

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

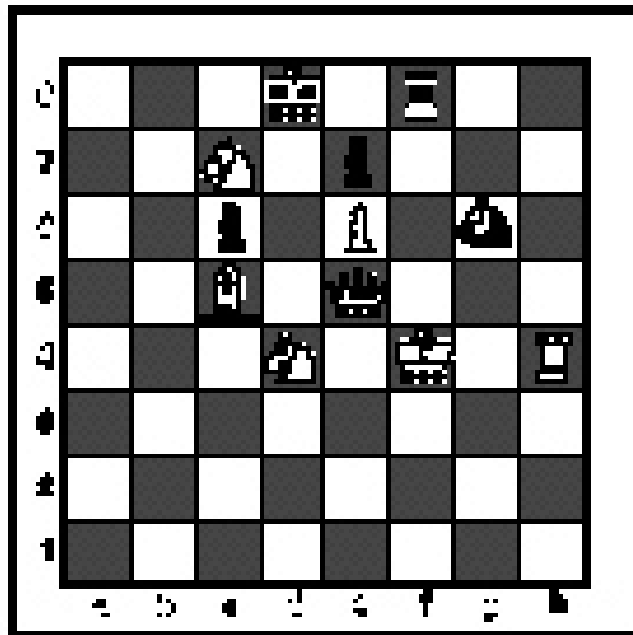
- | | | | | | | | | | |
|----|---|---|---|---|----|---|---|---|---|
| 1. | a | b | c | d | 5. | a | b | c | d |
| 2. | a | b | c | d | 6. | a | b | c | d |
| 3. | a | b | c | d | 7. | a | b | c | d |
| 4. | a | b | c | d | 8. | a | b | c | d |

INVITATIONAL 2023-2024

A+ ACADEMICS



University Interscholastic League



Chess Puzzle Solving

grades 2 & 3

**DO NOT OPEN TEST
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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.

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



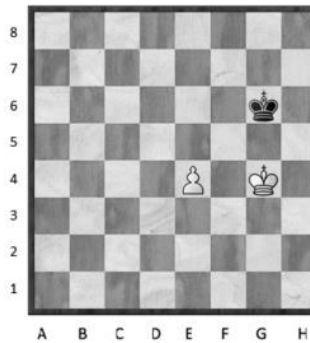
At right are two sample moves.

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.)

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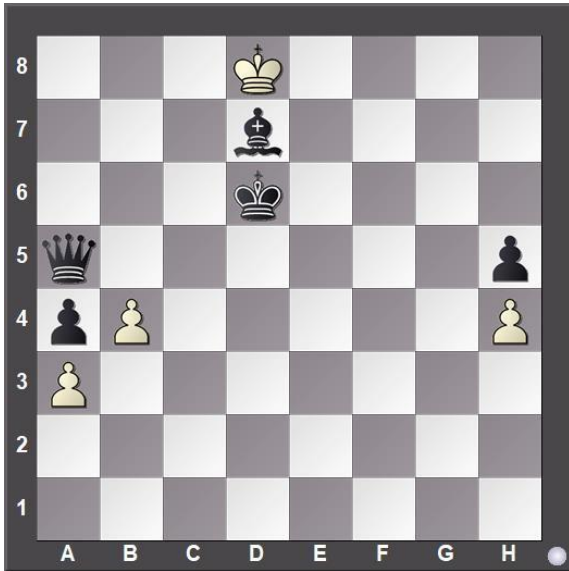


White has just played **e4**.



Black has just played ... **f6**

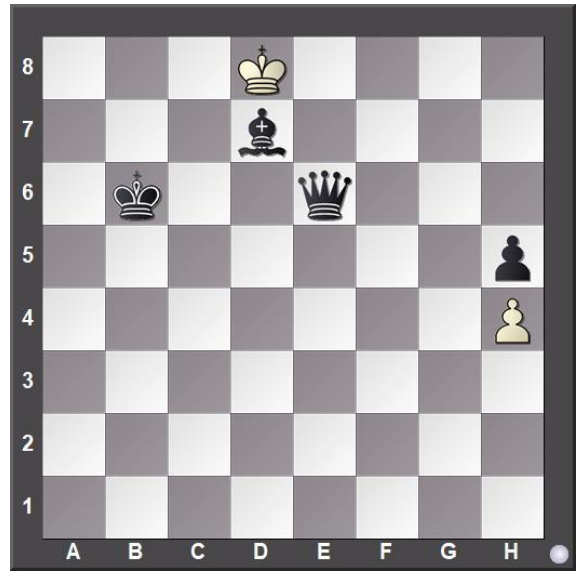
#1. White to move



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.

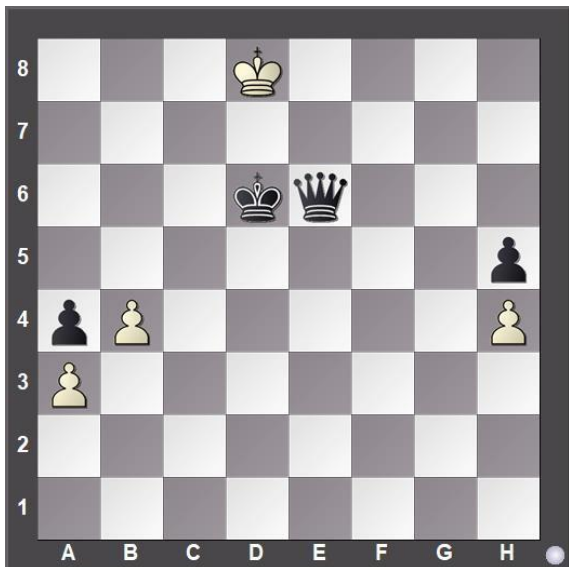
#2. White to move



What term best describes this situation?

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- c) White is in check.
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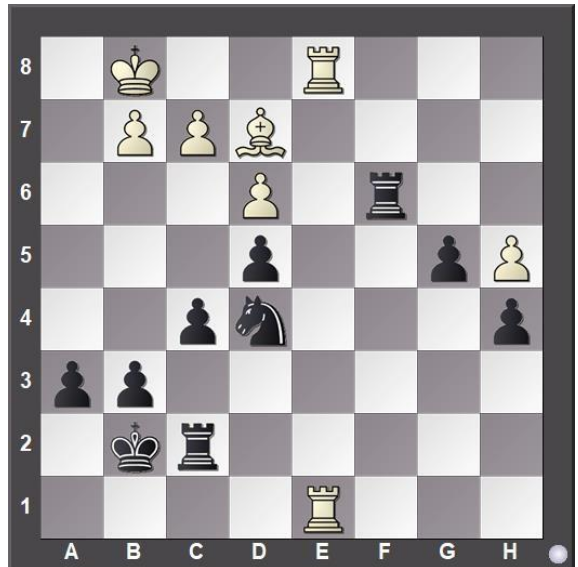
#3. White to move



What term best describes this situation?

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

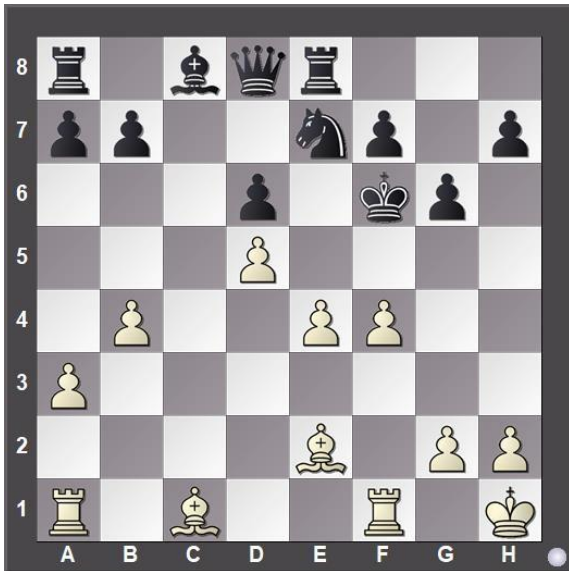
#4.



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.

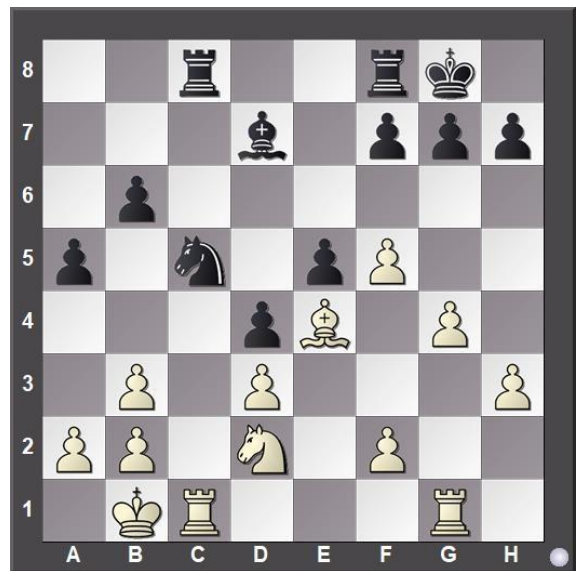
#5. White to move



What is White's best move?

- a) e5
- b) f5
- c) ♖b2
- d) ♖b5

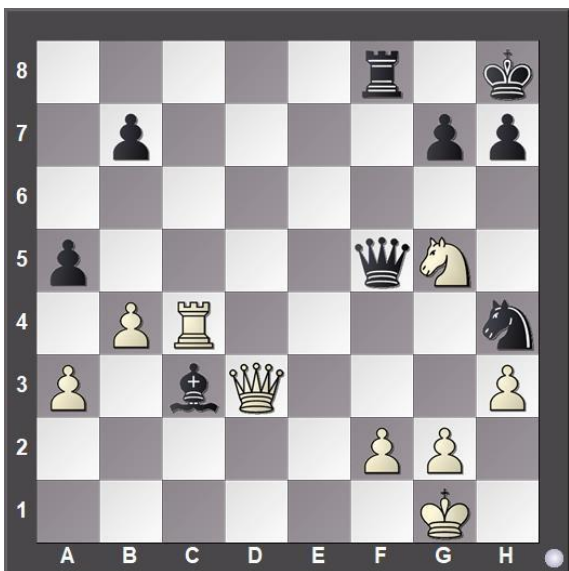
#6. White to move



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

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

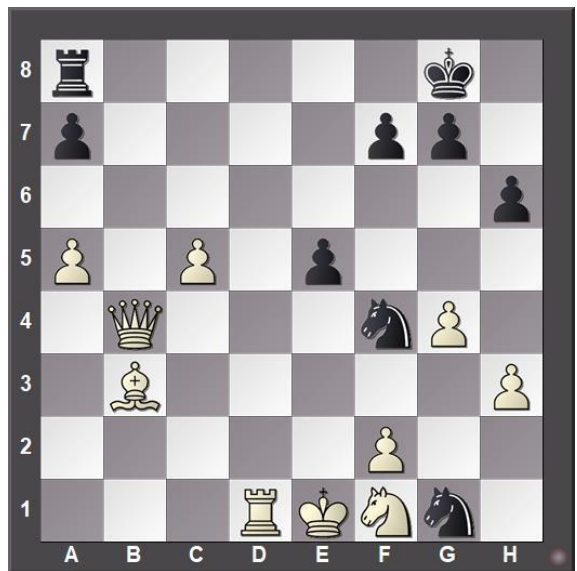
#7. White to move



What piece should White capture?

- a) Black's Queen.
- b) Black's Knight.
- c) Black's Bishop.
- d) Black's Pawn.

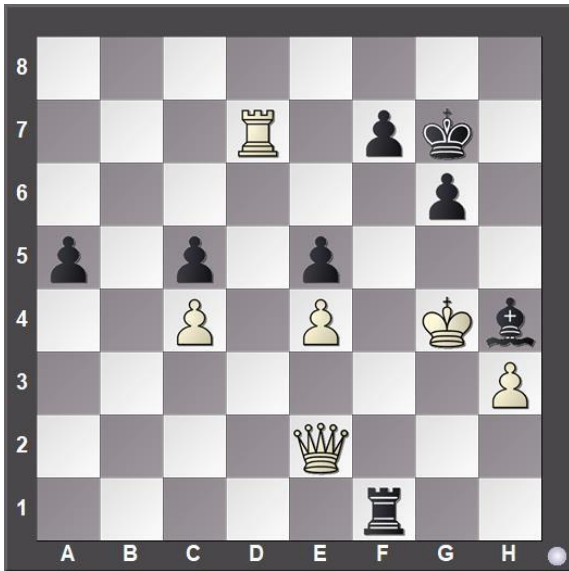
#8. Black to move



What is Black's best move?

- a) ♖d3
- b) ♖f3
- c) ♖g2
- d) ♖xh3

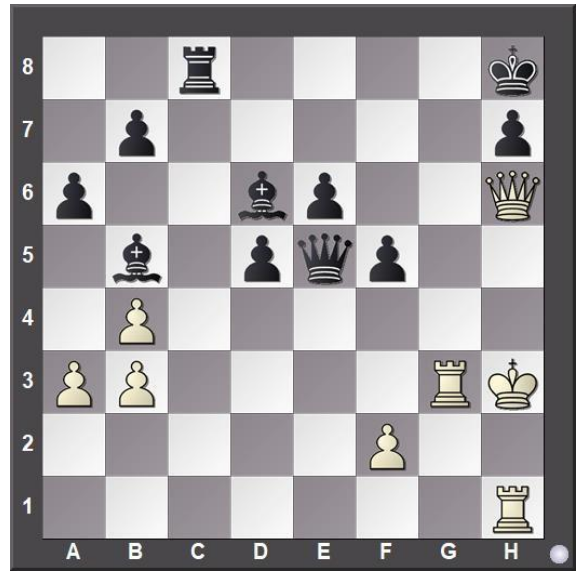
#9. Black to move



How many moves does Black need to checkmate White?

- a) 1 move
- b) 2 moves
- c) 3 moves
- d) Impossible to tell

#10. White to move



What is White's best move?

- a) ♔g7
- b) ♖g7
- c) ♖g8
- d) ♔xh7

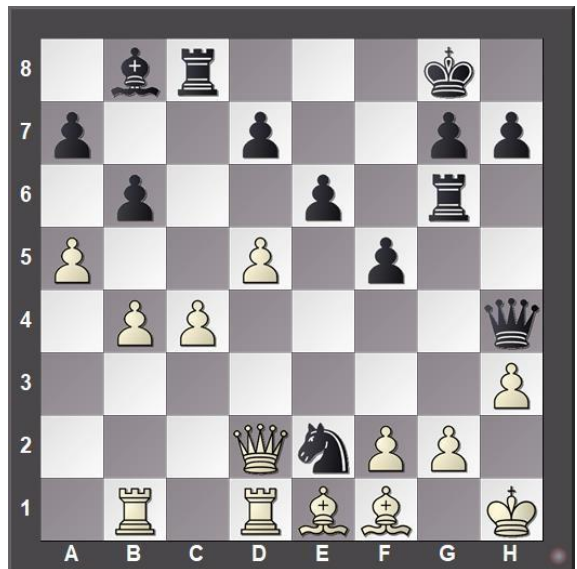
#11. Black to move



What is Black's best move?

- a) ♞xh2
- b) ♔xh2
- c) ♜xg2
- d) dxc

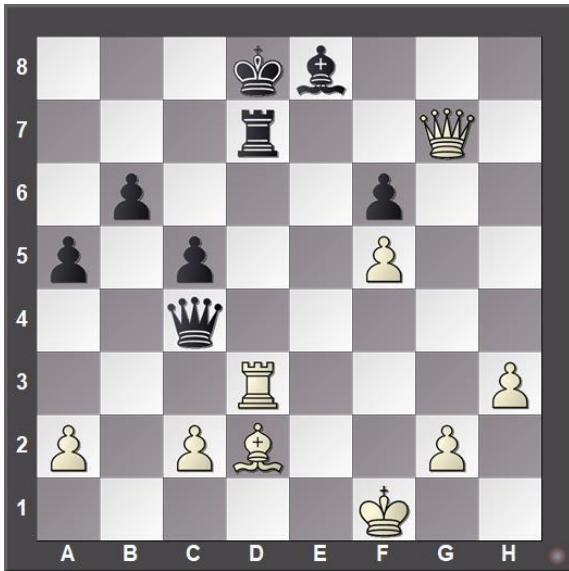
#12. Black to move



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

- a) ♞g3
- b) ♔xh3
- c) ♜xg2
- d) ♔xf2

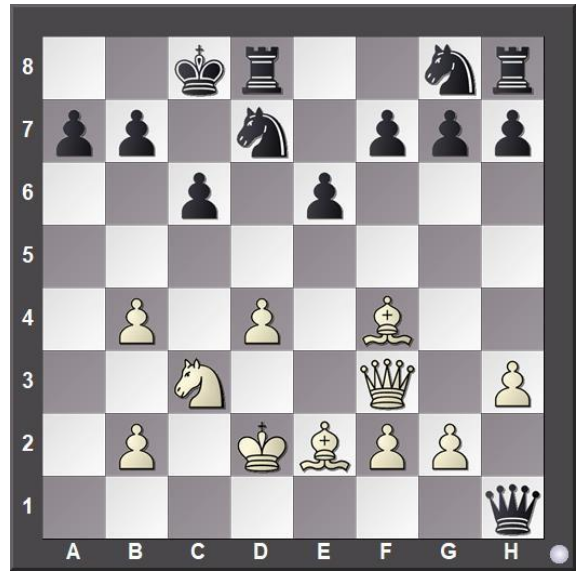
#13. Black to move



What is Black's best move?

- a) ♖d4
- b) ♜×d3
- c) ♚f7
- d) ♚×d3

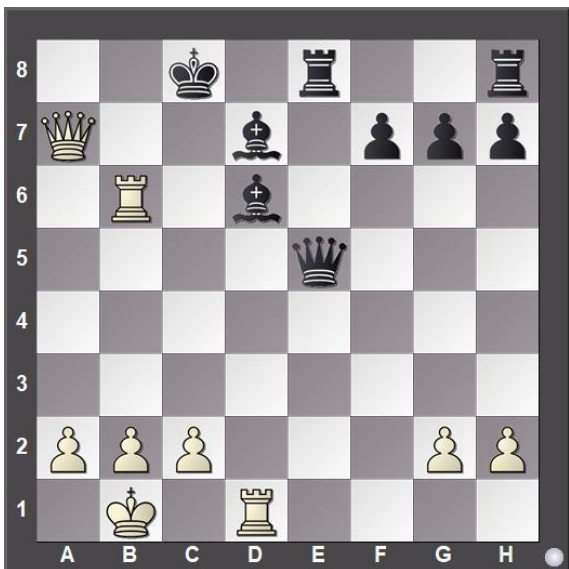
#14. White to move



How many moves does White need to checkmate Black?

- a) 1 move
- b) 2 moves
- c) 3 moves
- d) Impossible to tell

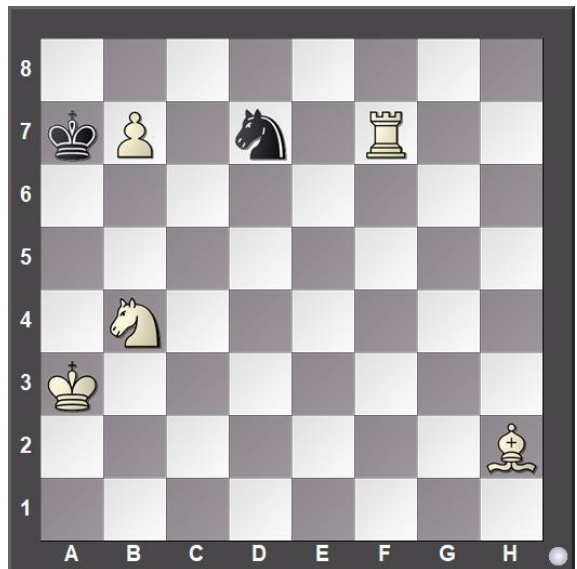
#15. White to move



What piece does White need to sacrifice to checkmate Black?

- a) White b6-Rook
- b) White d1-Rook
- c) White Queen
- d) None

#16. White to move



To which piece should White promote the pawn?

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



**University Interscholastic League
A+ Chess Puzzle Contest
2023-2024 Invitational — Grades 2 & 3**

ANSWER KEY

Test

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

Tiebreaker

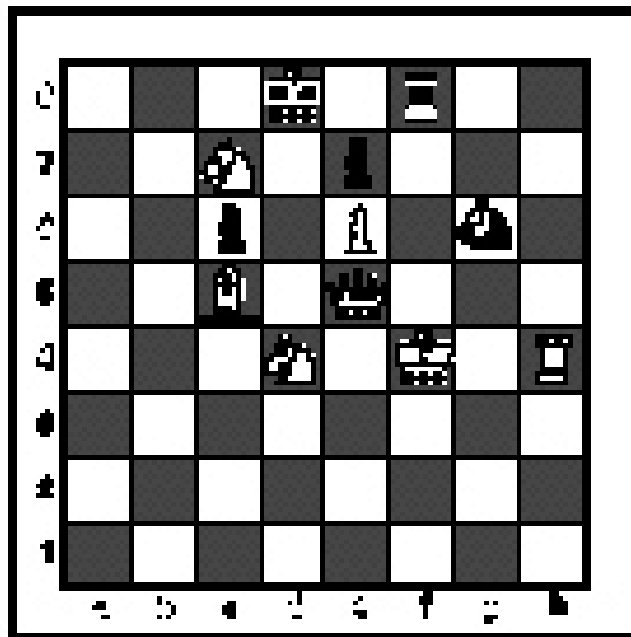
- | | | | |
|----|---|----|---|
| 1. | B | 5. | C |
| 2. | C | 6. | C |
| 3. | C | 7. | A |
| 4. | C | 8. | B |

INVITATIONAL 2023-2024

A+ ACADEMICS



University Interscholastic League



Chess Puzzle Solving






grades 4 & 5

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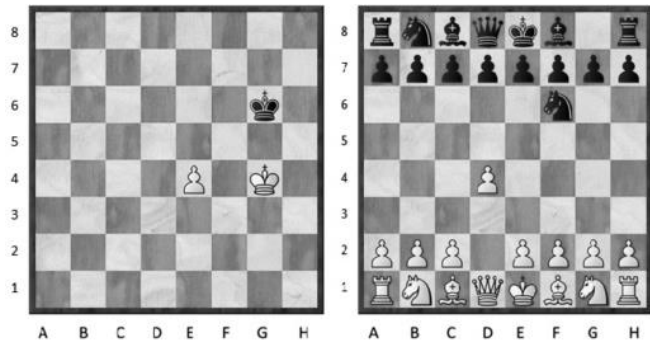


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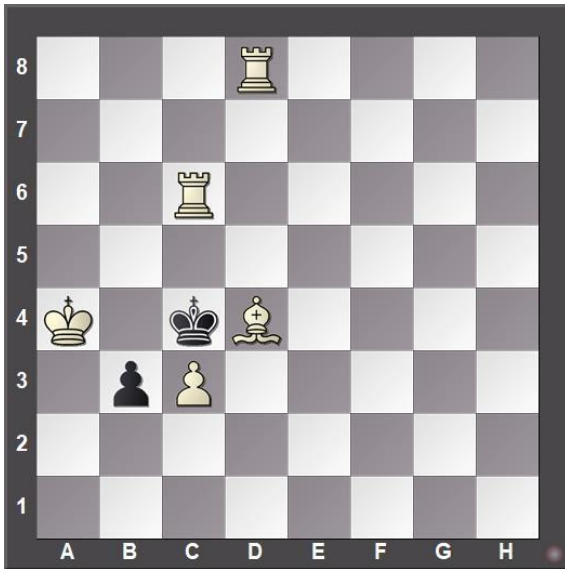
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White has just played **e4**. Black has just played ...  **f6**

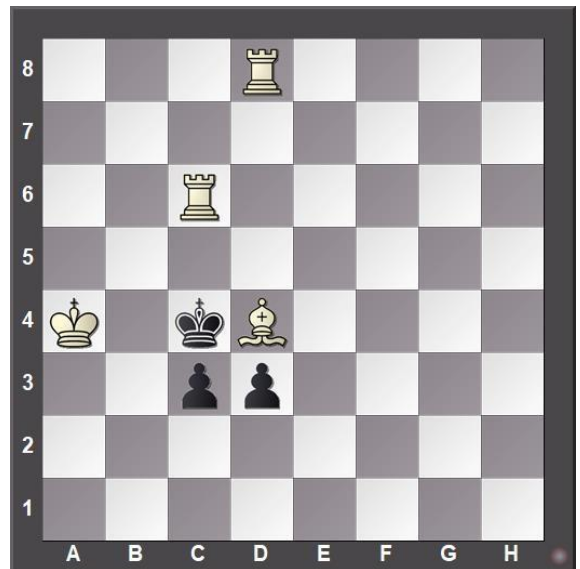
#1. Black to move



What term best describes this situation?

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

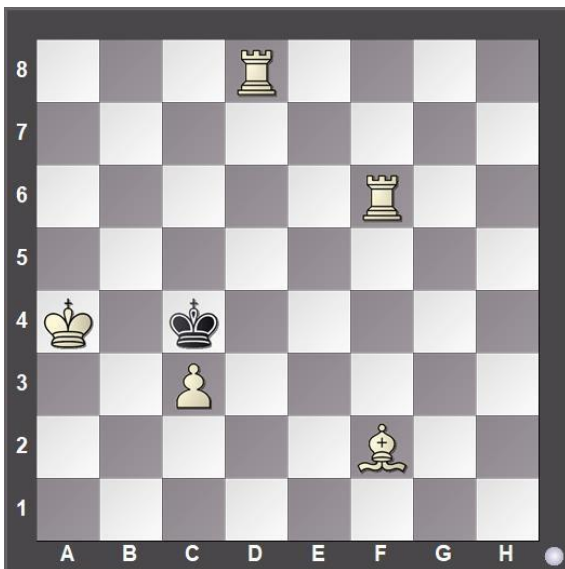
#2. Black to move



What term best describes this situation?

