



DELANCEY
UK SCHOOLS

CHESS CHALLENGE

Deca Puzzles

Issues 1-27



Description of Levels

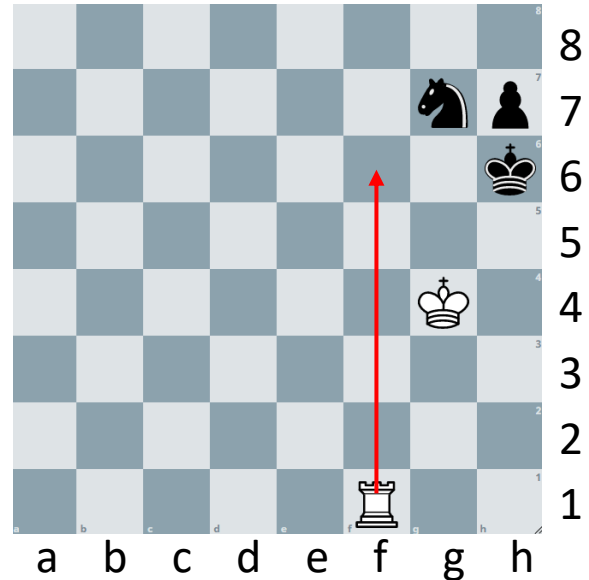
Club	Description	Approximate ECF Grade *
DECA – Club	Complete beginners and those with an incomplete grasp of the rules	Ungraded
MEGA – Club	Know the rules but little grasp of planning what to do beyond capturing and quick checkmates. Little to no tournament experience	0 – 59
GIGA – Club	Players with some tournament experience looking to “level up”	60 – 99
TERA – Club	More experienced players who have won or placed highly in local competitions	100 – 129
EXA - Club	Very experienced players with success at National Level events	130 – 159

Example

Below are examples of how you might write your solution to a puzzle presented in the booklet. Or you might prefer to just solve them in your head – completely up to you!

Q: Can you find checkmate in one for white?

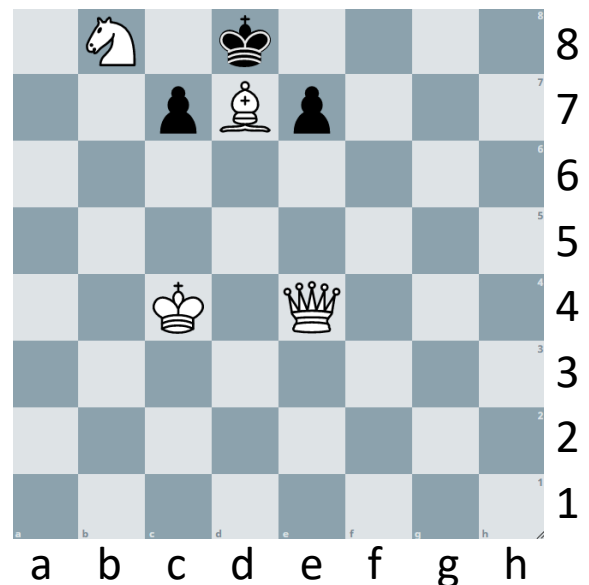
Here, because the solution is only one move, you might draw arrows on the board or you can use the lines below to answer – or both!



Rf6#
.....
.....

Q: Can you find checkmate in two for white?

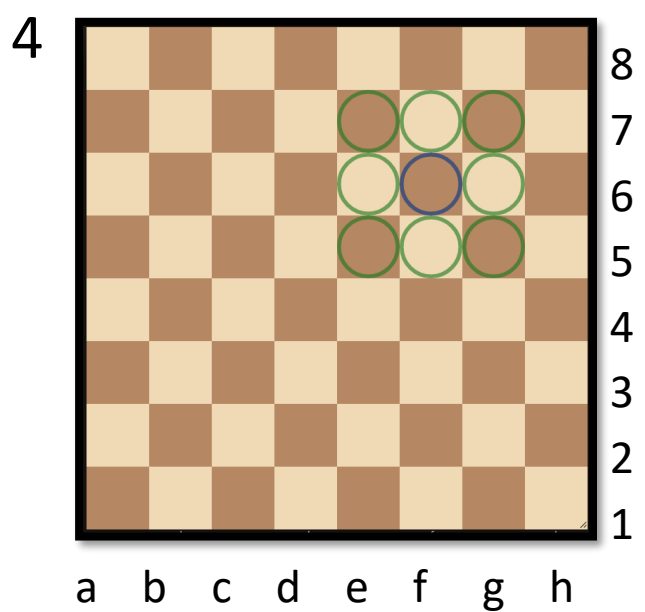
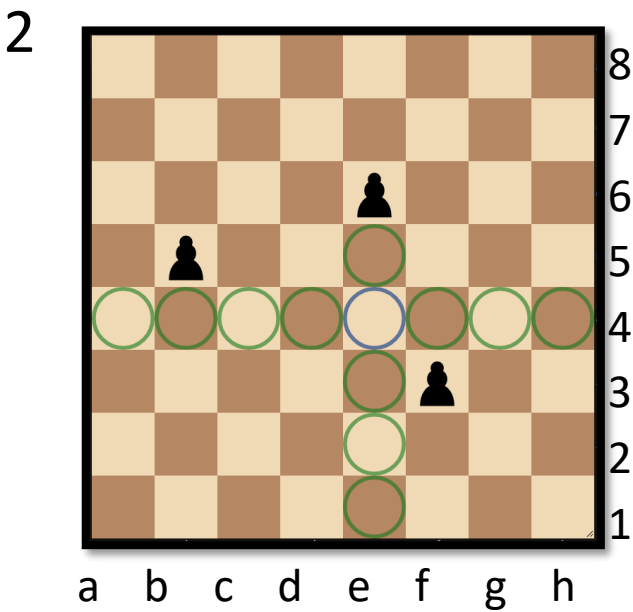
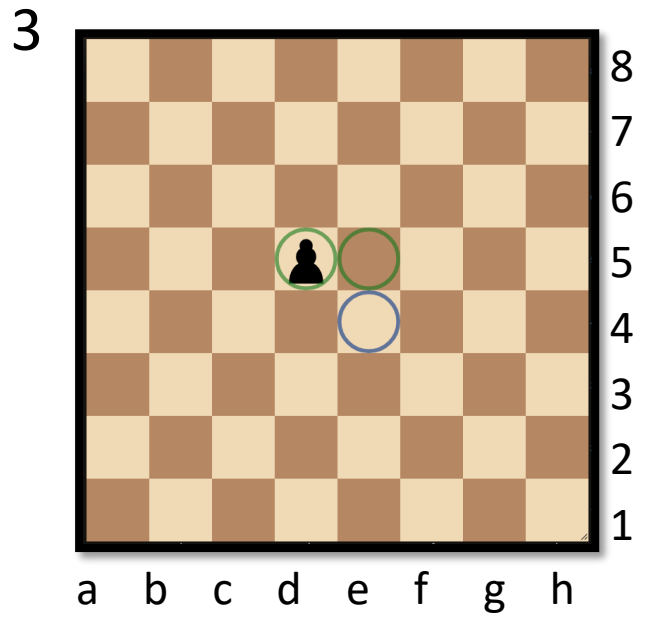
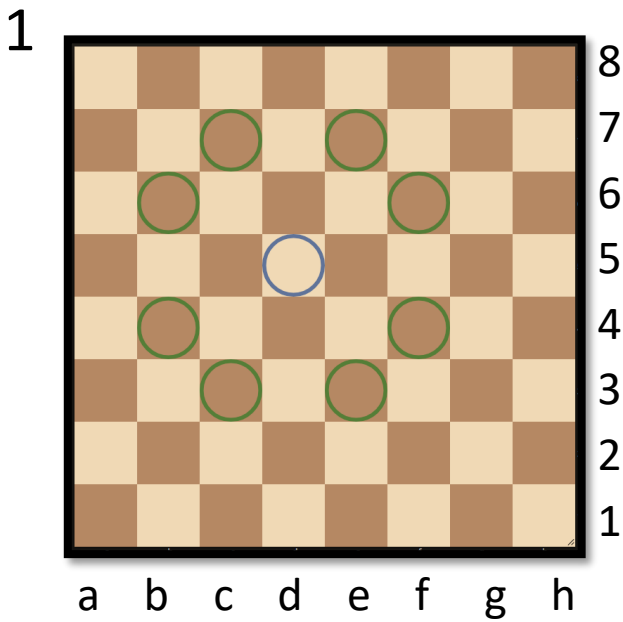
Here, the solution is a bit (OK a lot!) trickier and requires consideration of multiple variations. If you are familiar with coordinates, it is probably best that you write your answer out as shown.



1.Qe1 e6 (1..c6 2.Qa5#) 2. Qh4#
.....
.....

Deca

There is a missing white piece that should be stood on the square highlighted in blue. The green squares indicate which squares it can move to. On each board work out what the missing white piece is.



Deca

Write down how many moves the white piece can make in each position below. Also count how many different pieces it can capture. Finally – work out how many squares it can move to safely – that is without being captured

1

8
7
6
5
4
3
2
1

a b c d e f g h

.....
.....

3

8
7
6
5
4
3
2
1

a b c d e f g h

.....
.....

2

8
7
6
5
4
3
2
1

a b c d e f g h

.....
.....

4

8
7
6
5
4
3
2
1

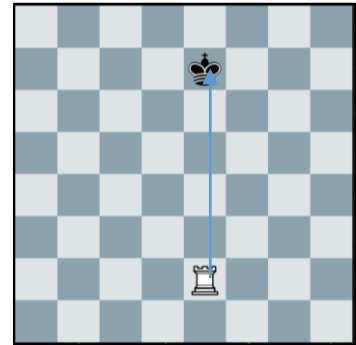
a b c d e f g h

.....
.....

Deca

In these puzzles you have to give check – which means attacking the black king (see example to the right)!

Remember to give a safe check – ie where the attacking piece cannot be captured



1

a b c d e f g h

.....

.....

3

a b c d e f g h

.....

.....

2

a b c d e f g h

.....

.....

4

a b c d e f g h

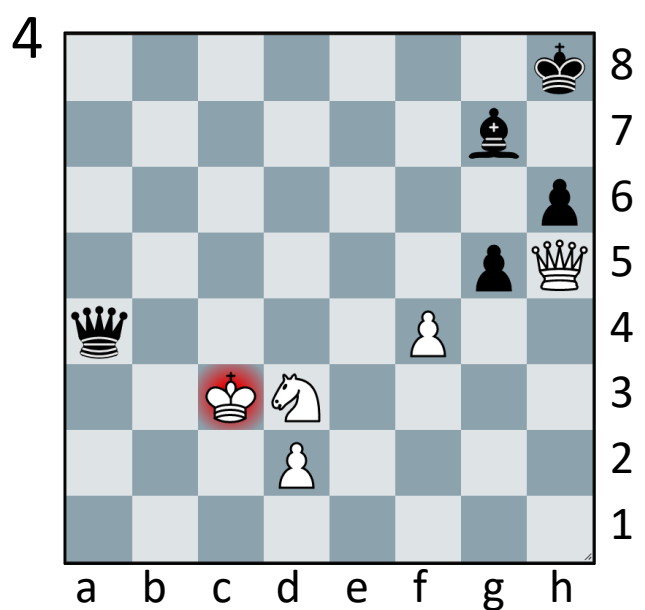
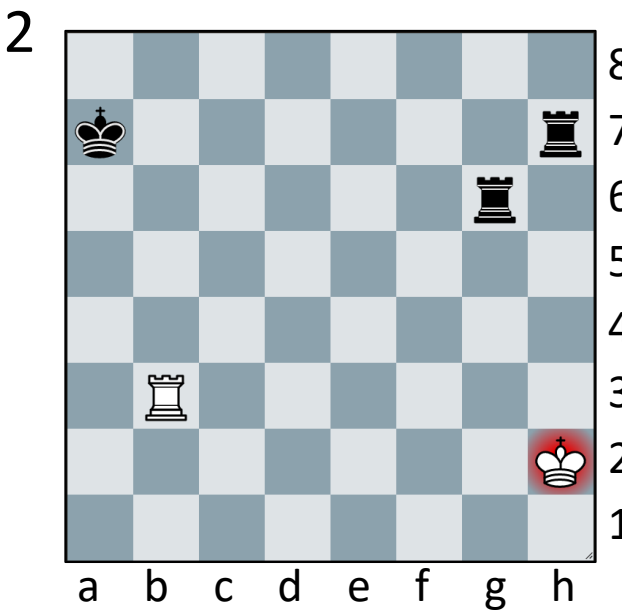
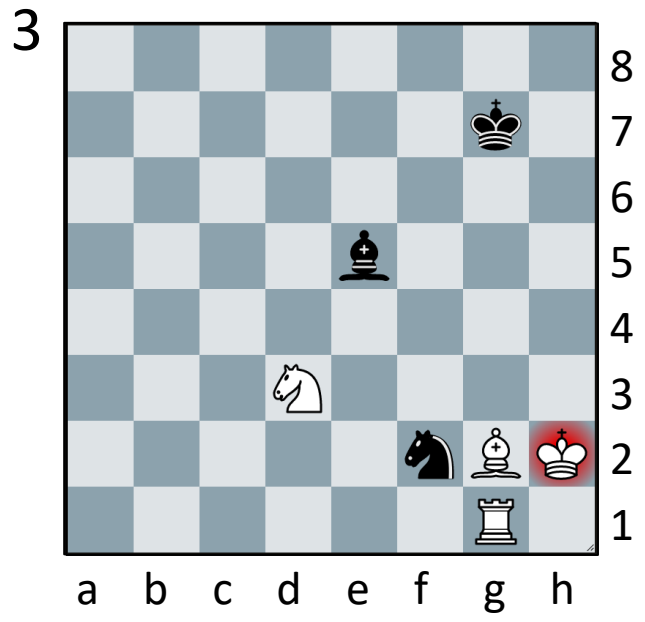
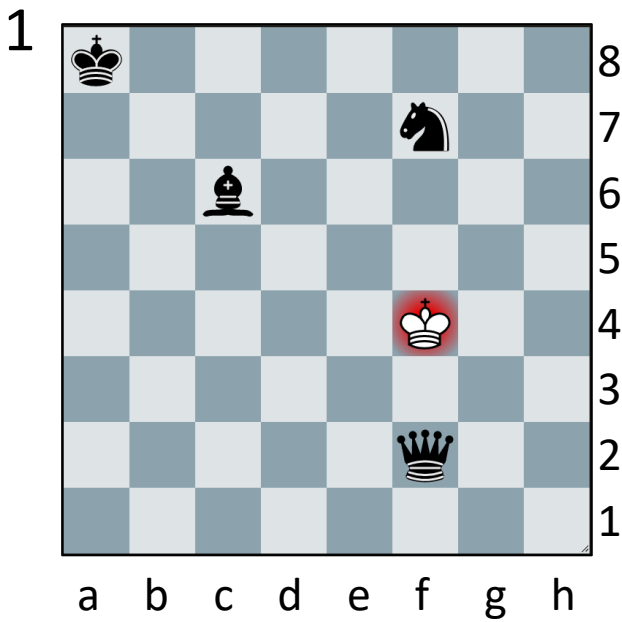
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Deca

