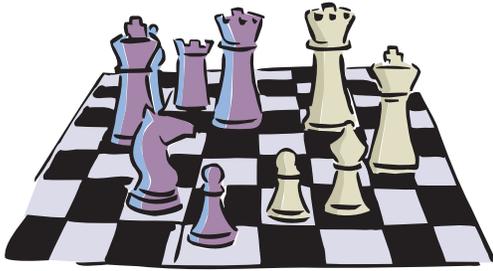


# Chess Puzzle



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) 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 an objective test containing approximately 20 chess puzzles, plus a separate tie-breaker section. Answer formats may include fill-in-the-blank, multiple choice and/or true/false. Thirty minutes will be allotted for the testing period and an additional five minutes will be allotted for the tiebreaker, exclusive of time required for instructions.

### (b) REPRESENTATION.

- (1) Contestants. Students in officially prescribed grade levels below 9th grade who are eligible under sections 1400 and 1405 may enter this contest.
- (2) Divisions. Districts shall offer either a separate division for each participating grade level or combined grade level divisions as specified in official contest procedures.
- (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.

### (c) CONTEST ADMINISTRATION.

- (1) Personnel. All personnel in the contest may be coaches of participating students.
- (2) Verification Period. Contestants and coaches shall be given a period not to exceed 15 minutes to examine their test papers with official answer keys. Unofficial results should be posted. Questions should be directed to the contest director, whose decision shall be final.
- (3) 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.
- (4) Points and Ties. Points are awarded as specified in Section 1408 (i). Tied individuals or teams split the total points equally for the two or more places in which the tie exists. Should there be a tie for first place, there will be no second place. Should there be a tie for second place, there will be no third place, etc.
- (5) Returning Materials. No materials from district contests may be returned to contestants prior to official release dates.

**Chess Puzzle  
grade level  
divisions=  
2/3, 4/5, and  
6-8**

# Contest Administration Rules



Chess Puzzle

- (1) *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.
- (2) *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.
- (3) *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.
- (4) *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 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.

## GRADING DETAILS

**Current contest instructions specify a simple grading system. For the test and tiebreaker, award one point for each correct answer. There are no deductions for incorrect or skipped questions. It is only necessary to grade the tiebreaker only for papers involved in a tie.**

## Grading/Scoring Rules

- (1) *Briefing Graders.* Brief graders on the procedure to be used for grading and explain scoring process..
- (2) *Criteria.* The test is graded objectively.
- (3) *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.
- (4) *Ties.* For all contestants involved in a tie, grade the 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.
- (5) *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.

## STUDY RESOURCES

The [UIL Online Store](#) has test packets and study booklets available that contain tests used in last year's competitions.

Visit the [Chess Puzzle page](#) of the UIL web site for links to online study and practice resources.

# FAQs about Rules

## **What contest personnel are needed?**

- *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.
- *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.
- *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.

## **What contest materials are necessary?**

- *Provided by UIL:* Copies of test, answer key and answer sheet.
  - These materials will be provided to schools submitting the appropriate requisitions. See Section 1408 (c) and (e) for the dates when invitational materials and district materials will be available.
- *Provided by the school or student-* Pens or pencils
- *Other-* No other materials or notes may be used in the contest.

## **How long does the contest last?**

For all divisions, contestants will be given 30 minutes to answer all test questions and additional time as specified in the contest instructions for the tiebreaker section.

## **How many sets of materials are available?**

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.