b4
- c) Nd5
- d) d4

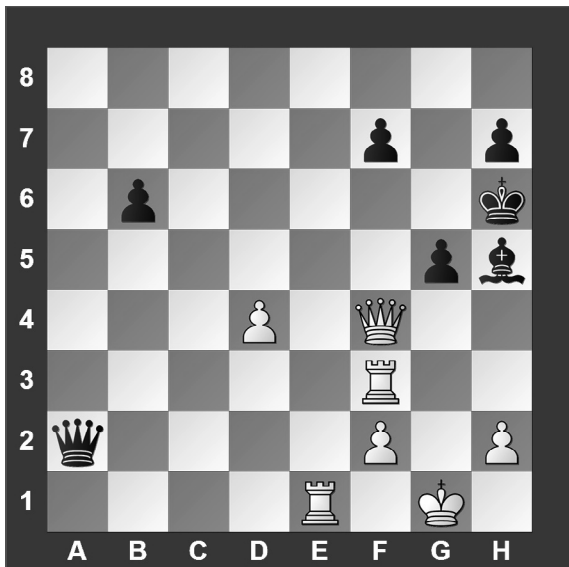
#14. White to move



With the best play, how many moves will it take White to checkmate Black?

- a) 1
- b) 2
- c) 3
- d) 4

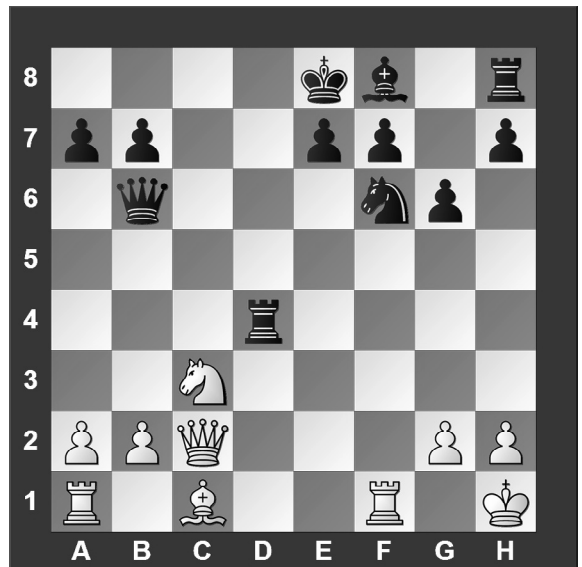
#15. White to move



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

- a) Qd6
- b) Qf6
- c) Rh3
- d) Re6

#16. White to move



What is White's best move?

- a) Na4
- b) Ne2
- c) Rd1
- d) Qe3



**University Interscholastic League
A+ Chess Puzzle Contest
2018-2019 Fall/Winter District — Grades 2 & 3**

ANSWER KEY

Test

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

Tiebreaker

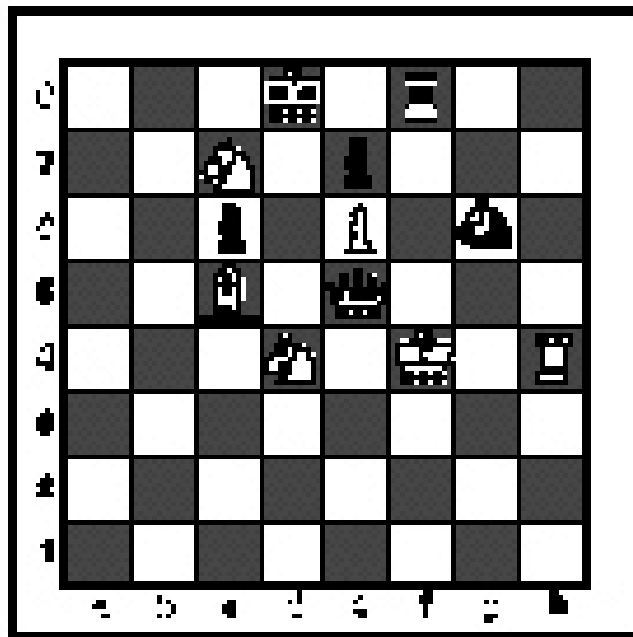
- | | |
|------|------|
| 1. D | 5. A |
| 2. C | 6. A |
| 3. B | 7. D |
| 4. A | 8. A |

FALL/WINTER DISTRICT 2018-2019

A+ ACADEMICS



University Interscholastic League



Chess Puzzle Solving

grades 4 & 5

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

How to read and answer questions on this test

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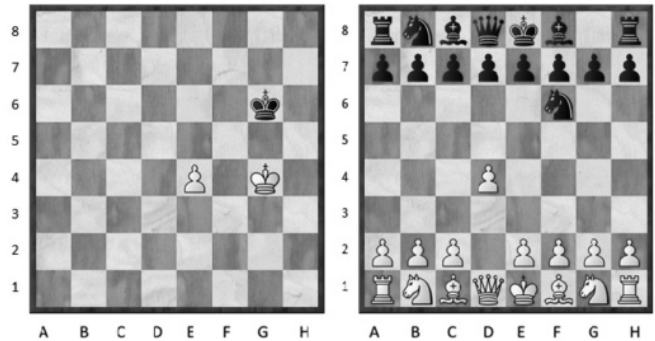
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Pawn	a-h (We write the file it's on.)

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At right are two sample moves.

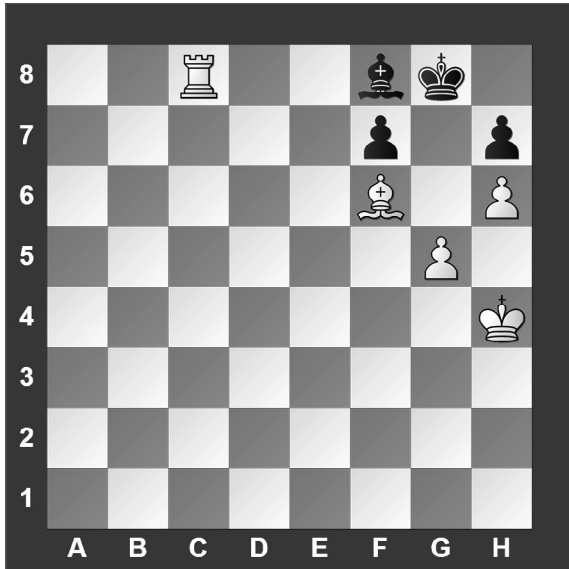
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Black has just played ... **Nf6**.

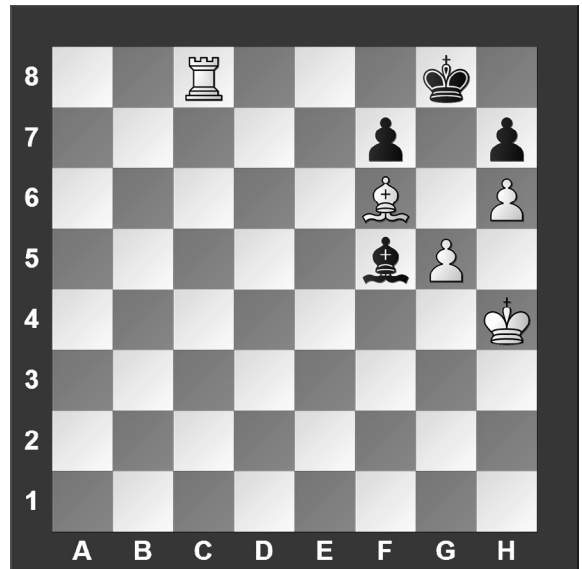
#1. Black to move



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.

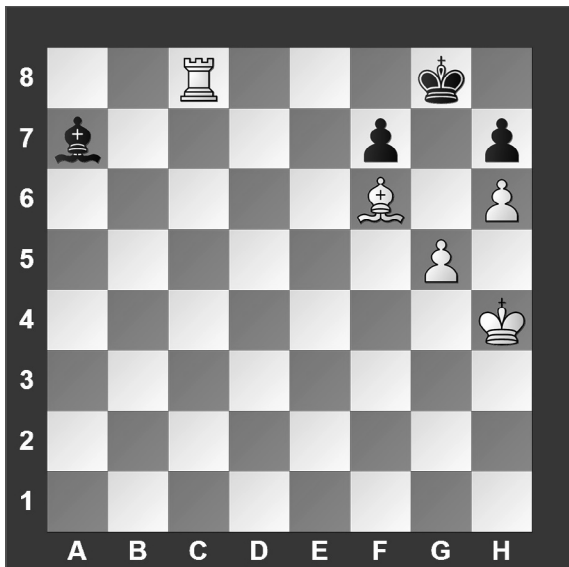
#2. Black to move



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.

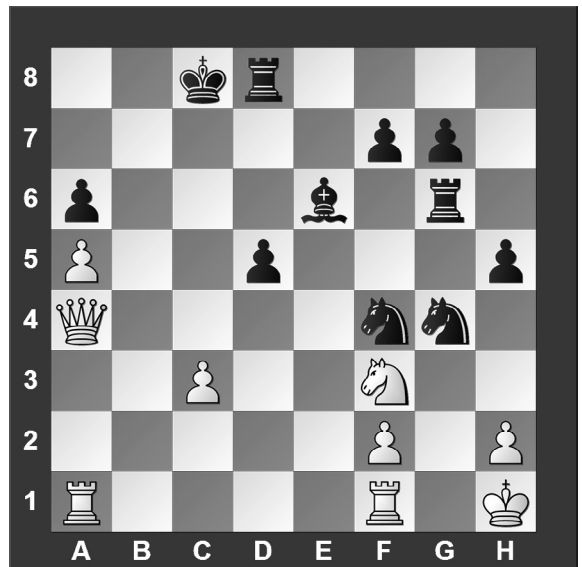
#3 Black to move.



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.

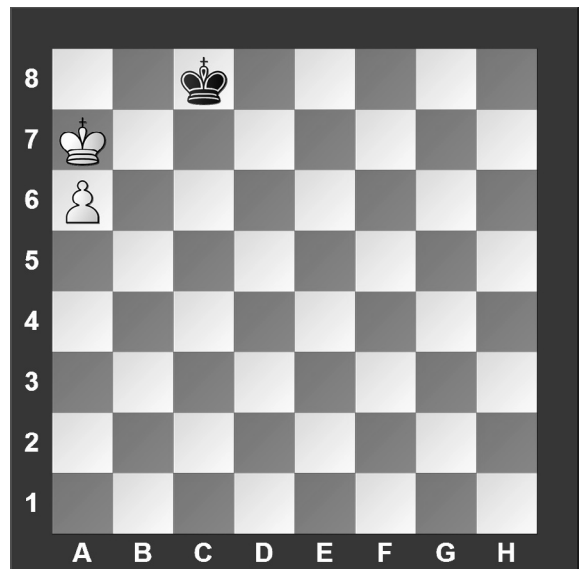
#5. White to move



Which move below is possible for White?

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

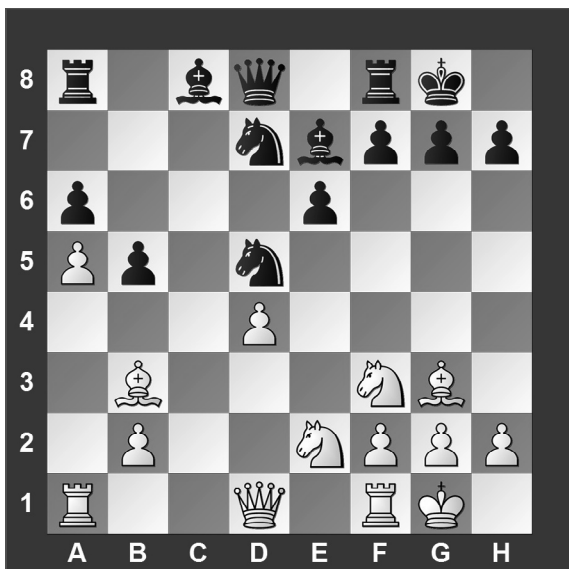
#6. White to move



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

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

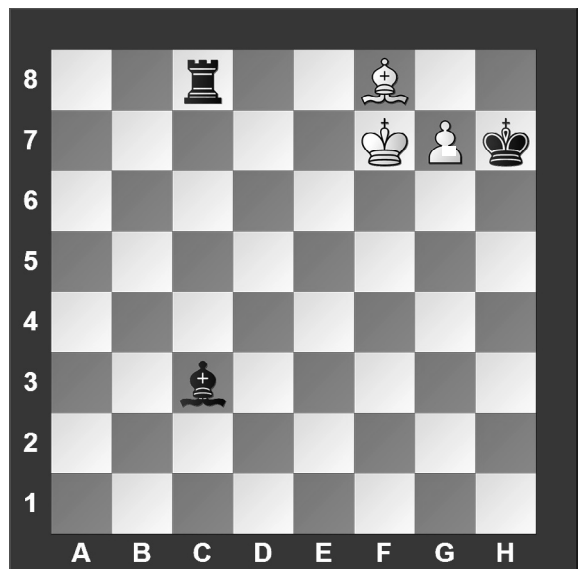
#7. White to move



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

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

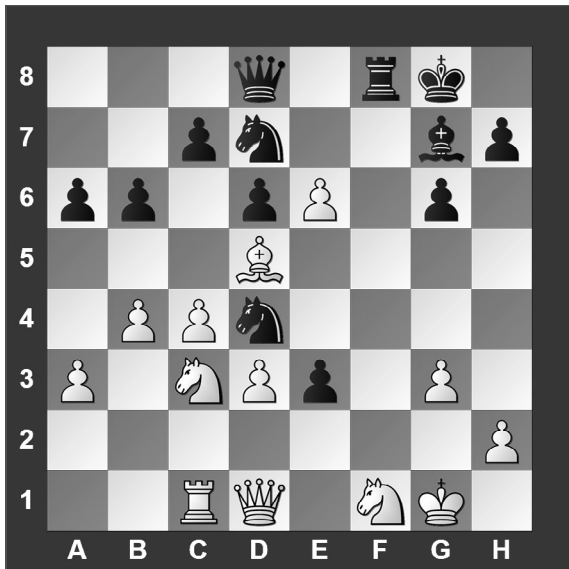
#8. White to move



What piece should White promote to?

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

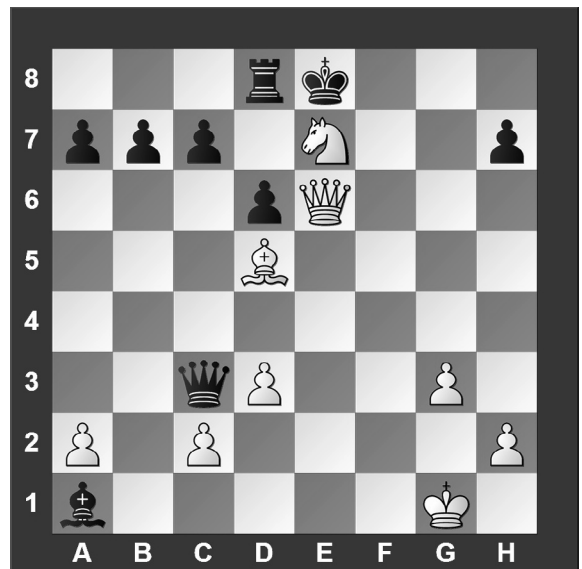
#9. White to move



What is White's best move?

- a) exd7
- b) e7
- c) ♖×e3
- d) ♖e2

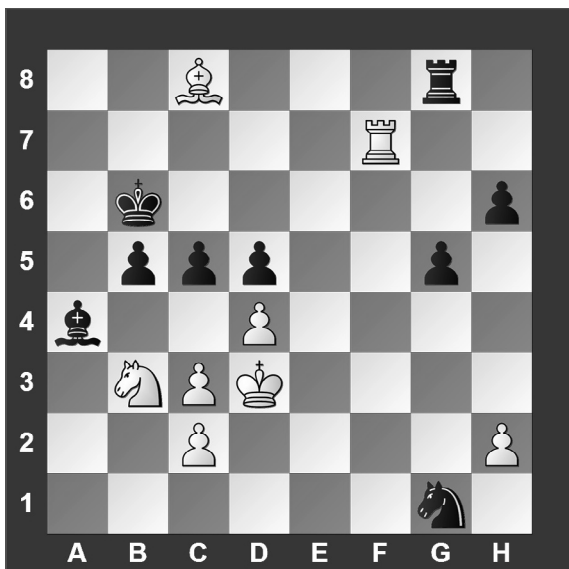
#10. White to move



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

- a) ♖g6
- b) ♖f7
- c) ♖g8
- d) ♖f5

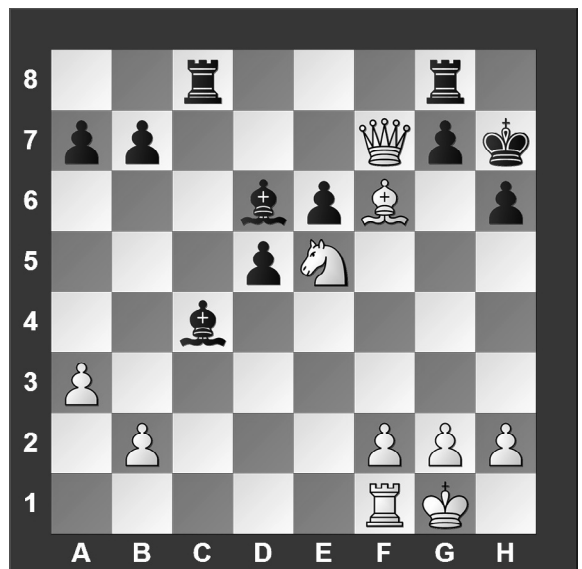
#11. White to move



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

- a) dxc5
- b) ♖b7
- c) ♖xc5
- d) ♖f6

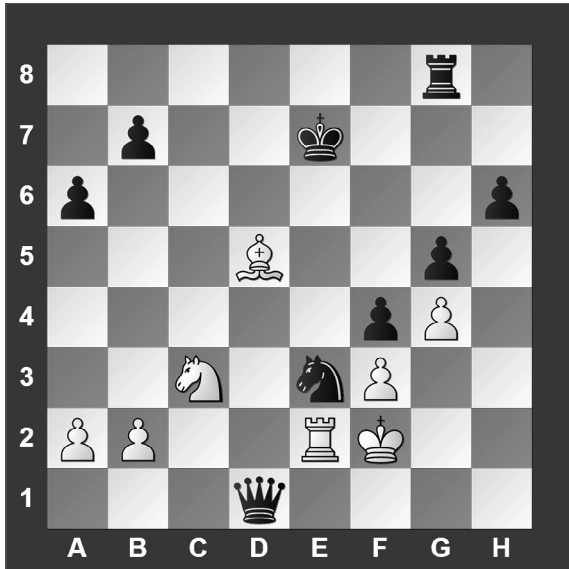
#12. White to move



What is White's best move?

