

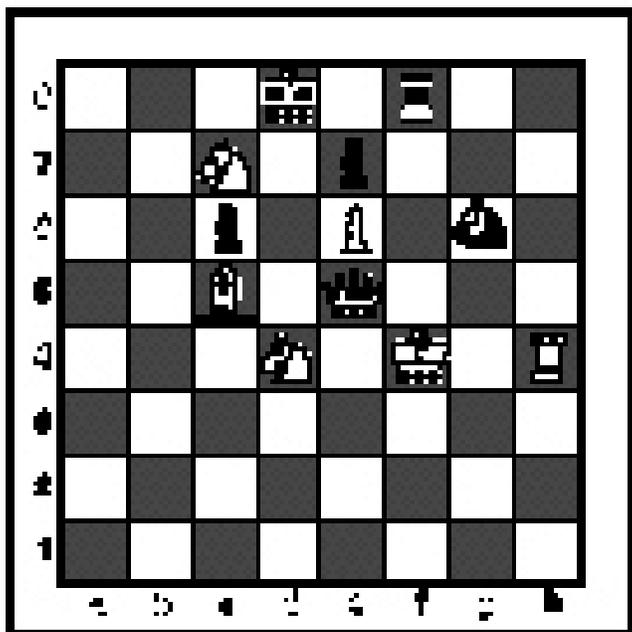


**INVITATIONAL 2024-2025**

**A+ ACADEMICS**



University Interscholastic League

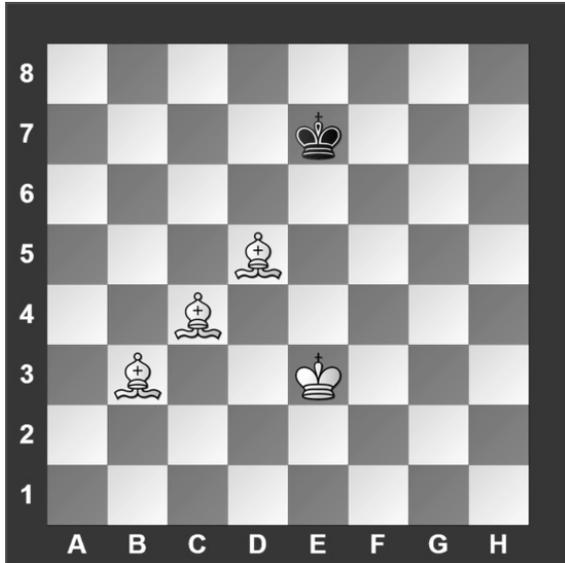


# Chess Puzzle Solving

## TIEBREAKER - ALL GRADES

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

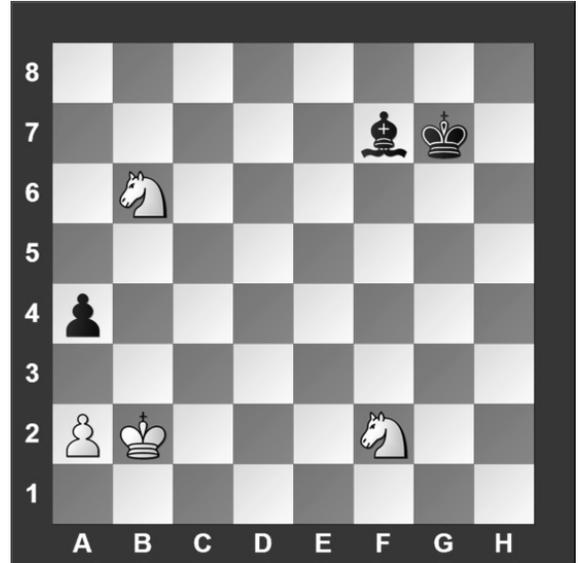
#1. White to move



What should be the outcome of the game?

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

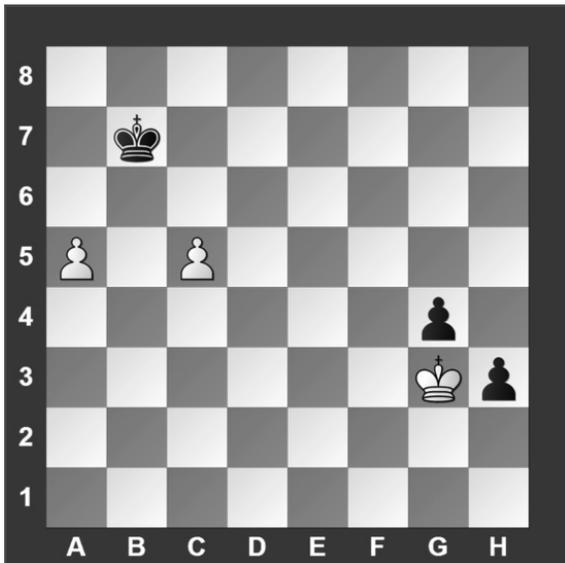
#2. White to move



What is White's best move?

- a) a3
- b) ♖×a4
- c) ♖a3
- d) ♖e4

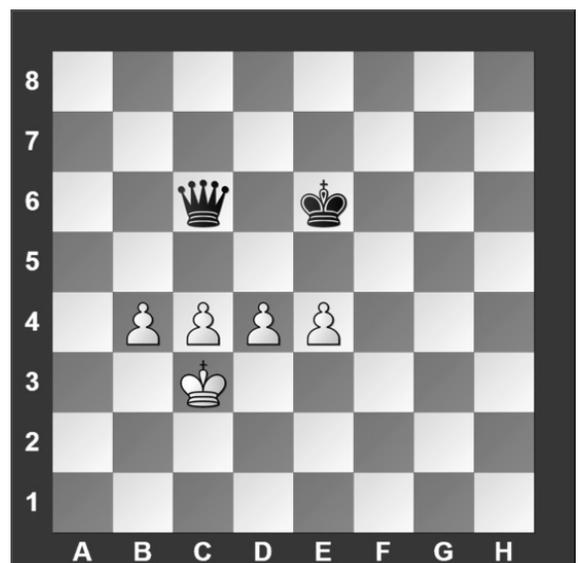
#3. White to move



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

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

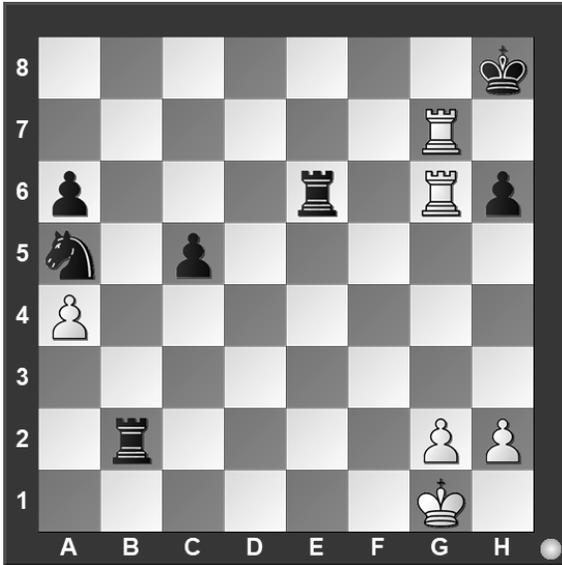
#4. White to move



What is White's best move?

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

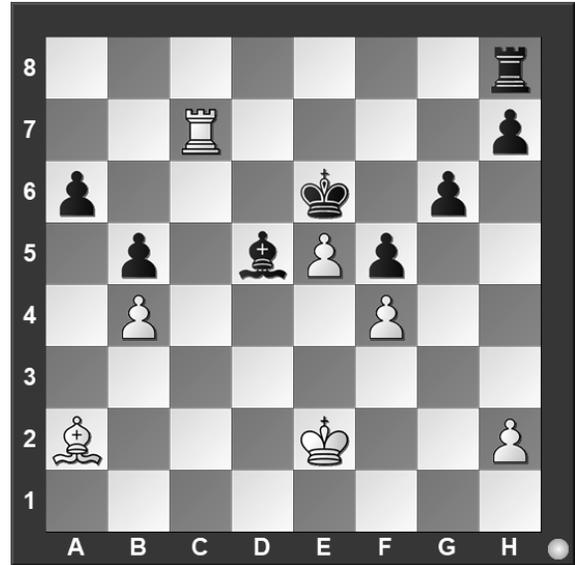
#5. White to move



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

- a) 1
- b) 2
- c) 3
- d) There is no checkmate

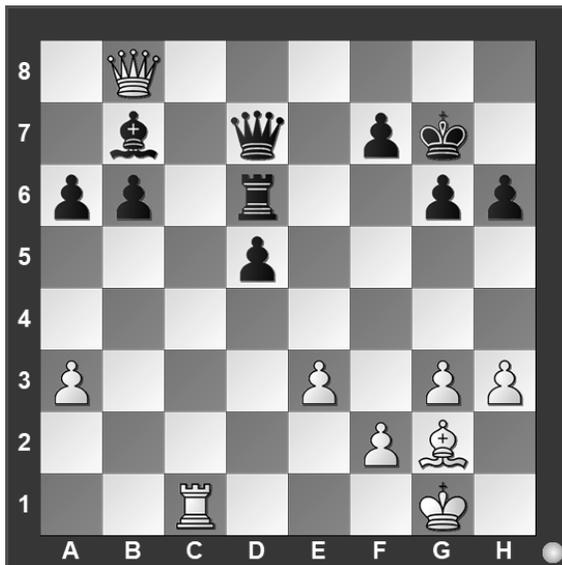
#6. White to move



What is White's best move?

- a) ♖c6
- b) ♙x d5
- c) ♖c5
- d) ♖a7

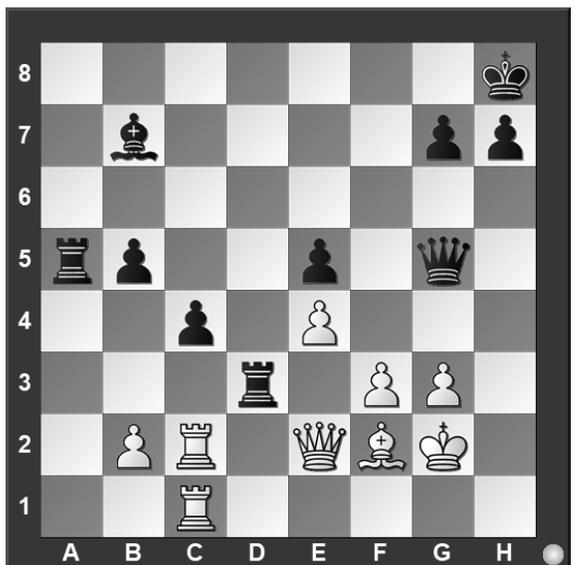
#7. White to move



What is White's best move?

- a) ♖c7
- b) h4
- c) ♙c7
- d) ♙f3

#8. White to move



What is White's best move?

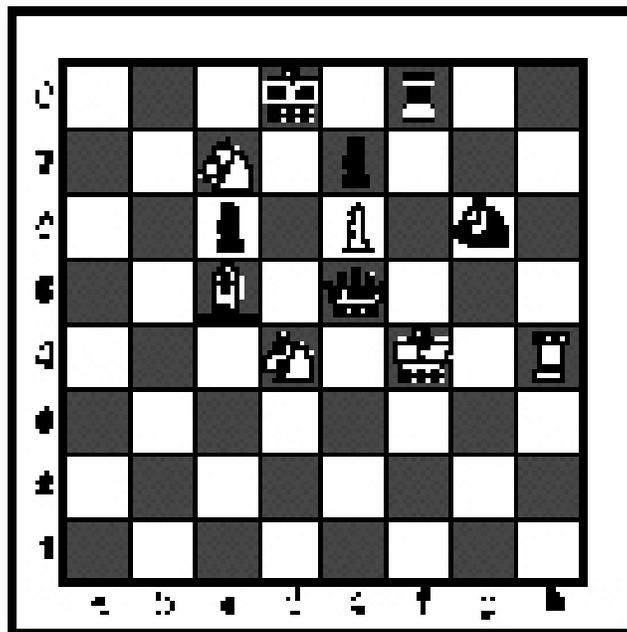
- a) ♖d1
- b) ♙x d3
- c) b4
- d) ♙b6

# INVITATIONAL 2024-2025

## A+ ACADEMICS



University Interscholastic League



# Chess Puzzle Solving

grades 2 & 3

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

### IMPORTANT INSTRUCTIONS:

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

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

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- 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)



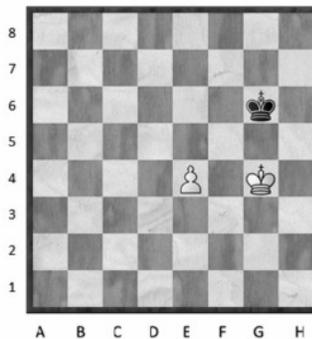
**a-h**

(We write the file it's on.)

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

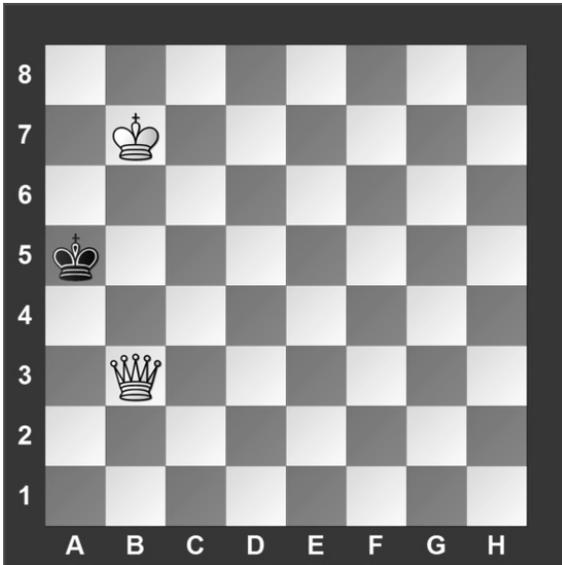
At right are two sample moves.

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

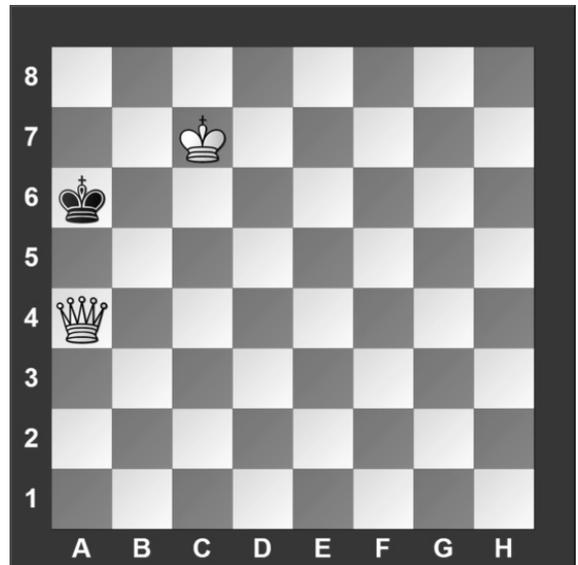
#1. Black to move



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.

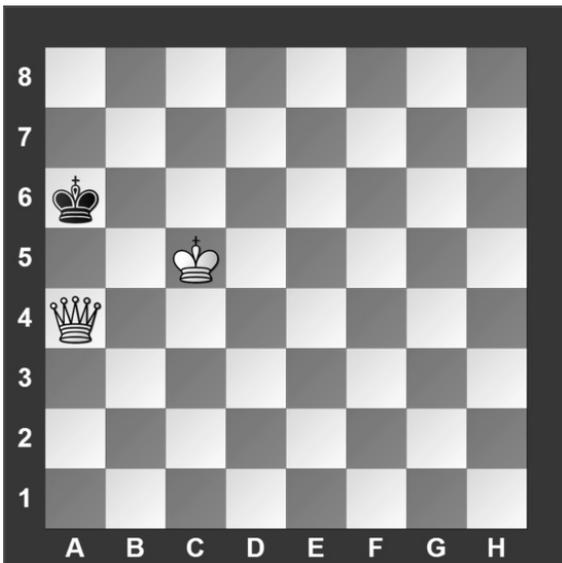
#2. Black to move



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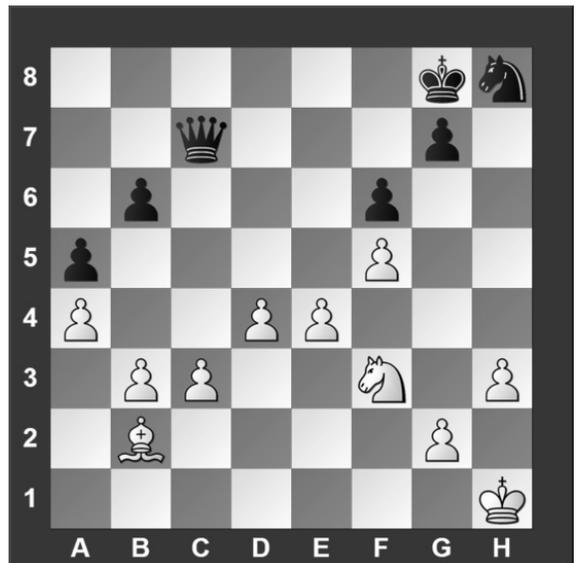
#3. Black to move



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.

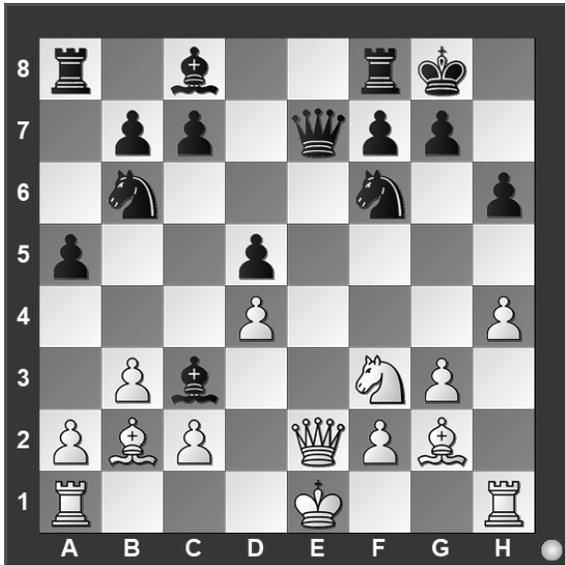
#4.



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.

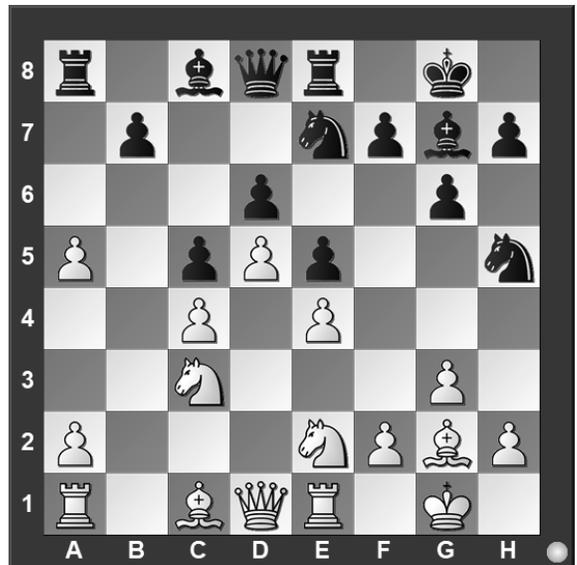
#5. White to move



Which move is possible for White?

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

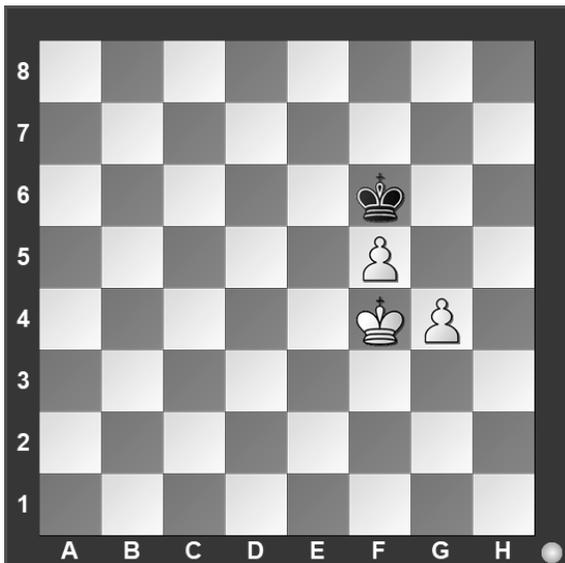
#6. White to move



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

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

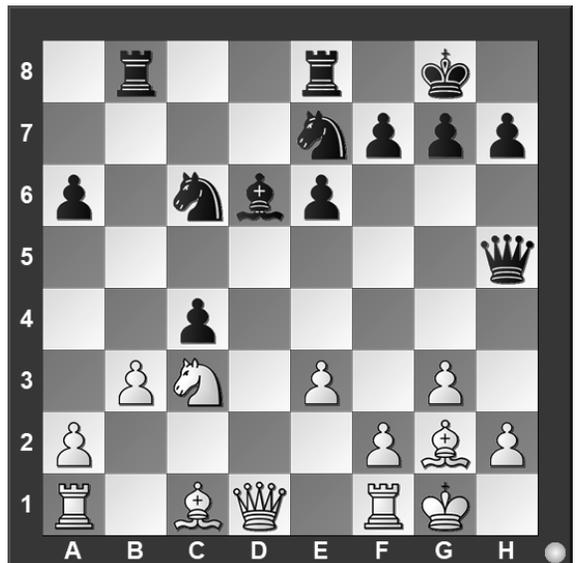
#7. White to move



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

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

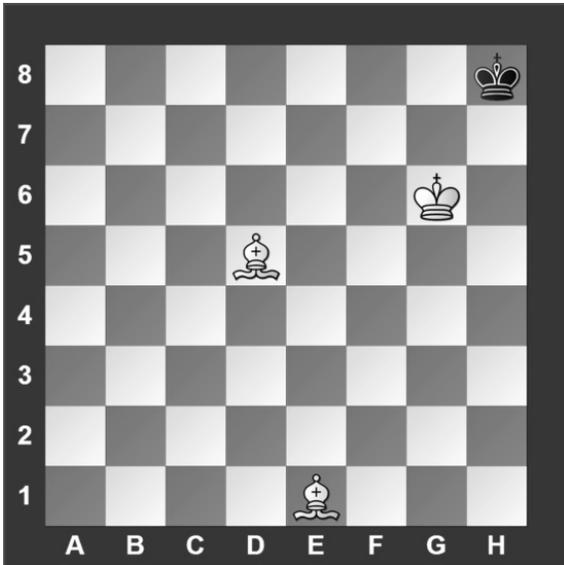
#8. White to move



What piece should White capture?

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

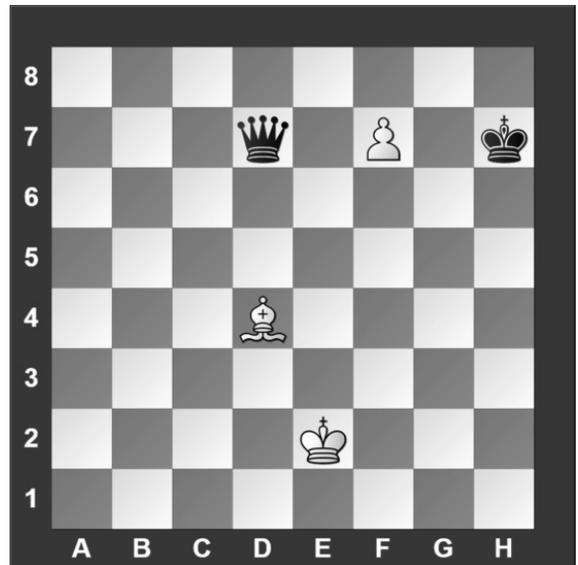
#9. White to move



What is White's best move?

- a) ♔f7
- b) ♔b3
- c) ♔c3
- d) ♖h6

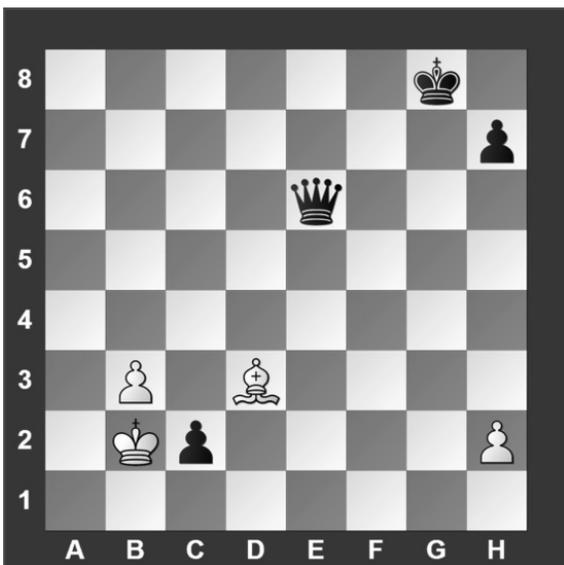
#10. White to move



What piece should White promote to?