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

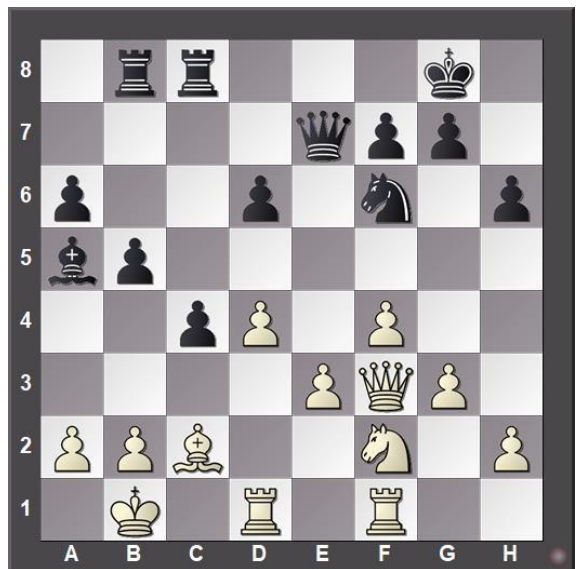
#3. Black to move



What term best describes this situation?

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

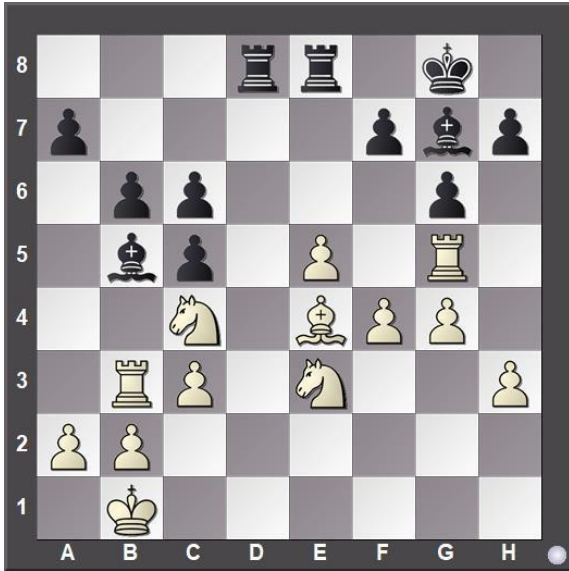
#4. Black to move



White just played d2 to d4. Which pawn can be captured?

- a) Black's b-pawn
- b) Black's d-pawn
- c) Black's g-pawn
- d) None of the above

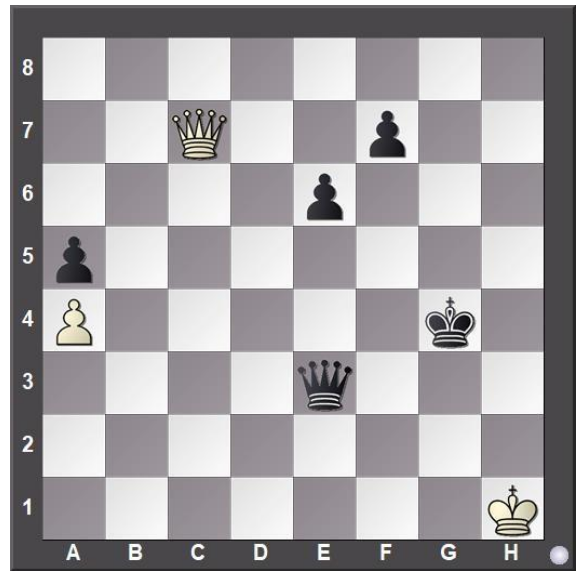
#5.



Which side has a material advantage?

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

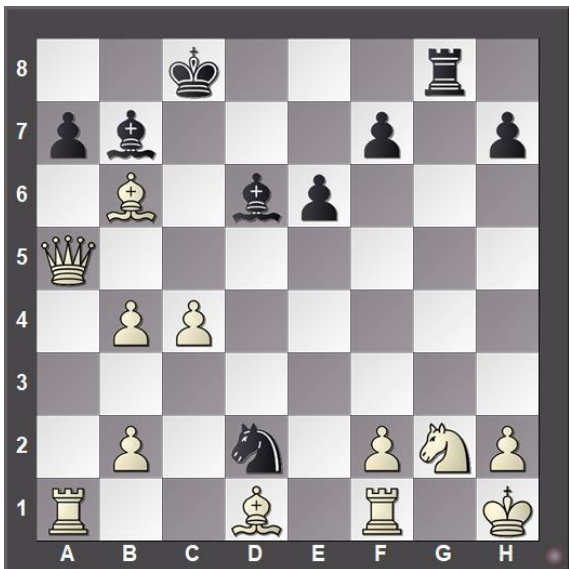
#6. White to move



What is White's best move?

- a) ♔xf7
- b) ♔c4
- c) ♔g3
- d) ♔g2

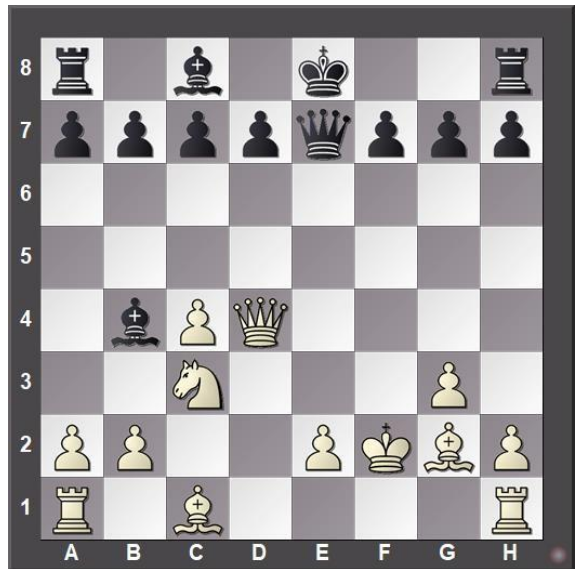
#7. Black to move



If Black can checkmate White, how many moves does Black need?

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

#8. Black to move



What is Black's best move?

- a) ♜xc3
- b) d5
- c) ♔f6
- d) ♜c5

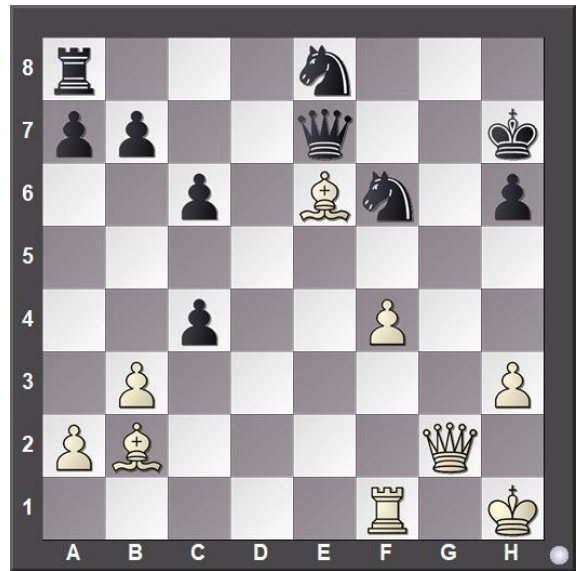
#9. Black to move



What is Black's best move?

- a) ♔×d3
- b) ♖ad8
- c) ♜e1
- d) ♘×d3

#10. White to move



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

- a) ♔g8
- b) ♔g7
- c) ♘g7
- d) ♘f5

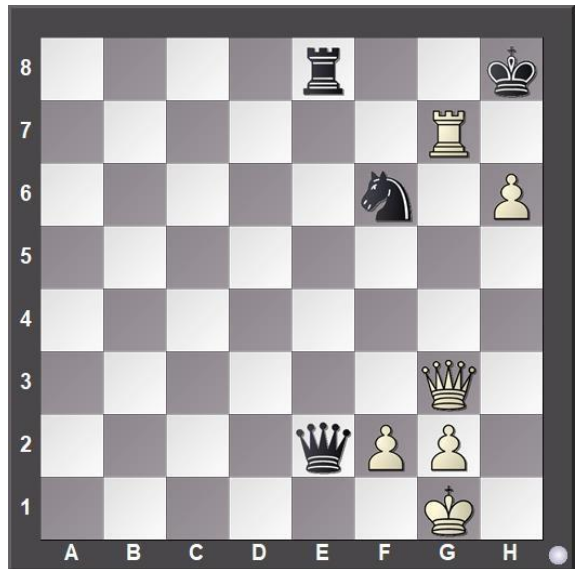
#11. White to move



What is White's best move?

- a) ♘ge4
- b) ♘ce4
- c) ♖xf5
- d) ♔h5

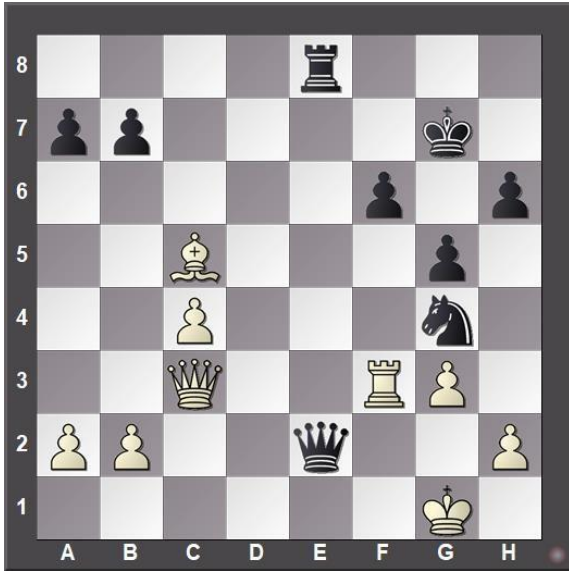
#12. White to move



What is White's best move?

- a) ♖g8
- b) ♖h7
- c) ♖f7
- d) h7

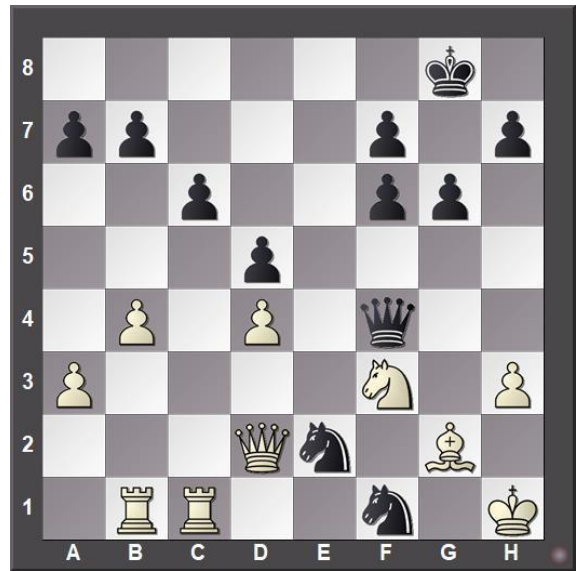
#13. Black to move



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

- a) ♔×f3
- b) ♞×h2
- c) ♖e1
- d) ♕h3

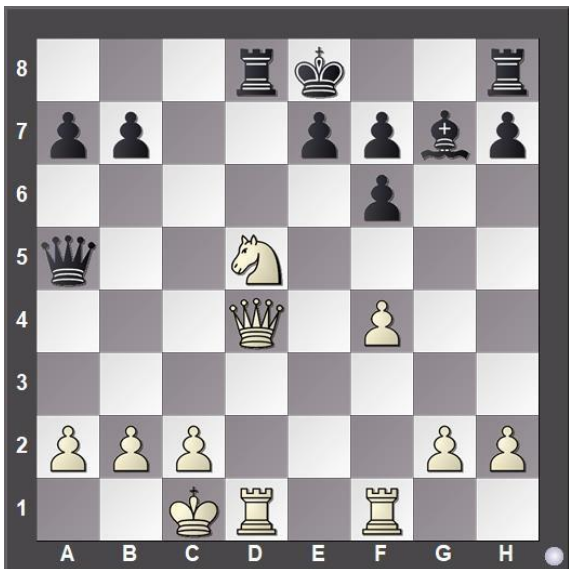
#14. Black to move



What is Black's best move?

- a) ♞eg3
- b) ♞fg3
- c) ♕×f3
- d) ♕h2

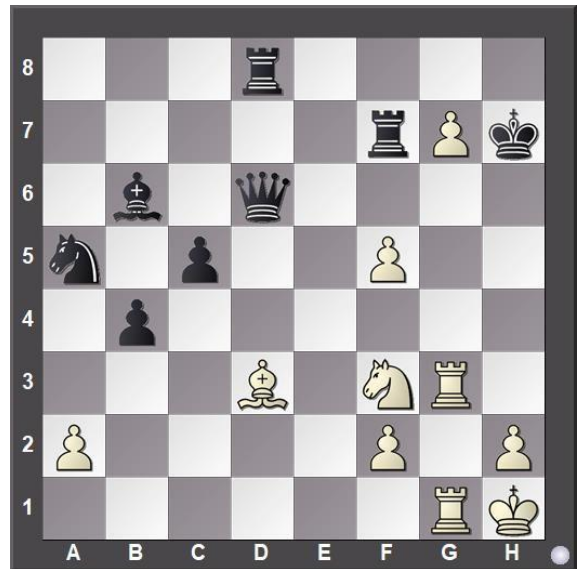
#15. White to move



What is White's best move?

- a) ♞c7
- b) ♞×f6
- c) ♕a4
- d) ♕×f6

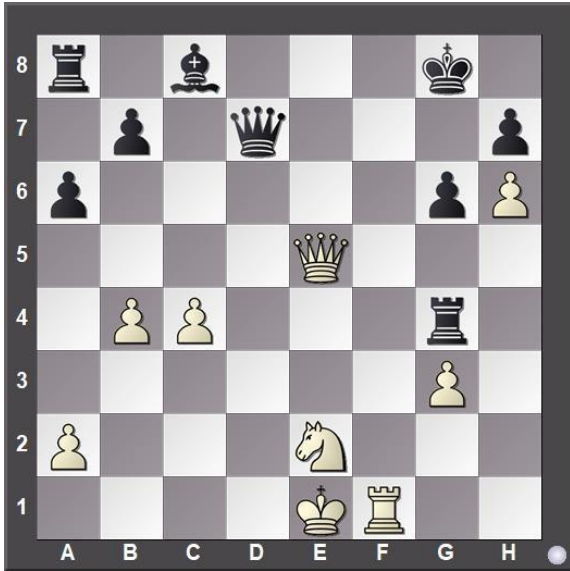
#16. White to move



If White can checkmate Black, how many moves does White need, with the best play?

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

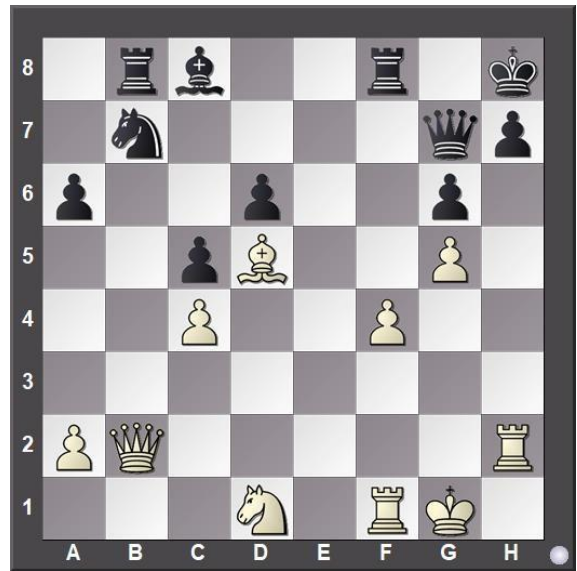
#17. White to move



What is White's best move?

- a) ♖f8
- b) ♖f7
- c) ♗g7
- d) ♗h8

#18. White to move



If White can checkmate Black in four moves, what is the *second* move?

- a) ♗h2
- b) ♖xh7
- c) ♗xg7
- d) ♖h6

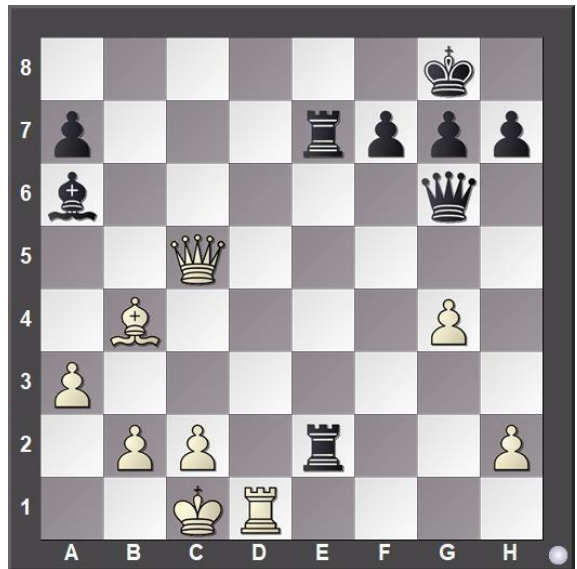
#19. White to move



What is White's best move?

- a) d5
- b) ♗xh7
- c) ♗g6
- d) ♘xh7

#20. White to move



What is White's best move?

- a) ♗x e7
- b) ♗x a7
- c) ♖d8
- d) ♖d7



**University Interscholastic League
A+ Chess Puzzle Contest
2023-2024 Invitational — Grades 4 & 5**

ANSWER KEY

Test

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

Tiebreaker

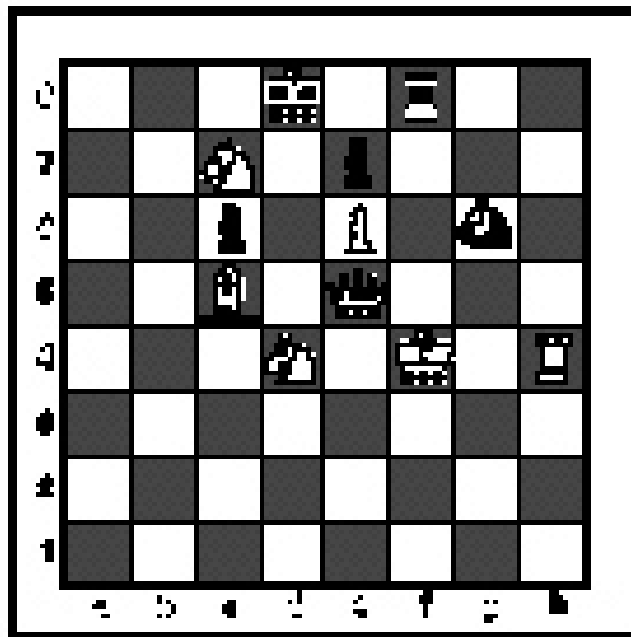
- | | | | |
|----|---|----|---|
| 1. | B | 5. | C |
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INVITATIONAL 2023-2024

A+ ACADEMICS



University Interscholastic League



Chess Puzzle Solving

grades 6, 7, 8

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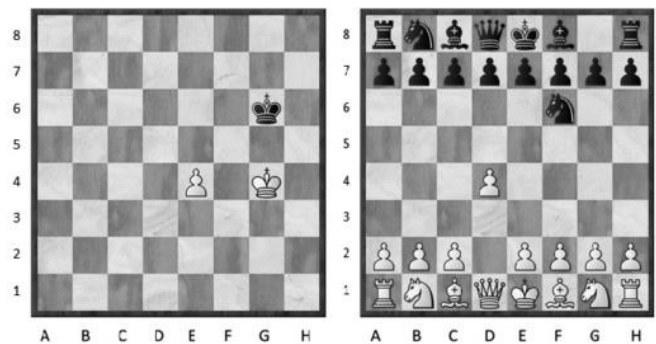
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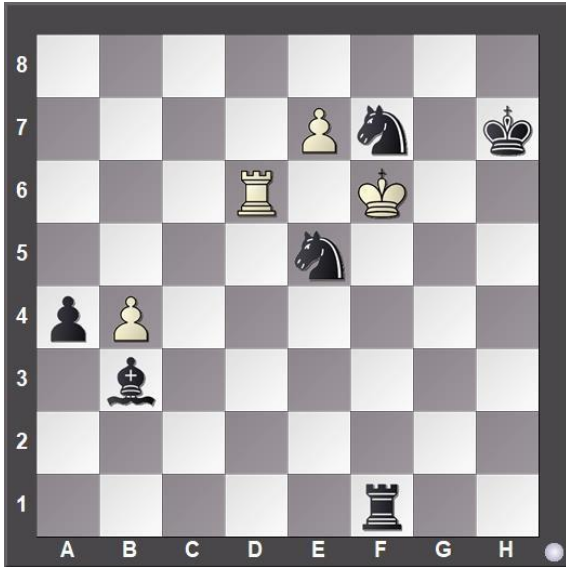
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Black has just played ... **f6**

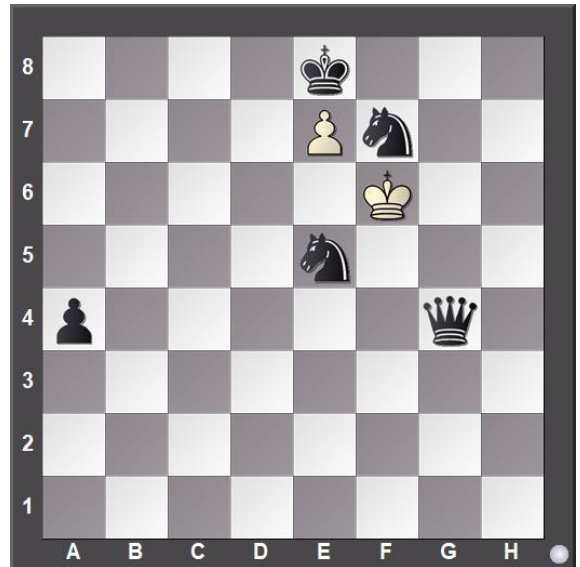
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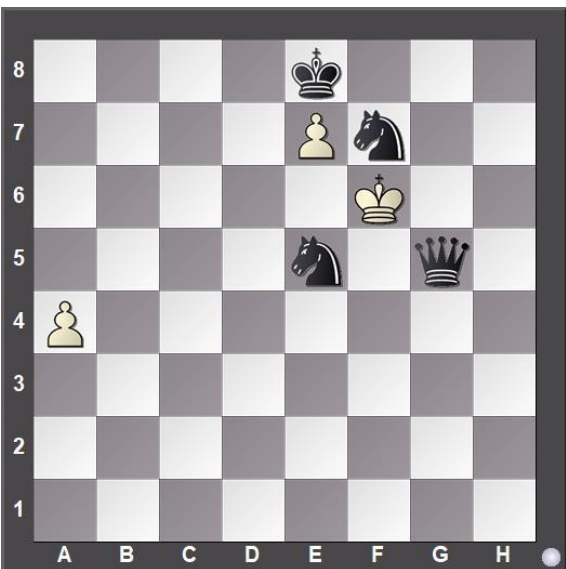
#2. White to move



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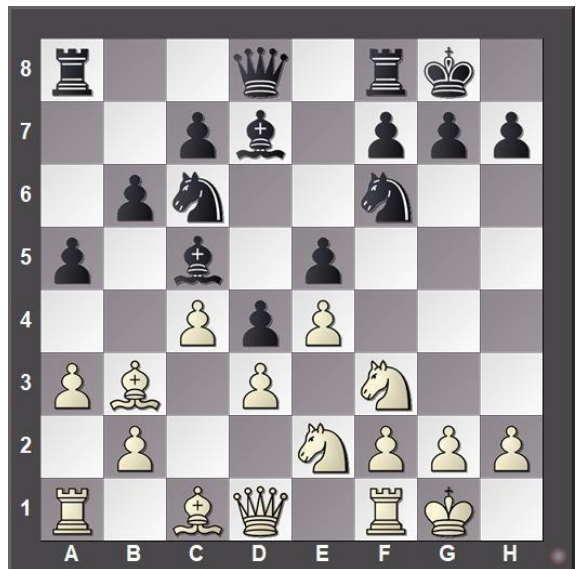
#3. White to move



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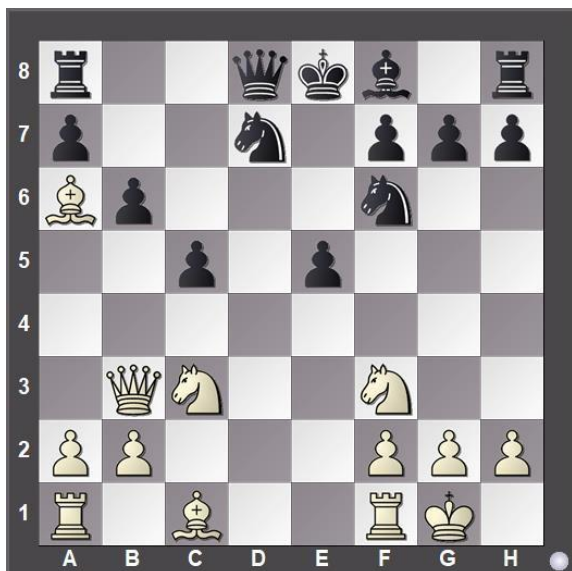
#4. Black to move



White just played c2 to c4. Which pawn can be captured?

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- b) White's c-pawn
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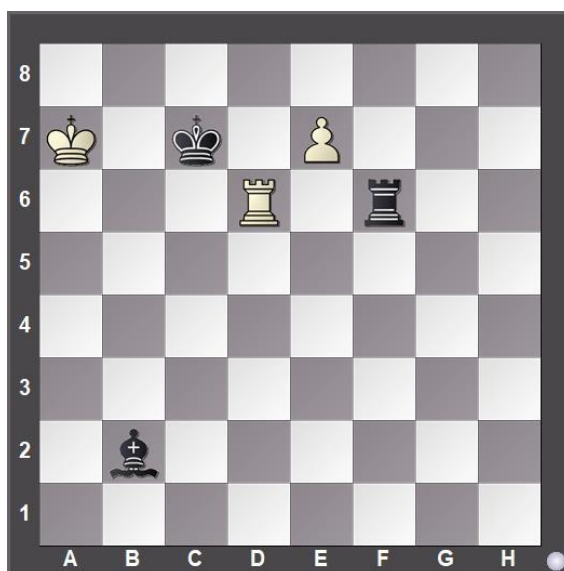
#5.