- a) ♖d7
- b) ♖xc4
- c) ♖×e6
- d) ♖g6

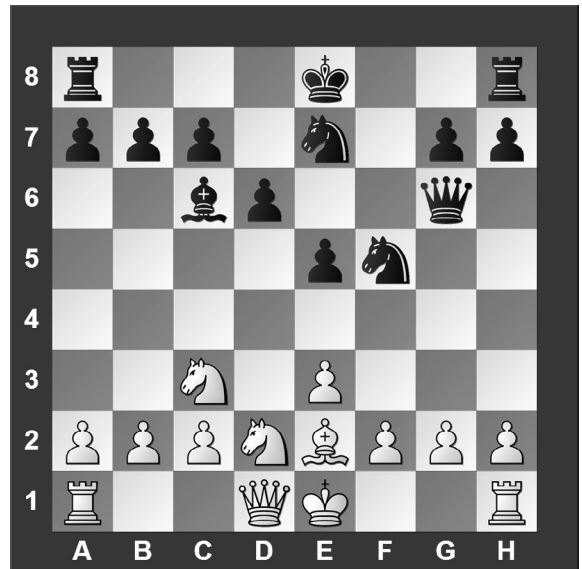
#13. White to move



What piece should White capture?

- a) Black's queen
- b) Black's knight
- c) Black's rook
- d) Black's pawn

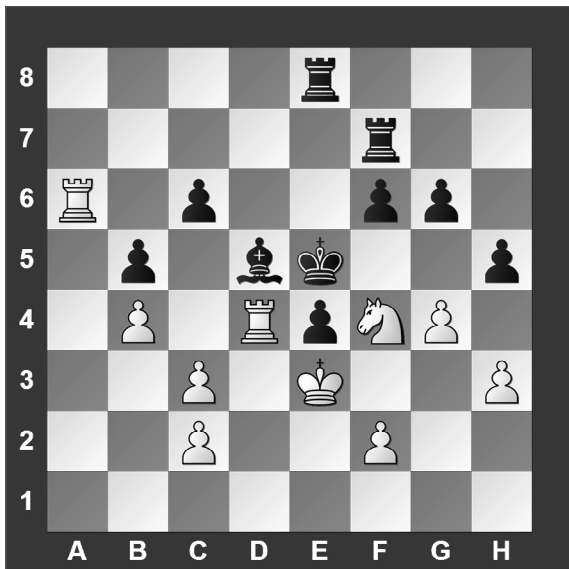
#14. White to move



What is White's best move?

- a) e4
- b) Nc4
- c) Qh5
- d) Qf3

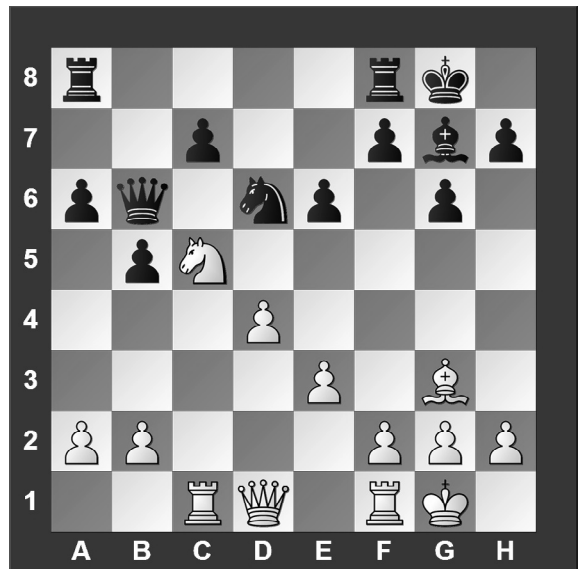
#15. White to move



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

- a) Rxd5
- b) Nxc6
- c) Rxe4
- d) c4

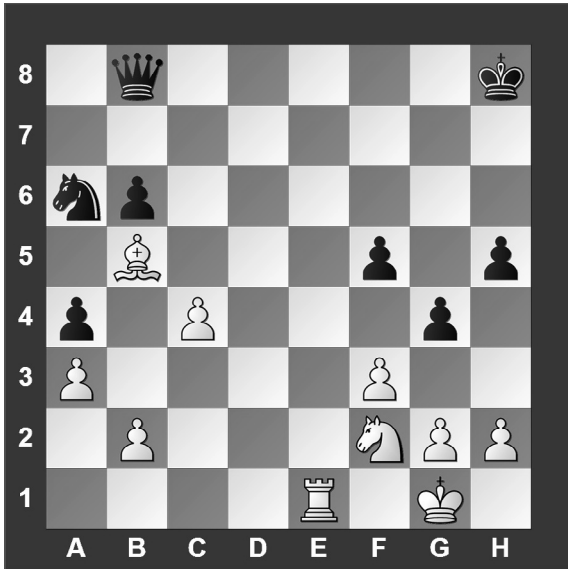
#16. White to move



What is White's best move?

- a) Nd7
- b) Qxd6
- c) Qf3
- d) e4

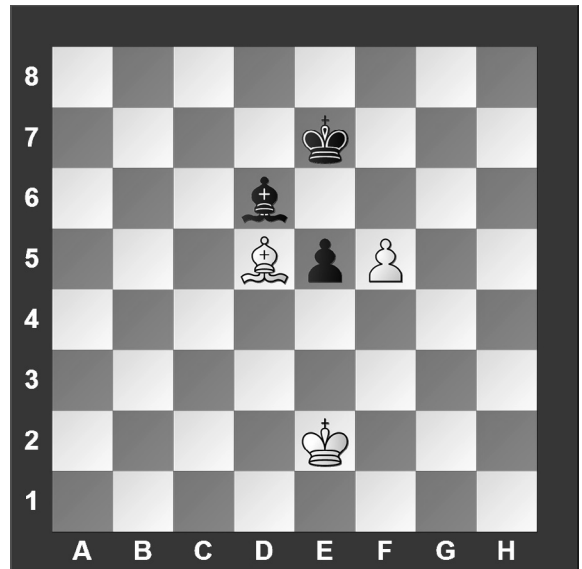
#17. White to move



What is White's best move?

- a) ♖e8
- b) ♕×a6
- c) f×g4
- d) ♕×a4

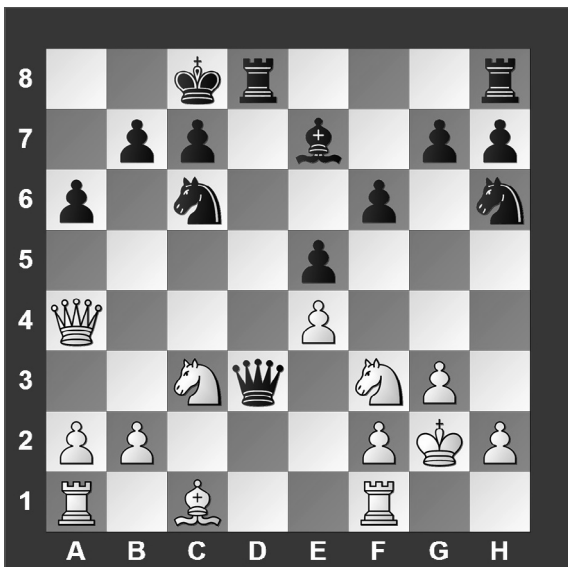
#18. White to move



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

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

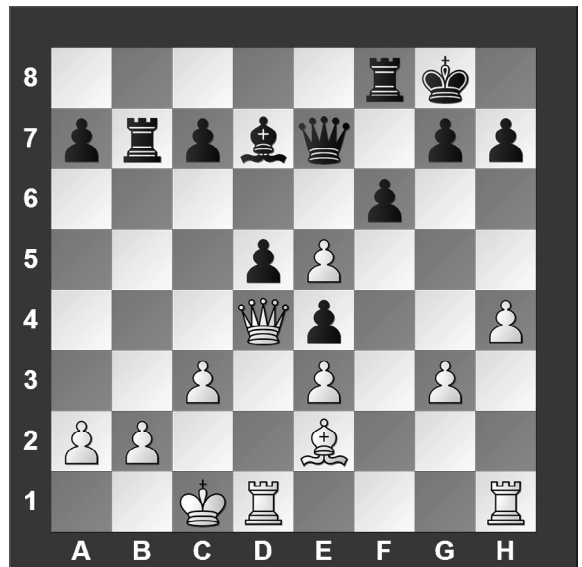
#19. White to move



What is White's best move?

- a) ♖d1
- b) ♕×h6
- c) ♘d5
- d) ♘e1

#20. White to move



What is White's best move?

- a) e×f6
- b) ♕a6
- c) c4
- d) ♚×d5



**University Interscholastic League
A+ Chess Puzzle Contest
2018-2019 Fall/Winter District — Grades 4 & 5**

ANSWER KEY

Test

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

Tiebreaker

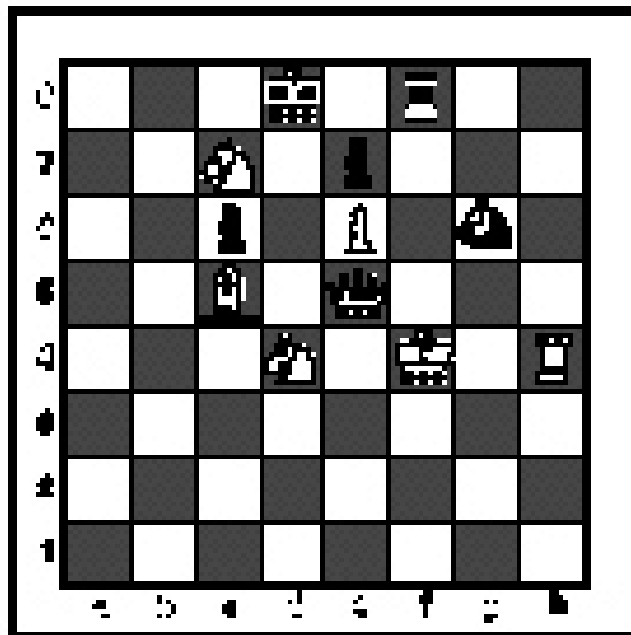
- | | |
|------|------|
| 1. D | 5. A |
| 2. C | 6. A |
| 3. B | 7. D |
| 4. A | 8. A |

FALL/WINTER DISTRICT 2018-2019

A+ ACADEMICS



University Interscholastic League



Chess Puzzle Solving

grades 6, 7, 8

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

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.



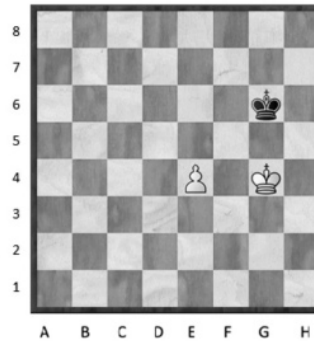
Piece Names	Each chessman can also be represented by a symbol, except for the pawn. (Figurine Notation)
King	
Queen	
Rook	
Bishop	
Knight	
Pawn	a-h (We write the file it's on.)

- 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.

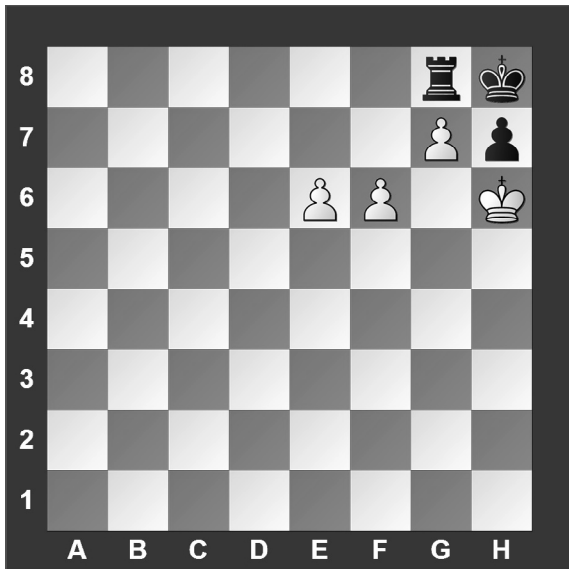


White has just played **e4**.



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

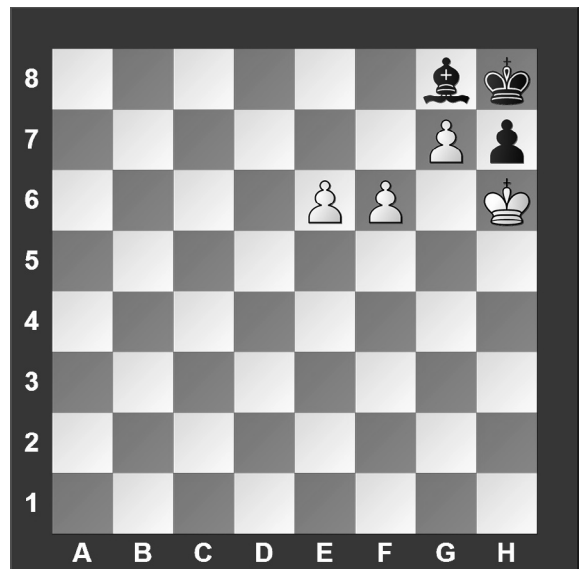
#1. Black to move



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.

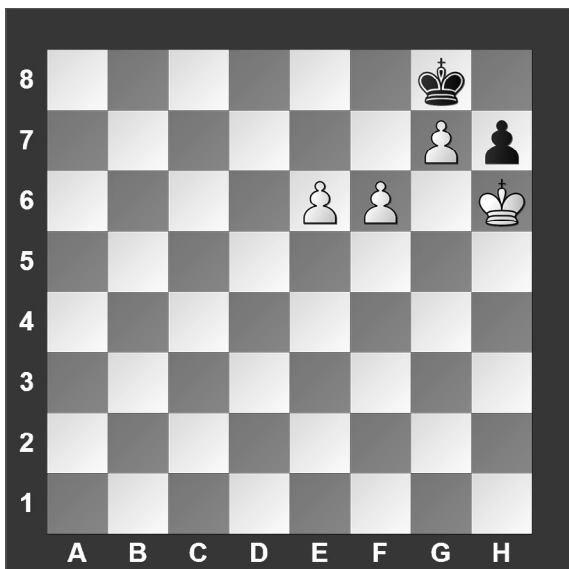
#2. Black to move



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.

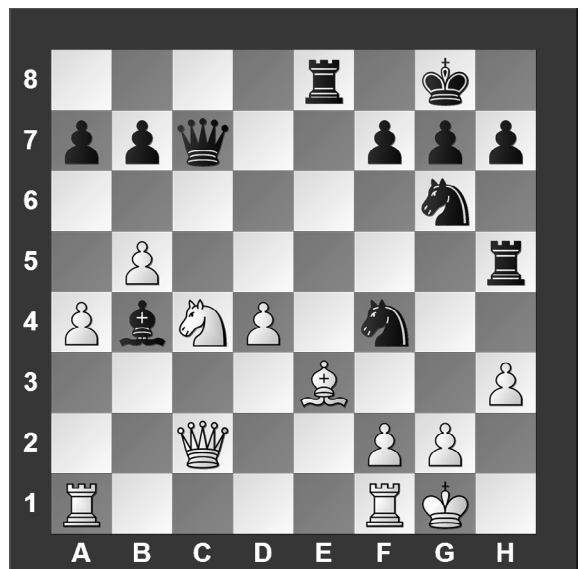
#3. Black to move



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.

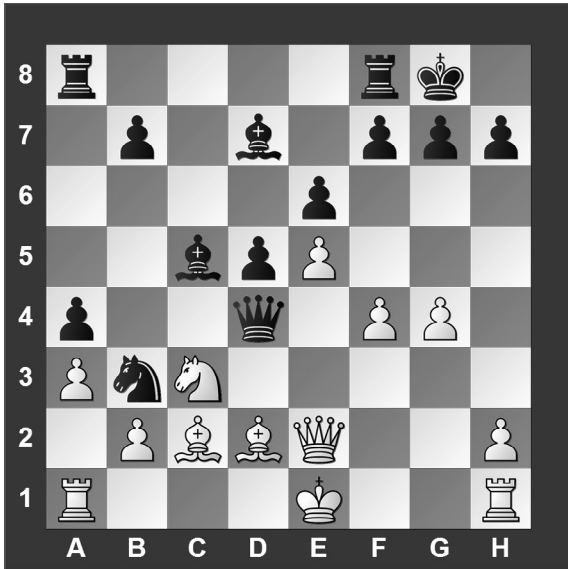
#4.



Which side has material advantage?