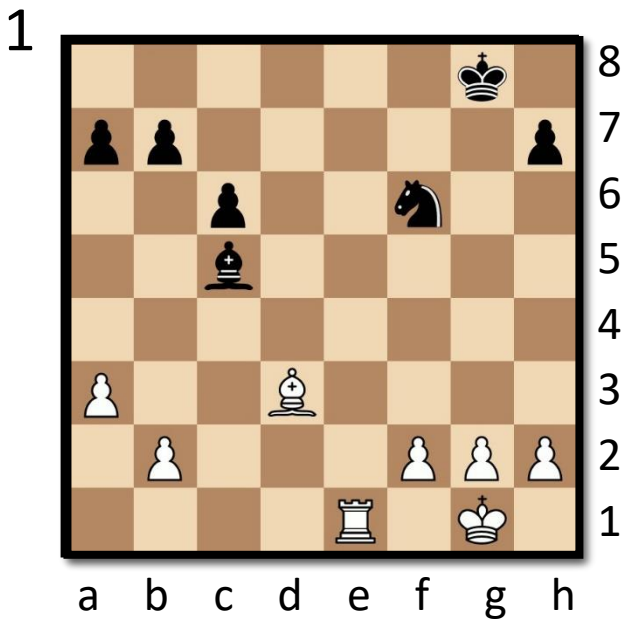
In these puzzles the white King has to escape check – either by moving away, capturing or blocking.

Remember “Check” is where the king is attacked. A player must escape check immediately – if they cannot it is game over!!

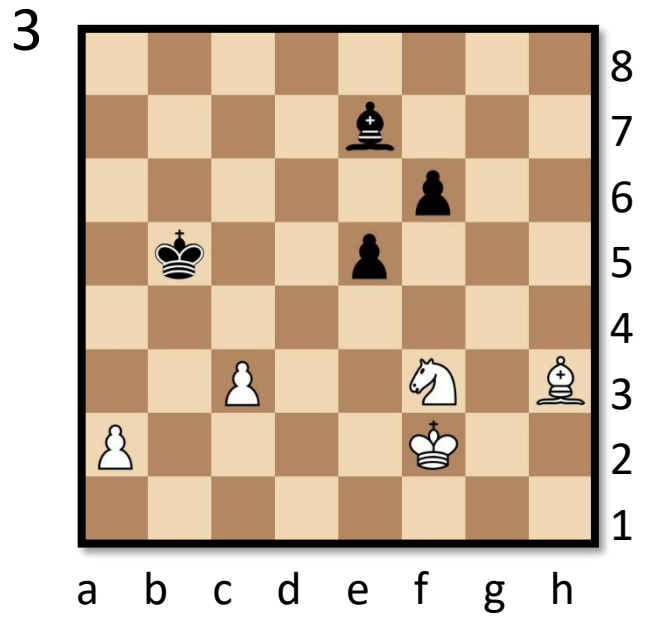


Deca

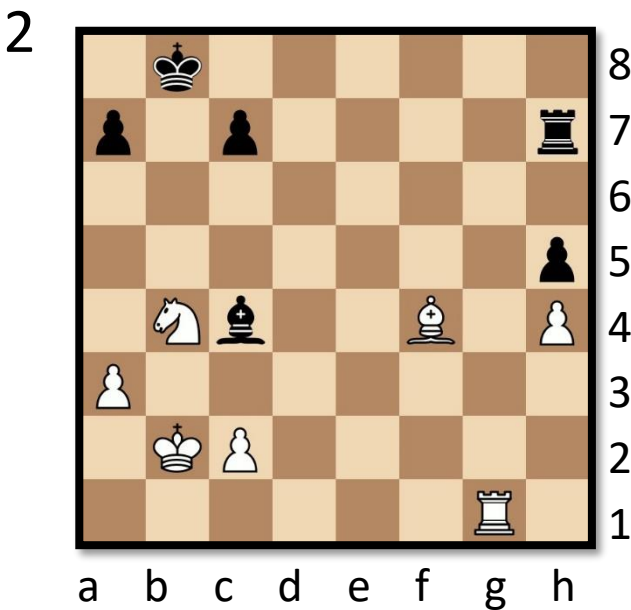
In these puzzles it is white to play. Write down the number of different ways white can check the black king – and also write down how many of these moves are safe from capture.



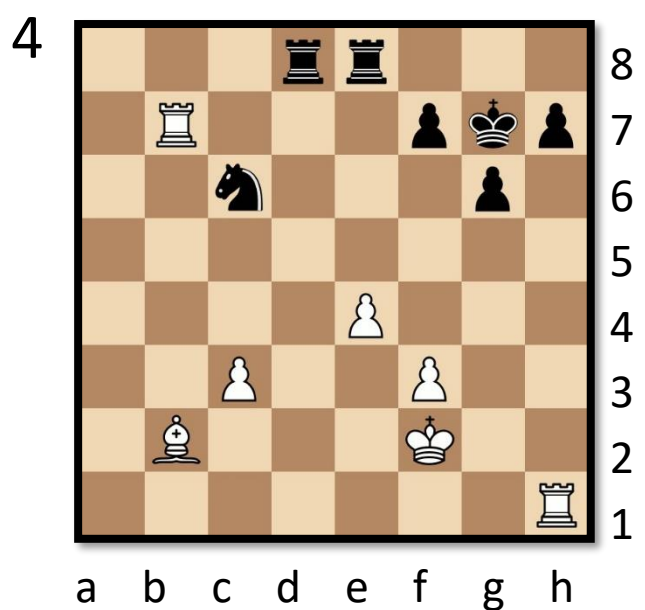
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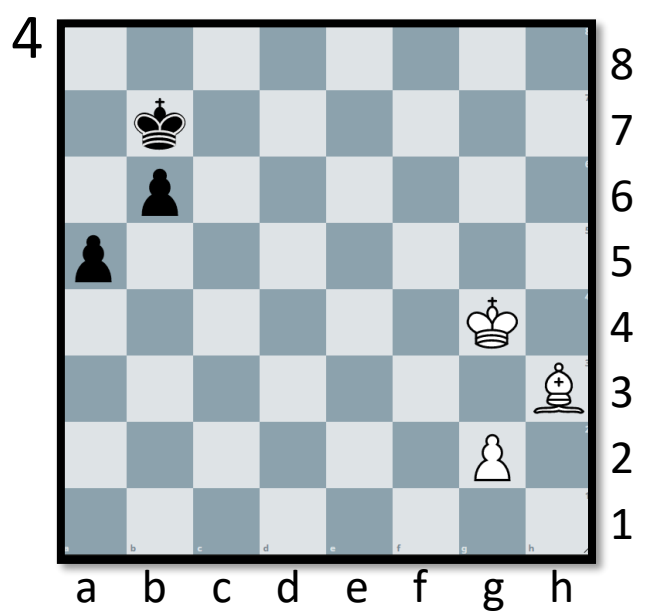
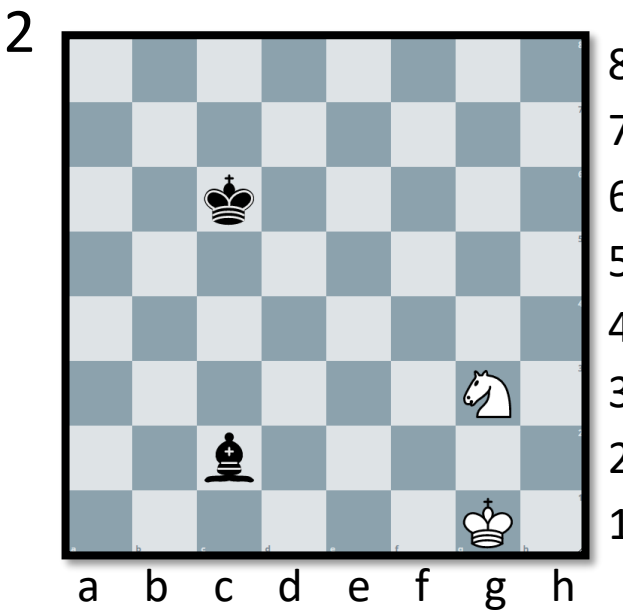
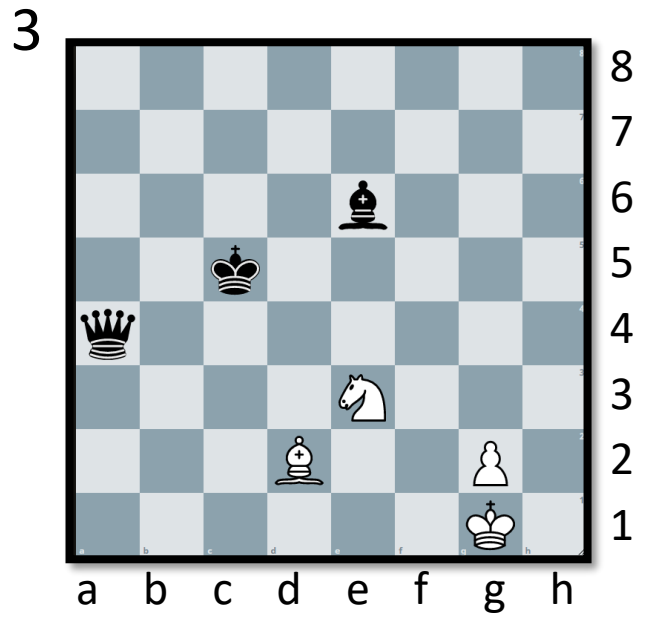
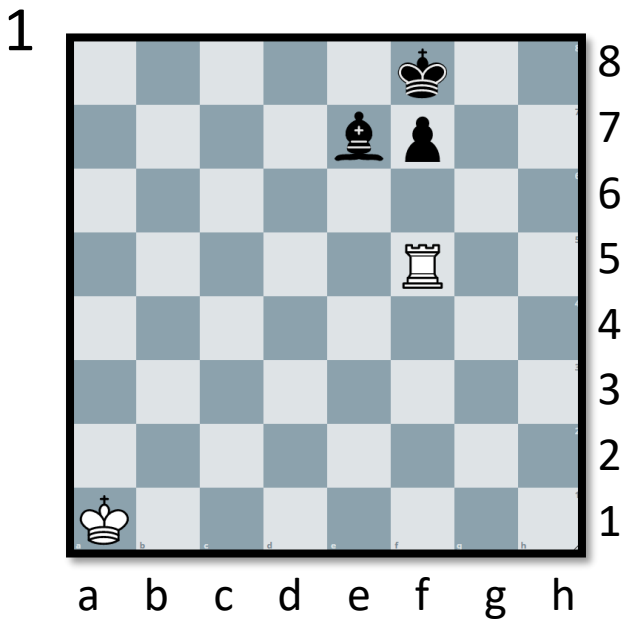
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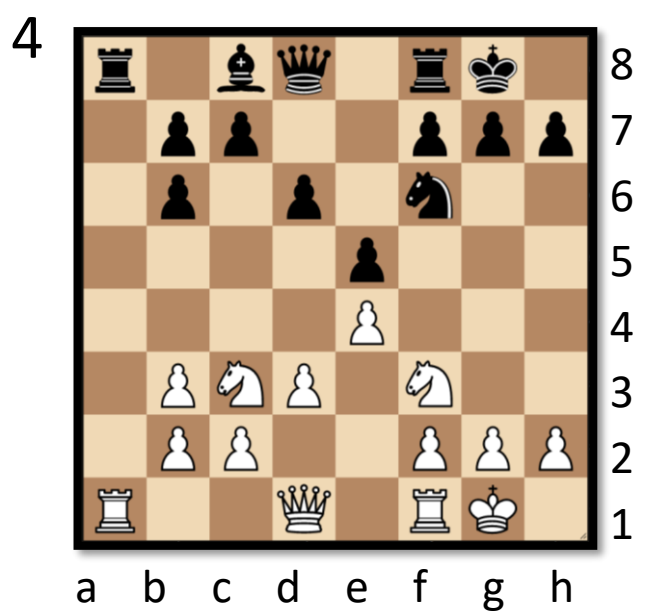
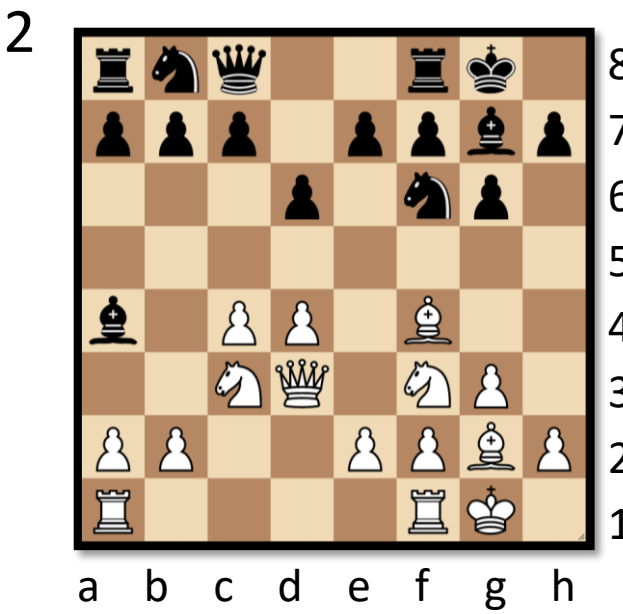
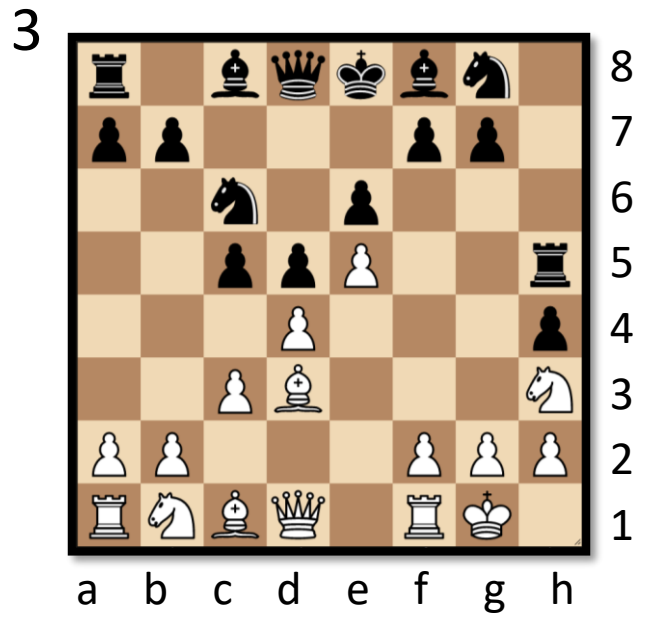
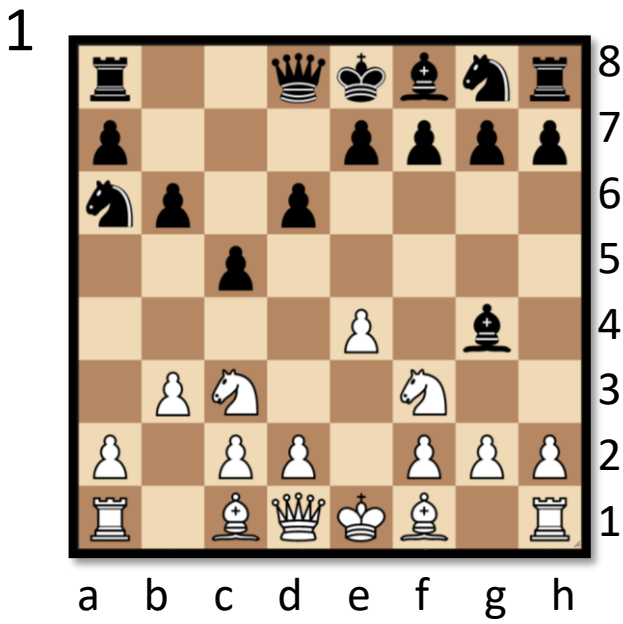
Deca

