



CHESS



Practice Packet for grades 4 & 5

Chess Puzzle Solving Practice Packet
2018-2019
for
4th & 5th Grades

Written by
Beth Mader

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

HEXCO ACADEMIC

www.hexco.com

P.O. Box 199 • Hunt, Texas 78024

Phone: 800.391.2891 • Fax: 830.367.3824

Email: hexco@hexco.com

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Chess Puzzle Solving Practice Packet

2018-2019

for

4th & 5th grades

Contents

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	3	4	5	6	7	8
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Test (circle only one answer per question)

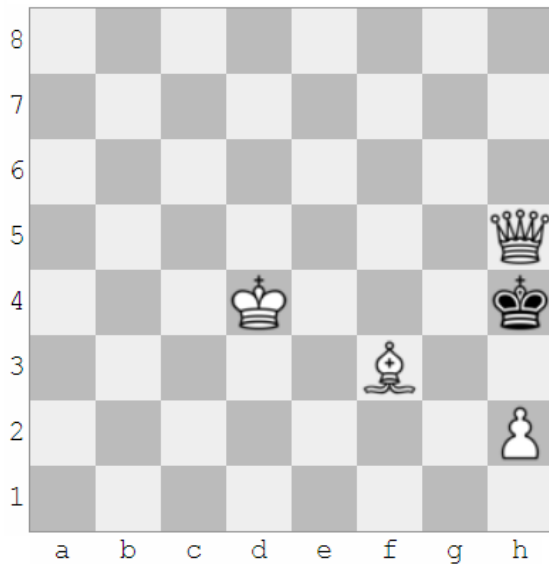
- | | |
|---|---|
| <div style="display: flex; flex-direction: column; gap: 10px;"><div>1. A B C D</div><div>2. A B C D</div><div>3. A B C D</div><div>4. A B C D</div><div>5. A B C D</div><div>6. A B C D</div><div>7. A B C D</div><div>8. A B C D</div><div>9. A B C D</div><div>10. A B C D</div></div> | <div style="display: flex; flex-direction: column; gap: 10px;"><div>11. A B C D</div><div>12. A B C D</div><div>13. A B C D</div><div>14. A B C D</div><div>15. A B C D</div><div>16. A B C D</div><div>17. A B C D</div><div>18. A B C D</div><div>19. A B C D</div><div>20. A B C D</div></div> |
|---|---|

Tiebreaker (circle only one answer per question)

- | | |
|---|---|
| <div style="display: flex; flex-direction: column; gap: 10px;"><div>1. A B C D</div><div>2. A B C D</div><div>3. A B C D</div><div>4. A B C D</div></div> | <div style="display: flex; flex-direction: column; gap: 10px;"><div>5. A B C D</div><div>6. A B C D</div><div>7. A B C D</div><div>8. A B C D</div></div> |
|---|---|