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

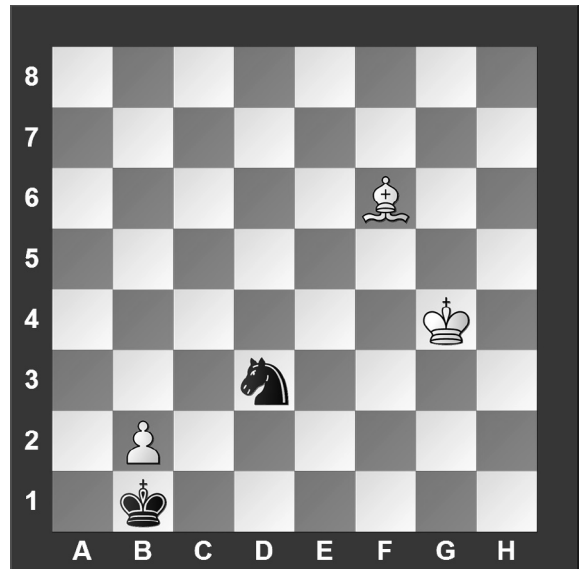
#5. White to move



Which move is possible for White?

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

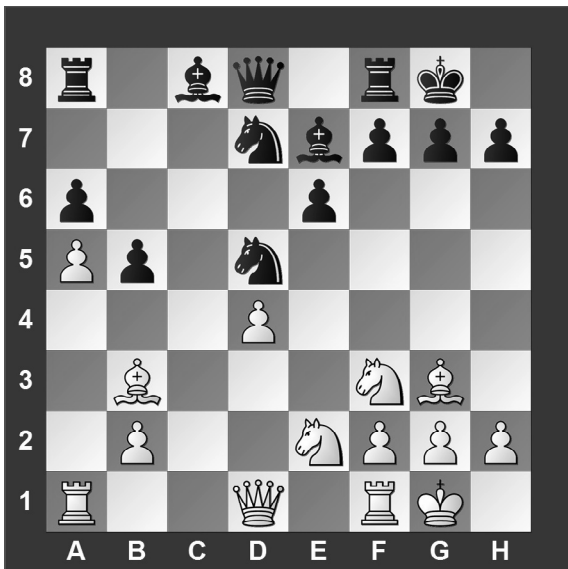
#6. White to move



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.

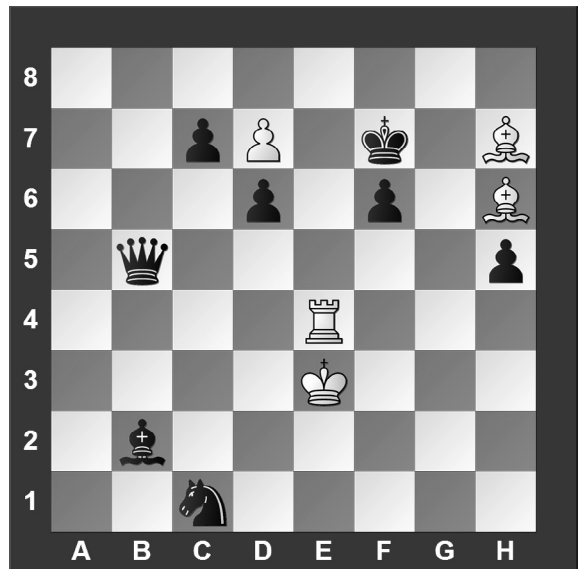
#7. White to move



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

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

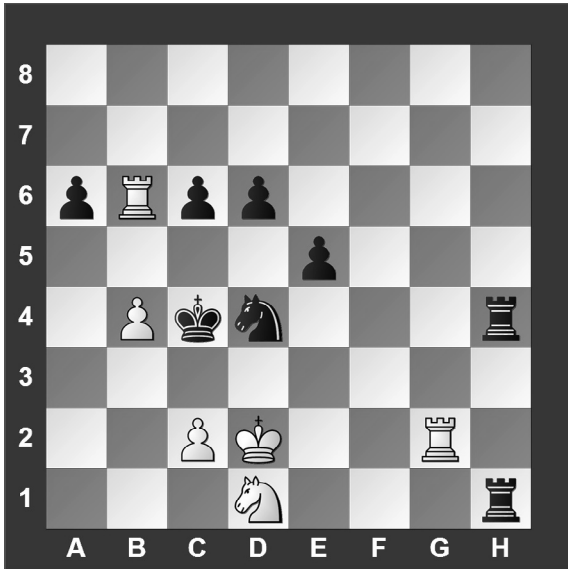
#8. White to move



What piece should White promote to?

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

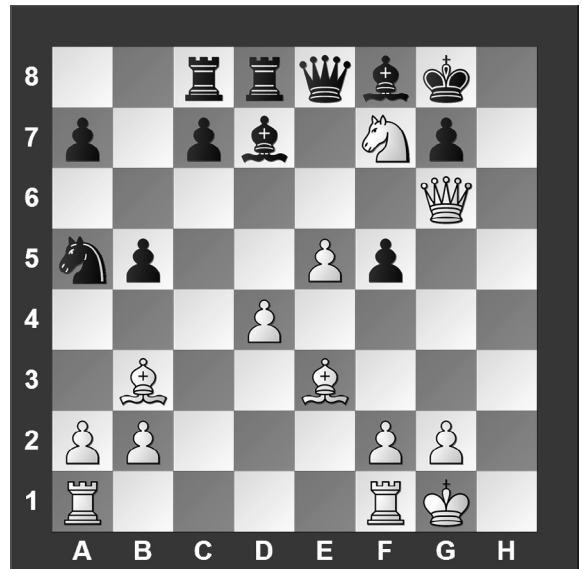
#9. White to move



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

- a) ♖b2
- b) ♖e3
- c) ♜xc6
- d) ♖c3

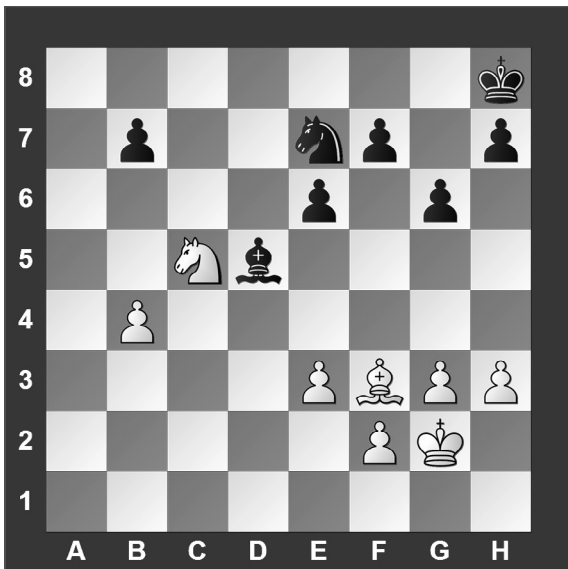
#10. White to move



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

- a) ♖h6
- b) ♖xd8
- c) ♖d6
- d) ♖g5

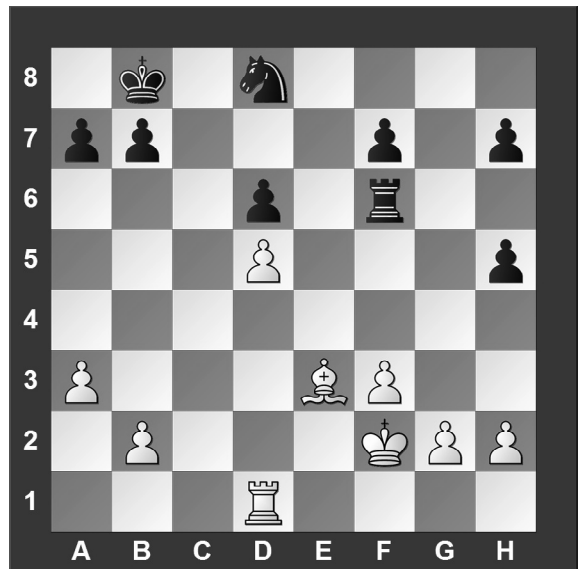
#11. White to move



What is White's best move?

- a) e4
- b) ♖xb7
- c) ♖d7
- d) ♕xd5

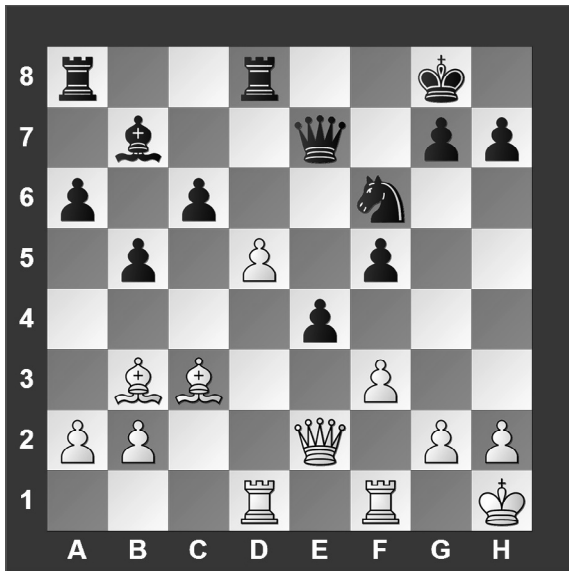
#12. White to move



What is White's best move?

- a) ♕d4
- b) ♕g5
- c) ♜c1
- d) g4

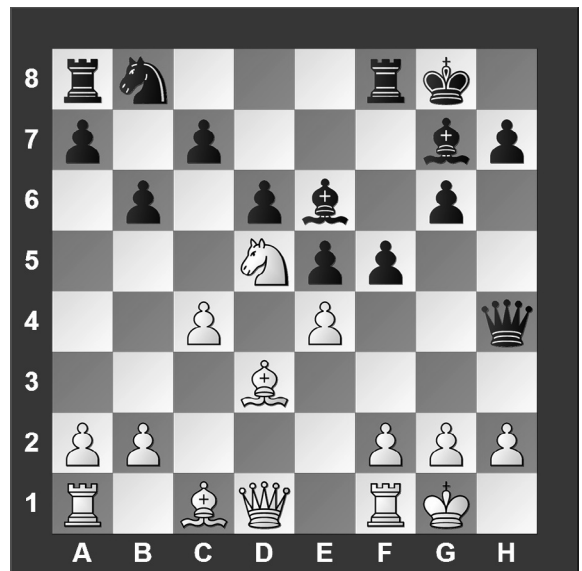
#13. White to move



What is White's best move?

- a) $d \times c6$
- b) $\text{Q} \times f6$
- c) $f \times e4$
- d) $d6$

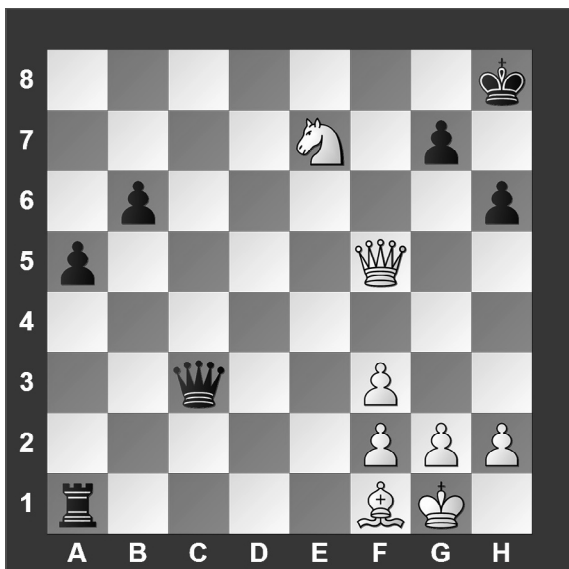
#14. White to move



What is White's best move?

- a) $e \times f5$
- b) $g3$
- c) $\text{N} \times c7$
- d) $f4$

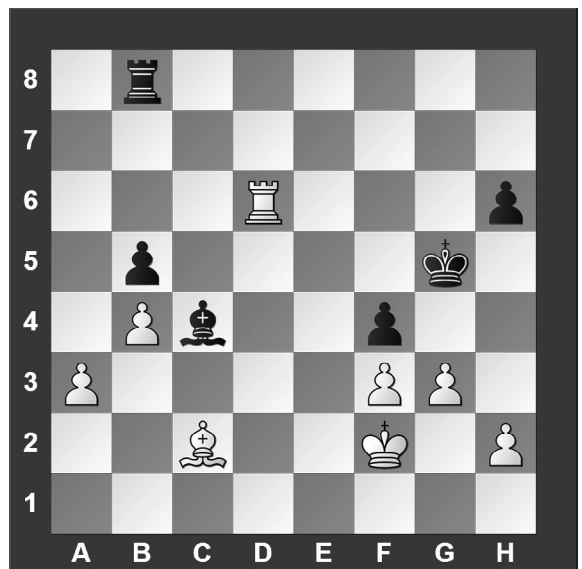
#15. White to move



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

- a) $\text{N} \times f8$
- b) $\text{N} \times g8$
- c) $\text{N} \times g6$
- d) $\text{N} \times c8$

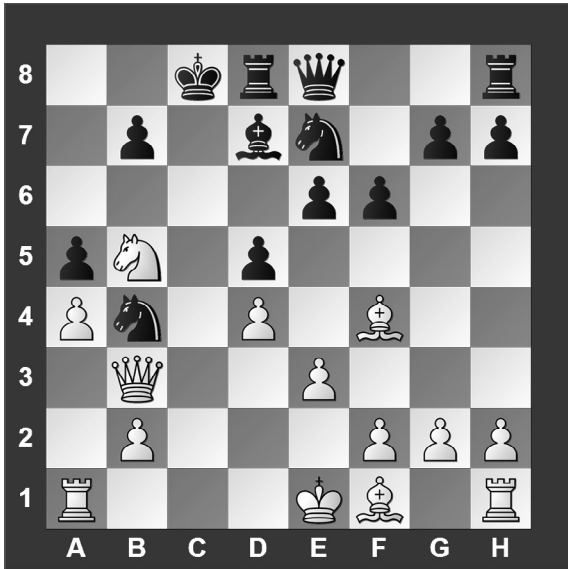
#16. White to move



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

- a) $\text{R} \times g6$
- b) $h4$
- c) $\text{Q} \times g6$
- d) $g4$

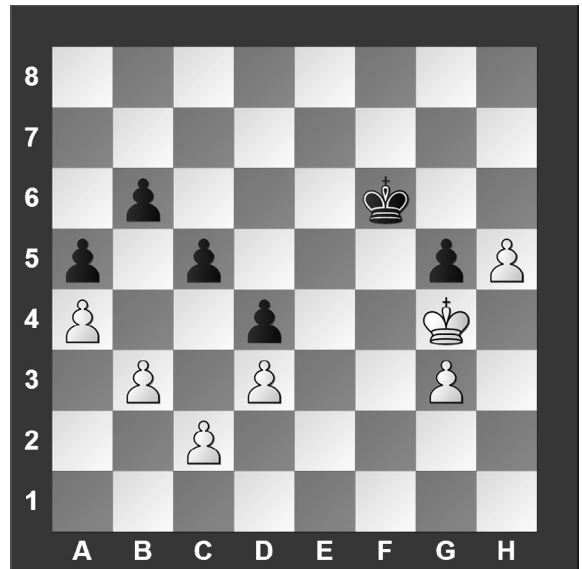
#17. White to move



What is White's best move?

- a) ♖d6
- b) ♜c1
- c) ♗a7
- d) ♗c7

#18. 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.

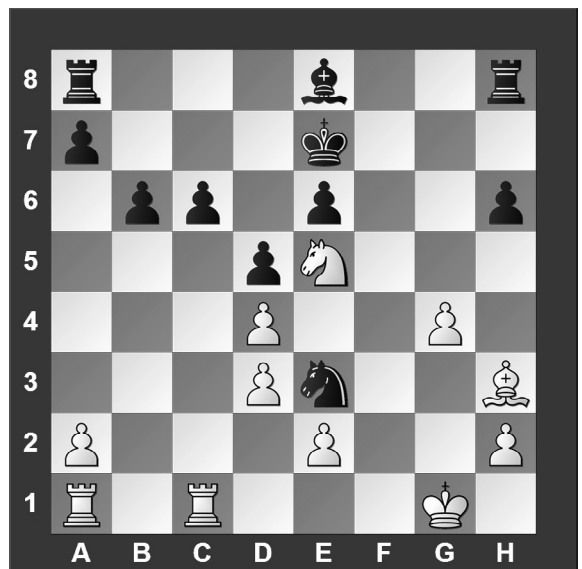
#19. White to move



What is White's best move?

- a) ♔h6
- b) ♔f4
- c) ♜h6
- d) dxc5

#20. White to move



What is White's best move?

- a) ♔f2
- b) ♗xc6
- c) ♗g6
- d) ♜xc6



**University Interscholastic League
A+ Chess Puzzle Contest
2018-2019 Fall/Winter District — Grades 6, 7, and 8
ANSWER KEY**

Test

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

Tiebreaker

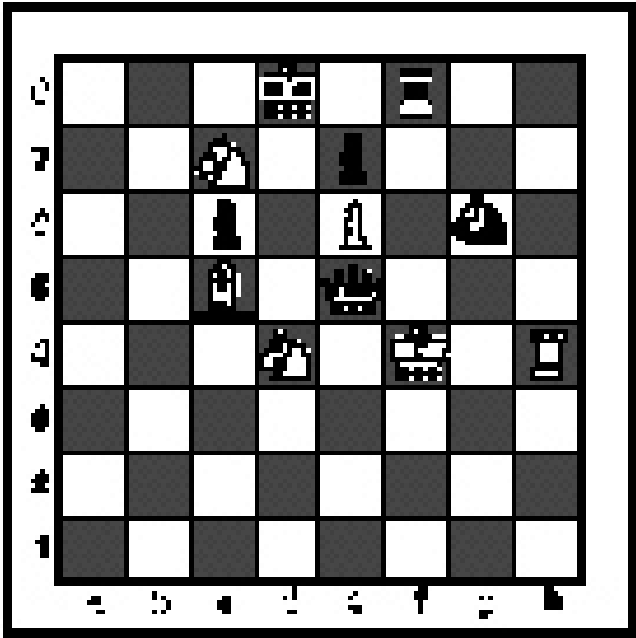
- | | |
|------|------|
| 1. D | 5. A |
| 2. C | 6. A |
| 3. B | 7. D |
| 4. A | 8. A |

FALL/WINTER DISTRICT 2018-2019

A+ ACADEMICS



University Interscholastic League

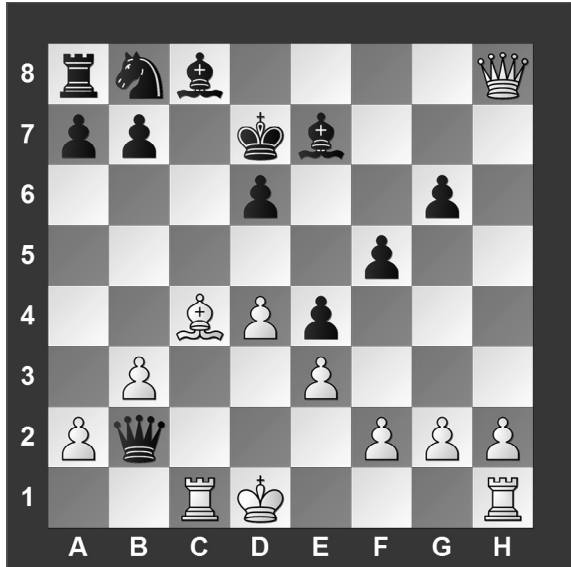


Chess Puzzle Solving

TIEBREAKER - ALL GRADES

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

#1. White to move



What is White's best move?

