

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

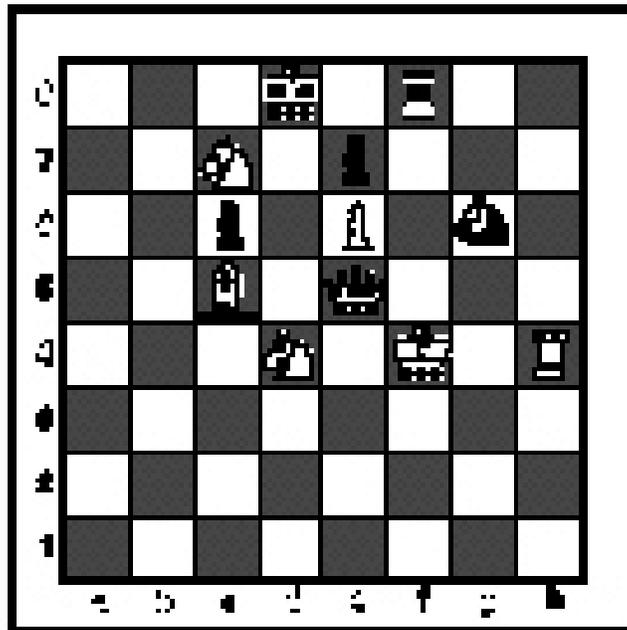
8. a b c d

INVITATIONAL 2021-2022

A+ ACADEMICS



University Interscholastic League



Chess Puzzle Solving

grades 2 & 3

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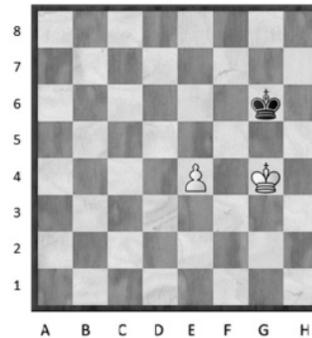


Piece Names	Each chessman can also be represented by a symbol, except for the pawn. (Figurine Notation)
King	
Queen	
Rook	
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Knight	
Pawn	a-h (We write the file it's on.)

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

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

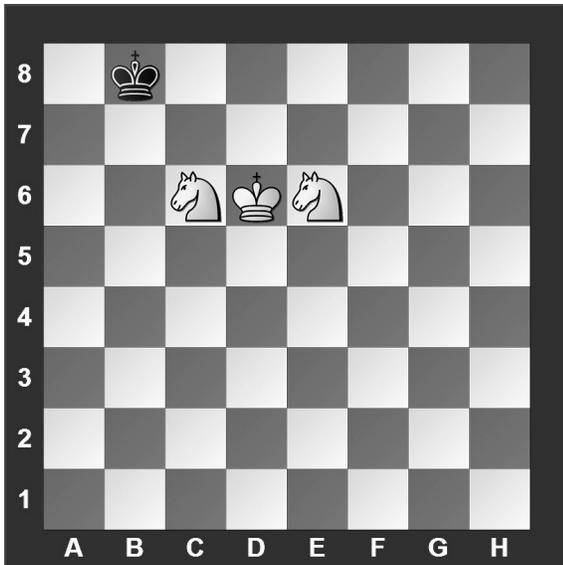


White has just played **e4**.



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

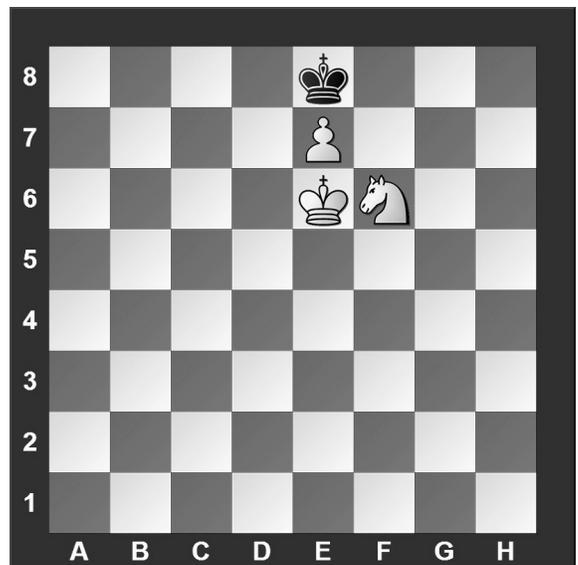
#1. Black to move



What term best describes this situation?

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

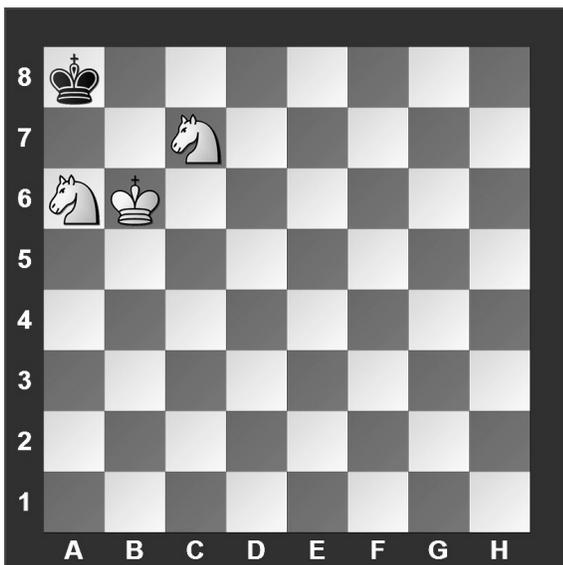
#2. Black to move



What term best describes this situation?

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

#3. Black to move



What term best describes this situation?

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

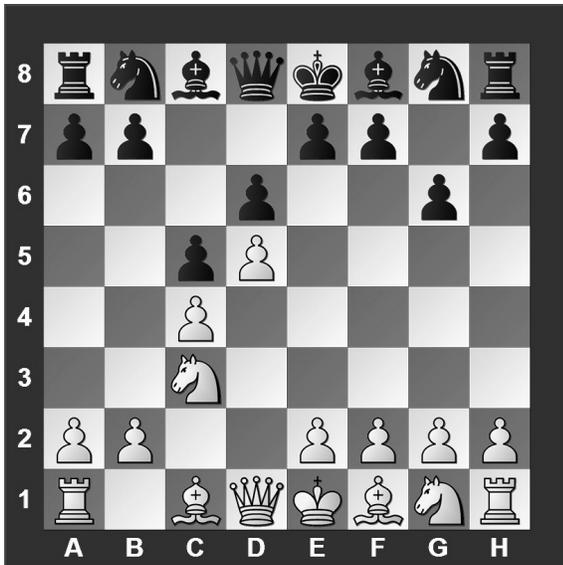
#4.



Which side has material advantage?

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

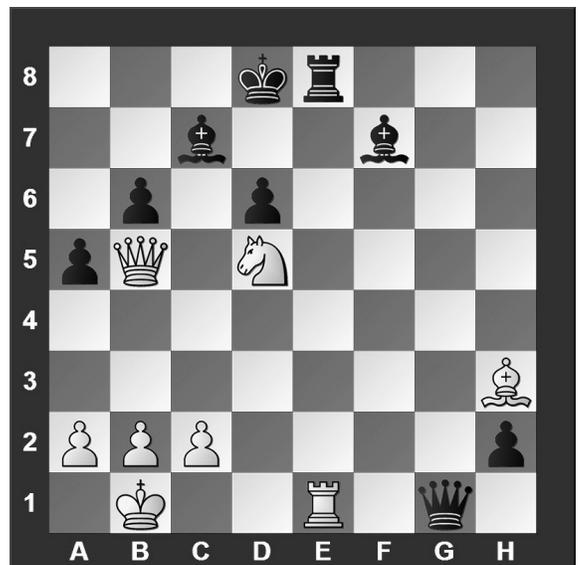
#5. White to move



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.

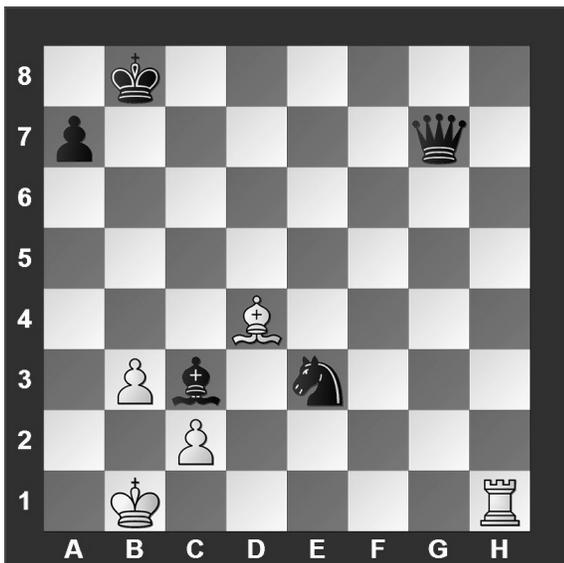
#6. White to move



What is White's best move?

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

#7. White to move



What is White's best move?

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

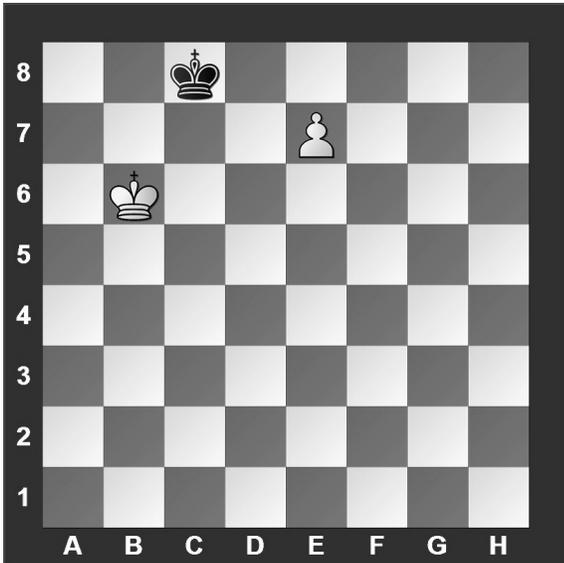
#8. White to move



What is White's best move?

- a) ♕xg7
- b) ♕x e6
- c) ♗xg7
- d) ♗f6

#9. White to move



What piece should White promote to?

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

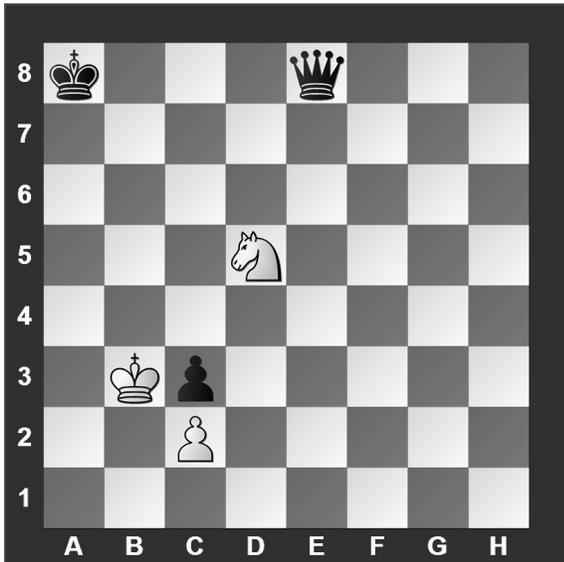
#10. White to move



What is White's best move?

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

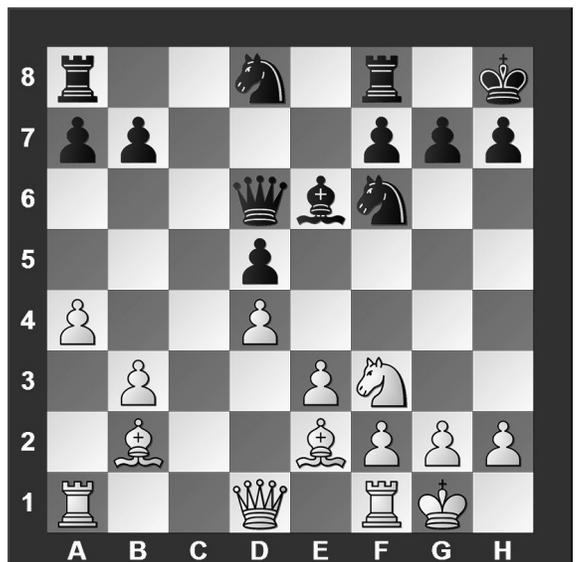
#11. White to move



What is White's best move?

- a) $\text{N} \times \text{c3}$
- b) $\text{N} \text{c7}$
- c) $\text{N} \text{b6}$
- d) $\text{Q} \times \text{c3}$

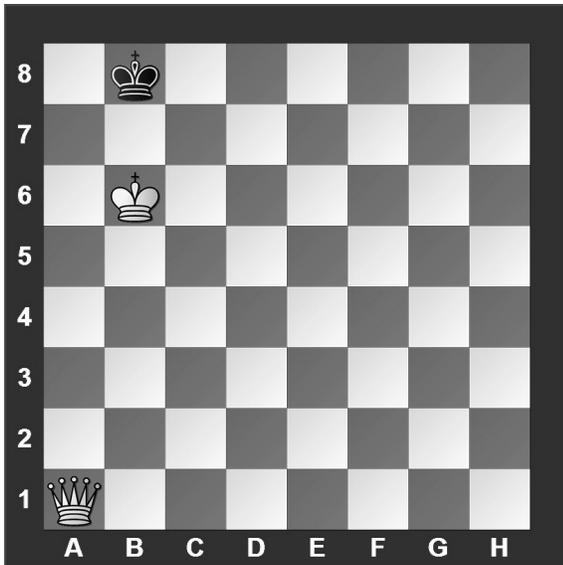
#12. White to move



What is White's best move?

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

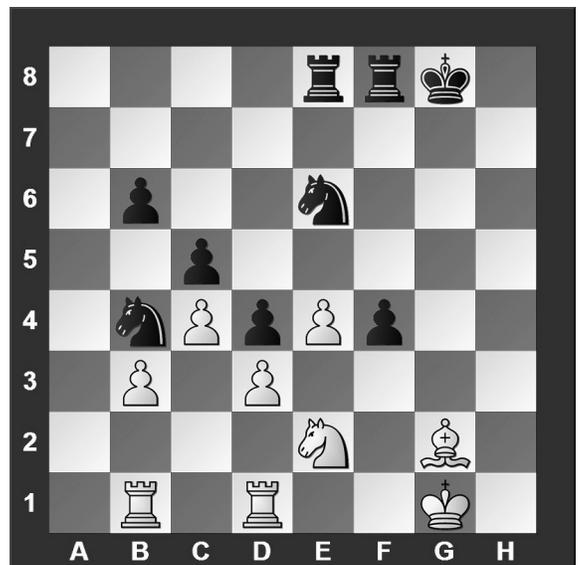
#13. White to move



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

- a) ♔h8
- b) ♔a8
- c) ♔a7
- d) ♔h1

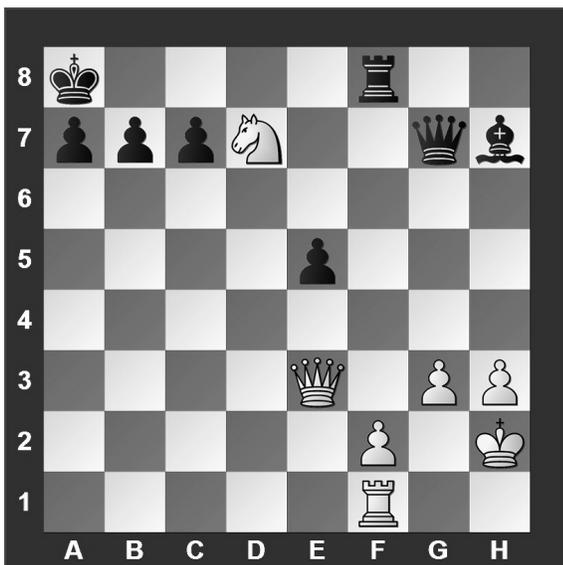
#14. Black to move



What is Black's best move?

- a) ♞x d3
- b) f3
- c) ♖a8
- d) ♔g7

#15. White to move



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

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

#16. White to move



What is White's best move?

- a) b4
- b) ♖x c5
- c) dxc5
- d) ♔a4



**University Interscholastic League
A+ Chess Puzzle Contest
2021-2022 Invitational — Grades 2 & 3**

ANSWER KEY

Test

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

Tiebreaker

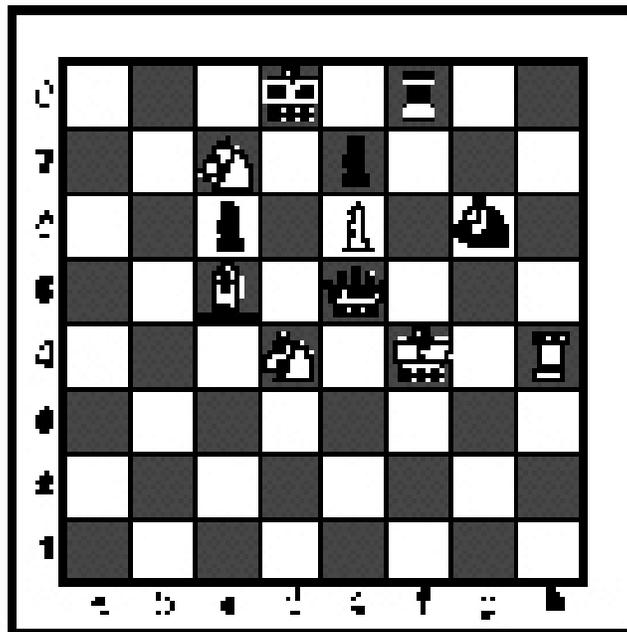
- | | |
|------|------|
| 1. D | 5. A |
| 2. A | 6. D |
| 3. C | 7. D |
| 4. A | 8. C |

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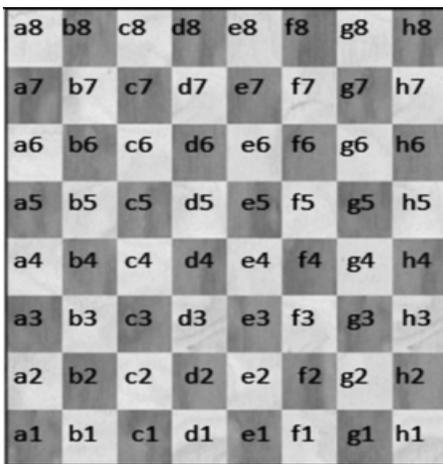
Chess Puzzle Solving

grades 4 & 5

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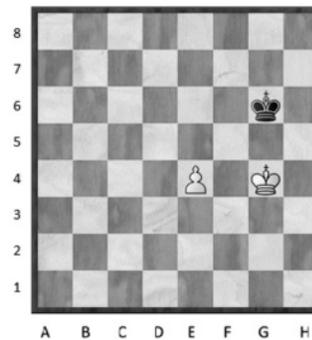
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At right are two sample moves.

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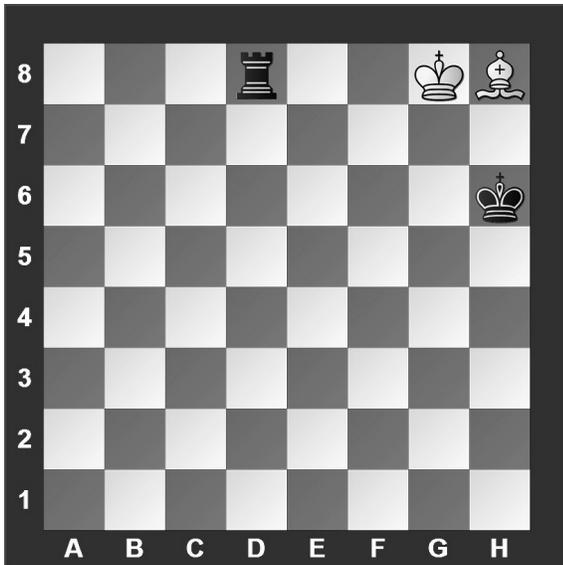


White has just played **e4**.



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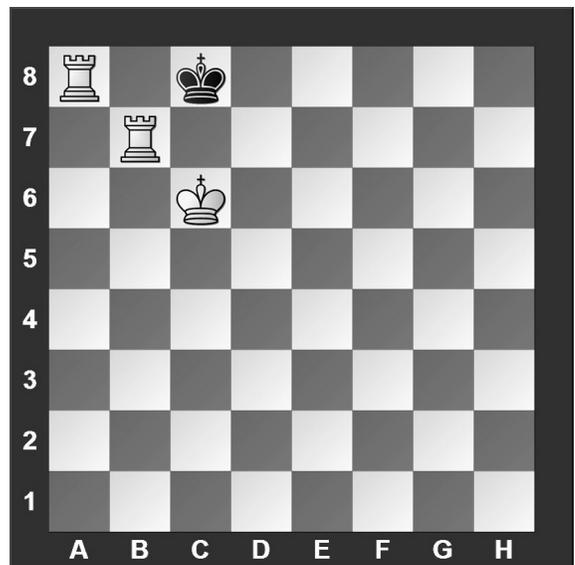
#1. White to move



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.

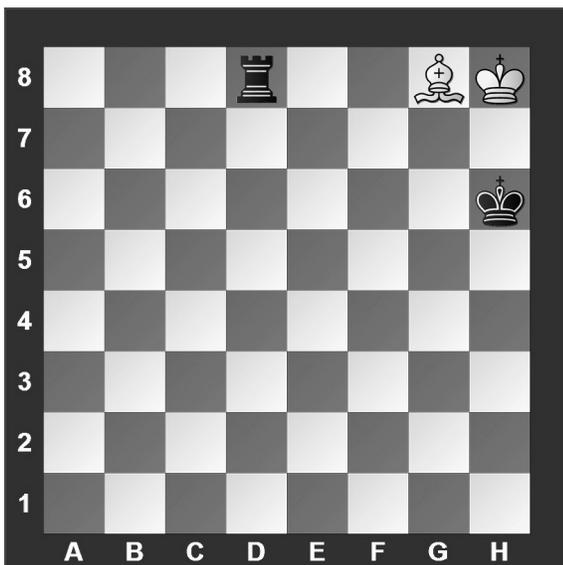
#2. Black to move



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.