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- c) Black
- d) It is not possible to tell.

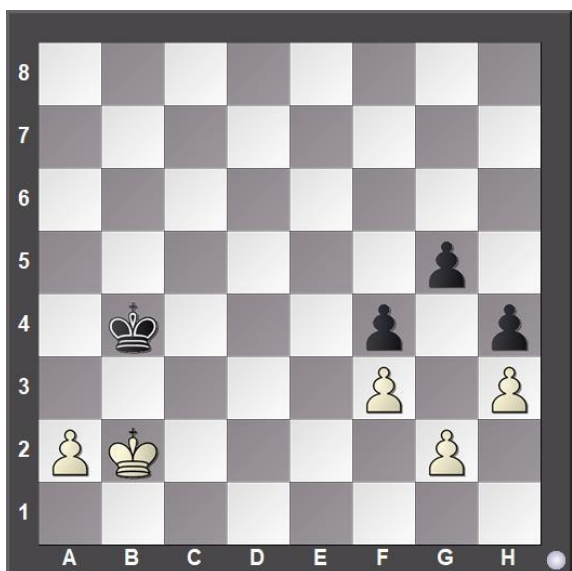
#6. White to move



To which piece should White promote the pawn?

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

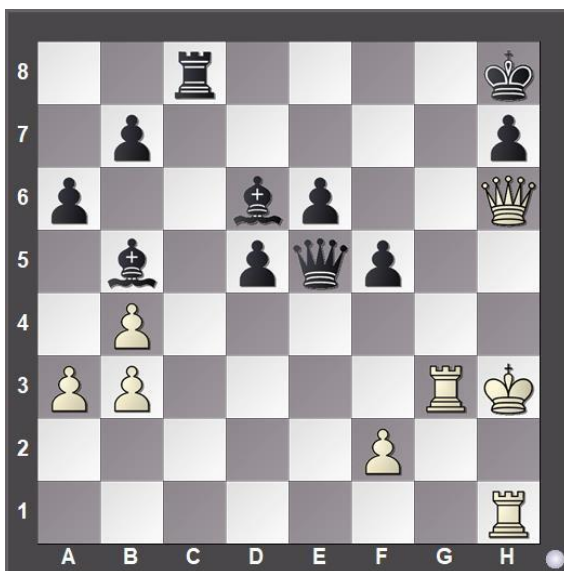
#7. White to move



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

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

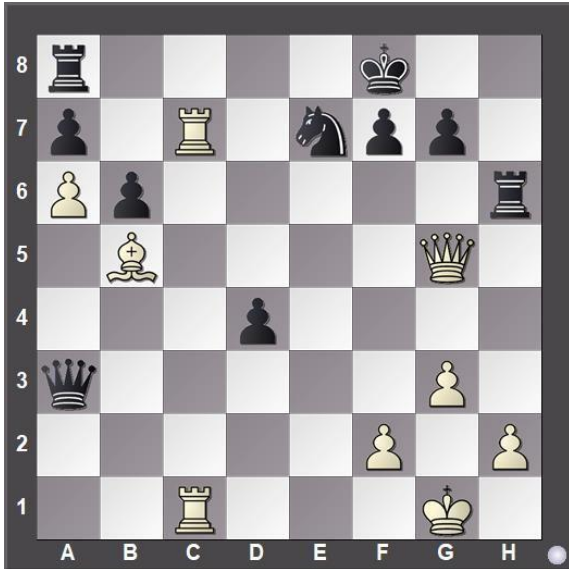
#8. Black to move



What piece should White sacrifice to checkmate Black?

- a) White Queen
- b) White g3-Rook
- c) White h1-Rook
- d) None

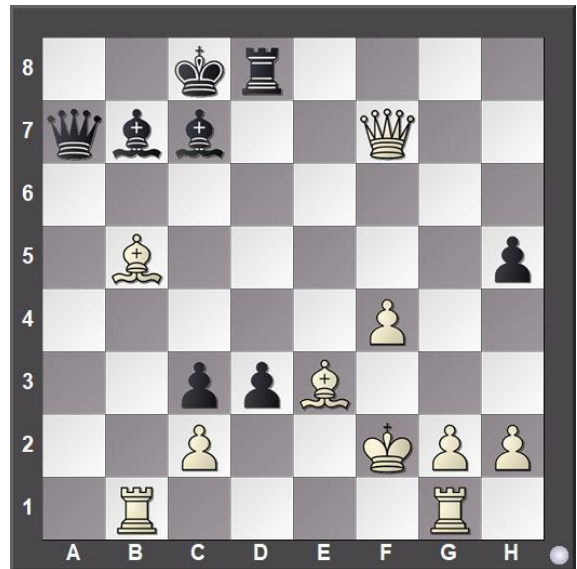
#9. White to move



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

- a) ♔×e7
- b) ♖×e7
- c) ♖c8
- d) White cannot checkmate Black

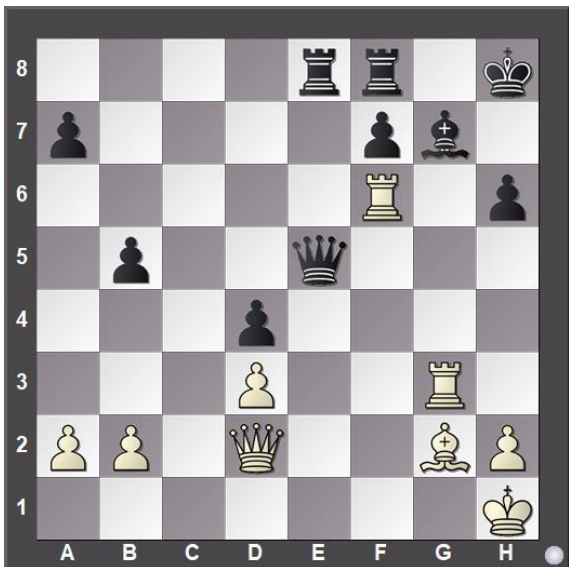
#10. Black to move



What piece does Black need to sacrifice to checkmate White?

- a) Bishop
- b) Rook
- c) Queen
- d) None

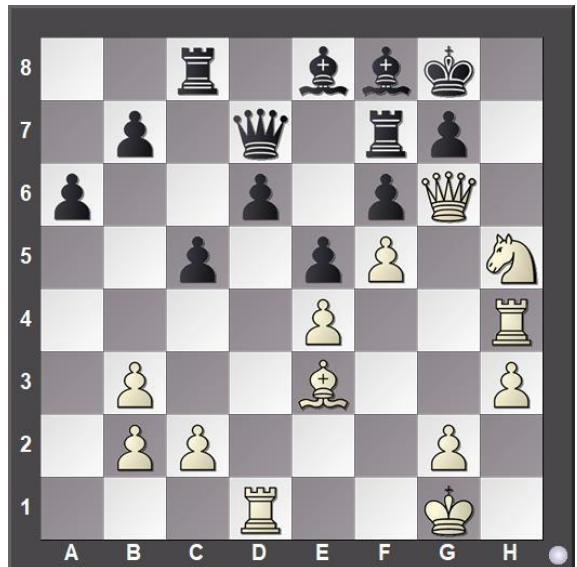
#11. White to move



What is White's best move?

- a) ♖×h6
- b) ♖×g7
- c) ♔×h6
- d) ♔e4

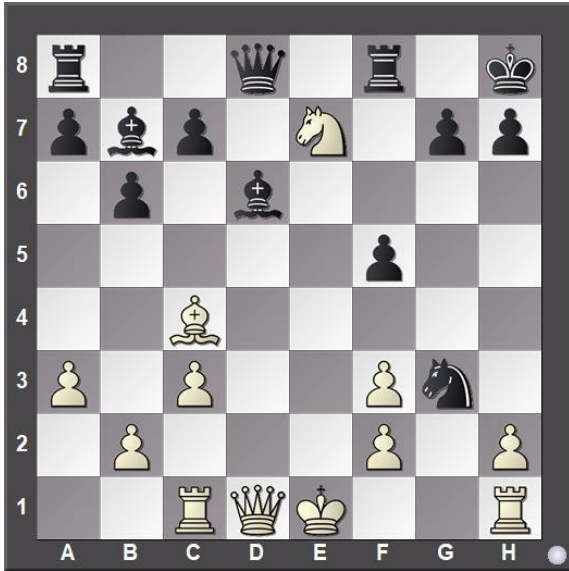
#12. White to move



What is White's best move?

- a) ♘×f6
- b) ♘×g7
- c) ♔h6
- d) ♔h7

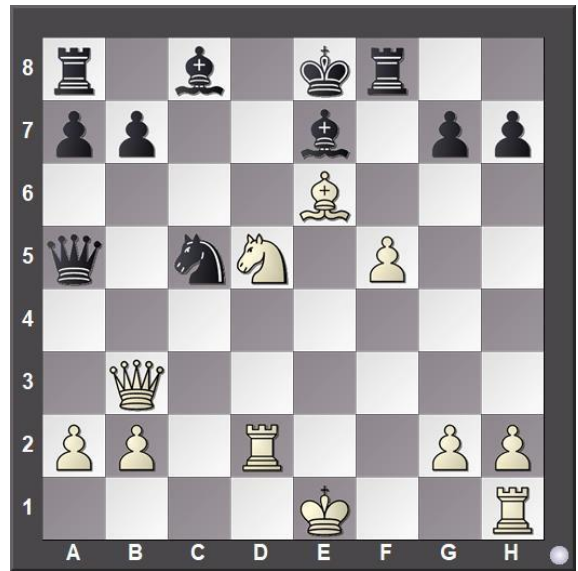
#13. White to move



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

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

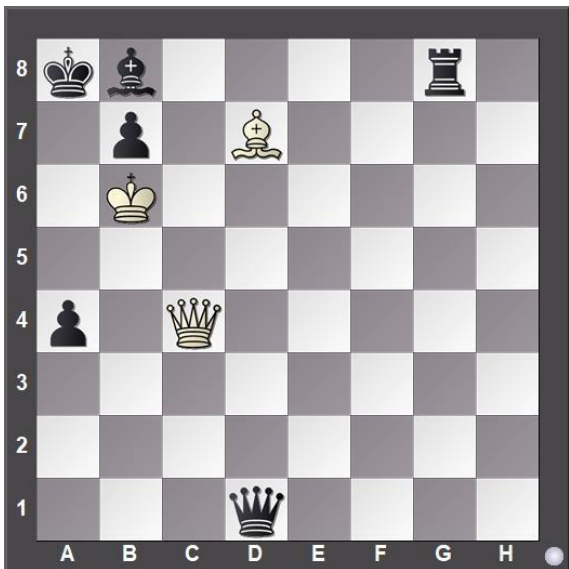
#14. White to move



What is White's best move?

- a) ♔b5
- b) ♔a4
- c) ♘c7
- d) ♙d7

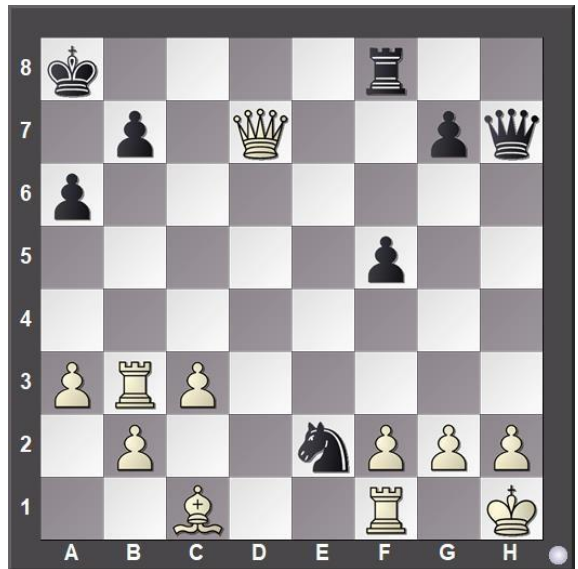
#15. White to move



What is White's best move?

- a) ♔xa4
- b) ♔a6
- c) ♔xg8
- d) ♙c6

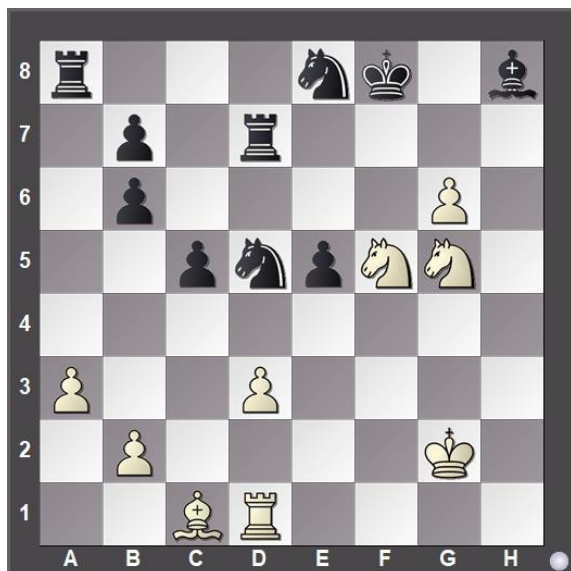
#16.



What is the outcome of the game?

- a) Black wins.
- b) White wins.
- c) It is a draw.
- d) It depends on whose move it is.

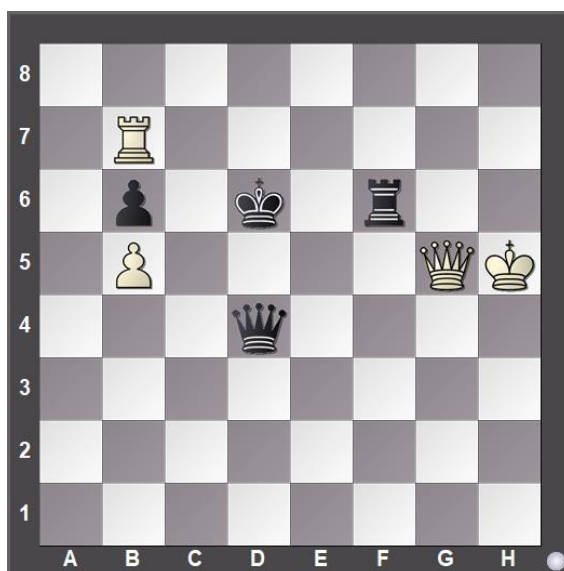
#17. White to move



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

- a) ♖h7
- b) ♖e6
- c) g7
- d) ♖f1

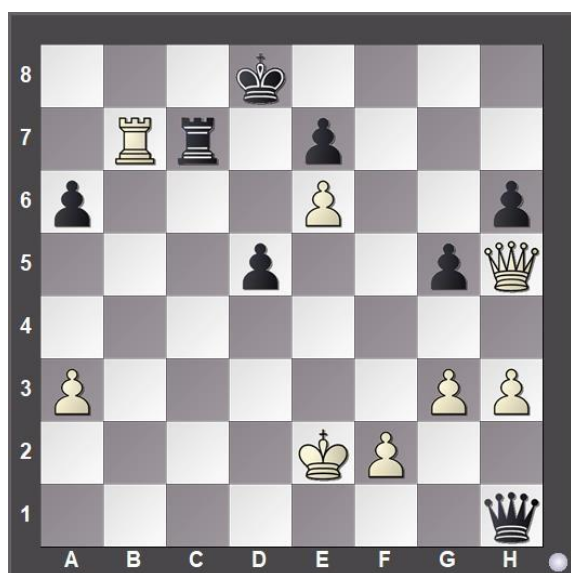
#18. White to move



What is White's best move?

- a) ♙xf6
- b) ♙g3
- c) ♖xb6
- d) ♖d7

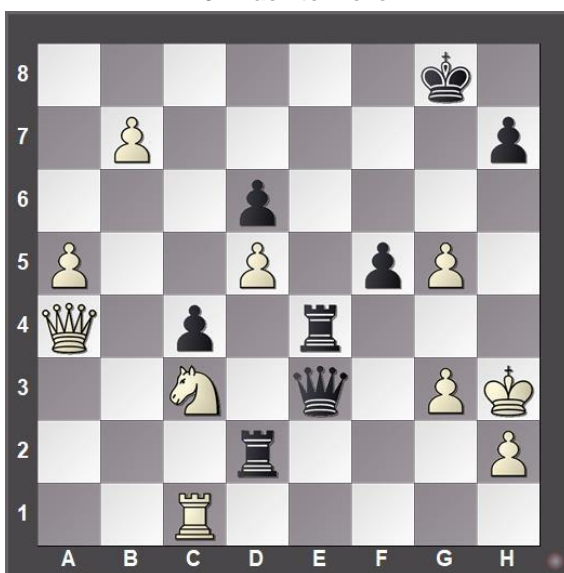
#19. White to move



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

- a) ♖b8
- b) ♖xc7
- c) ♙e8
- d) ♙xh6

#20. Black to move



What is Black's best move?

- a) ♖xh2
- b) ♖h4
- c) ♙xg5
- d) ♙xg3



**University Interscholastic League
A+ Chess Puzzle Contest
2023-2024 Invitational — Grades 6-8**

ANSWER KEY

Test

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

Tiebreaker

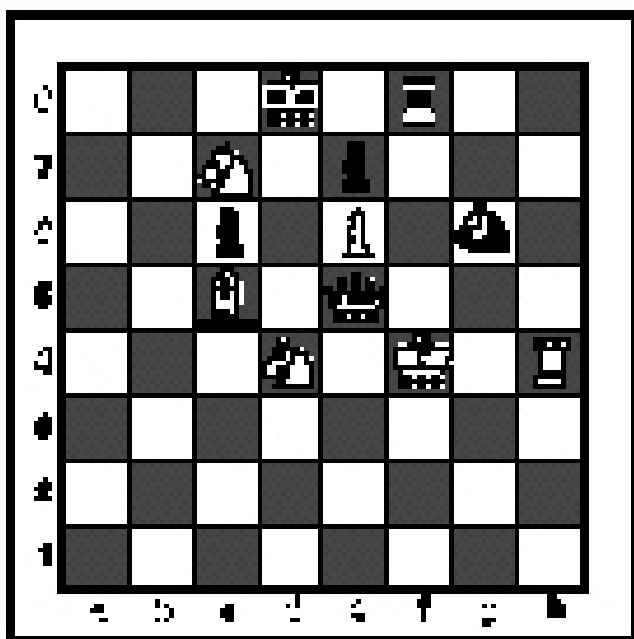
- | | | | |
|----|---|----|---|
| 1. | B | 5. | C |
| 2. | C | 6. | C |
| 3. | C | 7. | A |
| 4. | C | 8. | B |

INVITATIONAL 2023-2024

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.

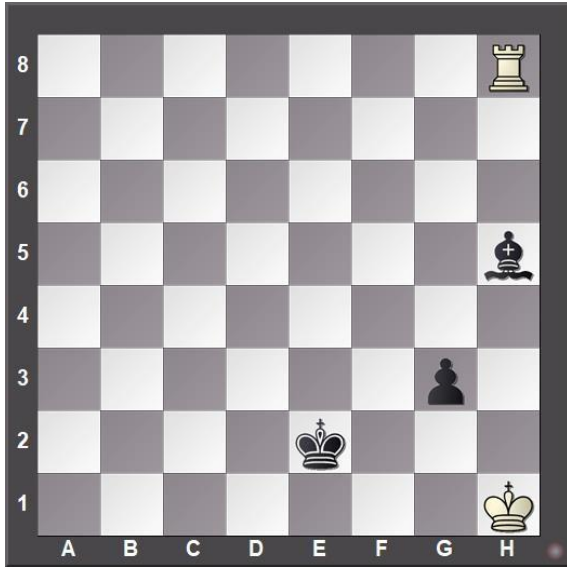
Use the separate answer sheet to write all your answers. You have five (5) minutes to take this part of the test. There are eight (8) questions. Some questions are very difficult.

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!

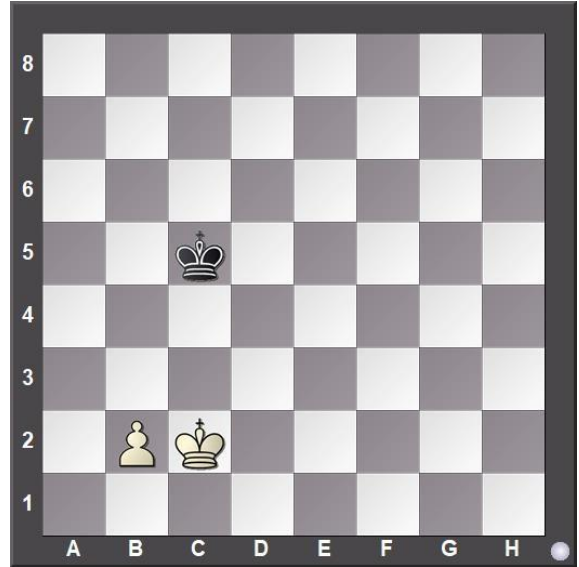
#1. Black to move



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.

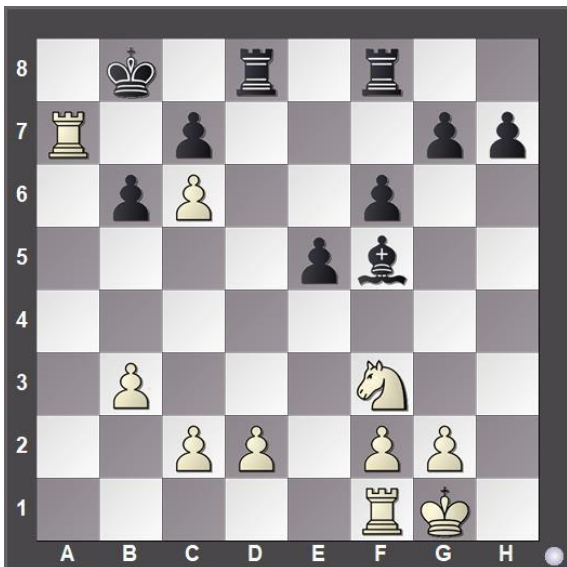
#2. White to move



What is White's best move?

- a) b3
- b) ♖b3
- c) ♖c3
- d) ♖d3

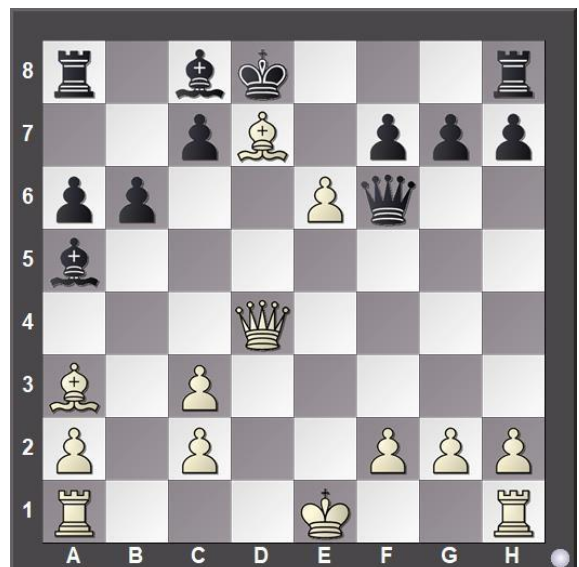
#3. White to move



What is White's best move

- a) ♖a6
- b) ♖a8
- c) ♖fa1
- d) ♖xc7

#4. White to move



What is White's best move?

- a) e7
- b) ♘e7
- c) ♘c6
- d) ♙xf6

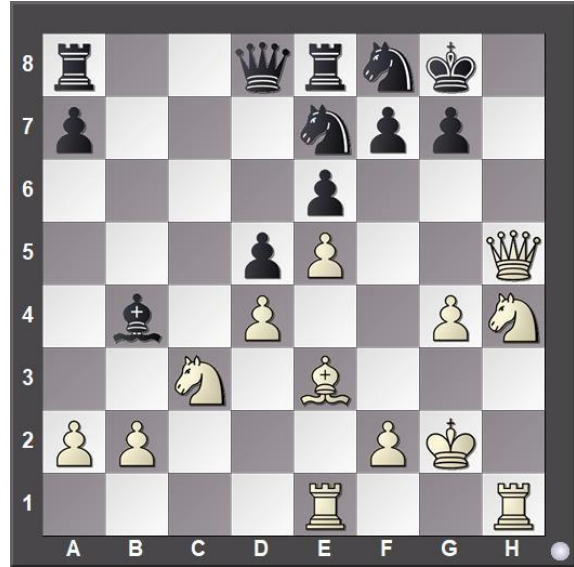
#5. White to move



What is White's best move?

- a) g3
- b) ♘d6
- c) ♔×e5
- d) ♔×a5

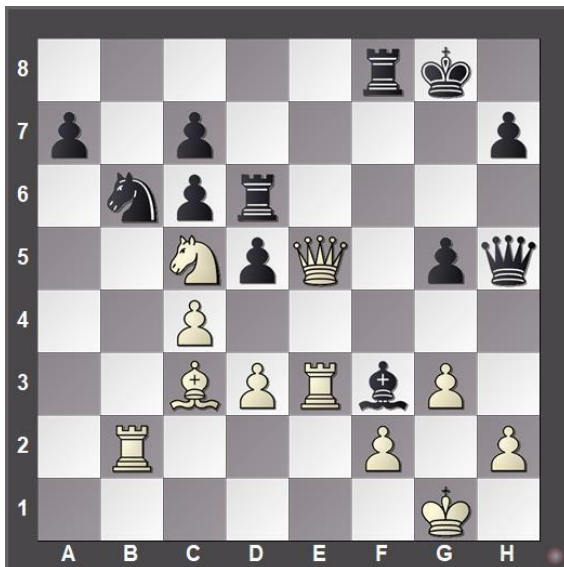
#6. White to move



What is White's best move?