- a) ♔e6
- b) ♔b5
- c) ♔f7
- d) ♖xc8

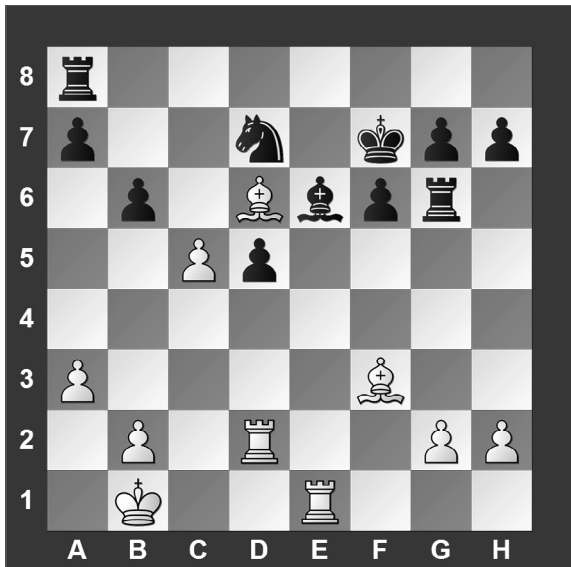
#2. White to move



if White can checkmate Black in three moves, what is the *second* move?

- a) ♖h1
- b) ♜f7
- c) ♜e6
- d) ♖h8

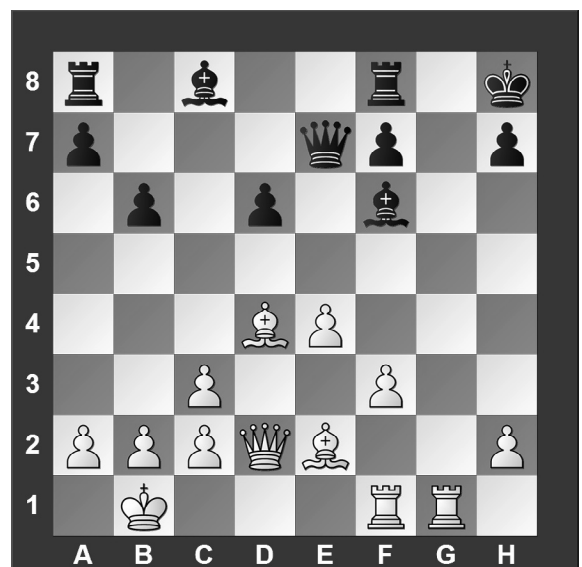
#3. White to move



What is White's best move?

- a) ♔xd5
- b) ♖xe6
- c) cxb6
- d) ♔h5

#4. White to move



What is White's best move?

- a) ♜g5
- b) ♔xf6
- c) ♜h6
- d) ♜f4

#5. White to move



What is White's best move?

- a) ♖f1
- b) ♜h7
- c) ♘h7
- d) ♜xg6

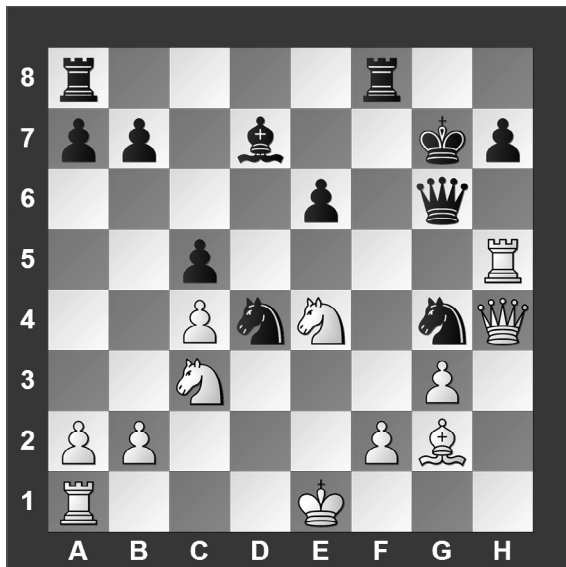
#6. White to move



What is White's best move?

- a) ♜x b7
- b) gxf3
- c) cxd5
- d) ♘a4

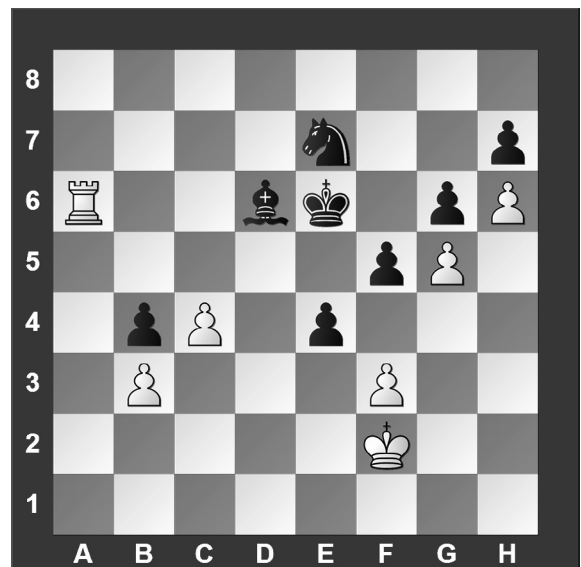
#7. White to move



What is White's best move?

- a) ♖xh7
- b) ♘xc5
- c) ♜e7
- d) ♖g5

#8. White to move



What is White's best move?

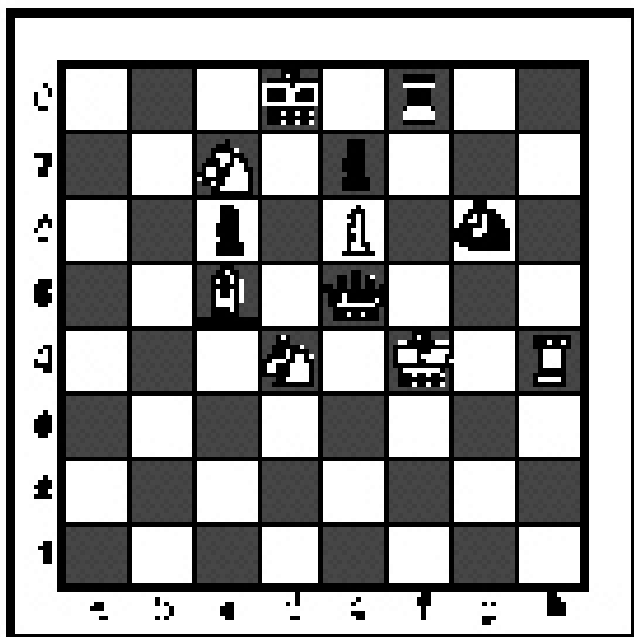
- a) c5
- b) fxe4
- c) ♖xd6
- d) f4

SPRING DISTRICT 2018-2019

A+ ACADEMICS



University Interscholastic League



Chess Puzzle Solving

grades 2 & 3

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

How to read and answer questions on this test

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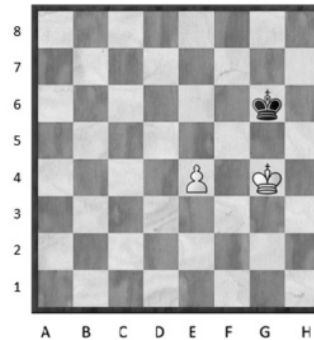
At right are two sample moves.

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.

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.

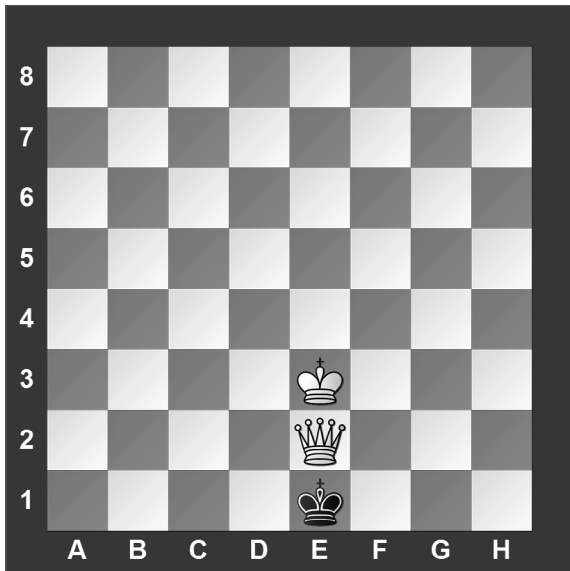


White has just played **e4**.



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

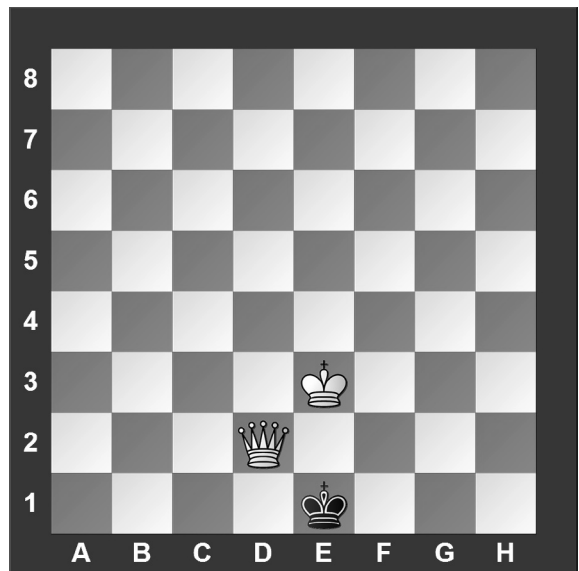
#1. Black to move



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.

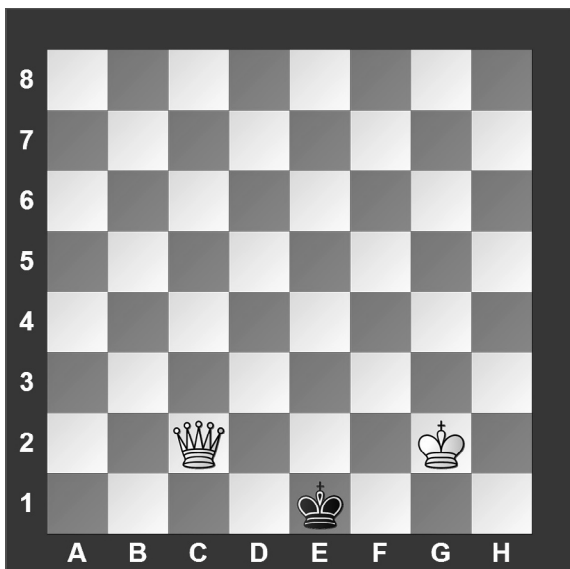
#2. Black to move



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.

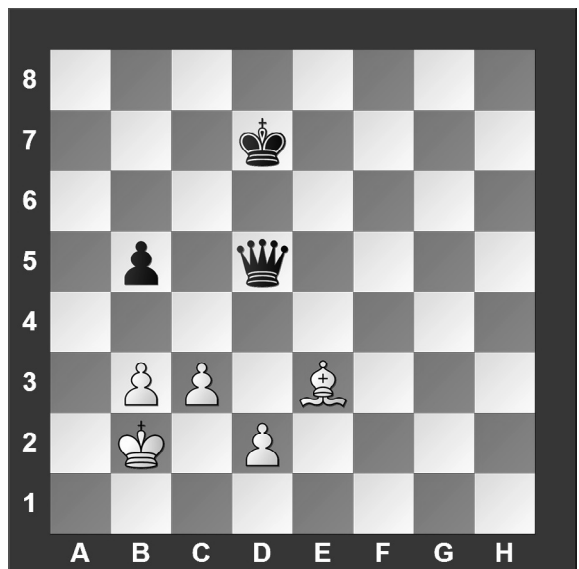
#3. Black to move



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.

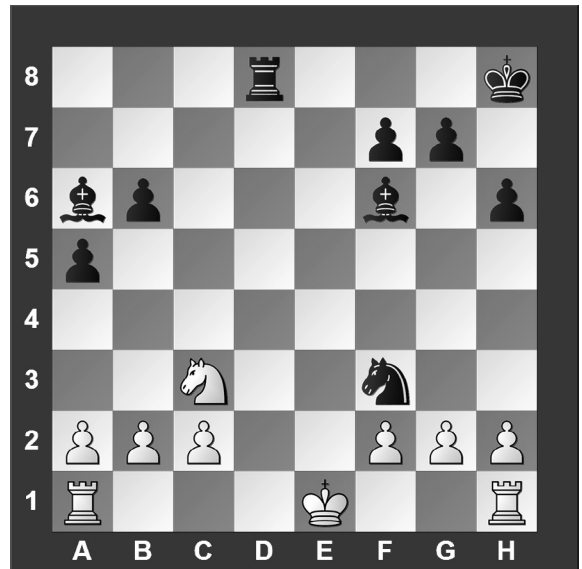
#5. White to move



Black just played e7 to e5. Which pawn can be captured?

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

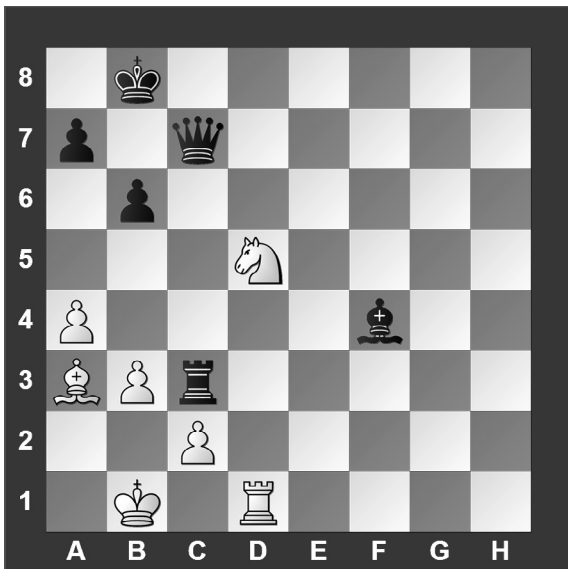
#6. White to move



Which move is possible for White?

- a) Short Castle.
- b) Long Castle.
- c) Move the king.
- d) Capture the knight.

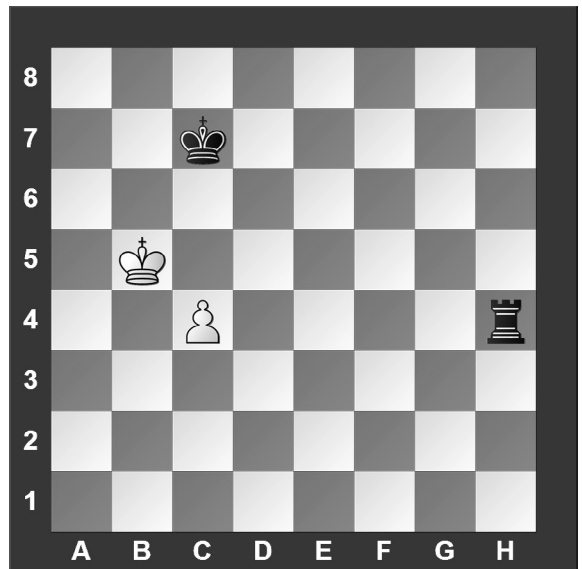
#7. White to move



What piece should white capture?

- a) Black's queen.
- b) Black's pawn.
- c) Black's bishop.
- d) Black's rook.

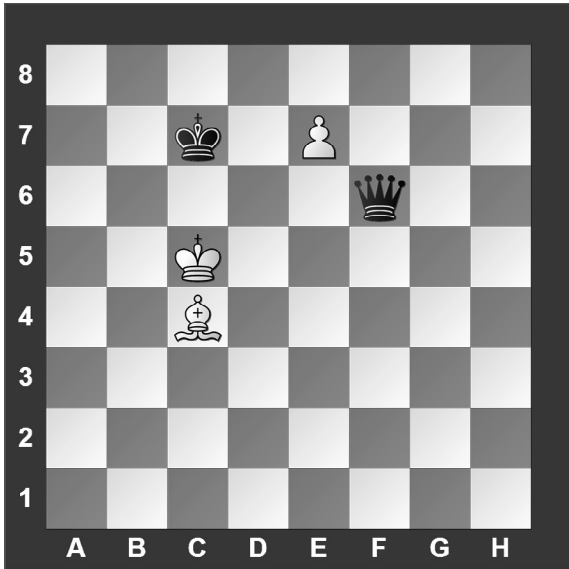
#8. White to move



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.