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

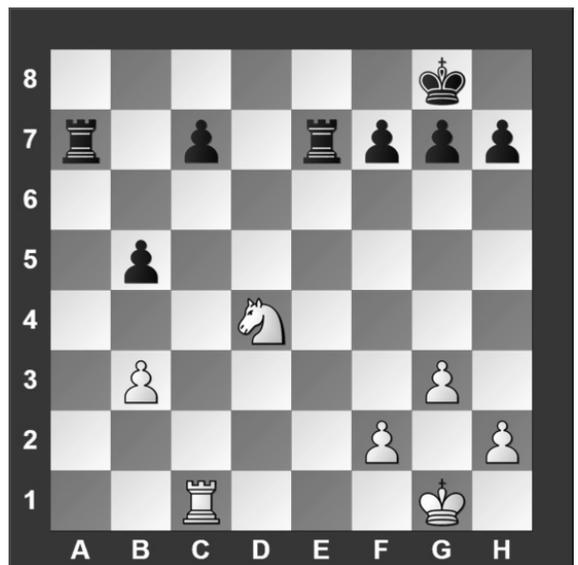
#11. White to move



What is White's best move?

- a) ♔xc2
- b) ♔c4
- c) ♔xh7
- d) ♖xc2

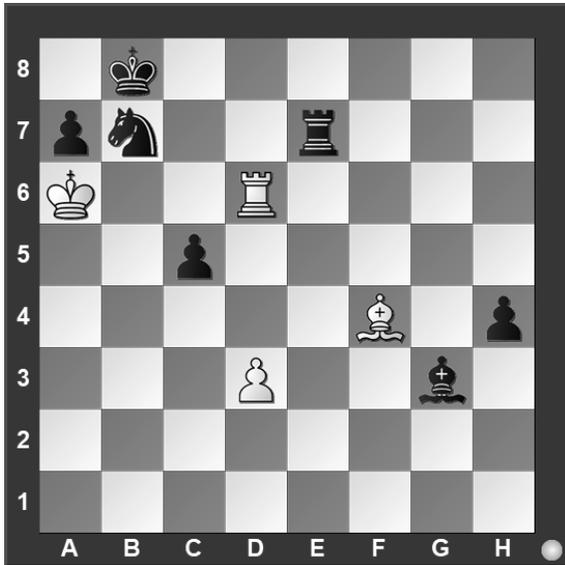
#12. White to move



What is White's best move?

- a) ♖c6
- b) ♖f5
- c) ♖xc7
- d) b4

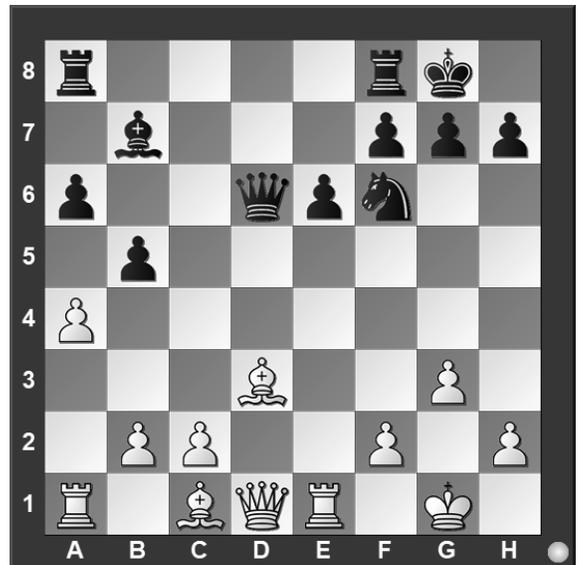
#13. White to move



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

- a) ♖d7
- b) ♖d8
- c) ♖c6
- d) There is no checkmate

#14. White to move



What is White's best move?

- a) a×b5
- b) ♗f4
- c) ♗×h7
- d) ♗g5

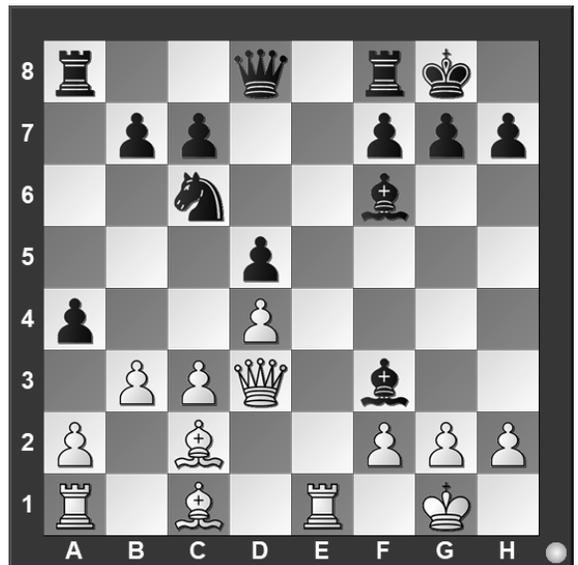
#15. White to move



What is White's best move?

- a) ♕×e7
- b) ♕×c6
- c) ♖×f8
- d) ♗×h8

#16. White to move



What is White's best move?

- a) ♕×f3
- b) g×f3
- c) ♖×h7
- d) b×a4



**University Interscholastic League  
A+ Chess Puzzle Contest  
2024-2025 Invitational — Grades 2 & 3**

**ANSWER KEY**

**Test**

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

**Tiebreaker**

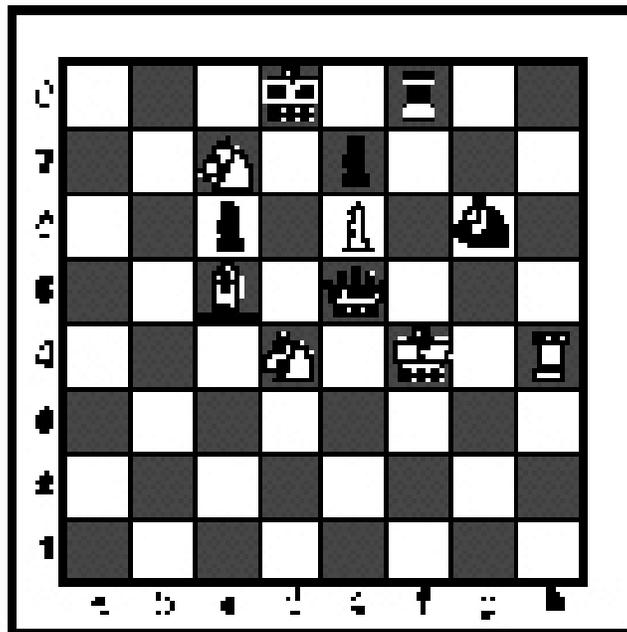
- |    |   |    |   |
|----|---|----|---|
| 1. | C | 5. | B |
| 2. | A | 6. | A |
| 3. | C | 7. | A |
| 4. | C | 8. | B |

# INVITATIONAL 2024-2025

## A+ ACADEMICS



University Interscholastic League



# Chess Puzzle Solving

grades 4 & 5

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

### IMPORTANT INSTRUCTIONS:

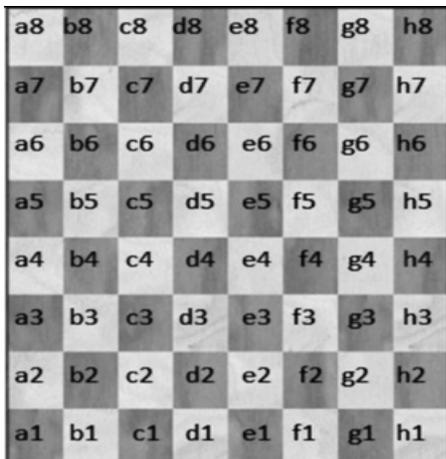
[Test-administrators, please read text in this box aloud.]

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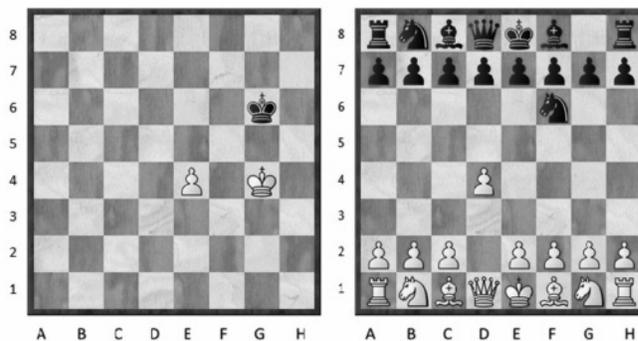


Piece Names	Each chessman can also be represented by a symbol, except for the pawn. (Figurine Notation)
King	
Queen	
Rook	
Bishop	
Knight	
Pawn	<b>a-h</b> (We write the file it's on.)

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

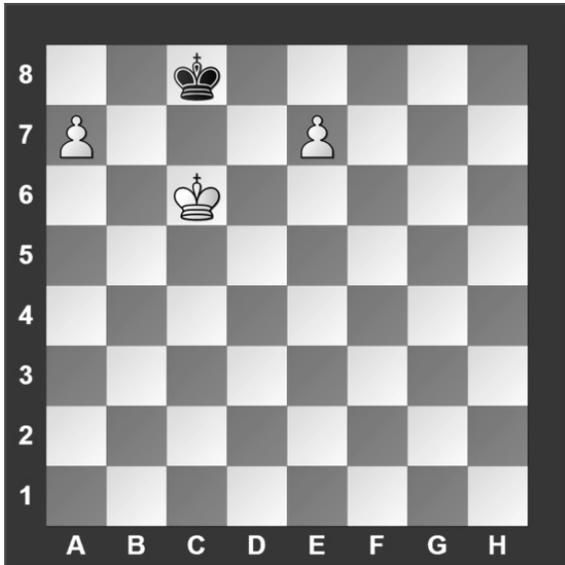
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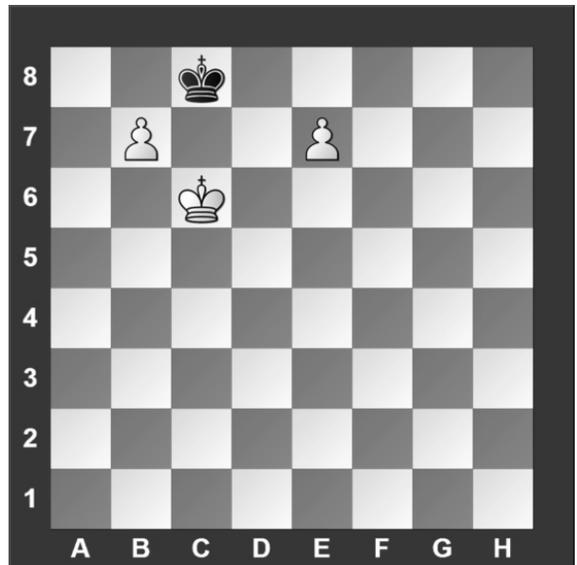
#1. Black to move



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.

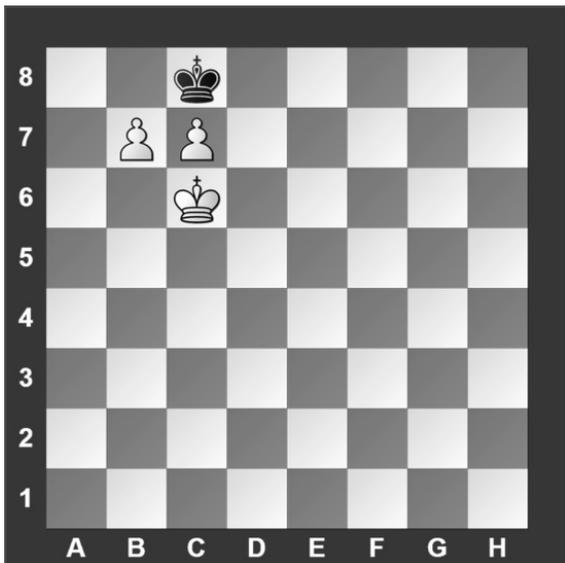
#2. Black to move



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.

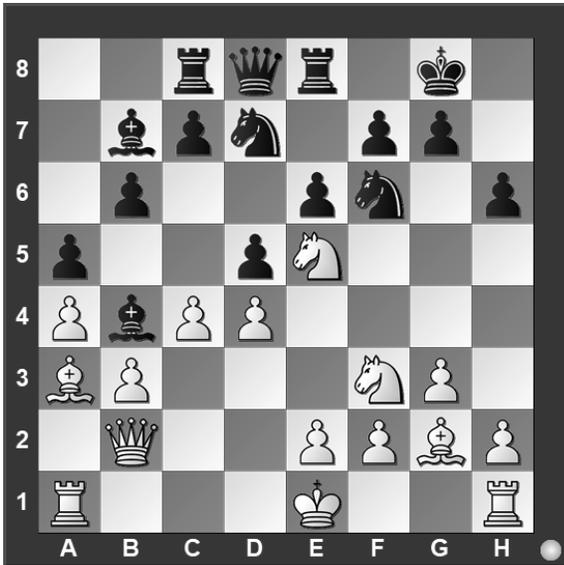
#4.



Which side has material advantage?

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

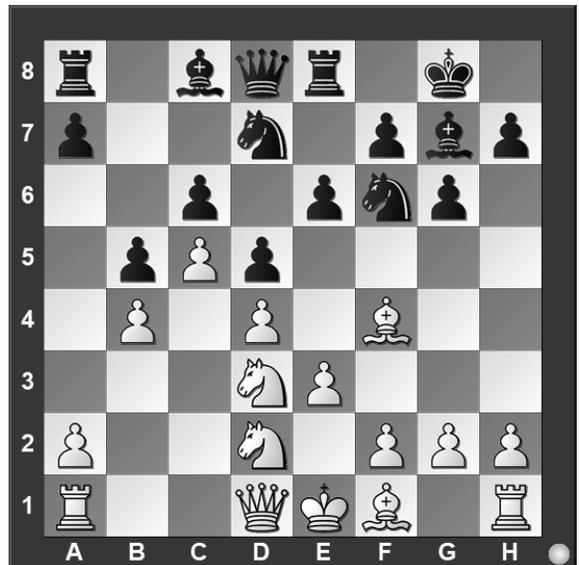
#5. White to move



Which move is possible for White?

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

#6. White to move



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

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

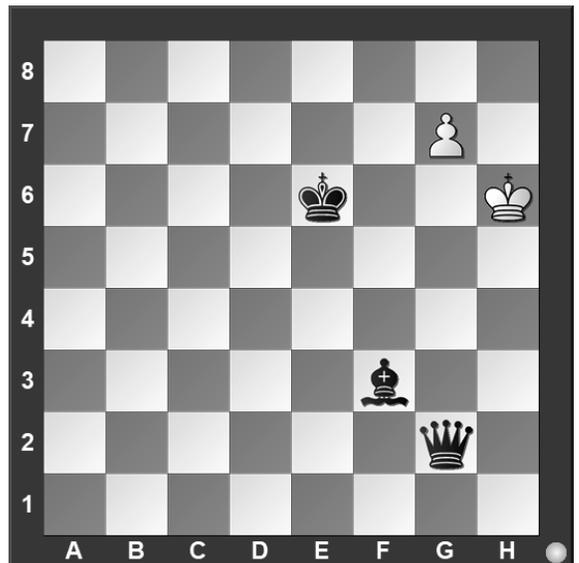
#7. White to move



How many moves does it take to checkmate Black?

- a) 1
- b) 2
- c) 3
- d) There is no checkmate.

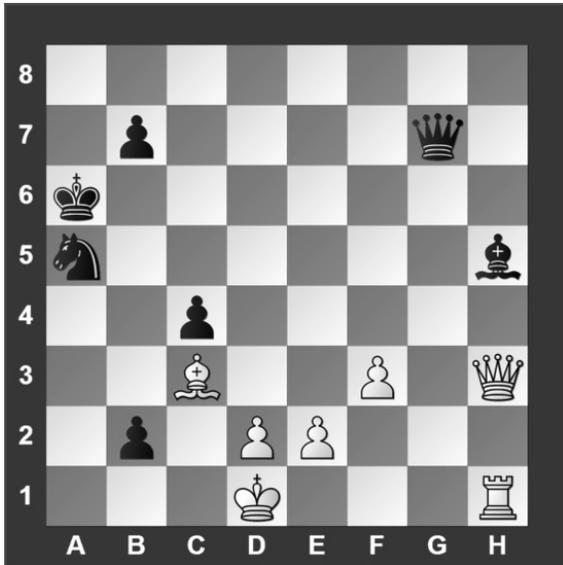
#8. White to move



What piece should White promote to?

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

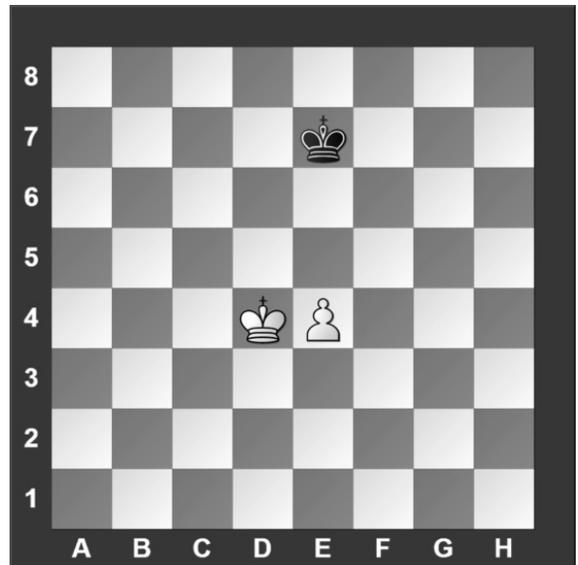
#9. White to move



What piece should White capture?

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

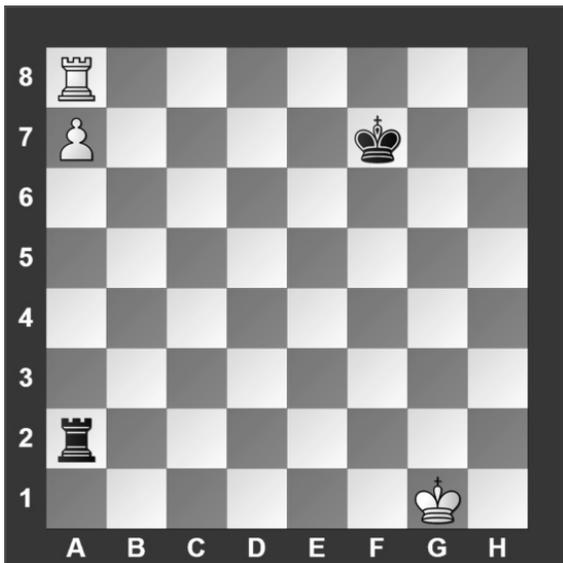
#10. White to move



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

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

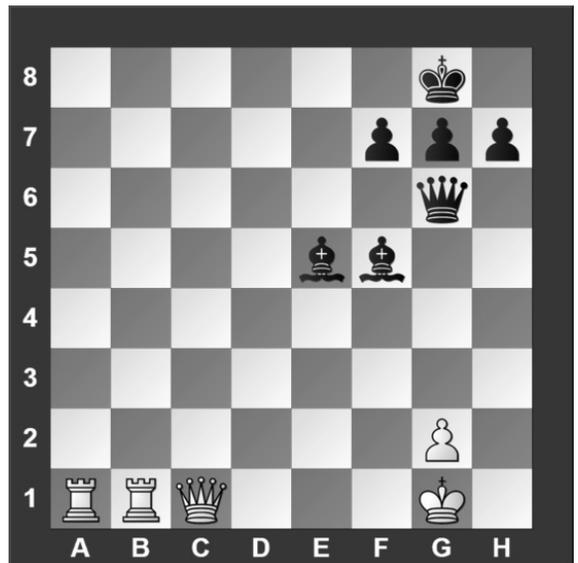
#11. White to move



What is White's best move?

- a) ♖d8
- b) ♖f8
- c) ♖h8
- d) ♔h1

#12. White to move



What is White's best move?

- a) ♔c8
- b) ♖a8
- c) ♖b8
- d) ♔h1

#13. White to move



What is White's best move?

- a) ♖d7
- b) ♔h8
- c) ♖xg6
- d) ♔b6

#14. White to move



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

- a) ♖g5
- b) ♖e5
- c) ♖h6
- d) ♖d6

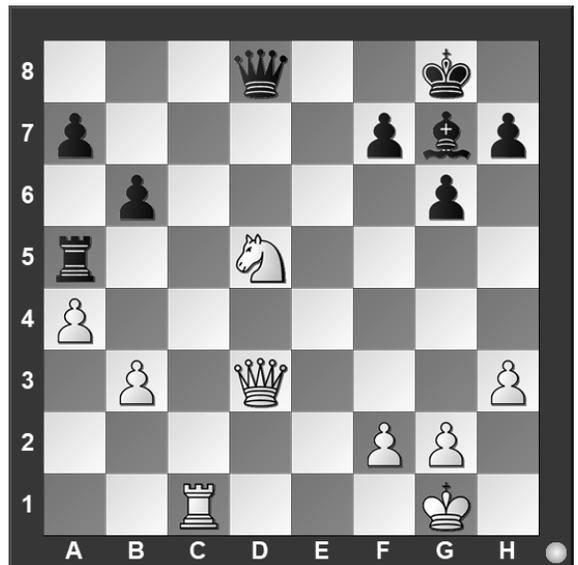
#15. White to move



What is White's best move?

- a) ♔g6
- b) ♔xf8
- c) ♔e7
- d) d8♔

#16. White to move



What is White's best move?

- a) ♜d1
- b) ♖f4
- c) ♖e7
- d) ♜c8

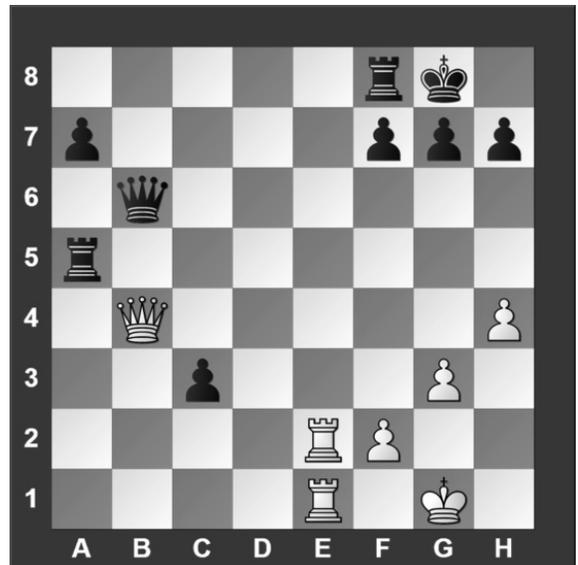
#17. White to move



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 b6
- b) ♙x a5
- c) ♙x c3
- d) ♙x f8

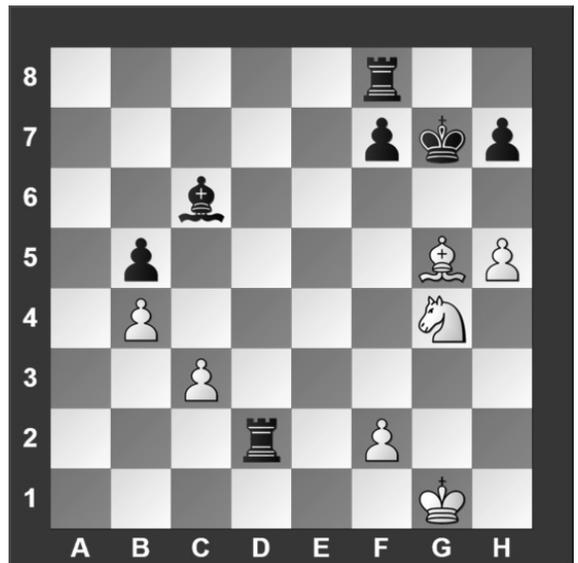
#19. White to move



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



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

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



**University Interscholastic League  
A+ Chess Puzzle Contest  
2024-2025 Invitational — Grades 4 & 5**

**ANSWER KEY**

**Test**

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

**Tiebreaker**

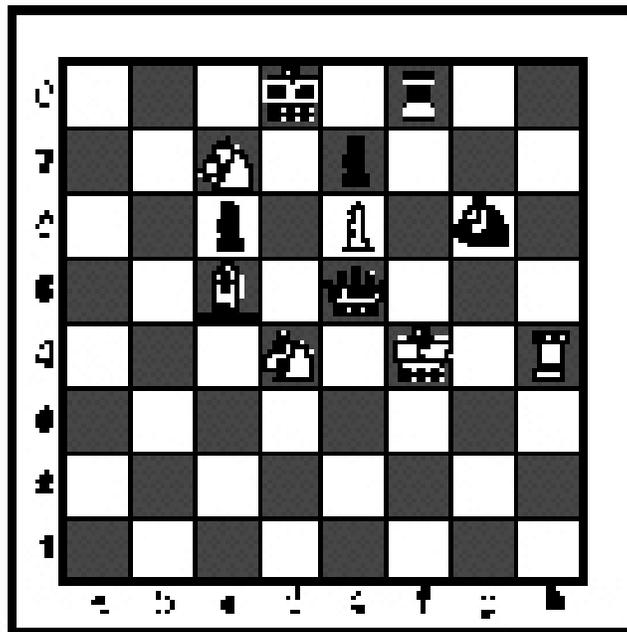
- |    |   |    |   |
|----|---|----|---|
| 1. | C | 5. | B |
| 2. | A | 6. | A |
| 3. | C | 7. | A |
| 4. | C | 8. | B |

# INVITATIONAL 2024-2025

**A+ ACADEMICS**



University Interscholastic League



# Chess Puzzle Solving

grades 6, 7, 8

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

## IMPORTANT INSTRUCTIONS:

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

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

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Rook

Bishop

Knight

Pawn

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



**a-h**

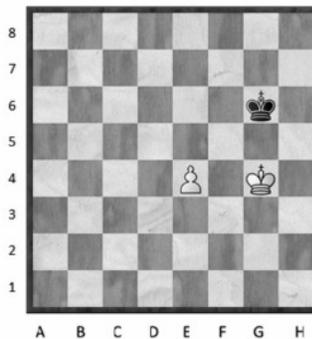
(We write the file it's on.)

