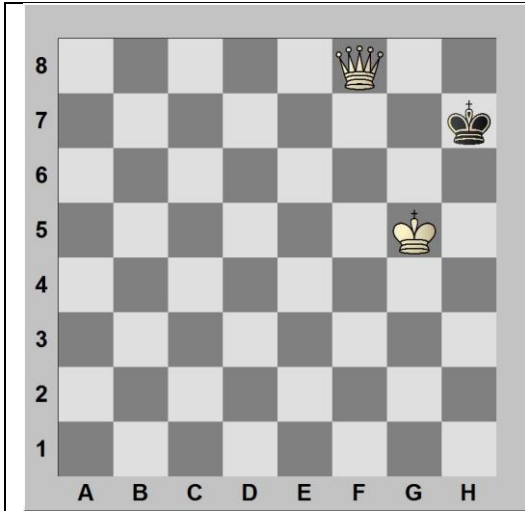
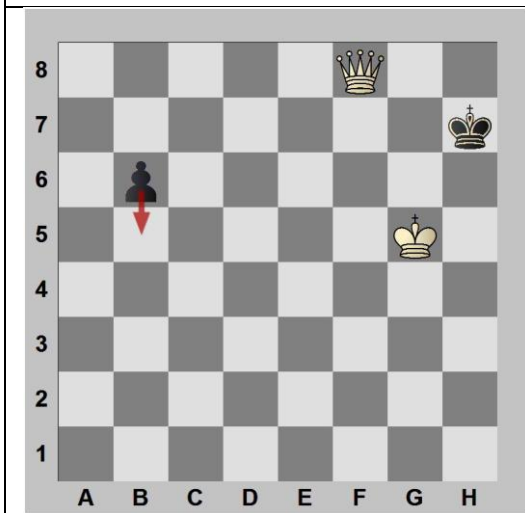


Module Stalemates

Stalemate involves special positions on the board where one player cannot make a 'legal' move. Examples are shown below. When stalemate occurs the game is drawn (half point to each player).



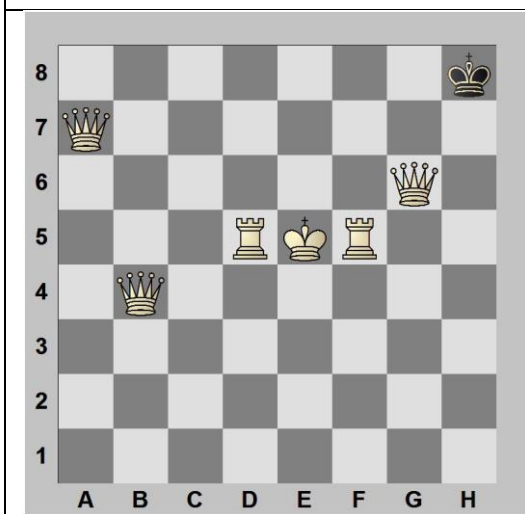
If it is Black to move then it is stalemate as the King is not in check but any move it makes will be into check.



If it is Black to move this is **NOT** stalemate as although the King cannot move the pawn on b6 can move forward to b5.

After Black moves the pawn can you see how White can then give checkmate in 2 moves

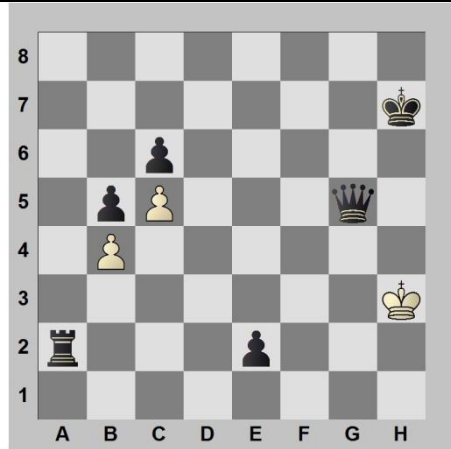
- (answer
 1. Kf6 Pb4 (only possible move)
 2. Qg7# (# means checkmate)



In junior games stalemates often occur because one player wants to promote lots of pawns to Queens. The problem is that these Queens cover so many squares that stalemates are always possible.

- (a) With Black to move it is **stalemate!**
 (b) With White to move there are 13 different ways to give checkmate - can you find them all?