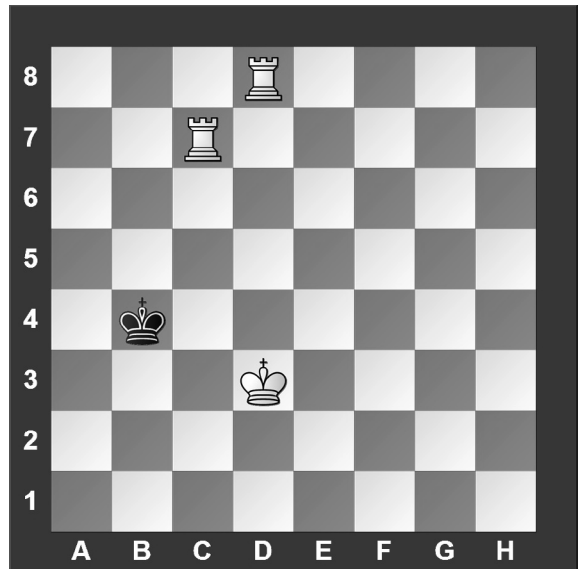
#9. White to move



What piece should White promote to?

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

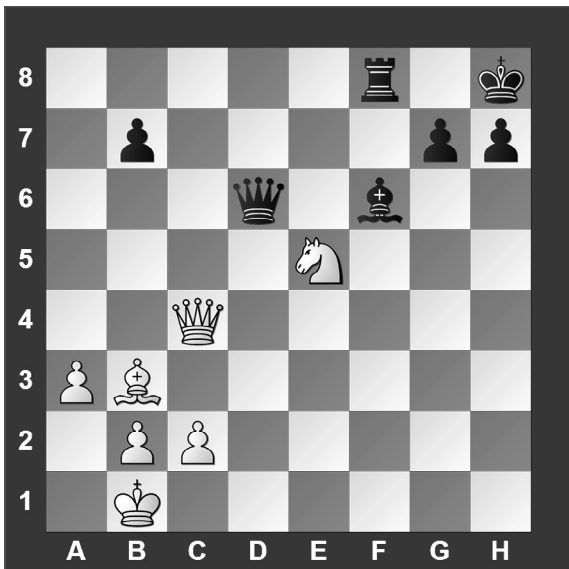
#10. White to move



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

- a) 1 move.
- b) 2 moves.
- c) 3 moves.
- d) 4 moves.

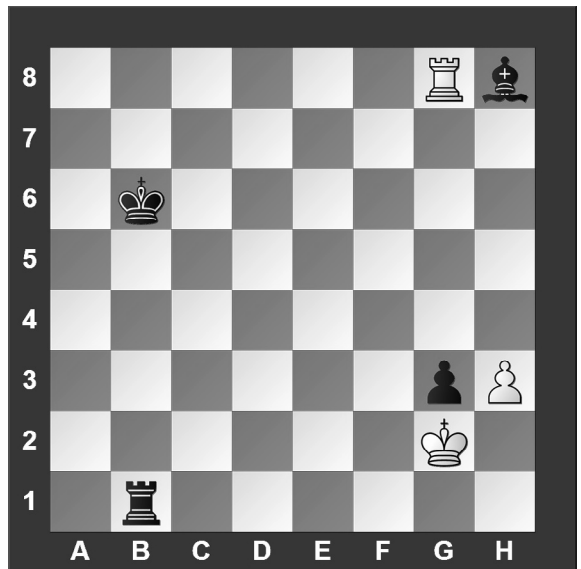
#11. White to move



What is White's best move?

- a) ♖g6
- b) ♖f7
- c) ♕g8
- d) ♕c8

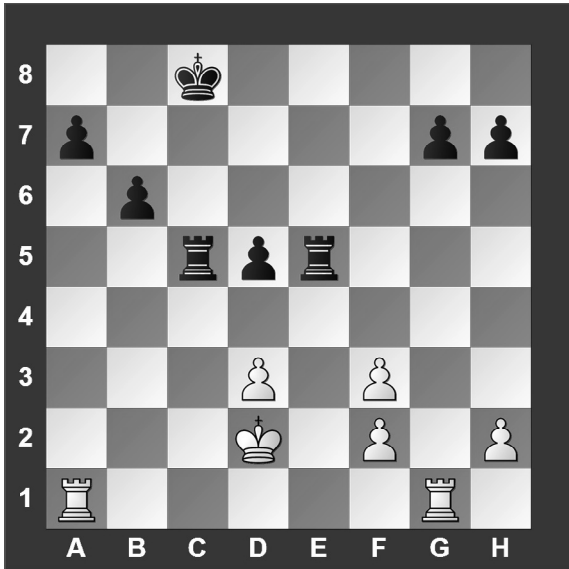
#12. White to move



What is White's best move?

- a) ♖xg3
- b) ♖b8
- c) ♖xh8
- d) h4

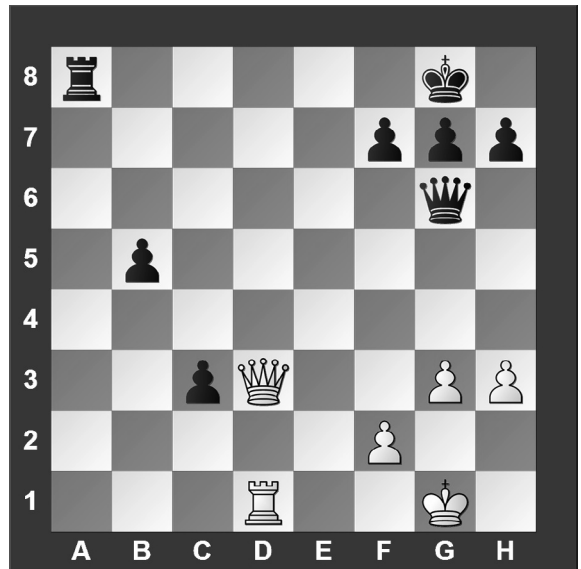
#13. White to move



What is White's best move?

- a) ♖xg7
- b) ♖xa7
- c) f4
- d) d4

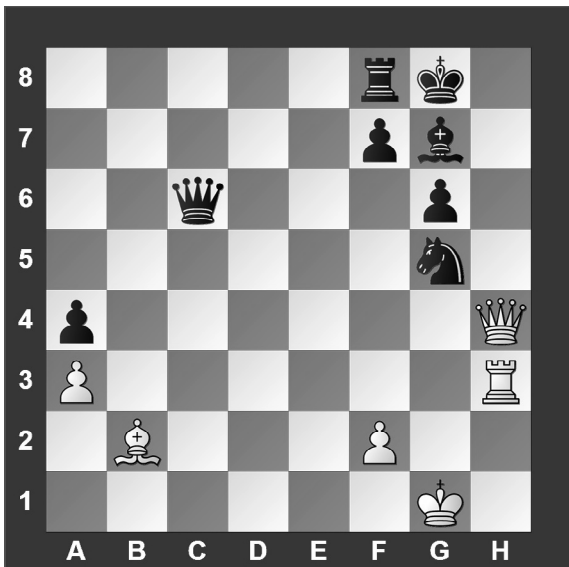
#14. White to move



What is White's best move?

- a) ♔d8
- b) ♔xg6
- c) ♔xb5
- d) ♔xc3

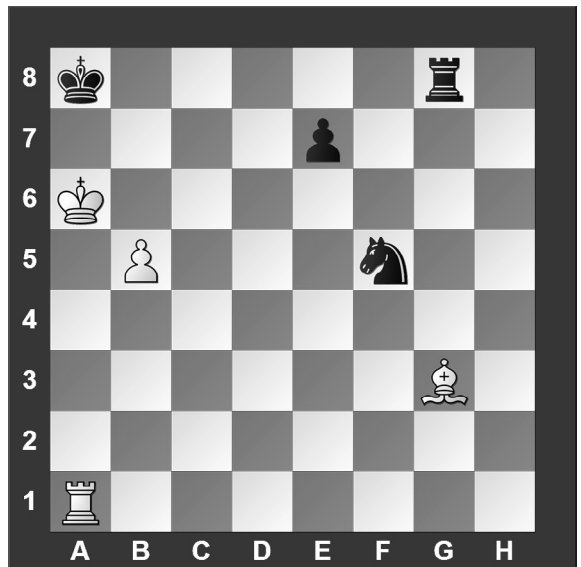
#15. White to move



What is White's best move?

- a) ♔xg5
- b) ♔h7
- c) ♔h8
- d) ♔xa4

#16. White to move



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

- a) b6
- b) ♔c7
- c) ♔b6
- d) ♖a2



**University Interscholastic League
A+ Chess Puzzle Contest
2018-2019 Spring District — Grades 2 & 3**

ANSWER KEY

Test

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

Tiebreaker

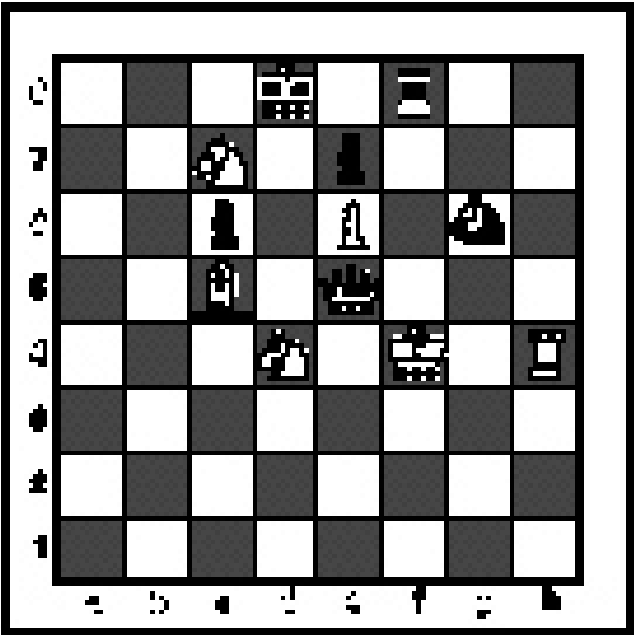
- | | |
|------|------|
| 1. D | 5. D |
| 2. C | 6. B |
| 3. A | 7. A |
| 4. C | 8. C |

SPRING DISTRICT 2018-2019

A+ ACADEMICS



University Interscholastic League



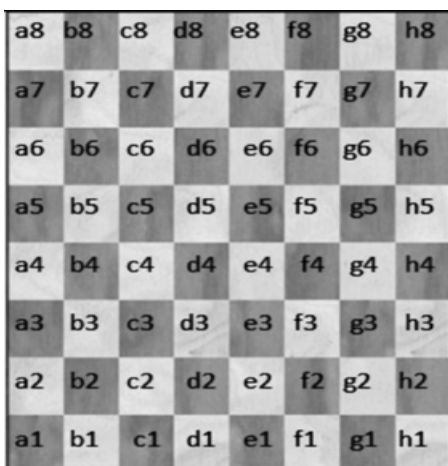
Chess Puzzle Solving

grades 4 & 5

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

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.

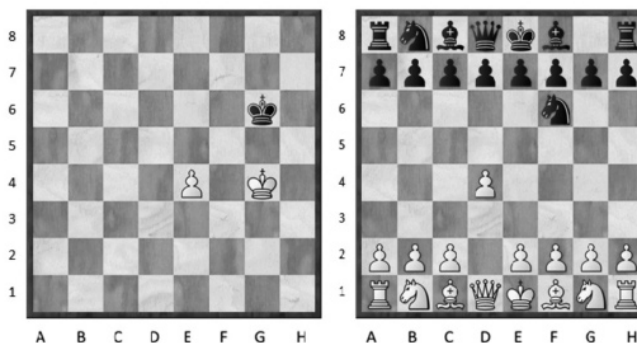


Piece Names	Each chessman can also be represented by a symbol, except for the pawn. (Figurine Notation)
King	
Queen	
Rook	
Bishop	
Knight	
Pawn	a-h (We write the file it's on.)

- 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.

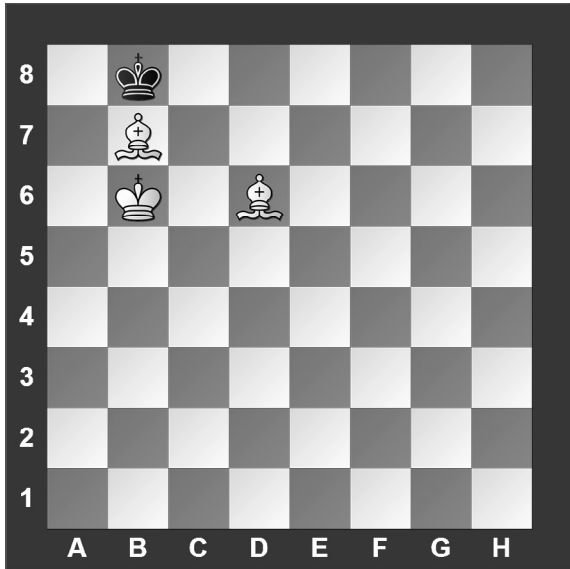
If you look closely at the diagrams in the questions below, you'll see that the frame around the diagram labels the ranks (1-8) and files (a-h) to help you.



White has just played **e4**.

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

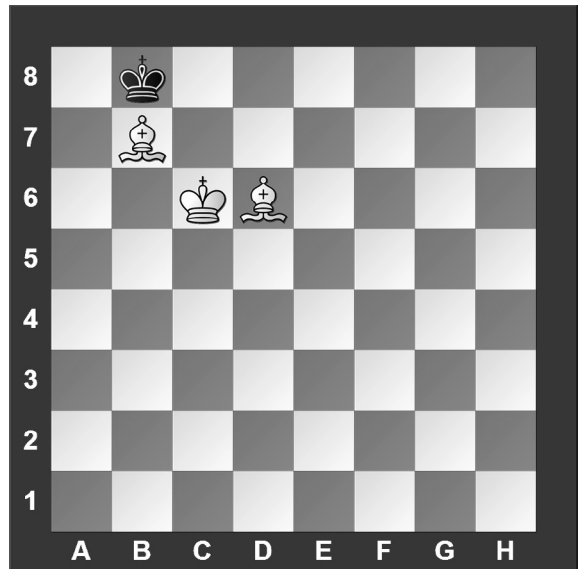
#1. Black to move



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.

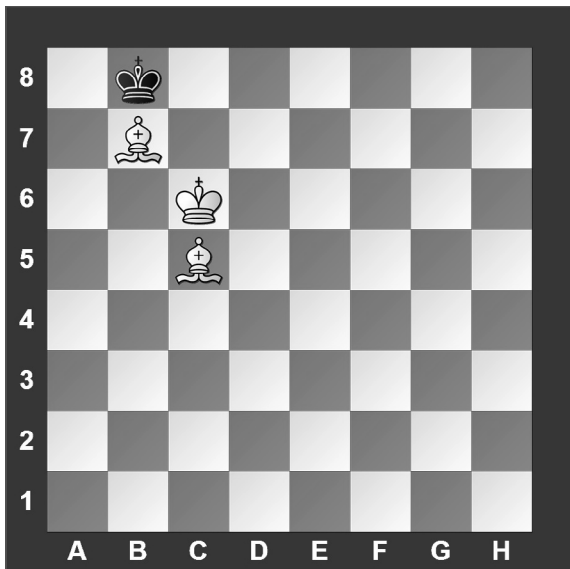
#2. Black to move



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.

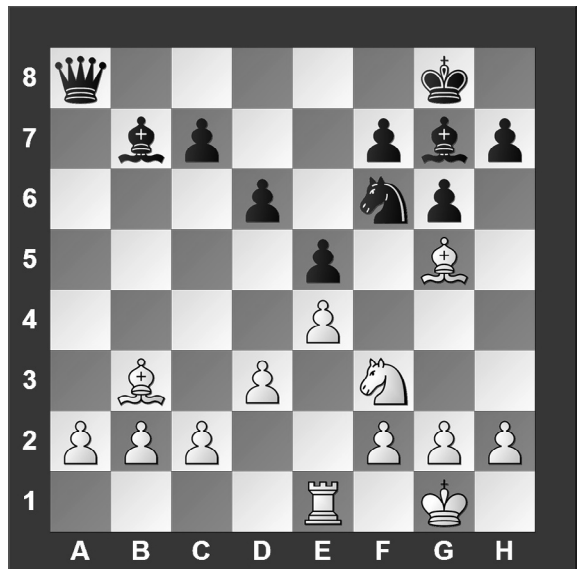
#3 Black to move.



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.

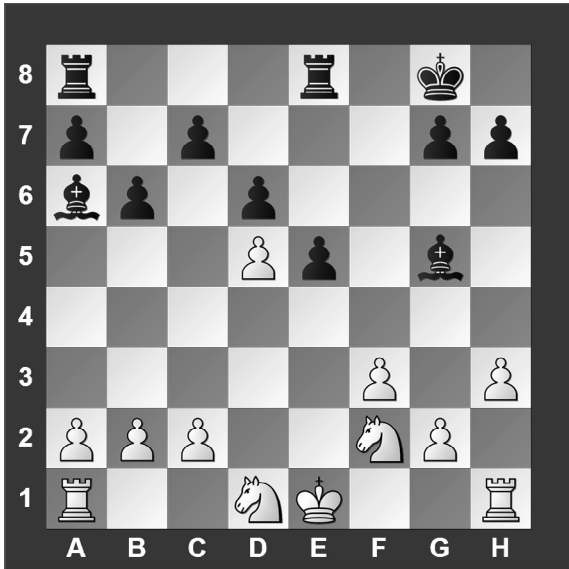
#4.



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.

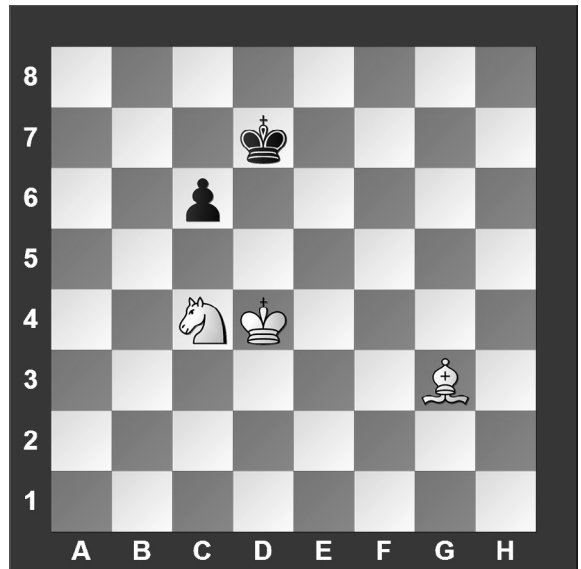
#5. White to move



Which move below is possible for White?