- a) ♘g6
- b) ♔h7
- c) ♔h8
- d) ♔×f7

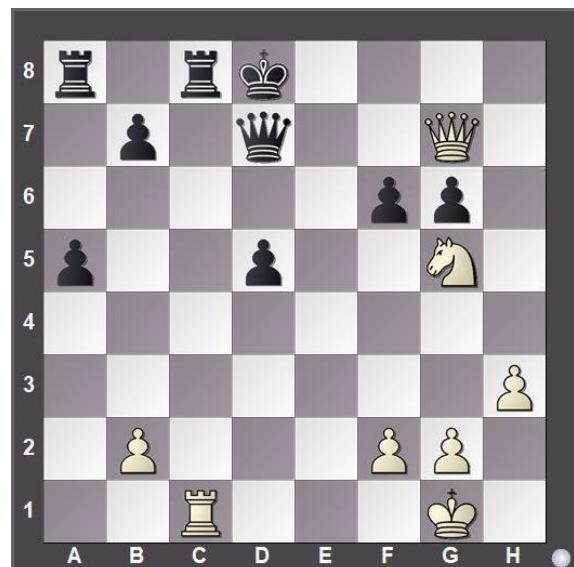
#7. Black to move



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

- a) ♖h6
- b) ♖×f2
- c) ♔×h2
- d) ♔d1

#8. White to move



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

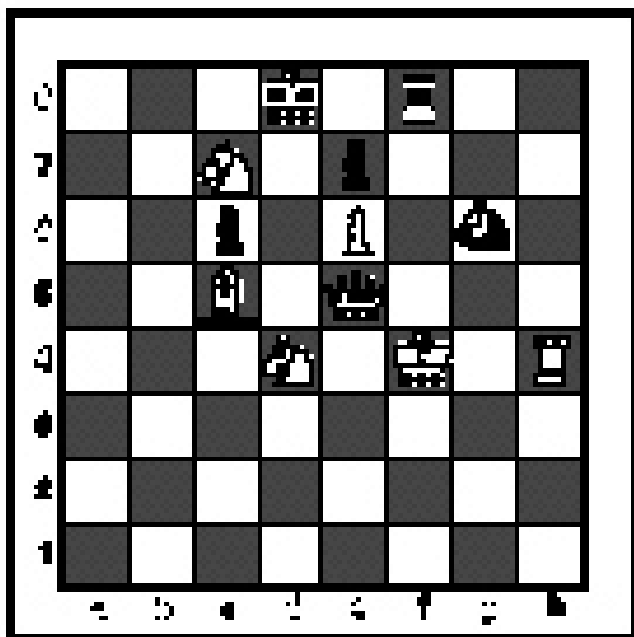
- a) ♔×d7
- b) ♔f8
- c) ♖×c8
- d) ♘f7

FALL/WINTER DISTRICT 2023-2024

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.



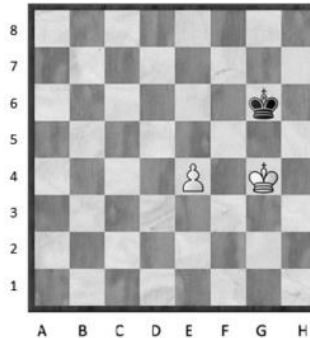
At right are two sample moves.

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.

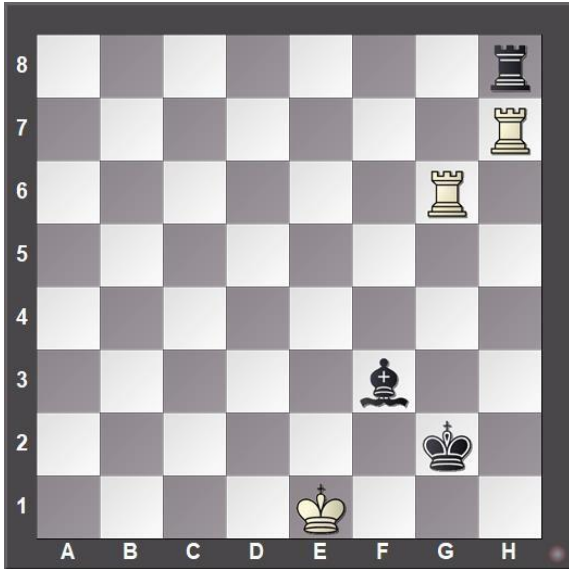


White has just played **e4**.



Black has just played ... **f6**

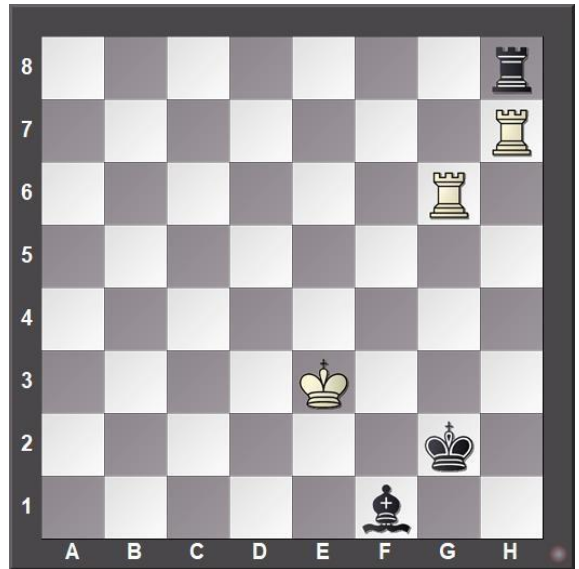
#1. Black to move



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.

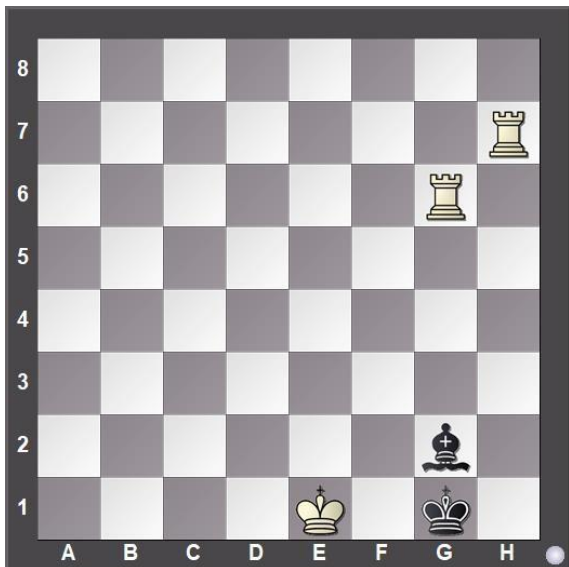
#2. Black to move



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.

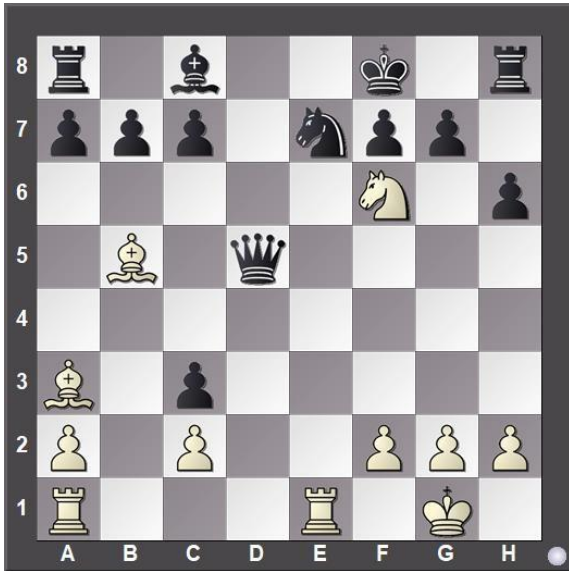
#4.



Which side has a 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 is White's best move?

- a) ♘ × d5
- b) ♖ × e7
- c) ♗ × e7
- d) ♘ d7

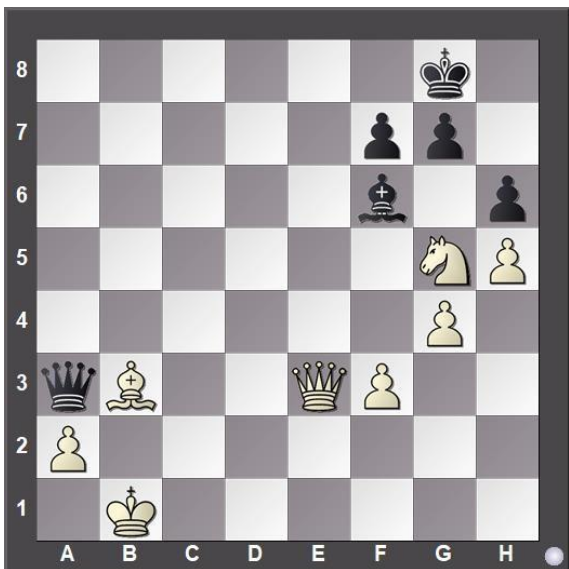
#6. Black to move



White just played f2 to f4. Which pawn can be captured?

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

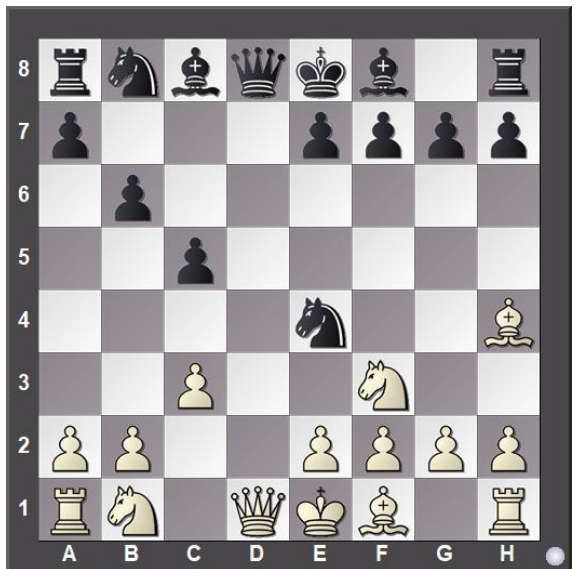
#7. White to move



What is White's best move?

- a) ♖ e7
- b) f4
- c) ♖ d2
- d) ♗ xf7

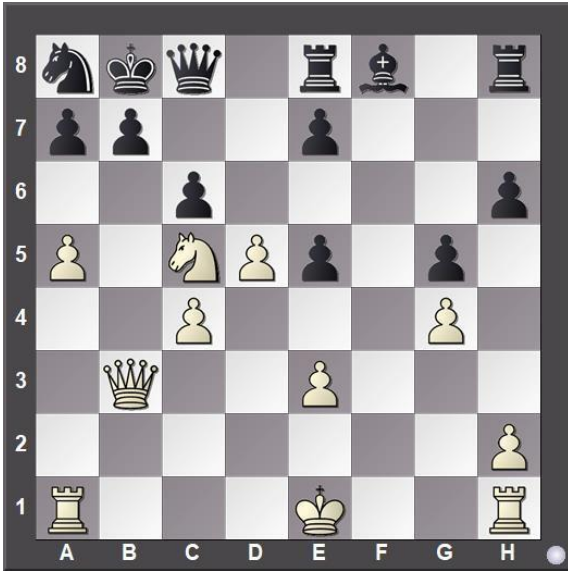
#8. White to move



What is White's best move?

- a) ♖ × d8
- b) ♖ a4
- c) ♗ × e7
- d) ♘ e5

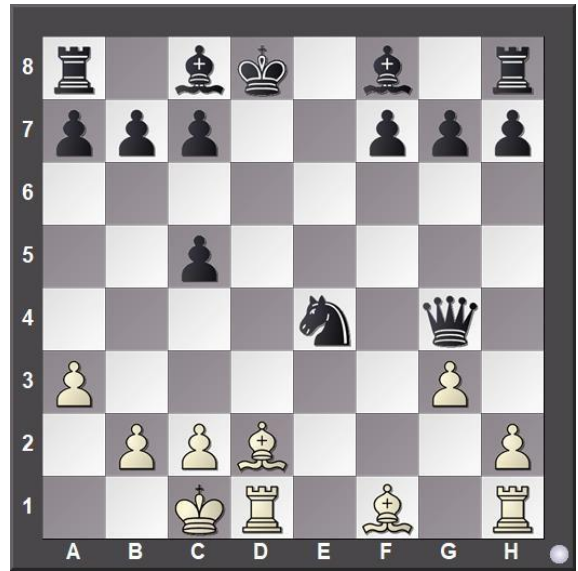
#9. White to move



What is White's best move?

- a) ♖d7
- b) ♖b1
- c) ♖a6
- d) a6

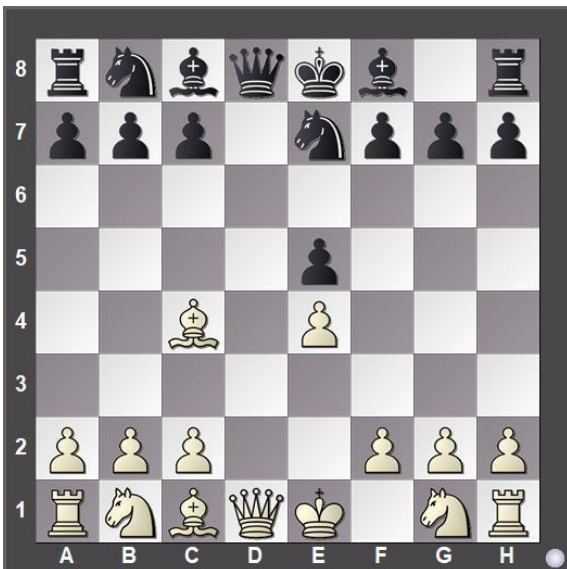
#10. White to move



If White can checkmate Black, what is the piece that makes the last move?

- a) White d1-Rook
- b) White h1-Rook
- c) White d2-Bishop
- d) White f1-Bishop

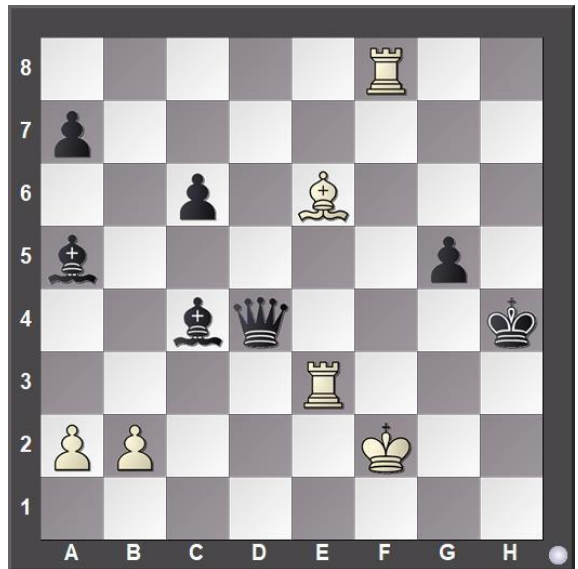
#11. White to move



What is White's best move?

- a) ♔ × d8
- b) ♔h5
- c) ♗ × f7
- d) ♖f3

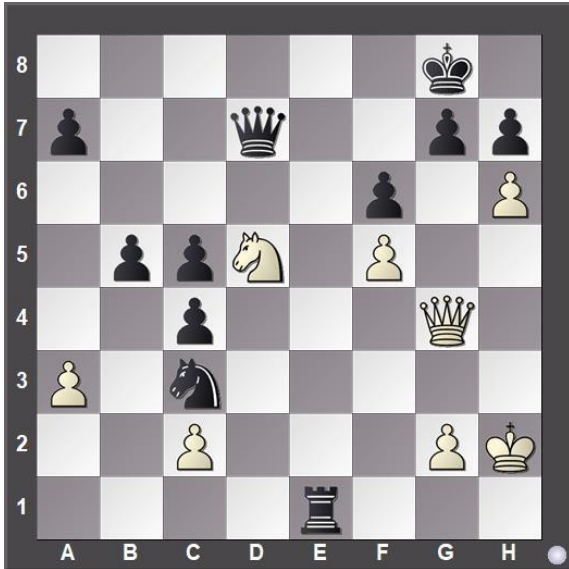
#12. White to move



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

- a) ♖h8
- b) ♖h3
- c) ♗g4
- d) None of the above

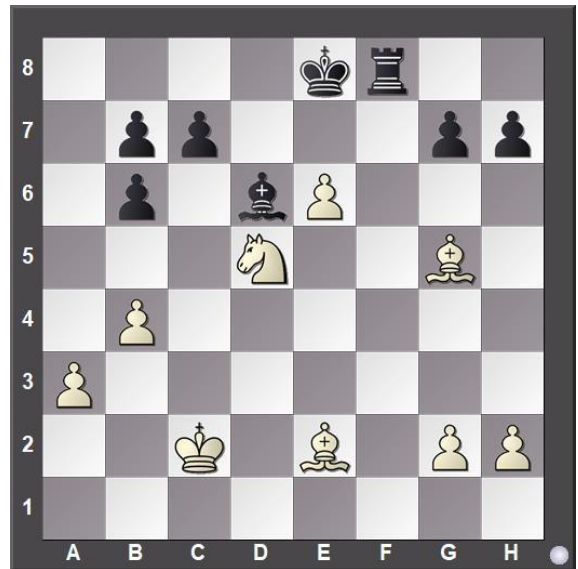
#13. White to move



What is White's best move?

- a) ♔×g7
- b) ♔f3
- c) ♞×f6
- d) h×g

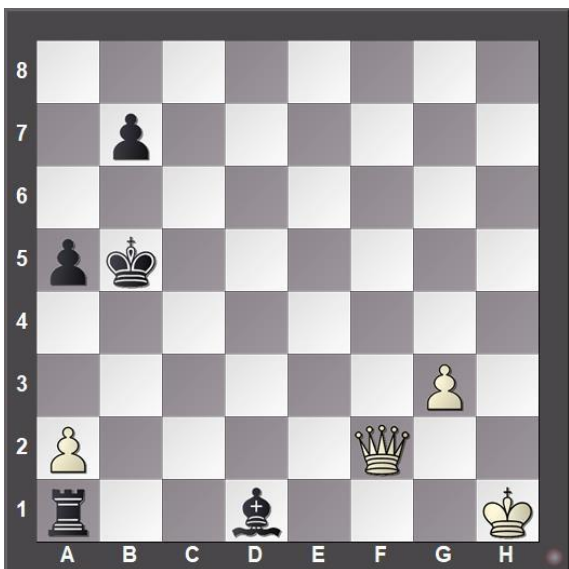
#14. White to move



How many moves does White need to checkmate Black?

- a) 1 move
- b) 2 moves
- c) 3 moves
- d) Impossible to tell

#15. Black to move



How many moves does Black need to checkmate White?

- a) 1 move
- b) 2 moves
- c) 3 moves
- d) Impossible to tell

#16. White to move



What is White's best move?

- a) ♞f7
- b) ♞e6
- c) ♖×f8
- d) ♖f7



**University Interscholastic League
A+ Chess Puzzle Contest
2023-2024 Fall/Winter — Grades 2 & 3**

ANSWER KEY

Test

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

Tiebreaker

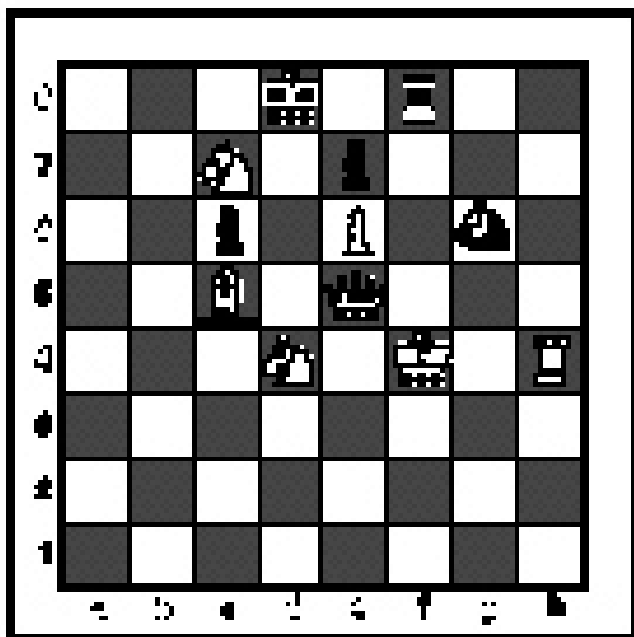
- | | | | |
|----|---|----|---|
| 1. | B | 5. | D |
| 2. | C | 6. | C |
| 3. | D | 7. | C |
| 4. | B | 8. | C |

FALL/WINTER DISTRICT 2023-2024

A+ ACADEMICS



University Interscholastic League



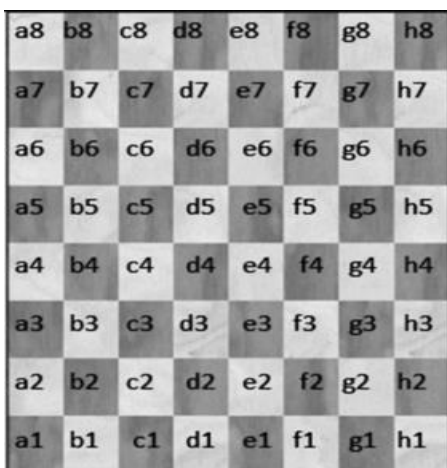
Chess Puzzle Solving






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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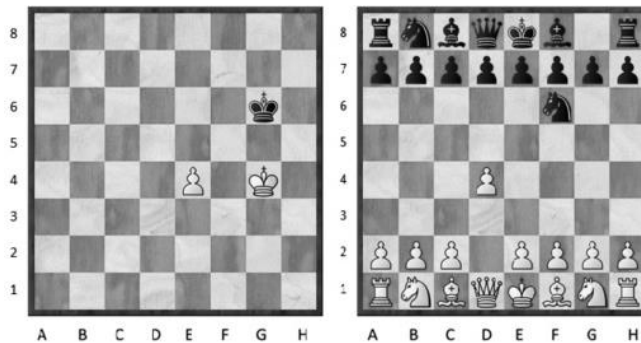


Piece Names	Each chessman can also be represented by a symbol, except for the pawn. (Figurine Notation)
King	
Queen	
Rook	
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Pawn	a-h (We write the file it's on.)

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

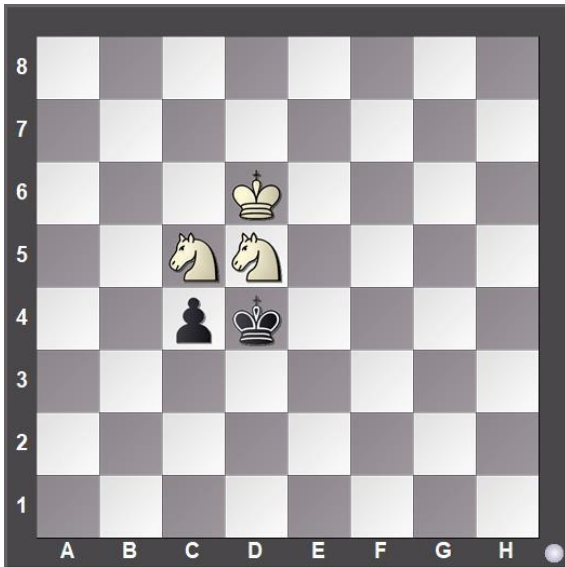
At right are two sample moves.

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White has just played **e4**. Black has just played ...  **f6**

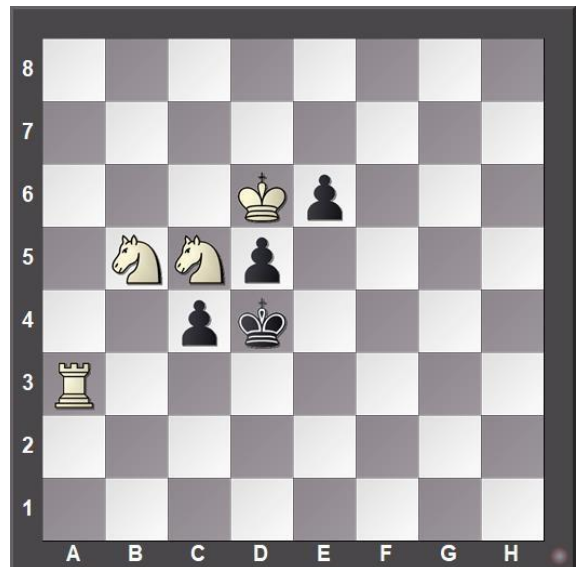
#1. Black to move



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.

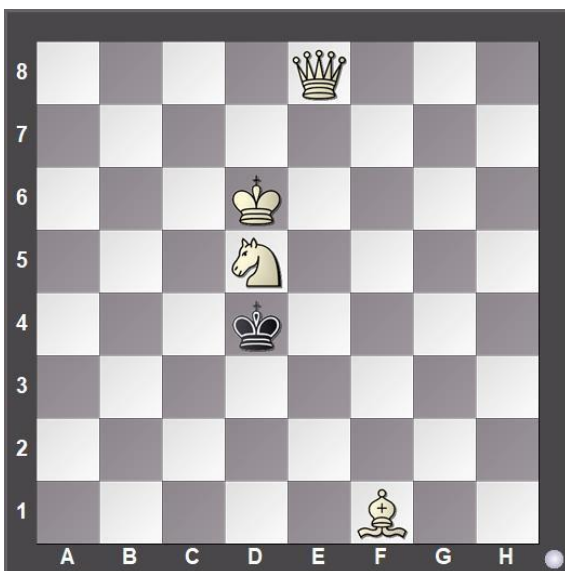
#2. Black to move



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. White to move



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

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

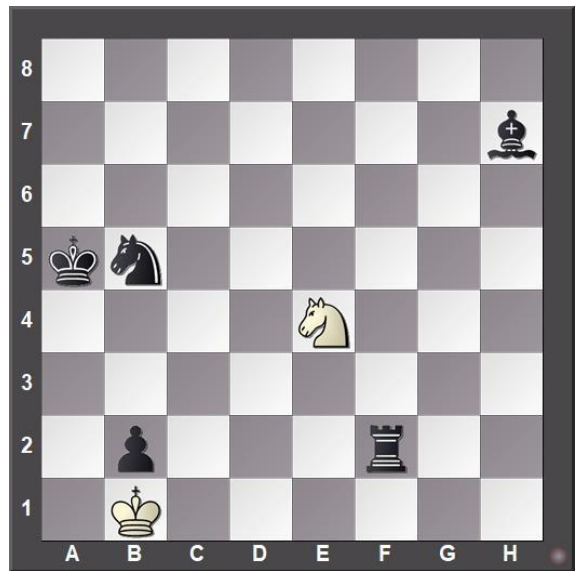
#5.