- 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.

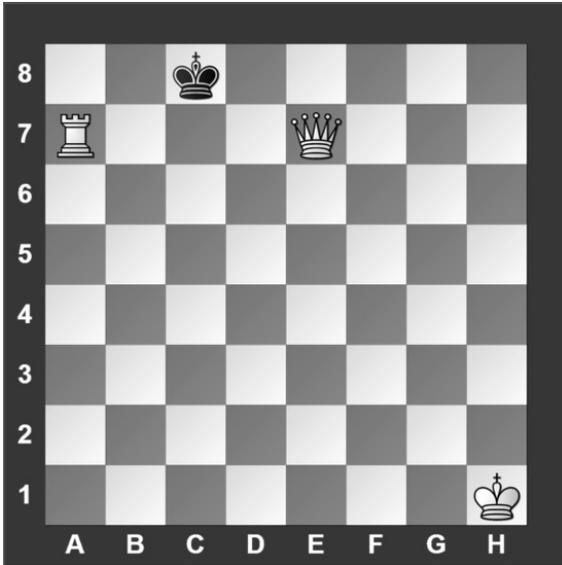
If you look closely at the diagrams in the questions below, you'll see that the frame around the diagram labels the ranks (1-8) and files (a-h) to help you.



White has just played **e4**.

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

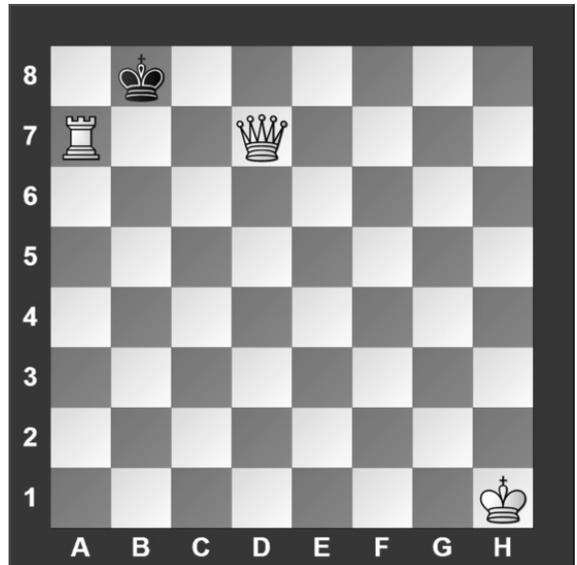
#1. Black to move



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.

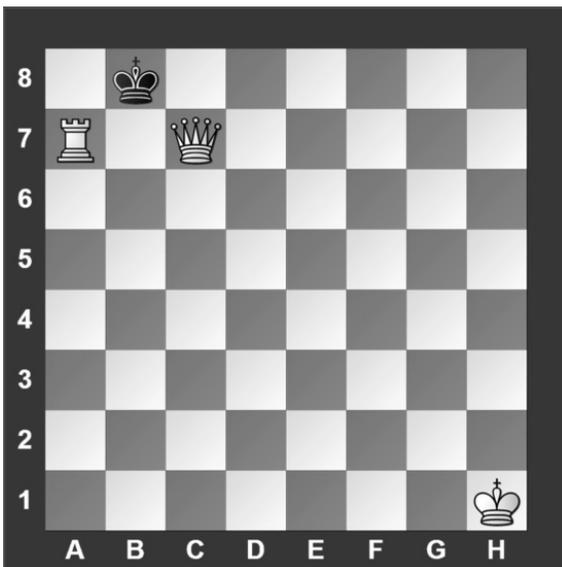
#2. Black to move



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

#4.



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

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

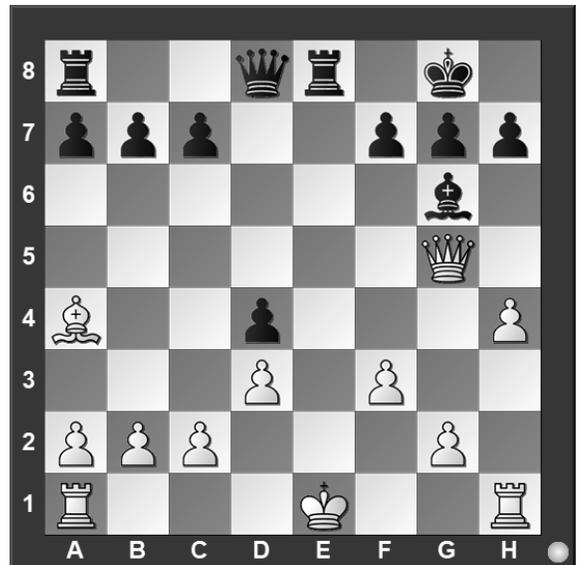
#5. White to move



Which side has material advantage?

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

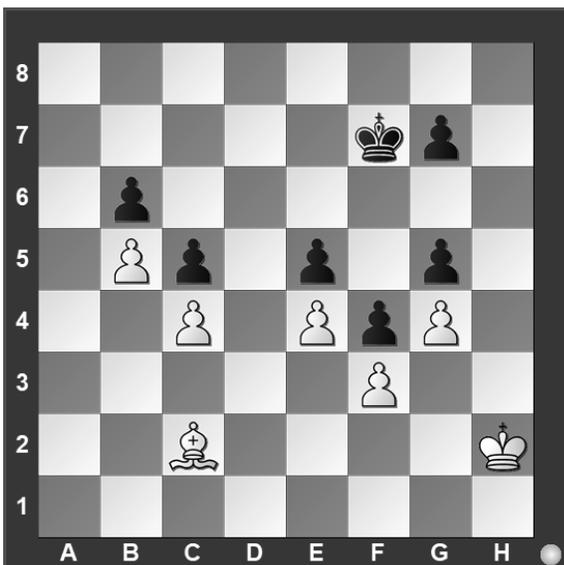
#6. White to move



Which move is possible for White?

- a) Short Castle.
- b) Long Castle.
- c) To capture the rook.
- d) To capture the queen.

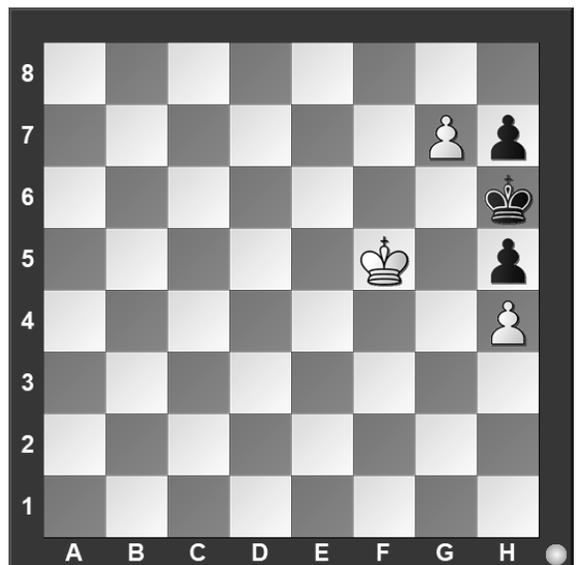
#7. White to move



What is the outcome of the game?

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

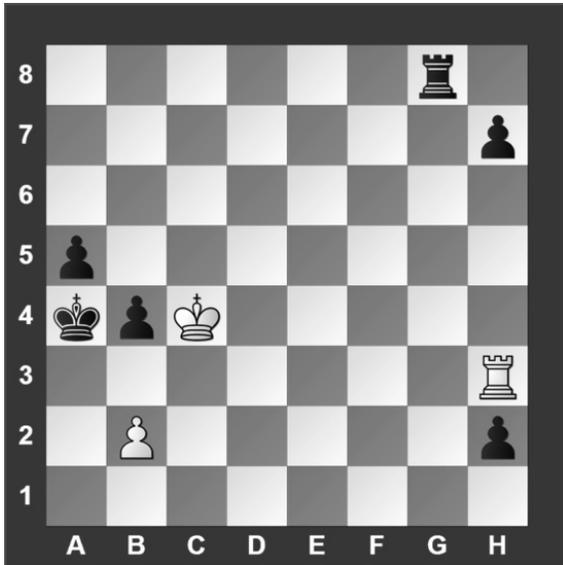
#8. White to move



What piece should White promote to?

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

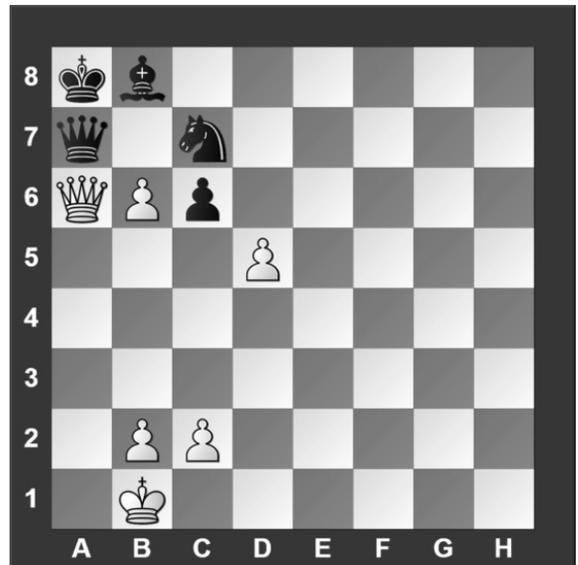
#9. White to move



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

- a) b3
- b) ♖×h7
- c) ♕a3
- d) ♖×h2

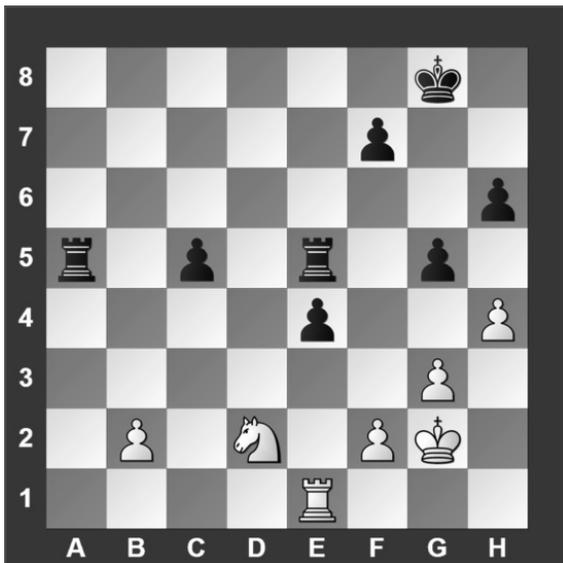
#10. White to move



What is White's best move?

- a) b×a7
- b) b×c7
- c) ♖×a7
- d) b7

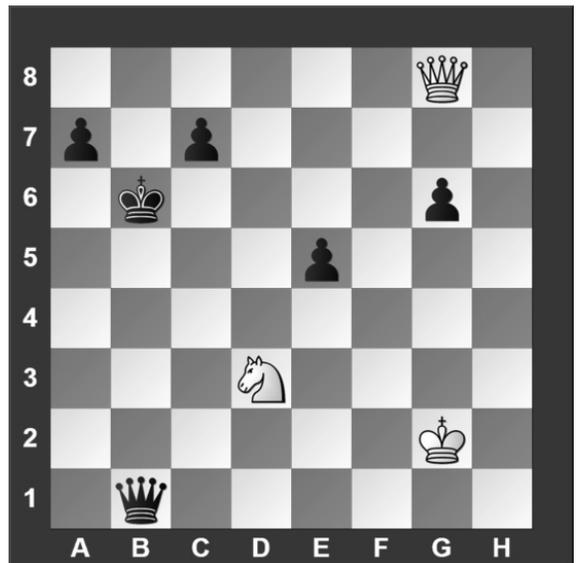
#11. White to move



What is White's best move?

- a) ♘×e4
- b) ♘c4
- c) ♖×e4
- d) ♘b3

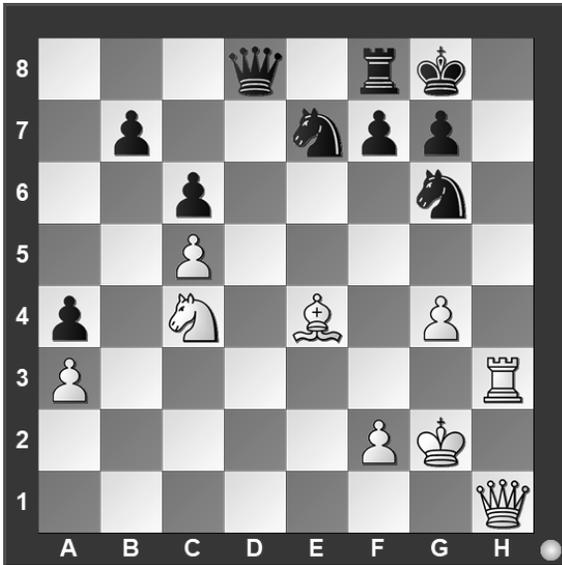
#12. White to move



What is White's best move?

- a) ♖b8
- b) ♖e6
- c) ♖×g6
- d) ♘×e5

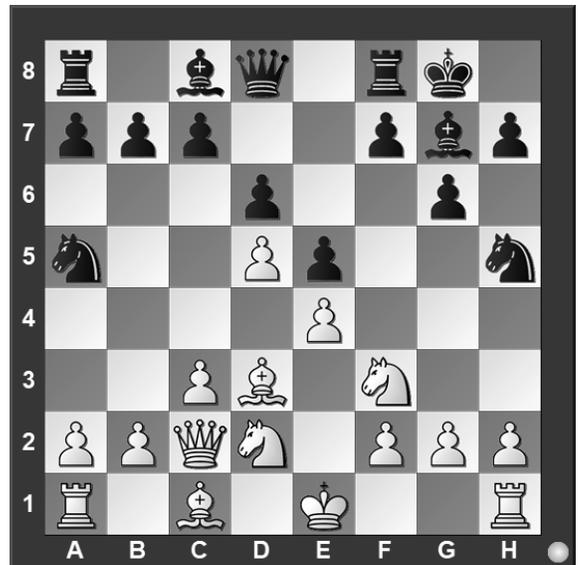
#13. White to move



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

- a) ♖h8
- b) ♖d3
- c) ♕xg6
- d) ♗e5

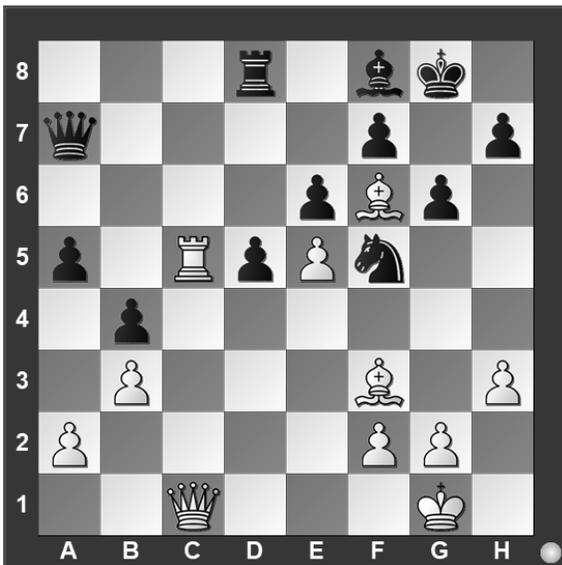
#14. White to move



What is White's best move?

- a) 0-0
- b) g3
- c) ♘c4
- d) b4

#15. White to move



What is White's best move?

- a) ♖x a5
- b) ♖c2
- c) ♕x d8
- d) ♖c7

#16. White to move



What is White's best move?

- a) ♔g1
- b) ♕x d8
- c) ♖x g4
- d) ♔g3

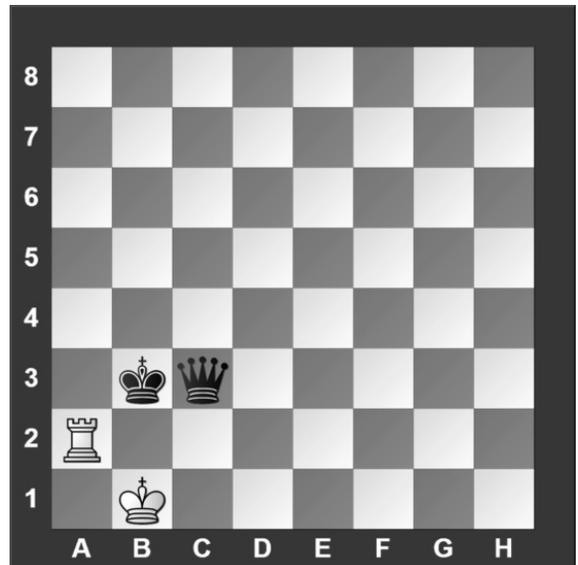
#17. White to move



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

- a) ♖e7
- b) ♕xh7
- c) ♘f6
- d) ♖g1

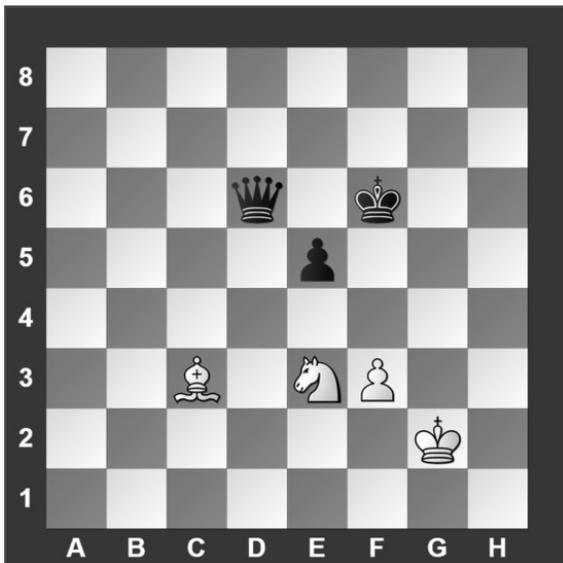
#18. White to move



What is White's best move?

- a) ♖b2
- b) ♖a8
- c) ♖a3
- d) ♖h2

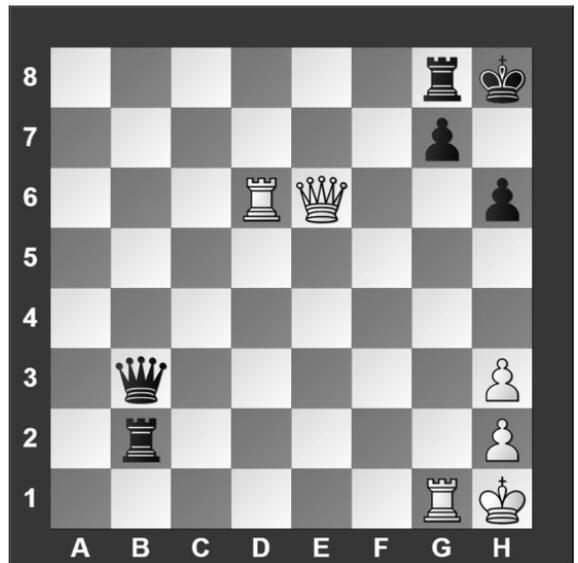
#19. White to move



What is White's best move?

- a) ♘g4
- b) ♗x e5
- c) f4
- d) ♘c4

#20. White to move



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

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



**University Interscholastic League  
A+ Chess Puzzle Contest  
2024-2025 Invitational — Grades 6, 7, and 8  
ANSWER KEY**

**Test**

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

**Tiebreaker**

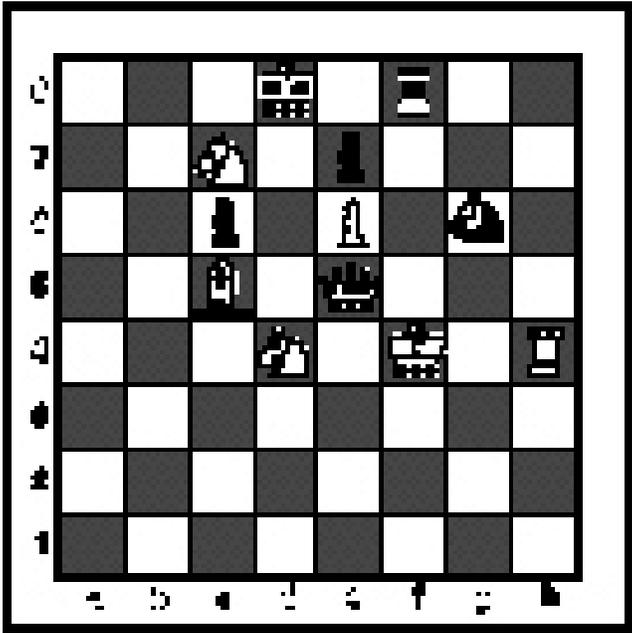
- |    |   |    |   |
|----|---|----|---|
| 1. | C | 5. | B |
| 2. | A | 6. | A |
| 3. | C | 7. | A |
| 4. | C | 8. | B |

**FALL/WINTER DISTRICT 2024-2025**

**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 UIL Chess Puzzle Solving Test.

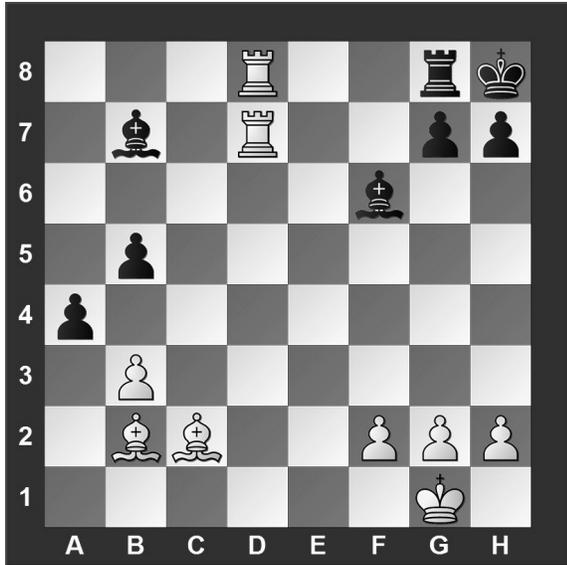
**Use the separate answer sheet to write all your answers.** You have five (5) minutes to take this part of the test. There are eight (8) questions. Some questions are very difficult.

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!