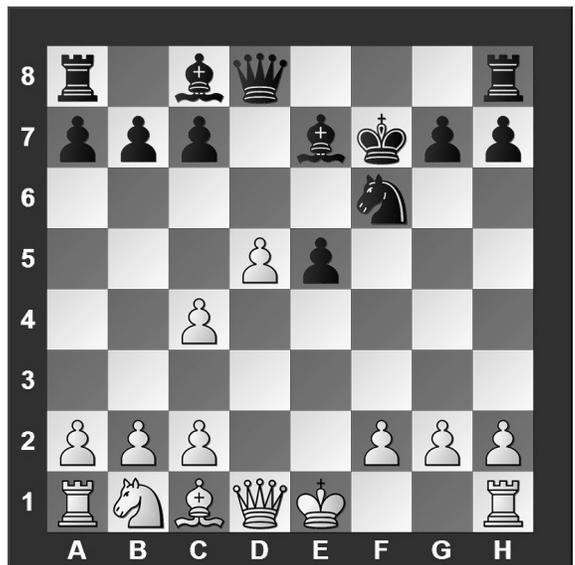
#3 White to move.



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.

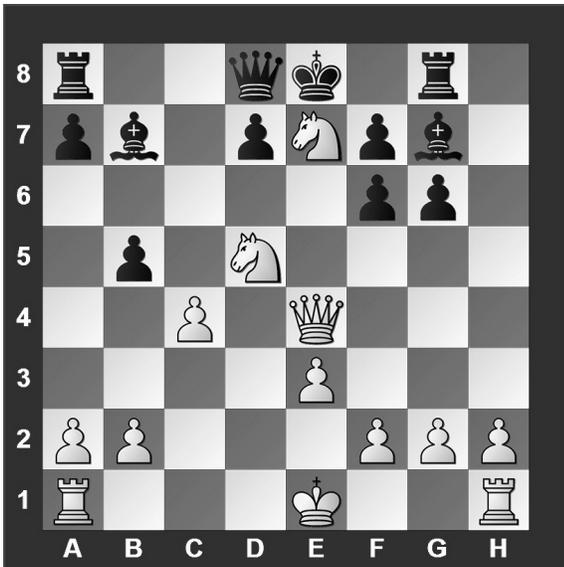
#4.



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.

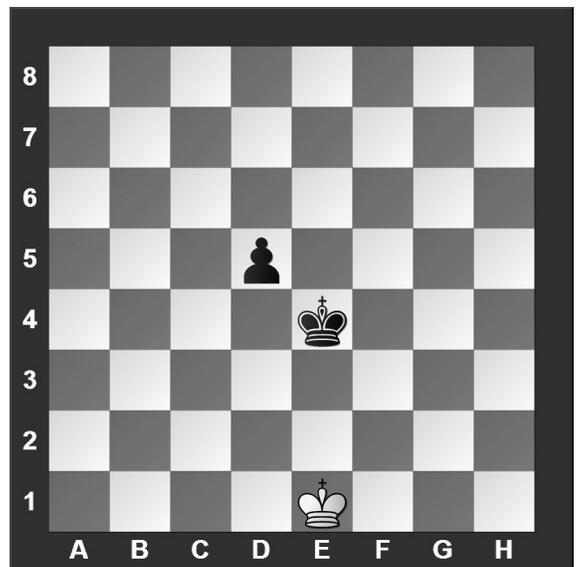
#5. White to move



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

- a) ♖xg8
- b) ♖xf6
- c) ♖xg6
- d) ♔xg6

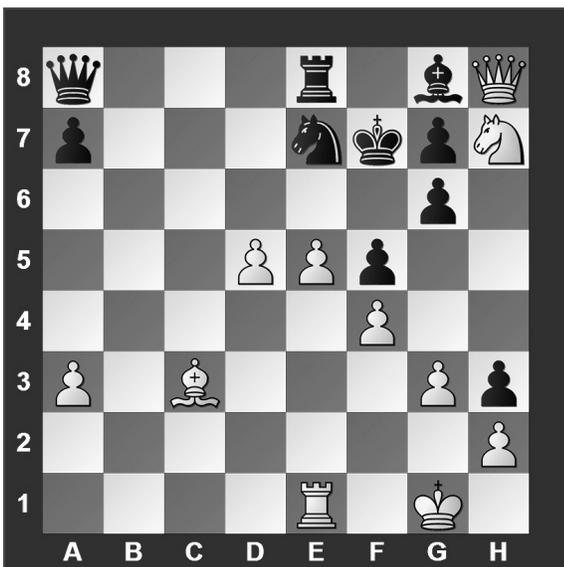
#6. White to move



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

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

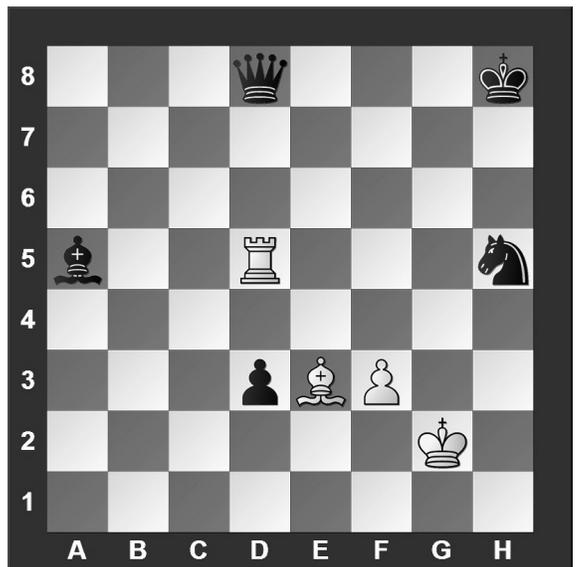
#7. White to move



What is White's best move?

- a) e6
- b) d6
- c) ♔xg7
- d) ♔xg8

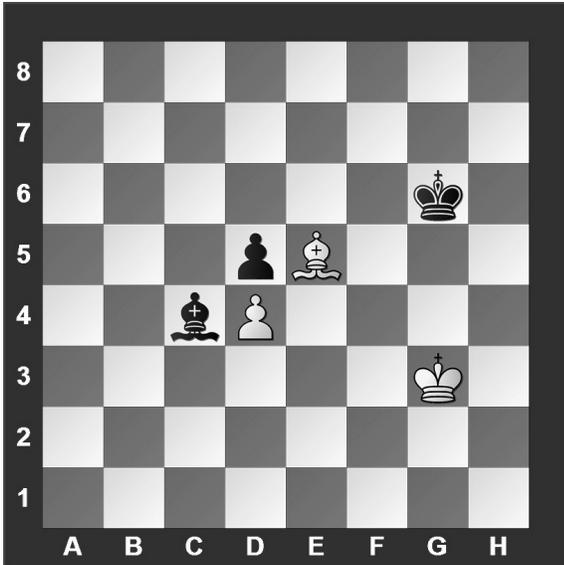
#8. White to move



What is White's best move?

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

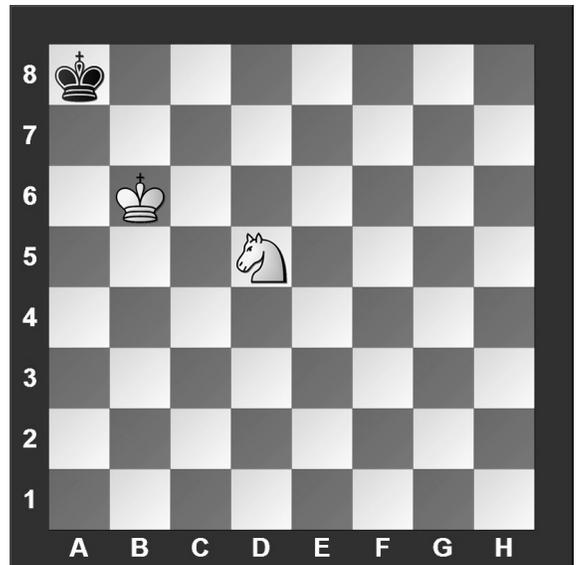
#9. White to move



What is the outcome of the game?

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

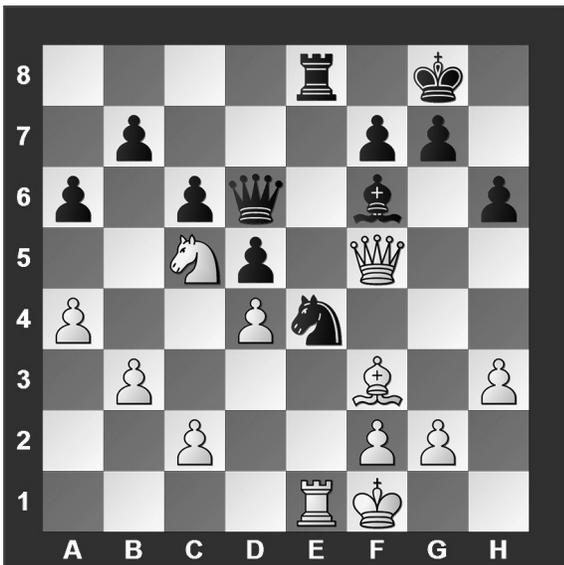
#10. White to move



What is 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) ♖×e4
- b) ♜×e4
- c) ♙×e4
- d) ♚×e4

#12. White to move



What is White's best move?

- a) ♚×e5
- b) ♚×f6
- c) ♚×h6
- d) ♚×b8

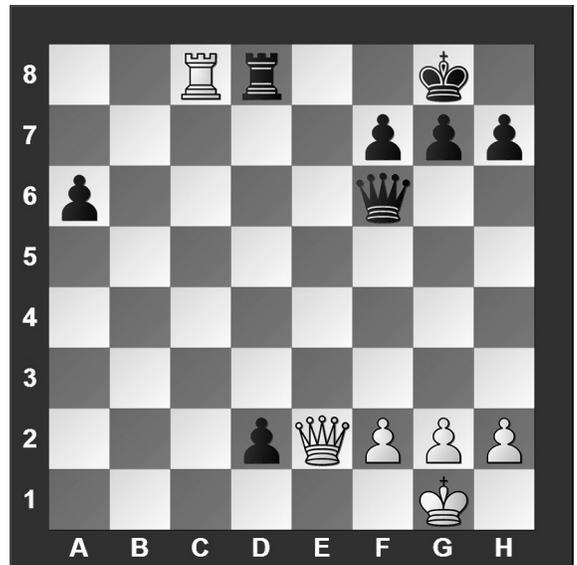
#13. White to move



What is White's best move?

- a) ♔×c4
- b) ♔×c6
- c) ♖d1
- d) b4

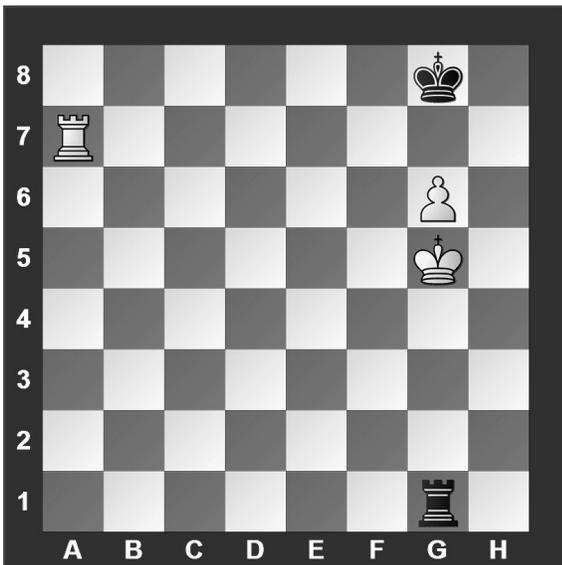
#14. White to move



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

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

#15. White to move



What is the outcome of the game?

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

#16. White to move



What is White's best move?

- a) ♔×g7
- b) ♖f7
- c) ♖g6
- d) ♖×f3



**University Interscholastic League
A+ Chess Puzzle Contest
2021-2022 Invitational — Grades 4 & 5**

ANSWER KEY

Test

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|-------|-------|
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| 3. B | 13. B |
| 4. B | 14. B |
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| 9. C | 19. C |
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Tiebreaker

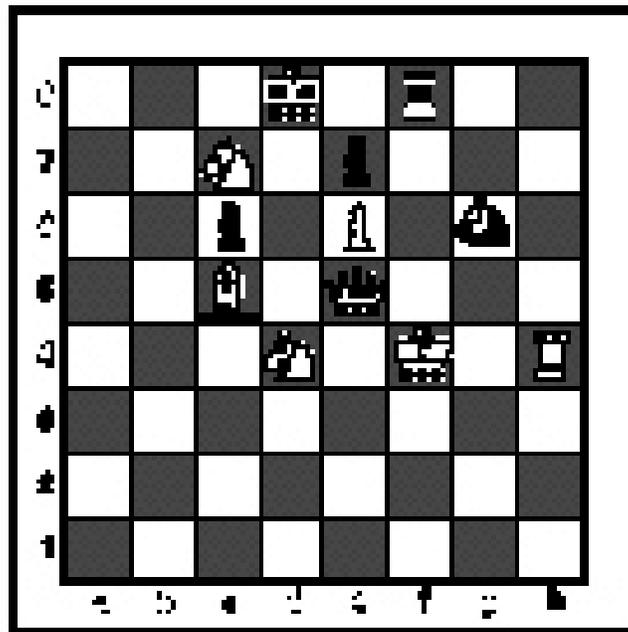
- | | |
|------|------|
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| 2. A | 6. D |
| 3. C | 7. D |
| 4. A | 8. C |

INVITATIONAL 2021-2022

A+ ACADEMICS



University Interscholastic League



Chess Puzzle Solving

grades 6, 7, 8

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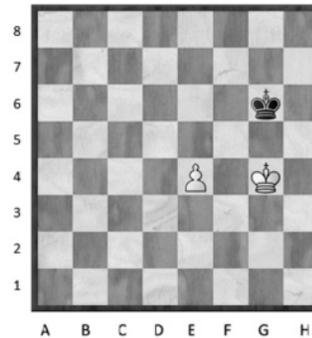


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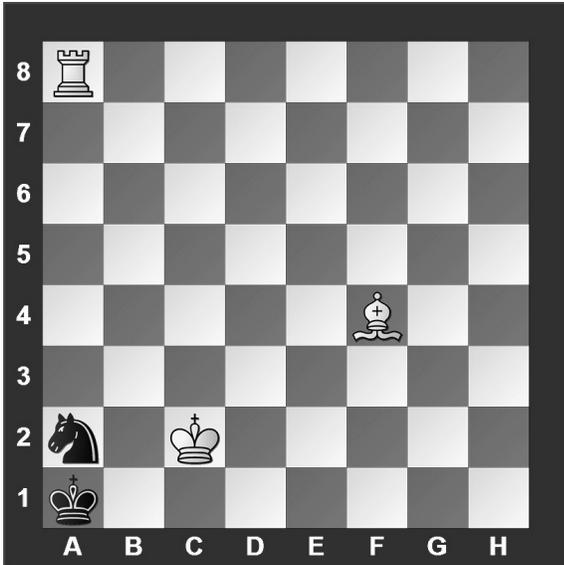


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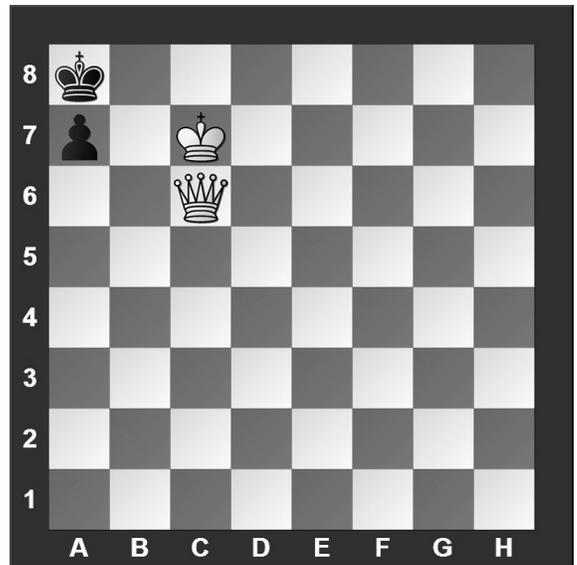
#1. Black to move



What term best describes this situation?

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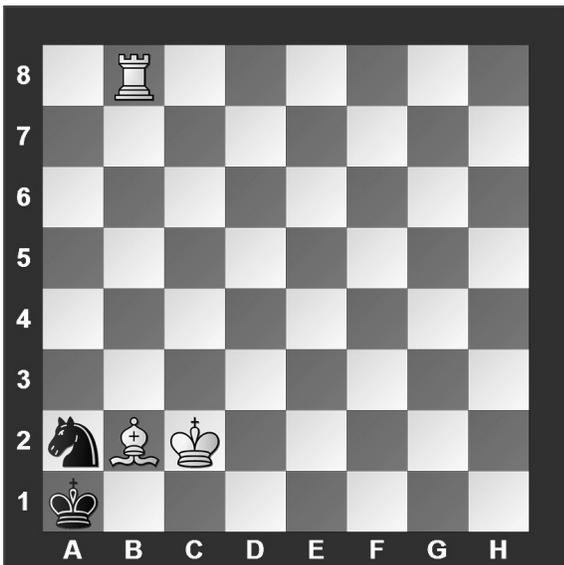
#2. Black to move



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.

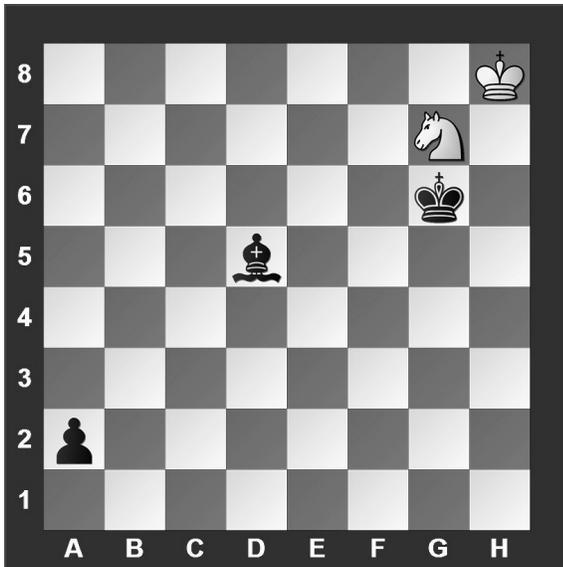
#4.



Which side has material advantage?

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

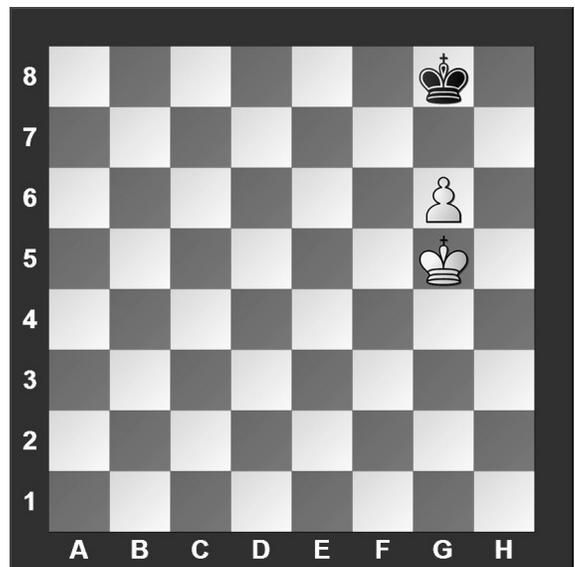
#5. Black to move



What piece should Black promote to?

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

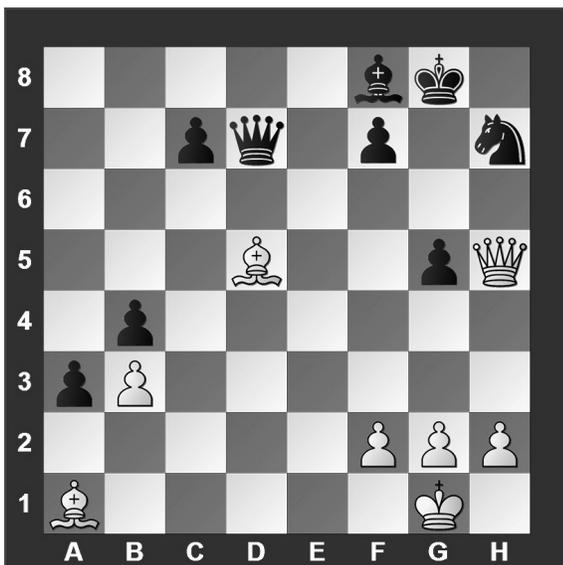
#6. White to move



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.

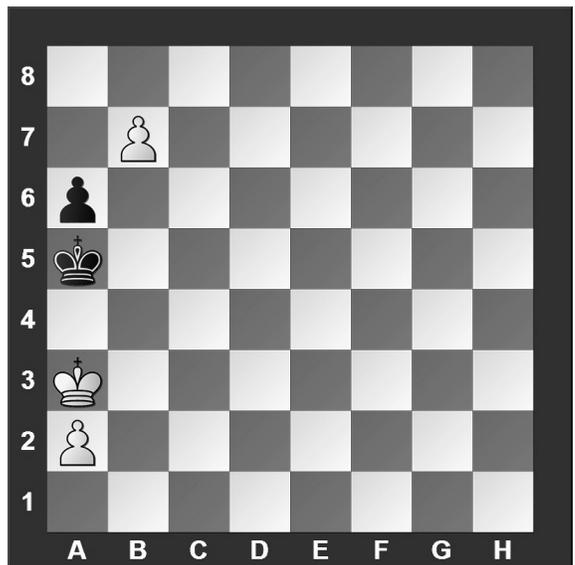
#7. White to move



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

- a) ♔g6
- b) ♔xh7
- c) ♔xf7
- d) ♕xf7

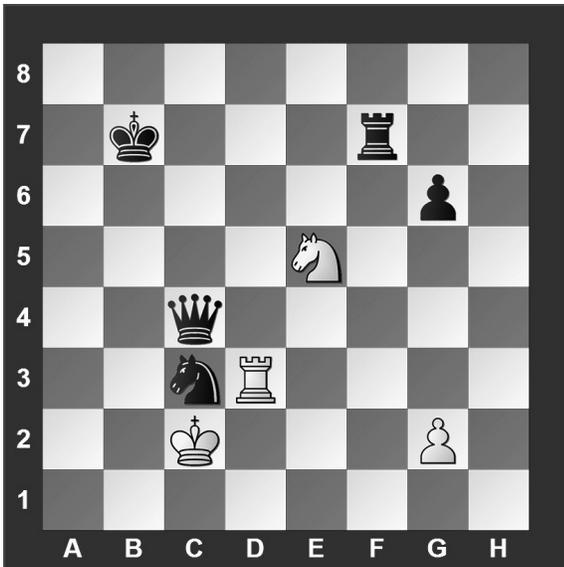
#8. White to move



What piece should White promote to?