Test A

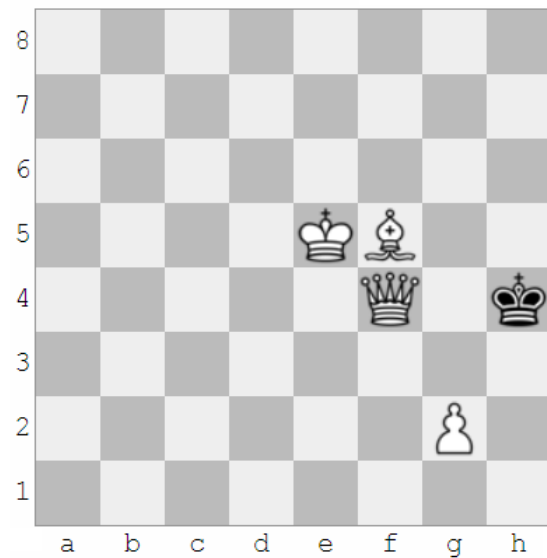
#1. Black to move



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

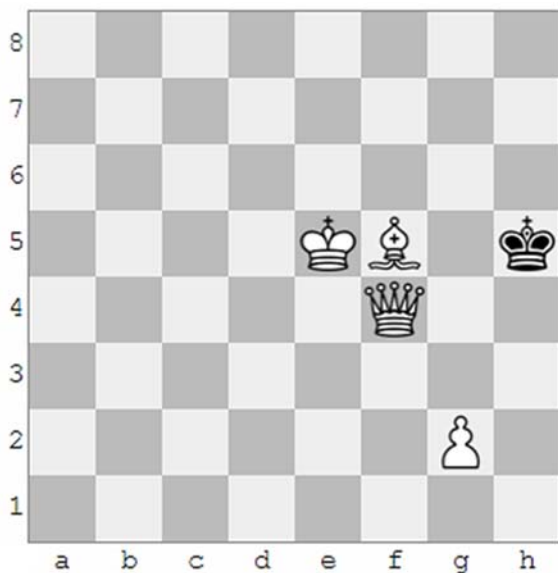
#2. Black to move



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

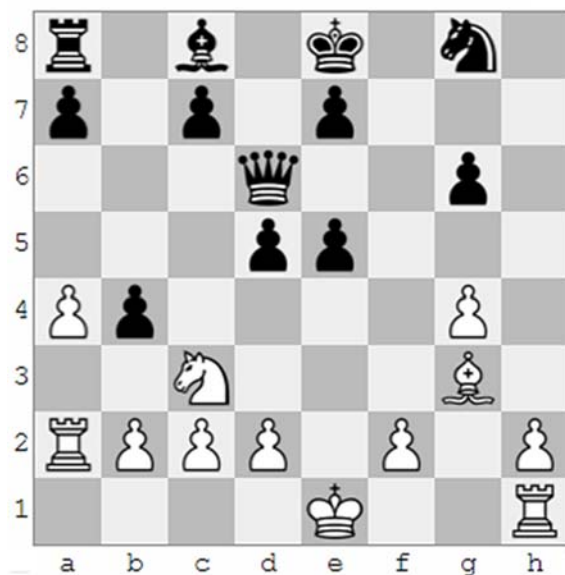
#3. Black to move



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

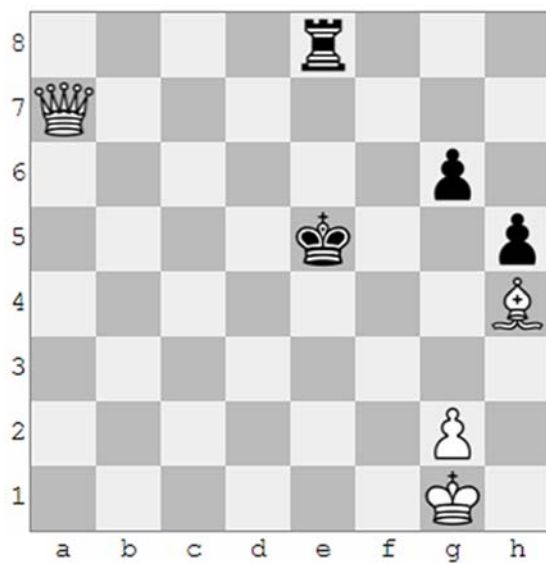
#4.



Which side has material advantage?

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

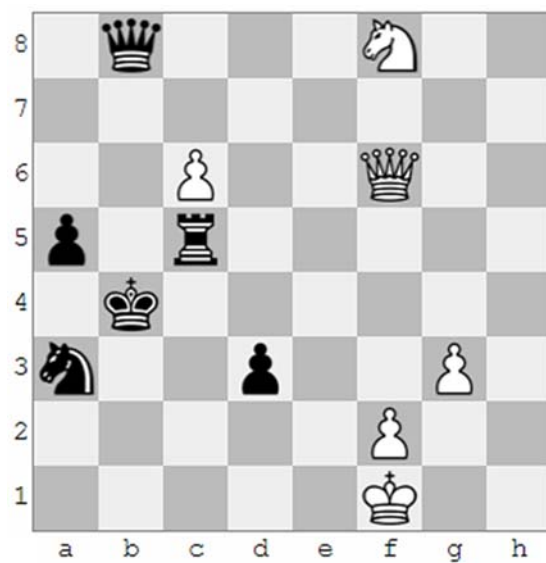
#9. White to move



What is White's best move?