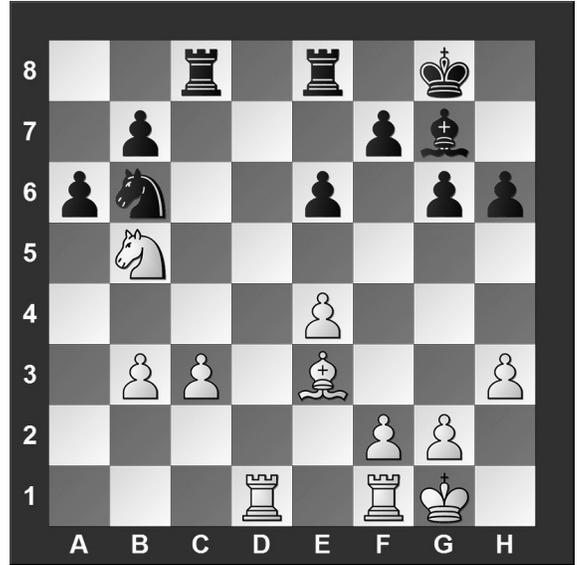
#1. White to move



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

- a) ♖xg8
- b) ♖xb7
- c) ♖xg7
- d) ♗xf6

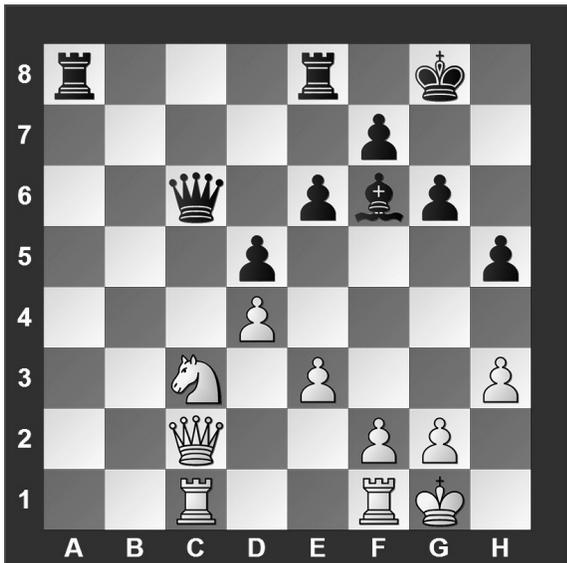
#2. White to move



What is White's best move?

- a) ♘d6
- b) ♘a7
- c) ♗xb6
- d) c4

#3. White to move



What is White's best move?

- a) ♘xd5
- b) ♗xg6
- c) ♘e4
- d) e4

#4. White to move



What is White's best move?

- a) ♗xb5
- b) axb5
- c) ♗xd5
- d) ♘e5

#5. White to move



What is White's best move?

- a) ♖f7
- b) ♖b8
- c) ♗xc5
- d) ♖f4

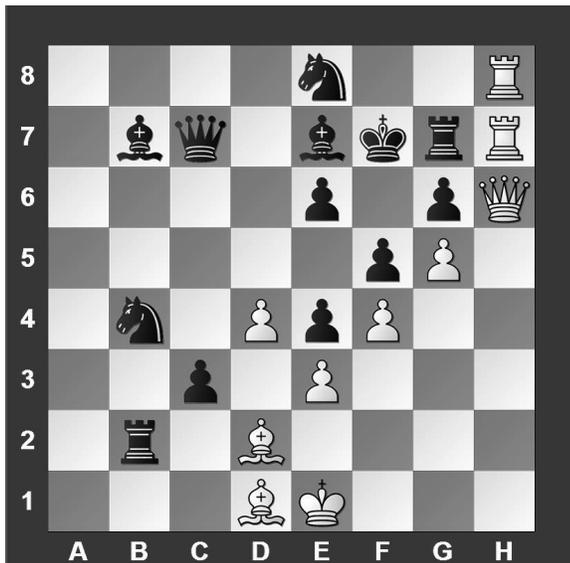
#6. White to move



What is White's best move?

- a) ♖h5
- b) ♖xh7
- c) ♖xg8
- d) ♗xg5

#7. White to move



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

- a) ♖xg7
- b) ♖xg7
- c) ♖xg6
- d) ♗h5

#8. White to move



What is White's best move?

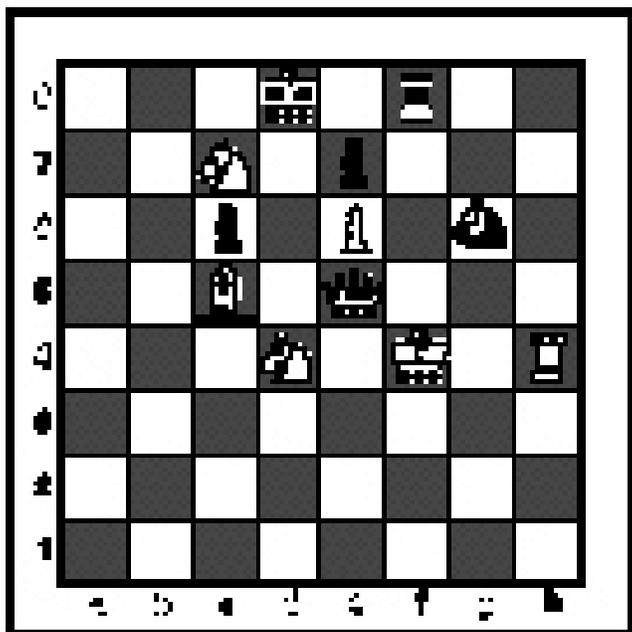
- a) ♗f5
- b) ♖xg7
- c) ♖a7
- d) ♗xe5

**FALL/WINTER DISTRICT 2024-2025**

**A+ ACADEMICS**



University Interscholastic League



# Chess Puzzle Solving

grades 2 & 3

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

## IMPORTANT INSTRUCTIONS:

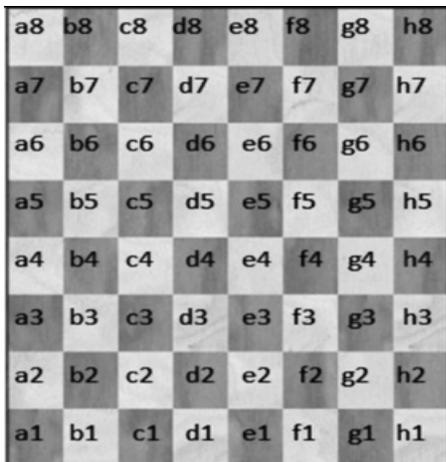
**[Test-administrators, please read text in this box aloud.]**

This is the UIL Chess Puzzle Solving 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.

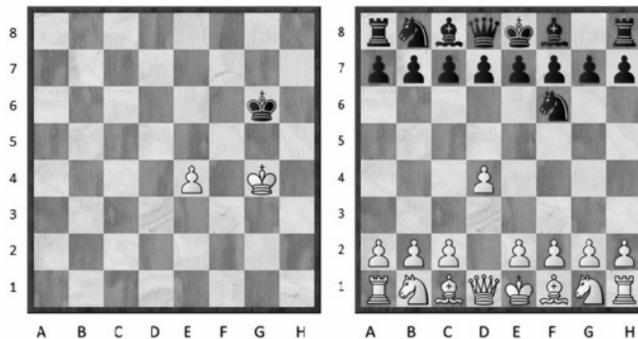


Piece Names	Each chessman can also be represented by a symbol, except for the pawn. (Figurine Notation)
King	
Queen	
Rook	
Bishop	
Knight	
Pawn	<b>a-h</b> (We write the file it's on.)

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

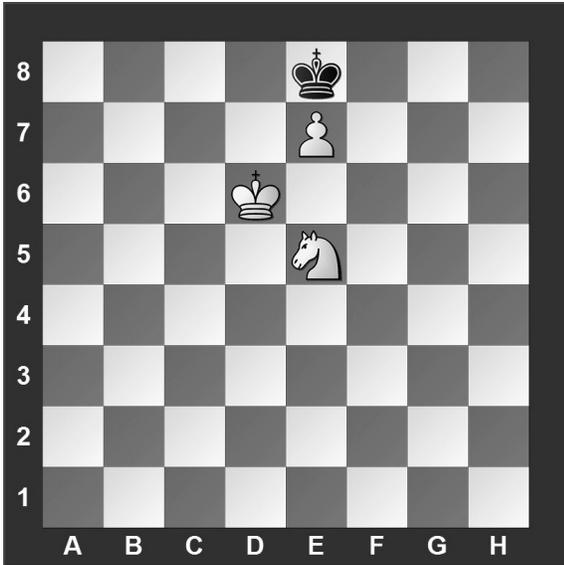
At right are two sample moves.

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



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

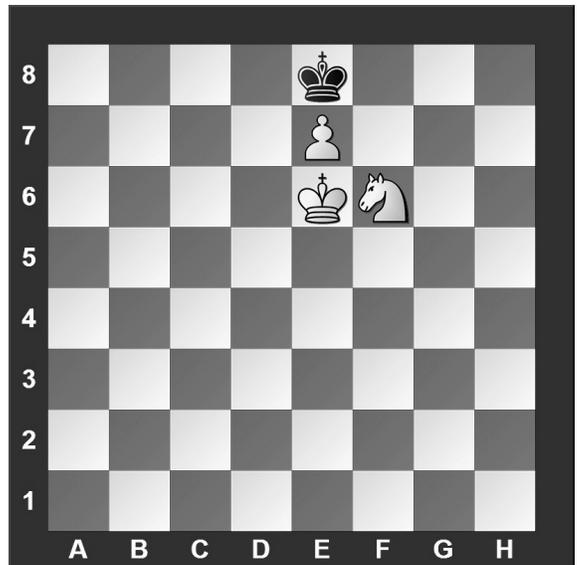
#1. Black to move



What term best describes this situation?

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

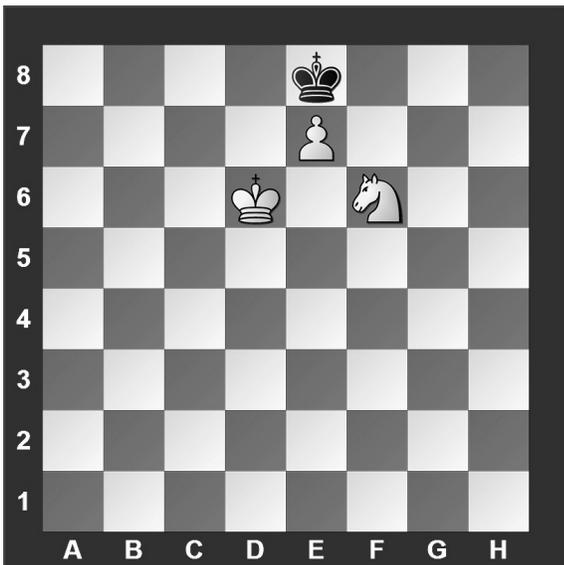
#2. Black to move



What term best describes this situation?

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

#3. Black to move



What term best describes this situation?

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

#4.



Which side has material advantage?

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

#5. White to move



Which move is possible for White?

- a) Short Castle.
- b) Long Castle.
- c) To capture Black's Bishop.
- d) To capture Black's Queen.

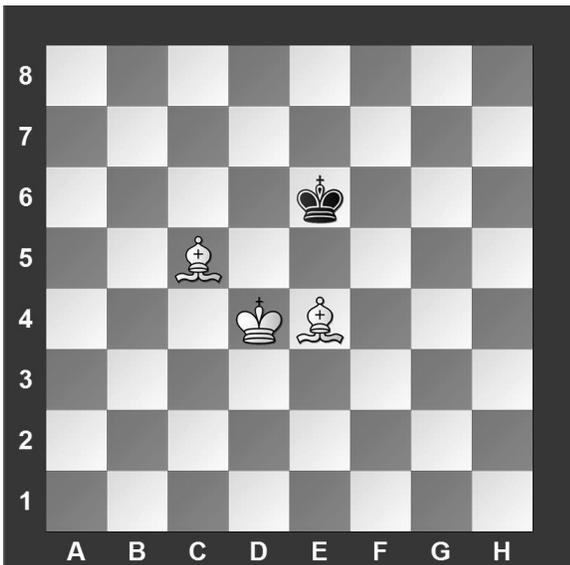
#6. White to move



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

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

#7. White to move



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

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

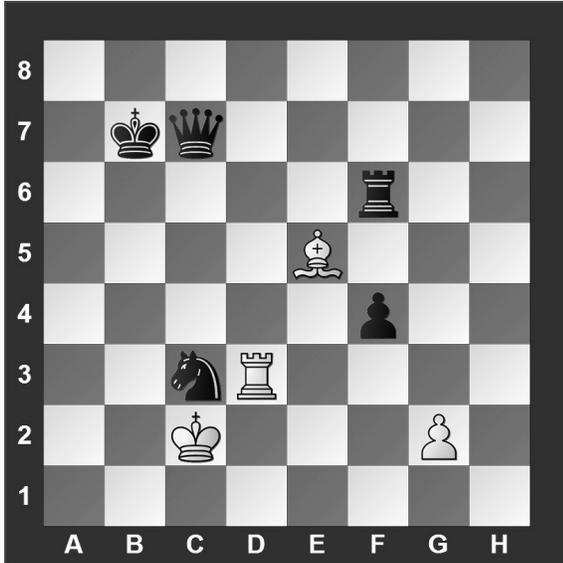
#8. White to move



What piece should White capture?

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

#9. White to move



What piece should White capture?

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

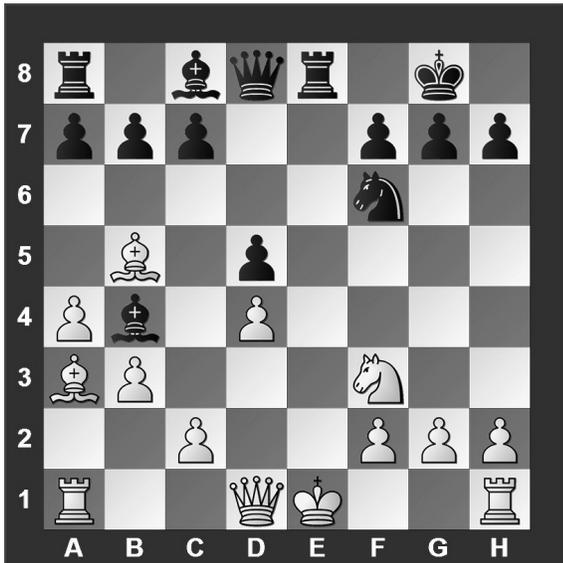
#10. White to move



What is White's best move?

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

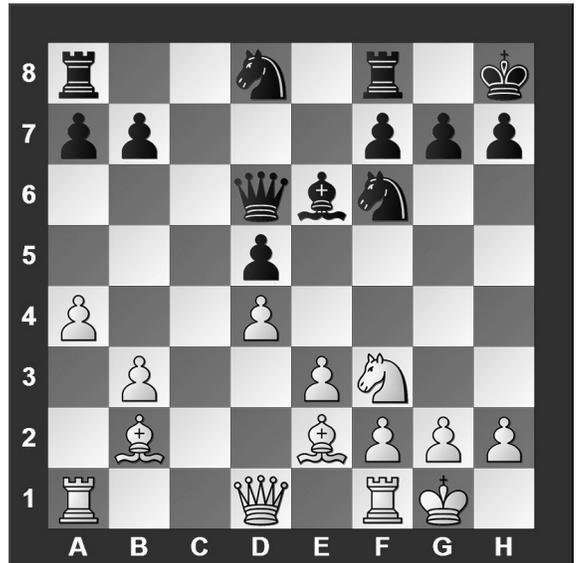
#11. White to move



Which move is possible for White?

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

#12. White to move



What is White's best move?

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

#13. White to move



What is White's best move?

- a) ♖×a6
- b) ♜g1
- c) ♖h7
- d) f4

#14. White to move



What is White's best move?

- a) ♕c7
- b) ♖e3
- c) ♕d4
- d) ♖c6

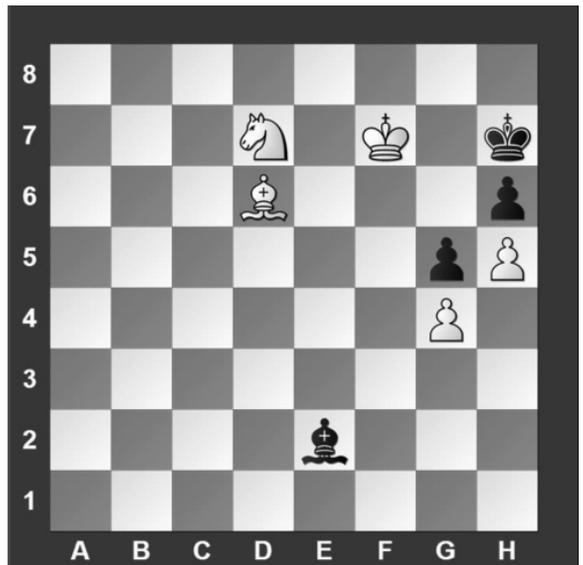
#15. White to move



What is White's best move?

- a) ♘×d6
- b) ♖×d6
- c) c4
- d) ♘c7

#16. White to move



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

- a) ♕c5
- b) ♘f8
- c) ♘f6
- d) ♕f8



**University Interscholastic League  
A+ Chess Puzzle Contest  
2024-2025 Fall/Winter — Grades 2 & 3**

**ANSWER KEY**

**Test**

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

**Tiebreaker**

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



**IMPORTANT INSTRUCTIONS:**

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

This is the UIL Chess Puzzle Solving 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!

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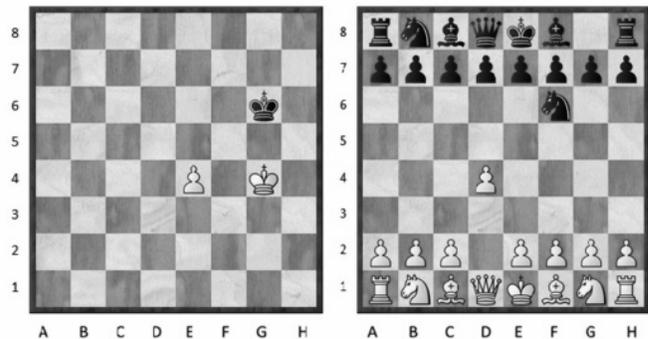


Piece Names	Each chessman can also be represented by a symbol, except for the pawn. (Figurine Notation)
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Queen	
Rook	
Bishop	
Knight	
Pawn	<b>a-h</b> (We write the file it's on.)

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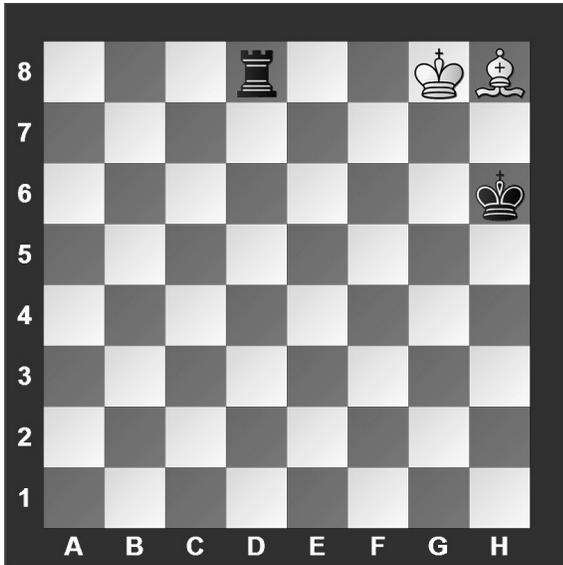
At right are two sample moves.

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.



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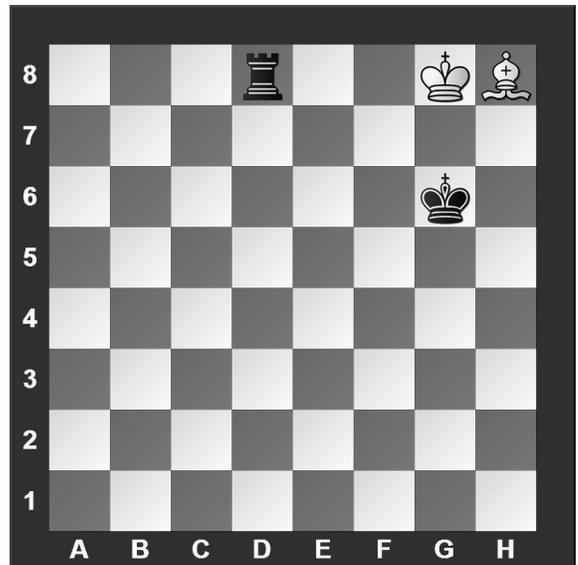
#1. White to move



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.

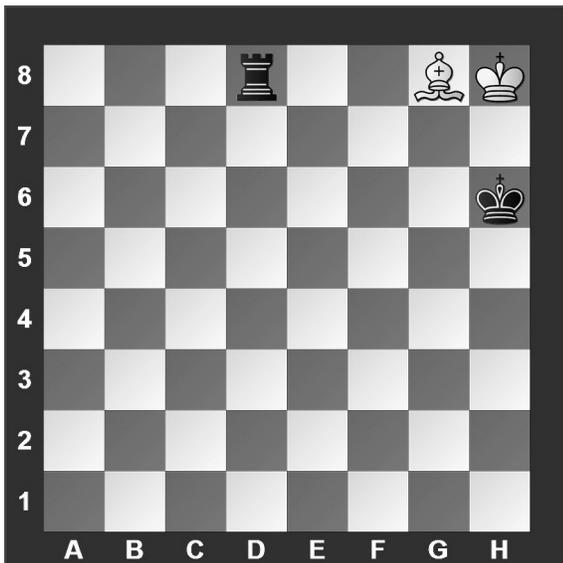
#2. White to move



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.



Which side has material advantage?

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

#5.



Which side has material advantage?

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

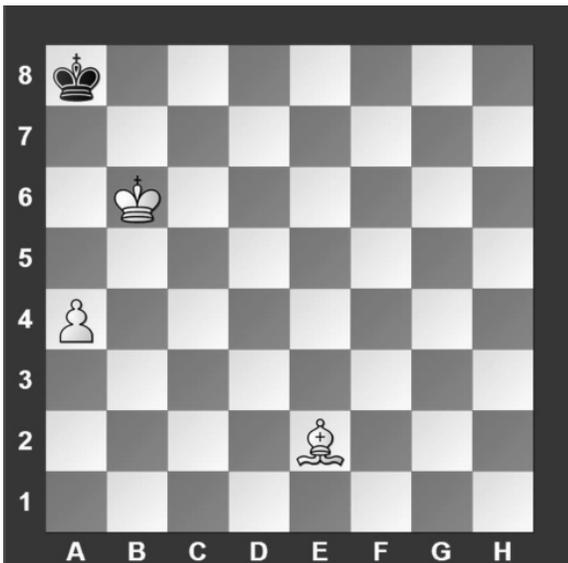
#6. White to move



What piece should White capture?

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

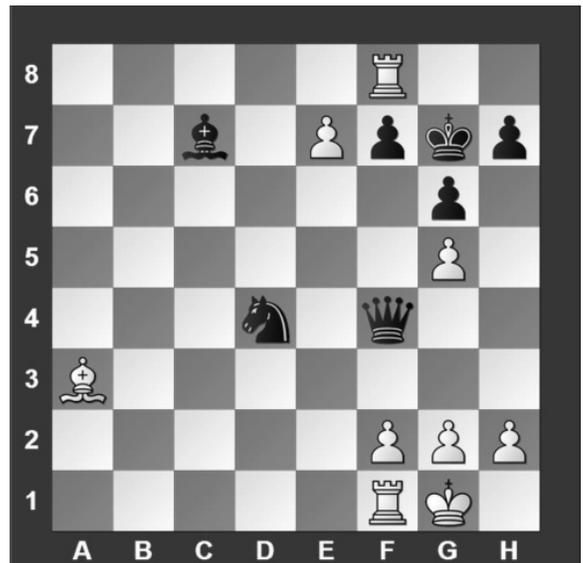
#7. White to move



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

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

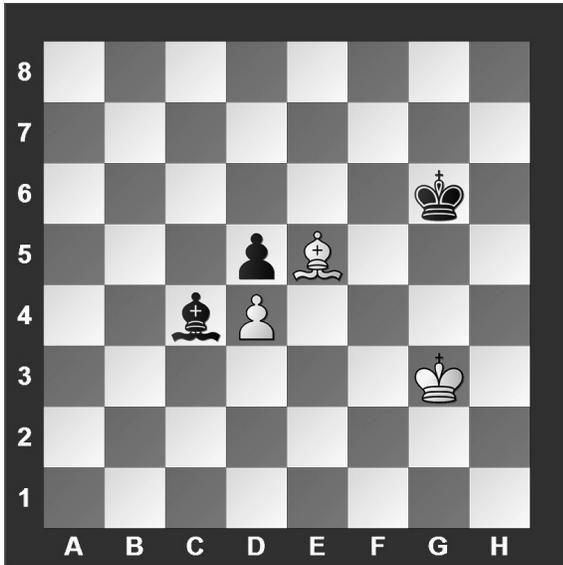
#8. White to move



What is the best move?

- a) Promote to a Queen
- b) Promote to a Rook
- c) Promote to a Knight
- d) Promote to a 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 White's best move?

- a) ♔×g7
- b) ♖×f6
- c) ♖f2
- d) ♔c4

#11. White to move



What is White's best move?

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

#12. White to move



What is White's best move?