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

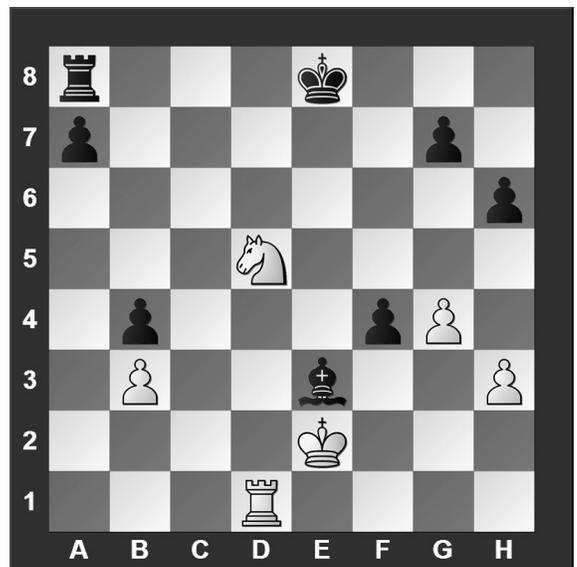
#9. White to move



What piece should White capture?

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

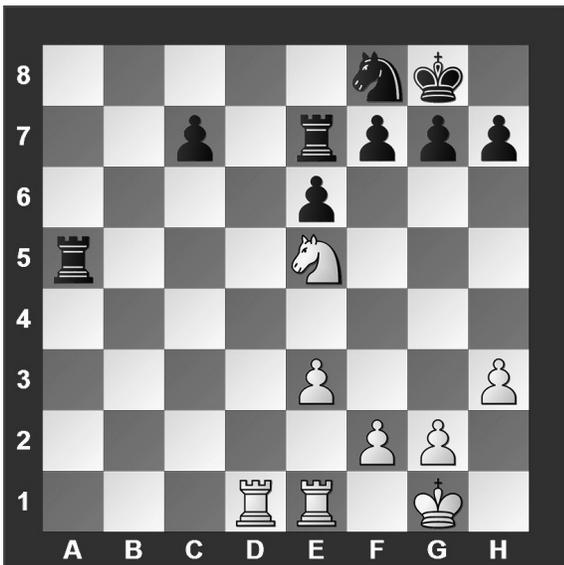
#10. White to move



What is White's best move?

- a) ♖xf4
- b) ♖xe3
- c) ♖c7
- d) ♖d4

#11. White to move



What is White's best move?

- a) ♖xf7
- b) ♖g6
- c) ♖d8
- d) ♖c6

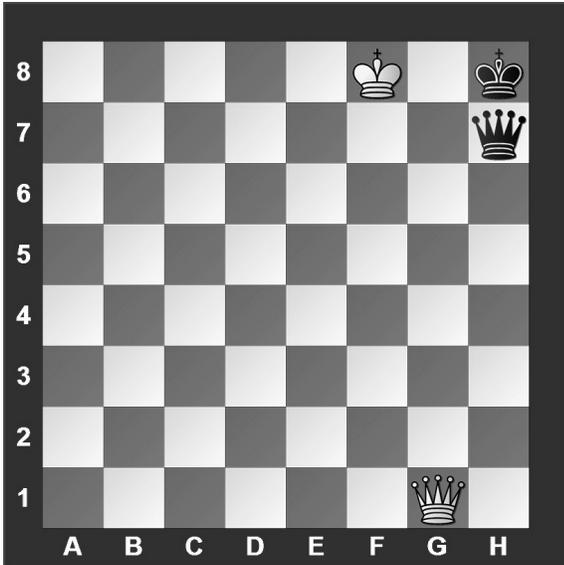
#12. White to move



What is White's best move?

- a) ♕xc8
- b) ♖e8
- c) ♕xg6
- d) ♕xb4

#13. White to move



What is White's best move?

- a) ♔g7
- b) ♔g8
- c) ♔g4
- d) ♔a1

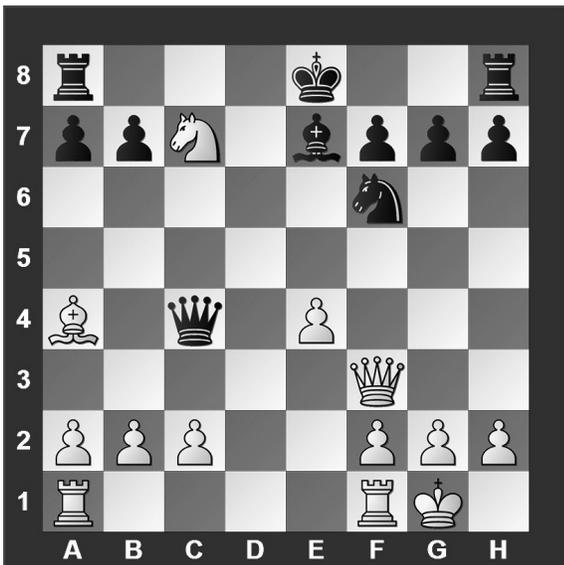
#14. White to move



What is White's best move?

- a) ♙x b6
- b) ♙x c3
- c) ♖g8
- d) ♙x f6

#15. Black to move



What move below is possible for Black?

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

#16. White to move



What is White's best move?

- a) ♙xg6
- b) ♖h8
- c) axb4
- d) ♖h7

#17. White to move



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

- a) ♖h8
- b) ♖f8
- c) ♖x d7
- d) ♕x f3

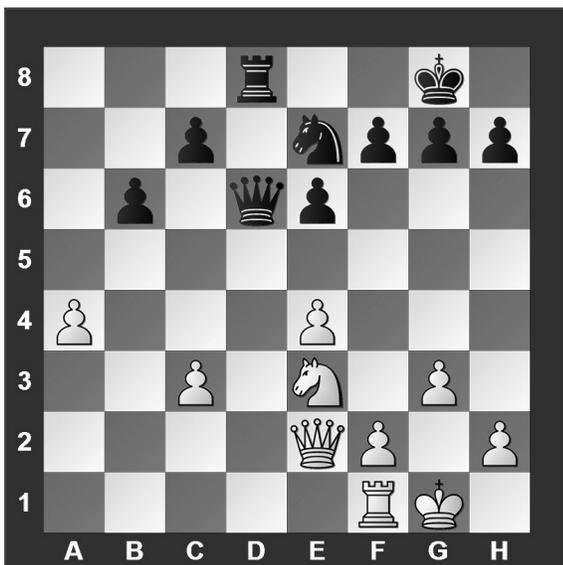
#18. White to move



What is White's best move?

- a) ♘c2
- b) ♘c4
- c) g5
- d) ♙x f6

#19. White to move



What is White's best move?

- a) e5
- b) ♘c4
- c) ♖d1
- d) ♝g2

#20. White to move



What is White's best move?

- a) ♕f6
- b) ♘f6
- c) ♖x a3
- d) ♙x g7



**University Interscholastic League
A+ Chess Puzzle Contest
2021-2022 Invitational — Grades 6, 7, and 8
ANSWER KEY**

Test

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

Tiebreaker

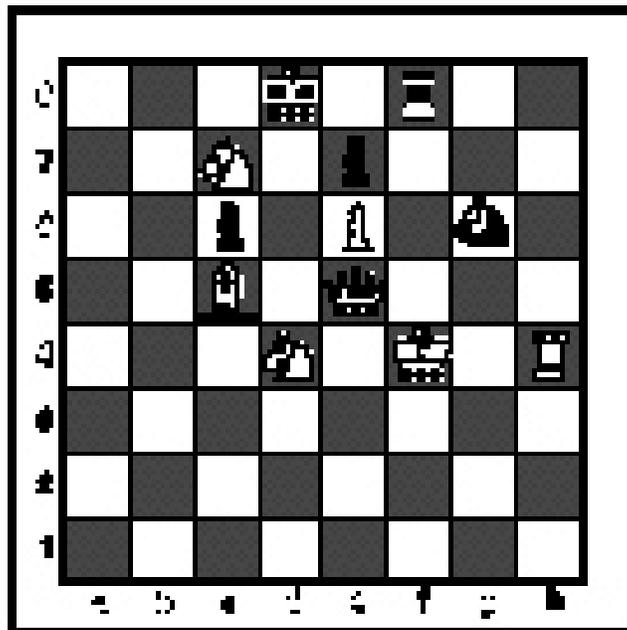
- | | |
|------|------|
| 1. D | 5. A |
| 2. A | 6. D |
| 3. C | 7. D |
| 4. A | 8. C |

INVITATIONAL 2021-2022

A+ ACADEMICS



University Interscholastic League



Chess Puzzle Solving

TIEBREAKER - ALL GRADES

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

IMPORTANT INSTRUCTIONS:

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

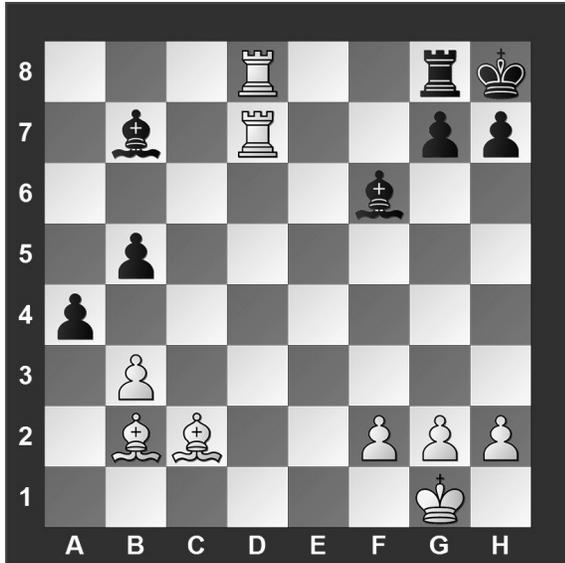
Use the separate answer sheet to write all your answers. You have five (5) minutes to take this part of the test. There are eight (8) questions. Some questions are very difficult.

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

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

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

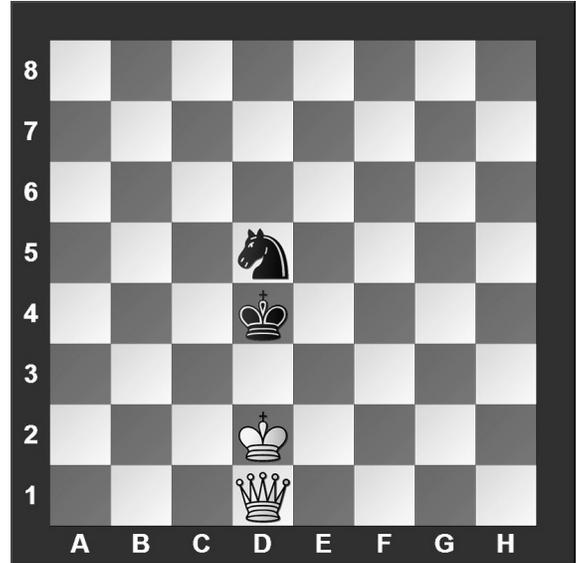
#1. White to move



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

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

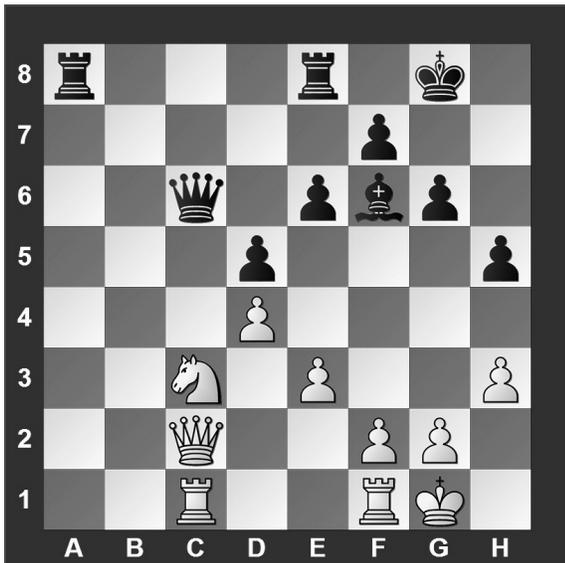
#2. White to move



What should be the outcome of the game?

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

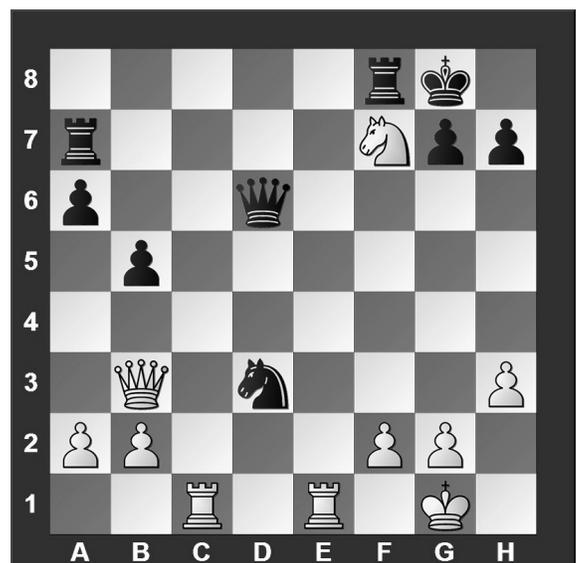
#3. White to move



What is White's best move?

- a) ♗×d5
- b) ♖×g6
- c) ♗e4
- d) e4

#4. White to move



What is White's best move?

- a) ♗×d6
- b) ♗h6
- c) ♖×d3
- d) ♖e8

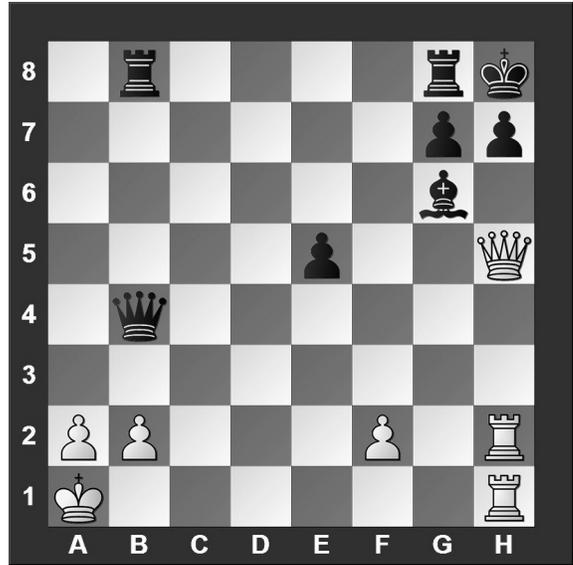
#5. White to move



What is White's best move?

- a) ♖g6
- b) ♖d5
- c) ♗×b5
- d) ♖c6

#6. White to move



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

- a) ♔×h7
- b) ♖×e5
- c) ♖×g6
- d) ♗×h7

#7. White to move



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

- a) ♖f6
- b) ♖b6
- c) ♗d8
- d) ♗a8

#8. White to move



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

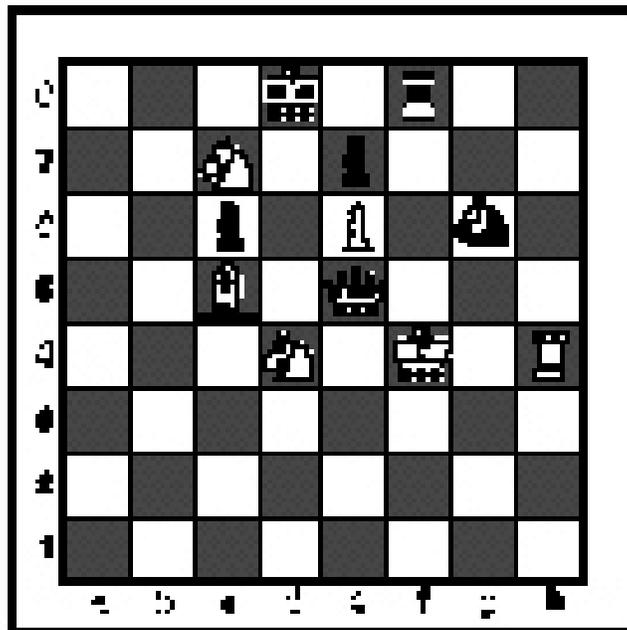
- a) ♗f8
- b) ♖h6
- c) ♖h4
- d) ♖f4

FALL/WINTER DISTRICT 2021-2022

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.
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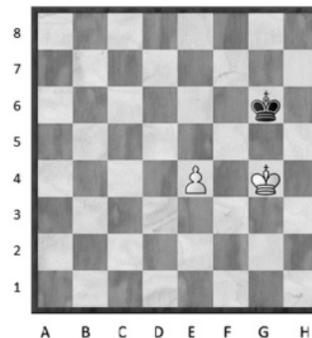


Piece Names	Each chessman can also be represented by a symbol, except for the pawn. (Figurine Notation)
King	
Queen	
Rook	
Bishop	
Knight	
Pawn	a-h (We write the file it's on.)

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

At right are two sample moves.

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

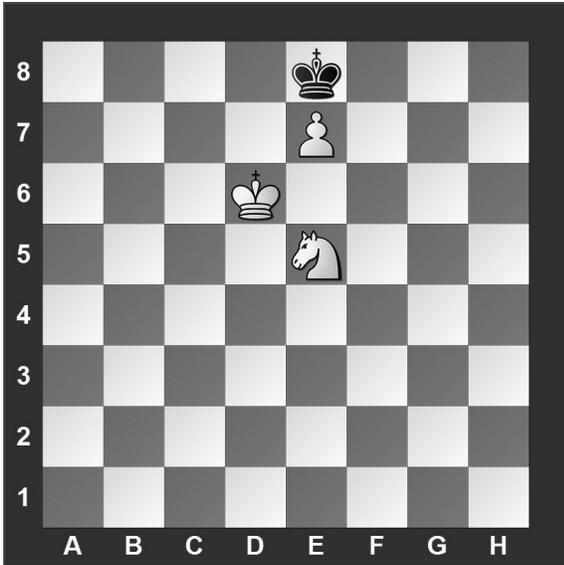


White has just played **e4**.



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

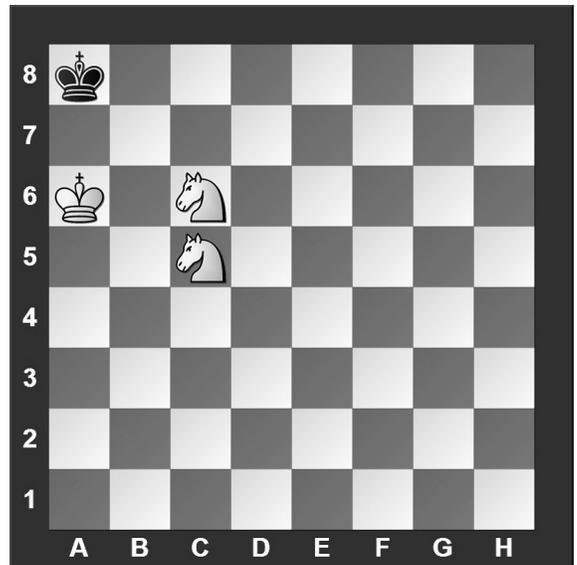
#1. Black to move



What term best describes this situation?

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

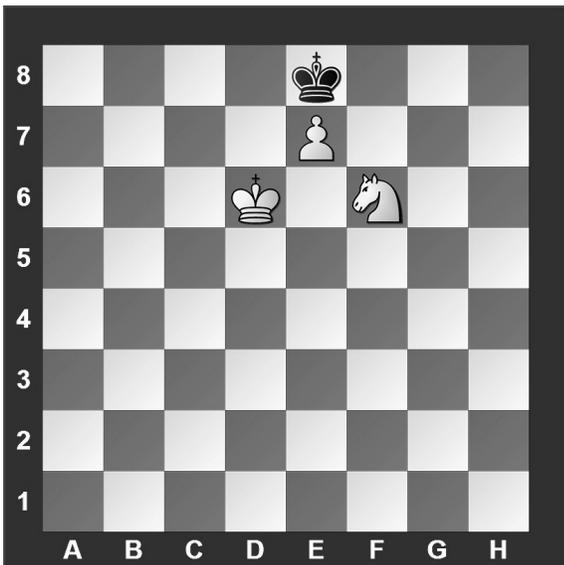
#2. Black to move



What term best describes this situation?

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

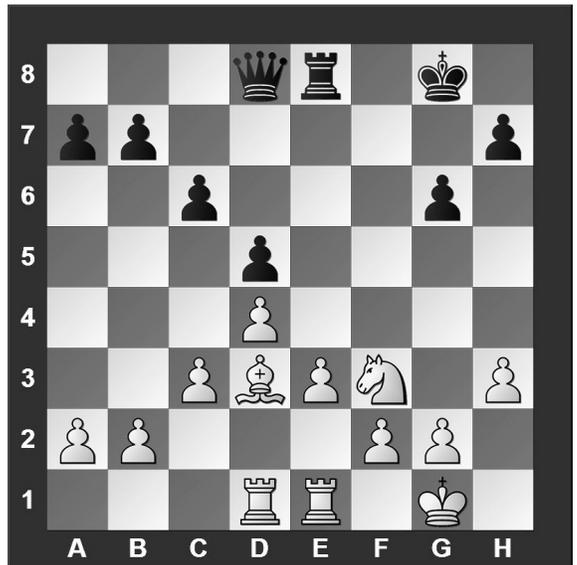
#3. Black to move



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.

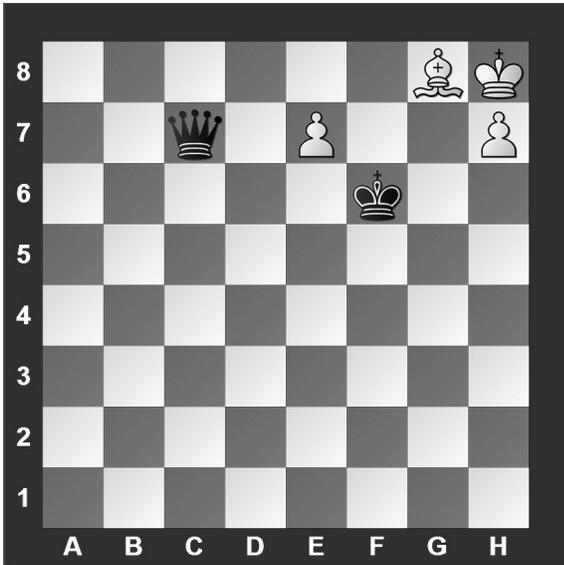
#4.



Which side has a material advantage?