White gets to make 2 consecutive moves - on the 2nd move you must place the black king in check. You must make sure all of your pieces are on safe squares at all times!



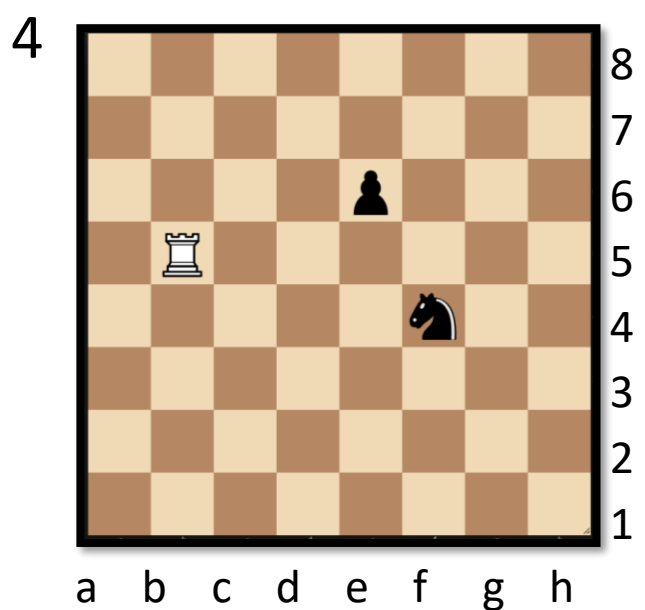
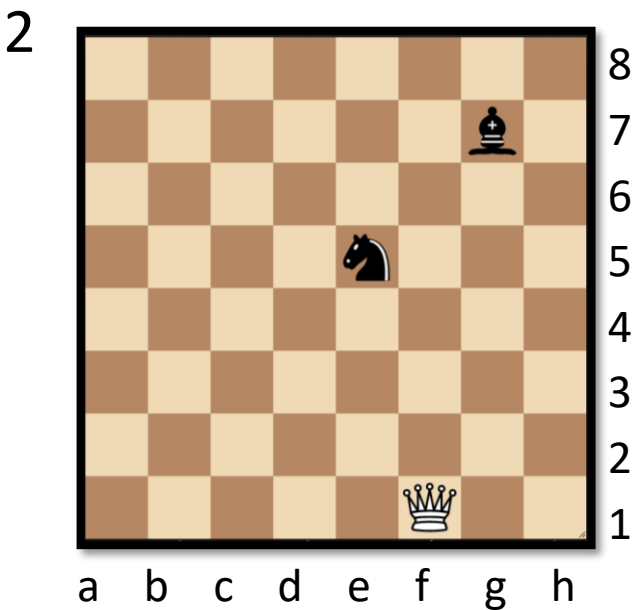
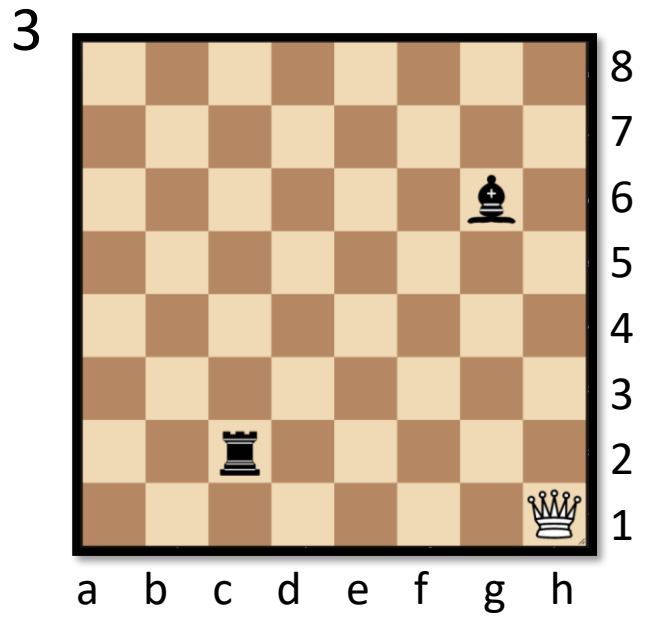
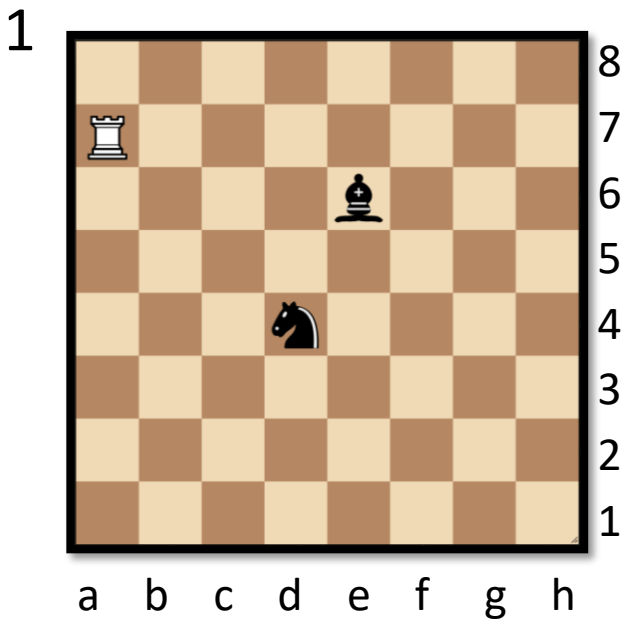
Deca

White to play and capture an unprotected piece.



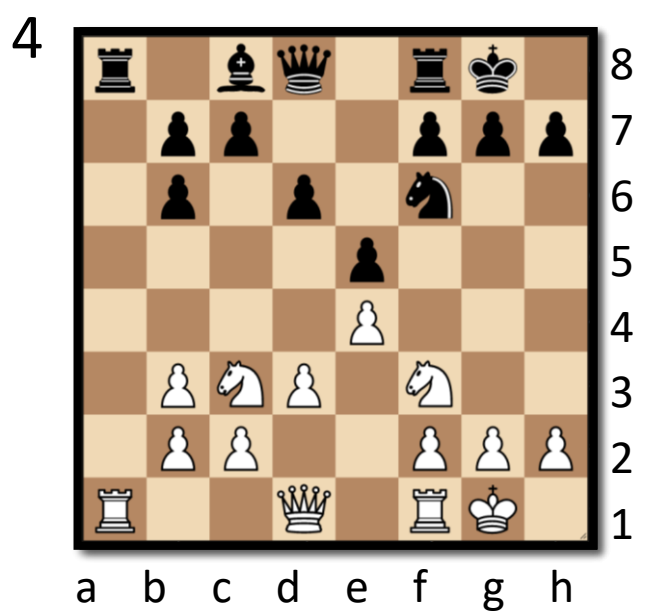
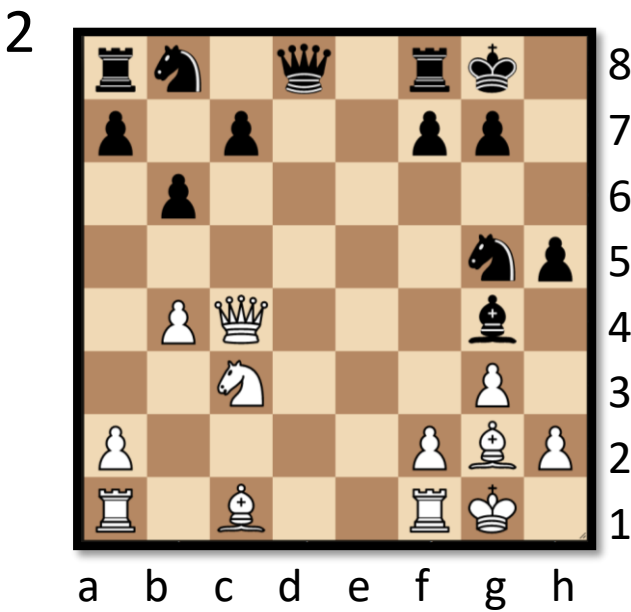
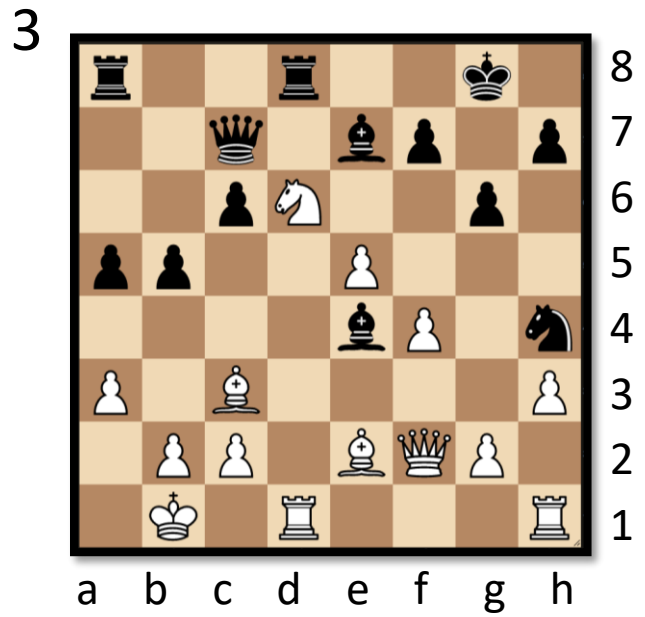
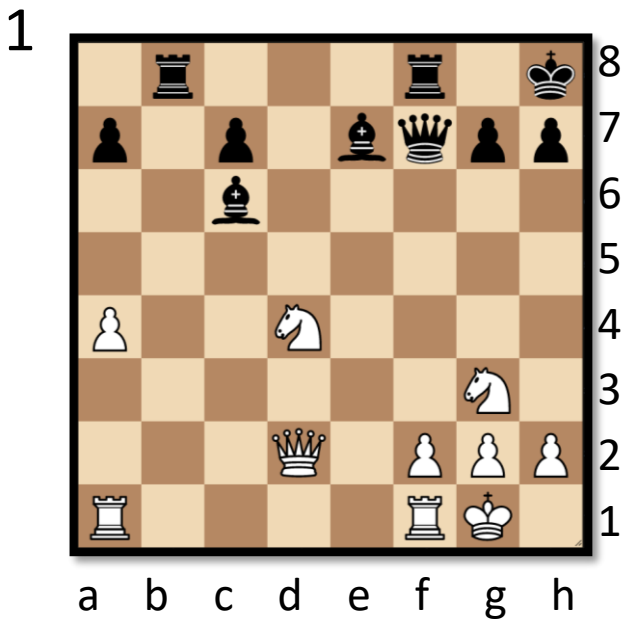
Deca

In each position it is white to play. You need to attack an UNPROTECTED piece in a SAFE way (you cannot place your piece where it can be captured).