Which side has a material advantage?

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

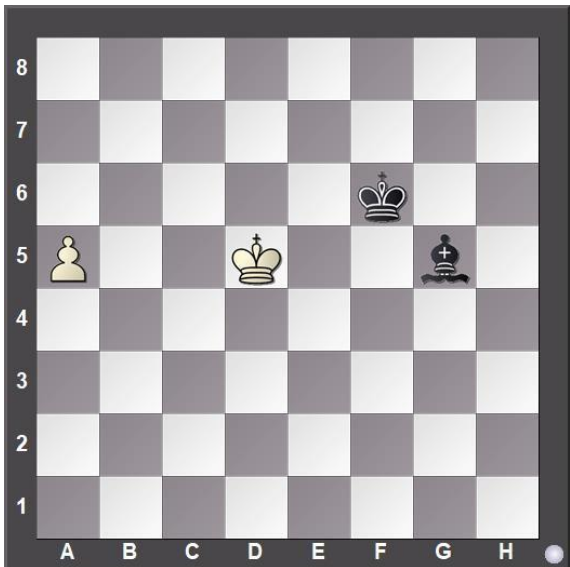
#6. Black to move



What is Black's best move?

- a) ♔×e4
- b) ♞c3
- c) ♞a3
- d) ♖f1

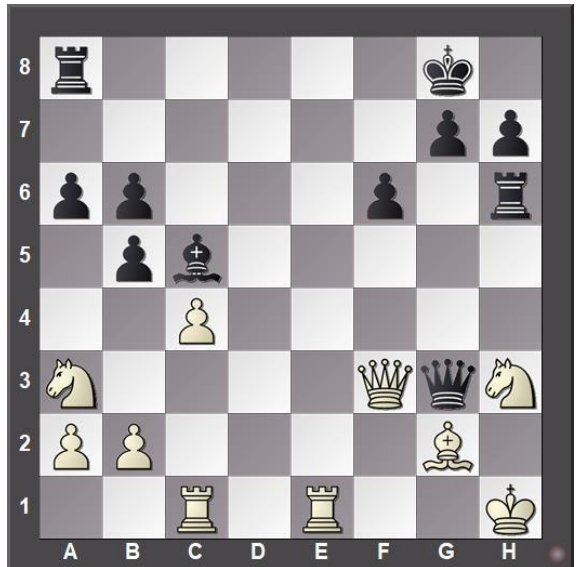
#7. White to move



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

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

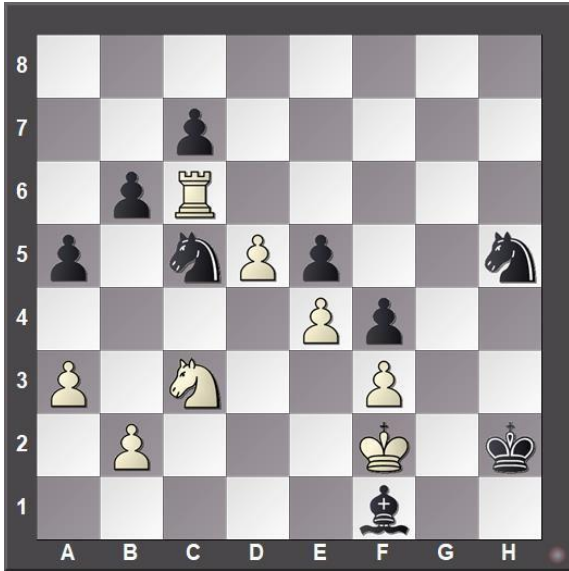
#8. Black to move



What is Black's best move?

- a) ♔×f3
- b) ♖×h3
- c) ♞f2
- d) ♔×e1

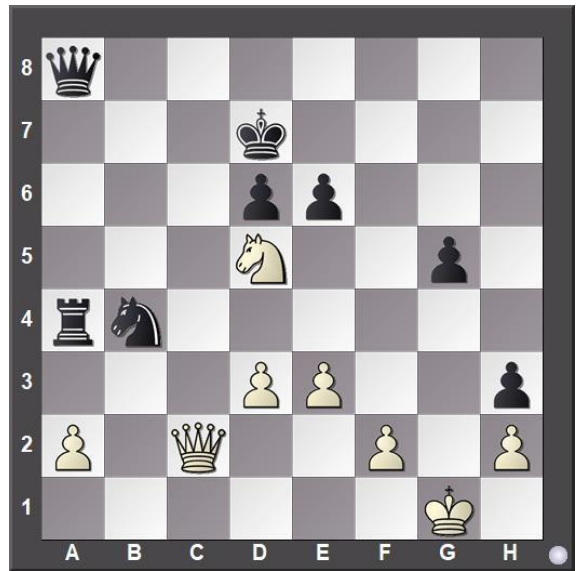
#9. Black to move



How many moves does Black need to checkmate White?

- a) 1 move
- b) 2 moves
- c) 3 moves
- d) Impossible to tell

#10. White to move



What is White's best move?

- a) ♖×b4
- b) ♖b6
- c) ♔×a4
- d) ♔c7

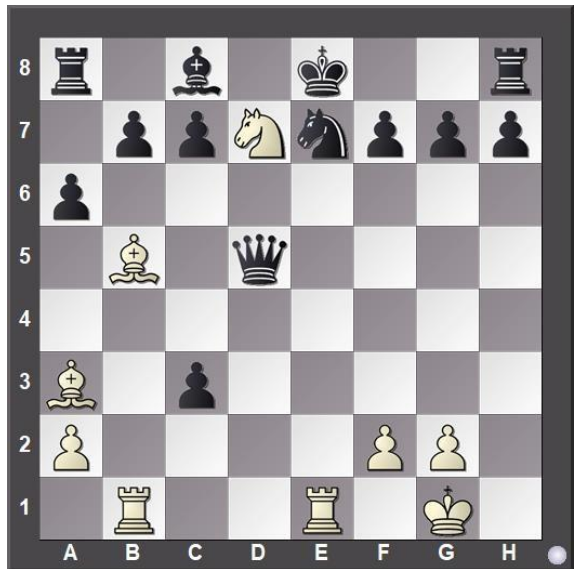
#11. White to move



What is White's best move?

- a) ♘e6
- b) ♘df5
- c) ♘hf5
- d) b3

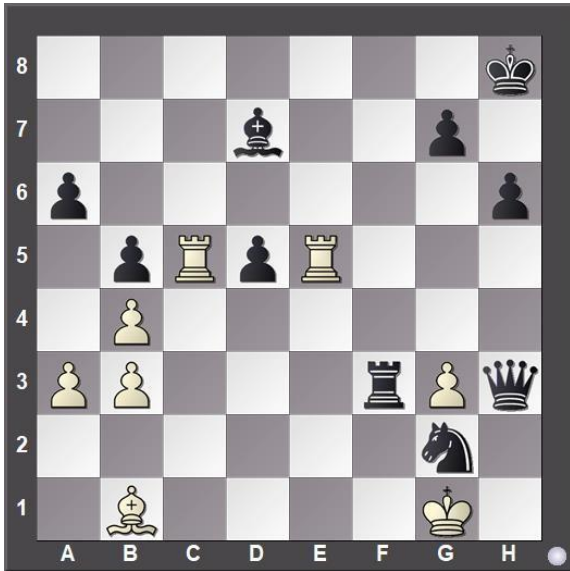
#12. White to move



What is White's best move?

- a) ♖bd1
- b) ♖e7
- c) ♘d7
- d) ♘f6

#13. White to move



If White can checkmate Black, how many moves does White need?

- a) 1 move
- b) 2 moves
- c) 3 moves
- d) Impossible to tell

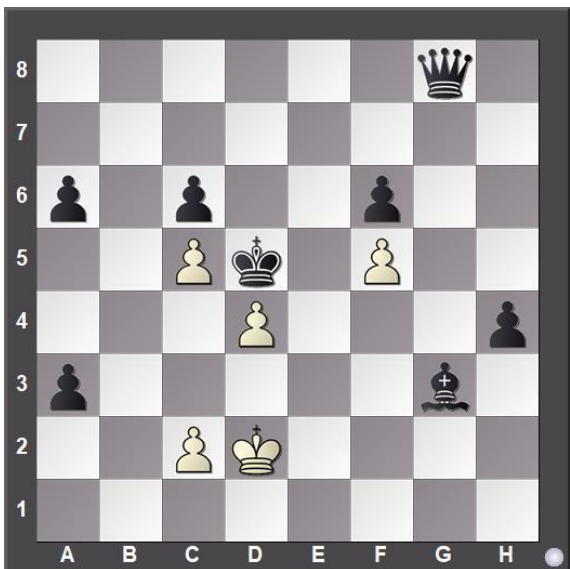
#14. Black to move



What is Black's best move?

- a) ♖×g2
- b) ♜×g2
- c) ♜g3
- d) ♚×h3

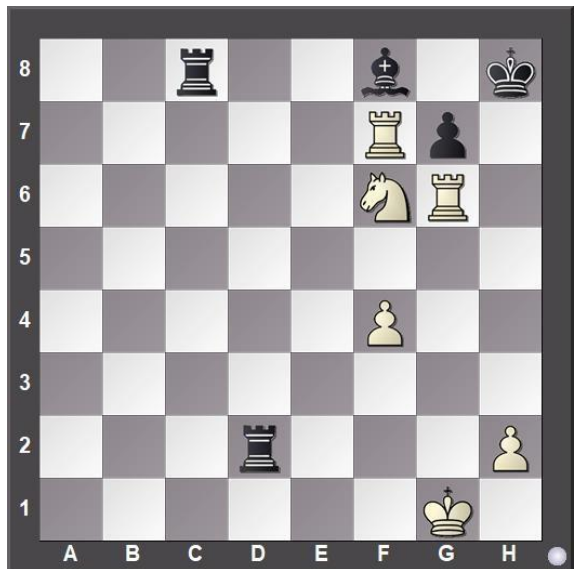
#15. White to move



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

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

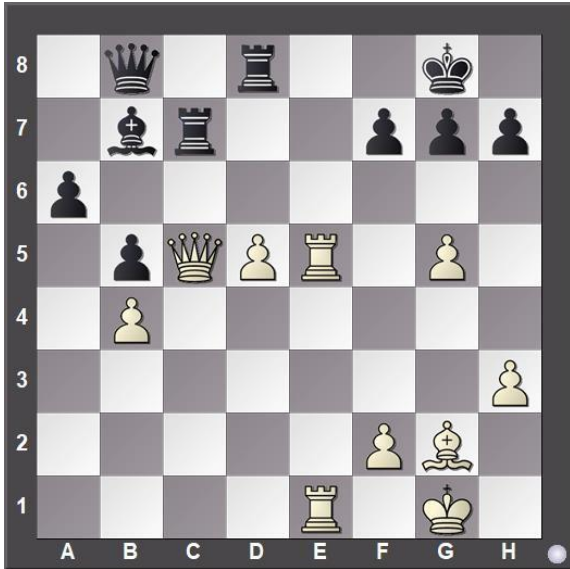
#16. White to move



What piece White should sacrifice to checkmate Black?

- a) White f7-Rook
- b) White g6-Rook
- c) White Knight
- d) None

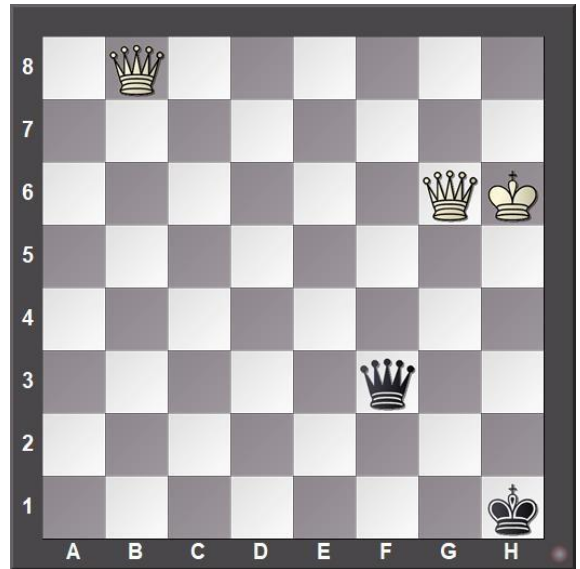
#17. White to move



What is White's best move?

- a) ♔e3
- b) ♖f8
- c) ♕xc7
- d) ♖b6

#18. Black to move



What is Black's best move?

- a) ♔e3
- b) ♖f8
- c) ♖f4
- d) ♖h3

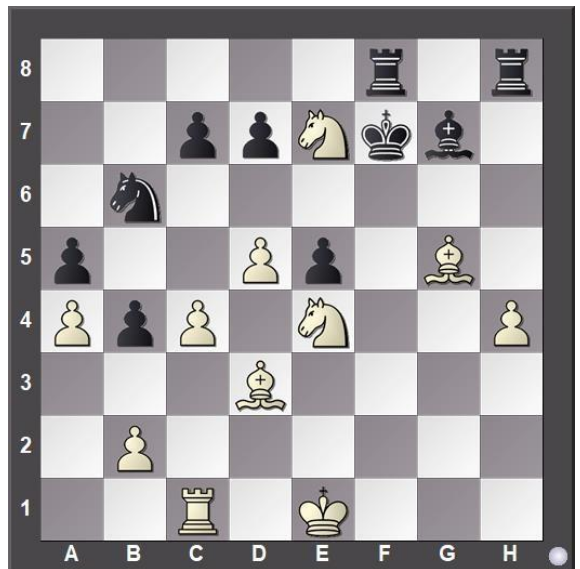
#19. White to move



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

- a) ♖4e7
- b) ♘e7
- c) ♖xf8
- d) ♘f6

#20. White to move



What is White's best move?

- a) ♖c2
- b) ♘g6
- c) ♘d6
- d) ♙e2



**University Interscholastic League
A+ Chess Puzzle Contest
2023-2024 Fall/Winter — Grades 4 & 5**

ANSWER KEY

Test

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

Tiebreaker

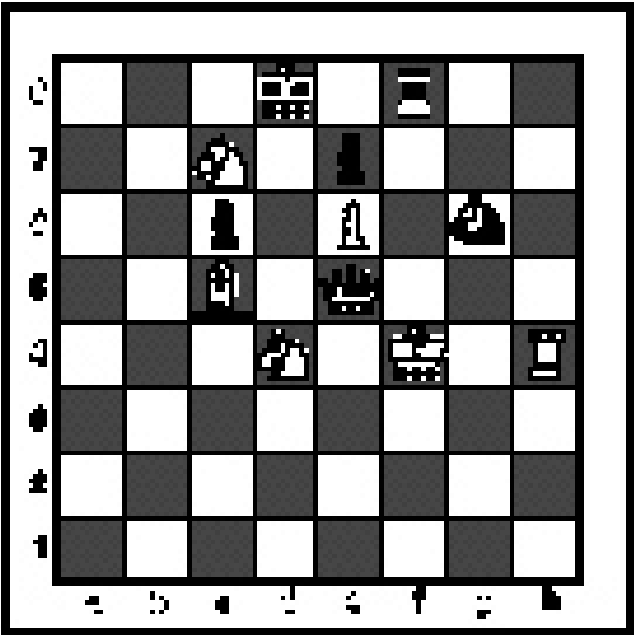
- | | |
|------|------|
| 1. B | 5. D |
| 2. C | 6. C |
| 3. D | 7. C |
| 4. B | 8. C |

FALL/WINTER DISTRICT 2023-2024

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.

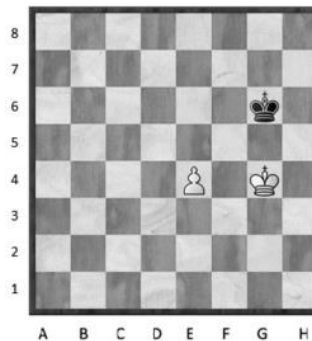


At right are two sample moves.

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.

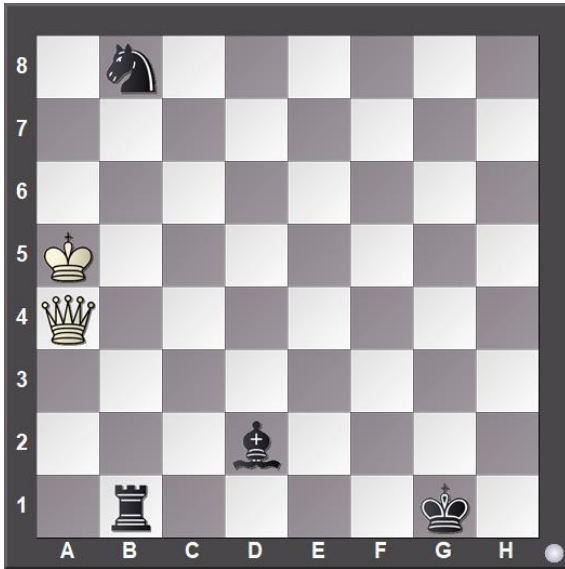


White has just played **e4**.



Black has just played ...  **f6**

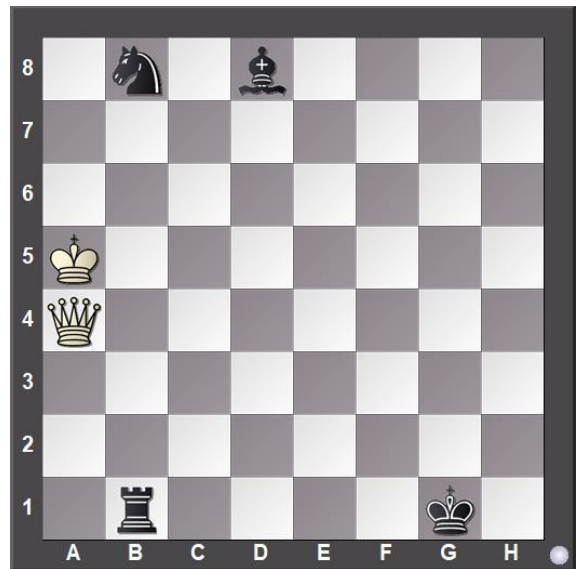
#1. White to move



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.

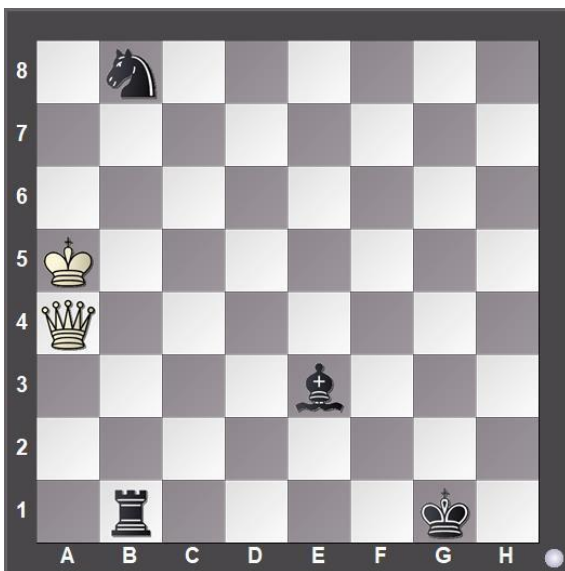
#2. White to move



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.

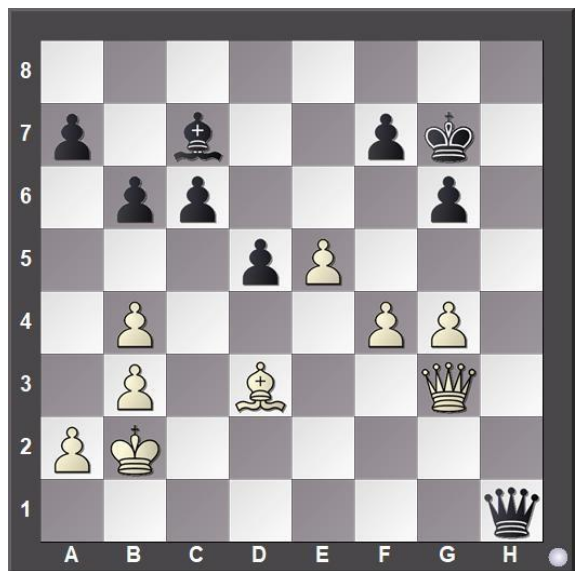
#3. White to move



What term best describes this situation?

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

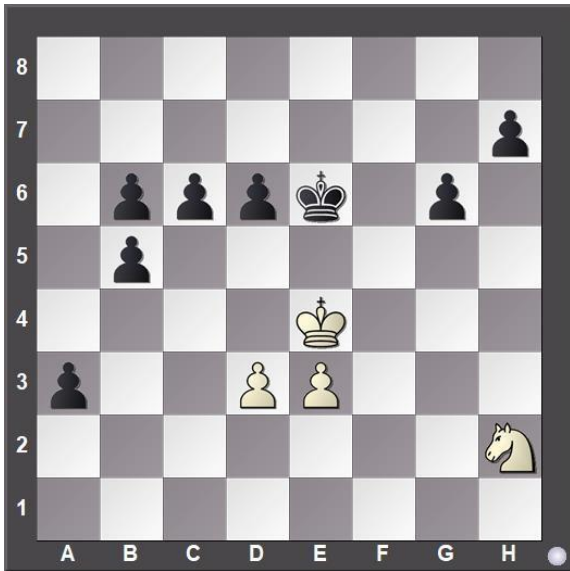
#4. White to move



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) None of the above

#5.



Which side has a material advantage?

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

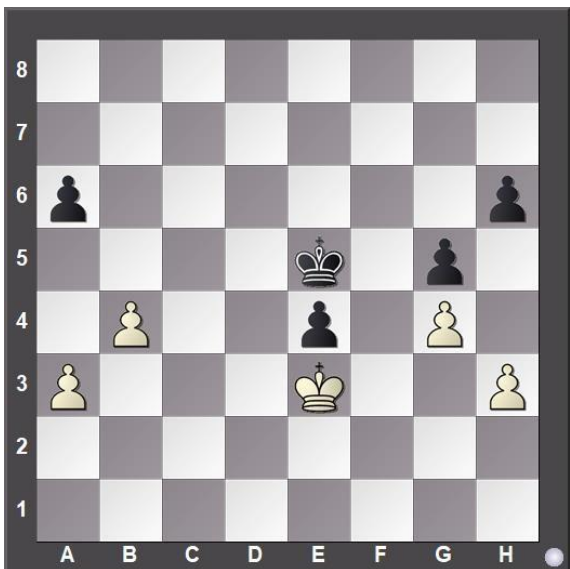
#6. Black to move



What piece should Black capture?

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

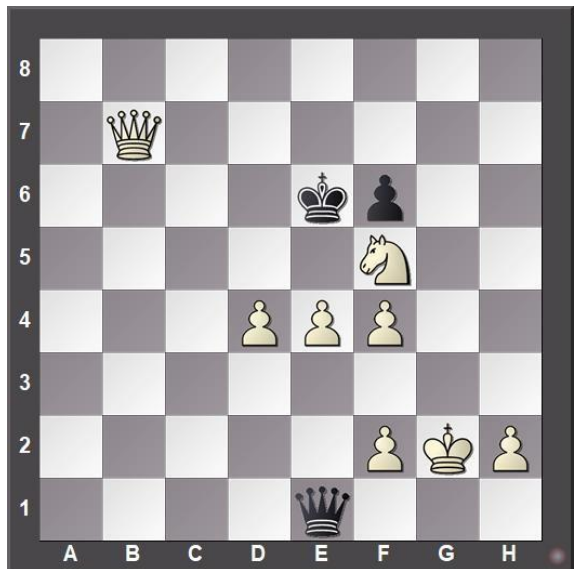
#7.



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

- a) White wins
- b) Black wins
- c) Draw
- d) It depends on whose move it is.

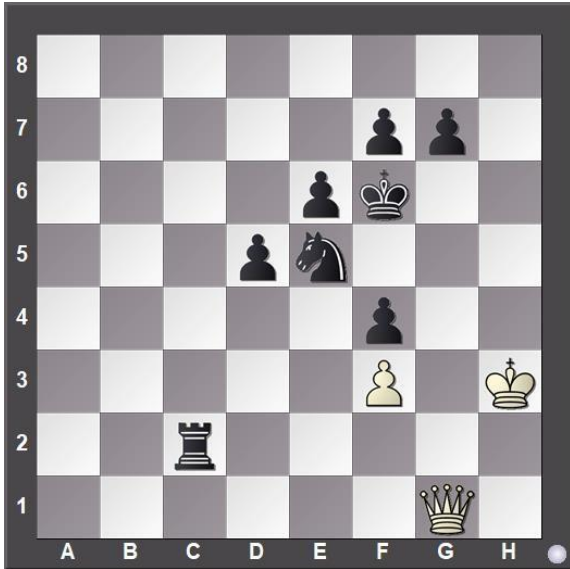
#8. Black to move



All moves can make a draw, except?

- a) ♔f2
- b) ♔e3
- c) ♔f1
- d) ♔g1

#9. White to move



What is White's best move?

- a) ♔g5
- b) ♔xg7
- c) ♔d4
- d) ♔h4

#10. White to move



What is White's best move?

- a) ♖xh6
- b) ♔g4
- c) ♔g5
- d) ♖xf2

#11. White to move



What is White's best move?

- a) ♘g7
- b) ♔f8
- c) ♔xf6
- d) ♘f8

#12. White to move



If White can checkmate Black, how many moves does White need?

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

#13. White to move



What is White's best move?