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

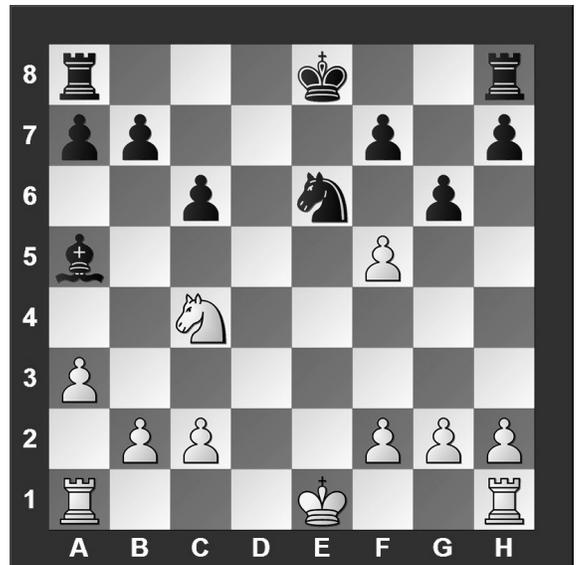
#5. White to move



What piece should White promote to?

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

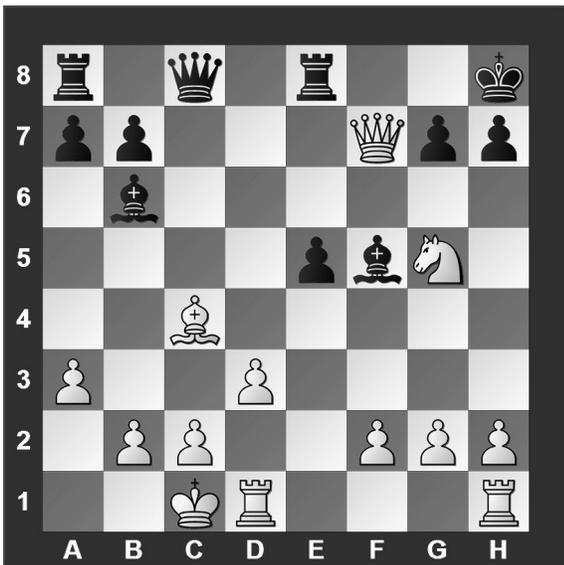
#6. White to move



Which move is possible for White?

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

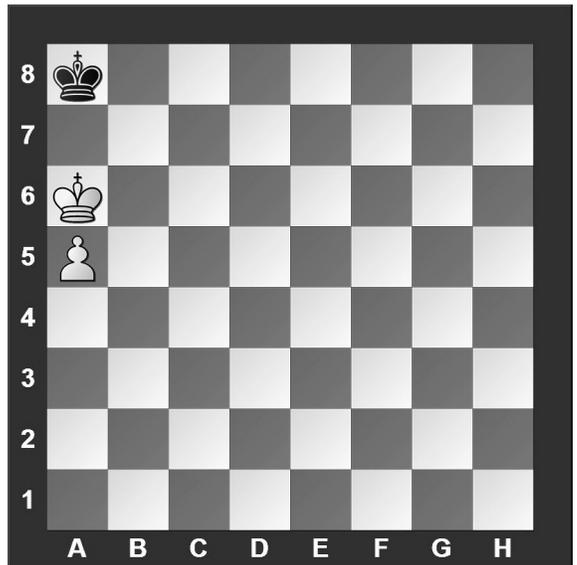
#7. White to move



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

- a) ♔×e8
- b) ♔×f5
- c) ♔×g7
- d) ♔g8

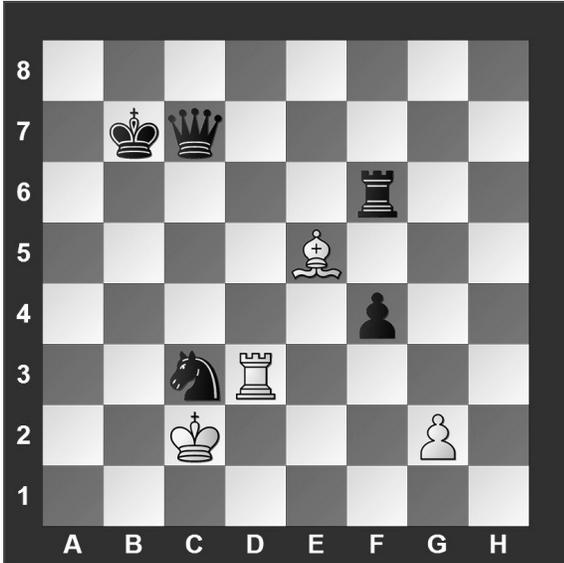
#8. White to move



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

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

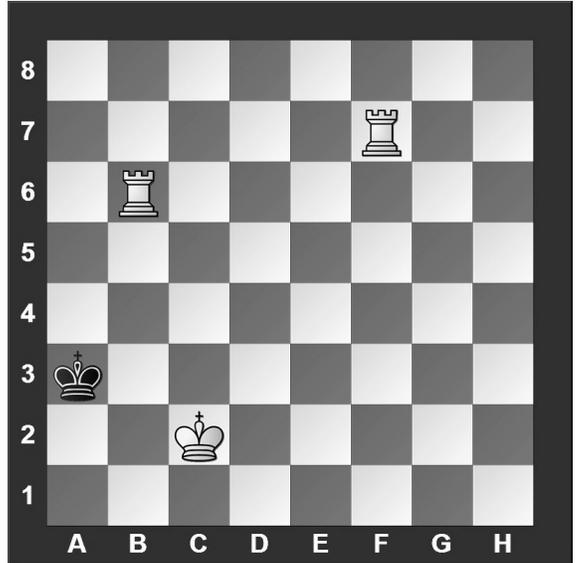
#9. White to move



What piece should White capture?

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

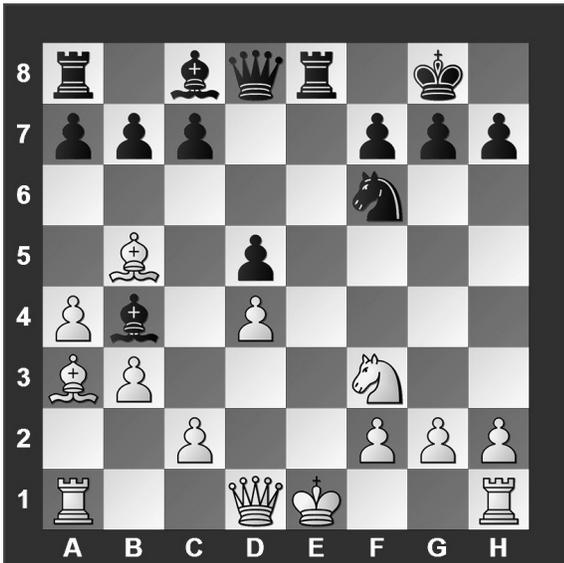
#10. White to move



What is White's best move?

- a) ♖f3
- b) ♖b3
- c) ♖a7
- d) ♖a6

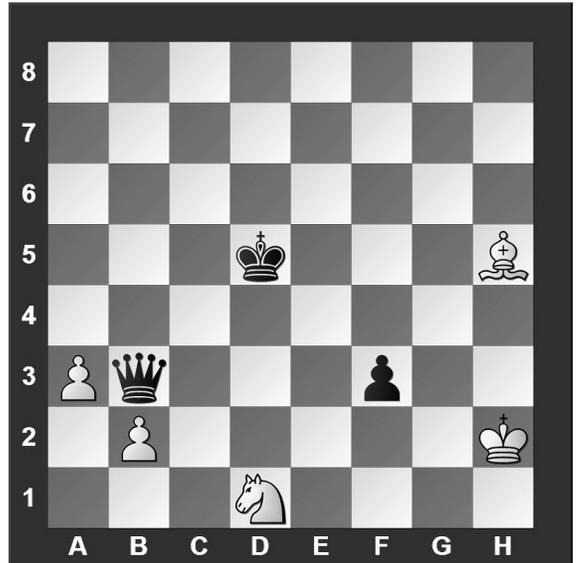
#11. White to move



Which move is possible for White?

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

#12. White to move



What is White's best move?

- a) ♘c3
- b) ♘e3
- c) ♙×f3
- d) ♙f7

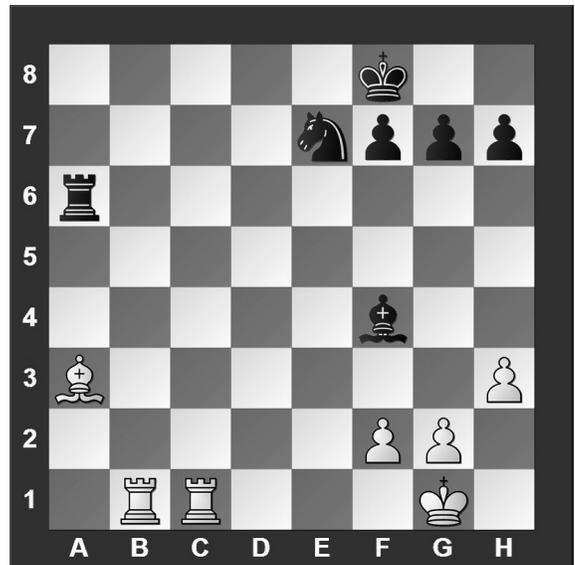
#13. White to move



What is White's best move?

- a) Nxc5
- b) Qxh7
- c) Qf5
- d) Qb5

#14. White to move



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

- a) Rb8
- b) Rc8
- c) Qxe7
- d) Qh1

#15. White to move



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

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

#16. White to move



What is White's best move?

- a) Kg8
- b) Qxa4
- c) Qf7
- d) Qxc7



**University Interscholastic League
A+ Chess Puzzle Contest
2021-2022 Fall/Winter — Grades 2 & 3**

ANSWER KEY

Test

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

Tiebreaker

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

How to read and answer questions on this test

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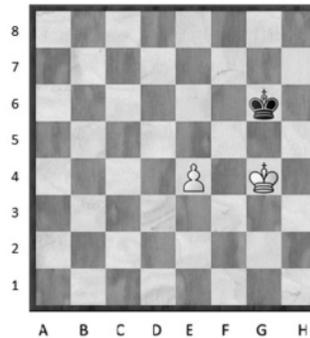


Piece Names	Each chessman can also be represented by a symbol, except for the pawn. (Figurine Notation)
King	
Queen	
Rook	
Bishop	
Knight	
Pawn	a-h (We write the file it's on.)

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At right are two sample moves.

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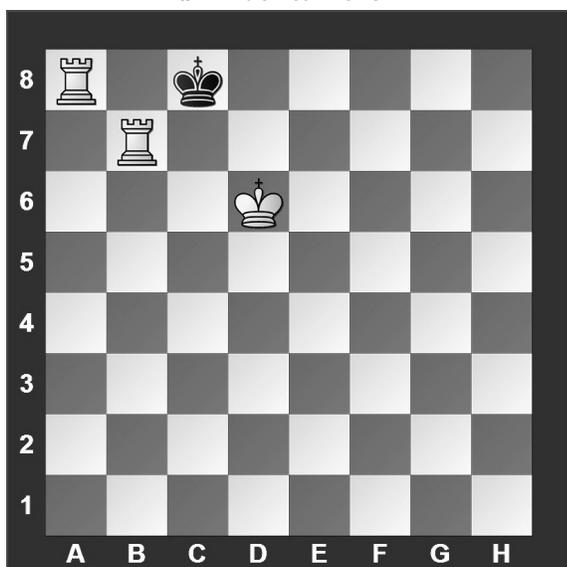


White has just played **e4**.



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

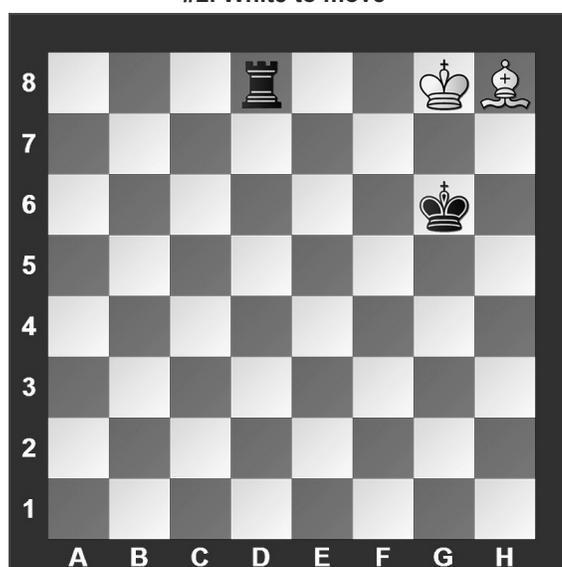
#1. Black to move



What term best describes this situation?

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

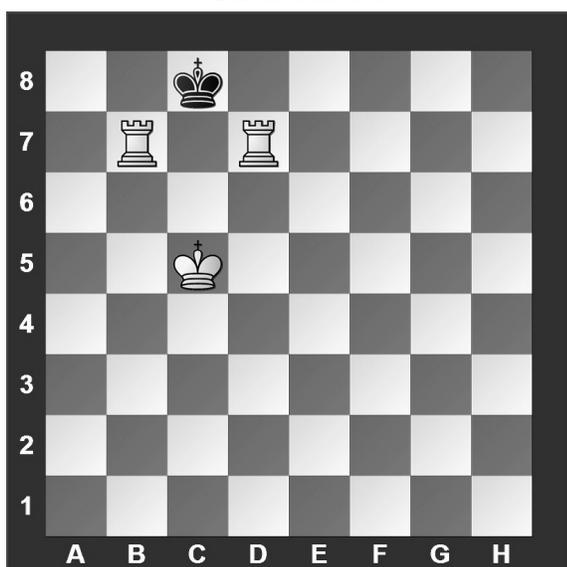
#2. White to move



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.

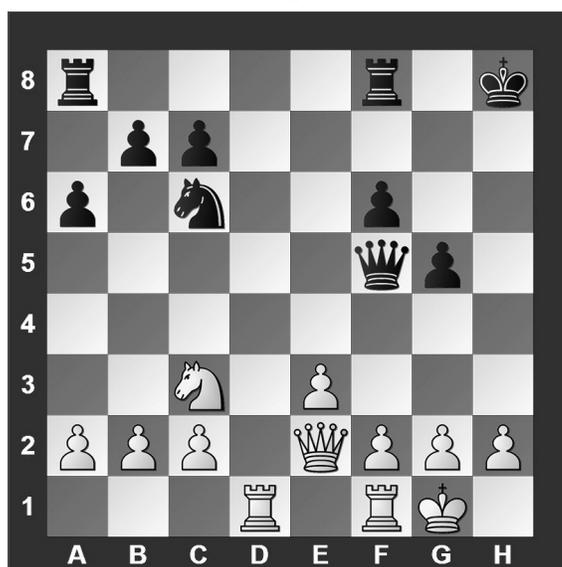
#3 Black to move.



What term best describes this situation?

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

#4.



Which side has material advantage?

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

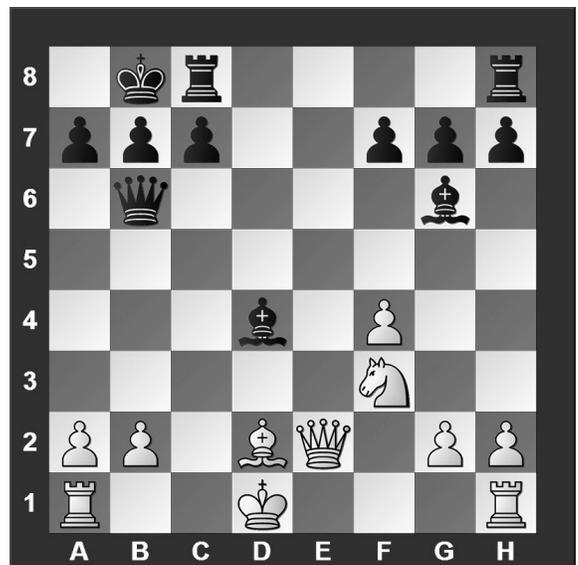
#5. White to move



Which move below is possible for White?

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

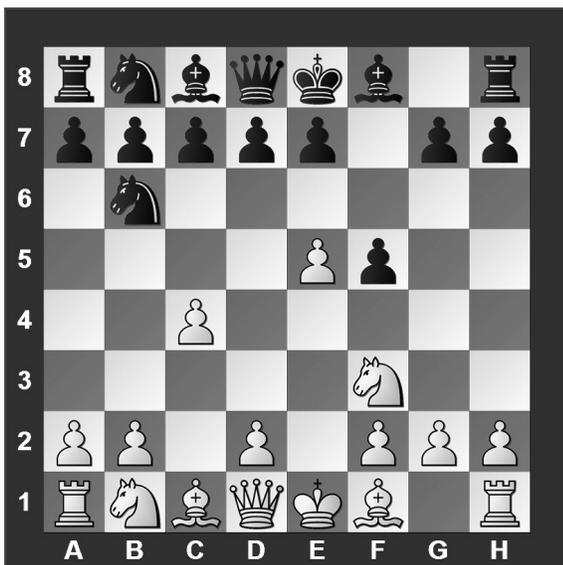
#6. White to move



What move below is possible for White?

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

#7. White to move



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

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

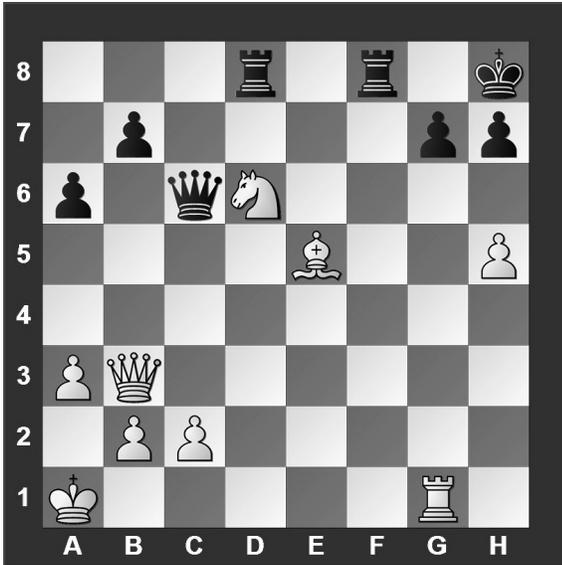
#8. White to move



What is White's best move?

- a) ♖×d6
- b) ♖a6
- c) ♖c8
- d) b4

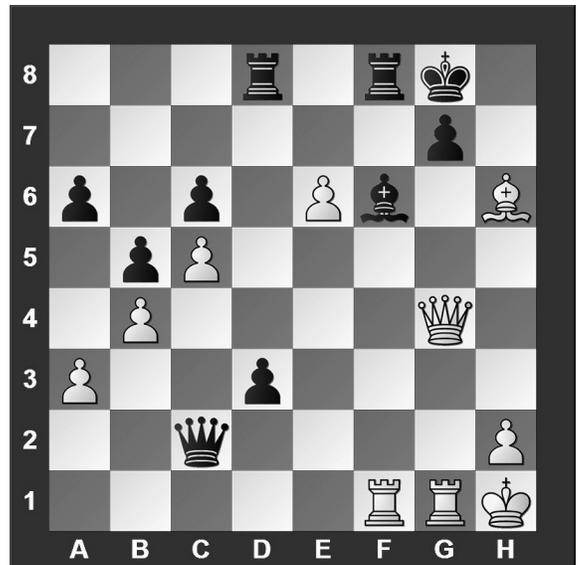
#9. White to move



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

- a) ♔g8
- b) ♘f7
- c) ♕xg7
- d) h6

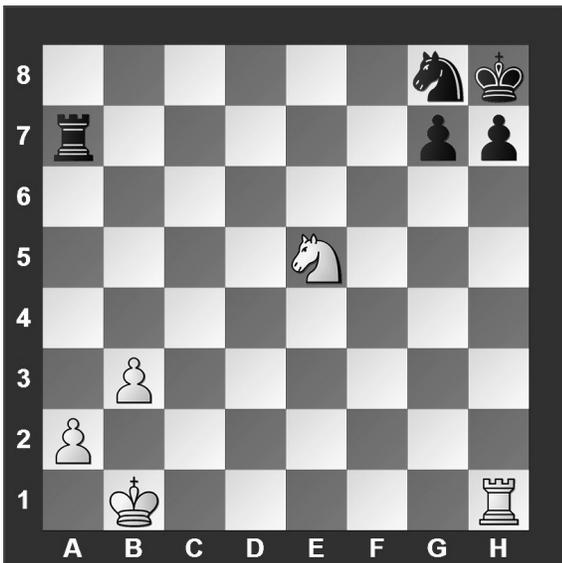
#10. White to move



What is White's best move?

- a) ♔xg7
- b) ♖xg6
- c) ♖f2
- d) ♔c4

#11. White to move



What is White's best move?

- a) ♘f7
- b) ♘g6
- c) ♖xh7
- d) ♘c6

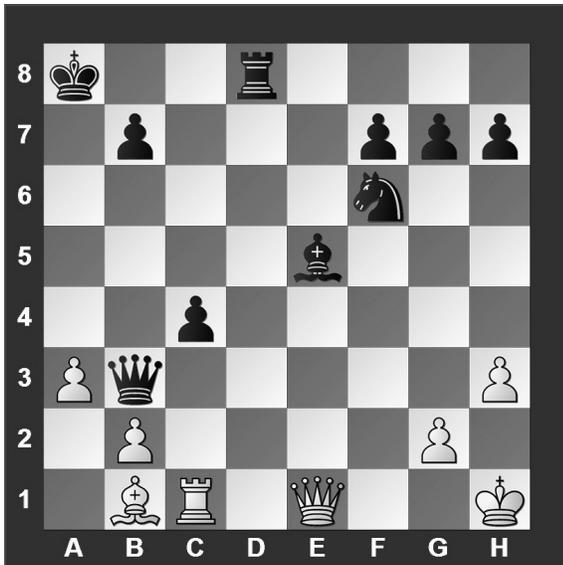
#12. White to move



What is White's best move?

- a) ♔xb7
- b) ♖xc6
- c) ♕xd5
- d) ♖e1

#13. White to move



What is White's best move?