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

#13. White to move



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

- a) ♔g4
- b) ♖h8
- c) ♖x e5
- d) ♔h5

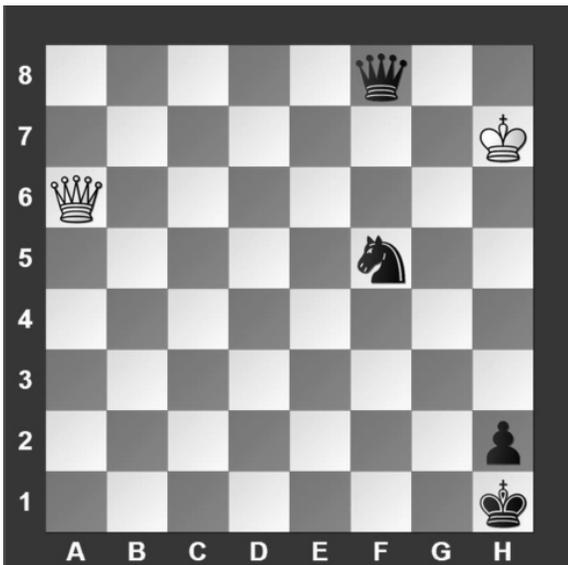
#14. White to move



What is White's best move?

- a) ♔xg4
- b) ♖h6
- c) ♖e5
- d) ♖h6

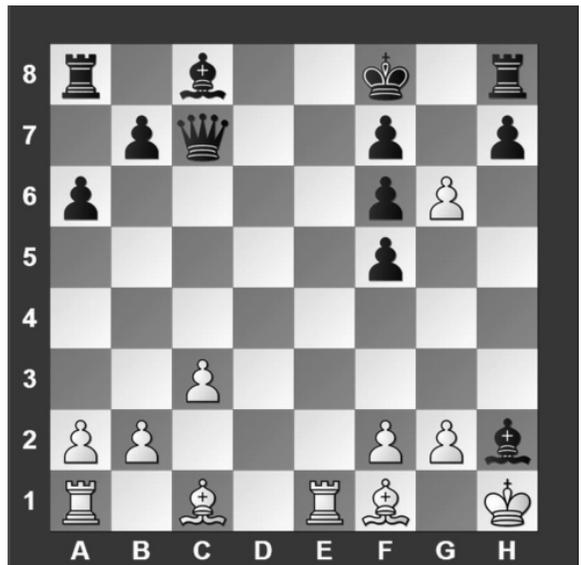
#15. White to move



What is White's best move?

- a) ♔f1
- b) ♔f6
- c) ♔a1
- d) ♔h6

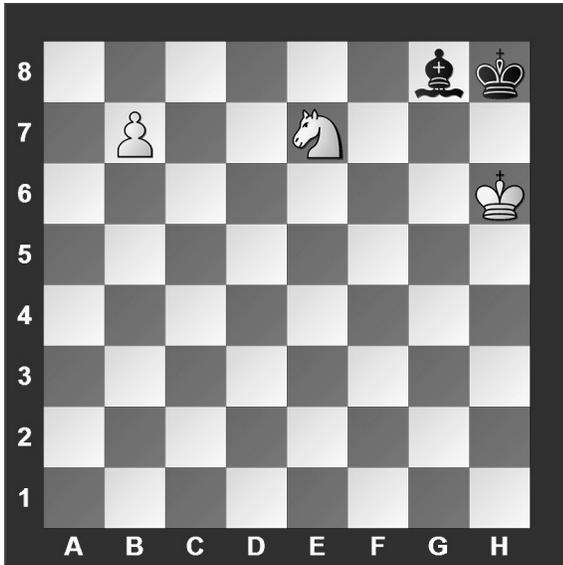
#16. White to move



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

- a) ♖e8
- b) ♖xf7
- c) ♖xh7
- d) ♖g7

#17. White to move



What piece should White promote to?

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

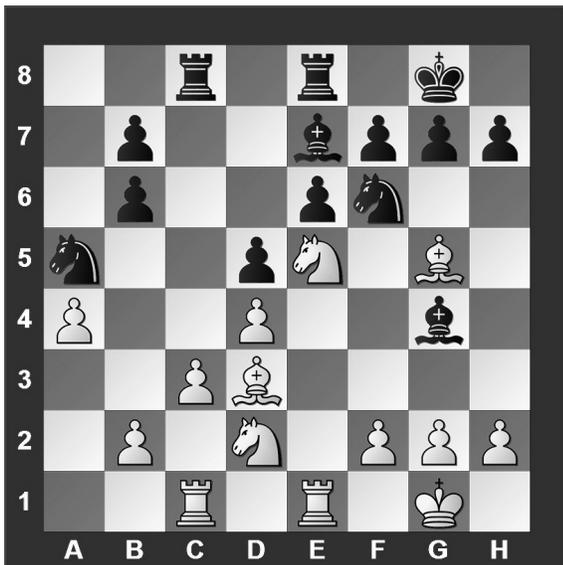
#18. White to move



What is White's best move?

- a) ♖xg6
- b) ♜h5
- c) ♙xd1
- d) ♜xd1

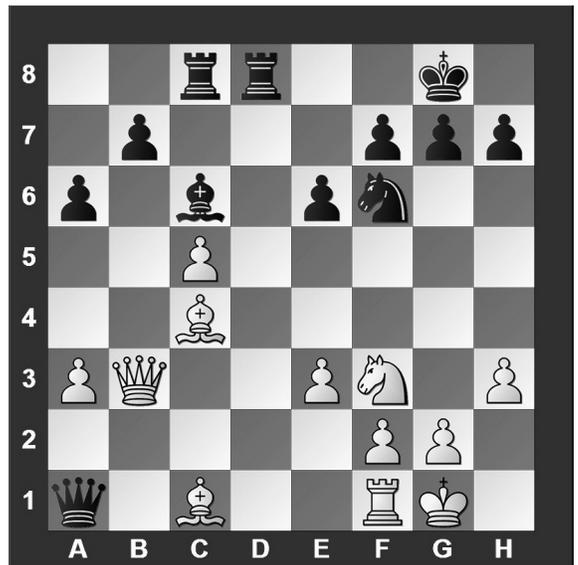
#19. White to move



What is White's best move?

- a) ♞xg4
- b) ♙xh7
- c) ♙xf6
- d) h3

#20. White to move



What is White's best move?

- a) ♙b2
- b) ♚b2
- c) ♙xe6
- d) ♞e5



**University Interscholastic League  
A+ Chess Puzzle Contest  
2024-2025 Fall/Winter — Grades 4 & 5**

**ANSWER KEY**

**Test**

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

**Tiebreaker**

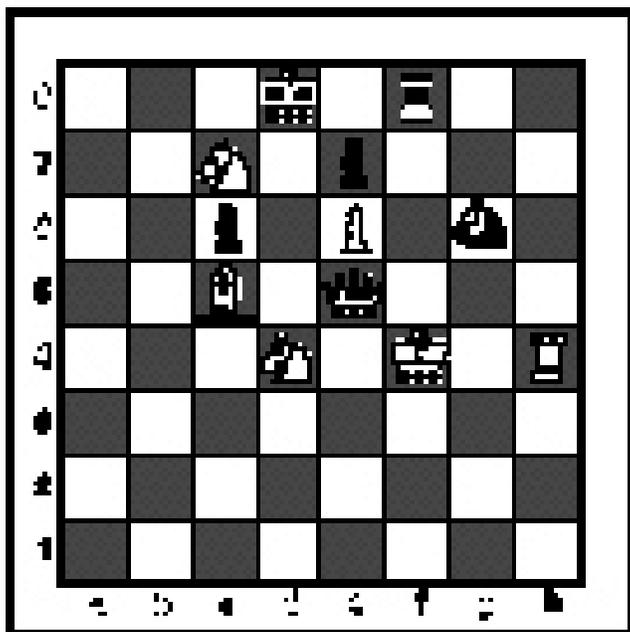
- |    |   |    |   |
|----|---|----|---|
| 1. | D | 5. | A |
| 2. | A | 6. | B |
| 3. | C | 7. | D |
| 4. | B | 8. | C |

**FALL/WINTER DISTRICT 2024-2025**

**A+ ACADEMICS**



University Interscholastic League



# Chess Puzzle Solving

grades 6, 7, 8

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

**IMPORTANT INSTRUCTIONS:**

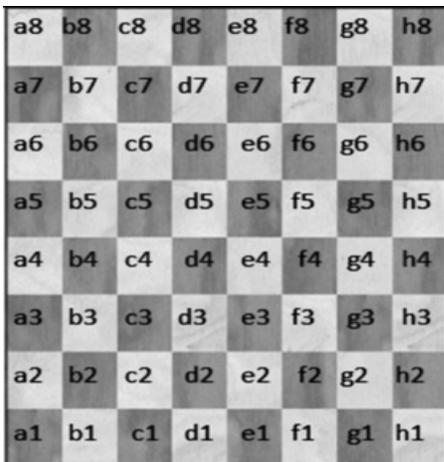
**[Test-administrators, please read text in this box aloud.]**

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

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

**How to read and answer questions on this test**

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

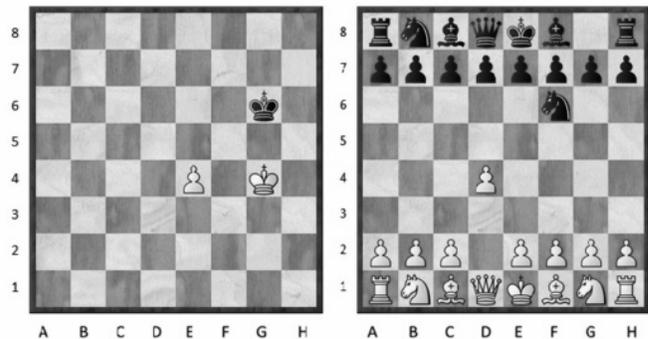


Piece Names	Each chessman can also be represented by a symbol, except for the pawn. (Figurine Notation)
King	
Queen	
Rook	
Bishop	
Knight	
Pawn	<b>a-h</b> (We write the file it's on.)

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

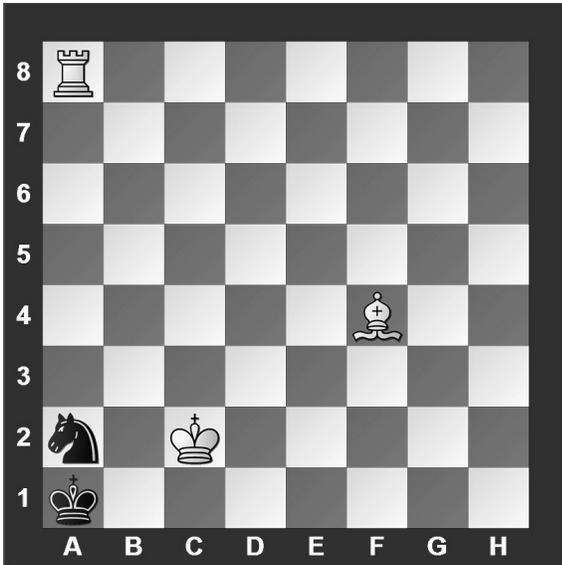
At right are two sample moves.

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



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

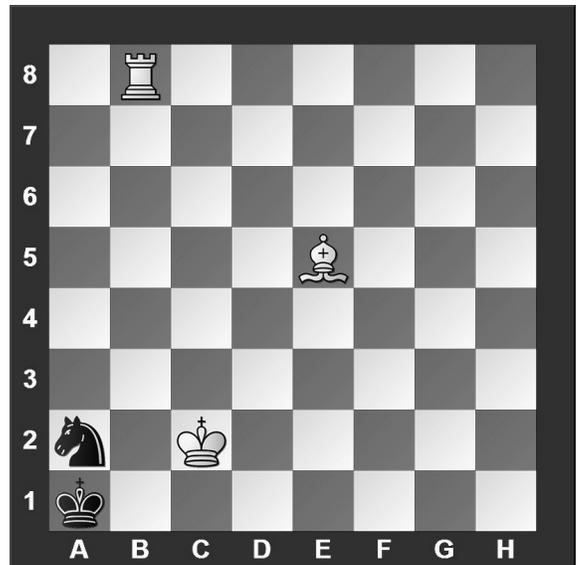
#1. Black to move



What term best describes this situation?

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

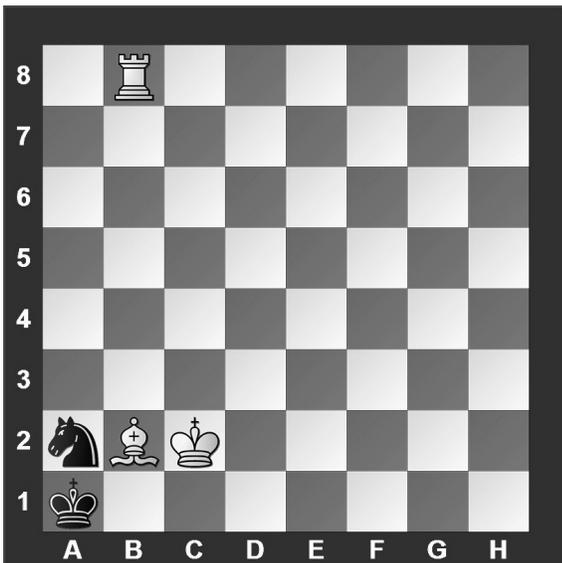
#2. Black to move



What term best describes this situation?

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

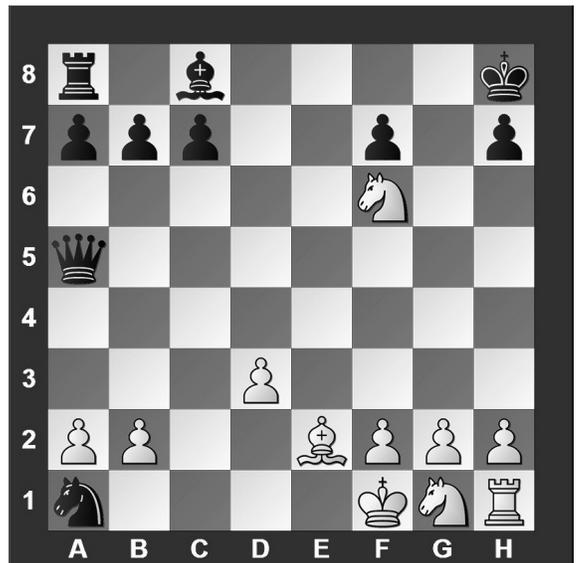
#3 Black to move.



What term best describes this situation?

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

#4.



Which side has material advantage?

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

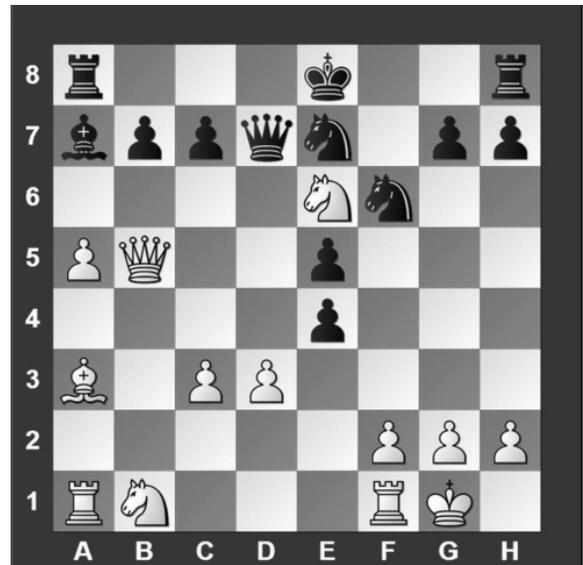
#5.



Which side has material advantage?

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

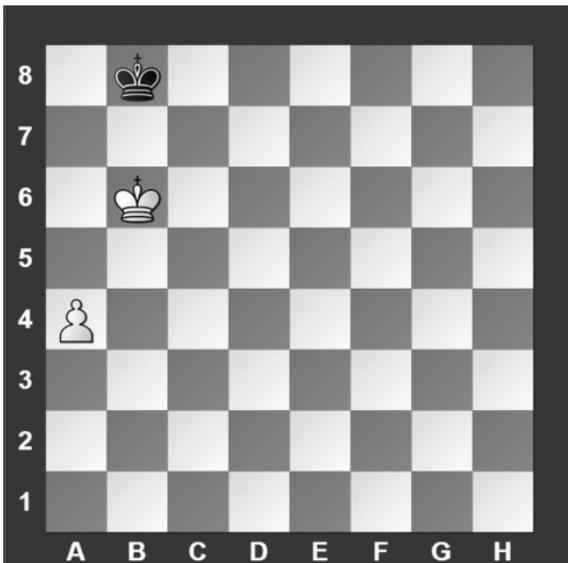
#6. Black to move



Which move is possible for Black?

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

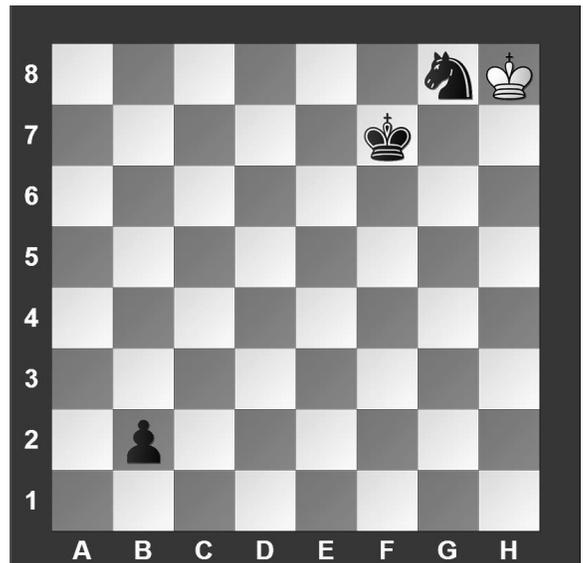
#7. White to move



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

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

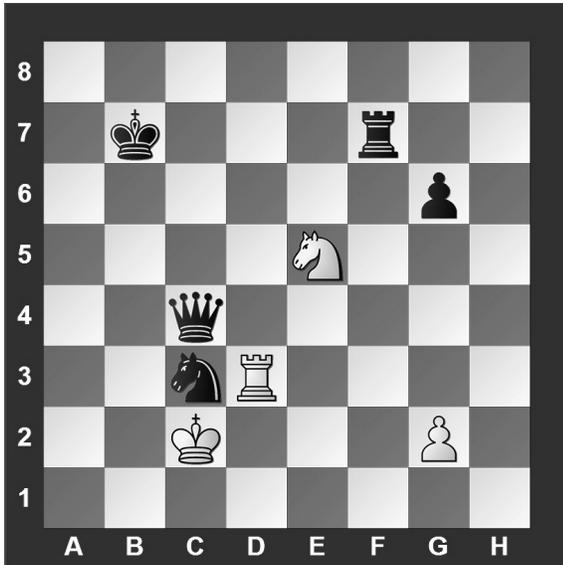
#8. Black to move



What is the best move?

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

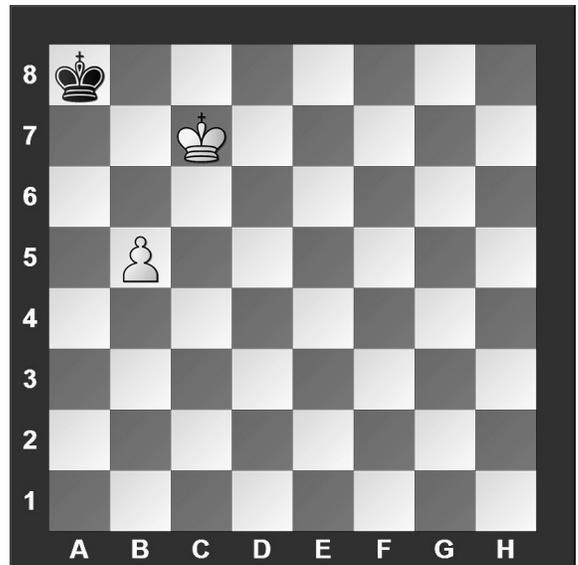
#9. White to move



What piece should White capture?

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

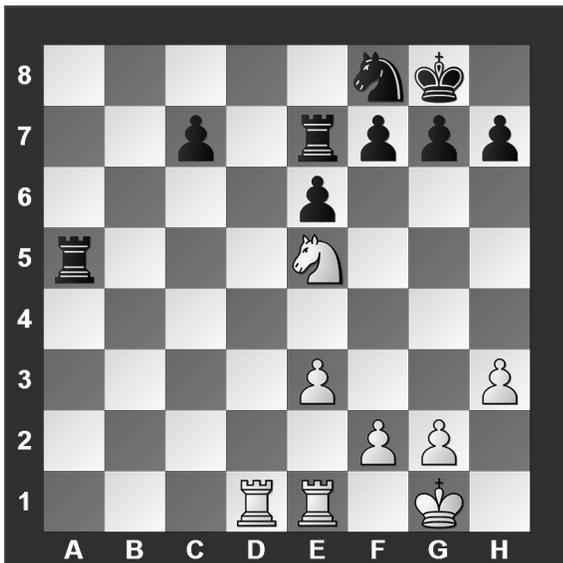
#10. White to move



What is White's best move?

- a) ♖b6
- b) b6
- c) ♜d8
- d) ♜d7

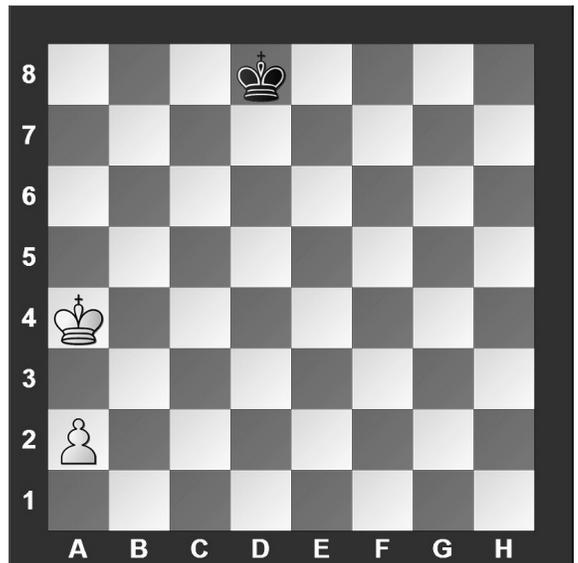
#11. White to move



What is White's best move?

- a) ♘xf7
- b) ♘g6
- c) ♖d8
- d) ♘c6

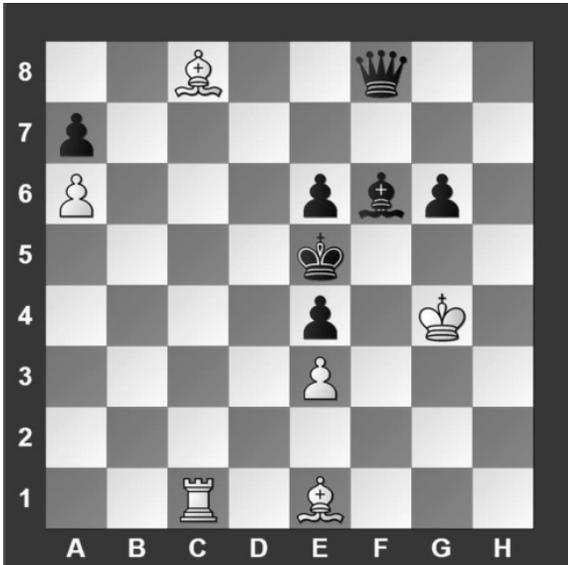
#12. White to move



What is the outcome of the game?

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

#13. White to move



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

- a) ♔c3
- b) ♔g3
- c) ♖c5
- d) ♔xe6

#14. White to move



What is White's best move?

- a) ♔d4
- b) ♔xa7
- c) ♔xb4
- d) ♖e2

#15. White to move



What is White's best move?