Deca

White to play and capture an unprotected piece.



Deca

In each position you need to work out how many “safe squares” the ringed piece can move to.

1

a b c d e f g h

.....

.....

3

a b c d e f g h

.....

.....

2

a b c d e f g h

.....

.....

4

a b c d e f g h

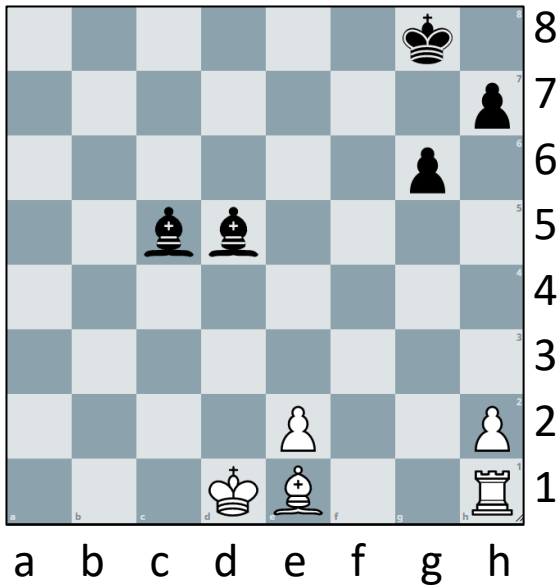
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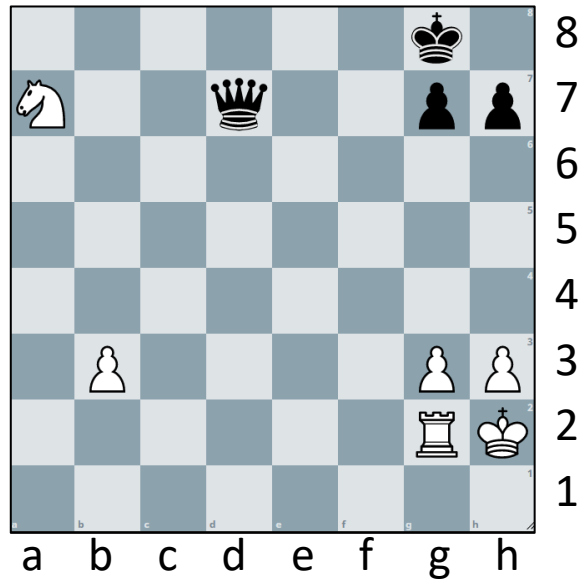
Deca

In these puzzles it is white to play and move your piece out of harm's way. In puzzle number one your rook is attacked by the black bishop, where can you move it to get to safety?

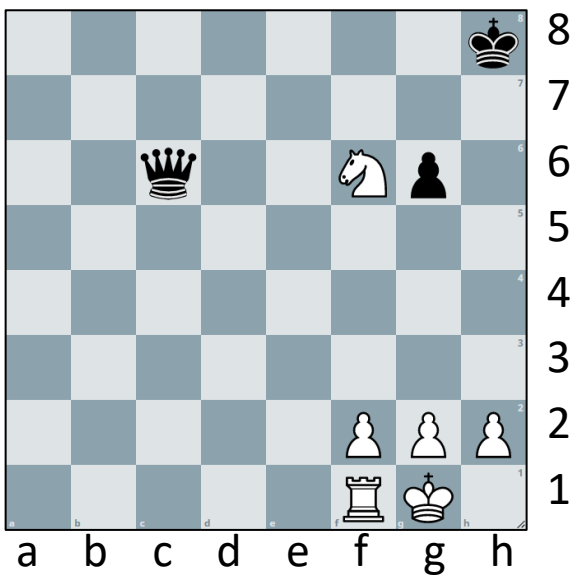
1



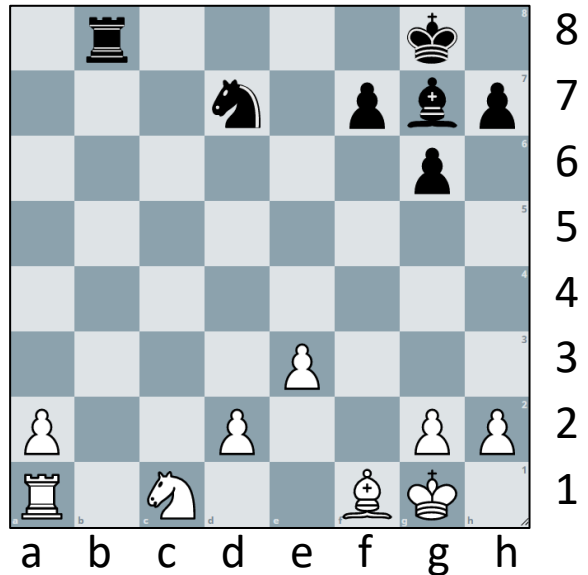
3



2

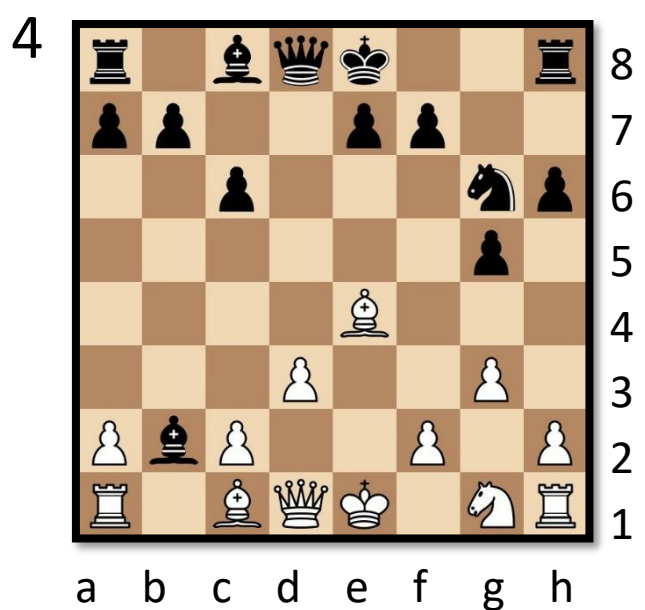
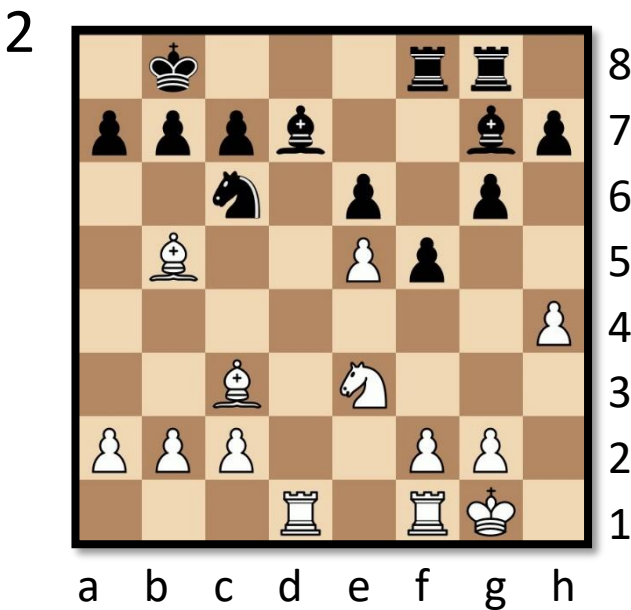
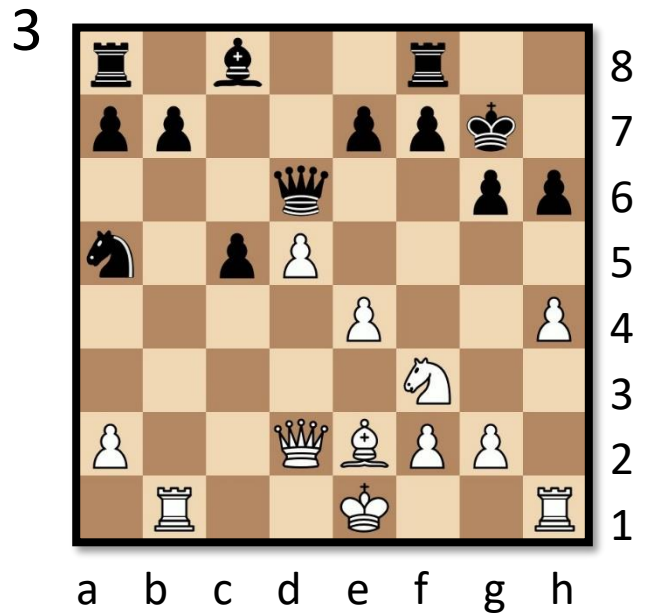
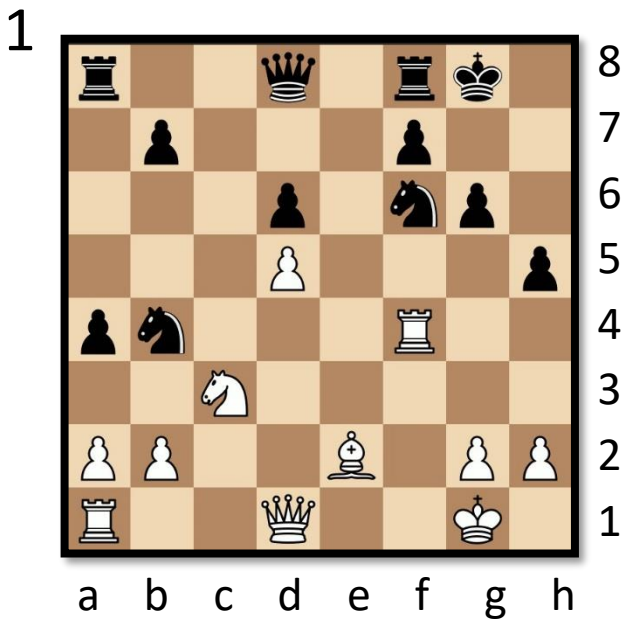


4



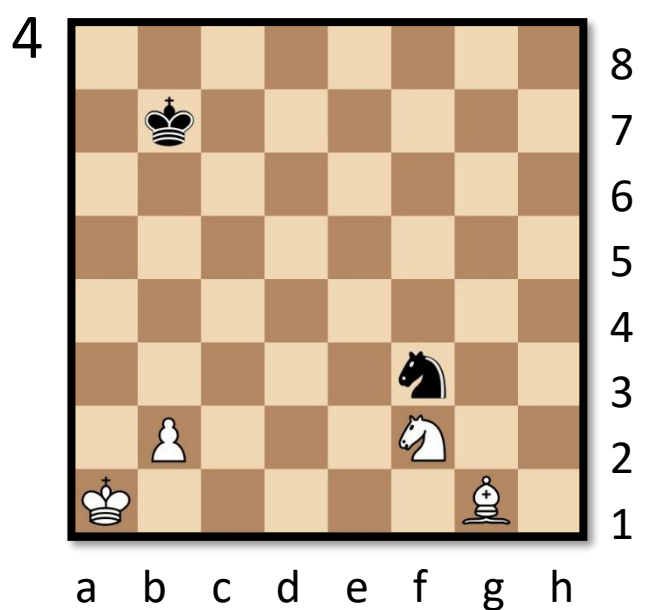
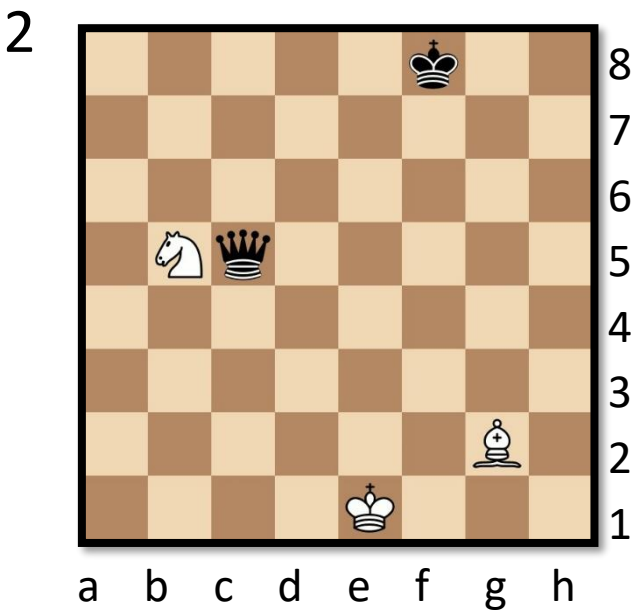
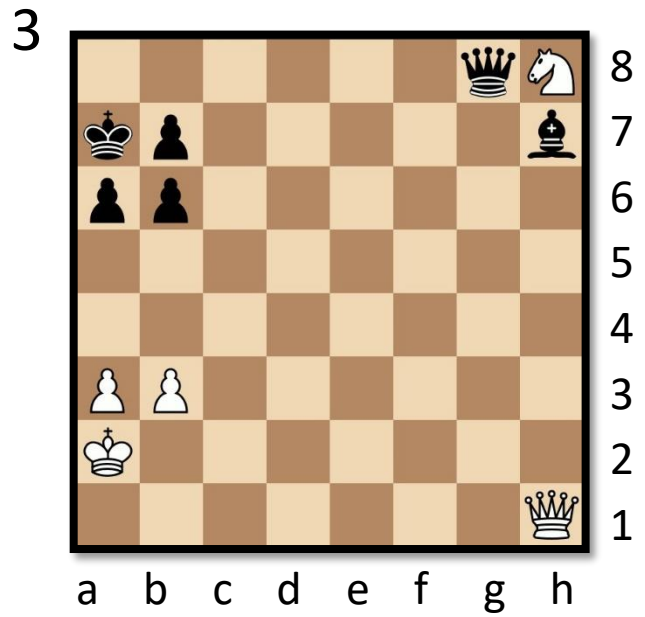
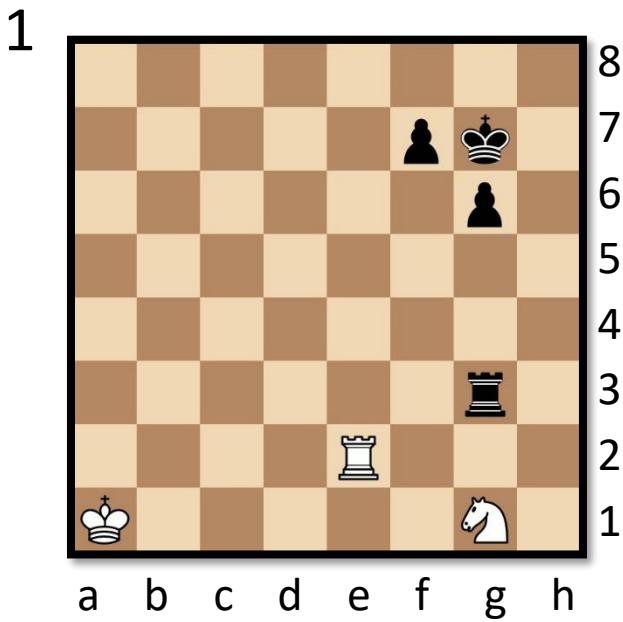
Deca

In these puzzles it is white to play. You have to capture a free unprotected piece! Scan the board for any unprotected pieces and see if you can capture one.



