CHESS



Practice Packet for Grades 6-8



Chess Puzzle Solving Practice Packet 2018-2019 for 6th-8th Grades

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Edited by Annalise Schoening

These practice tests mimic the Chess Puzzle Solving Contest's style and format of the **University of Texas Interscholastic League (UIL)**. While the contest follows a multiple-choice format referring to chess diagrams, each contest may vary slightly, and certain criteria may change over time. We recommend that you read all materials provided by your respective contest's website to help your student better understand what is expected of them in this contest. If you are a parent, we encourage you to take the time to communicate with your participating child's coach or teacher for general contest tips or with help identifying your child's strengths and weaknesses in chess. Overall, you will find this contest strengthens analytical thinking necessary for educational growth in all stages of life.

We are a small company that listens! If you have any questions or if there is an area that you would like fully explored, let us hear from you. We hope you enjoy this product and stay in contact with us throughout your academic journey.

~ President Hexco Inc., Linda Tarrant

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Chess Puzzle Solving Practice Packet 2019-2020

for

6th-8th Grades



<u>Contents</u> Six Sets of Chess Puzzle Solving Tests (A-F)

Each Packet Includes:

- ❖ Instructions and Scoring Sheet
- Answer Sheet

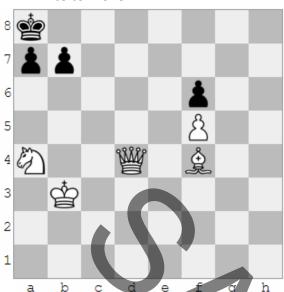
Each Test Includes:

- Tiebreaker Instructions
- Tiebreaker
- Test Instructions
- ❖ Test
- Tiebreaker Answer Key
- Test Answer Key

Chess Puzzle Solving Contest Answer Sheet

							Contestant Number:			
Circle Grade Level(s)			2	2 3	4	5	6	7	8	
Test (circle o	only on	e answ	er per q	uestion)						
1.	Α	В	С	D		11.	Α	В	С	D
2.	A	В	С	D		12.	Α	В	С	D
3.	A	В	C	D		13.	Α	В	С	D
4.	Α	В	C	D		14.	Α	В	С	D
5.	Α	В	С	D		15.	Α	В	С	D
6.	Α	В	c	D		16.	Α	В	С	D
7.	Α	В	С	D		17.	Α	В	С	D
8.	Α	В	С	D		18.	A	В	С	D
9.	Α	В	С	D		19.	A	В	С	D
10.	Α	В	С	D		20.	Α	В	С	D
Tiebreaker ((circle d	only on	e answe	er ner aues	stion)					
					, cion,	_			•	_
1.	Α	В	С	D		5.	Α `	В	С	D
2.	Α	В	С	D		6.	Α	В	С	D
3.	Α	В	С	D		7.	Α	В	С	D
4.	Α	В	С	D		8.	Α	В	С	D

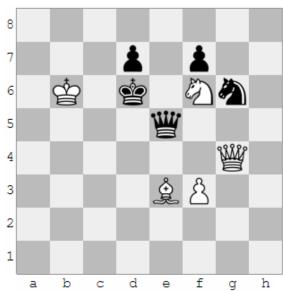
#1. White to move.



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

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

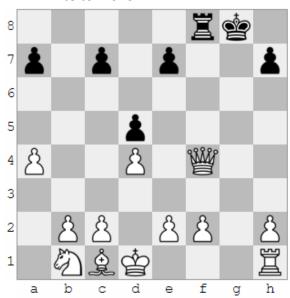
#3. White to move



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

- a) ≌xd7
- b) ≌b4
- c) \(\mathcal{L} \) c5
- d) 包xd7

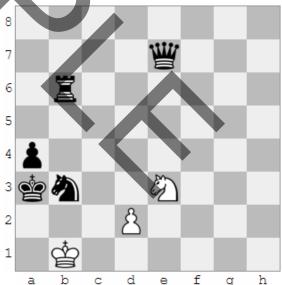
#2. White to move



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

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

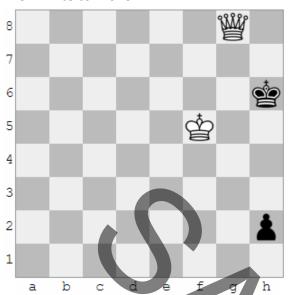
#4. White to move



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

- a) **全d5**
- c) 全c2
- d) 包d1

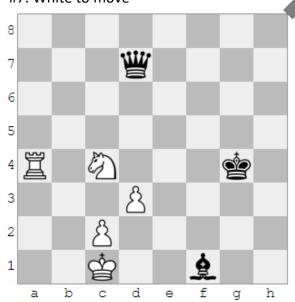
#5. White to move



What is the outcome of the game?

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

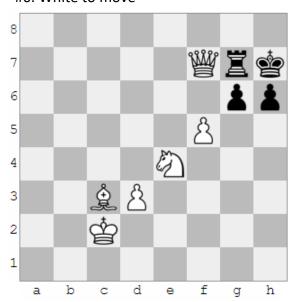
#7. White to move



What is White's best move?

- c) **全b6**
- d) 包e5

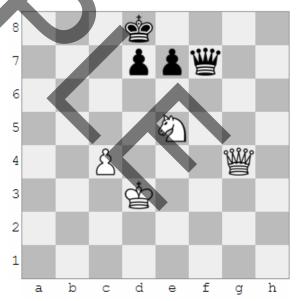
#6. White to move



Which piece can checkmate Black?

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

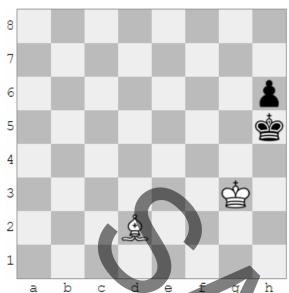
#8. White to move



What is White's best move?

- c) ≌g6
- d) ≌xd7

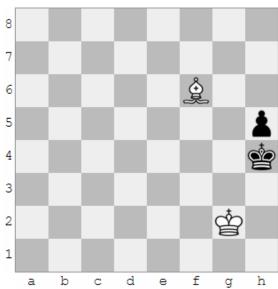
#1. Black to move



What best describes the above situation?

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

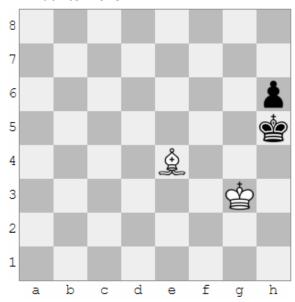
#3. Black to move



What best describes the above situation?

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

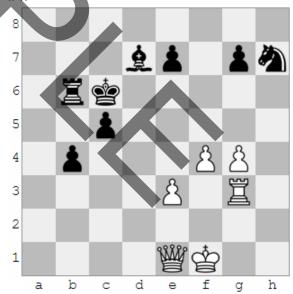
#2. Black to move



What best describes the above situation?

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

#4.



Who's ahead in material, Black or White?

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