- a) fxe7
- b) ♖xc7
- c) f7
- d) gxf4

#16. White to move



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

- a) ♖f7
- b) c3
- c) ♕e2
- d) ♖g6

#17. White to move



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

- a) ♖h8
- b) ♖f8
- c) ♖×d7
- d) ♗×f3

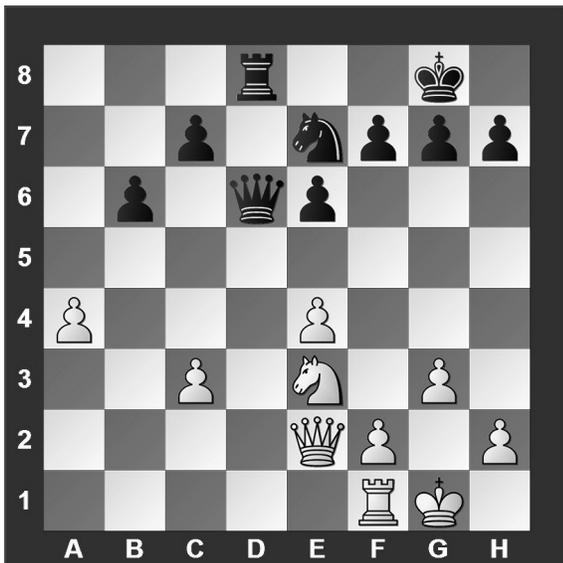
#18. White to move



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

- a) ♖h3
- b) ♖g4
- c) ♗g5
- d) ♖×d5

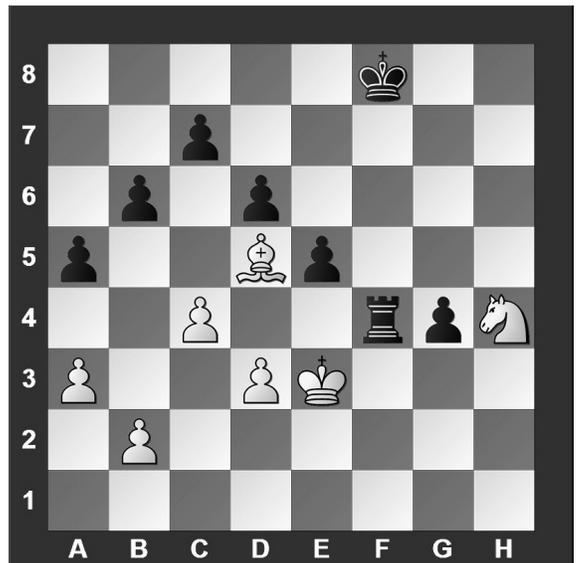
#19. White to move



What is White's best move?

- a) e5
- b) ♗c4
- c) ♖d1
- d) ♖g2

#20. White to move



What is White's best move?

- a) ♗g6
- b) ♗g2
- c) ♗f3
- d) ♖e2



**University Interscholastic League  
A+ Chess Puzzle Contest  
2024-2025 Fall/Winter — Grades 6, 7, and 8  
ANSWER KEY**

**Test**

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

**Tiebreaker**

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



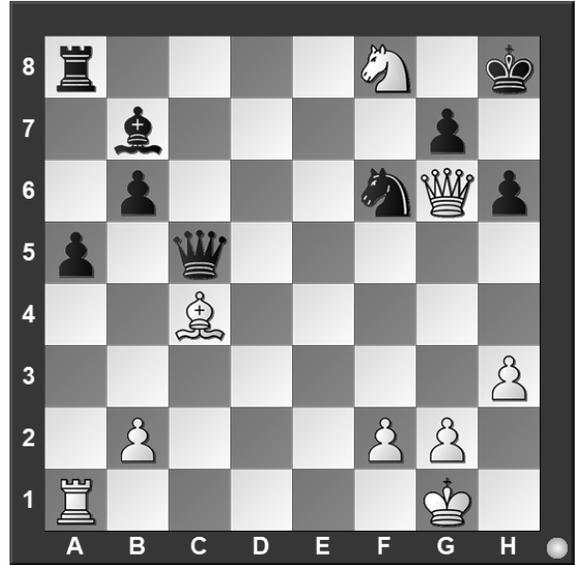
#1. White to move



What is White's best move?

- a) ♖b2
- b) ♘f7
- c) ♕×b6
- d) ♕×d8

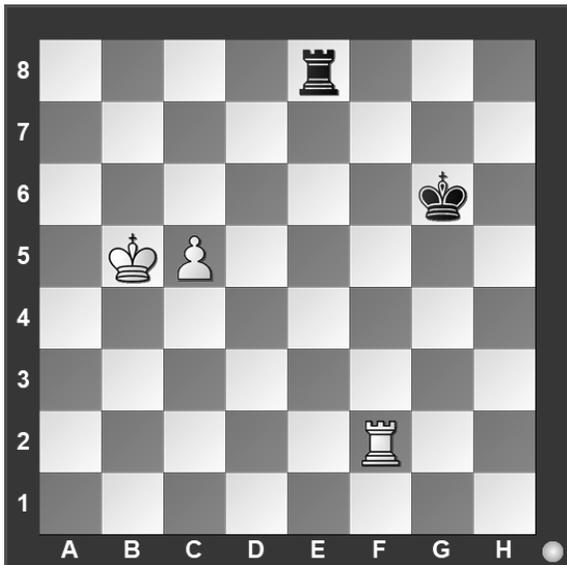
#2. White to move



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

- a) ♘e6
- b) ♕×g7
- c) ♕h7
- d) ♘d3

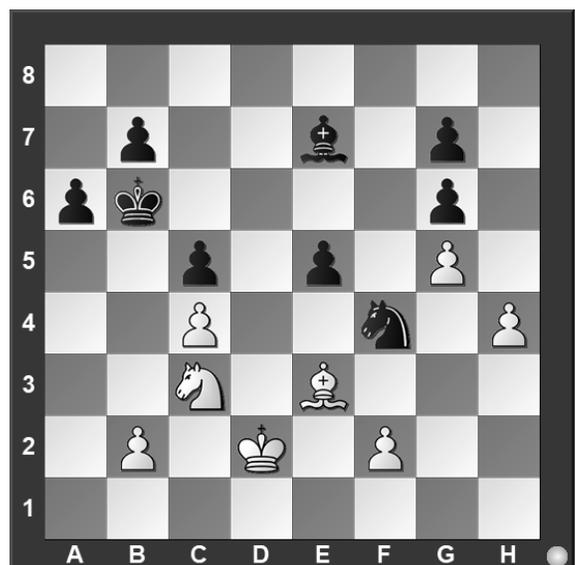
#3. White to move



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

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

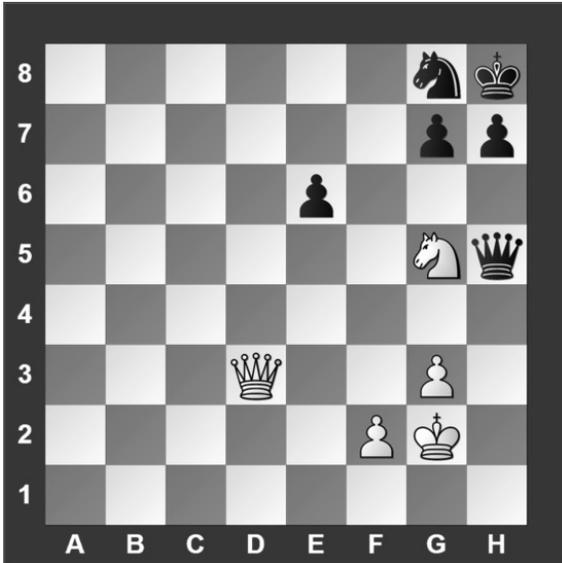
#4. White to move



What is White's best move?

- a) ♘×f4
- b) ♘d5
- c) ♘a4
- d) ♘e4

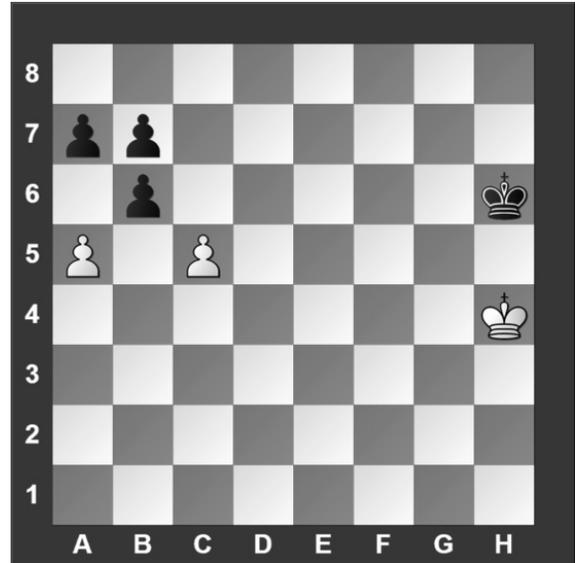
#5. White to move



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

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

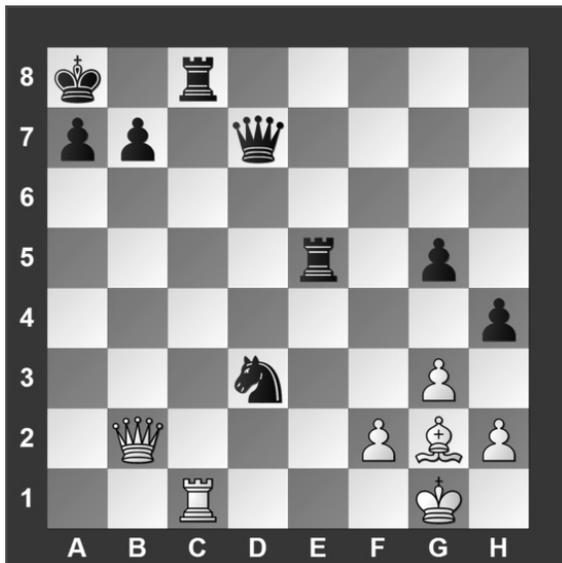
#6. White to move



What is White's best move?

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

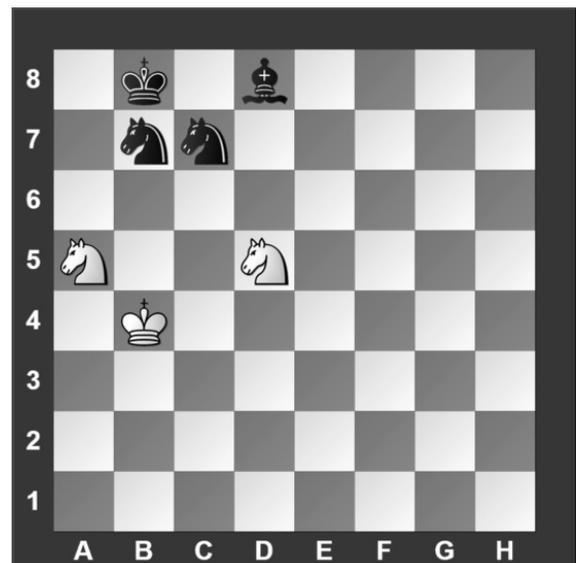
#7. White to move



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

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

#8. White to move



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

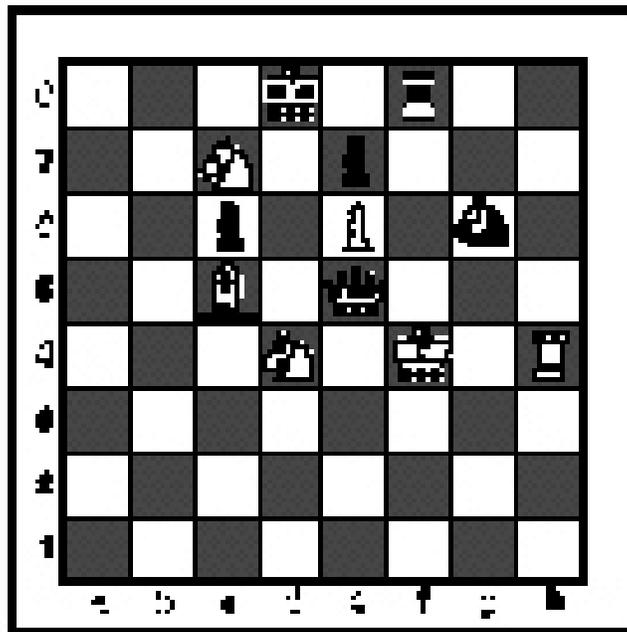
- a) White wins.
- b) Black wins.
- c) Draw.
- d) It is not possible to tell.

**SPRING DISTRICT 2024-2025**

**A+ ACADEMICS**



University Interscholastic League



# Chess Puzzle Solving

grades 2 & 3

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

**IMPORTANT INSTRUCTIONS:**

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

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

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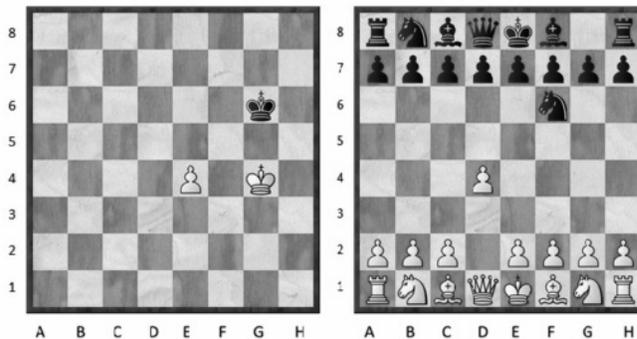


Piece Names	Each chessman can also be represented by a symbol, except for the pawn. (Figurine Notation)
King	♔
Queen	♚
Rook	♖
Bishop	♗
Knight	♘
Pawn	<b>a-h</b> (We write the file it's on.)

- 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.

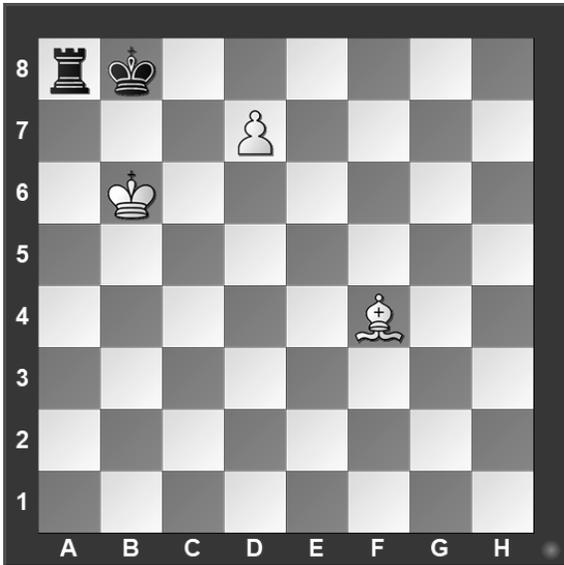
At right are two sample moves.

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**.

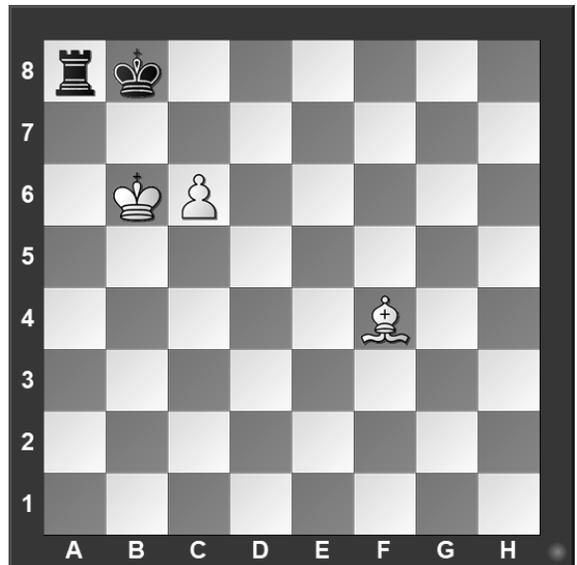
#1. Black to move



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.

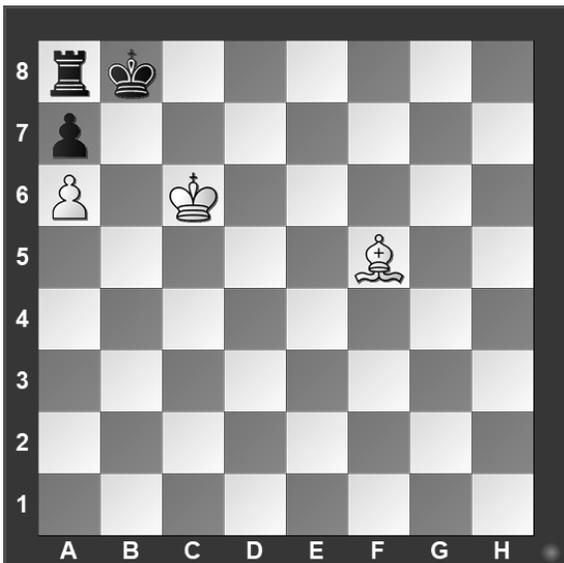
#2. Black to move



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. White to move



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 is possible for White?

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

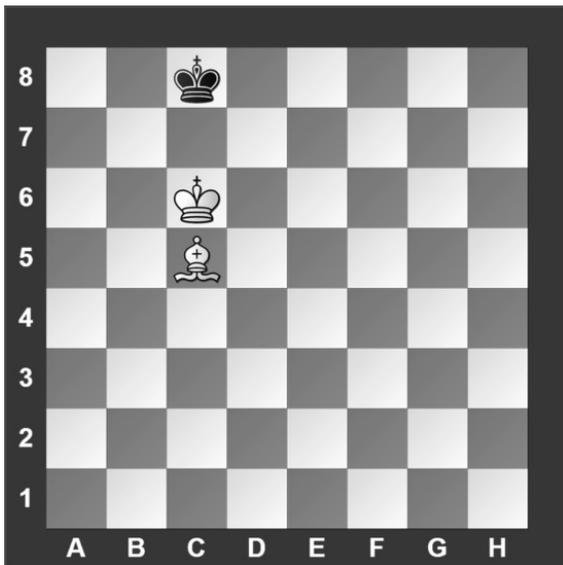
#6. White to move



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

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

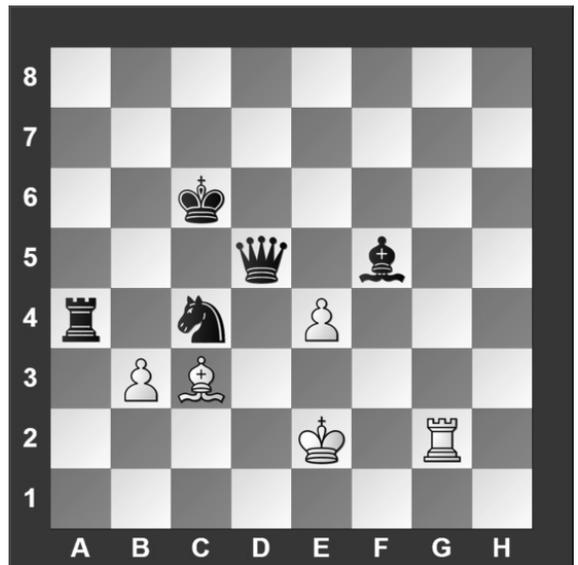
#7. White to move



What is the outcome of the game?

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

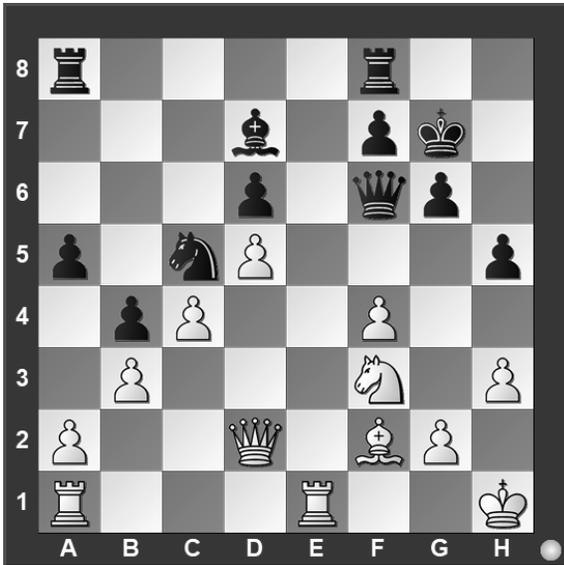
#8. White to move



What piece should white capture?

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

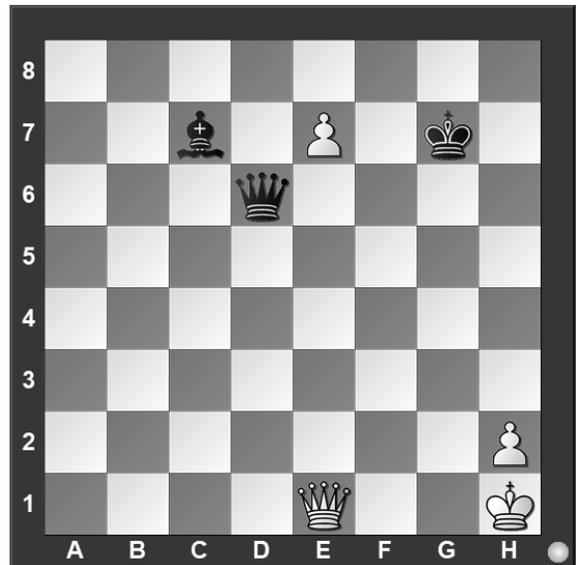
#9. White to move



What is White's best move?

- a)  $\text{Qh4}$
- b)  $\text{Qd4}$
- c)  $\text{Qxc5}$
- d)  $\text{Ng5}$

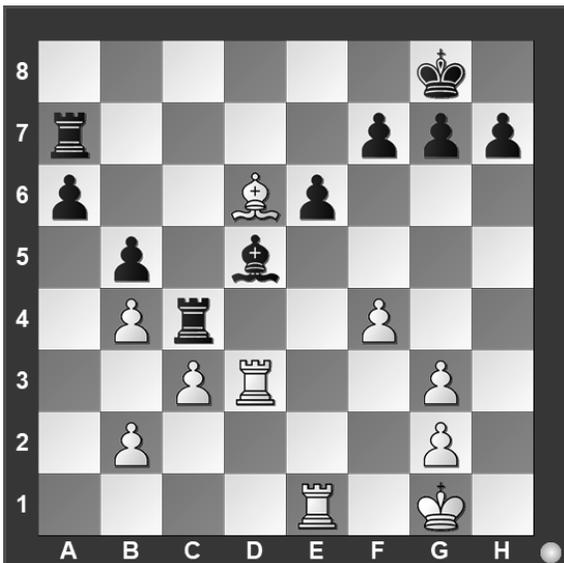
#10. White to move



What piece should White promote to?

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

#11. White to move



What is White's best move?

- a)  $\text{Rxd5}$
- b)  $\text{b3}$
- c)  $\text{Qc5}$
- d)  $\text{Qf2}$

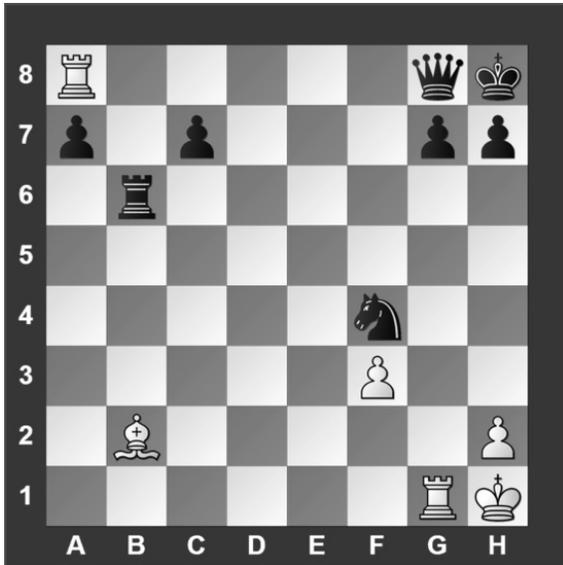
#12. White to move



What is White's best move?

- a)  $\text{Qxh6}$
- b)  $\text{a3}$
- c)  $\text{e5}$
- d)  $\text{Qd2}$

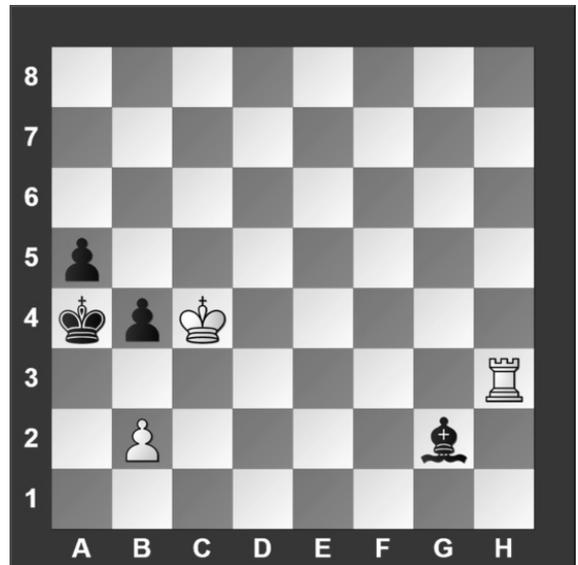
#13. White to move



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

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

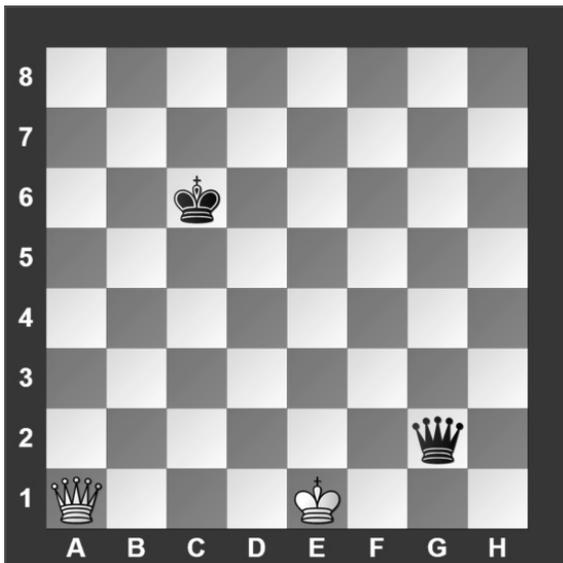
#14. White to move



What is White's best move?

