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

**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
What best describes this situation?

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

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. Black to move

If Black to move, 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.

#6. White to move

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

a) Qc7  
b) Qb8  
c) Qc7  
d) Qb7

#7. White to move

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

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

#8. White to move

What is White’s best move?

a) d2  
b) g5  
c) x a5  
d) a4
If White can checkmate Black in two moves, what is the first move?

a) \( \text{Qxf6} \)
b) \( \text{Qxc8} \)
c) \( \text{Bxb7} \)
d) \( \text{Qe4} \)

What is the best move?

a) \( \text{Qh5} \)
b) \( \text{Qe7} \)
c) \( \text{Qg7} \)
d) \( \text{Qe4} \)

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

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

Which White piece can pin Black’s bishop?

a) Rook
b) Knight
c) King
d) Pawn
If White can checkmate in one move, which piece checkmates?

a) White’s Queen  
b) White’s Rook  
c) White’s Bishop  
d) White’s Knight

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

a) $\text{Qf7}$  
b) $\text{Qe7}$  
c) $\text{Qc7}$  
d) White can’t checkmate Black in two moves.

Which piece should White promote to?

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

What is White’s best move?

a) $\text{Qf5}$  
b) $\text{Qxb5}$  
c) $\text{Qg5}$  
d) $\text{Qh7}$
#17. White to move

What is White’s best move?

a) $\text{Qd8}$
b) $\text{a5}$
c) $\text{Qc5}$
d) $\text{Qf6}$

#18. White to move

If White can win Black’s rook, what is the move?

a) $\text{Wh8}$
b) $\text{Qd3}$
c) $\text{Qf8}$
d) White can’t win Black’s rook.

#19. White to move

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

a) $\text{Qd8}$
b) $\text{Qd7}$
c) $\text{Qxf7}$
d) White can’t checkmate Black in two moves.

#20. White to move

Which move below is legal for White?

a) Short castle.
b) Long castle.
c) Capture the Knight
d) Capture the Queen
University Interscholastic League
A+ Chess Puzzle Contest
2016-2017 Fall/Winter District — Grades 4 & 5

ANSWER KEY

Test

1. a
2. c
3. b
4. b
5. c
6. b
7. c
8. a
9. b
10. b

11. a
12. a
13. b
14. d
15. b
16. a
17. c
18. c
19. a
20. d

Tiebreaker

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