- a) ♔a5
- b) ♔×e5
- c) ♖×c4
- d) ♗c2

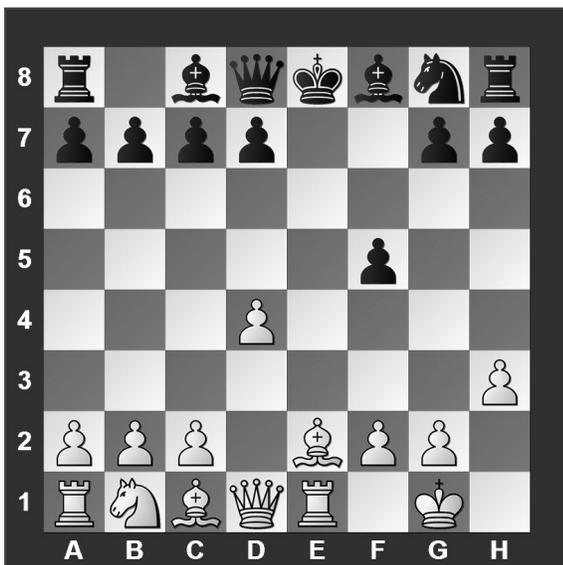
#14. Black to move



What is Black's best move?

- a) ♖b3
- b) ♖c2
- c) ♗h8
- d) ♗c2

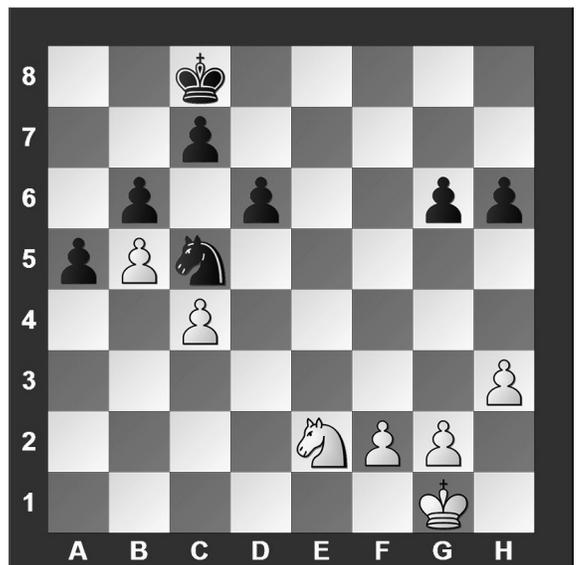
#15. White to move



What is White's best move?

- a) ♗c4
- b) ♗h5
- c) ♗d3
- d) ♘a3

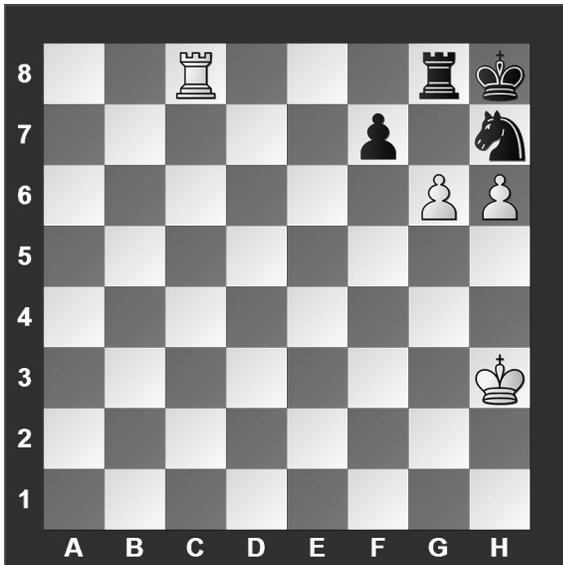
#16. White to move



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

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

#17. White to move



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

- a) ♖×g8
- b) g7
- c) g×h7
- d) g×f7

#18. White to move



What is White's best move?

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

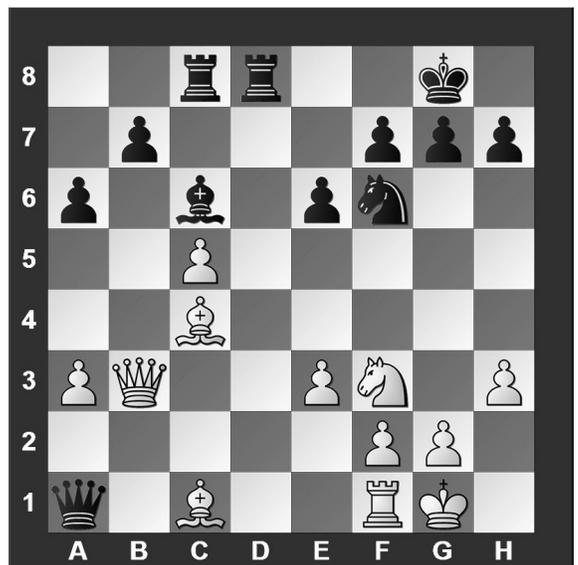
#19. White to move



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

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

#20. White to move



What is White's best move?

- a) ♗b2
- b) ♖b2
- c) ♗×e6
- d) ♘e5



**University Interscholastic League
A+ Chess Puzzle Contest
2021-2022 Fall/Winter — Grades 4 & 5**

ANSWER KEY

Test

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

Tiebreaker

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

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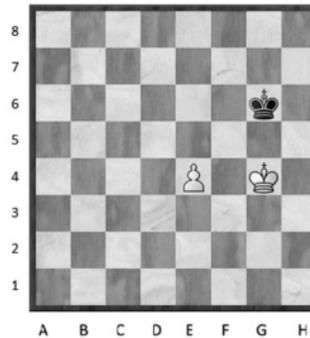


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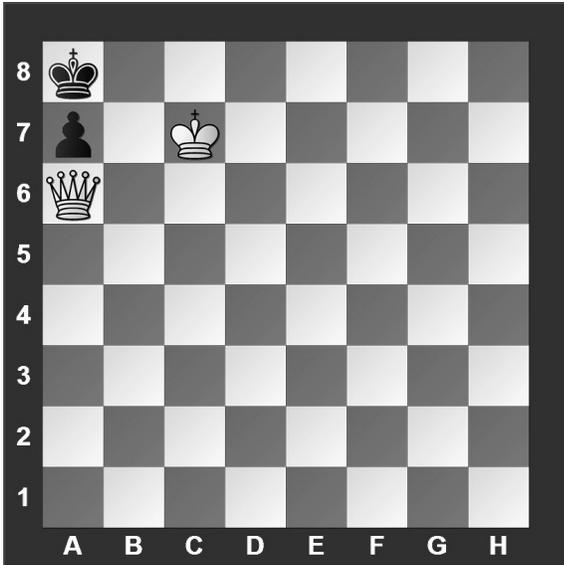


White has just played **e4**.



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

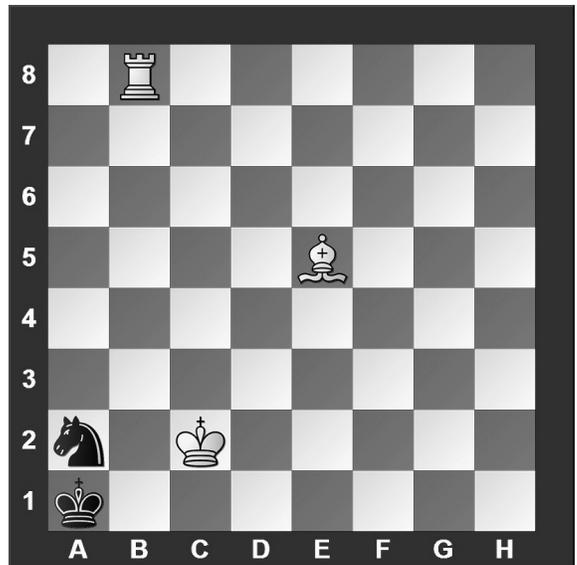
#1. Black to move



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.

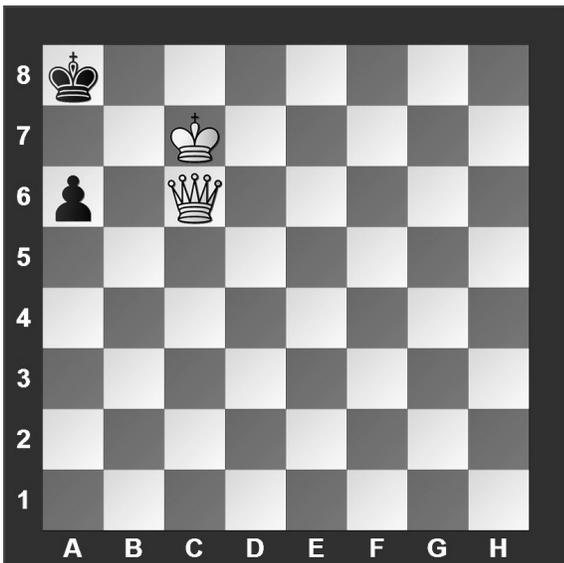
#2. Black to move



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.

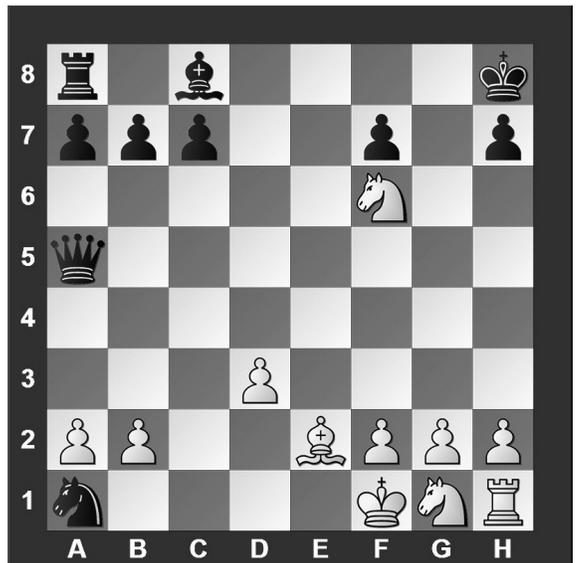
#3. Black to move



What term best describes this situation?

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

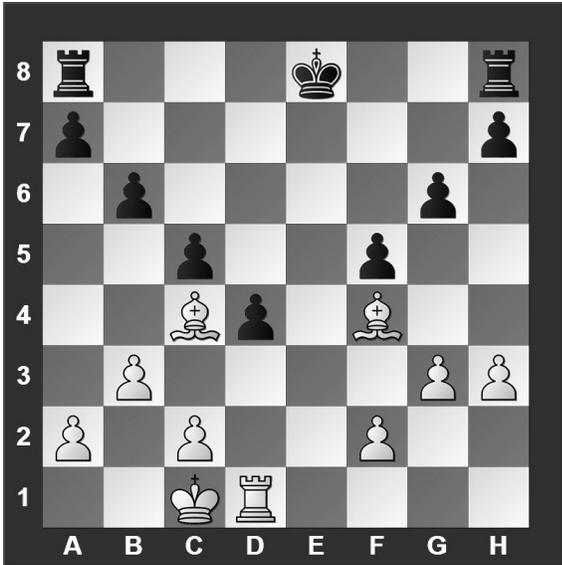
#4.



Which side has material advantage?

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

#5. Black to move



Which move is possible for Black?

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

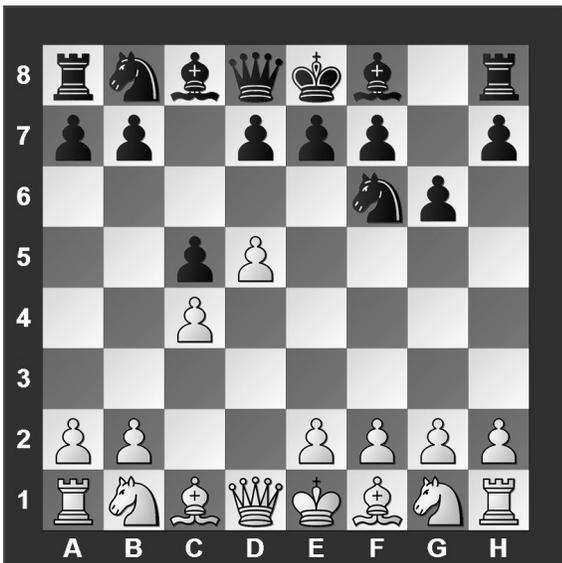
#6. White to move



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

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

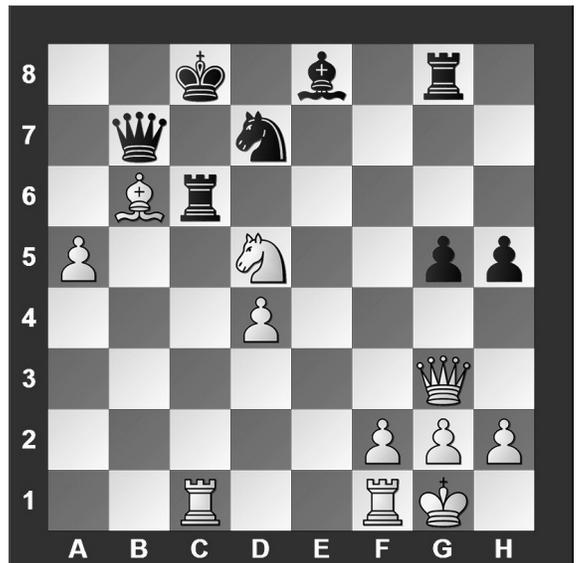
#7. White to move



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

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

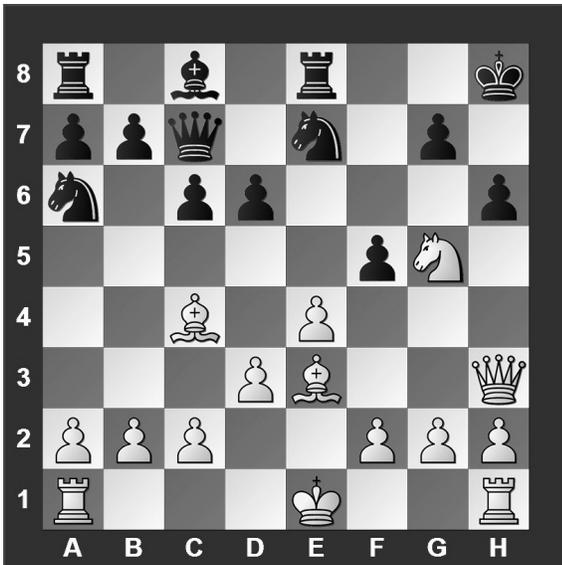
#8. White to move



What is White's best move?

- a) ♔c7
- b) ♜×c6
- c) ♖e7
- d) ♔b8

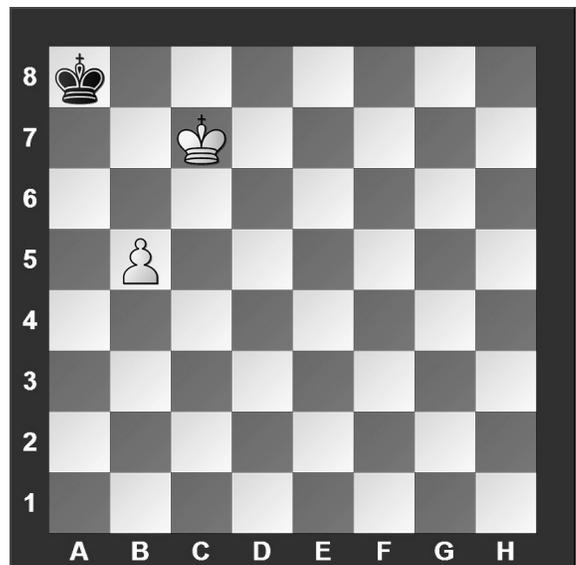
#9. White to move



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

- a) ♔×h6
- b) ♘f7
- c) ♗b6
- d) ♖h4

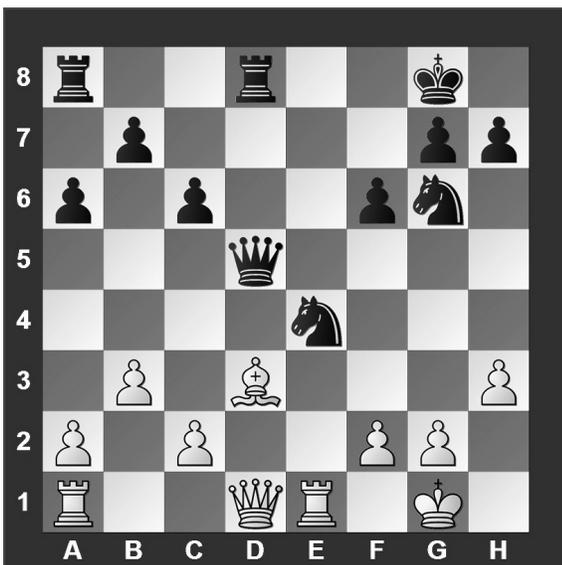
#10. White to move



What is White's best move?

- a) ♖b6
- b) b6
- c) ♖d8
- d) ♖d7

#11. White to move



What is White's best move?

- a) ♗×e4
- b) ♖×e4
- c) ♗c4
- d) ♖f3

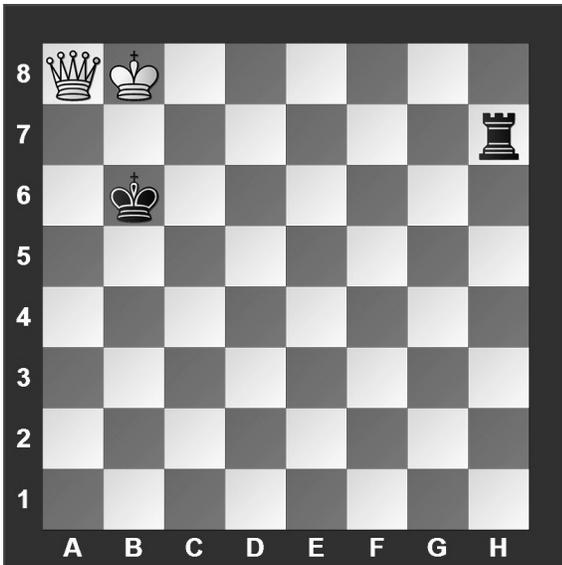
#12. White to move



What is White's best move?

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

#13. White to move



What is White's best move?

- a) ♔b7
- b) ♔a7
- c) ♔e4
- d) ♔a1

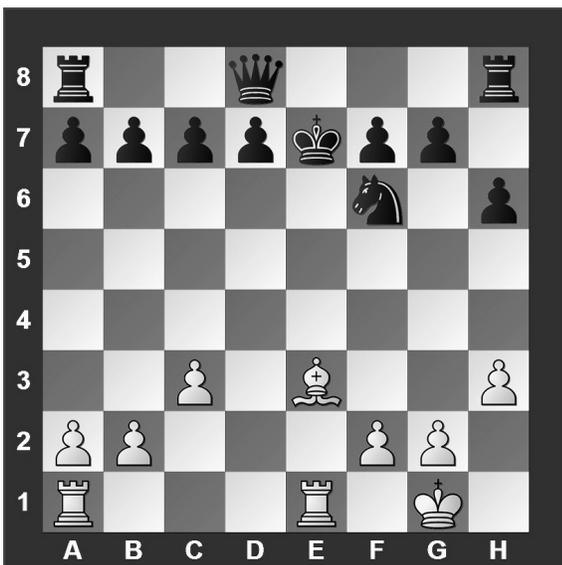
#14. White to move



What is White's best move?

- a) ♖xf7
- b) ♕h6
- c) ♞b5
- d) exd5

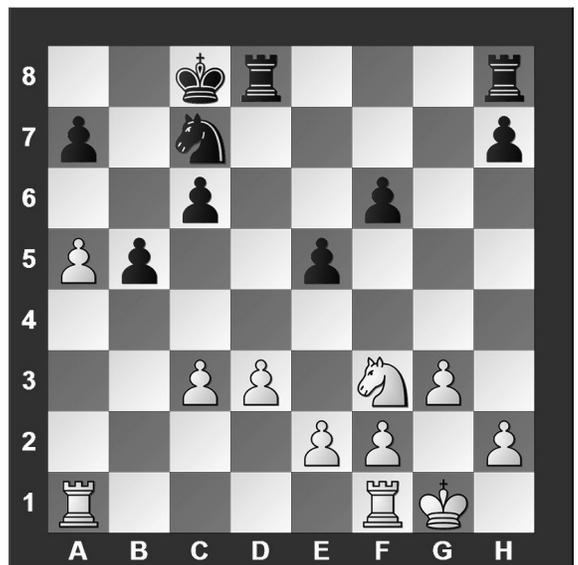
#15. White to move



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

- a) ♕g5
- b) ♕xh6
- c) ♕c5
- d) ♕xa7

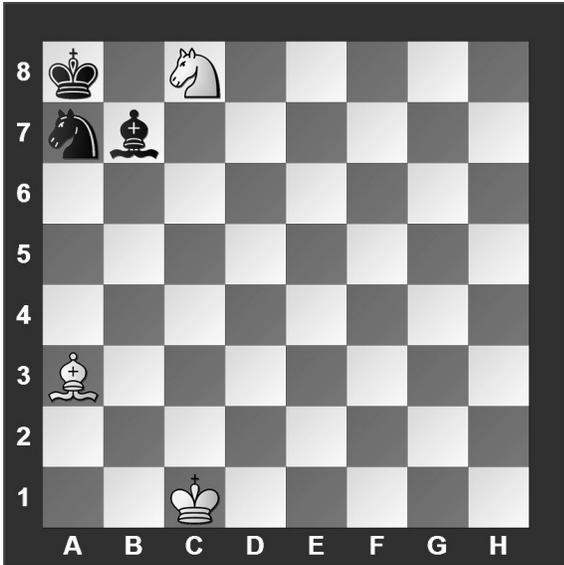
#16. White to move



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

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

#17. White to move



What is White's best move?