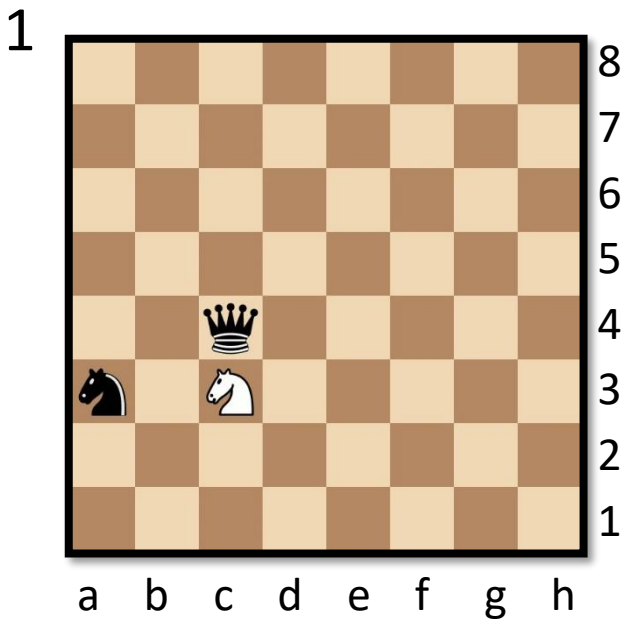
Deca

In the positions below a white piece is attacked. You need to find a way to defend so that you don't lose material. Remember it is often a good idea to defend a weaker piece with a stronger one.

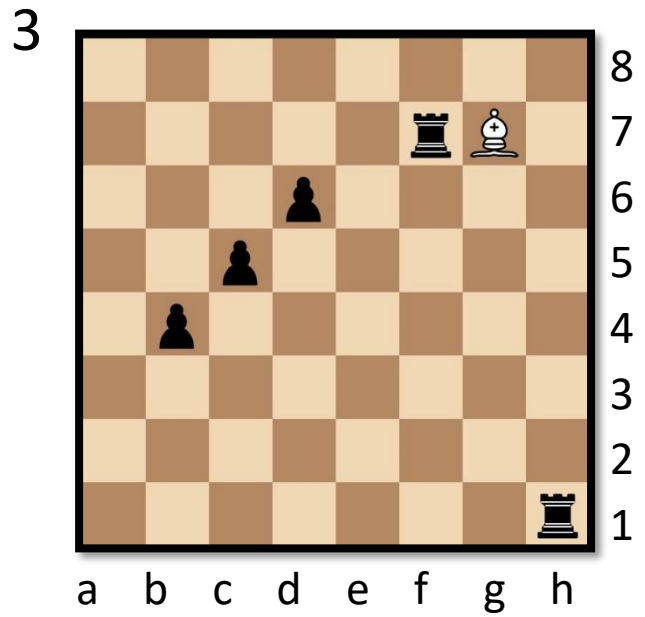


Deca

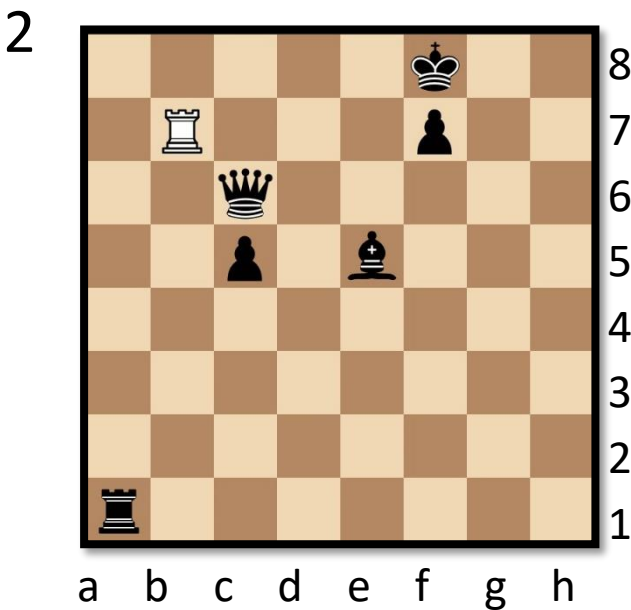
In the positions below a white piece is attacked. There is only one safe square to escape to – can you find it?



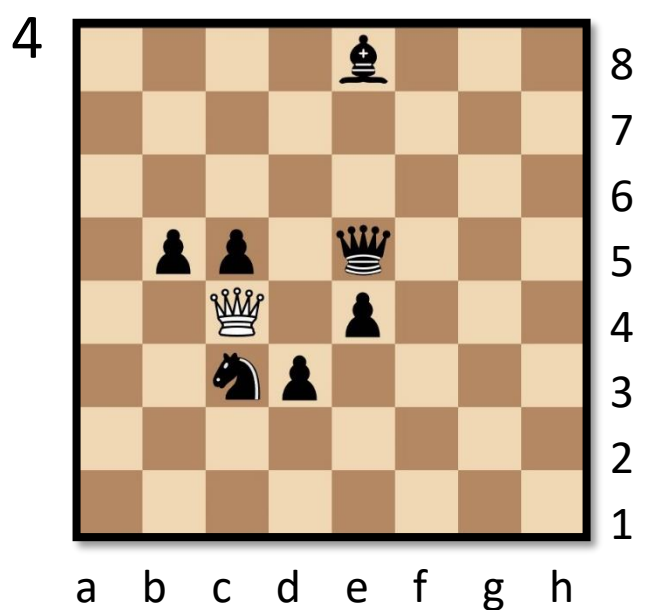
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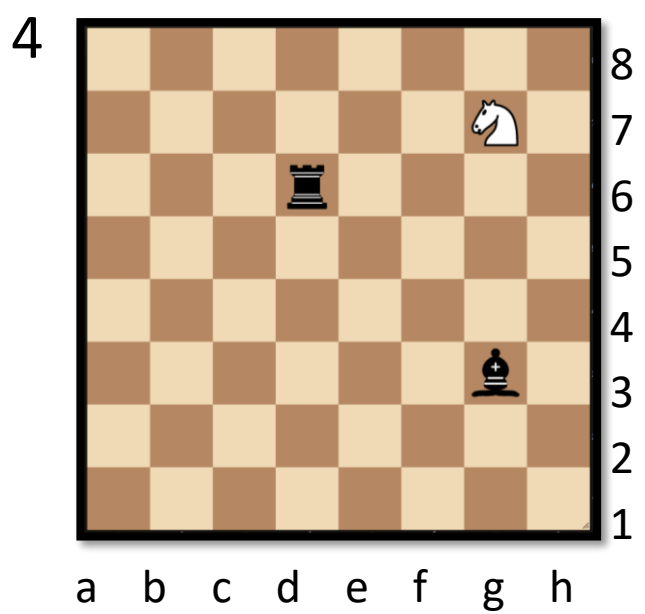
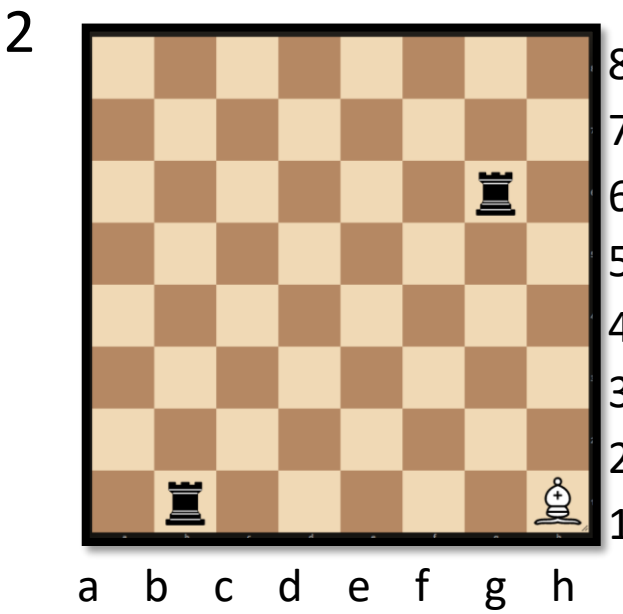
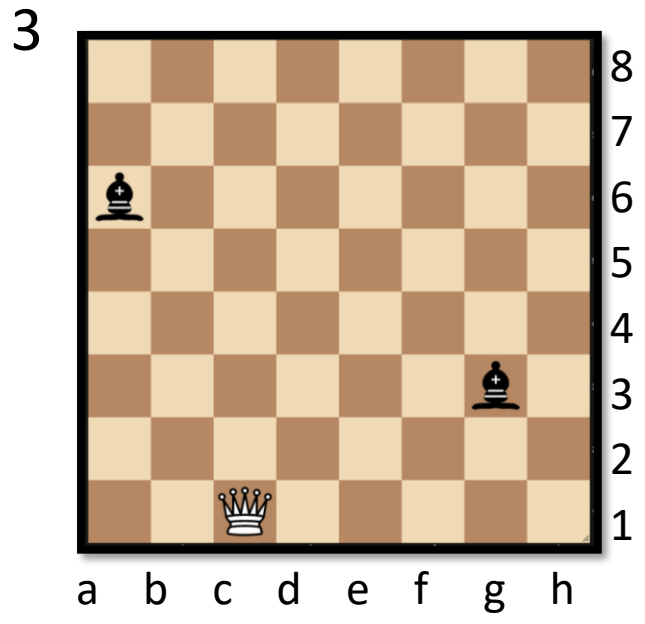
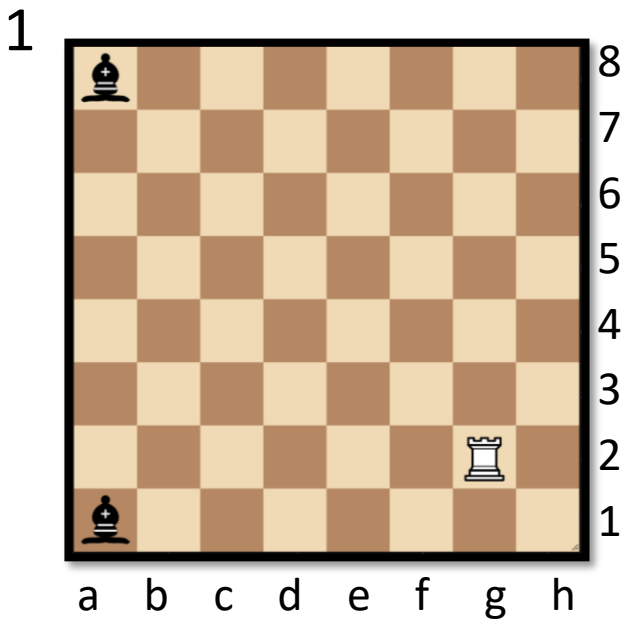
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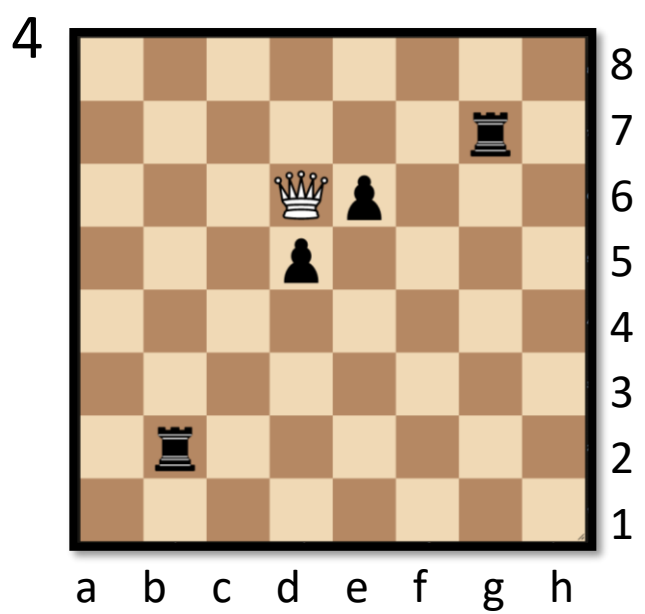
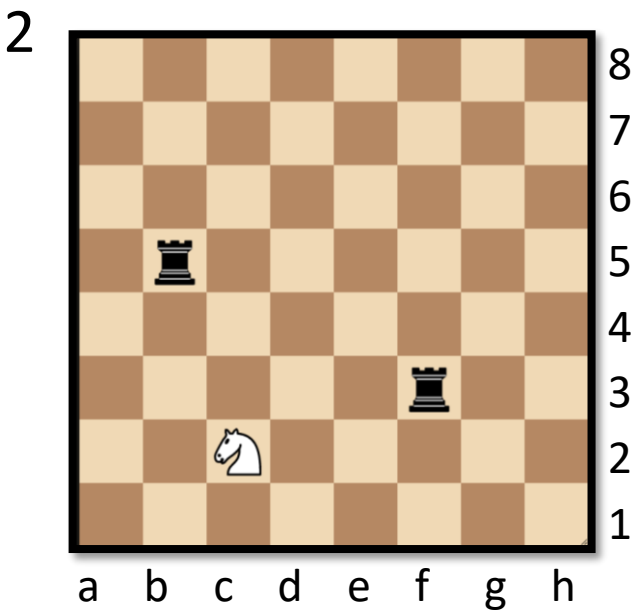
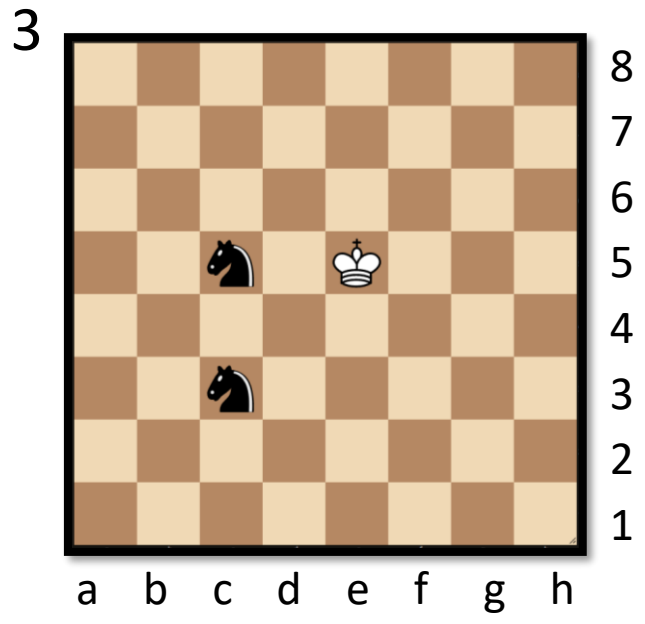
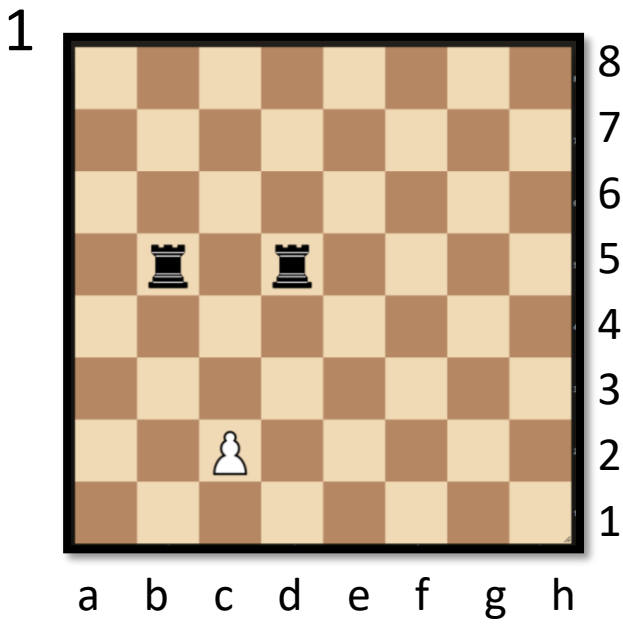
Deca