- a) ♖a3
- b) ♖h1
- c) b3
- d) ♖c3

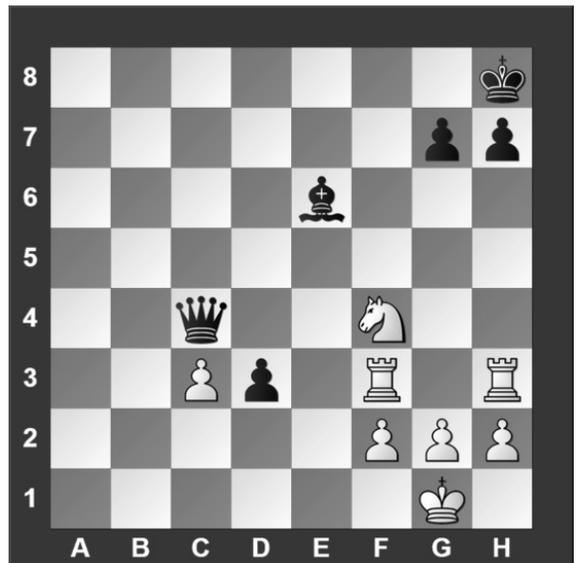
#15. White to move



What is White's best move?

- a) ♔f6
- b) ♔c3
- c) ♔c1
- d) ♔a8

#16. White to move



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

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



**University Interscholastic League  
A+ Chess Puzzle Contest  
2024-2025 Spring District — Grades 2 & 3**

**ANSWER KEY**

**Test**

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

**Tiebreaker**

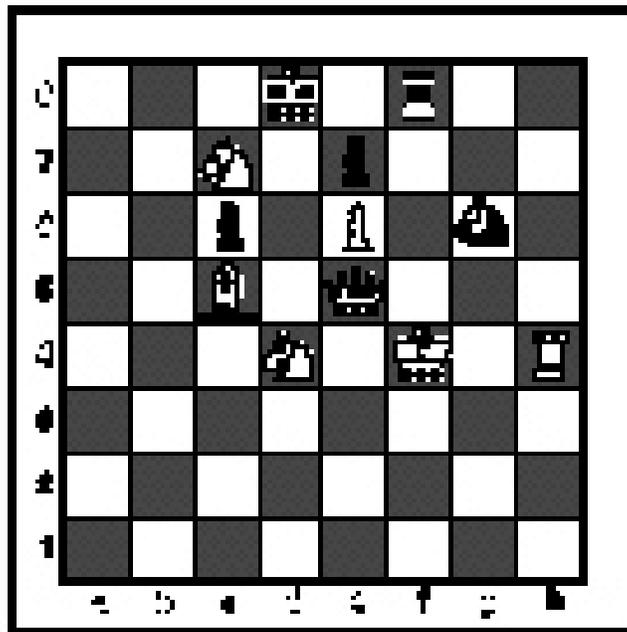
- |    |   |    |   |
|----|---|----|---|
| 1. | B | 5. | A |
| 2. | C | 6. | D |
| 3. | A | 7. | C |
| 4. | A | 8. | A |

**SPRING DISTRICT 2024-2025**

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

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

**How to read and answer questions on this test**

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

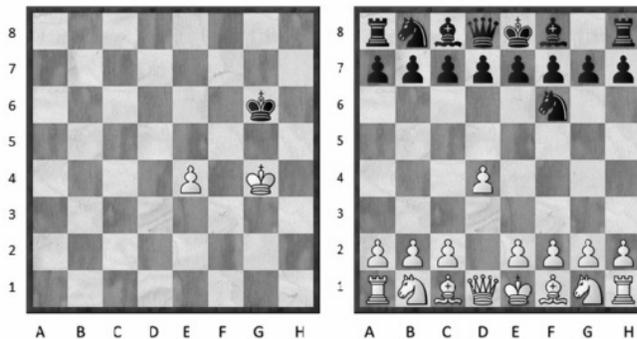


Piece Names	Each chessman can also be represented by a symbol, except for the pawn. (Figurine Notation)
<u>K</u> ing	♔
<u>Q</u> ueen	♚
<u>R</u> ook	♖
<u>B</u> ishop	♗
<u>N</u> ight	♘
Pawn	<b>a-h</b> (We write the file it's on.)

- 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.

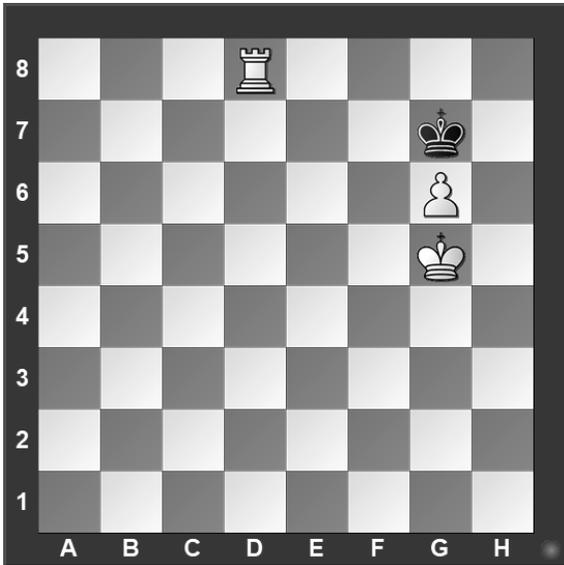
At right are two sample moves.

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**.

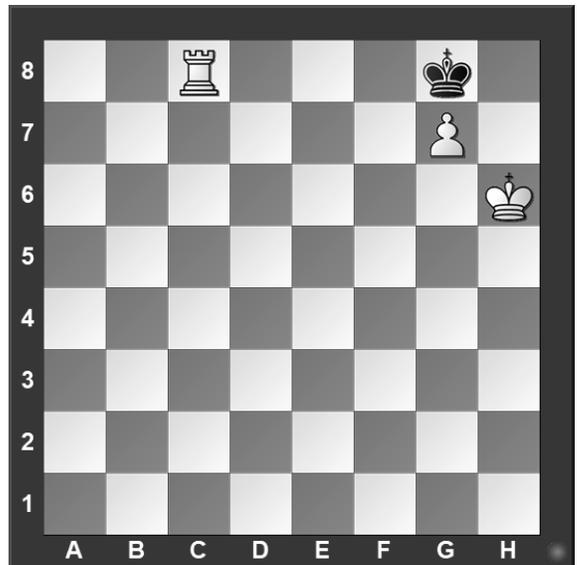
#1. Black to move



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.

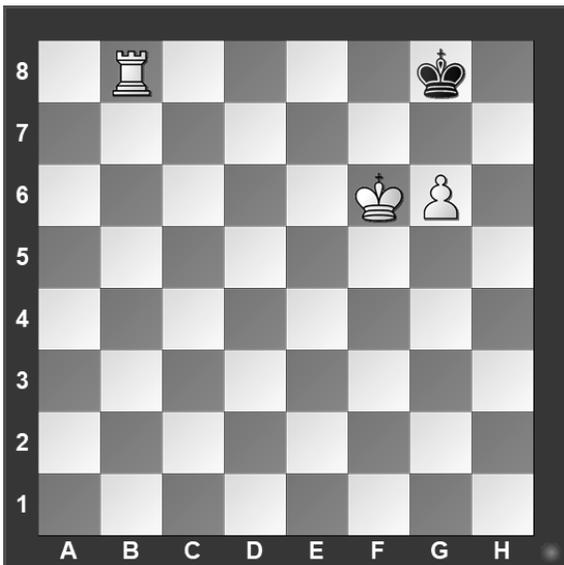
#2. Black to move



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.

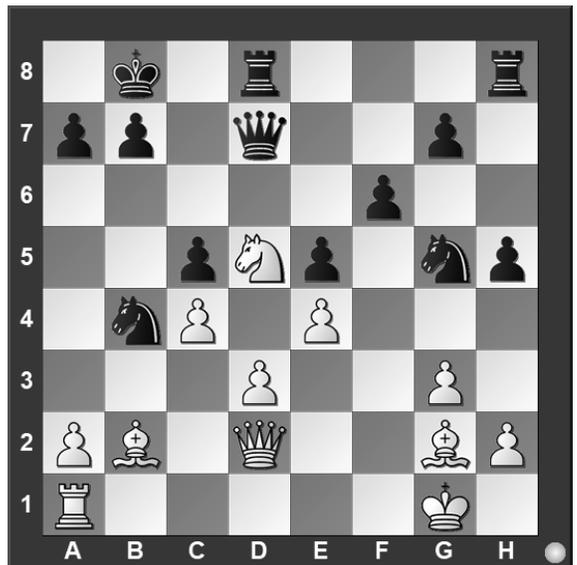
#3. Black to move



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.

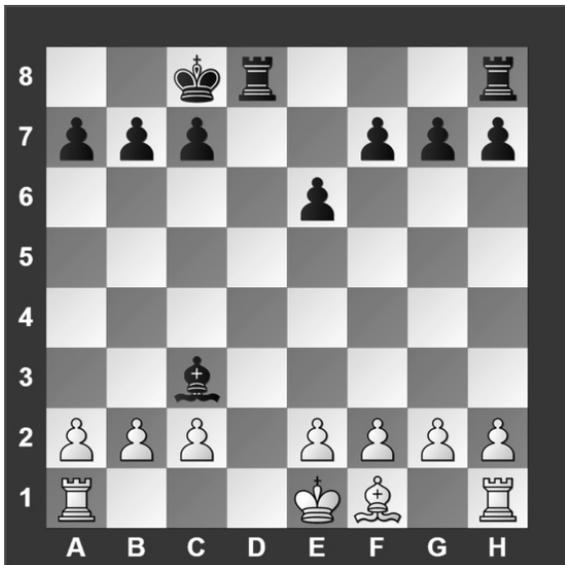
#4. White to move



Which side has material advantage?

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

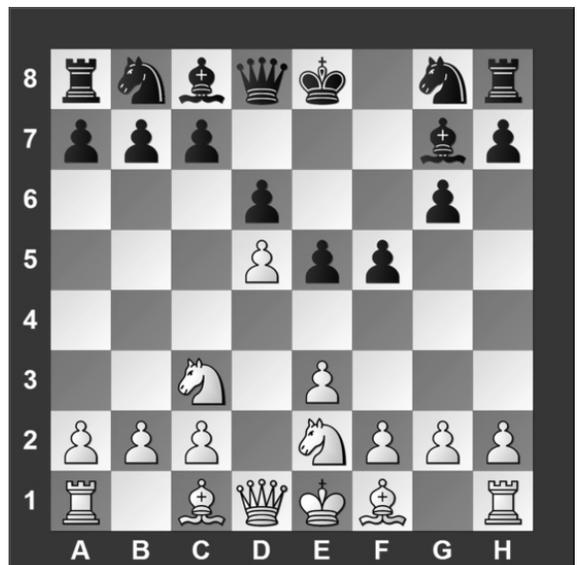
#5. White to move



Which move below is possible for White?

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

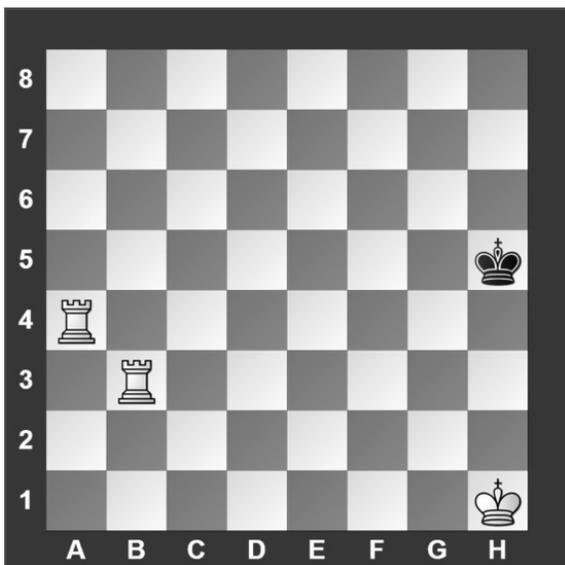
#6. White to move



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

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

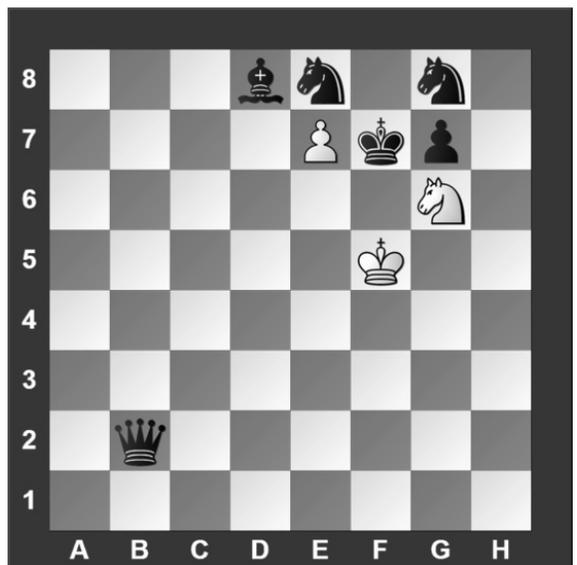
#7. White to move



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

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

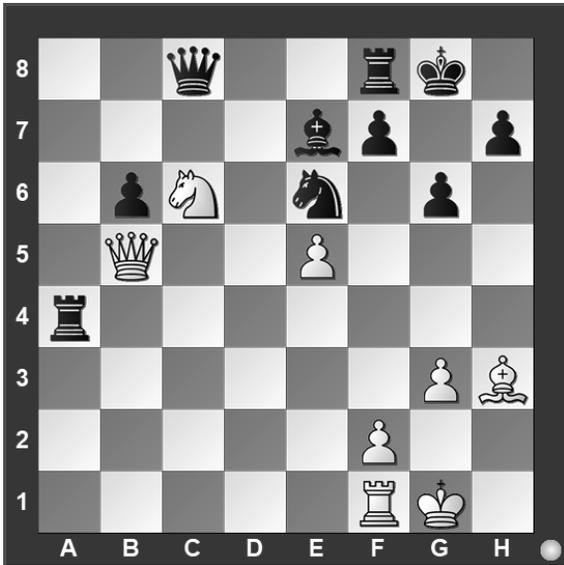
#8. White to move



What piece should White promote to?

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

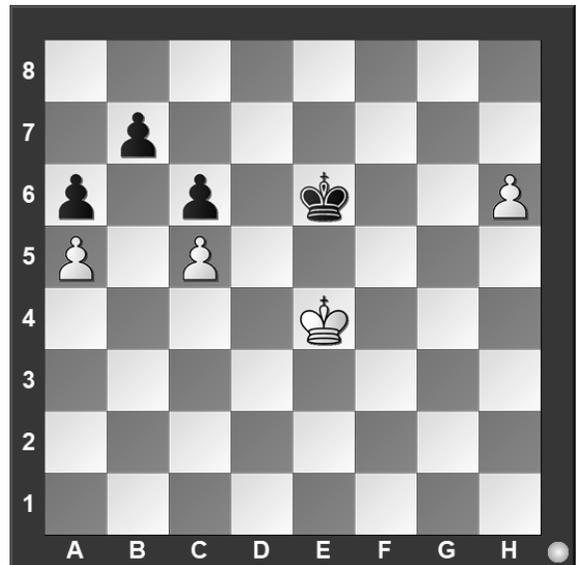
#9. White to move



What piece should White capture?

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

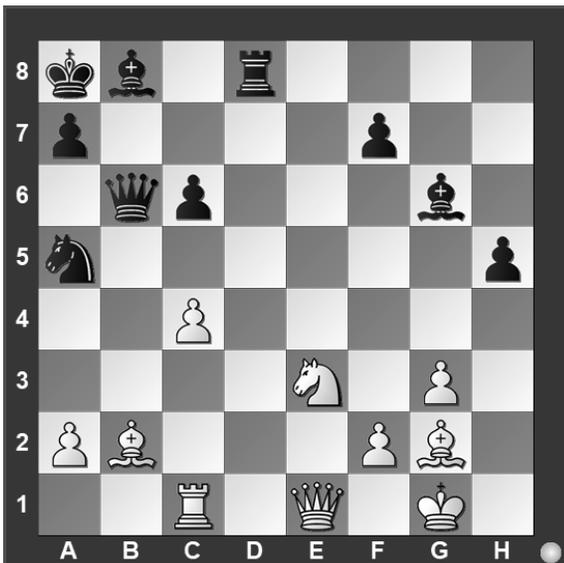
#10. White to move



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

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

#11. White to move



What is White's best move?

- a) ♔xa5
- b) c5
- c) ♘c3
- d) ♘f6

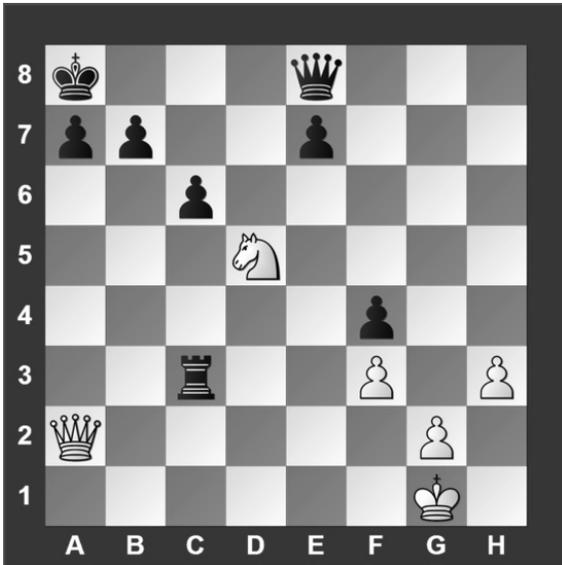
#12. White to move



What is White's best move?

- a) ♘a5
- b) ♘e5
- c) c6
- d) ♖e4

#13. White to move



What is White's best move?

- a) ♖c7
- b) ♖b6
- c) ♖xc3
- d) ♖xe7

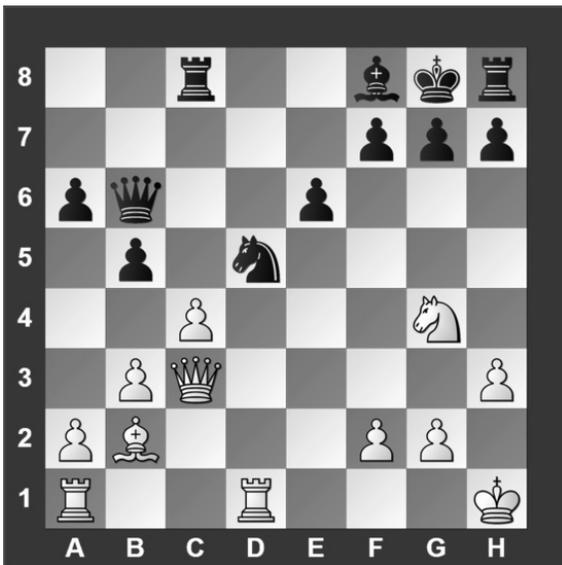
#14. White to move



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

- a) ♖xf6
- b) ♖xc5
- c) ♖d6
- d) ♖g3

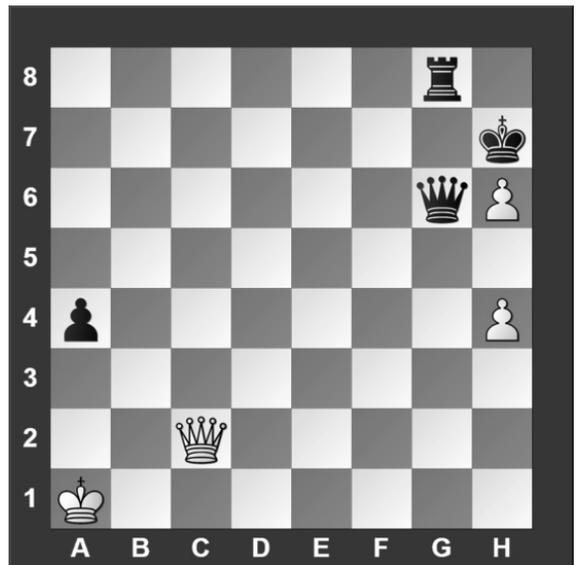
#15. White to move



What is White's best move?

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

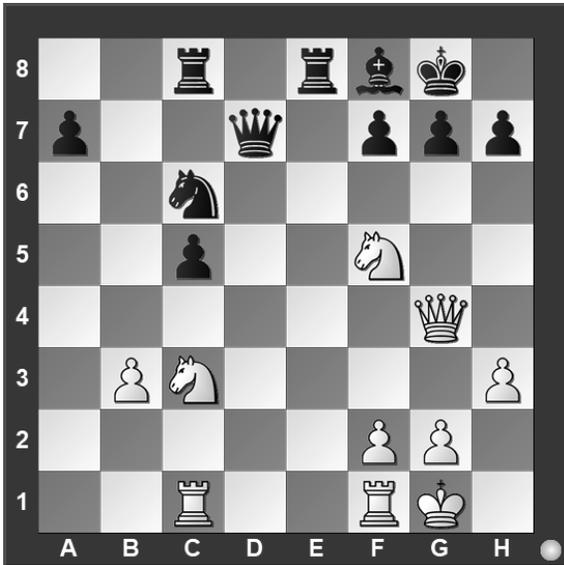
#16. White to move



What is White's best move?

- a) ♙xg6
- b) ♙c7
- c) ♙xa4
- d) h5

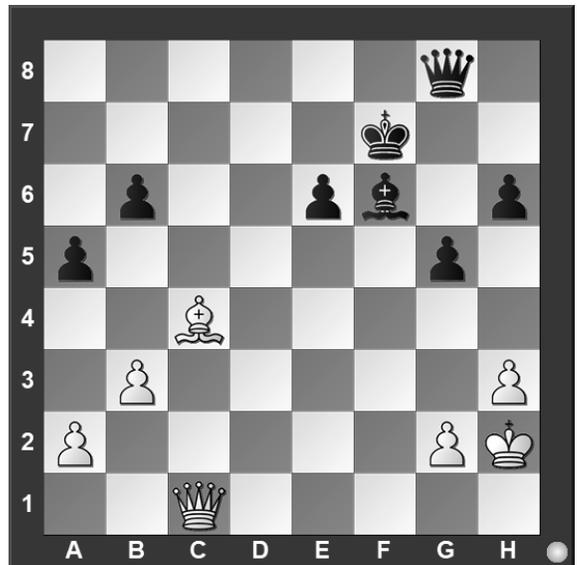
#17. White to move



What is White's best move?

- a)  $\text{N}e4$
- b)  $\text{R}fd1$
- c)  $\text{N}h6$
- d)  $\text{Q}xg7$

#18. White to move



What is White's best move?

- a)  $\text{Q}e3$
- b)  $\text{Q}xe6$
- c)  $\text{Q}d2$
- d)  $\text{Q}e1$

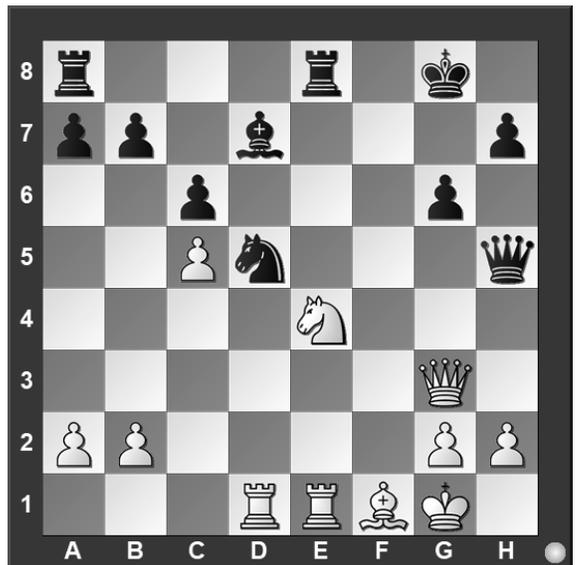
#19. White to move



What is White's best move?

- a) e6
- b)  $\text{R}g3$
- c)  $\text{N}c5$
- d) a5

#20. White to move



What is White's best move?

