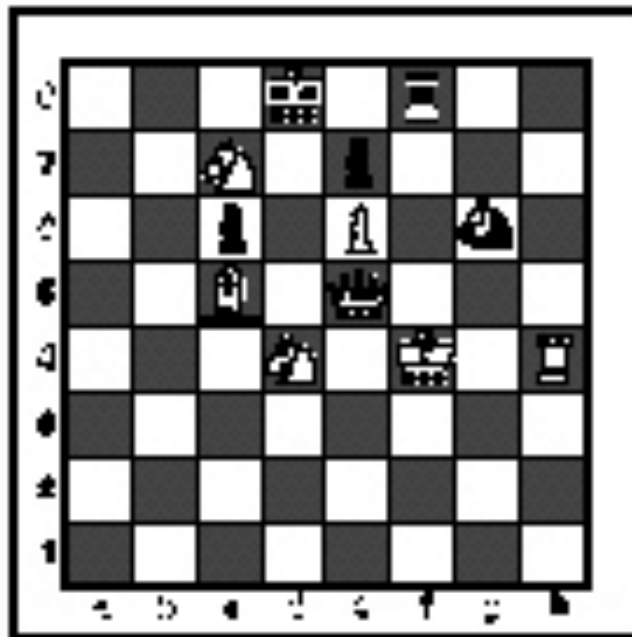


**INVITATIONAL 2018-2019**

**A+ ACADEMICS**



University Interscholastic League



# Chess Puzzle Solving

grades 4 & 5

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

## How to read and answer questions on this test

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

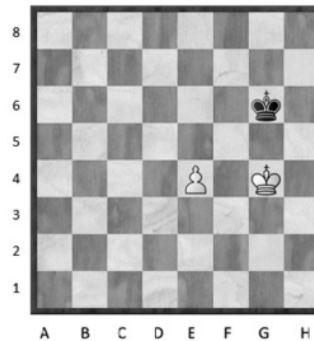


Piece Names	Each chessman can also be represented by a symbol, except for the pawn. (Figurine Notation)
King	
Queen	
Rook	
Bishop	
Knight	
Pawn	<b>a-h</b> (We write the file it's on.)

- 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.

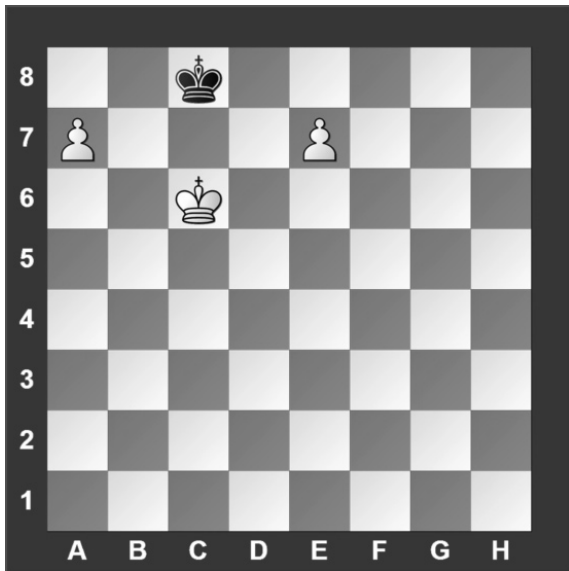


White has just played **e4**.



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

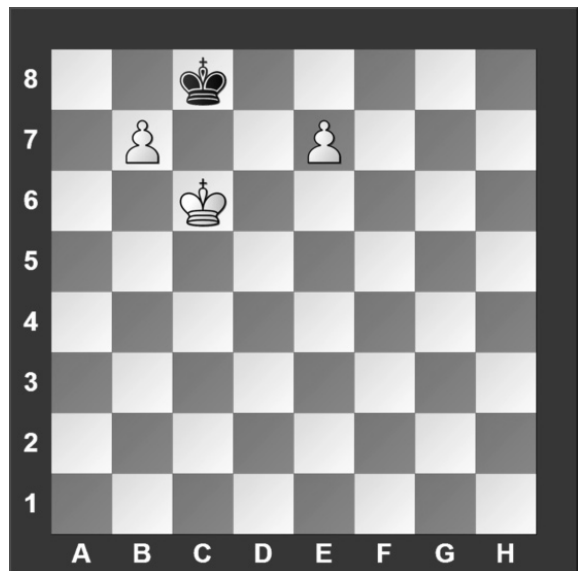
#1. Black to move



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.