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

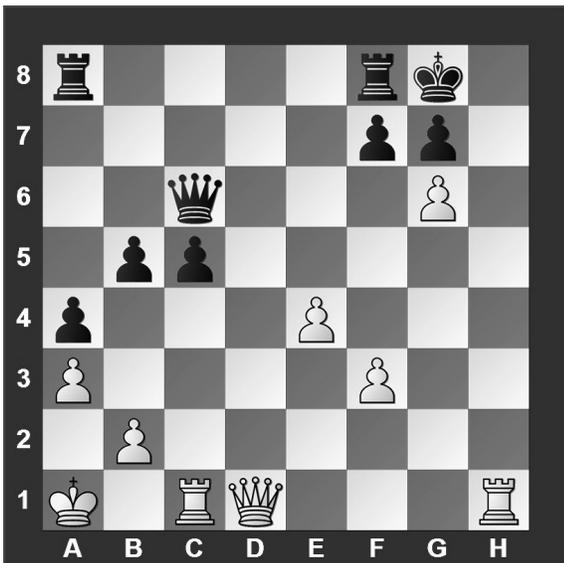
#18. White to move



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

- a) $\text{R} \text{h3}$
- b) $\text{R} \text{g4}$
- c) $\text{B} \text{g5}$
- d) $\text{R} \times \text{d5}$

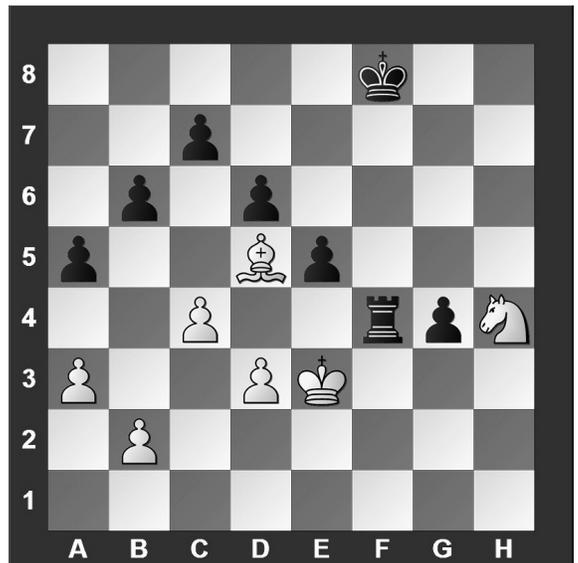
#19. White to move



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

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

#20. White to move



What is White's best move?

- a) $\text{N} \text{g6}$
- b) $\text{N} \text{g2}$
- c) $\text{B} \text{f3}$
- d) $\text{K} \text{e2}$



**University Interscholastic League
A+ Chess Puzzle Contest
2021-2022 Fall/Winter — Grades 6, 7, and 8
ANSWER KEY**

Test

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

Tiebreaker

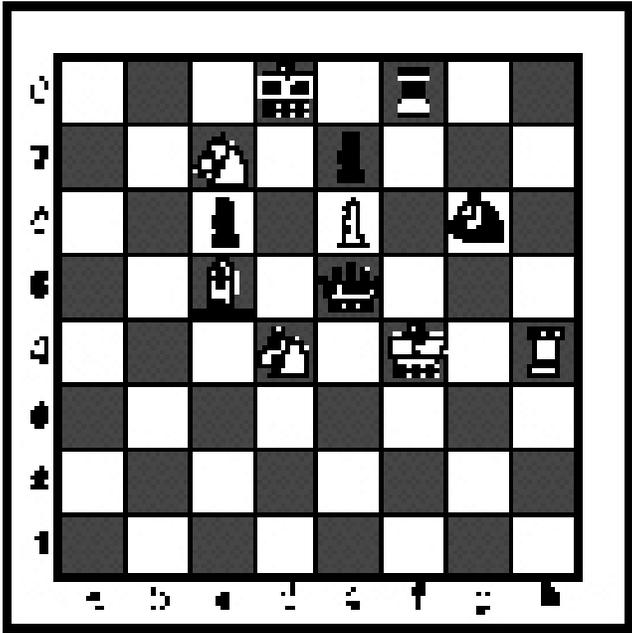
- | | |
|------|------|
| 1. B | 5. B |
| 2. A | 6. D |
| 3. C | 7. C |
| 4. B | 8. A |

FALL/WINTER DISTRICT 2021-2022

A+ ACADEMICS



University Interscholastic League



Chess Puzzle Solving

TIEBREAKER - ALL GRADES

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

IMPORTANT INSTRUCTIONS:

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

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

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

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

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

#5. White to move



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

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

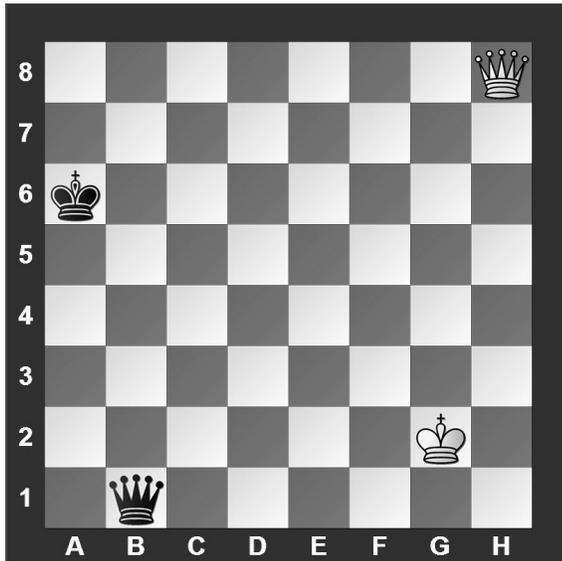
#6. White to move



What is White's best move?

- a) ♘e5
- b) ♘d5
- c) ♘g5
- d) ♘h4

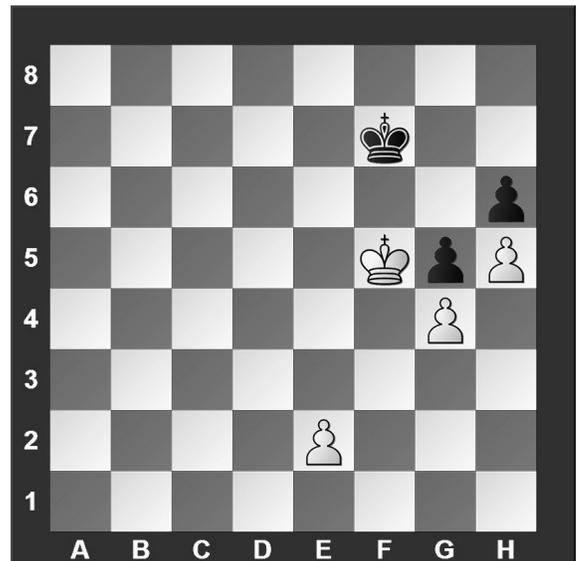
#7. White to move



What is White's best move?

- a) ♕b8
- b) ♕a1
- c) ♕a8
- d) ♕f6

#8. White to move



With best play what is the outcome of the game?

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

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.

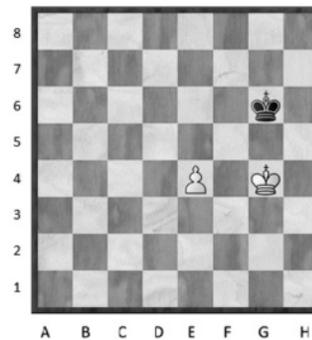


At right are two sample moves.

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.

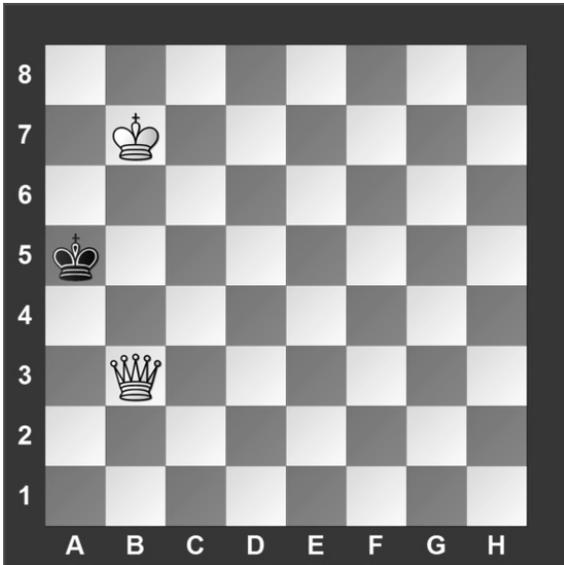


White has just played **e4**.



Black has just played ... **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.

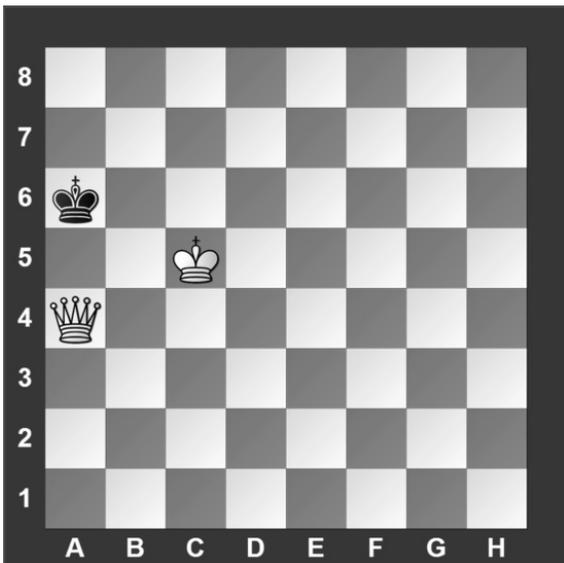
#2. Black to move



What best describes this situation?

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

#3. Black to move



What term best describes this situation?

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

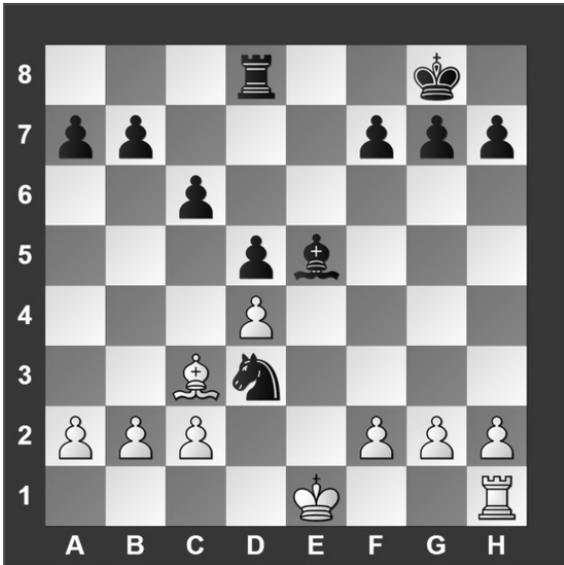
#4.



Which side has material advantage?

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

#5. White to move



Which move is possible for White?

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

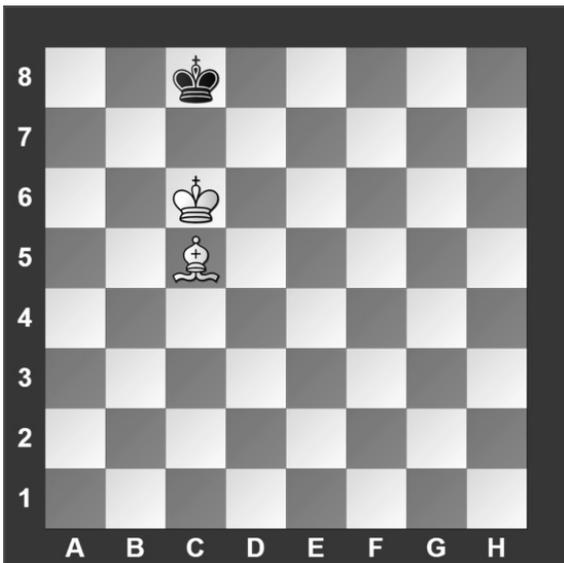
#6. White to move



Which move below is possible for White?

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

#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.

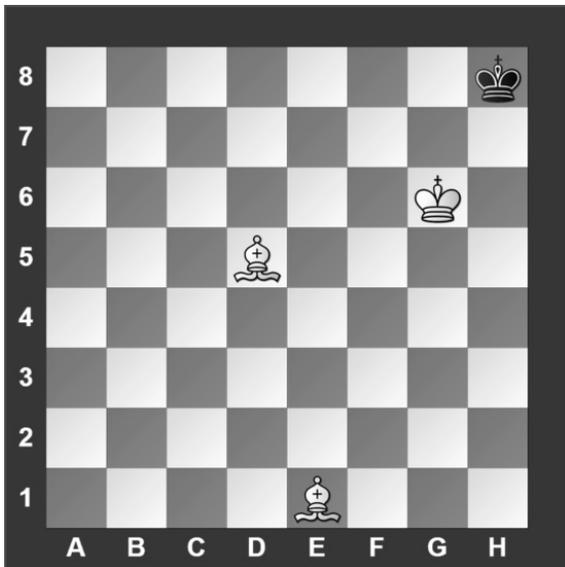
#8. White to move



What is White's best move?

- a) ♖xf7
- b) ♖e8
- c) ♖f5
- d) g3

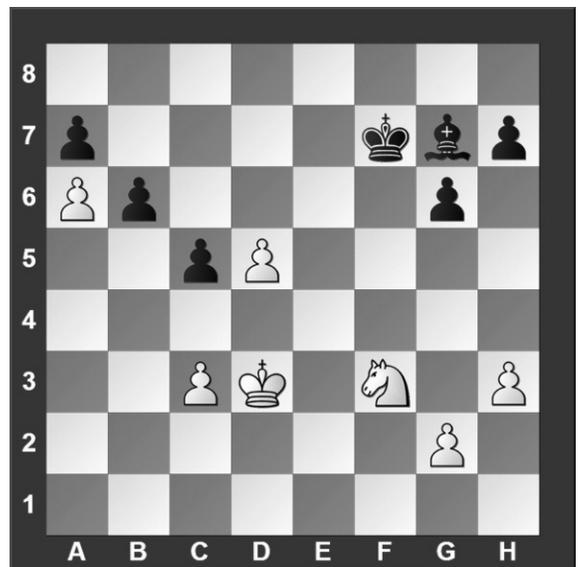
#9. White to move



What is White's best move?

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

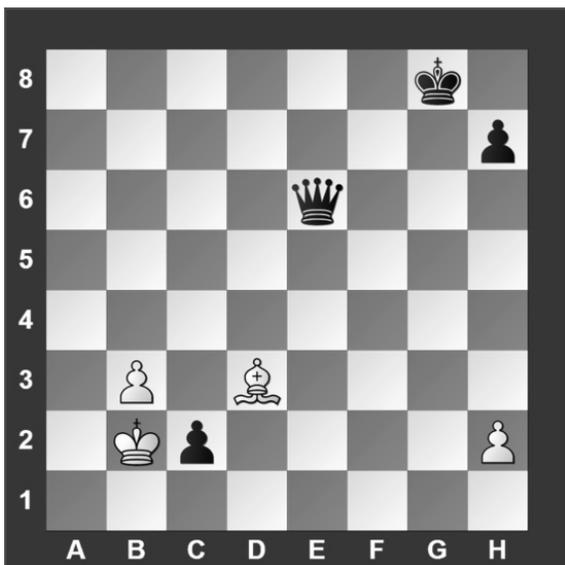
#10. White to move



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

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

#11. White to move



What is White's best move?

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

#12. Black to move



What is Black's best move?

- a) Qxf3
- b) Qd3
- c) Qxc4
- d) Qd4

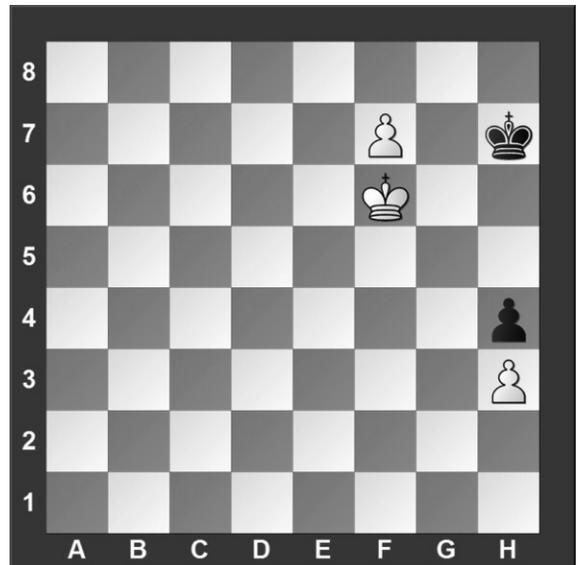
#13. White to move



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

- a) ♖×g8
- b) ♖×g7
- c) ♖f8
- d) ♗×g7

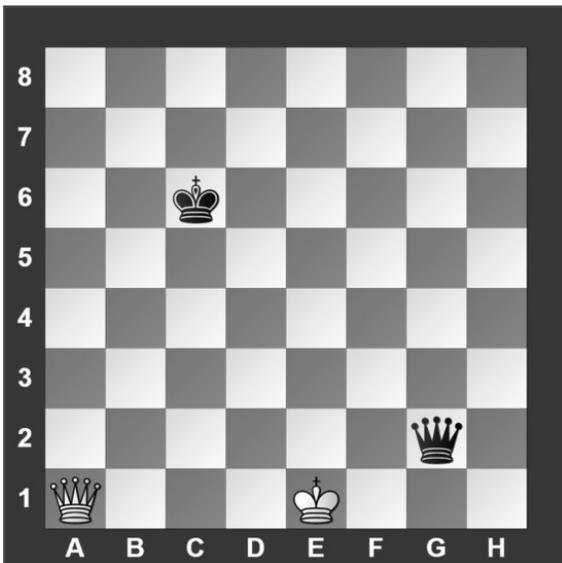
#14. White to move



Which piece should White promote to?

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

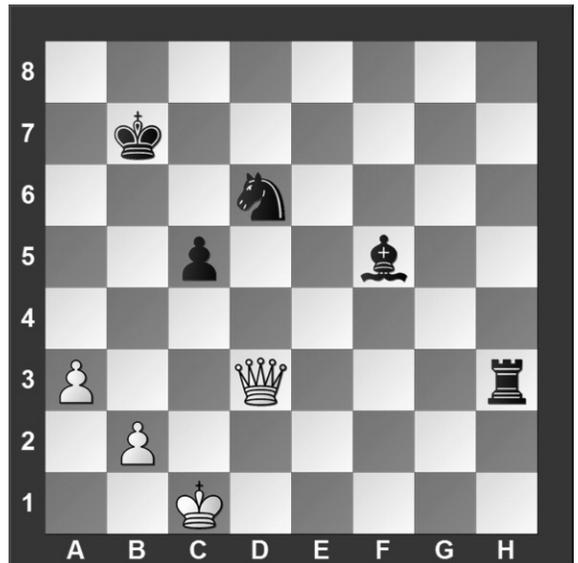
#15. White to move



What is White's best move?

- a) ♔f6
- b) ♔c3
- c) ♔c1
- d) ♔a8

#16. White to move



What is White's best move?

- a) Capture the bishop.
- b) Capture the rook.
- c) Capture the knight.
- d) None of the above.



**University Interscholastic League
A+ Chess Puzzle Contest
2021-2022 Spring District — Grades 2 & 3**

ANSWER KEY

Test

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

Tiebreaker

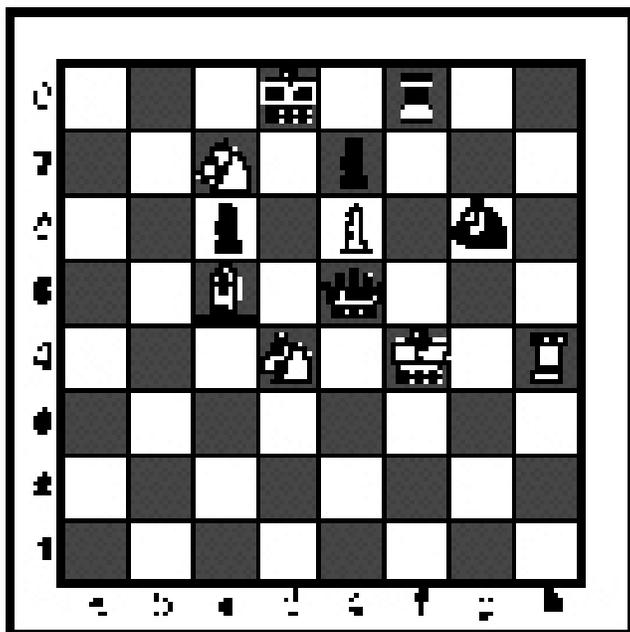
- | | |
|------|------|
| 1. C | 5. A |
| 2. A | 6. C |
| 3. C | 7. C |
| 4. D | 8. B |

SPRING DISTRICT 2021-2022

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.

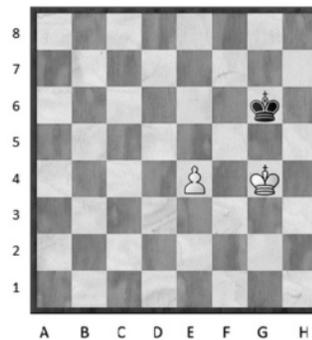


At right are two sample moves.

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.

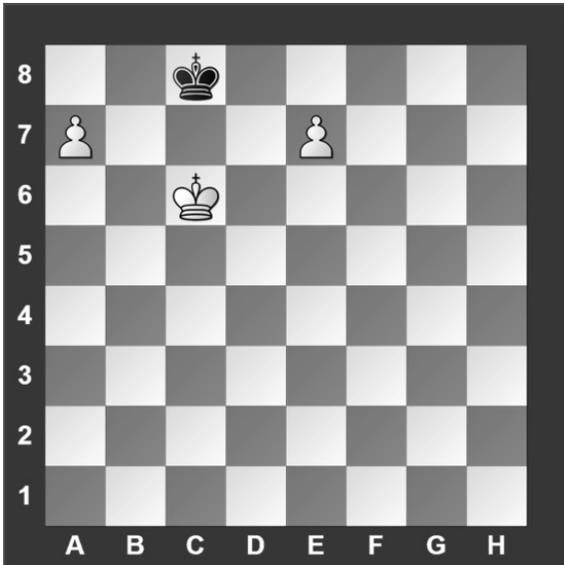


White has just played **e4**.



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

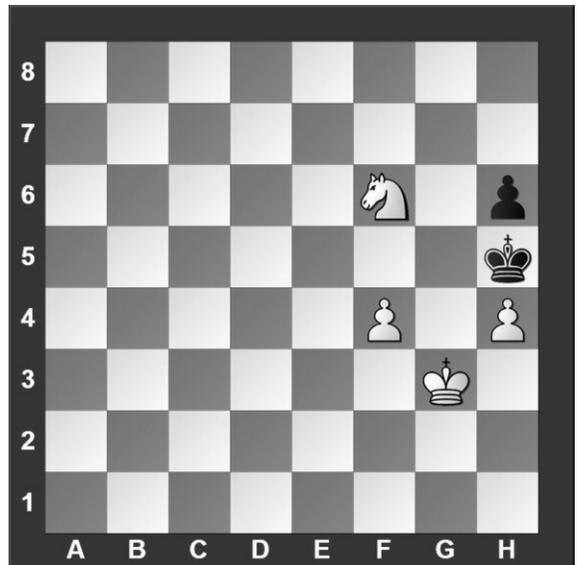
#1. Black to move



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.