Attack both of the black pieces at the same time. This is known as a “Fork” in chess!



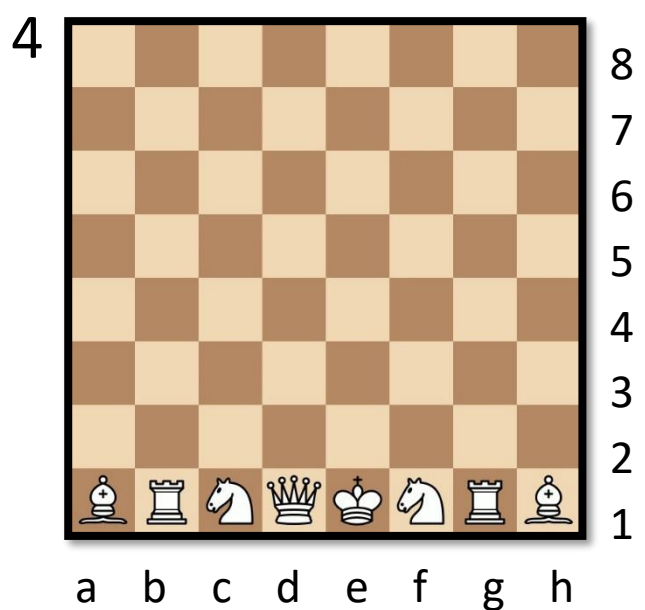
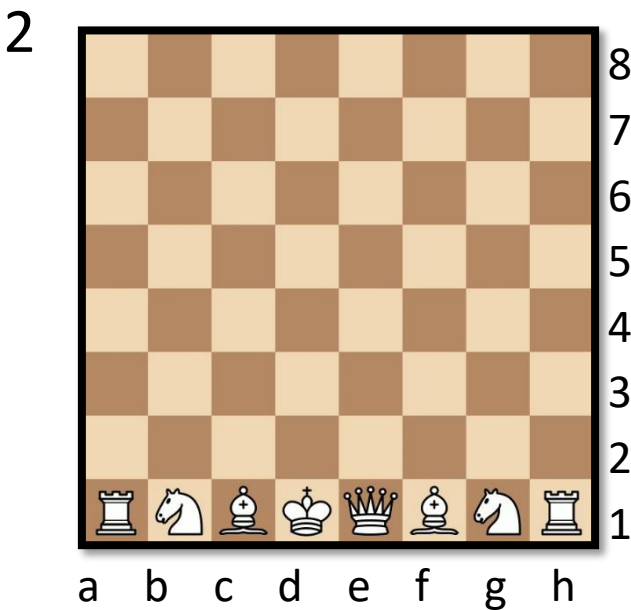
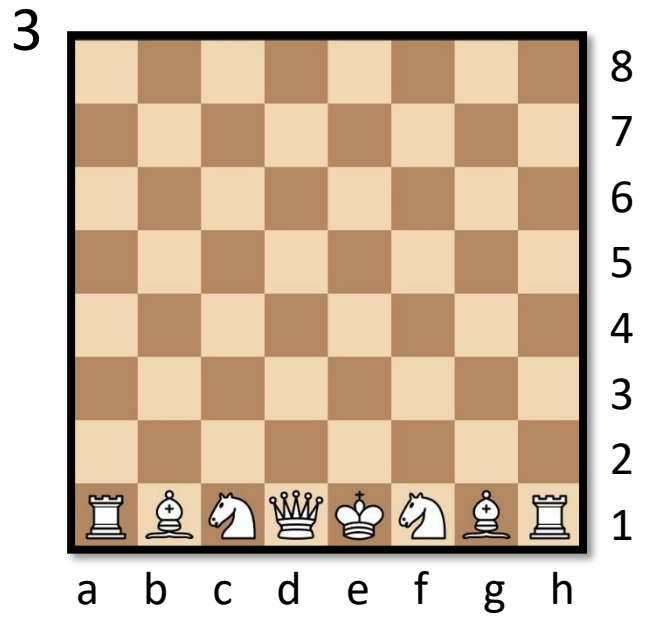
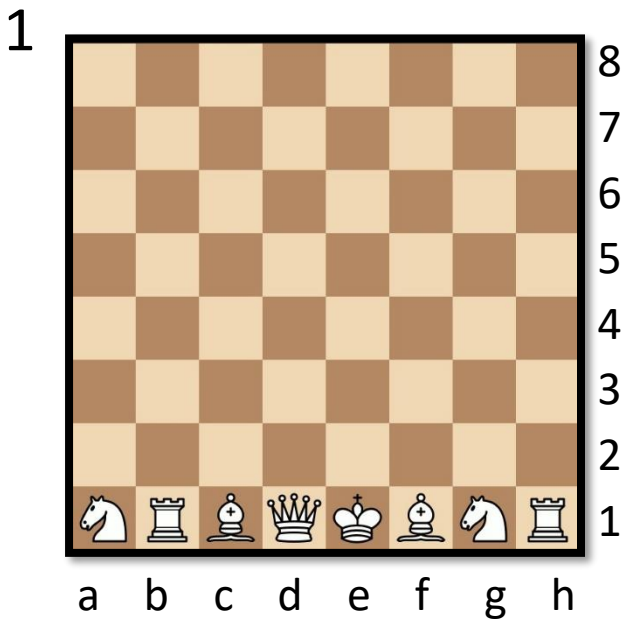
Deca

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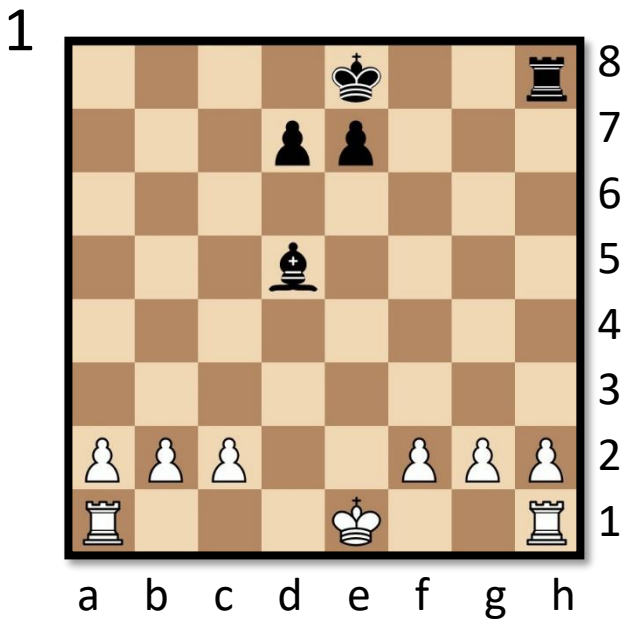
Deca

In the positions below the white army is not quite lined up properly. What is the least number of moves you would need to get the pieces back to their correct positions?

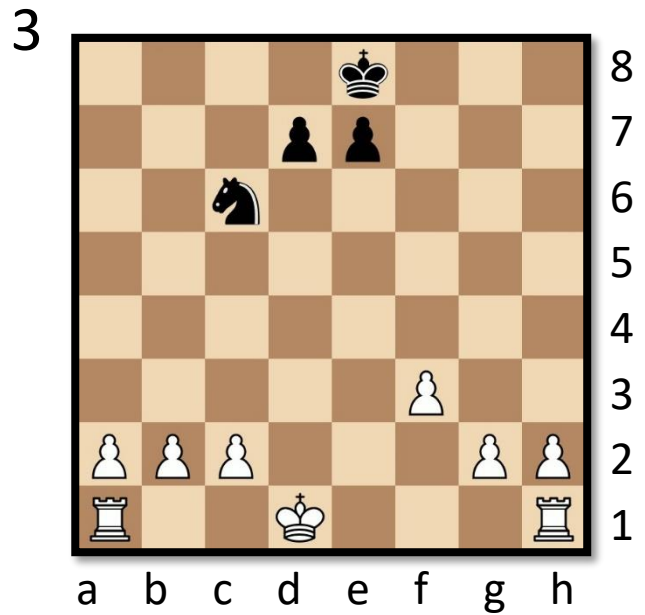


Deca

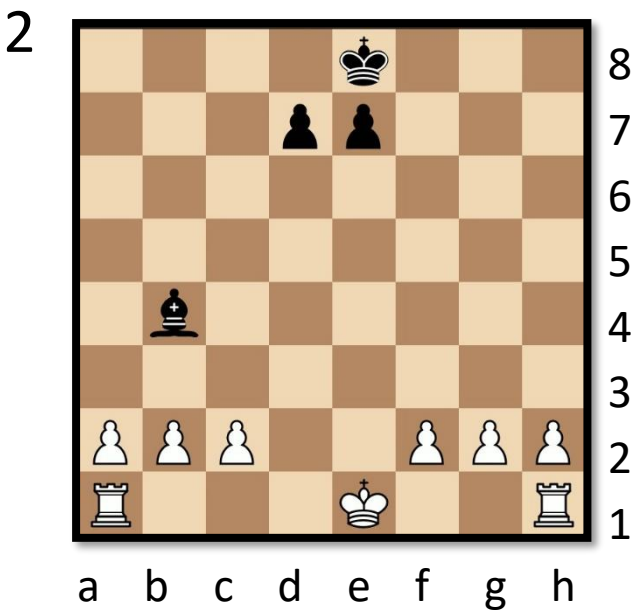
Can you remember the rules about when you can and can't castle? In these puzzles it is white to play. You have to decide whether white can castle kingside, queenside or not at all.