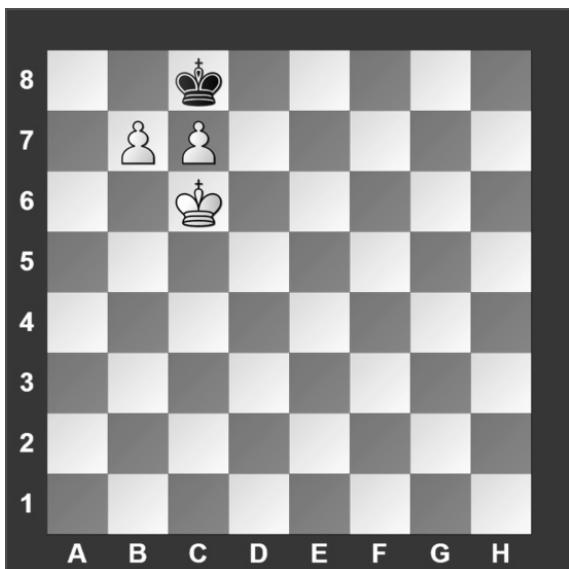
#2. Black to move



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.

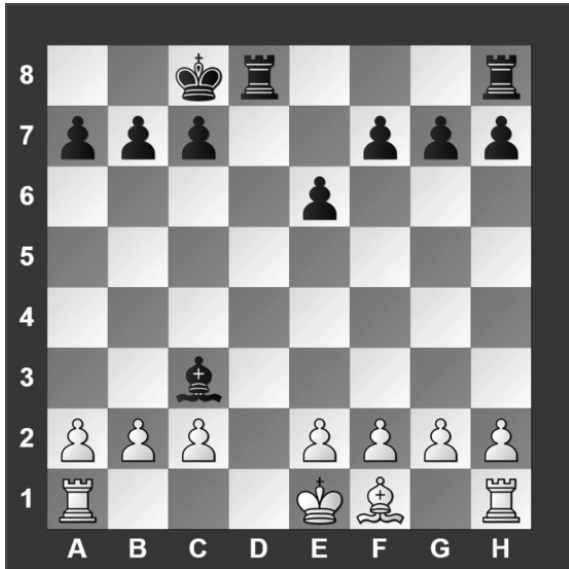
#4.



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.

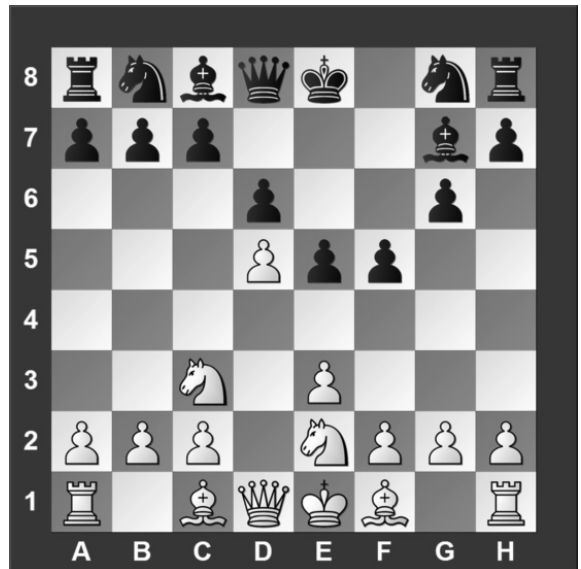
#5. White to move



Which move below is possible for White?