- a) ♖×c8
- b) ♘×d7
- c) ♘g6
- d) ♕e8

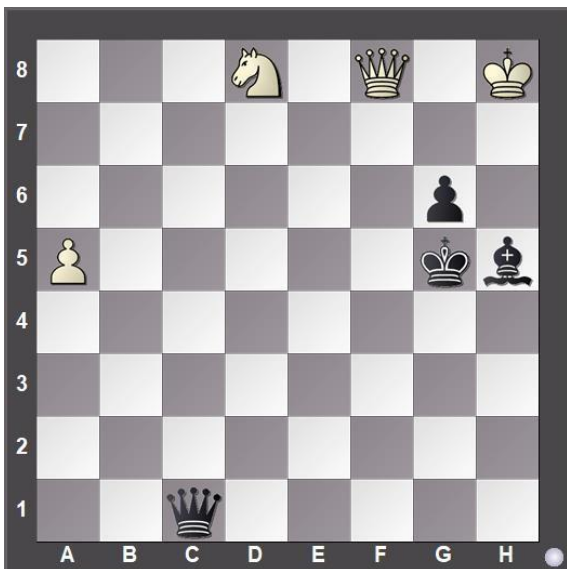
#14. Black to move



If Black can checkmate White, how many moves does Black need?

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

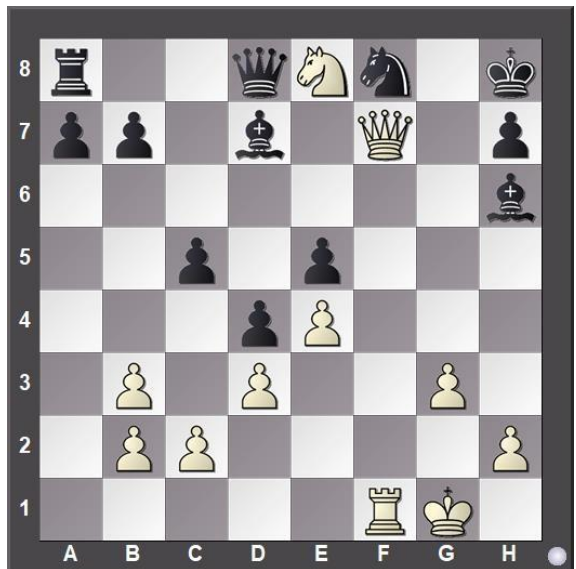
#15. White to move



What is White's best move?

- a) ♕c5
- b) ♕h6
- c) ♘f7
- d) ♕f6

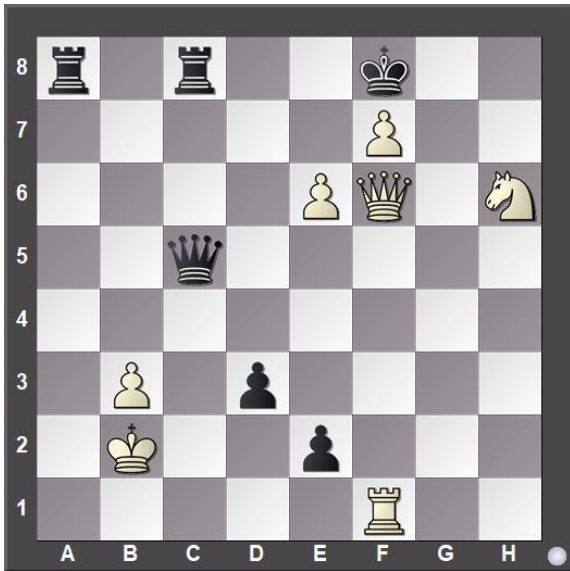
#16. White to move



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

- a) ♕×f8
- b) ♕×h7
- c) ♕g7
- d) ♘f6

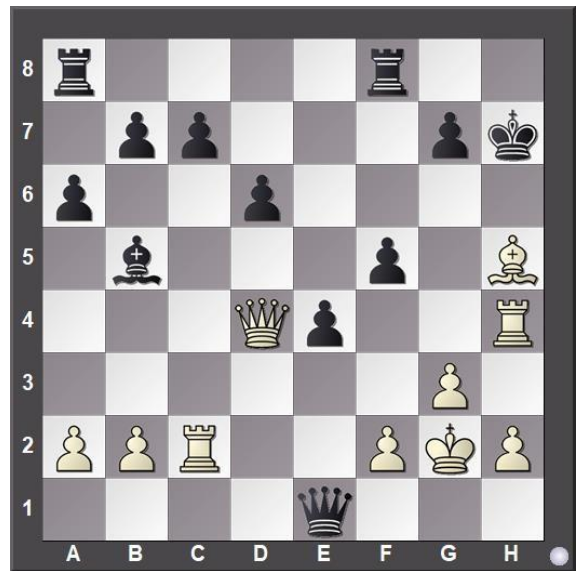
#17. White to move



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

- a) ♔h8
- b) ♔e7
- c) ♔g7
- d) e7

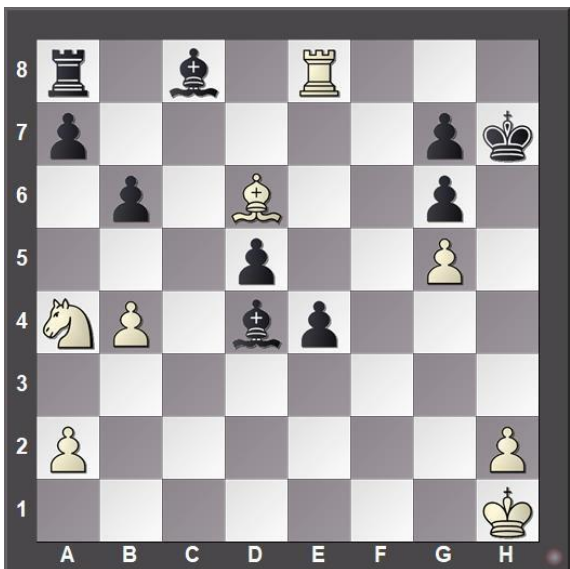
#18.



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

- a) Black wins.
- b) White wins.
- c) It is a draw.
- d) It depends on whose move it is.

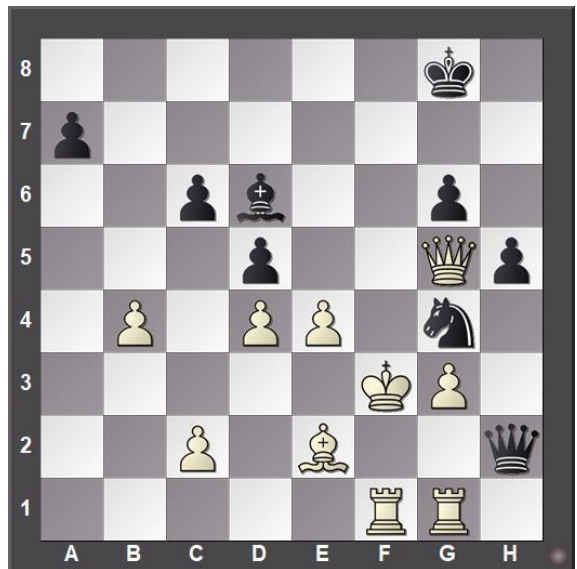
#19. Black to move



What is Black's best move?

- a) ♜a6
- b) ♜b7
- c) ♜d7
- d) ♜g4

#20. Black to move



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

- a) ♔×e2
- b) ♔×g3
- c) ♞f6
- d) d×e



**University Interscholastic League
A+ Chess Puzzle Contest
2023-2024 Fall/Winter — Grades 6, 7, and 8
ANSWER KEY**

Test

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

Tiebreaker

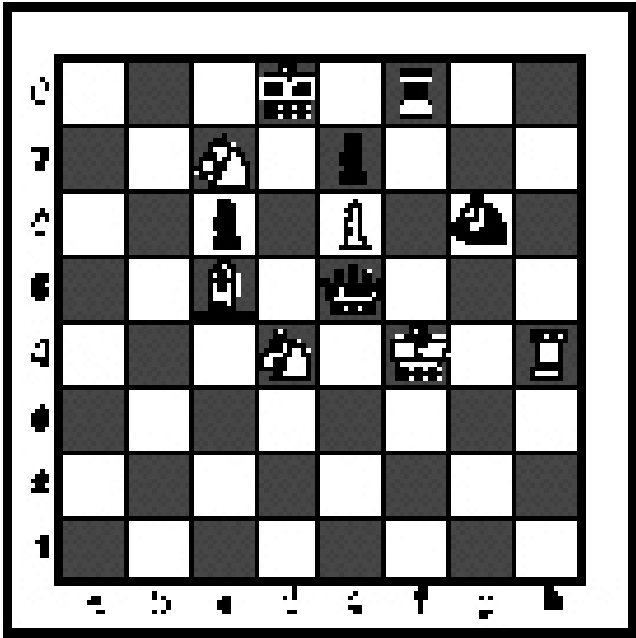
- | | | | |
|----|---|----|---|
| 1. | B | 5. | D |
| 2. | C | 6. | C |
| 3. | D | 7. | C |
| 4. | B | 8. | C |

FALL/WINTER DISTRICT 2023-2024

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.

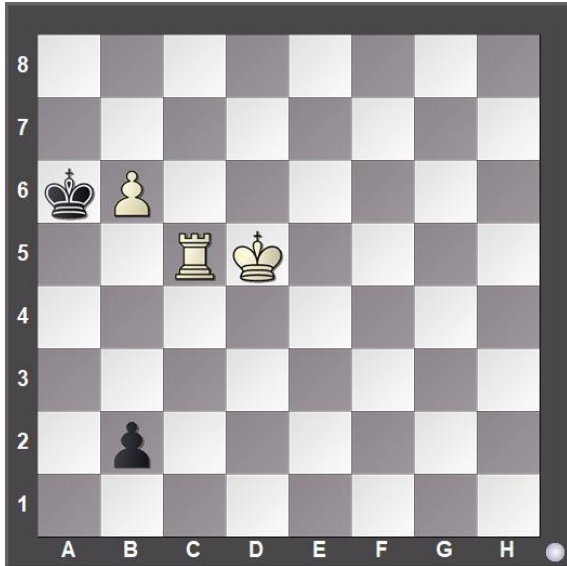
Use the separate answer sheet to write all your answers. You have five (5) minutes to take this part of the test. There are eight (8) questions. Some questions are very difficult.

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!

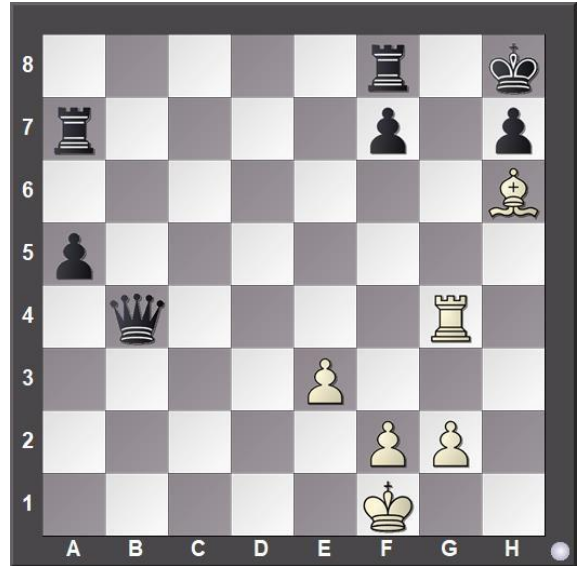
#1. White to move



What is White's best move?

- a) ♖c6
- b) ♖b5
- c) b7
- d) ♔c6

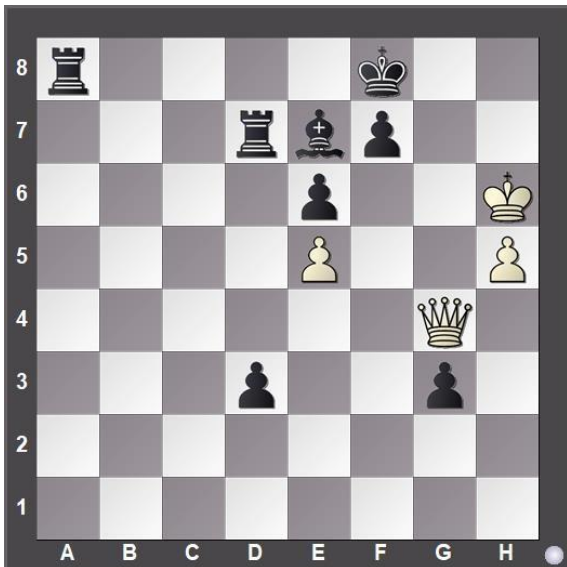
#2. White to move



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

- a) ♔f6
- b) ♔e5
- c) ♔d4
- d) All of the above

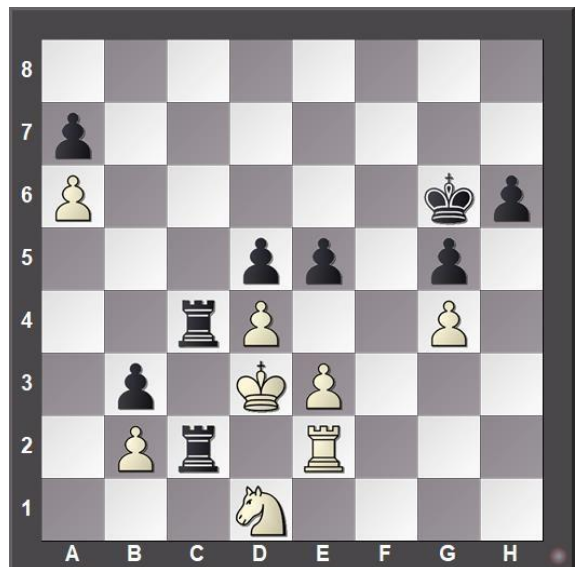
#3. White to move



What is White's best move

- a) ♔g3
- b) ♔h7
- c) ♔g7
- d) ♔g8

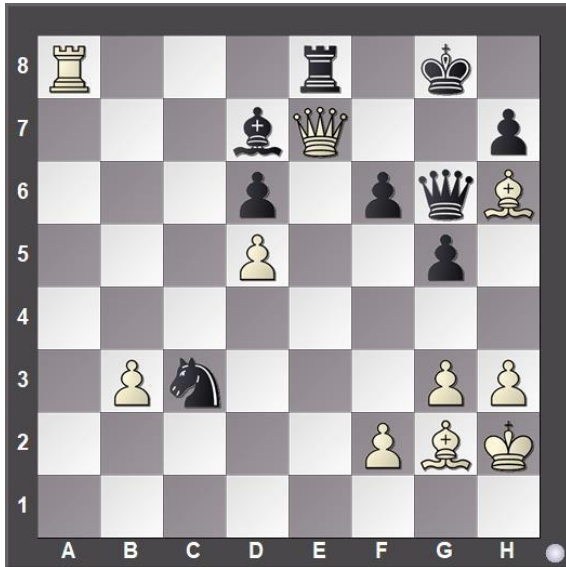
#4. Black to move



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

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

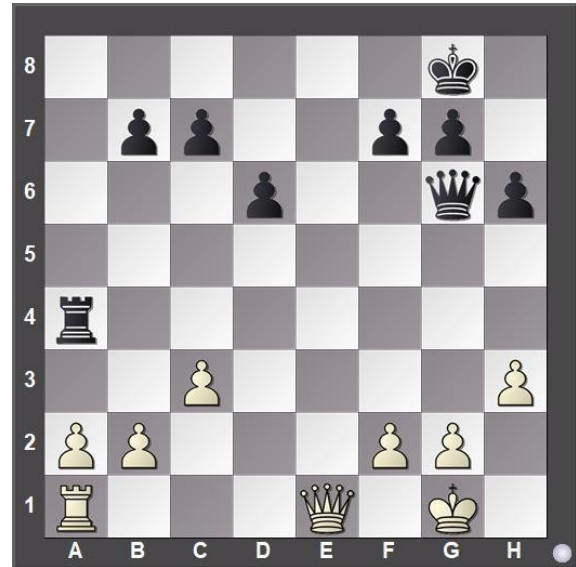
#5. White to move



What is White's best move?

- a) ♖×e8
- b) ♖c8
- c) ♖g7
- d) ♖f8

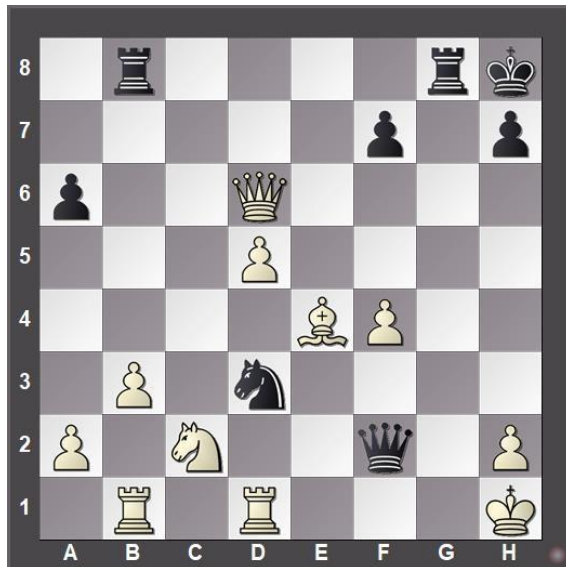
#6. White to move



What is White's best move?

- a) ♖d1
- b) ♖e7
- c) ♖e8
- d) g3

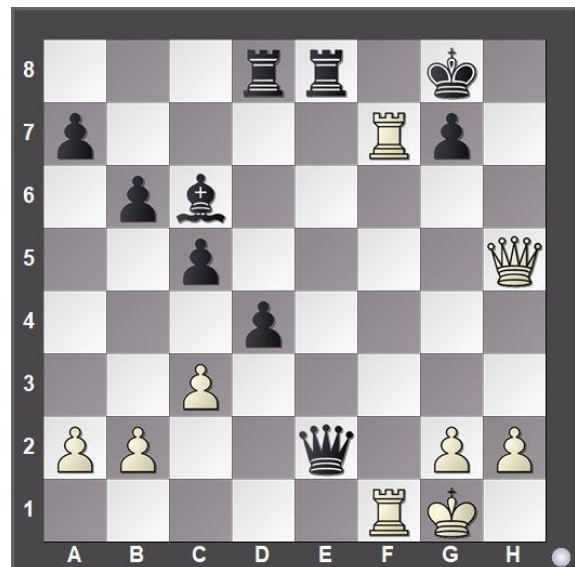
#7. Black to move



What is Black's best move?

- a) ♜g1
- b) ♜g2
- c) ♜g1
- d) ♜×h2

#8. White to move



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

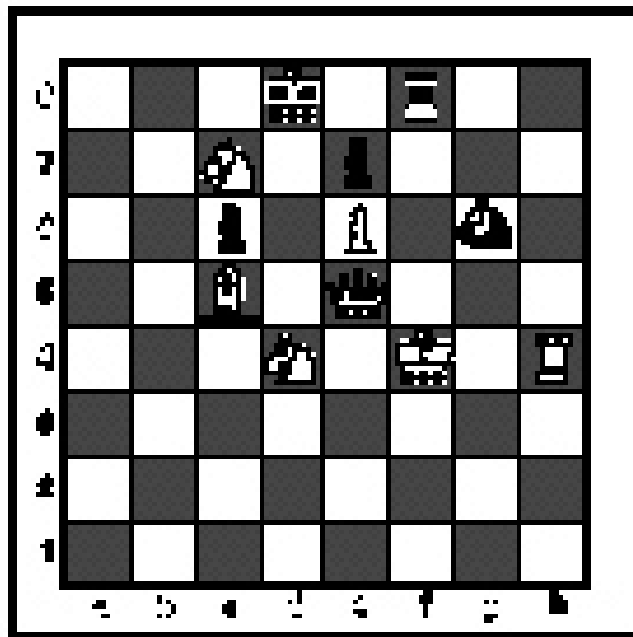
- a) ♜×g7
- b) ♜h8
- c) ♜f7
- d) ♜f7

SPRING DISTRICT 2023-2024

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 through three. 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

King

Queen

Rook

Bishop

Knight

Pawn

Each chessman can also be represented by a symbol, except for the pawn.
(Figurine Notation)



a-h

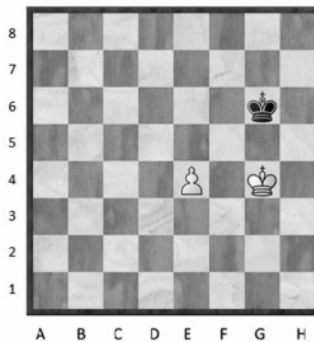
(We write the file it's on.)

- 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.

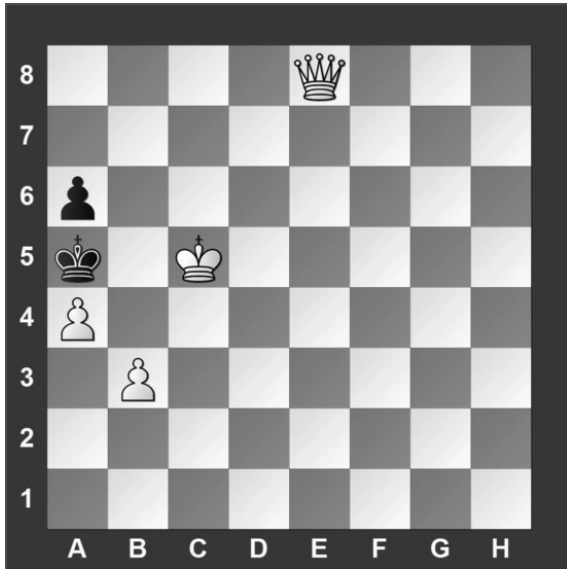
If you look closely at the diagrams in the questions below, you'll see that the frame around the diagram labels the ranks (1-8) and files (a-h) to help you.



White has just played **e4**.

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

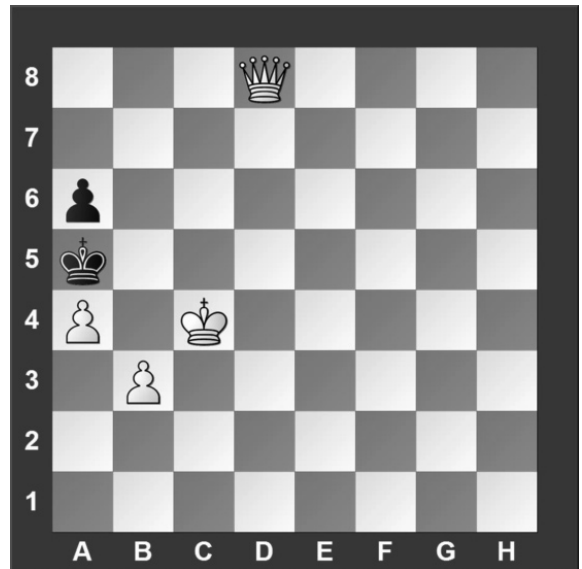
#1. Black to move



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.

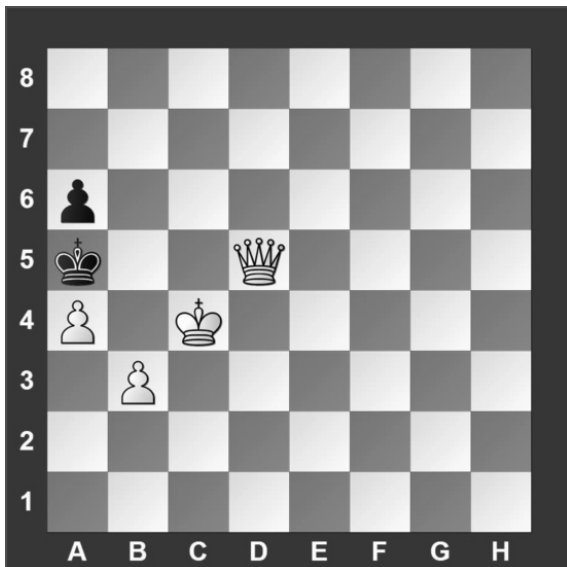
#2. Black to move



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.

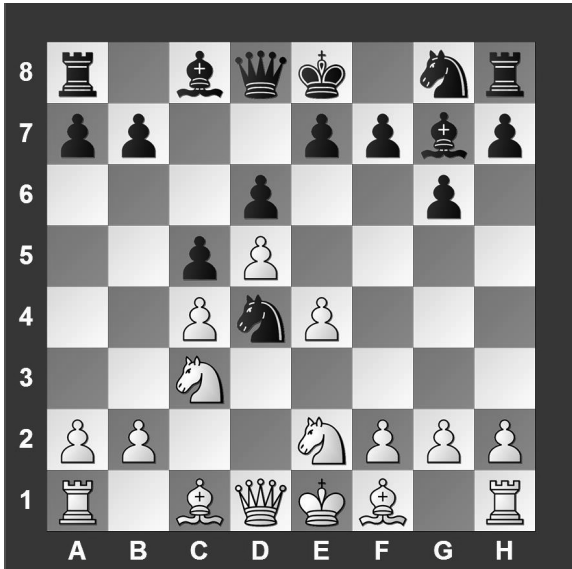
#4.



Which side has material advantage?

- a) White
- b) Black
- c) It's even
- d) It's not possible to tell

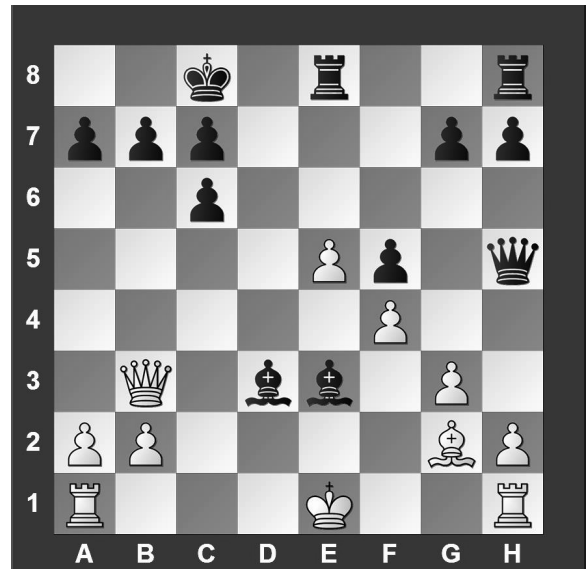
#5. White to move



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

- a) Black's c-pawn
- b) Black's e-pawn
- c) Black's 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) Take Black's Queen
- d) Take Black's Bishop

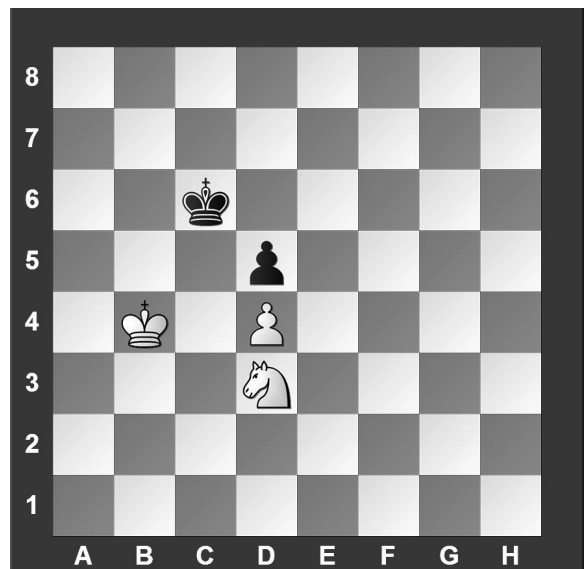
#7. White to move



What piece should White capture?