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

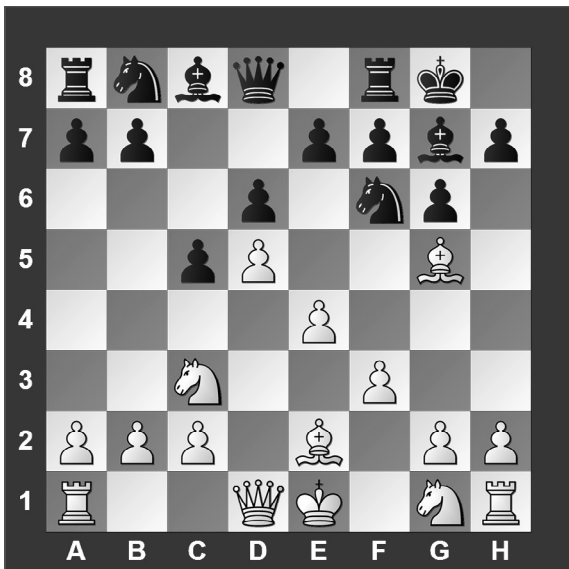
#6. White to move



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

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

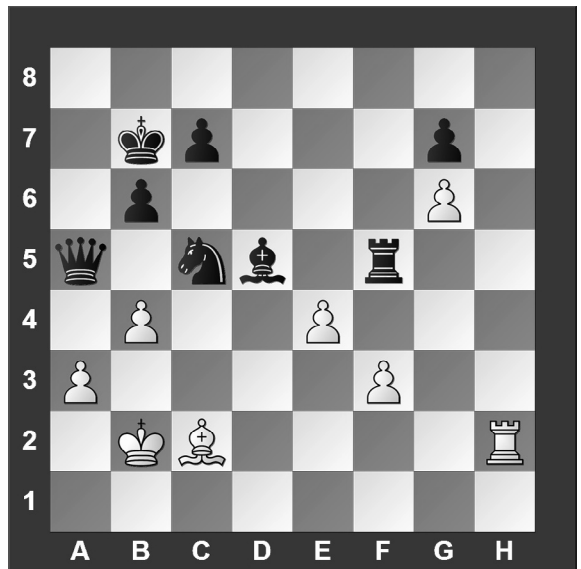
#7. White to move



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

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

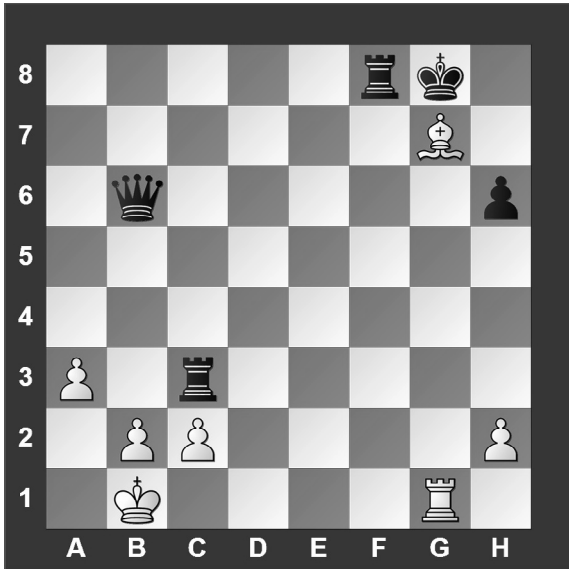
#8. White to move



What piece should White capture?

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

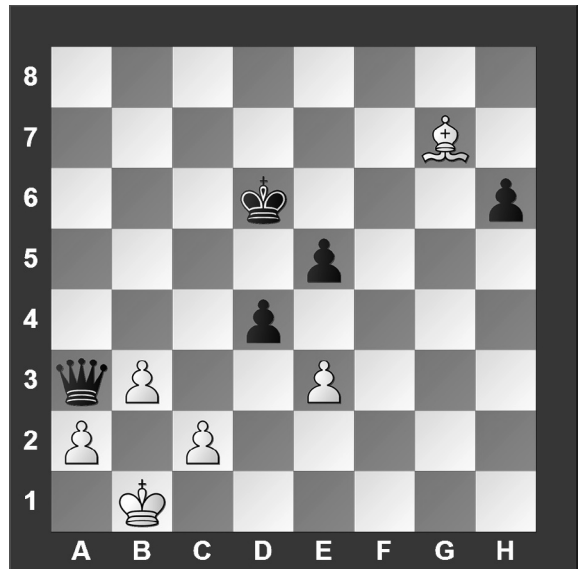
#9. White to move



What is White's best move?

- a) ♔d4
- b) ♔xc3
- c) ♔xf8
- d) ♔xh6

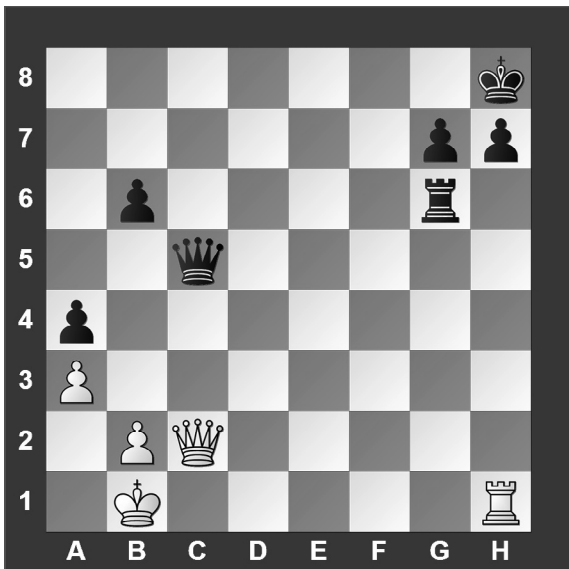
#10. White to move



What is White's best move?

- a) ♔xe5
- b) ♔xh6
- c) e4
- d) ♔f8

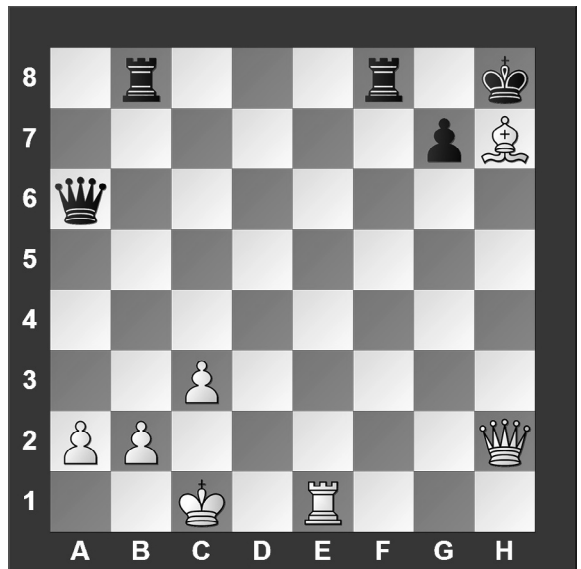
#11. White to move



What is White's best move?

- a) ♔xa4
- b) ♔xc5
- c) ♔xg6
- d) ♔xh7

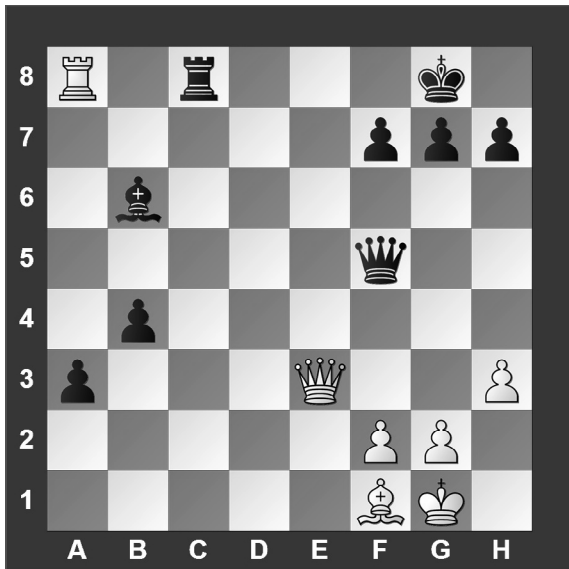
#12. White to move



What is White's best move?

- a) ♔d3
- b) ♔g6
- c) ♔c2
- d) ♔b1

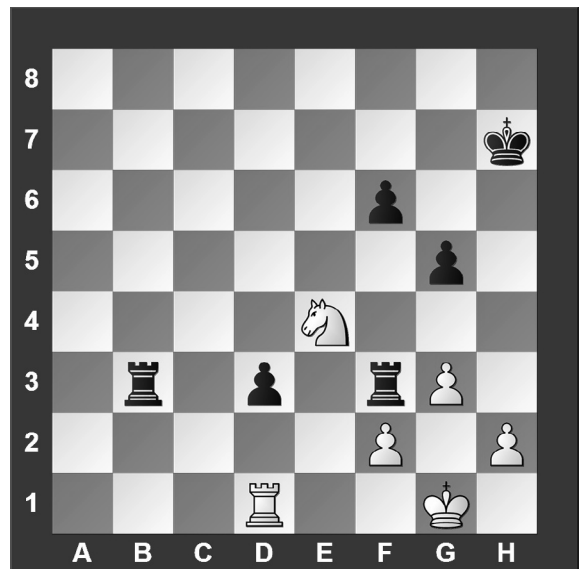
#13. White to move



What is White's best move?

- a) ♖xc8
- b) ♖xb6
- c) ♗d3
- d) ♖e8

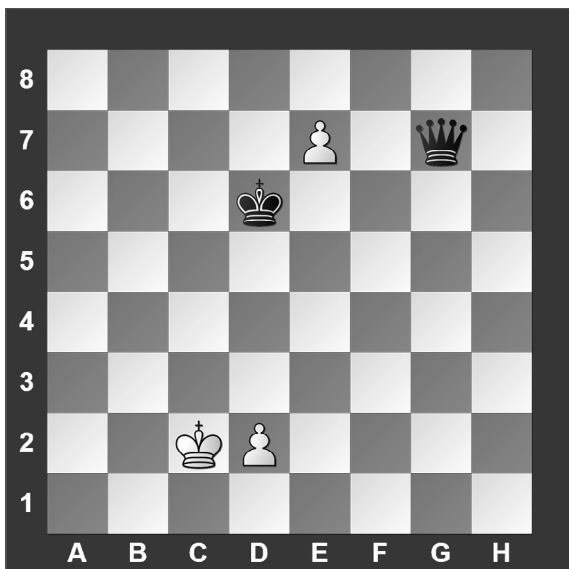
#14. White to move



What is White's best move?

- a) ♗xf6
- b) ♗xg5
- c) ♗d2
- d) ♖g2

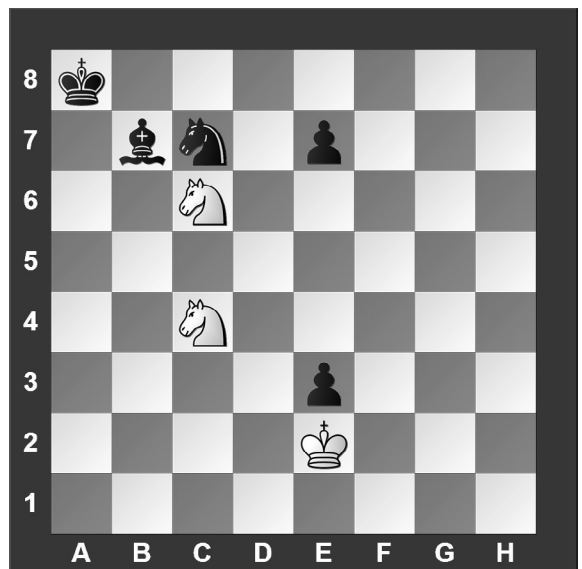
#15. White to move



What piece should White promote to?

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

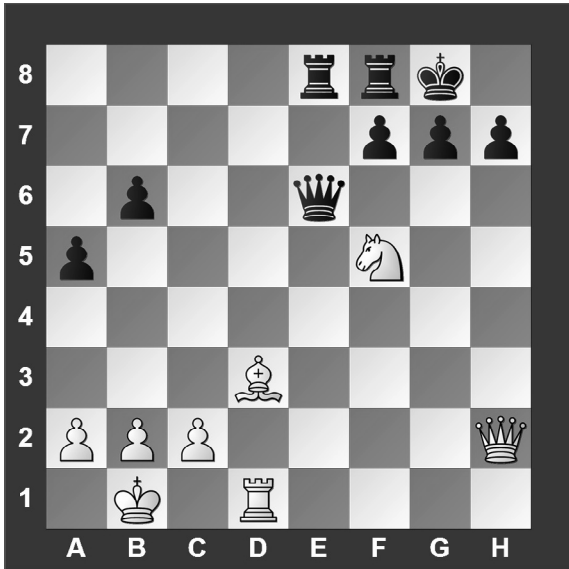
#16. White to move



What is White's best move?

- a) ♗b6
- b) ♗xe7
- c) ♗xe3
- d) ♖xe3

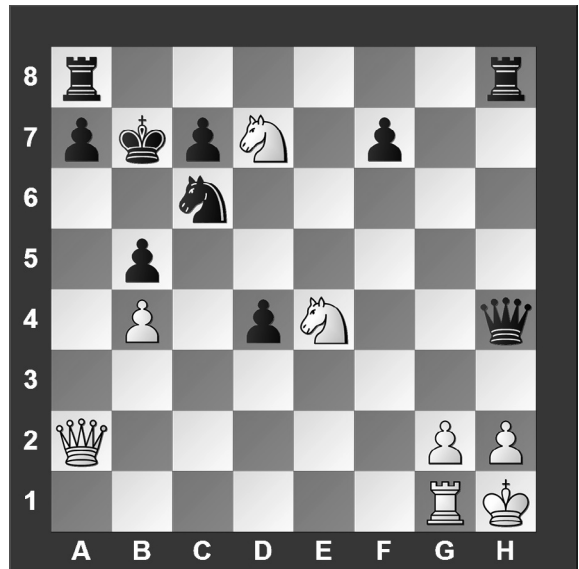
#17. White to move



What is White's best move?

- a) ♖h6
- b) ♜xh7
- c) ♜h1
- d) ♖e7

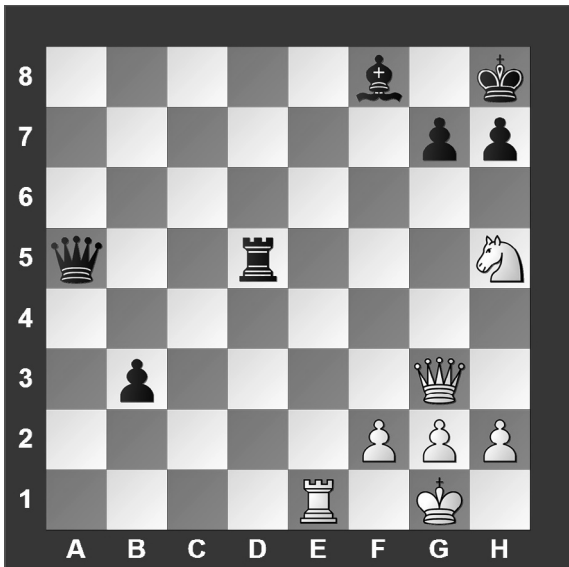
#18. White to move



What is White's best move?

- a) ♜a6
- b) ♖d6
- c) ♜d5
- d) ♜xf7

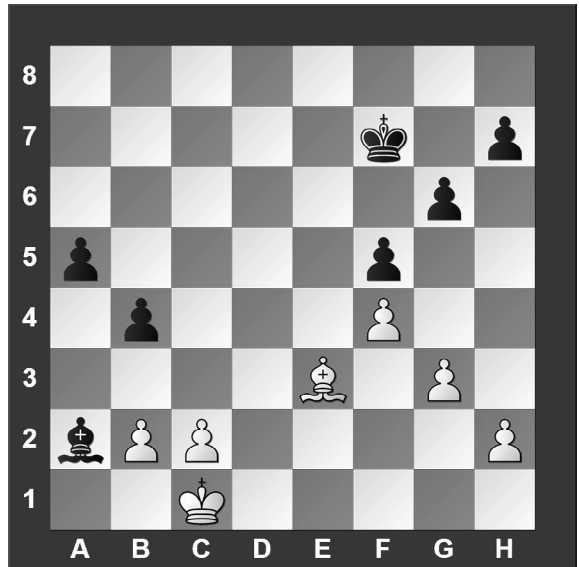
#19. White to move



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

- a) ♜xg7
- b) ♜e8
- c) ♜h1
- d) ♖xg7

#20. White to move



What is White's best move?