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

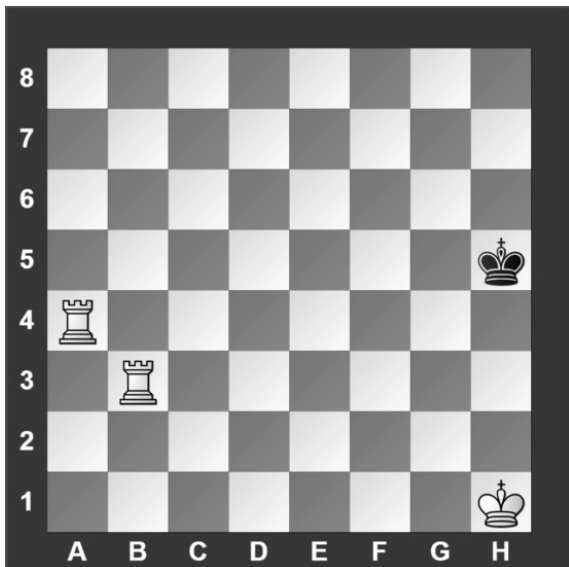
#6. White to move



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

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

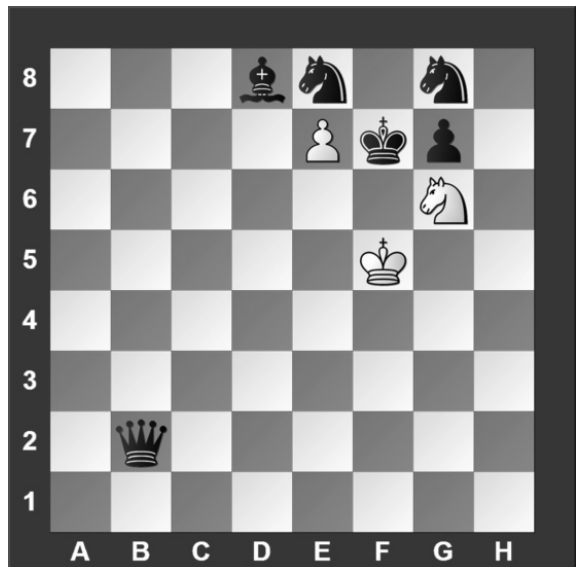
#7. White to move



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

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

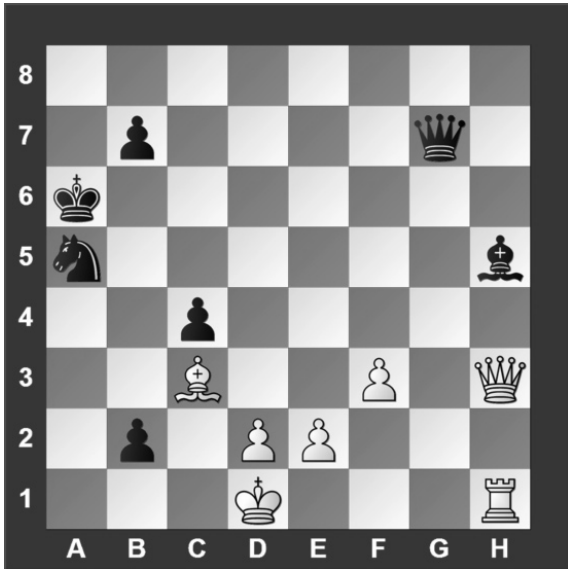
#8. White to move



What piece should White promote to?

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

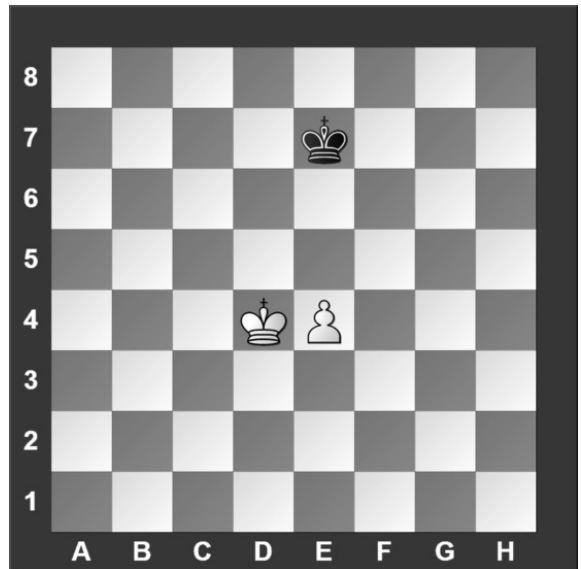
#9. White to move



What piece should White capture?

