

Chess Puzzle

The benefits of chess are well documented for players of all ages, and especially for young people. Chess teaches problem solving, hones concentration and encourages analytical and strategic thinking. Chess can be a lifelong pursuit. Chess puzzle solving introduces students to the study of chess in a format that can be easily implemented in A+ school programs and district meets.

Section 1416: CHESS PUZZLE

(a) REPRESENTATION.

- (1) *Contestants.* Students in second, third, fourth, fifth, sixth, seventh and eighth grades who are eligible under sections 1400 and 1405 may enter this contest.
- (2) *Divisions.* This contest will consist of three divisions: (2nd and 3rd), (4th and 5th), (6th, 7th and 8th). With the approval of the district executive committee, a district may have separate divisions for each grade.
- (3) *Individual Competition.* For each division, each participant school may enter as many as three contestants in the district meet.
- (4) *Team Competition.* If the district has elected to include team competition, the combined scores of the three contestants in each division from a school shall constitute the school's team score. A team shall have three contestants compete to participate in team competition.

(b) NATURE OF THE CONTEST.

- (1) *Summary.* The study of chess teaches analytical thinking, pattern recognition and creativity, which in turn improve student performance in reading, writing, history, geography, and math.
- (2) *Contest Format.* Students will take a 30-minute objective test containing approximately 20 chess puzzles, plus a separate tiebreak-

er section. Answer formats may include fill-in-the-blank, multiple choice and/or true/false.

- (3) *Test.* The league will make available sets of test questions, one test for each division for invitational meets, one test for each division for fall/winter district meets, and one test for each division for spring district meets.

(c) CONTEST ADMINISTRATION.

- (1) *Personnel.* All personnel in the contest may be coaches of participating students.

(A) *Contest Director.* The contest director will be in charge of running the contest and resolving any problems that arise. The director may appoint an assistant director.

(B) *Timekeeper.* The contest director will serve as official timekeeper and will give only a start and stop signal. A clock should be visible to all contestants.

(C) *Graders.* At least three graders should be familiar with the instructions for grading and contest rules. The contest director may recruit more than three graders.

- (2) *Time.* For all divisions, contestants will be given 30 minutes

- to answer all test questions and an additional five minutes for the tiebreaker section.
- (3) *Materials.*
- Provided by UIL.* Copies of test, answer key and answer sheet.
 - Provided by the School or Student.* Pens or pencils.
 - Other.* No other materials or notes may be used in the contest.
- (d) **CONDUCTING THE CONTEST.**
- Numbering of Contestants.* Distribute a copy of the test and answer sheet to each contestant. Instructing them not to open test until the start signal is given. As roll is called, instruct students to write their assigned number in the space provided on their answer sheets.
 - Clear Room.* Contestants and coaches should be informed of the time and place of the verification period. Coaches who are not assigned a specific duty in administering the contest should be dismissed from the contest room before the contest begins.
 - Testing.* Inform contestants that answers must be recorded on the answer sheets according to the instructions given. Contestants may write or mark on the puzzle sheet. Contestants should remain in their seats throughout the testing period. When the 30-minute contest period has ended, give the stop signal and ask all contestants to put their pens/pencils down. Collect all test and answer sheets, and distribute a tiebreaker section and answer sheet to each contestant.
 - Tiebreaker.* When tiebreaker test papers and answer sheets have been distributed, instruct contestants to record all answers on the answer sheet. Give the signal to start. When the five-minute tiebreaker period has ended, give the stop signal and ask all contestants to put their pens/pencils down. Collect all tiebreaker test papers and answer sheets.
- (e) **GRADING.**
- Briefing Graders.* Brief graders on the procedure to be used for grading and explain scoring process..
 - Criteria.* The test is graded objectively.
 - Scoring.* Each test shall be scored according to the grading instructions provided. Each test should be independently scored twice, and papers contending to place should be scored a third time.
 - Ties.* For all contestants involved in a tie, grade the five-minute tiebreaker section according to the grading instructions provided. In individual competition, if two or more contestants tie, the contestant with the best tiebreaker score receives the higher place. In team competition, if two or more teams tie, the team with the best combined tiebreaker score for all team members wins the tiebreaker and receives the higher place. If two or more individuals or teams have both the same objective score and the same tiebreaker score, the tie stands and will not be broken. If there is a tie for first place, there is no second place. If there is a tie for second place, there is no third place, etc.
 - Points.* Points are awarded through sixth place. Team points are awarded through third place. See Section 1408 (i). Tied contestants or teams split the total points equally for the two or more places in which the tie exists.
- (f) **VERIFICATION PERIOD.** The contest director should designate a time and place for a 15-minute verification period at which time contestants and/or coaches are given the opportunity to view their test papers with official answer keys. Unofficial results should be posted. Questions should be directed to the contest director, whose decision will be final.
- (g) **OFFICIAL RESULTS.** After the verification period has ended and all test papers have been collected, the contest director shall announce the official results. Official results, once announced, are final.
- (h) **RETURNING MATERIALS.** No materials from the fall/winter district contest may be returned to contestants before January 31. No materials from the spring district contest may be returned to contestants before the Saturday prior to Memorial Day.