- a) ♖b6
- b) ♜d2
- c) h4
- d) b3



**University Interscholastic League
A+ Chess Puzzle Contest
2018-2019 Spring — Grades 4 & 5**

ANSWER KEY

Test

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

Tiebreaker

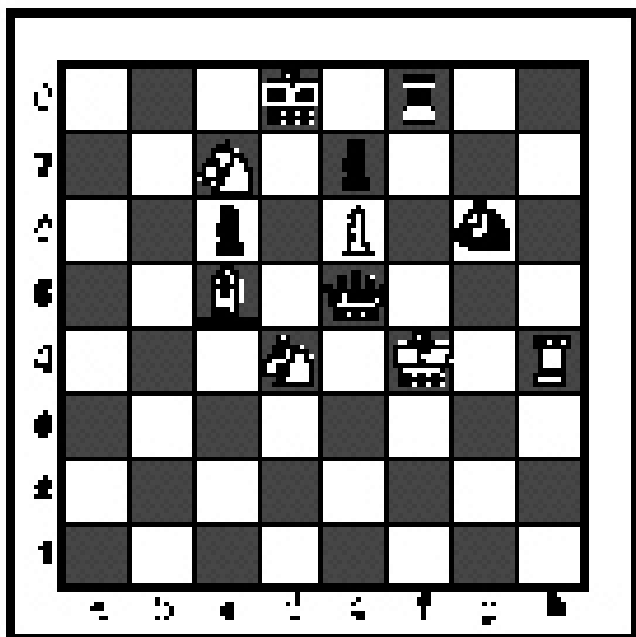
- | | |
|------|------|
| 1. D | 5. D |
| 2. C | 6. B |
| 3. A | 7. A |
| 4. C | 8. C |

SPRING DISTRICT 2018-2019

A+ ACADEMICS



University Interscholastic League



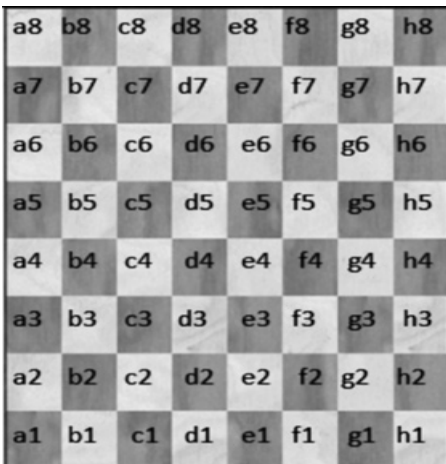
Chess Puzzle Solving

grades 6, 7, 8

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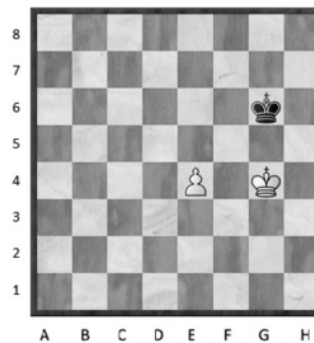


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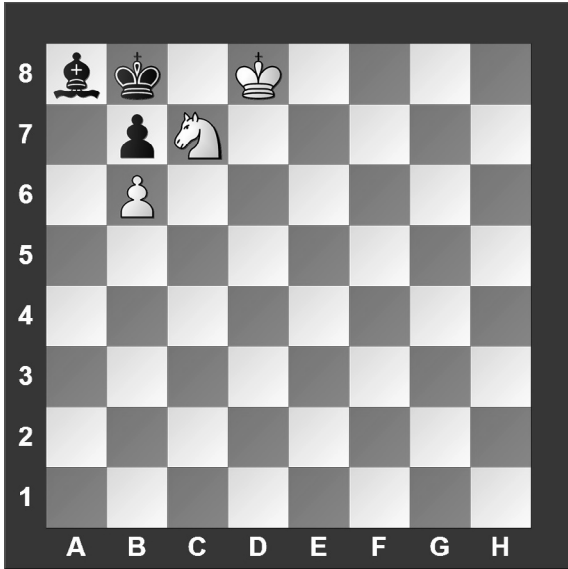


White has just played **e4**.



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

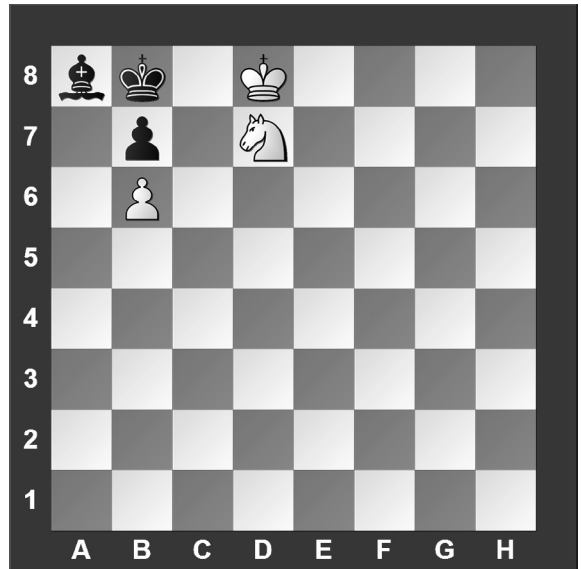
#1. Black to move



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.

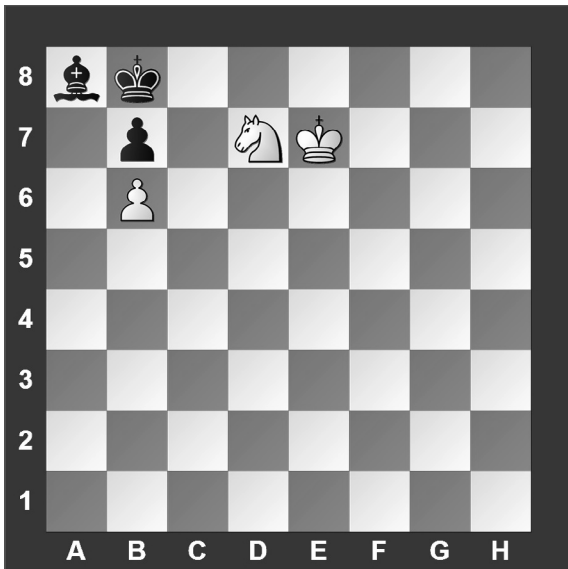
#2. Black to move



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.

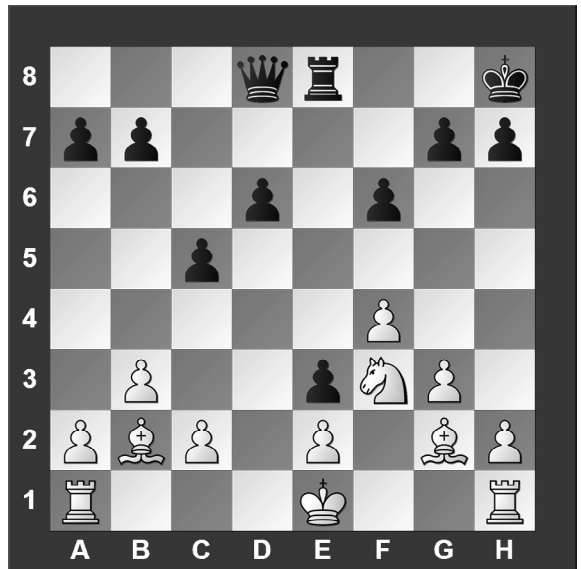
#3. Black to move



What term best describes this situation?

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

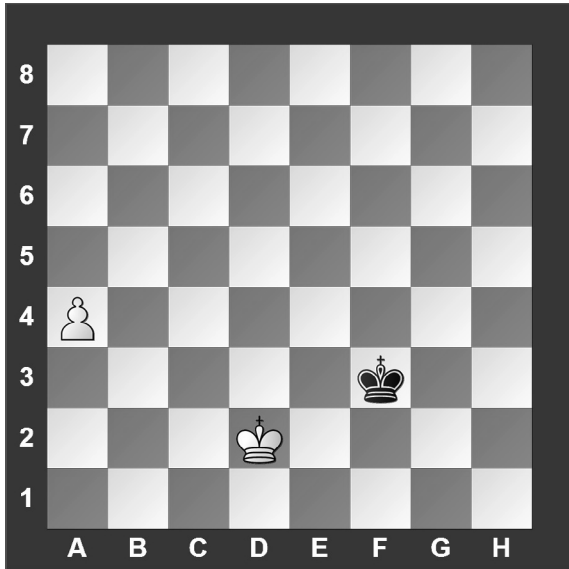
#4.



Which side has material advantage?

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

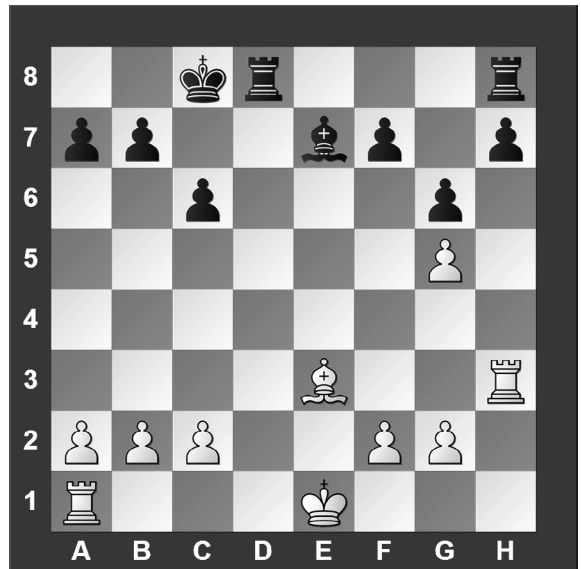
#5. Black to move



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

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

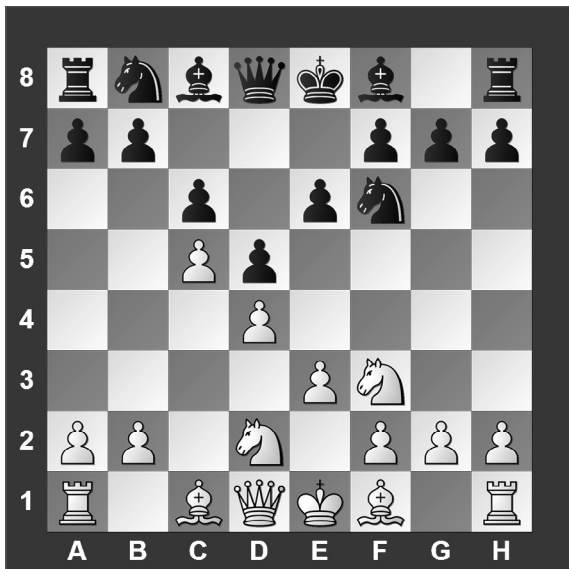
#6. White to move



Which move is possible for Black?

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

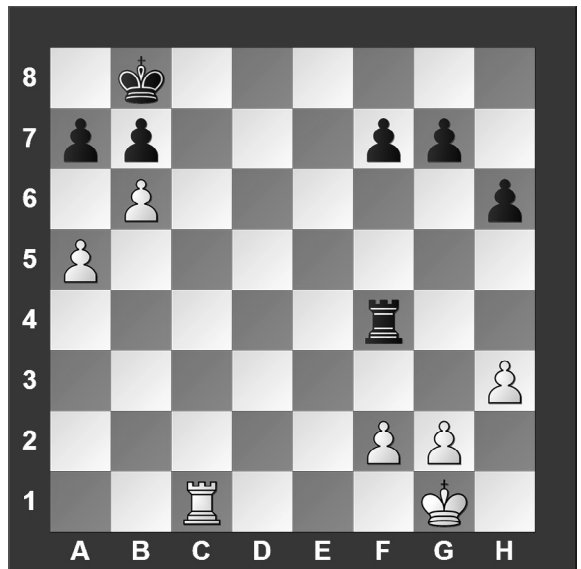
#7. White to move



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

- a) Black's b-pawn
- b) Black's d-pawn
- c) Black's c-pawn
- d) All of the above

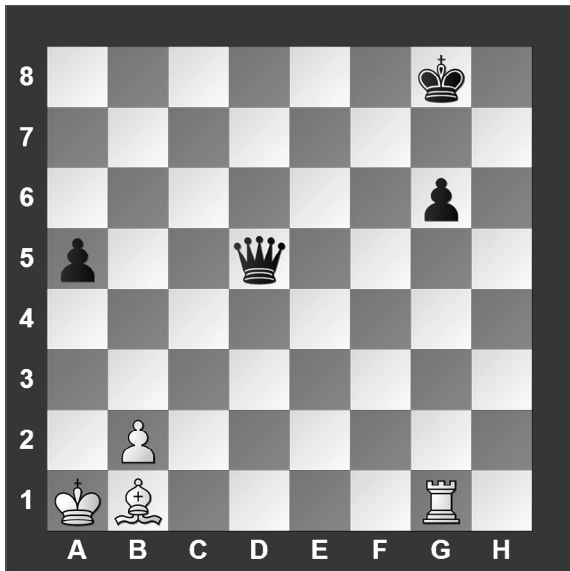
#8. White to move



What is the best move?

- a) $b \times a7$
- b) $\text{Rc}8$
- c) $\text{Rc}7$
- d) $g3$

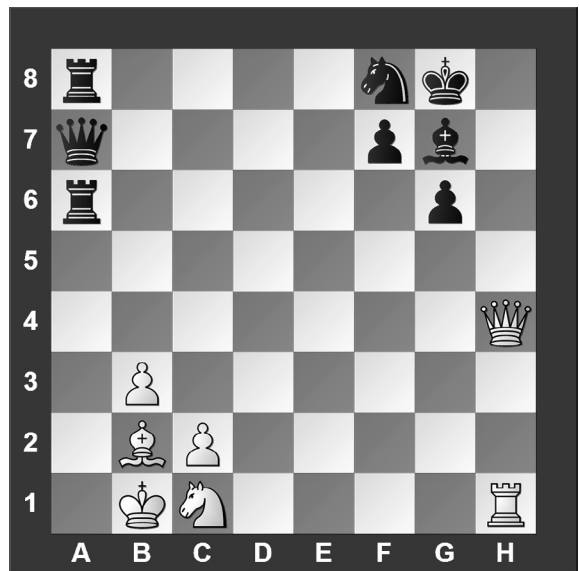
#9. White to move



What is White's best move?

- a) ♔a2
- b) ♔xg6
- c) ♖xg6
- d) ♖g5

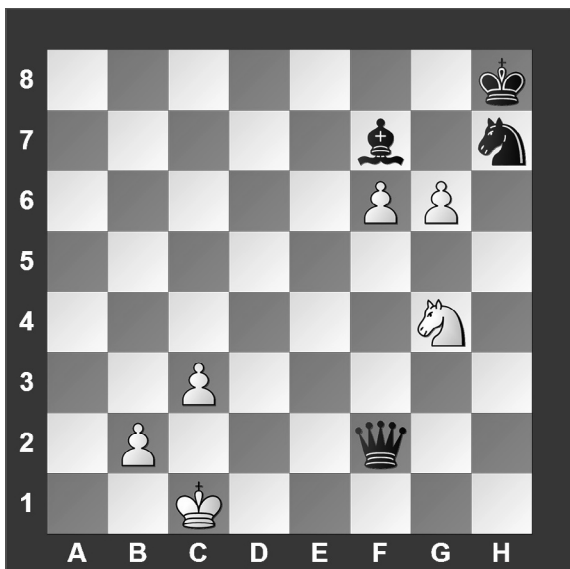
#10. White to move



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

- a) ♖h8
- b) ♖h7
- c) ♔xg7
- d) ♖d8

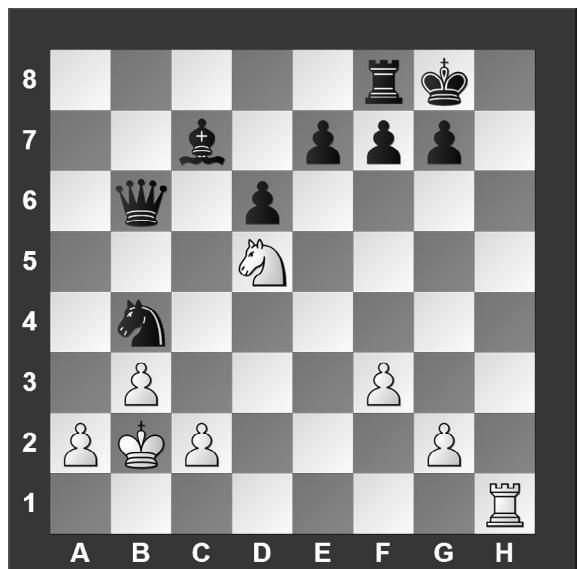
#11. White to move



What is White's best move?

- a) ♔xf2
- b) gxf7
- c) g×h7
- d) g7

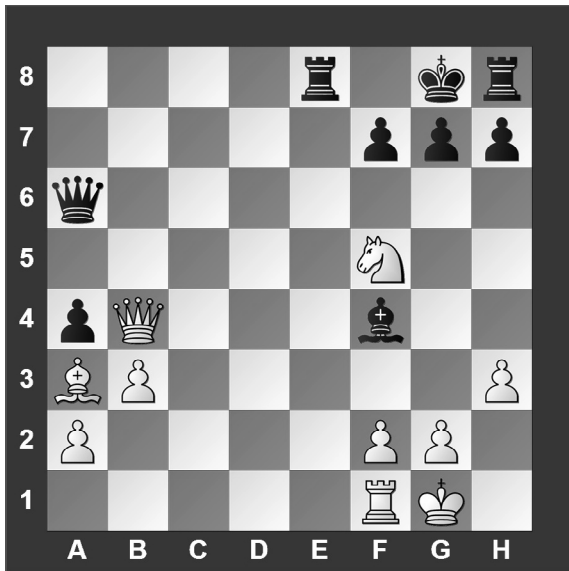
#12. White to move



Which piece should White capture?