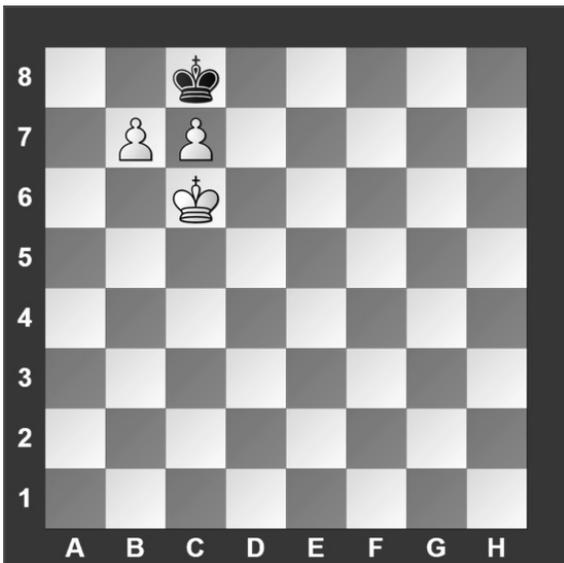
#2. Black to move



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.

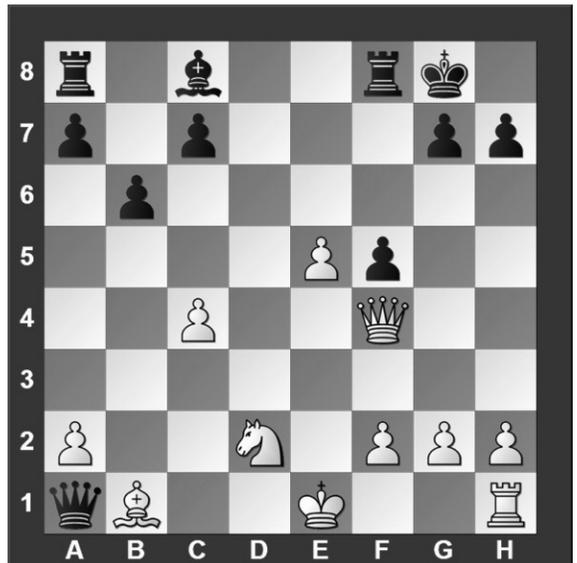
#3 Black to move.



What term best describes this situation?

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

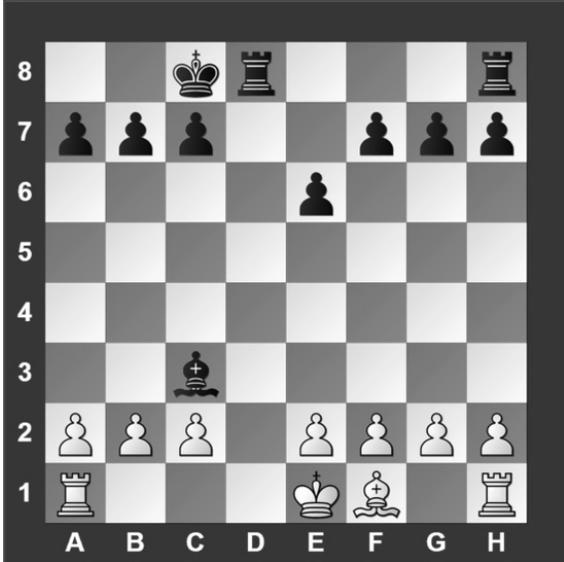
#4.



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.

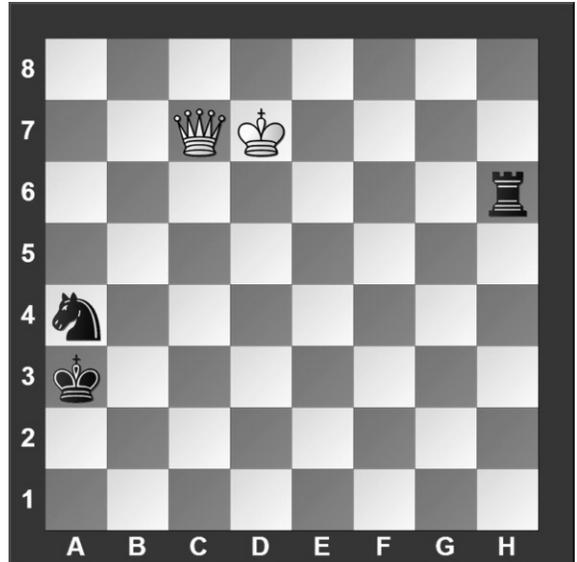
#5. White to move



Which move below is possible for White?

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

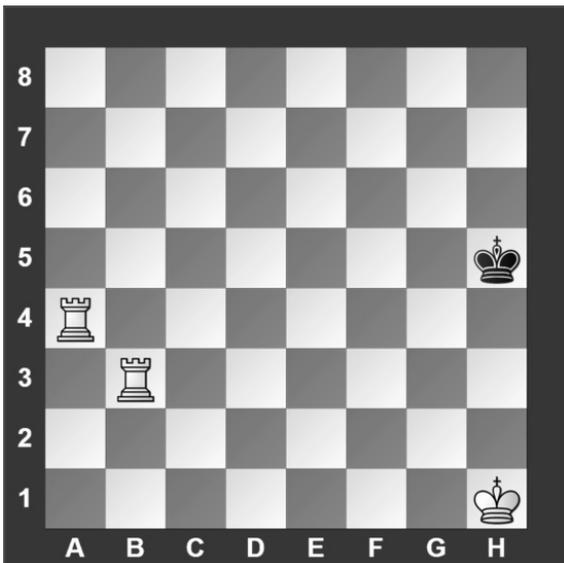
#6. White to move



What is White's best move?

- a) ♔d6
- b) ♔c3
- c) ♔c5
- d) ♔c1

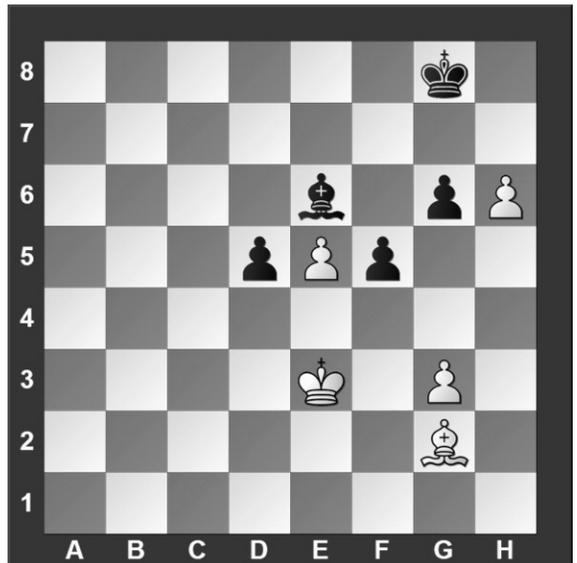
#7. White to move



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

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

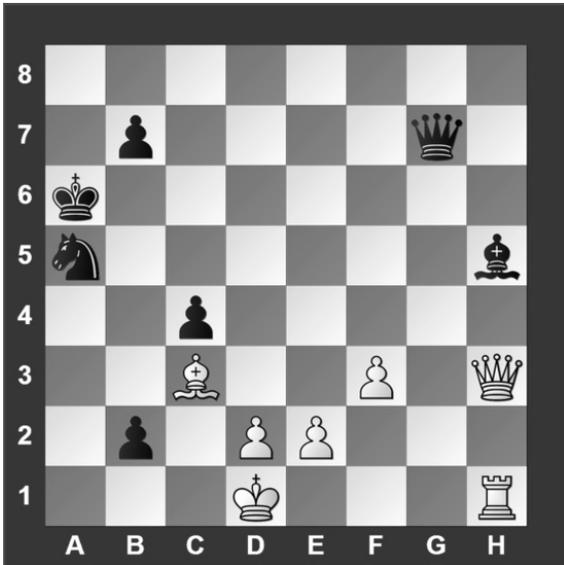
#8. White to move



Black just played d7 to d5. Which pawn can be captured by en passant rule?

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

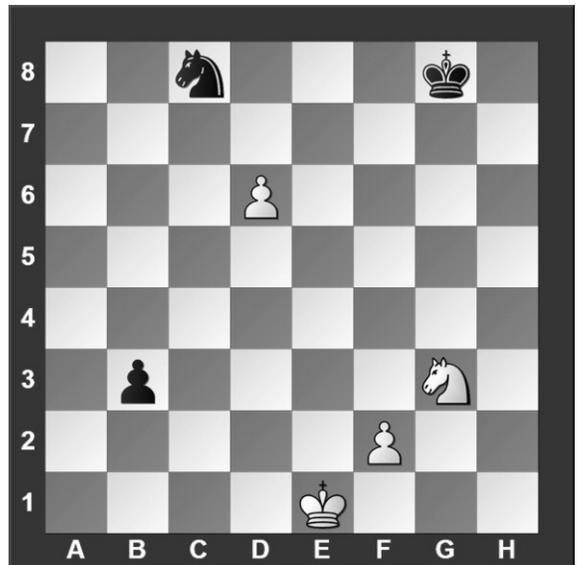
#9. White to move



What piece should White capture?

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

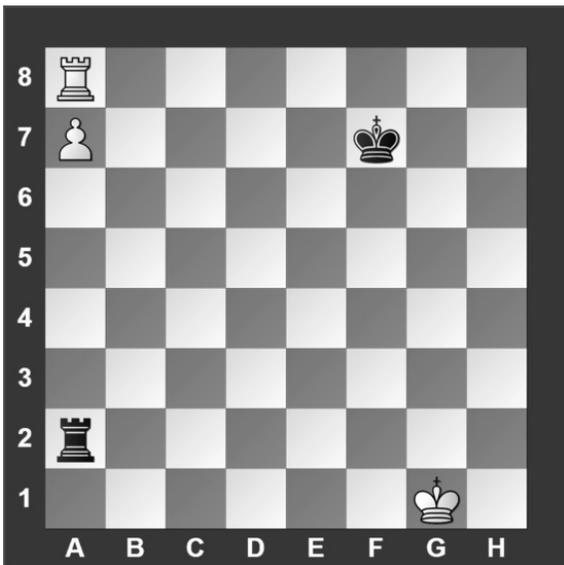
#10. White to move



What is White's best move?

- a) ♔d2
- b) ♘e4
- c) ♘e2
- d) d7

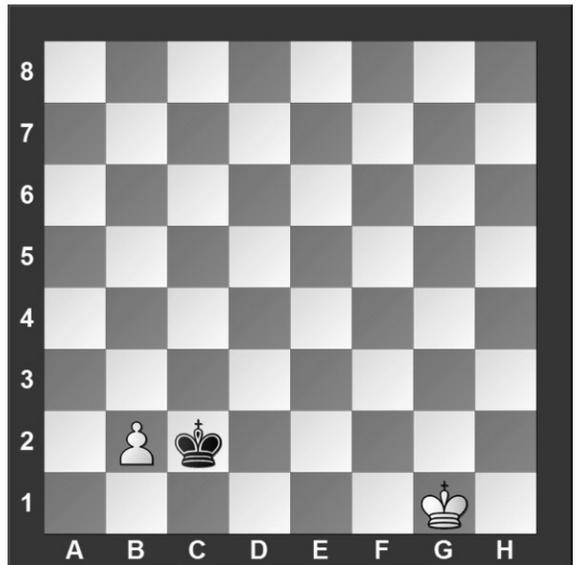
#11. White to move



What is White's best move?

- a) ♖d8
- b) ♖f8
- c) ♖h8
- d) ♔h1

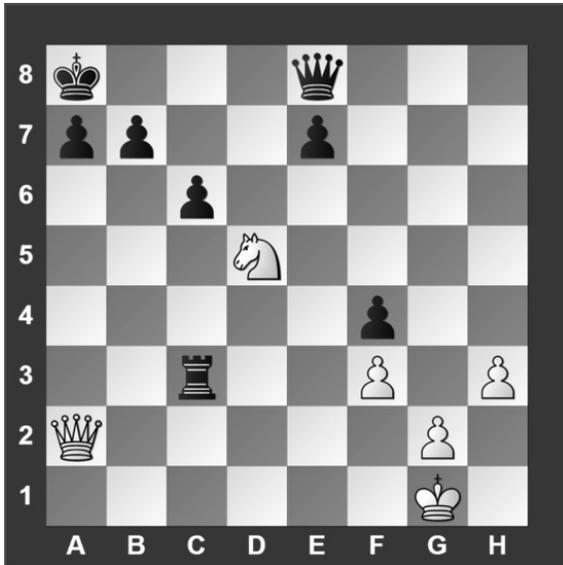
#12. White to move



If White 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.

#13. White to move



What is White's best move?

- a) ♖c7
- b) ♖b6
- c) ♖xc3
- d) ♖xe7

#14. Black to move



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

- a) ♔xf7
- b) ♖h1
- c) ♖xg2
- d) ♖e7

#15. White to move



What is White's best move?

- a) ♔xg7
- b) ♖h6
- c) cxd5
- d) ♖xd5

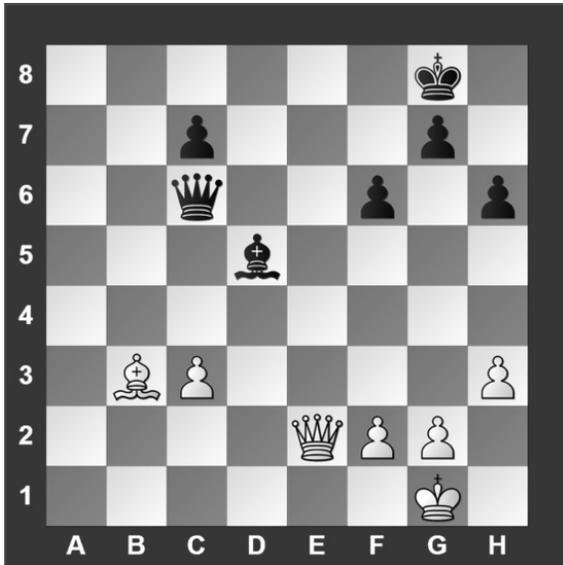
#16. White to move



What is White's best move?

- a) dxc6
- b) ♖xc6
- c) ♖xc6
- d) ♖xc7

#17. White to move



What is White's best move?

- a) ♔e6
- b) ♔c4
- c) ♔a6
- d) ♔e4

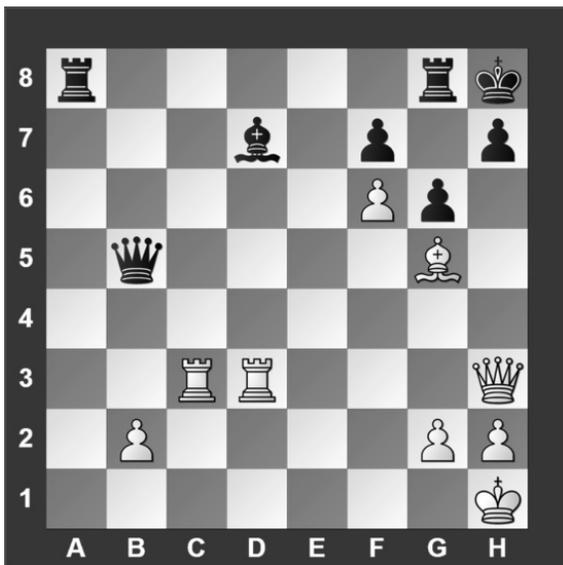
#18. White to move



What is White's best move?

- a) ♔x b8
- b) ♔x b5
- c) ♗x b5
- d) ♔x e6

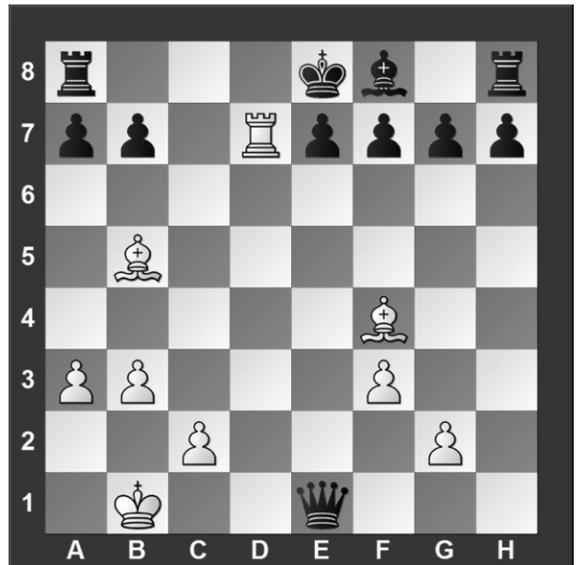
#19. White to move



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

- a) ♔x d7
- b) ♔x h7
- c) ♖g1
- d) ♔h6

#20. White to move



What is White's best move?

- a) ♔b2
- b) ♔a2
- c) ♗c1
- d) ♖d1



**University Interscholastic League
A+ Chess Puzzle Contest
2021-2022 Spring District — Grades 4 & 5**

ANSWER KEY

Test

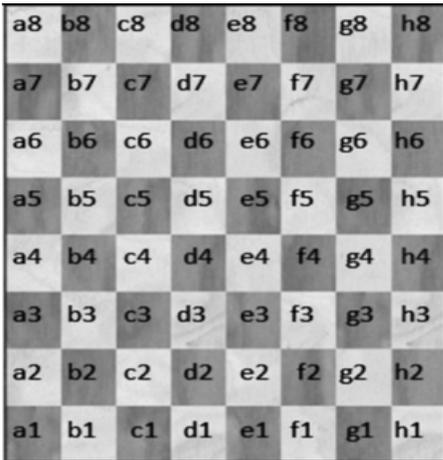
- | | |
|-------|-------|
| 1. B | 11. C |
| 2. C | 12. A |
| 3. A | 13. A |
| 4. B | 14. C |
| 5. C | 15. B |
| 6. D | 16. A |
| 7. D | 17. D |
| 8. A | 18. A |
| 9. D | 19. B |
| 10. D | 20. D |

Tiebreaker

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

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.

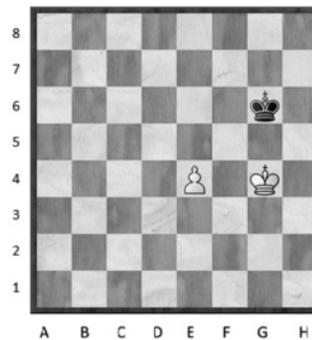


At right are two sample moves.

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.

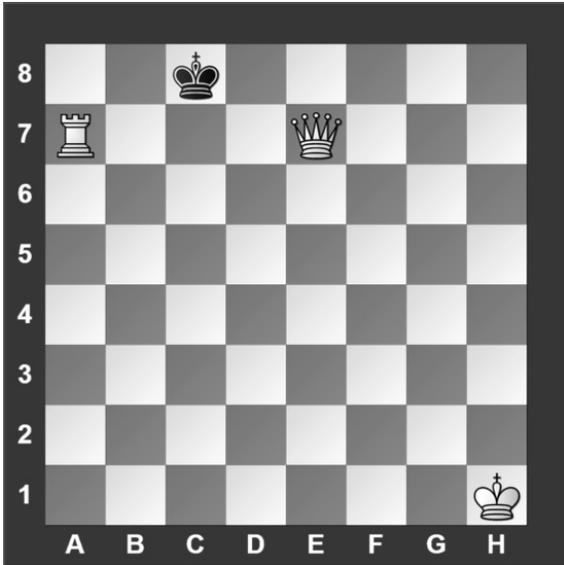


White has just played **e4**.



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

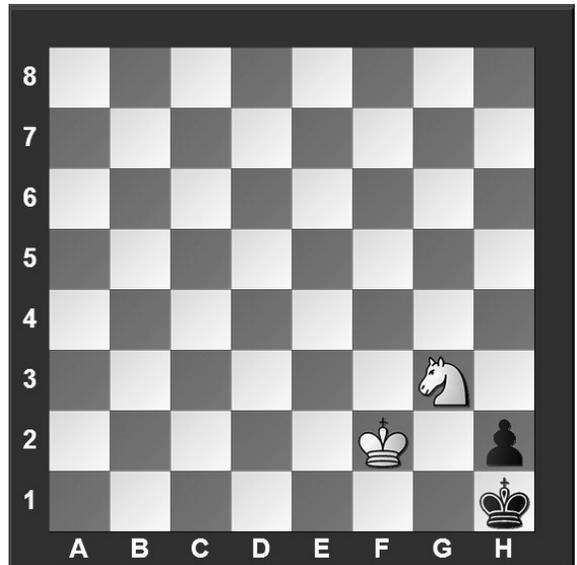
#1. Black to move



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.

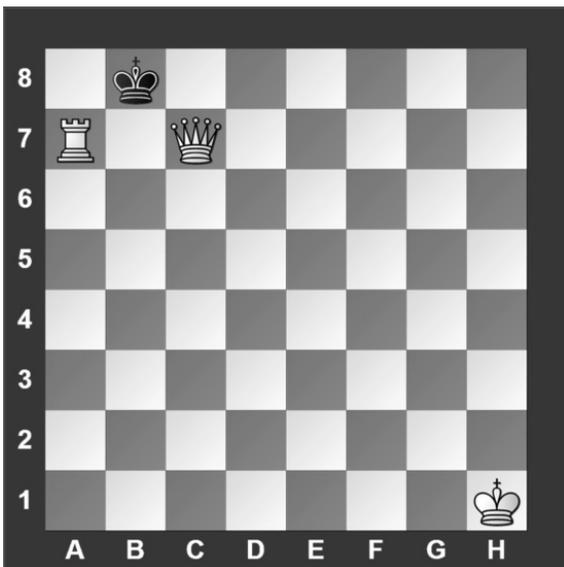
#2. Black to move



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.

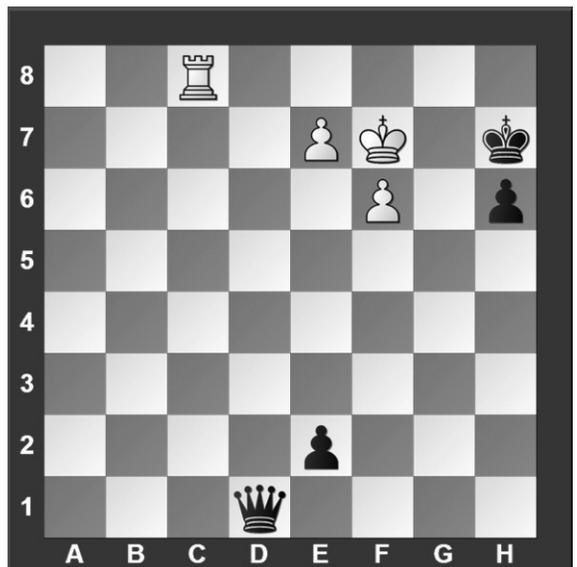
#3. Black to move



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.