Chess Puzzle

STUDY RESOURCES

The 2013-2014 Elementary and Junior High Academic Study Materials Booklets include practice tests that were used in last year's pilot competitions.

Visit the Chess Puzzle page of the UIL web site for links to online study and practice resources.



Chess Puzzle

From 2/3 Fall/Winter District Test 2012-2013

These sample test questions are taken from the 2012-2013 Fall/Winter tests for grades 2/3 and 4/5, and the Spring Test for grades 6-8. Actual tests include 20 questions.

#1. White to move



How can White checkmate Black in one move?

- a) ♔c7
- b) ♔d6
- c) ♔b8
- d) White can't checkmate Black in one move.

#3. White to move



How can White checkmate Black in one move?

- a) ♕h5
- b) ♕c6
- c) ♕d5
- d) White can't checkmate Black in one move.

#2. White to move



How can White checkmate Black in one move?

- a) ♔h7
- b) ♔g6
- c) ♔d8
- d) White can't checkmate Black in one move.

#4. White to move



How can White checkmate Black in one move?

- a) ♘f7
- b) ♘g6
- c) ♙xh7
- d) White can't checkmate Black in one move.

Answers: 1 - c 2 - a 3 - b 4 - b

From 4/5 Fall/Winter District Test 2012-2013



Chess Puzzle

#1. White to move



How does White checkmate Black in one move?

- a) ♖h6
- b) ♖h1
- c) ♖a8
- d) White can't checkmate Black in one move.

#3. White to move



How can White checkmate Black in one move?

- a) ♖x d8
- b) ♖x h7
- c) ♖x h7
- d) White can't checkmate Black in one move.

#2. White to move



How does White checkmate Black in one move?

- a) ♖x f7
- b) ♖x f7
- c) ♖x ♖
- d) White can't checkmate Black in one move.

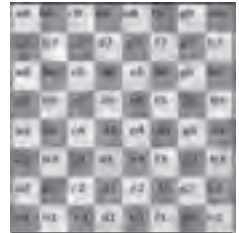
#4. Black to move



How can Black checkmate White in one move?

- a) ... ♖x h2
- b) ... ♖g3
- c) ... ♖x h2
- d) Black can't checkmate White in one move.

Test questions use standard algebraic chess notation.



Every square on the chessboard has an "address" made up of a letter and a number.

Answers: 1 - a 2 - a 3 - c 4 - c

From 6-8 Spring District Test 2012-2013



Chess Puzzle

All test and tiebreaker questions are multiple choice format.

Coaches may serve as graders for Chess Puzzle.

#1. White to move



How does White checkmate Black in one move?

- a) ♘f6
- b) ♘d6
- c) ♖c4
- d) White can't checkmate Black in one move.

#3. White to move



Can White checkmate Black in two moves? If so, what is White's first move?

- a) ♖f7
- b) ♖h7
- c) ♜h8
- d) White can't checkmate Black in two moves.

#2. White to move



What's the best move for White?

- a) ♖×f3
- b) ♗×f6
- c) ♖h7
- d) Resigns, because he is seriously down in material.

#4. White to move



If White can checkmate Black in two moves, what are White's moves—in the correct order?

- a) ♘f6 and ♗f6
- b) ♗f6 and ♘h6
- c) ♗f6 and ♘e7
- d) Both B and C are correct.

Answers: 1 - b 2 - c 3 - c 4 - d

From Fall/Winter Tiebreaker (All Grades) 2012-2013



Chess Puzzle

#1. White to move



How can White mate in one?

- a) ♔×d7
- b) ♖×f7
- c) ♘f6
- d) White can't checkmate Black in one move.

#2. White to move



How can White checkmate Black in one move?

- a) 1. f7
- b) 1. ♔f7
- c) 1. ♖×d7
- d) White can't checkmate Black in one move.

#3. White to move



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

- a) ♜d1
- b) ♜c4
- c) ♜b4
- d) White can't checkmate Black in two moves.

#4. White to move



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

- a) ♔f6
- b) ♔b3
- c) ♗h6
- d) White can't checkmate Black in two moves.

Answers: 1 - c 2 - a 3 - c 4 - b

All grade levels take the same tiebreaker. Contestants are not expected to be able to solve all tiebreaker puzzles in the time allotted.