- a)  $\text{N}d6$
- b)  $\text{N}f6$
- c)  $\text{R}xd5$
- d)  $\text{Q}c4$



**University Interscholastic League  
A+ Chess Puzzle Contest  
2024-2025 Spring District— Grades 4 & 5**

**ANSWER KEY**

**Test**

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

**Tiebreaker**

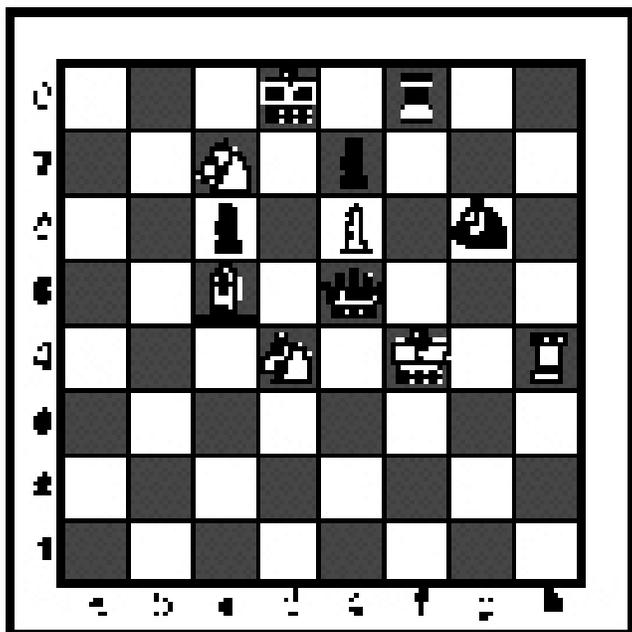
- |    |   |    |   |
|----|---|----|---|
| 1. | B | 5. | A |
| 2. | C | 6. | D |
| 3. | A | 7. | C |
| 4. | A | 8. | A |

**SPRING DISTRICT 2024-2025**

**A+ ACADEMICS**



University Interscholastic League



# Chess Puzzle Solving

grades 6, 7, 8

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

**IMPORTANT INSTRUCTIONS:**

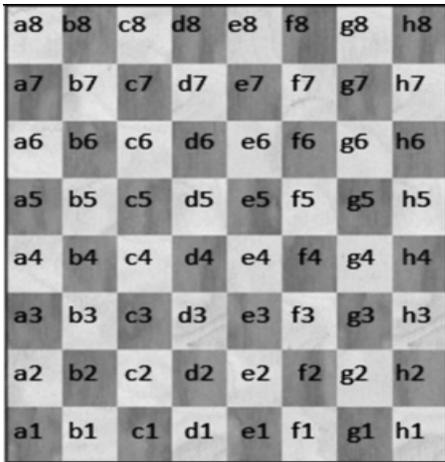
**[Test-administrators, please read text in this box aloud.]**

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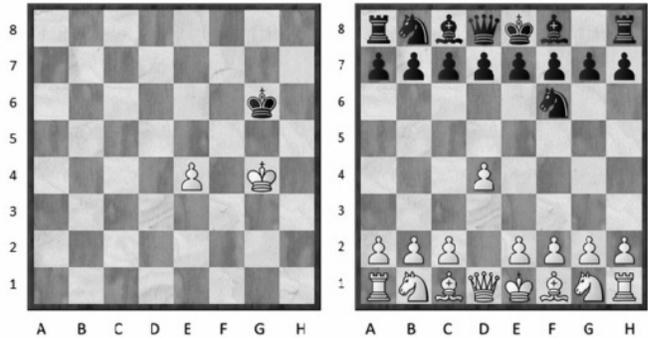


Piece Names	Each chessman can also be represented by a symbol, except for the pawn. (Figurine Notation)
King	
Queen	
Rook	
Bishop	
Knight	
Pawn	<b>a-h</b> (We write the file it's on.)

- 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.

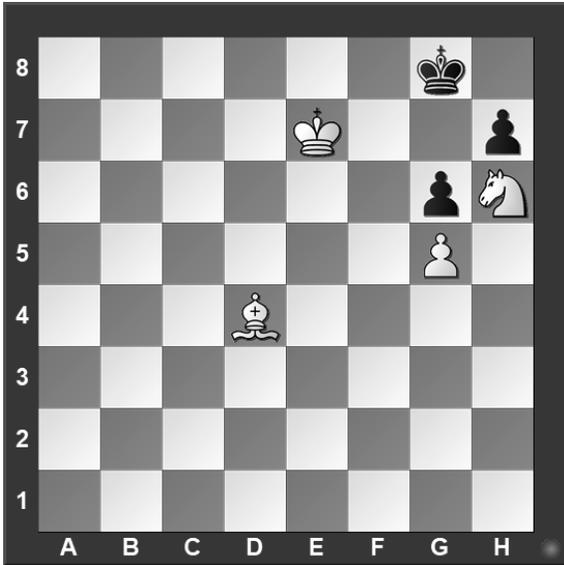
At right are two sample moves.

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**.

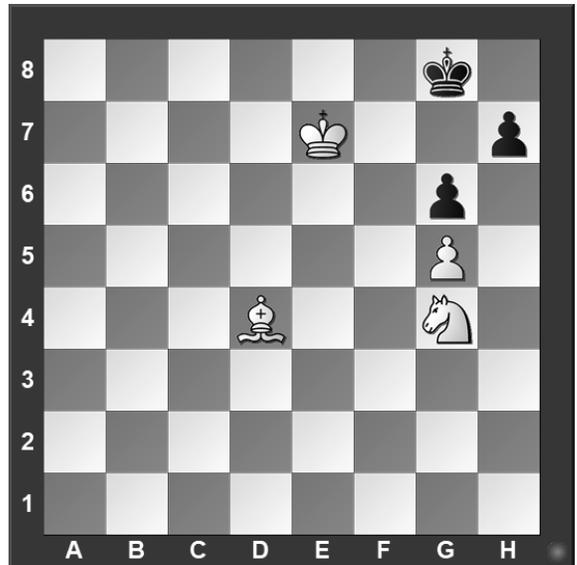
#1. Black to move



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.

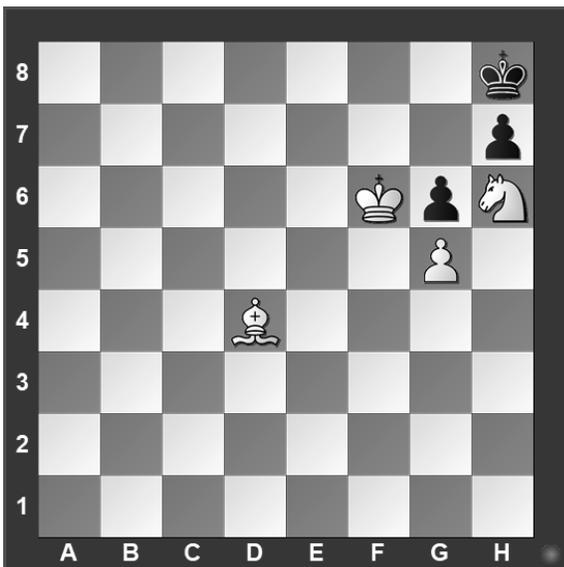
#2. Black to move



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.

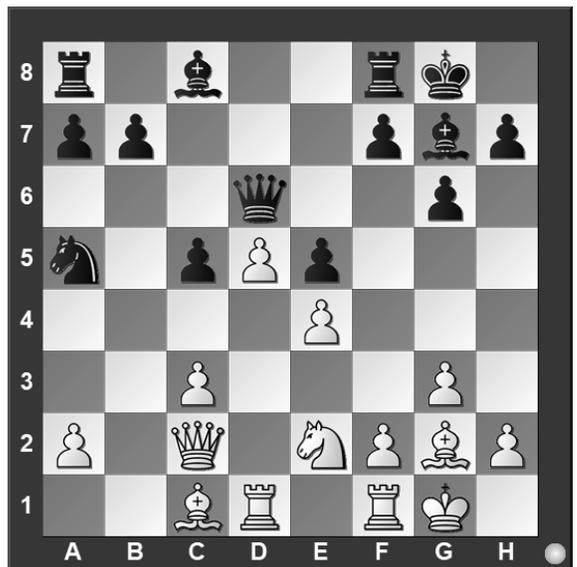
#3. Black to move



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.

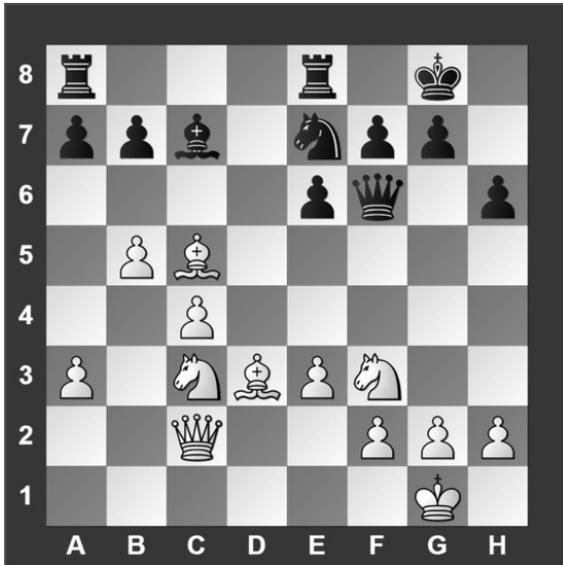
#4. White to move



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

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

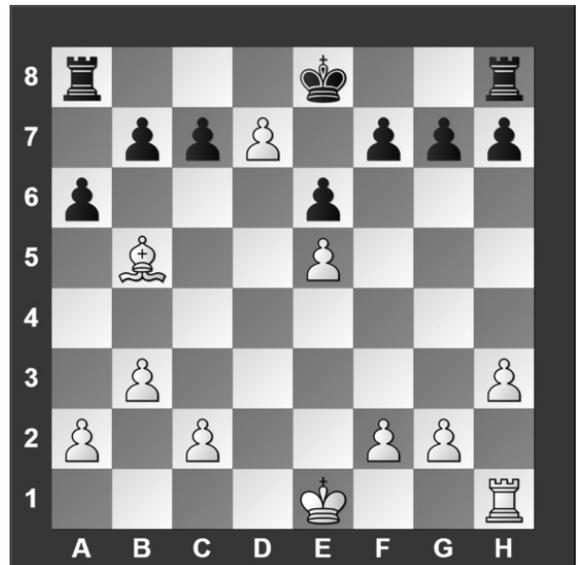
#5.



Which side has material advantage?

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

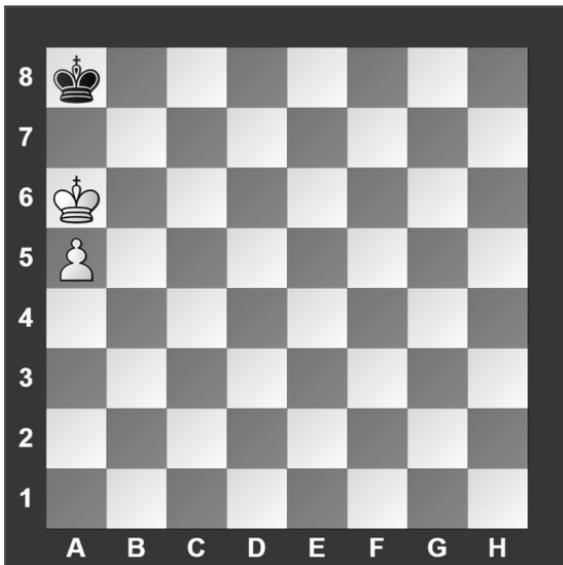
#6. White to move



Which move is possible for Black?

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

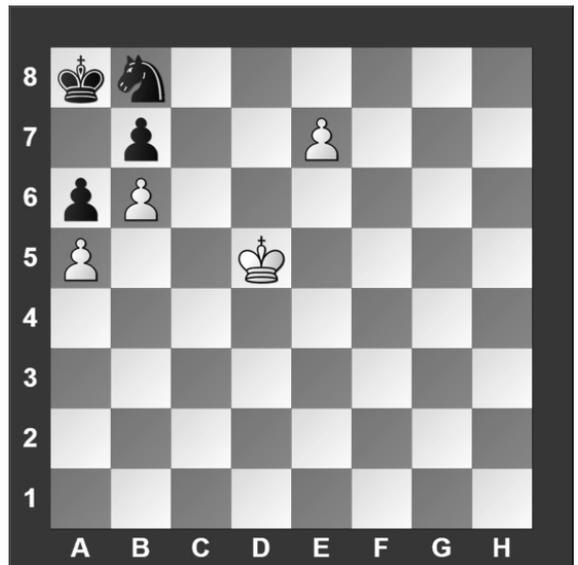
#7. White to move



What is the outcome of the game?

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

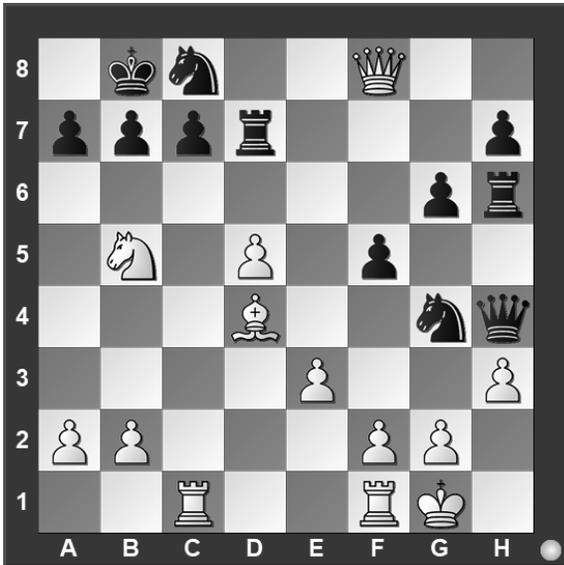
#8. White to move



What is the best move?

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

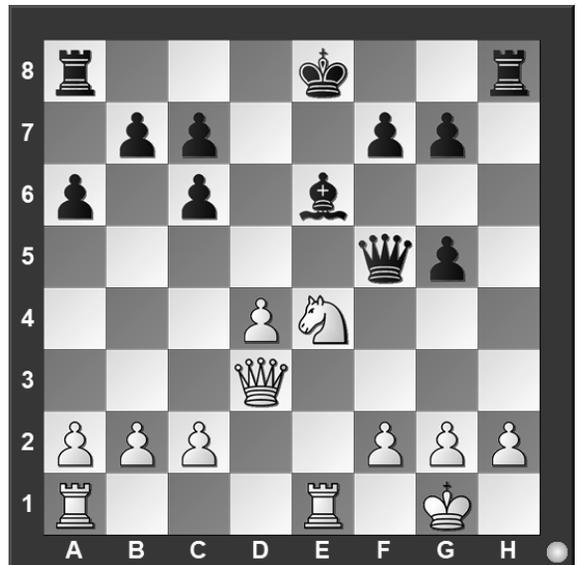
#9. White to move



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

- a) ♖xa7
- b) ♗xa7
- c) ♖xc7
- d) ♖d6

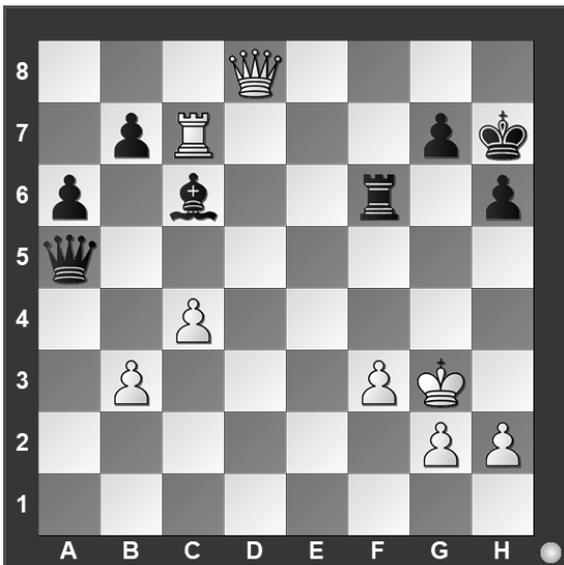
#10. White to move



What is White's best move?

- a) ♖d6
- b) ♖f6
- c) ♗g3
- d) c4

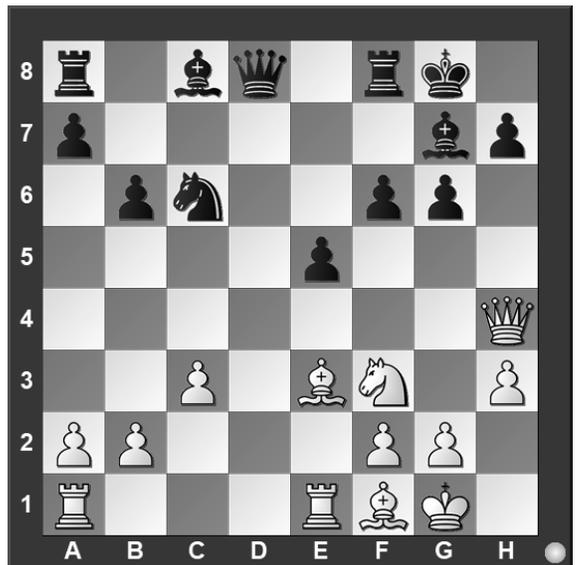
#11. White to move



What is White's best move?

- a) ♖e7
- b) ♖xf6
- c) ♖xg7
- d) ♖c8

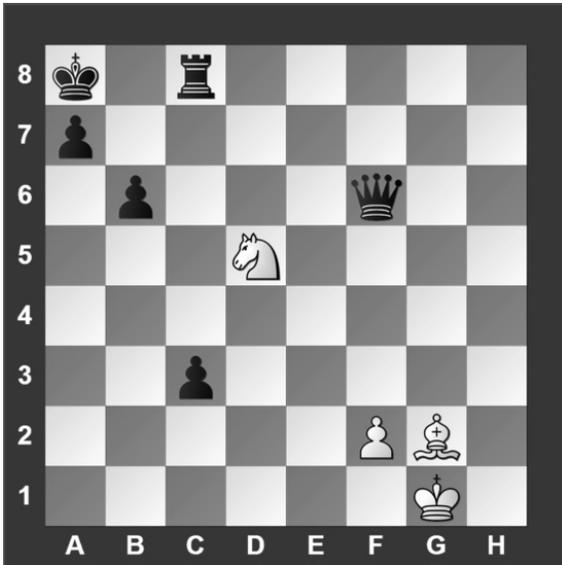
#12. White to move



What is White's best move?

- a) ♗c4
- b) ♖c4
- c) ♖ad1
- d) ♗b5

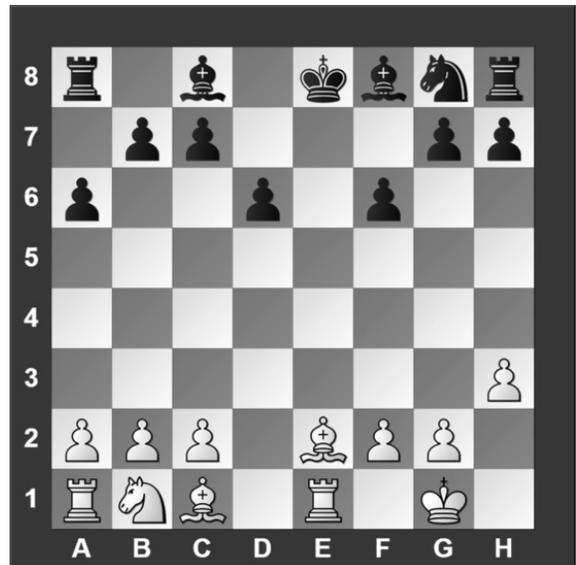
#13. White to move



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

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

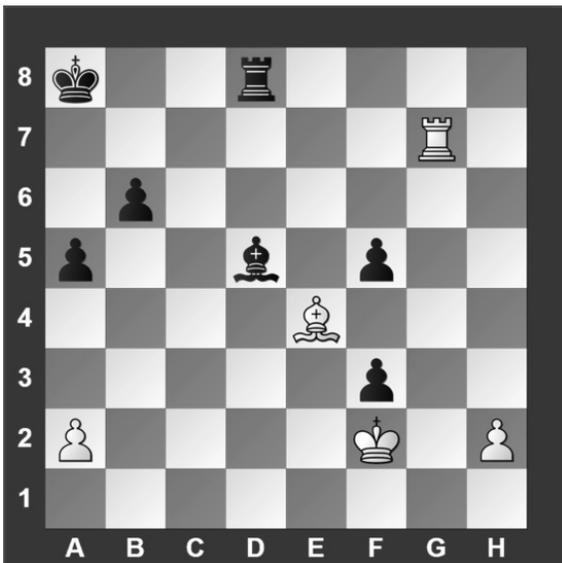
#14. White to move



What is White's best move?

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

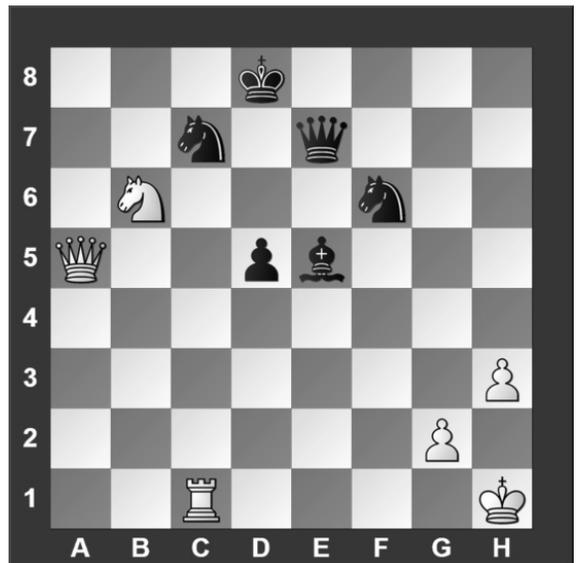
#15. White to move



What is White's best move?

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

#16. White to move



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

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

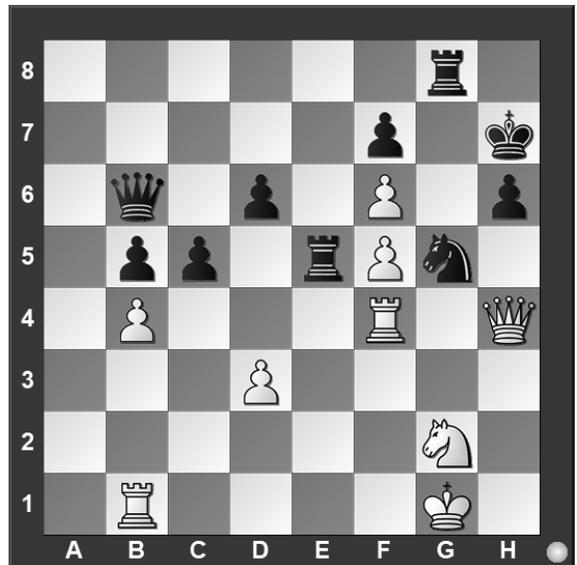
#17. White to move



What is White's best move?

- a) ♖e7
- b) ♖xc8
- c) ♗xf5
- d) a4

#18. White to move



What is White's best move?

- a) ♔f1
- b) ♗xh6
- c) ♗h2
- d) ♖bf1

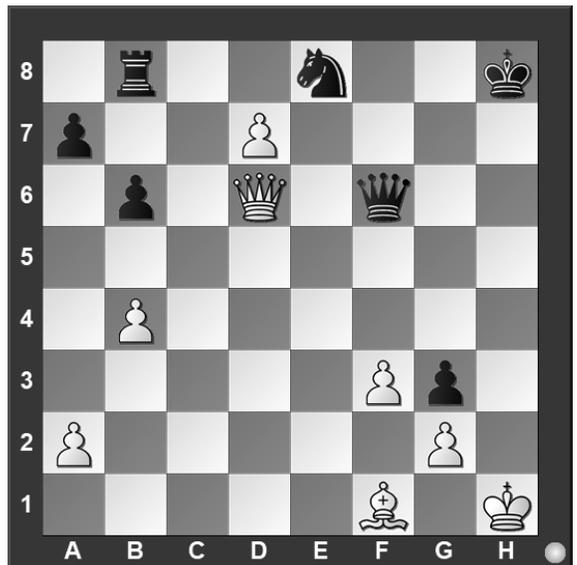
#19. White to move



How many moves does it take to checkmate Black?

- a) 1
- b) 2
- c) 3
- d) There is no checkmate

#20. White to move



What piece should White capture?

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



**University Interscholastic League  
A+ Chess Puzzle Contest  
2024-2025 Spring District — Grades 6, 7, and 8  
ANSWER KEY**

**Test**

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

**Tiebreaker**

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