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

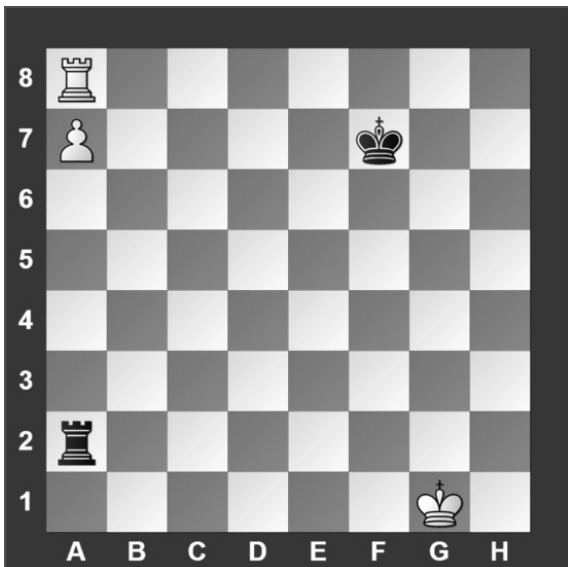
#10. White to move



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

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

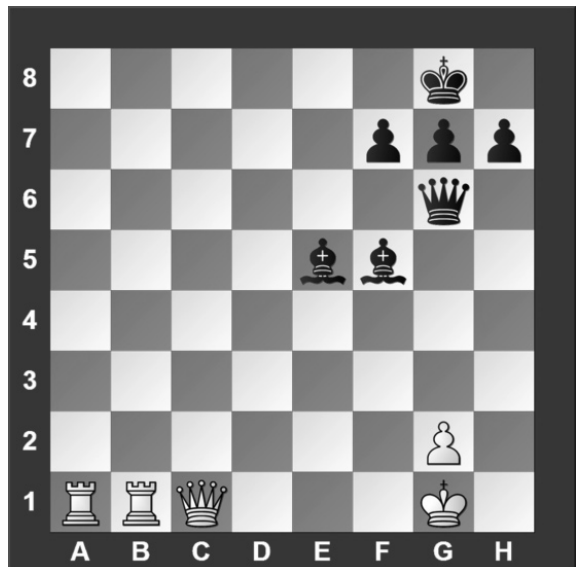
#11. White to move



What is White's best move?

- a) ♖d8
- b) ♖f8
- c) ♖h8
- d) ♔h1

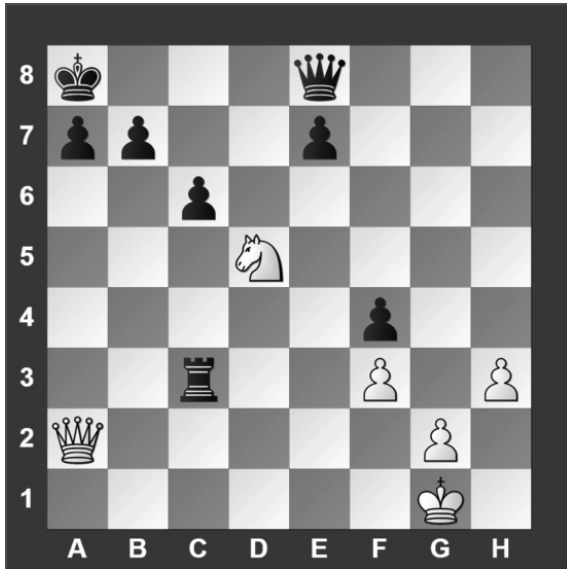
#12. White to move



What is White's best move?

- a) ♔c8
- b) ♖a8
- c) ♖b8
- d) ♔h1

#13. White to move



What is White's best move?

- a) ♖c7
- b) ♖b6
- c) ♖xc3
- d) ♖xe7

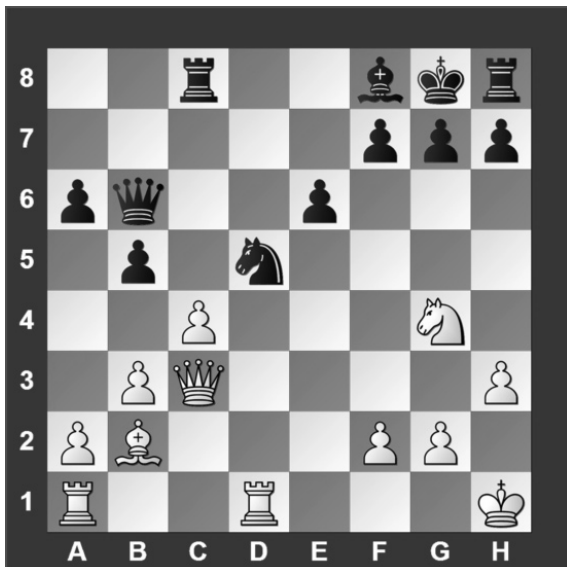
#14. White to move



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

- a) ♖xf6
- b) ♖xc5
- c) ♖d6
- d) ♖g3

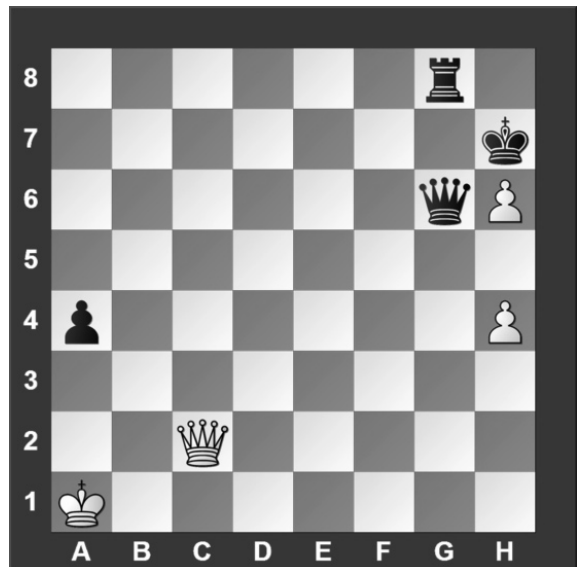
#15. White to move



What is White's best move?