- a) Black's Knight
- b) Black's Pawn
- c) Black's Bishop
- d) Black's Rook

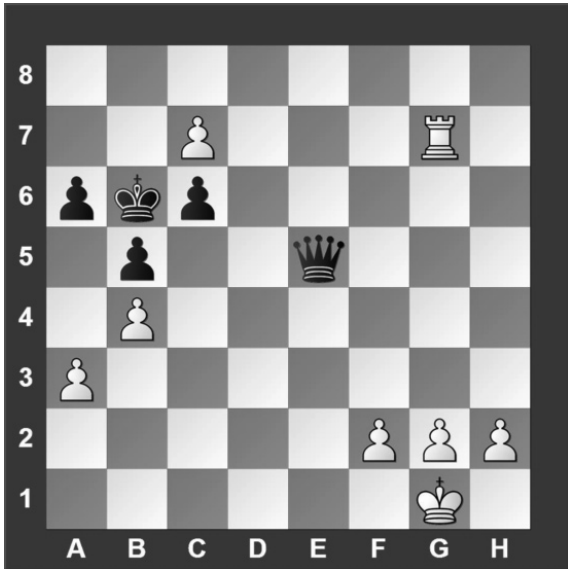
#8. White to move



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

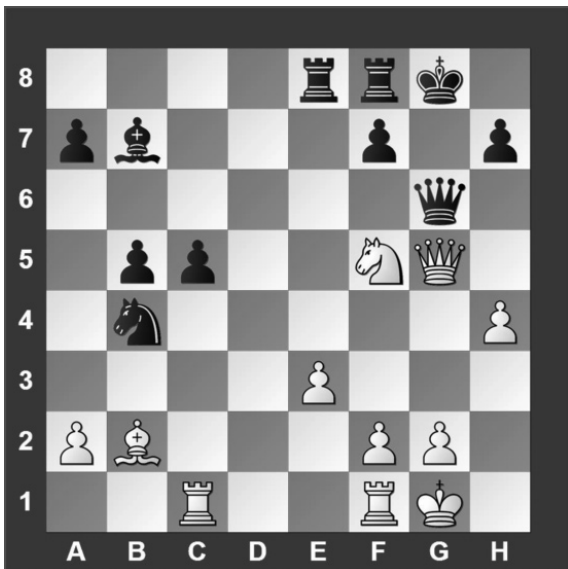
#10. White to move



What piece should White capture?

- a) Black's Bishop
- b) Black's Knight
- c) Black's Rook
- d) Black's Pawn

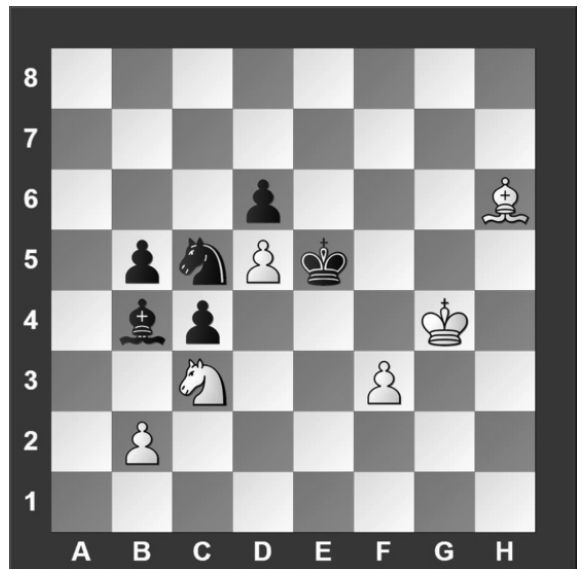
#11. White to move



What is White's best move?

- a) ♖xc5
- b) ♘e7
- c) ♙xg6
- d) ♘h6

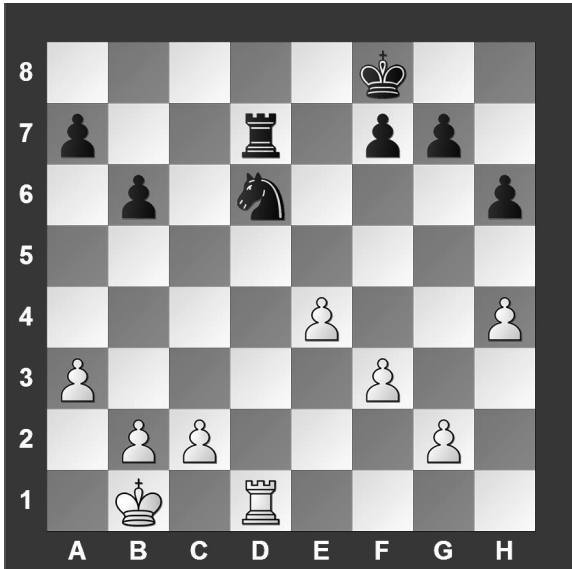
#12. White to move



What is White's best move?

- a) ♘xb5
- b) f4
- c) ♙g7
- d) ♙f4

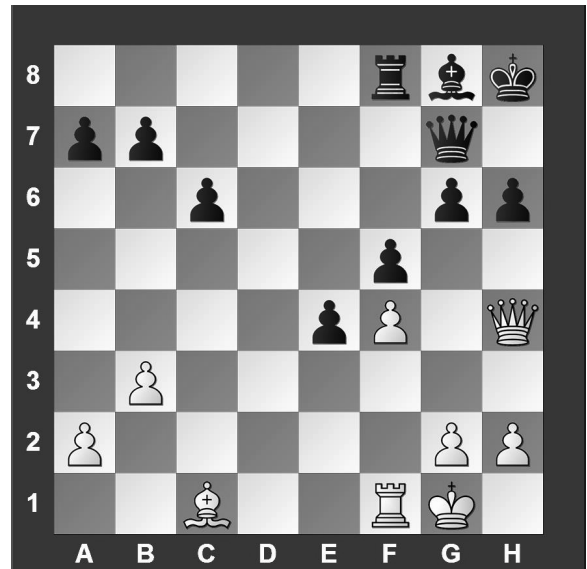
#13. White to move



What is White's best move?

- a) ♖d5
- b) c4
- c) ♖x d6
- d) e5

#14. White to move



What is White's best move?

- a) ♕b2
- b) ♖xh6
- c) ♖d1
- d) ♖f2

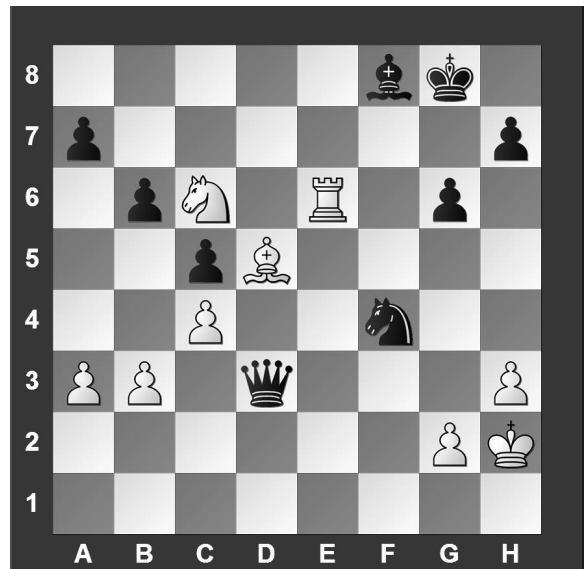
#15. White to move



What is White's best move?

- a) c4
- b) ♖f2
- c) ♖a8
- d) ♖f8

#16. White to move



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

- a) ♖e7
- b) ♖xg6
- c) ♖e8
- d) ♖e3



**University Interscholastic League
A+ Chess Puzzle Contest
2023-2024 Spring — Grades 2 & 3**

ANSWER KEY

Test

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

Tiebreaker

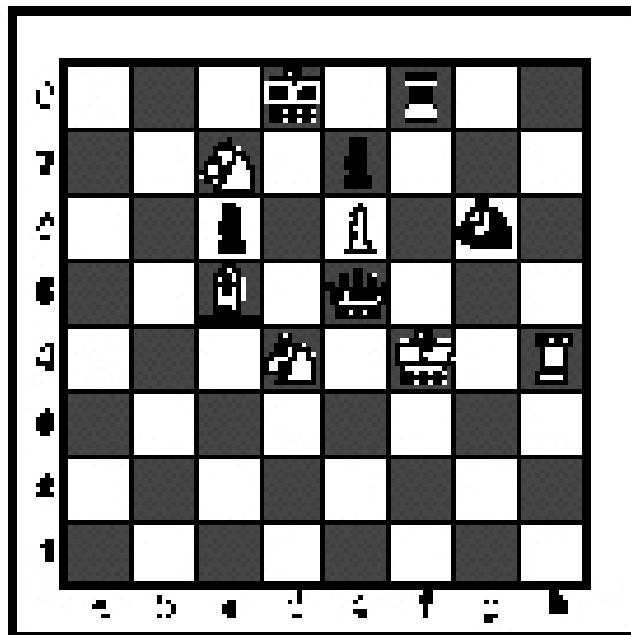
- | | | | |
|----|---|----|---|
| 1. | B | 5. | B |
| 2. | A | 6. | C |
| 3. | C | 7. | A |
| 4. | D | 8. | C |

SPRING DISTRICT 2023-2024

A+ ACADEMICS



University Interscholastic League



Chess Puzzle Solving

grades 4 & 5

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

IMPORTANT INSTRUCTIONS:

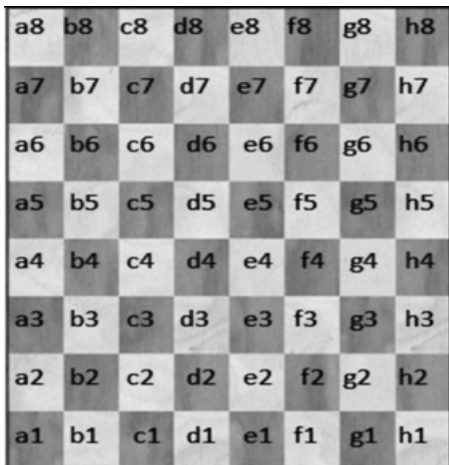
[Test-administrators, please read text in this box aloud.]

This is the UIL Chess Puzzle Solving Invitational Test for grades four through 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

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

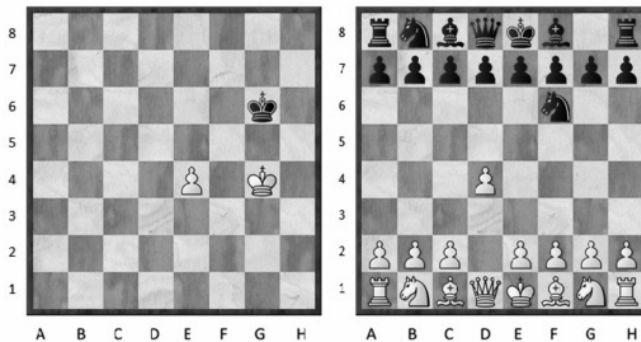


Piece Names	Each chessman can also be represented by a symbol, except for the pawn. (Figurine Notation)
King	♔
Queen	♚
Rook	♖
Bishop	♗
Knight	♘
Pawn	a-h (We write the file it's on.)

- 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.

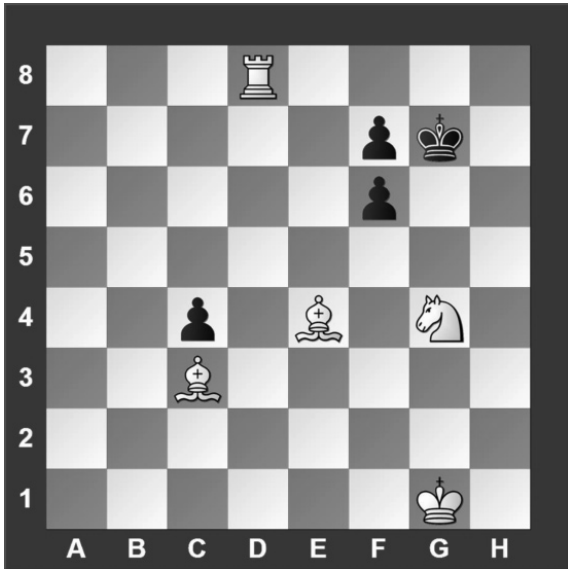
At right are two sample moves.

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**.

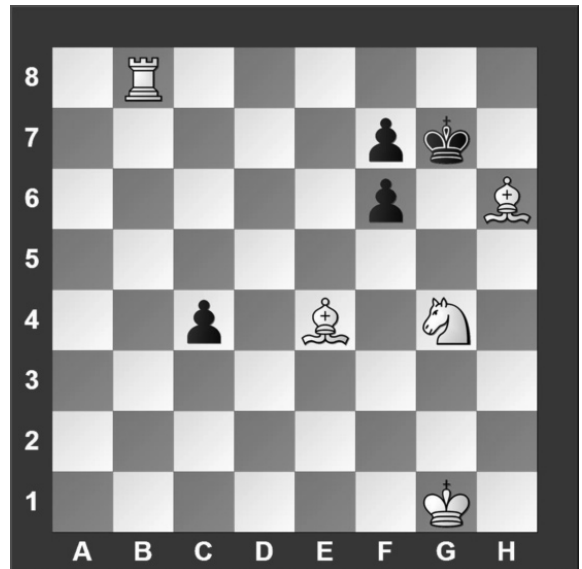
#1. Black to move



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

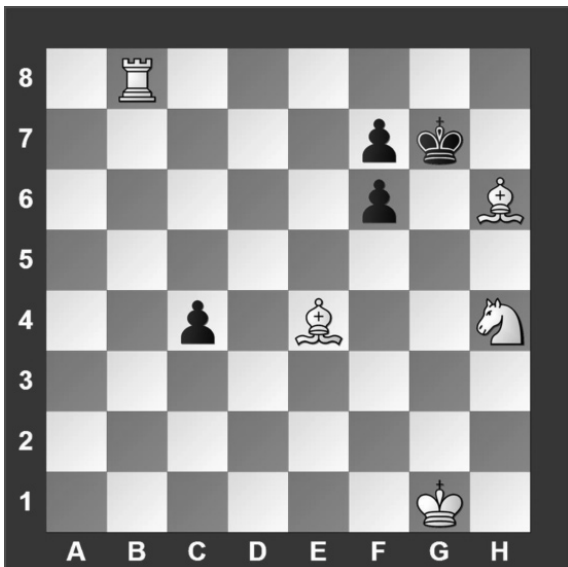
#2. Black to move



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

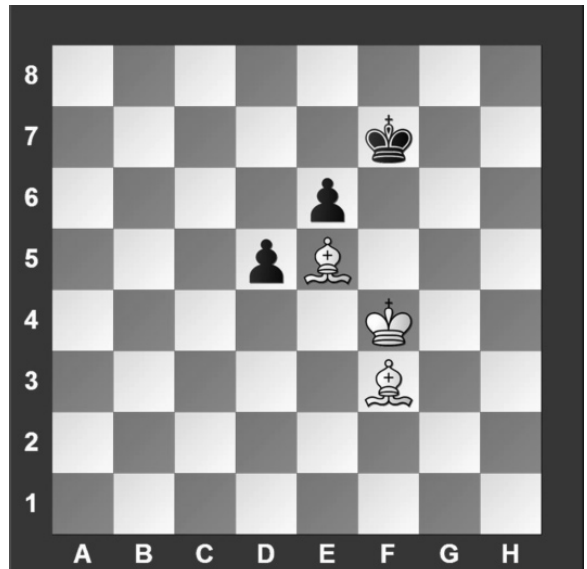
#5. White to move



Which move below is possible for White?

- a) Short Castle
- b) Long Castle
- c) Take Black's Knight
- d) Take Black's Queen

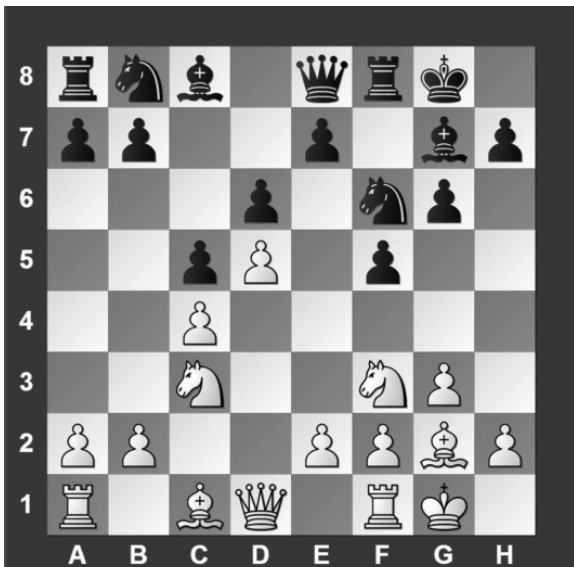
#6. White to move



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.

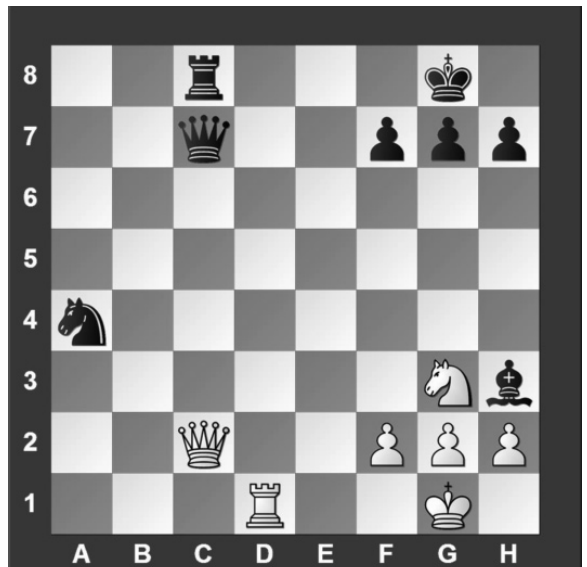
#7. White to move



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) Pawn

#9. White to move



What is White's best move?

- a) Qf6
- b) Ng7
- c) Bxd5
- d) Nxf4

#10. White to move



What is White's best move?

- a) Qh5
- b) Qd7
- c) Qe6
- d) Bf3

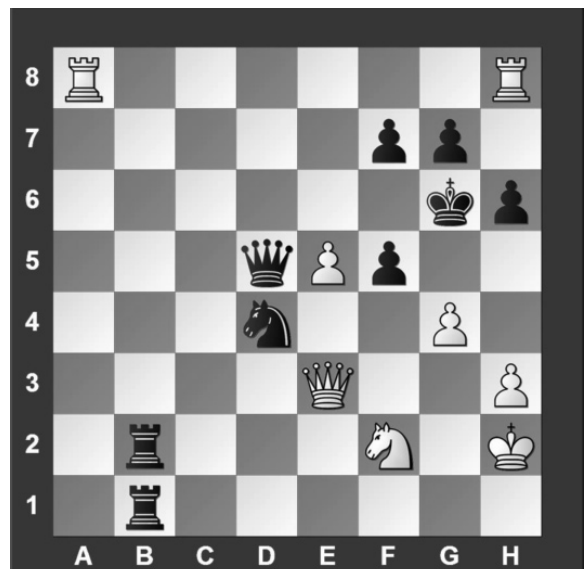
#11. White to move



What is White's best move?

- a) Nc6
- b) Qxa6
- c) Qg5
- d) Rd1

#12. White to move



What is White's best move?

- a) Qxh6
- b) Rxh6
- c) gxf5
- d) Ra6

#13. White to move



What is White's best move?

- a) ♖×a8
- b) ♖×h6
- c) ♖×d7
- d) ♕g4

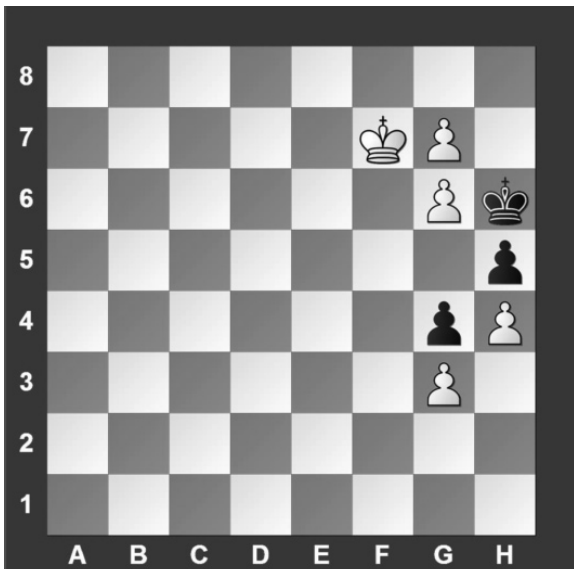
#14. White to move



What is White's best move?

- a) ♖×d8
- b) ♕×h7
- c) ♖g5
- d) ♖c2

#15. White to move



What piece should White promote to?

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

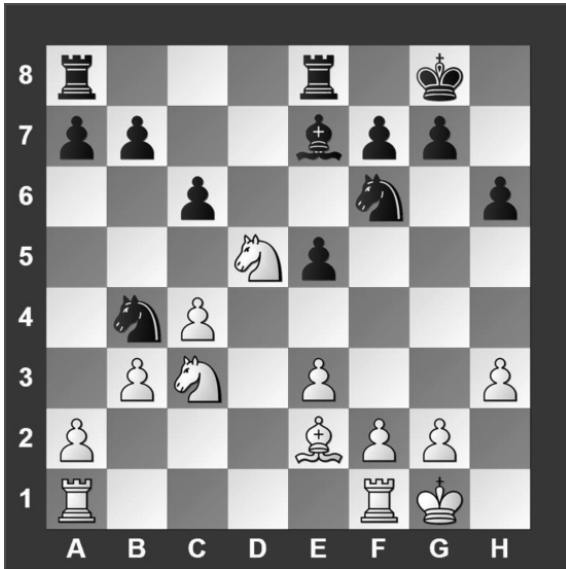
#16. White to move



What is White's best move?

- a) ♖×e8
- b) ♕d4
- c) ♖e1
- d) f4

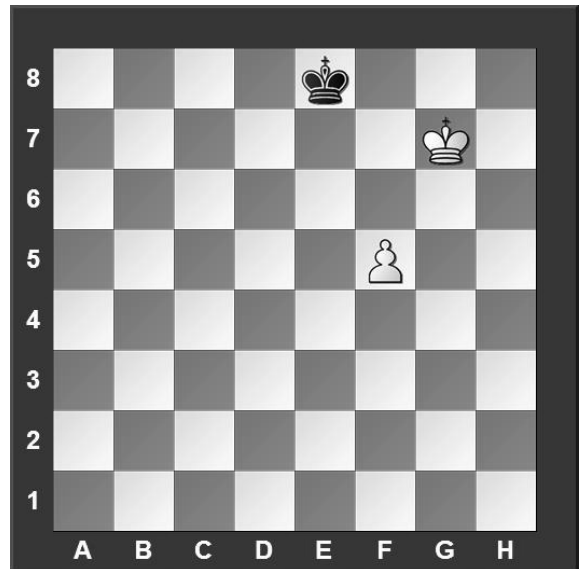
#17. White to move



What is White's best move?

- a) $\text{N} \times \text{b4}$
- b) $\text{N} \times \text{f6}$
- c) $\text{N} \times \text{e7}$
- d) $\text{N} \text{c7}$

#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) $\text{K} \times \text{b7}$
- b) $\text{K} \times \text{f5}$
- c) d5
- d) g4

#20. White to move



What is White's best move?

- a) $\text{R} \text{a2}$
- b) $\text{R} \text{b1}$
- c) $\text{N} \text{b5}$
- d) $\text{N} \text{a4}$



**University Interscholastic League
A+ Chess Puzzle Contest
2023-2024 Spring — Grades 4 & 5**

ANSWER KEY

Test

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

Tiebreaker

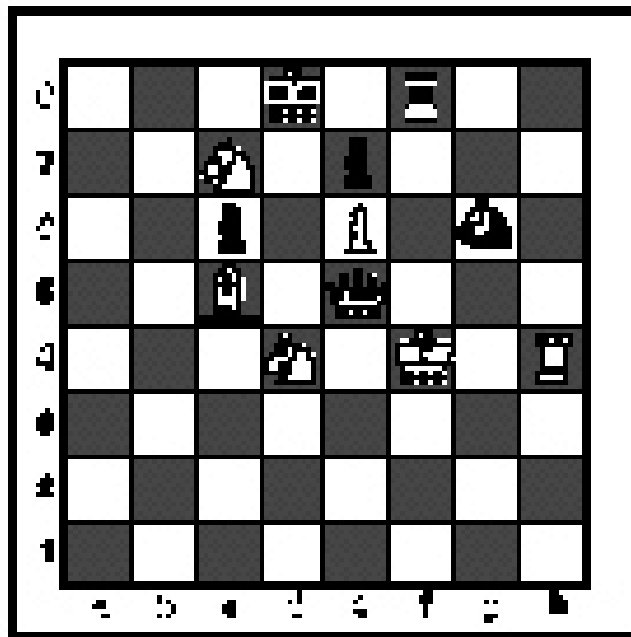
- | | | | |
|----|---|----|---|
| 1. | B | 5. | B |
| 2. | A | 6. | C |
| 3. | C | 7. | A |
| 4. | D | 8. | C |

SPRING DISTRICT 2023-2024

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.]