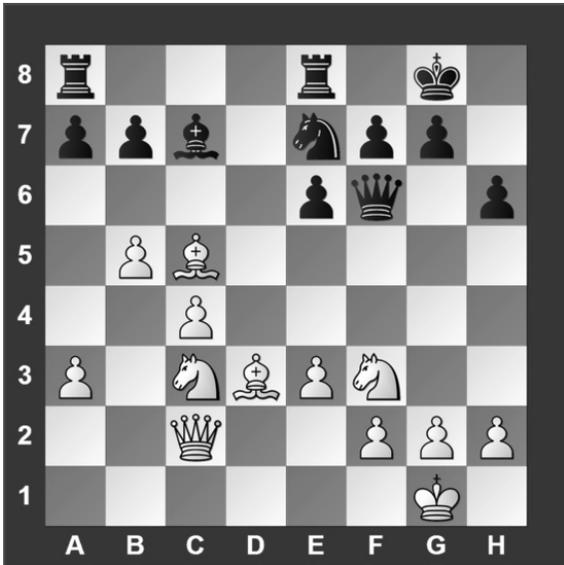
#4. White to move



What is White's best move?

- a) e8 = ♔
- b) e8 = ♖
- c) e8 = ♘
- d) ♖h8

#5.



Which side has material advantage?

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

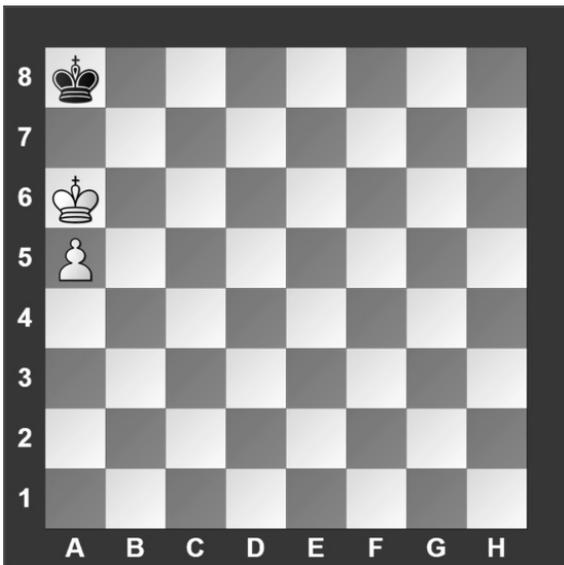
#6. Black to move



Which move is possible for Black?

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

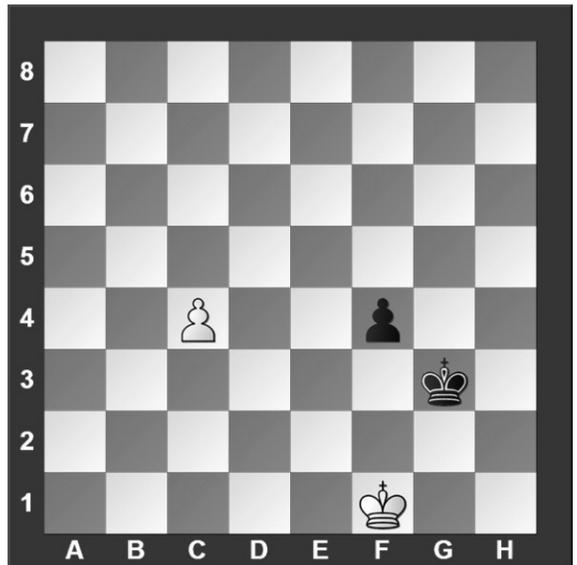
#7. White to move



What is the outcome of the game?

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

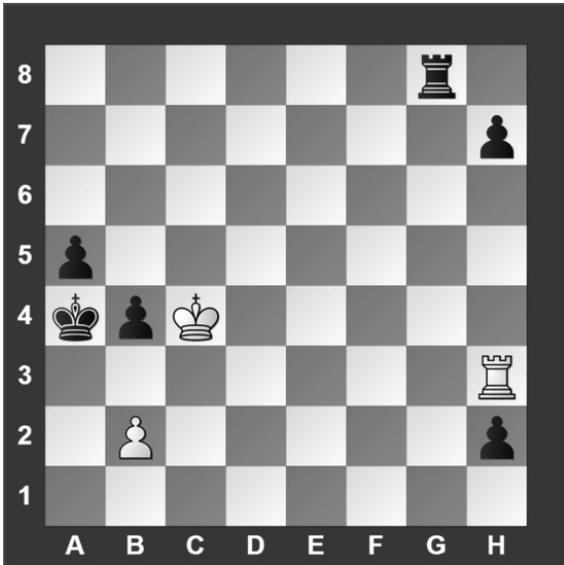
#8. Black to move



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

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

#9. White to move



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

- a) b3
- b) ♖×h7
- c) ♕a3
- d) ♖×h2

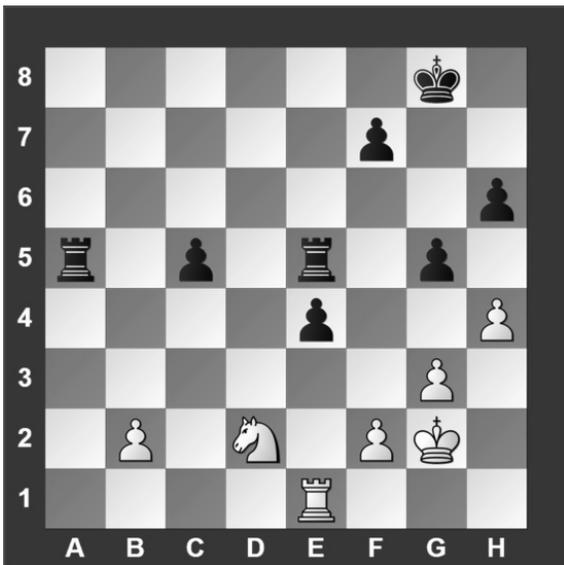
#10. White to move



What is White's best move?

- a) ♖×d8
- b) ♖×c7
- c) ♖h7
- d) b3

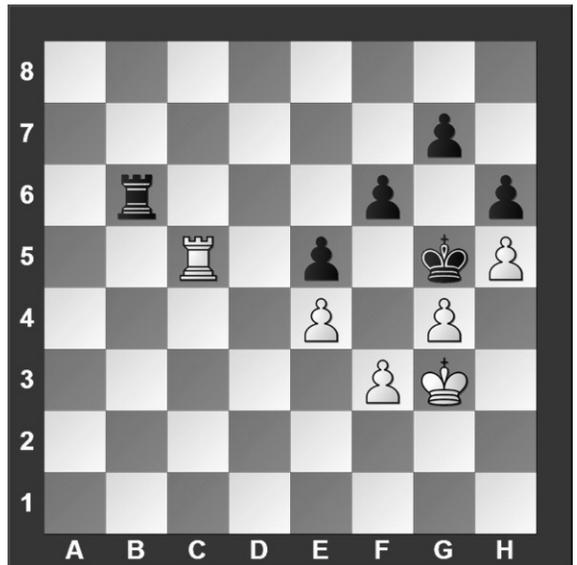
#11. White to move



What is White's best move?

- a) ♘×e4
- b) ♘c4
- c) ♖×e4
- d) ♘b3

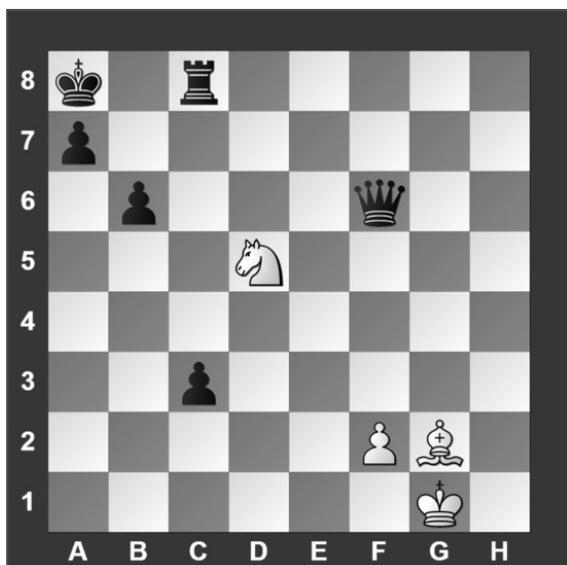
#12. White to move



What is White's best move?

- a) ♖×e5
- b) f4
- c) ♖c7
- d) ♔h3

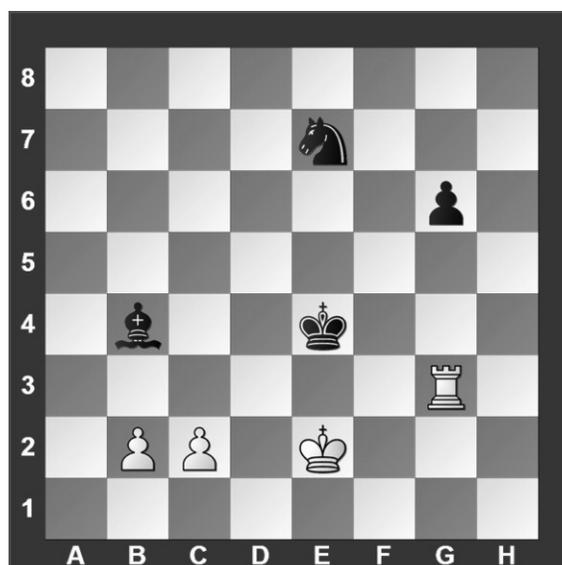
#13. White to move



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

- a) ♖×f6
- b) ♖×b6
- c) ♖c7
- d) ♖b4

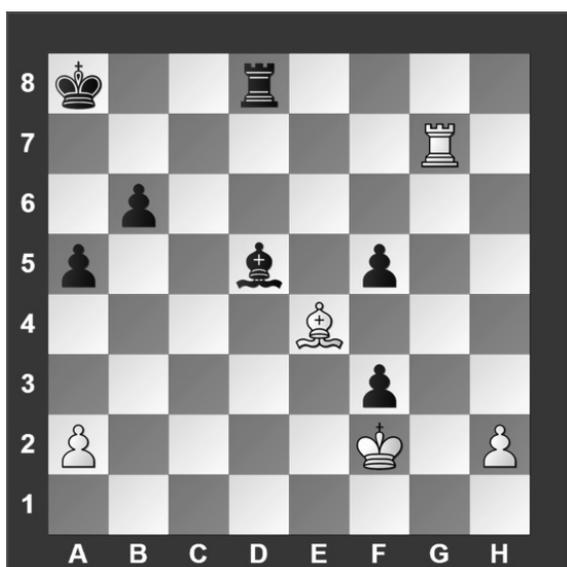
#14. White to move



What is White's best move?

- a) ♖e3
- b) ♖g4
- c) ♖×g6
- d) c3

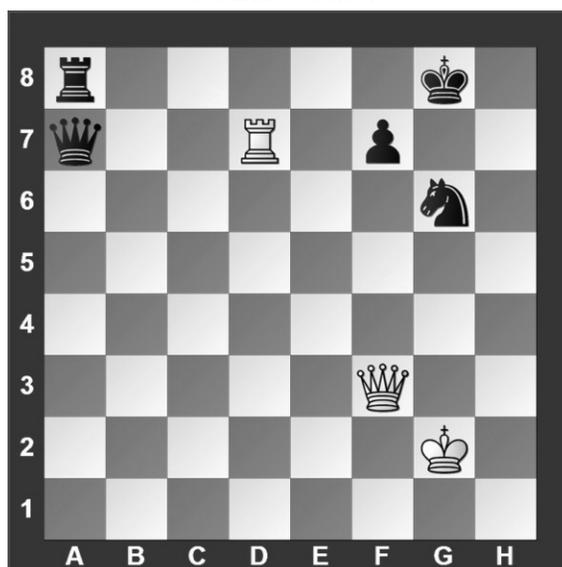
#15. White to move



What is White's best move?

- a) ♕×d5
- b) ♕×f5
- c) ♖g8
- d) ♕×f3

#16. White to move



What is White's best move?

- a) ♖×a7
- b) ♖×f7
- c) ♗×a8
- d) ♗×f7

#17. White to move



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

- a) ♘e7
- b) ♙xh7
- c) ♘f6
- d) ♖g1

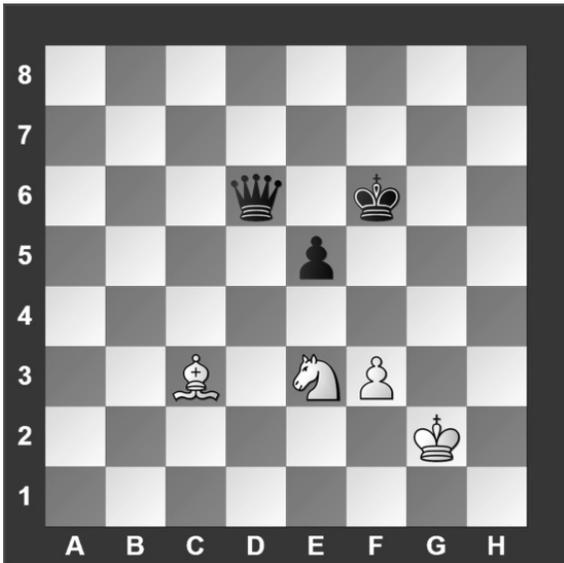
#18. White to move



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

- a) One
- b) Two
- c) Three
- d) Four

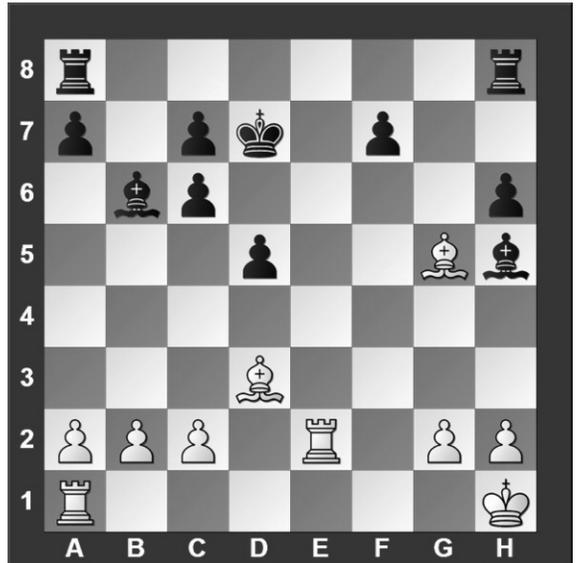
#19. White to move



What is White's best move?

- a) ♘g4
- b) ♙x e5
- c) f4
- d) ♘c4

#20. White to move



If White can force checkmate in two moves, what's the *final* move?

- a) ♙f5
- b) ♙e7
- c) ♖e6
- d) ♖e7



**University Interscholastic League
A+ Chess Puzzle Contest
2021-2022 Spring District — Grades 6, 7, and 8
ANSWER KEY**

Test

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

Tiebreaker

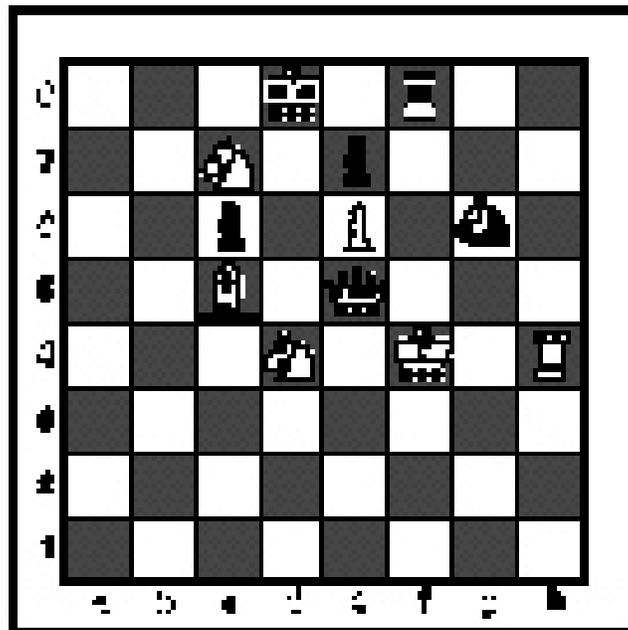
- | | |
|------|------|
| 1. C | 5. A |
| 2. A | 6. C |
| 3. C | 7. C |
| 4. D | 8. B |

SPRING DISTRICT 2021-2022

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 the grades competing in the Spring District UIL Chess Puzzle Solving Test.

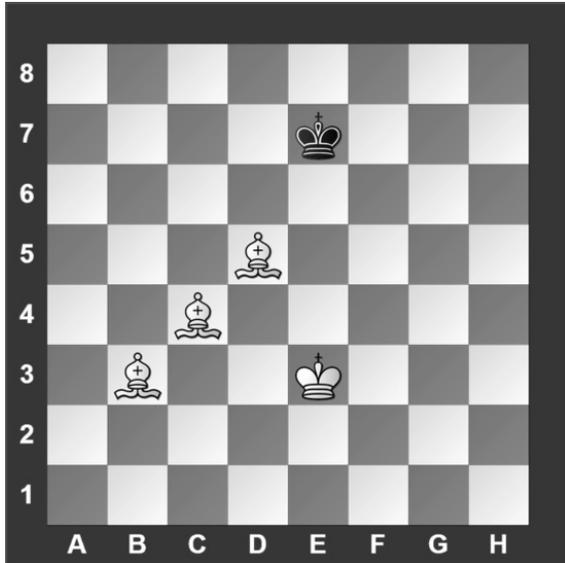
Use the separate answer sheet to write all of your answers.

You have five (5) minutes to complete this part of the test. There are eight (8) questions. Some of the questions will be difficult.

For each correct answer, you earn 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 should be the outcome of the game?

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

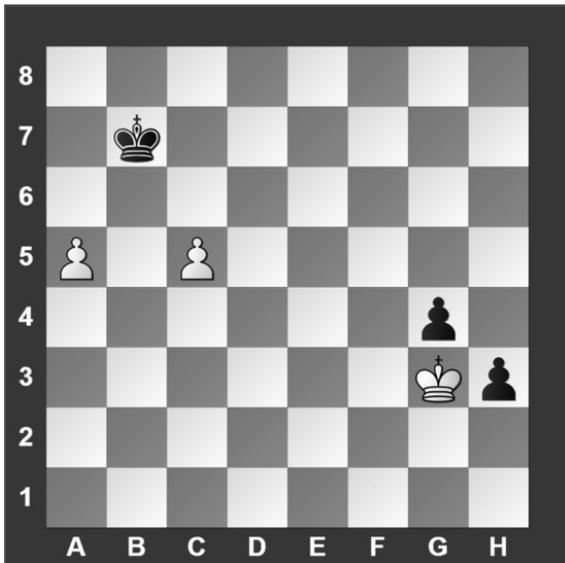
#2. White to move



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

- a) ♖f8
- b) ♗d6
- c) ♖d8
- d) ♘e6

#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.

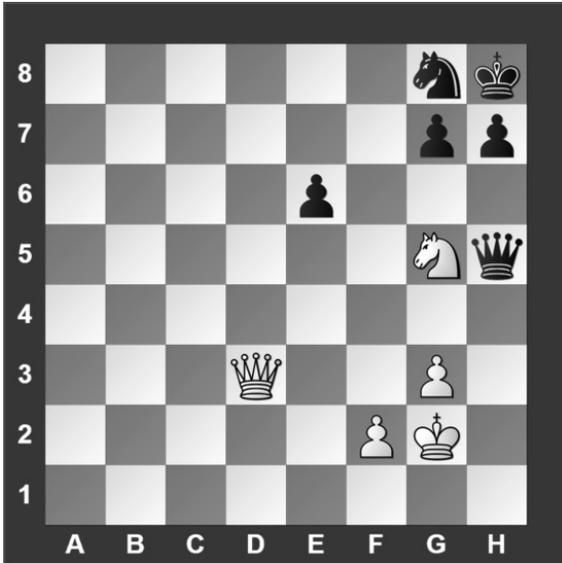
#4. White to move



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

- a) ♗b7
- b) ♖d5
- c) ♖×d8
- d) ♖×a7

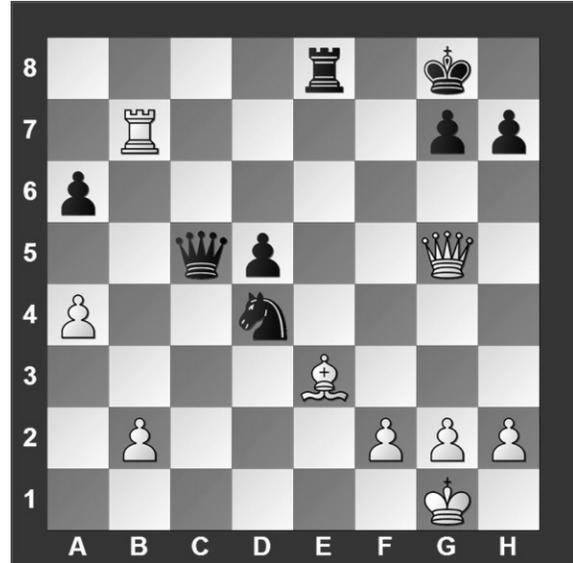
#5. White to move



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. Black to move



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

- a) ♜e6
- b) ♜f3
- c) ♔c1
- d) ♜e2

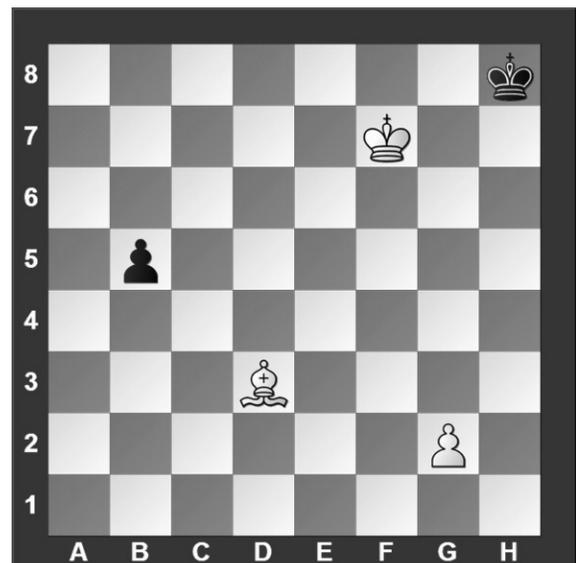
#7. White to move



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



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

- a) Three.
- b) Four.
- c) Five.
- d) White can't checkmate Black.