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

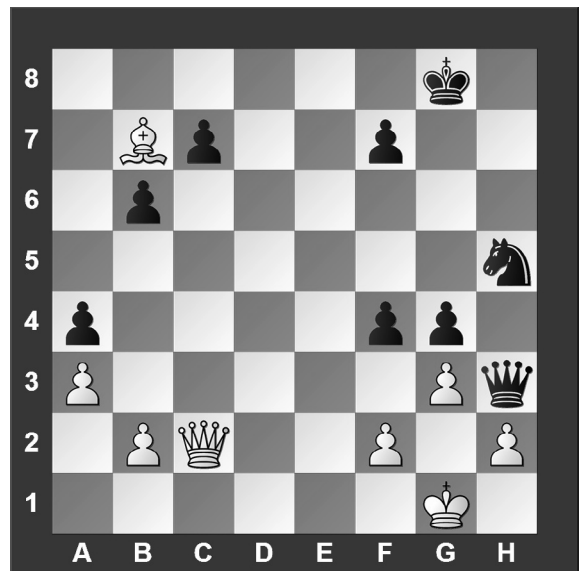
#13. White to move



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

- a) ♖h6
- b) ♖e7
- c) ♗f8
- d) ♖xg7

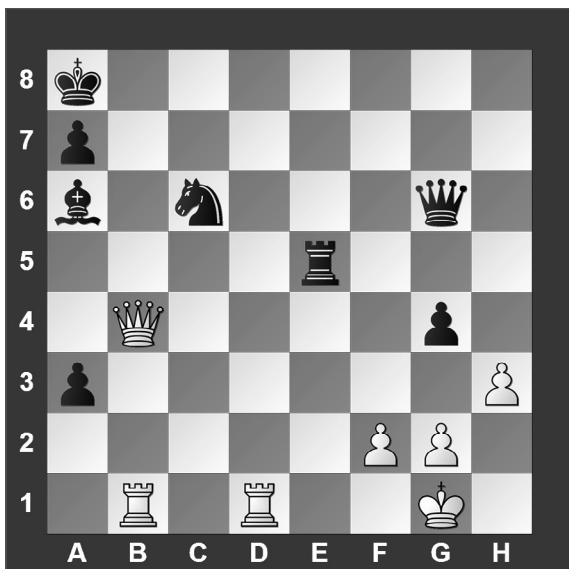
#14. White to move



What is White's best move?

- a) ♔g2
- b) ♗xc7
- c) ♗xa4
- d) ♗f5

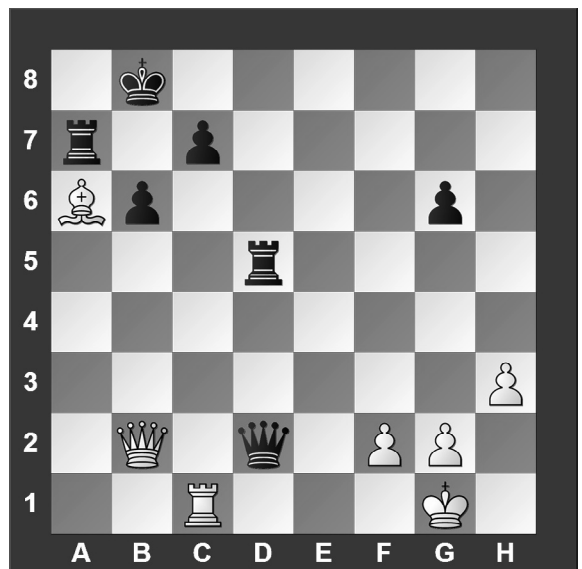
#15. White to move



What is White's best move?

- a) ♗b8
- b) ♗b7
- c) ♖d8
- d) ♗f8

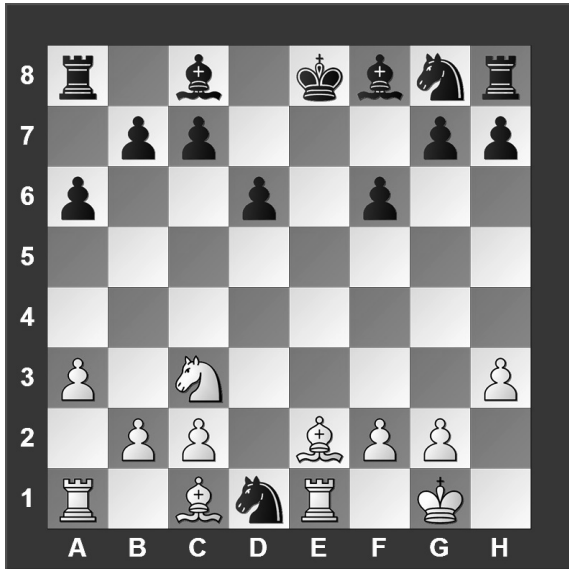
#16. White to move



What is White's best move?

- a) ♗h8
- b) ♗xb6
- c) ♖xc7
- d) ♗xd2

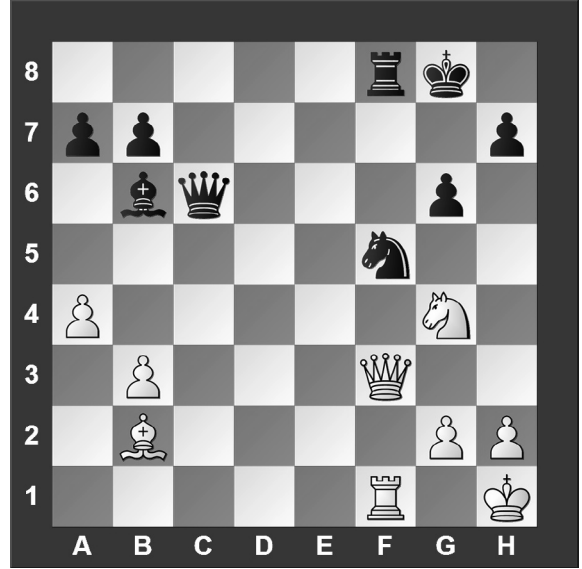
#17. White to move



What is White's best move?

- a) ♔h5
- b) ♔xd1
- c) ♖xd1
- d) ♔b5

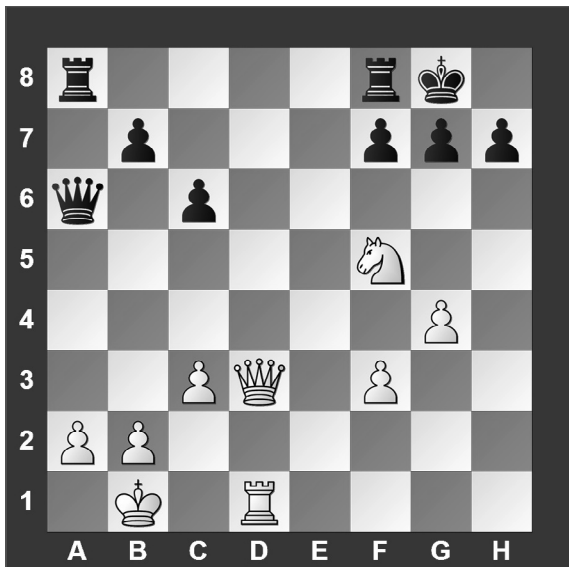
#18. White to move



What is White's best move?

- a) ♙xc6
- b) ♘h6
- c) ♙xf5
- d) ♘f6

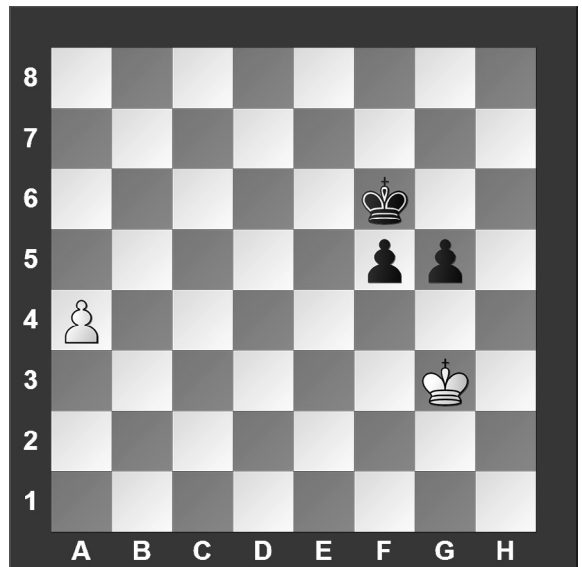
#19. White to move



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

- a) ♘e7
- b) ♘h6
- c) ♘xg7
- d) ♙xa6

#20. White to move



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

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



**University Interscholastic League
A+ Chess Puzzle Contest
2018-2019 Spring — Grades 6, 7, and 8
ANSWER KEY**

Test

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

Tiebreaker

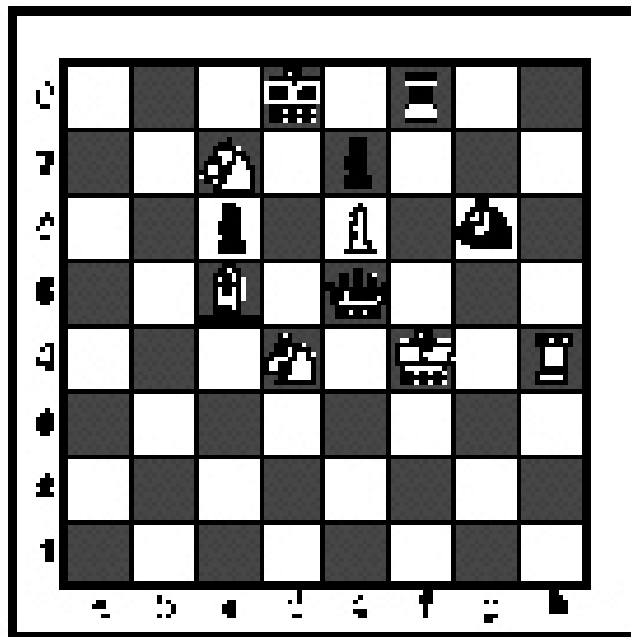
- | | |
|------|------|
| 1. D | 5. D |
| 2. C | 6. B |
| 3. A | 7. A |
| 4. C | 8. C |

SPRING DISTRICT 2018-2019

A+ ACADEMICS



University Interscholastic League

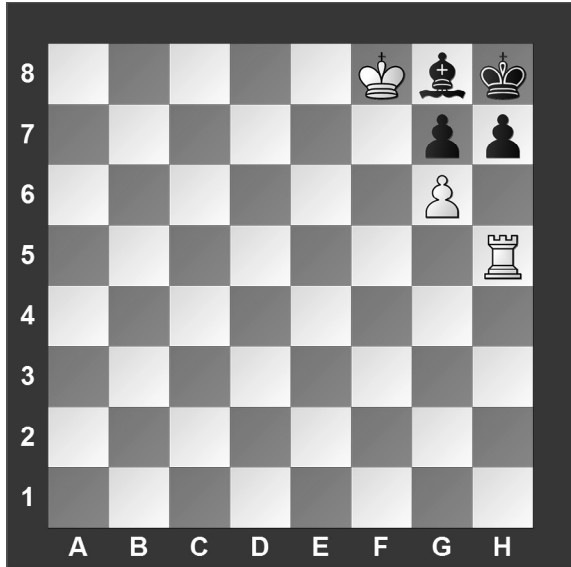


Chess Puzzle Solving

TIEBREAKER - ALL GRADES

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

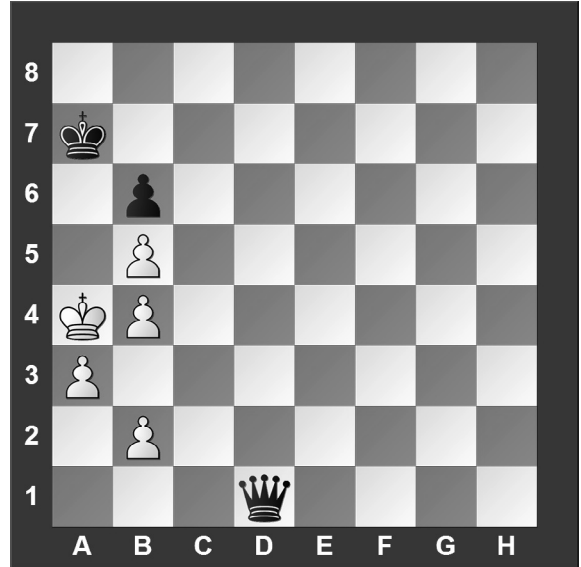
#1. White to move



What is White's best move?

- a) $g \times h7$
- b) $\text{R} \times h7$
- c) $\text{R}d5$
- d) $\text{R}h6$

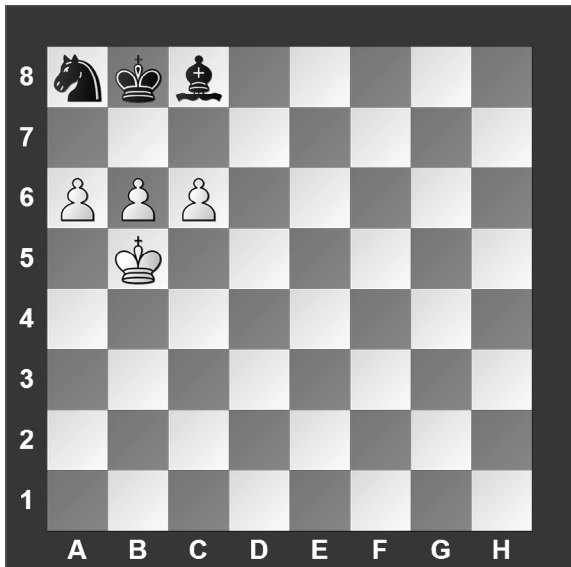
#2. White to move



What should be the outcome of the game?

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

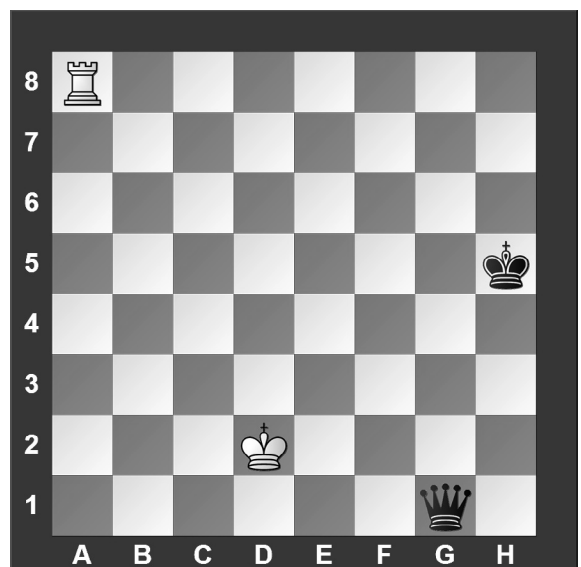
#3. White to move



What is White's best move?

- a) $a7$
- b) $c7$
- c) $b7$
- d) $\text{K}c5$

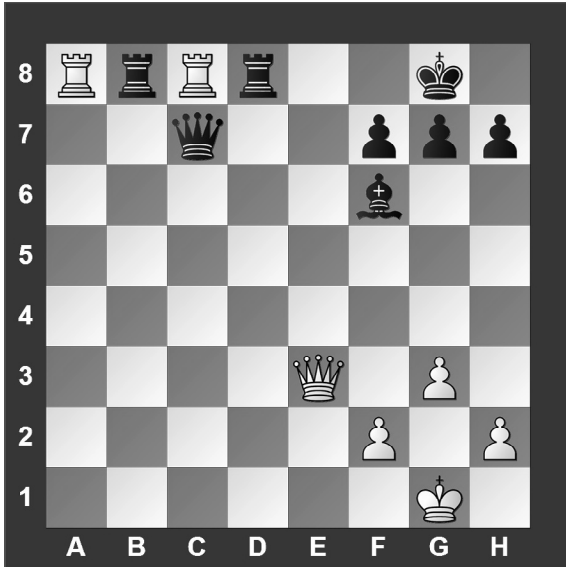
#4. White to move



What is White's best move?

- a) $\text{R}a5$
- b) $\text{R}a1$
- c) $\text{R}h8$
- d) $\text{R}g8$

#5. White to move



What is White's best move?

- a) ♖x d8
- b) ♖x c7
- c) ♕c5
- d) ♕e8

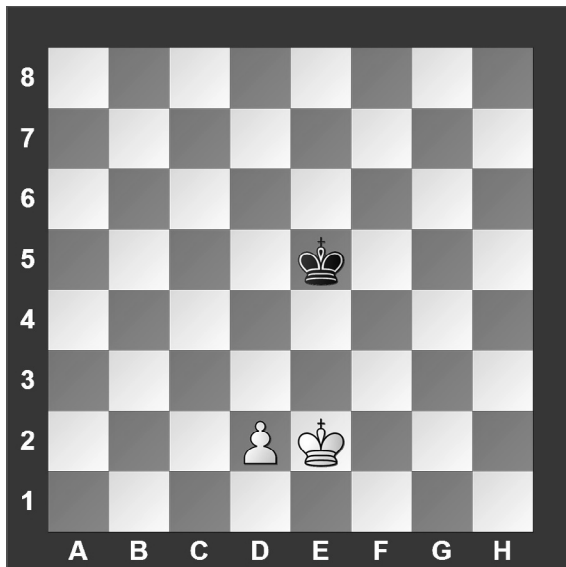
#6. White to move



What is White's best move?

- a) ♔a7
- b) ♗a7
- c) ♕x d3
- d) ♕b6

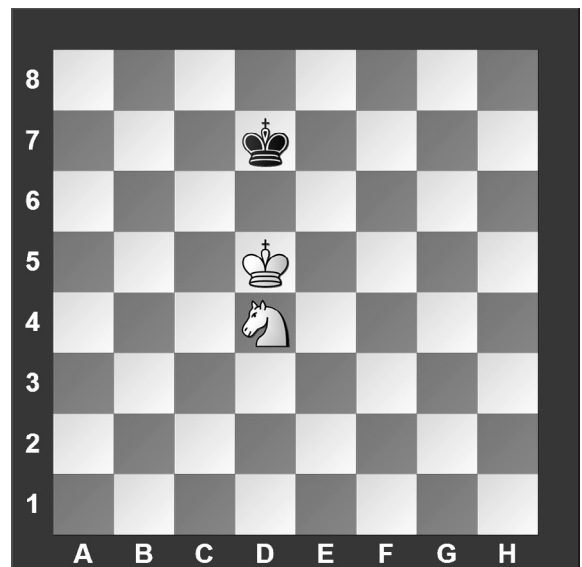
#7. White to move



With the best play, 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



What is the outcome of the game?

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