- a) ♔e7
- b) ♔c5
- c) ♔e3
- d) ♗e7

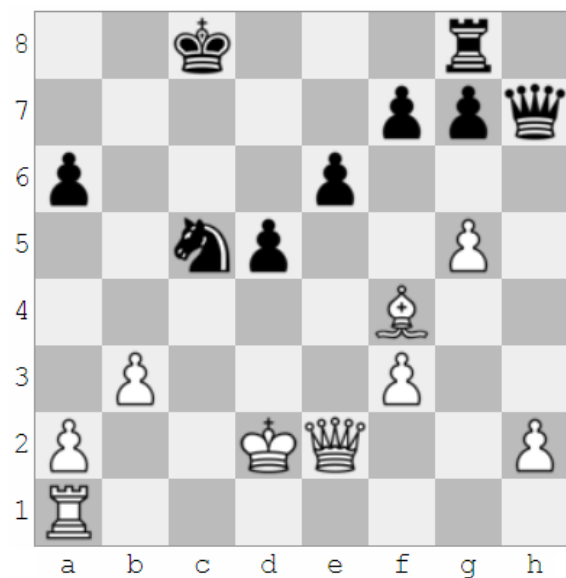
#10. White to move



If White can win Black's queen, what is the move?

- a) ♔d6
- b) ♔f4
- c) ♔b2
- d) ♘d7

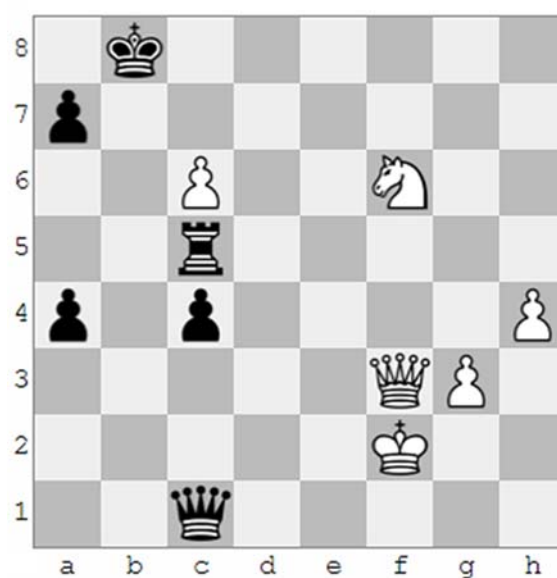
#11. White to move



Which piece can win Black's knight?

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

#12. White to move


















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

- a) ♘d7
- b) ♘e4
- c) ♔a3
- d) ♔e3

Test A

Test A—Answer Key

- 1) A Black is in checkmate.
- 2) C Black is in check. The king can move out of check to h5.
- 3) B Black is in stalemate.
- 4) A Black. Black has 27 points: (=9) + (=5) + (=3) + (=3) + (=7). White has 23 points: (=10) + (=3) + (=3) + (=7).
- 5) A d4. Once the white queen moves to d4, the black king must move out of check, allowing the white queen to capture the black rook on h8.
- 6) B g4. Once the white queen moves to g4, the black rook cannot move in order to keep the king out of check, allowing the white queen to capture the rook.
- 7) D Knight. Promoting to a knight forces the king to move out of check, allowing the white knight to capture the black rook on g7.
- 8) A One move. The white rook moves to h3 forcing the king into checkmate.
- 9) C e3. Once the Black queen moves to e3, the king is forced to move out of check, allowing the white queen to capture the black rook on e8.
- 10) C b2. Once the white queen moves to b7, the king is forced to move out of check, allowing the white queen to capture the black queen.
- 11) B Rook. Once the rook moves to c1, the black knight is pinned because it cannot move in order to protect the king.
- 12) A d7. Once the white knight moves to d7, the king is forced to move out of check, allowing the knight to capture the black rook on c5.
- 13) B c4. White wins by checkmate.