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

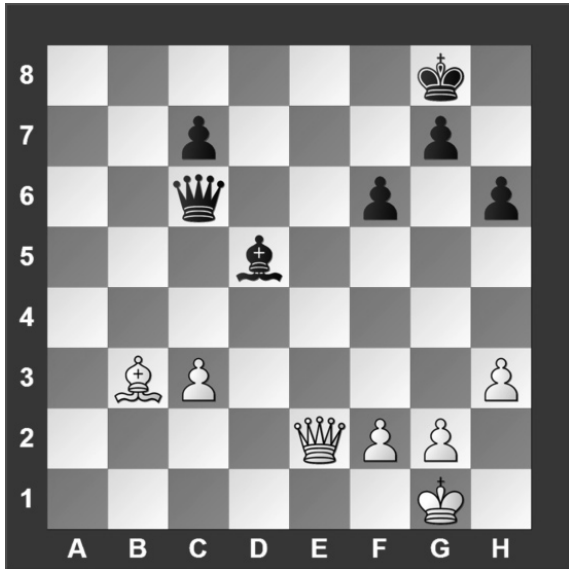
#16. White to move



What is White's best move?

- a) ♙xg6
- b) ♙c7
- c) ♙xa4
- d) h5

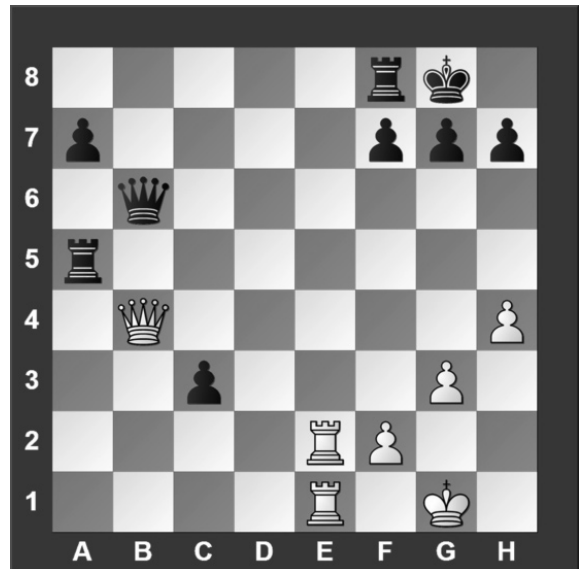
#17. White to move



What is White's best move?

- a) ♔e6
- b) ♔c4
- c) ♔a6
- d) ♔e4

#18. White to move



What is White's best move?

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

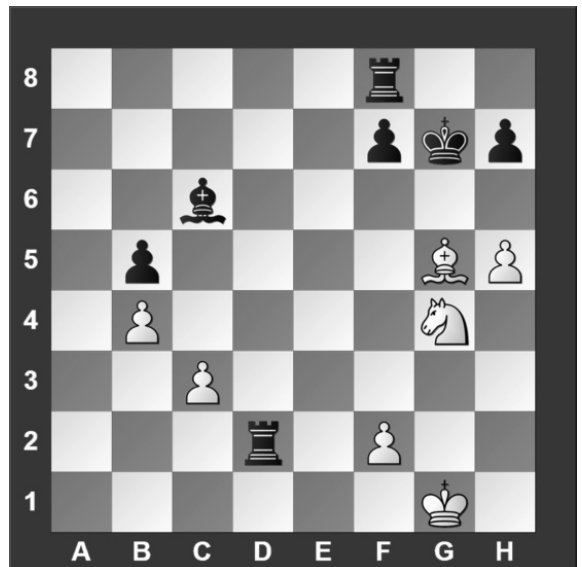
#19. White to move



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

- a) ♔xd7
- b) ♔xh7
- c) ♖g1
- d) ♔h6

#20. White to move



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

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



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

**ANSWER KEY**

**Test**

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

**Tiebreaker**

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