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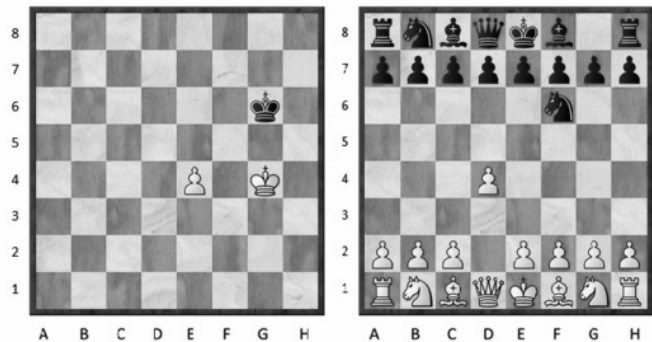


Piece Names	Each chessman can also be represented by a symbol, except for the pawn. (Figurine Notation)
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Rook	
Bishop	
Knight	
Pawn	a-h (We write the file it's on.)

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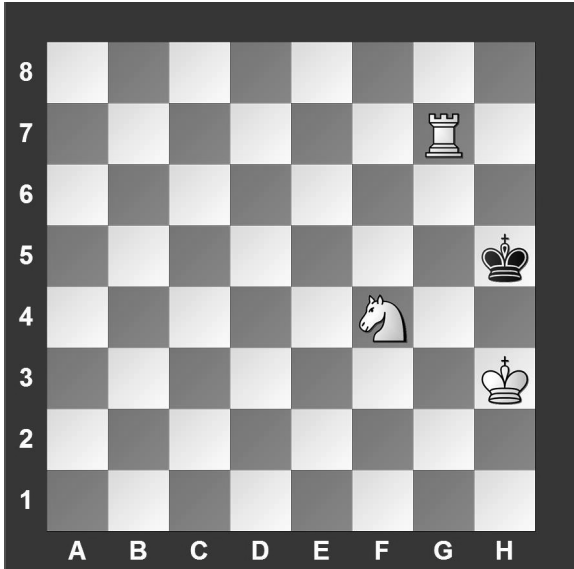
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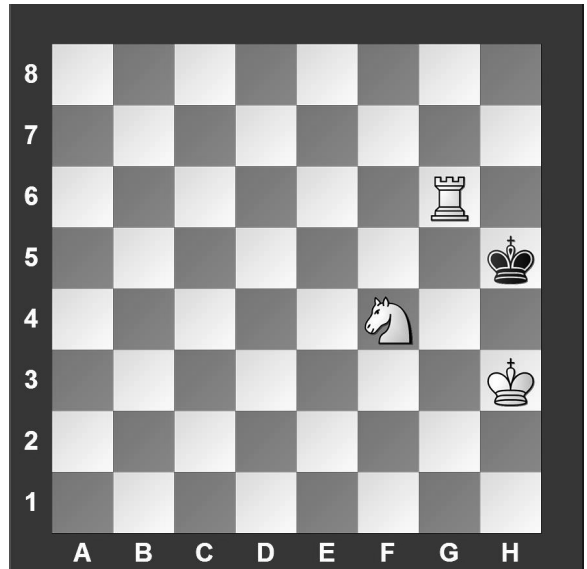
#1. Black to move



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.

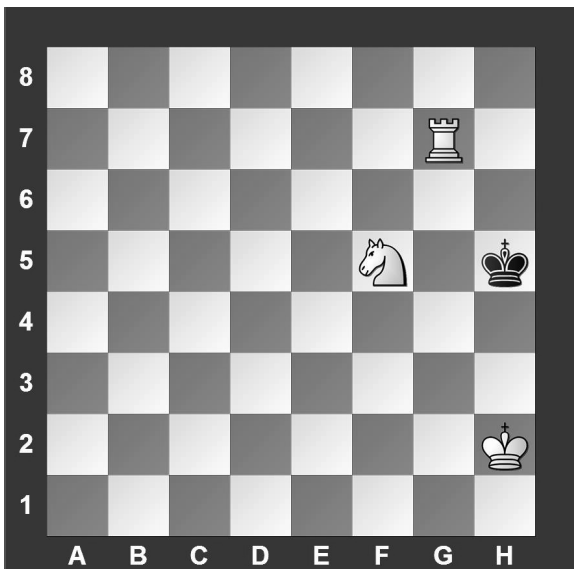
#2. Black to move



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.

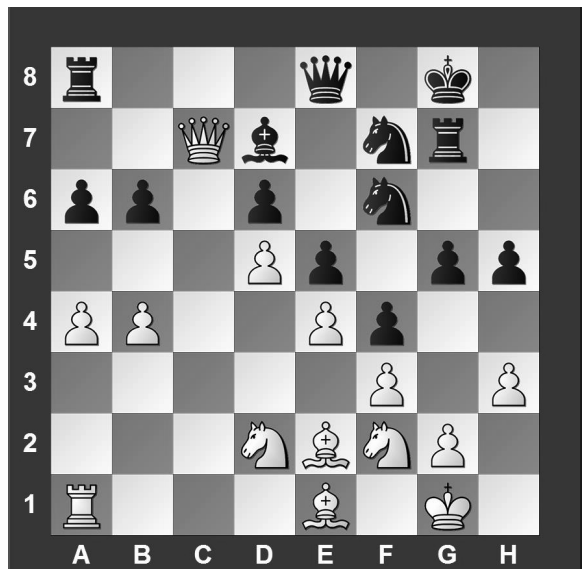
#3. Black to move



What term best describes this situation?

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

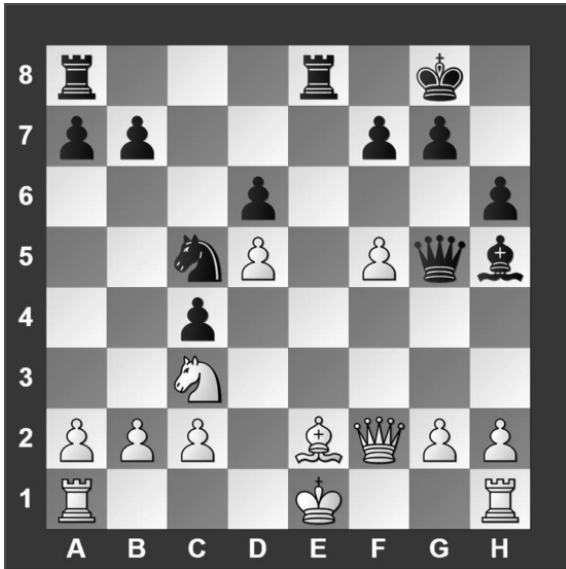
#4.



Which side has material advantage?

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

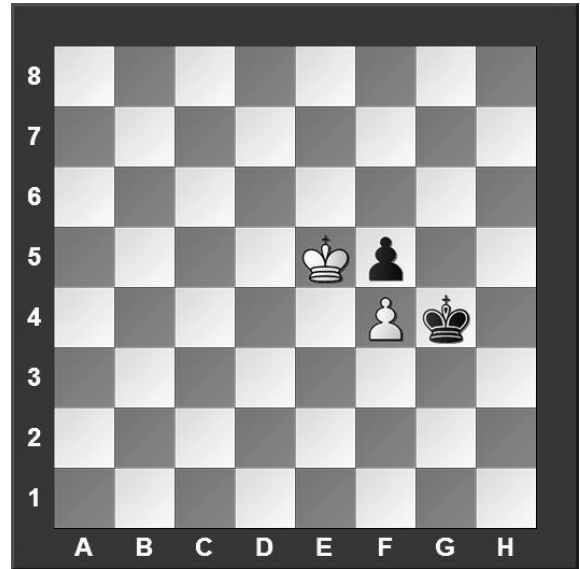
#5. White to move



Which move is possible for White?

- a) Short Castle
- b) Long Castle
- c) Take Black's Bishop
- d) Take Black's Pawn

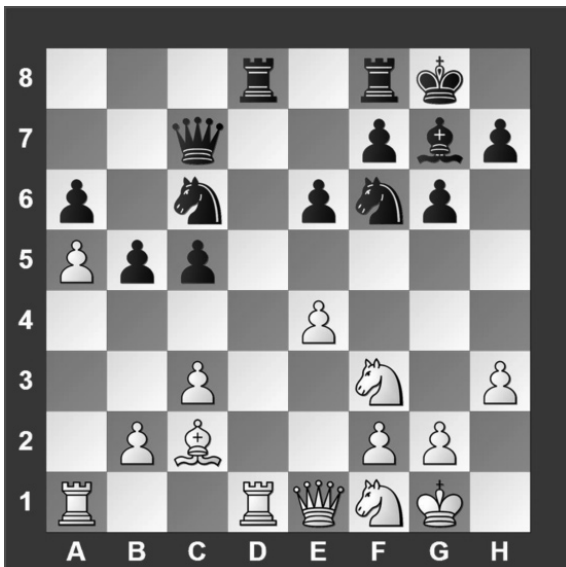
#6. White to move



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.

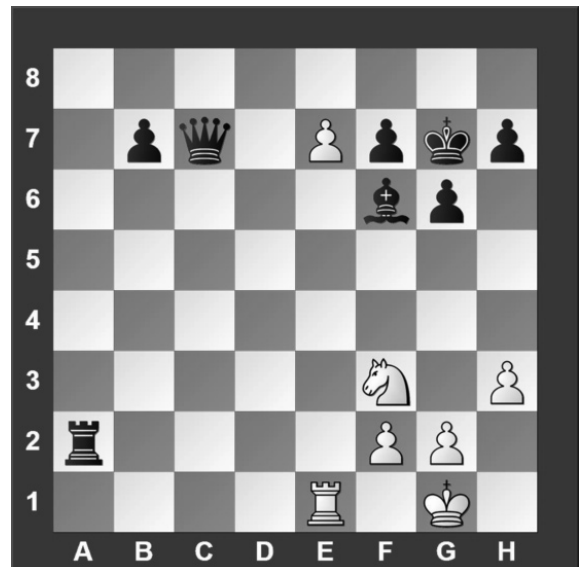
#7. White to move



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

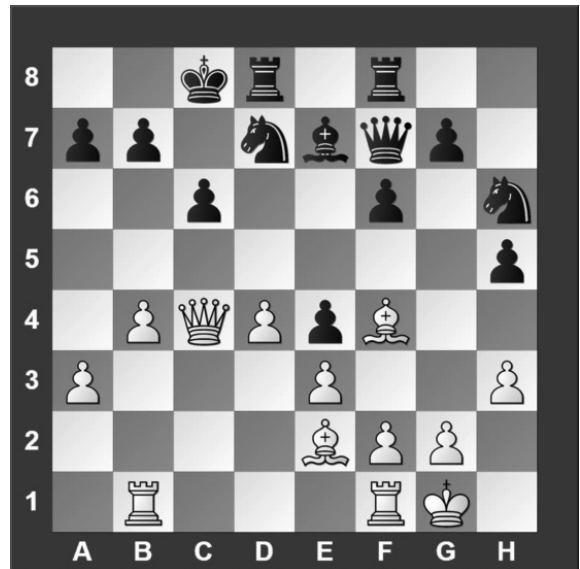
#9. White to move



What is White's best move?

- a) ♖h4
- b) ♖h2
- c) ♖g1
- d) ♗xa6

#10. White to move



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

- a) ♖xc6
- b) b5
- c) ♖xf7
- d) d5

#11. White to move



What is White's best move?

- a) ♖xe4
- b) ♖xe4
- c) ♖g3
- d) ♖g5

#12. White to move



What is White's best move?

- a) ♗xc5
- b) ♗g5
- c) ♖xf8
- d) g3

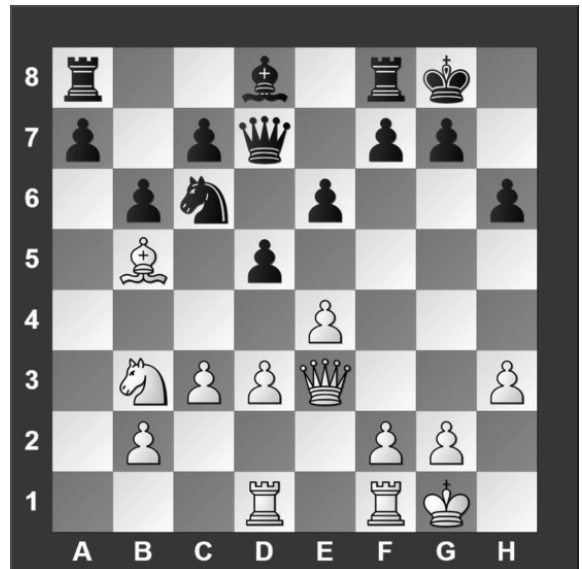
#13. White to move



What is White's best move?

- a) ♔xc3
- b) ♖c1
- c) ♘e6
- d) ♘f7

#14. White to move



What is White's best move?

- a) ♙xc6
- b) exd5
- c) ♘d4
- d) f4

#15. White to move



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

- a) ♖h1
- b) ♔xh7
- c) ♘g6
- d) e5

#16. White to move



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

- a) ♙g6
- b) ♖d8
- c) ♙xc8
- d) ♙xh7

#17. White to move



What is White's best move?

- a) ♖h5
- b) ♖h3
- c) ♖xg6
- d) ♗h5

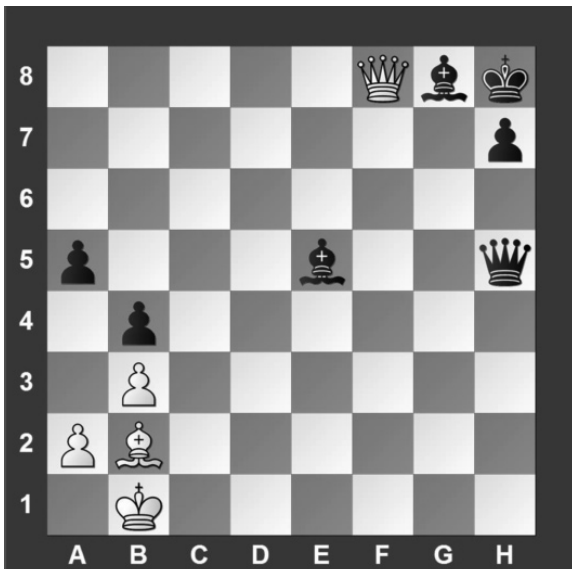
#18. White to move



What is White's best move?

- a) ♔xb7
- b) ♖xe6
- c) ♖h3
- d) ♖c3

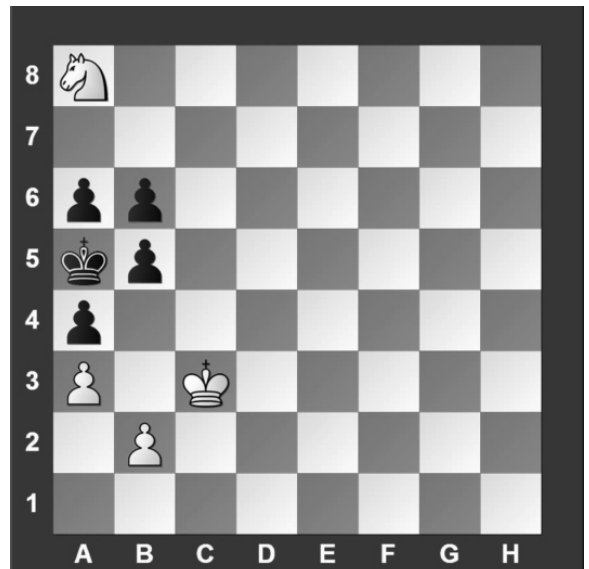
#19. White to move



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

- a) ♔f6
- b) ♗xe5
- c) ♔xg8
- d) ♔c8

#20. 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



**University Interscholastic League
A+ Chess Puzzle Contest
2023-2024 Spring — Grades 6-8**

ANSWER KEY

Test

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

Tiebreaker

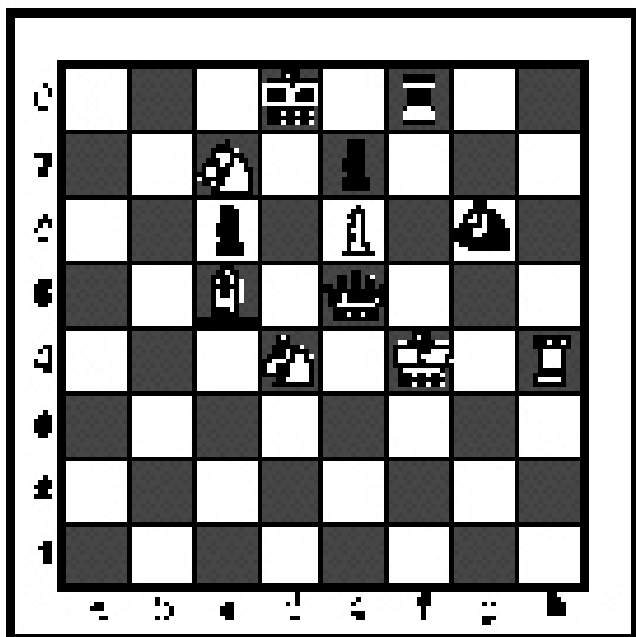
- | | | | |
|----|---|----|---|
| 1. | B | 5. | B |
| 2. | A | 6. | C |
| 3. | C | 7. | A |
| 4. | D | 8. | C |

SPRING DISTRICT 2023-2024

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.

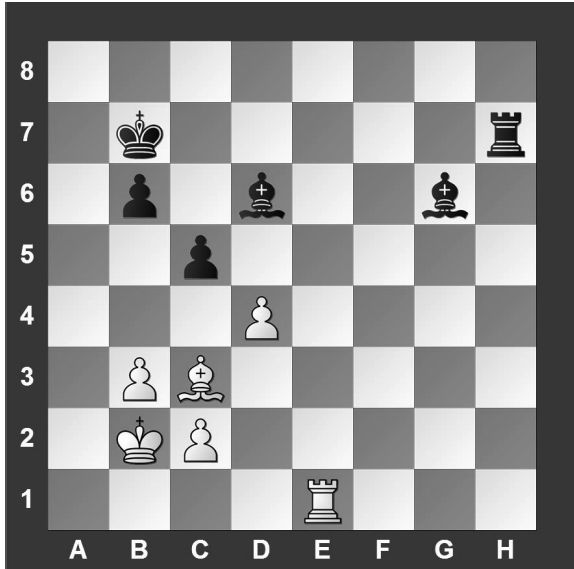
Use the separate answer sheet to write all your answers. You have five (5) minutes to take this part of the test. There are eight (8) questions. Some questions are very difficult.

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!

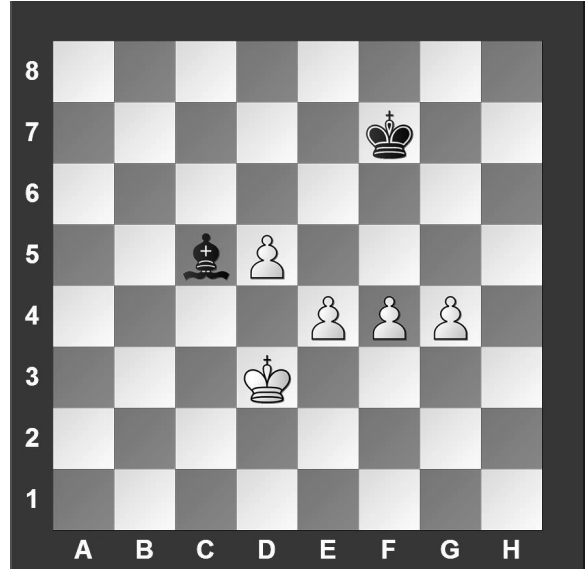
#1. White to move



What is White's best move?

- a) $d \times c5$
- b) $\text{K}e6$
- c) $\text{K}g1$
- d) $d5$

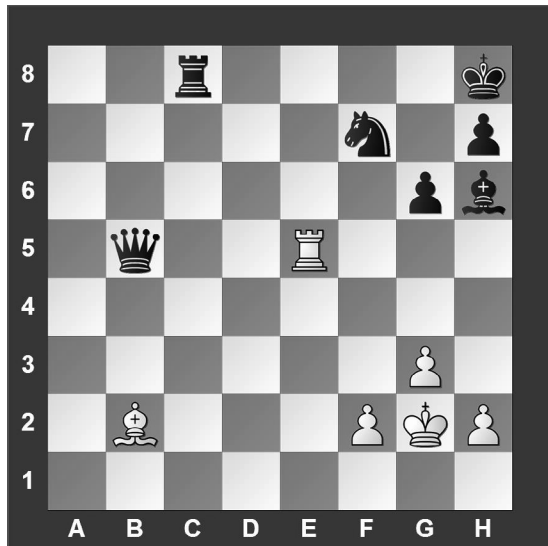
#2. White to move



What should be the outcome of the game?

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

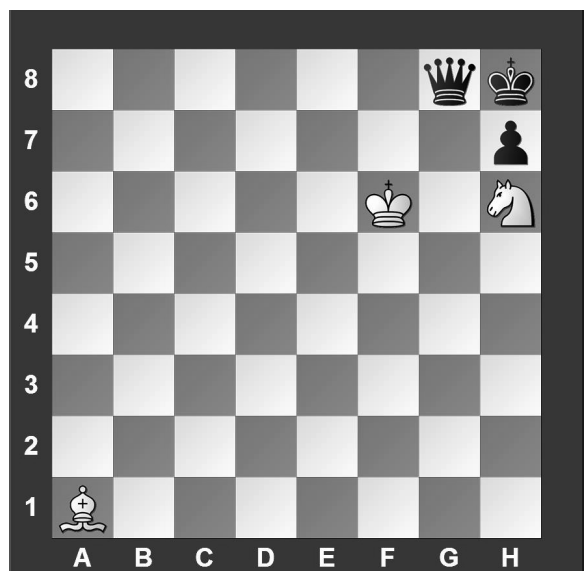
#3. White to move



What is White's best move?

- a) $\text{K} \times b5$
- b) $\text{K}h5$
- c) $\text{K}e8$
- d) $\text{K}c5$

#4. White to move



What is White's best move?

- a) $\text{K}e7$
- b) $\text{K}f5$
- c) $\text{N} \times g8$
- d) $\text{N}f7$

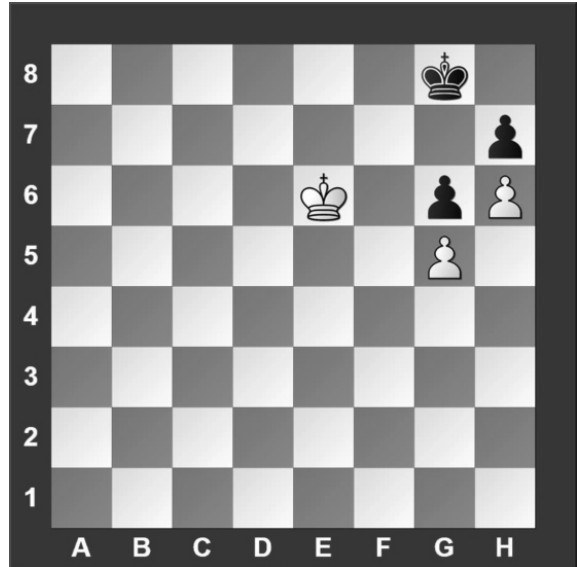
#5. White to move



What is White's best move?

- a) ♖d7
- b) ♘c4
- c) fxe5
- d) ♘d3

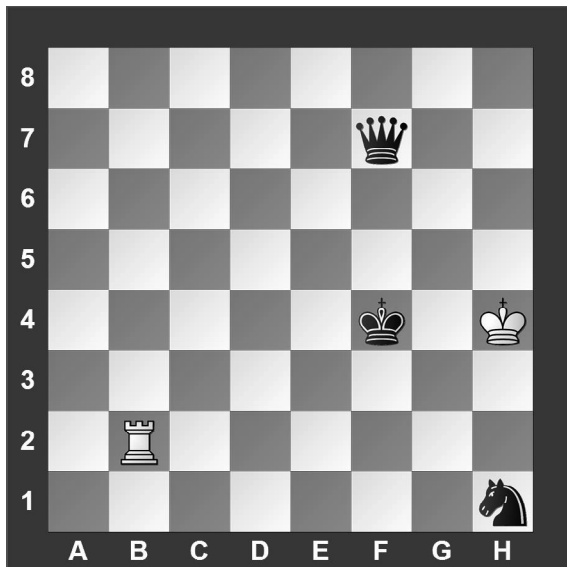
#6. White to move



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

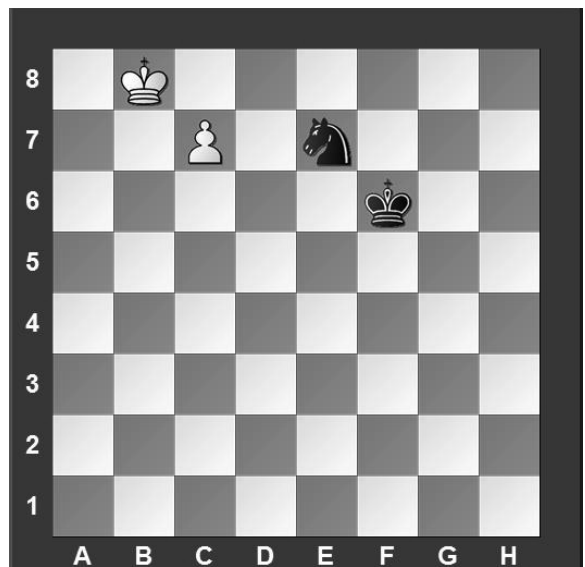
#7. White to move



What is White's best move?

- a) ♖f2
- b) ♖b4
- c) ♔h3
- d) ♖b1

#8. 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