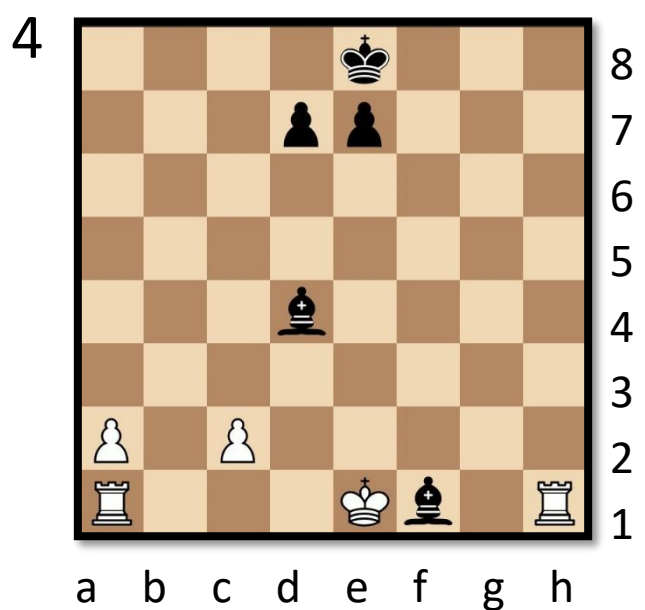
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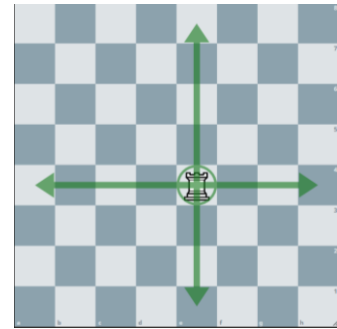


.....
.....

Deca

The rook can move in straight lines as many squares as it likes as shown on the right. A rook captures a piece by moving on top of it.

See if you can solve the 'hungry rook' puzzles below, try and capture all the pieces in as few moves as possible. Write down how many moves it takes you. Unlike in real chess black does not get to make a move!



1

a b c d e f g h

.....

.....

3

a b c d e f g h

.....

.....

2

a b c d e f g h

.....

.....

4

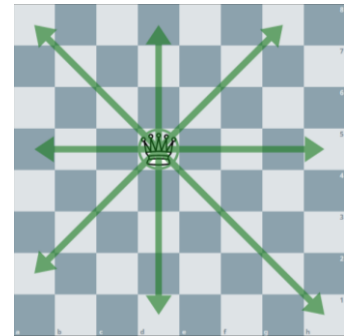
a b c d e f g h

.....

.....

Deca

The queen can move in straight lines and diagonals as many squares as it likes as shown on the right. A queen captures a piece by moving on top of it. See if you can solve the 'hungry queen' puzzles below, try and capture all the stars in as few moves as possible. Write down how many moves it takes you.



1

8
7
6
5
4
3
2
1

a b c d e f g h

.....
.....

3

8
7
6
5
4
3
2
1

a b c d e f g h

.....
.....

2

8
7
6
5
4
3
2
1

a b c d e f g h

.....
.....

4

8
7
6
5
4
3
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1

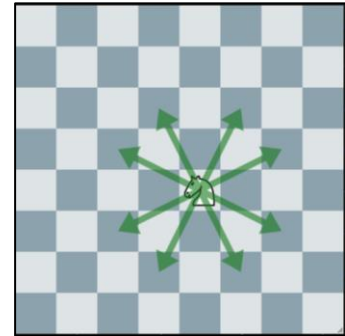
a b c d e f g h

.....
.....

Deca

The knight is a tricky piece that moves in an “L—Shape”.

See if you can solve the ‘hungry knight’ puzzles below, try and capture all the stars in as few moves as possible. Write down how many moves it takes you.



1

a b c d e f g h

.....
.....

3

a b c d e f g h

.....
.....

2

a b c d e f g h

.....
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4

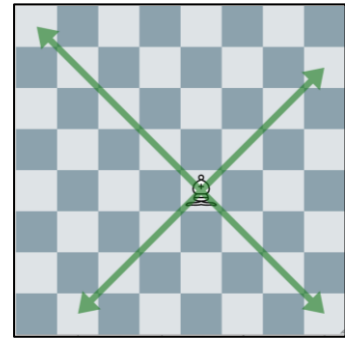
a b c d e f g h

.....
.....

Deca

The bishop moves along the diagonals (like an "X" shape).

See if you can solve the 'hungry bishop' puzzles below: try and capture all the stars in as few moves as possible. Write down how many moves it takes you.



1

a b c d e f g h

.....

.....

3

a b c d e f g h

.....

.....

2

a b c d e f g h

.....

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4

a b c d e f g h

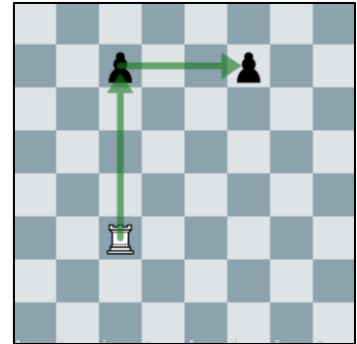
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Deca

Capturing pieces is an important part of chess, you cannot capture your own pieces and you capture an enemy piece by moving your piece on top of it.

In the diagram the white rook can capture the black pawns as shown with the green arrows. Have a go at capturing the pieces below in the right order without your own piece being captured!



1

8
7
6
5
4
3
2
1

a b c d e f g h

.....
.....

3

8
7
6
5
4
3
2
1

a b c d e f g h

.....
.....

2

8
7
6
5
4
3
2
1

a b c d e f g h

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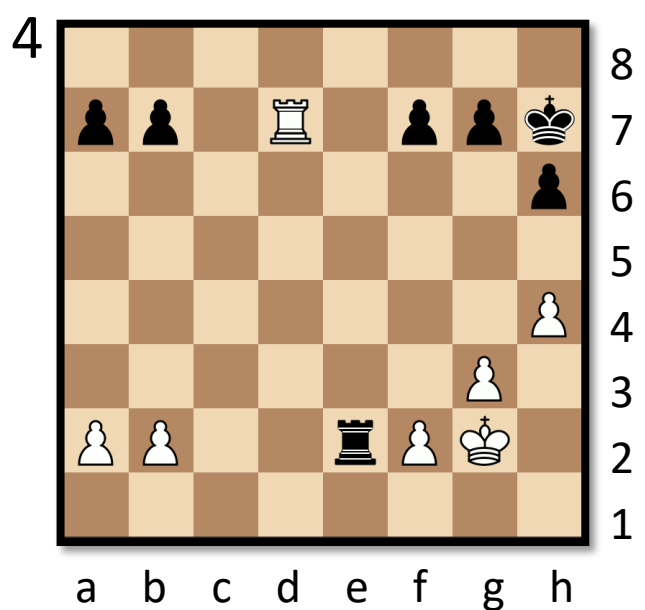
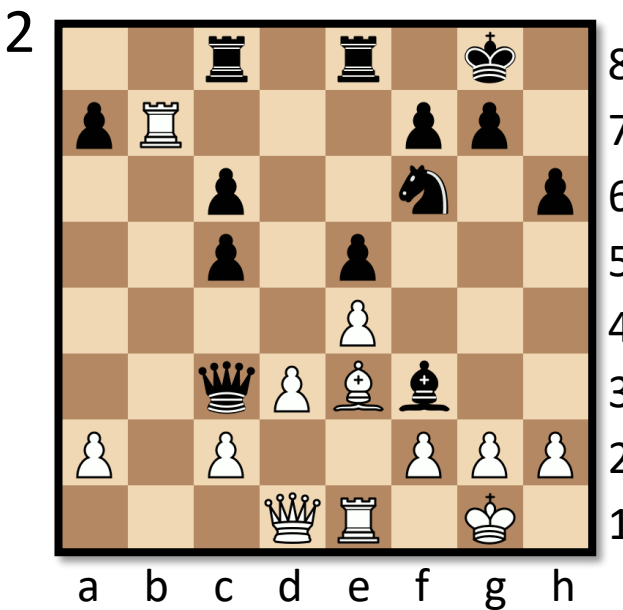
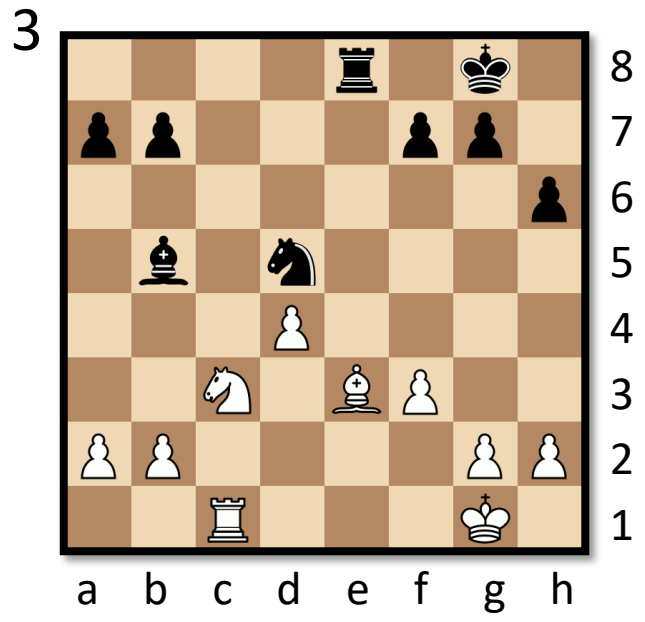
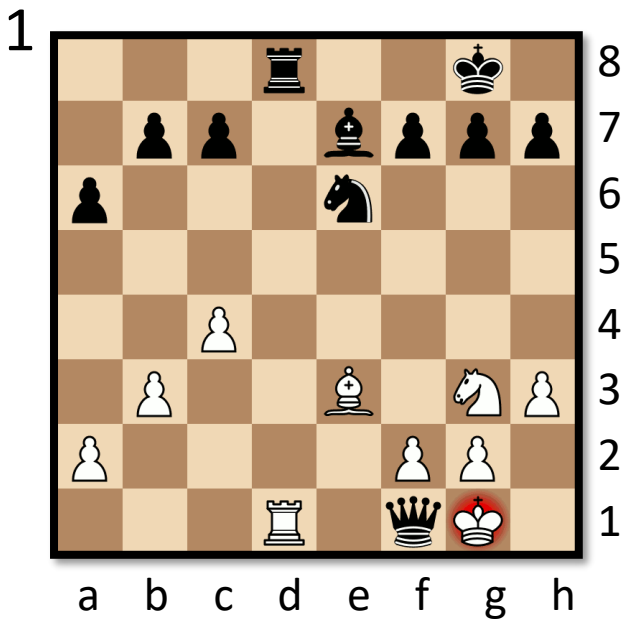
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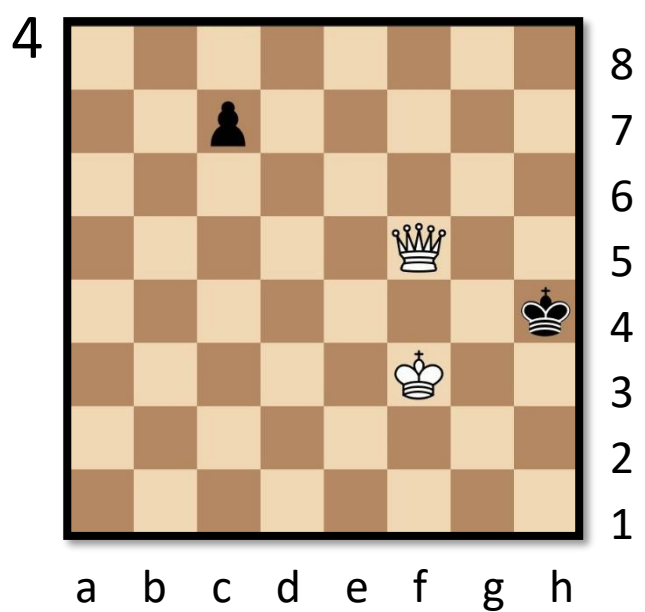
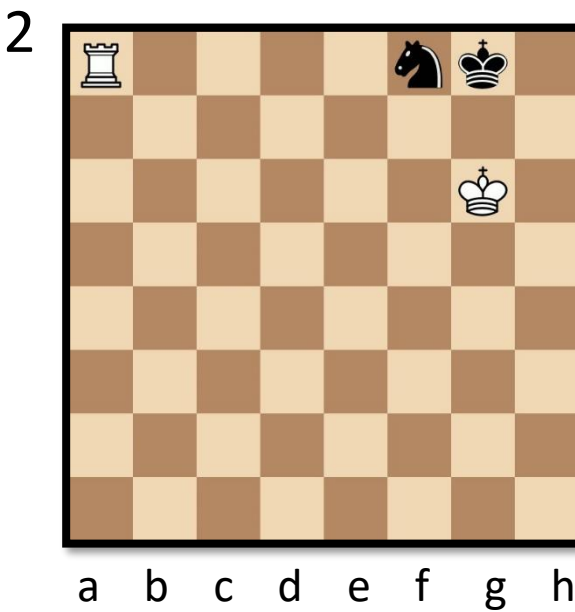
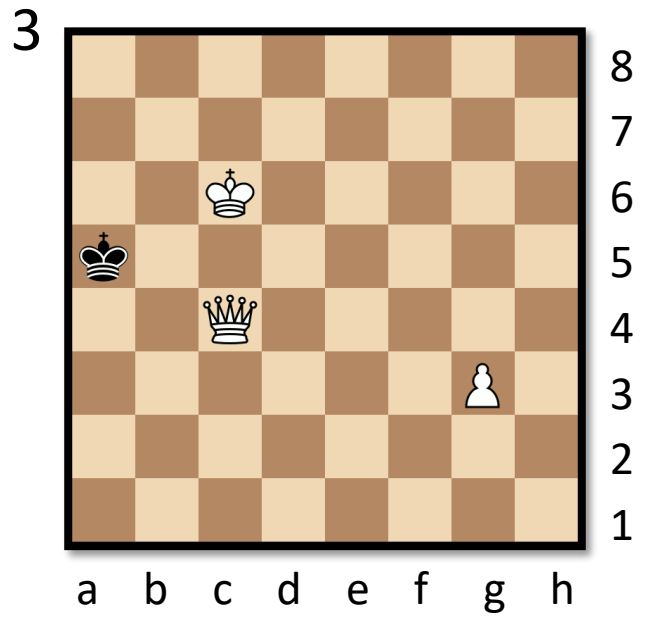
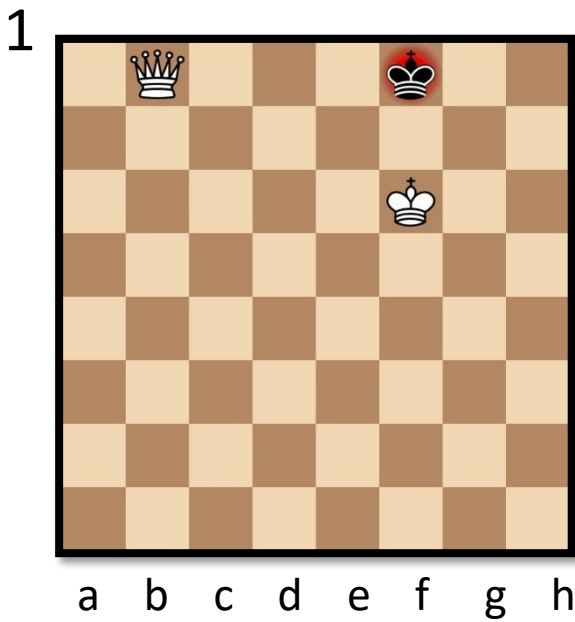
Deca

In these puzzles you are playing white and have to choose the best piece to capture. Consider the value of the pieces, what black will do after your move, and which of your pieces are under threat!



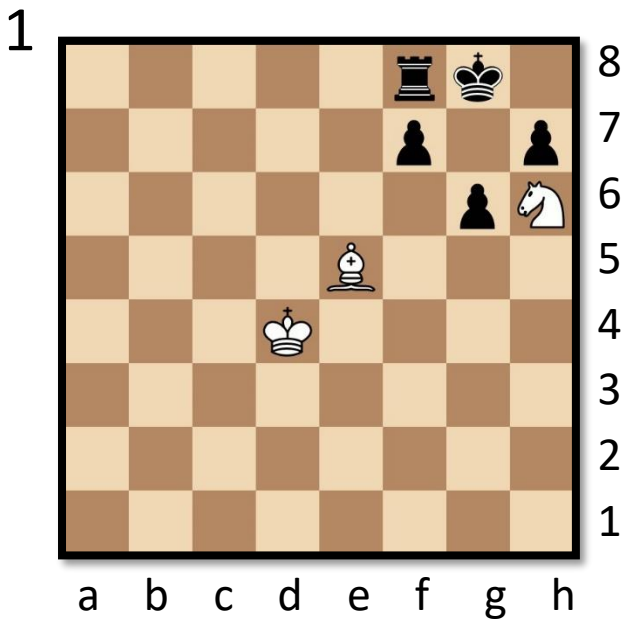
Deca

In these puzzles it is black to play. You have to determine whether it is checkmate, stalemate or neither!

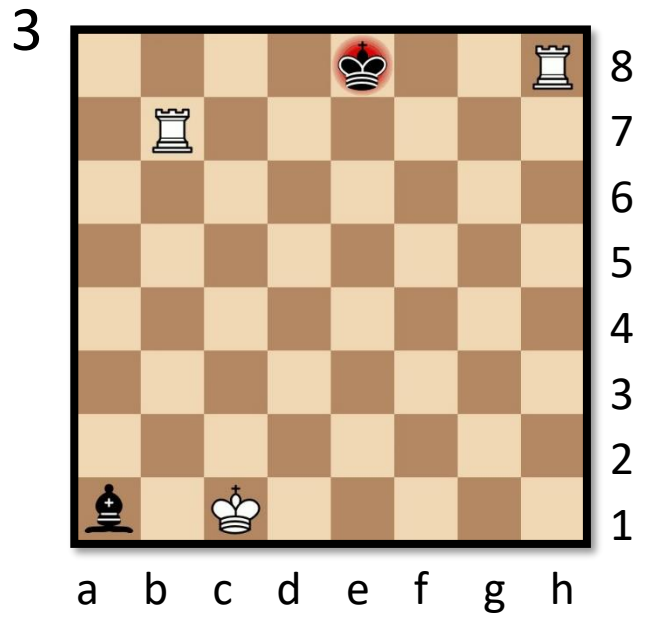


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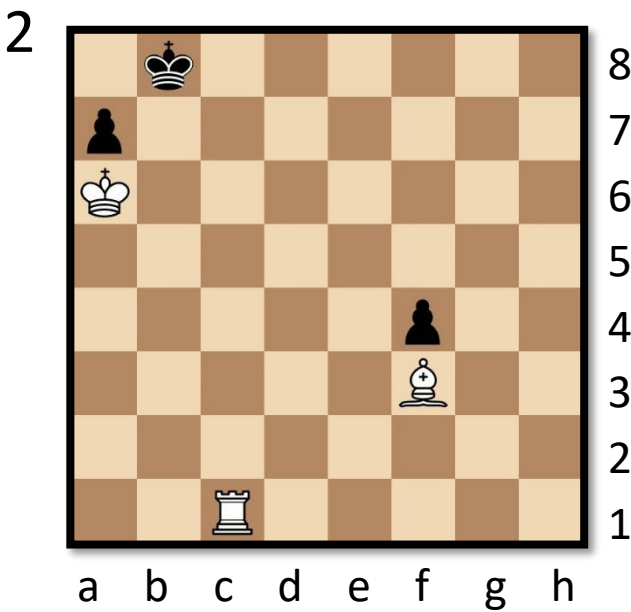
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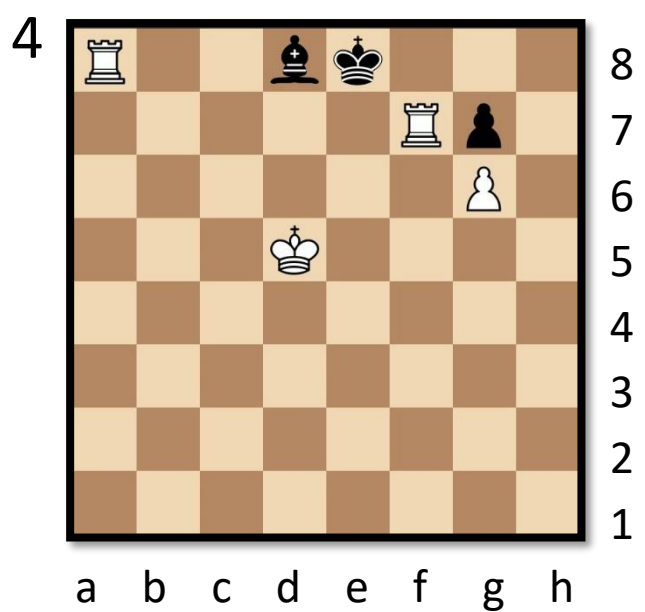
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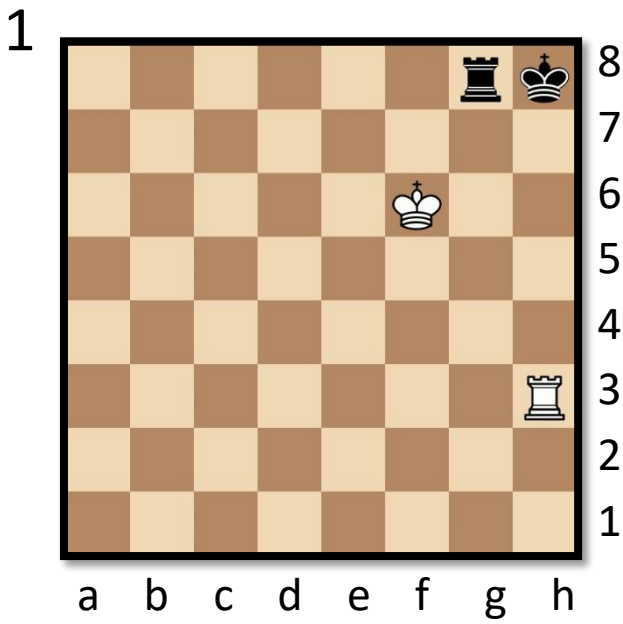
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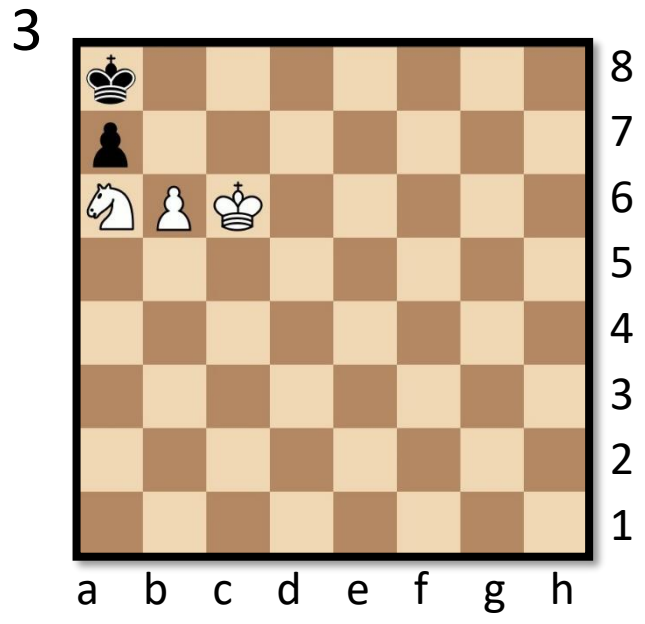
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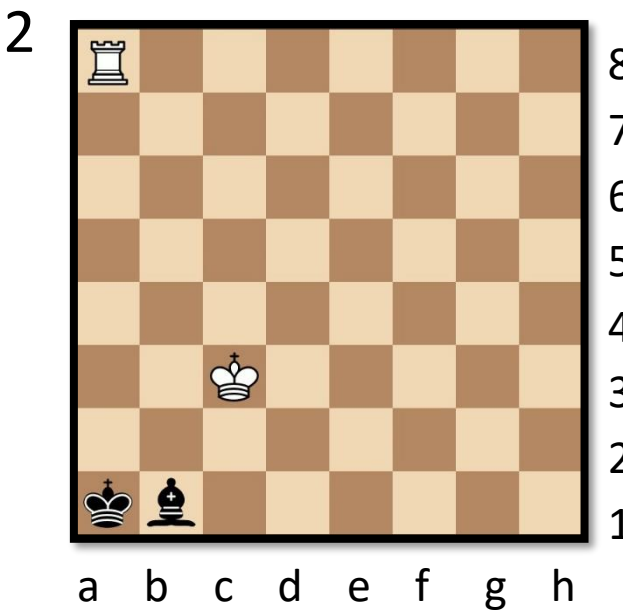
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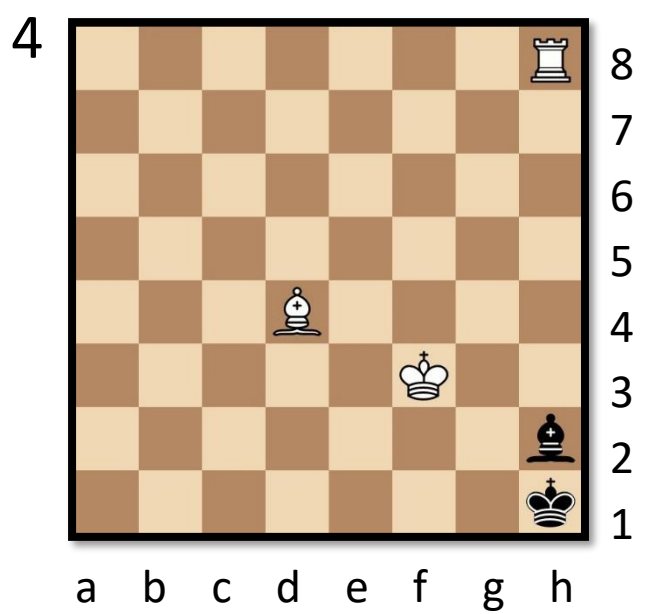
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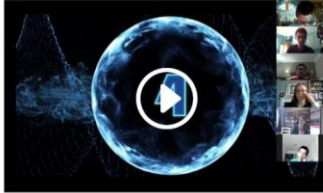
Take a look at...



Online Spring Chess Clubs

From January 2021 the UK Chess Challenge are continuing CLUB – a termly membership where players get access to weekly online competitions and lessons which are banded into five ability levels. There are three membership types so you can choose the features and budget that is right for you. The start date is the 11th January.

We are passionate about giving children the opportunity to “Learn, Practise and Play” and our clubs have all three of these elements in abundance mixed in of course with that vital ingredient – fun!



Check out our weekly Zoom lessons with WFM Sarah Longson on our website using the link below! We run classes every weekday for each ability level as well as tournaments weekdays and weekends!

<https://www.delanceyukschoolschesschallenge.com>

If you enjoyed solving the tactics puzzles today you might enjoy WFM Sarah Longson and GM Danny King’s Chessable course on **Endgames!**

You can find out more online or using the link below.

<https://www.chessable.com/tournament-ready-the-endgame/course/33413/>


Contact Us

Any questions, comments or ideas about anything chess related we’d love to hear from you!

Email: admin@ukchess.co.uk

Phone: 0161 485 1729

Facebook: <https://www.facebook.com/DelanceyUKSchoolsChessChallenge/>



Learn chess with Danny and Sarah!

So you want to have fun playing chess? But you also want get good at chess? And you want to WIN at chess?

Join the **Delancey UK Chess Challenge**, "The World's Largest Chess Competition", and see if you can get yourself *Tournament Ready*.

Win badges, bonus points and complete the level!