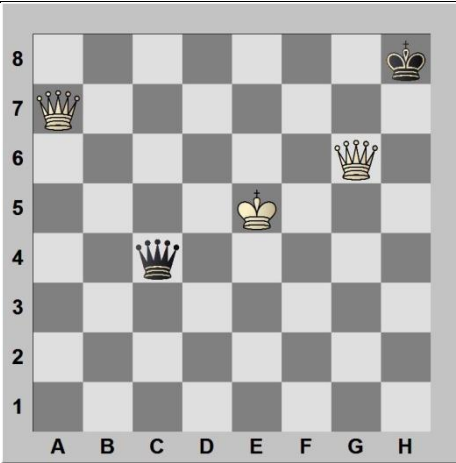
Some stalemate Questions. Set up the following positions.



Problem 1

Black to play -

- (a) Should the pawn be promoted on e1?
- (b) Suggest some good moves for Black



Problem 2

- (a) White play - suggest a good move
- (b) Can Black play and draw by creating stalemate or winning one of the white Queens?

Problem 1
 Black to play -
 (a) Should the pawn be promoted on e1? **NO** as any promotion will lead to stalemate as the King cannot make a move that will not put it in check
 (b) Suggest some good moves for Black **Ra3** or **Ra1** will give checkmate options

Problem 2
 (a) White play - suggest a good move **There are 8 possible checkmates – can you find them all?**
 (b) Can Black play and draw by creating stalemate or winning one of the white Queens? **If the black Queen were not on the board it would be stalemate. So Black tries to lose the Queen by getting the King to take it. For example, Black could play Kd4 (if the King takes the Queen – stalemate) if White moves the King to e6 then Black checks with the Queen at d5 and keeps checking the King so that the King (but not either of the White Queens) can take it.**

Module Stalemates

Stalemate involves special positions on the board where one player cannot make a 'legal' move. Examples are shown below. When stalemate occurs the game is drawn (half point to each player).



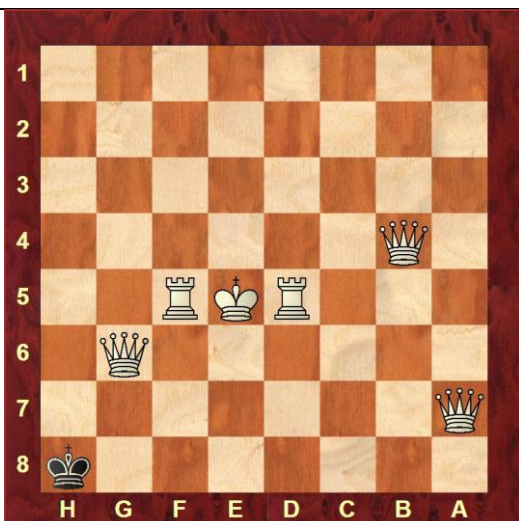
If it is Black to move then it is stalemate as the King is not in check but any move it makes will be into check.



If it is Black to move this is **NOT** stalemate as although the King cannot move the pawn on b6 can move forward to b5.

After Black moves the pawn can you see how White can then give checkmate in 2 moves


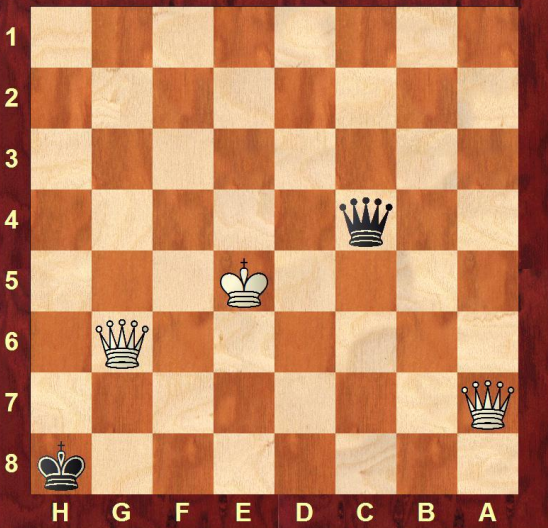
(answer
 1. Kf6 Pb4 (only possible move)
 2. Qg7# (# means checkmate)



In junior games stalemates often occur because one player wants to promote lots of pawns to Queens. The problem is that these Queens cover so many squares that stalemates are always possible.

(a) With Black to move it is **stalemate!**
 (b) With White to move there are 13 different ways to give checkmate - can you find them all?

Some stalemate Questions. Set up the following positions.

 <p>The chessboard for Problem 1 shows the following pieces: White King on e3, White Queen on g5, White Pawn on c4, White Pawn on d5, White Pawn on e6, White Pawn on f7, White Rook on a8, Black Pawn on e2, Black Pawn on c5, and Black Rook on a8.</p>	<p>Problem 1 Black to play - (a) Should the pawn be promoted on e1? (b) Suggest some good moves for Black</p>
 <p>The chessboard for Problem 2 shows the following pieces: White King on e5, White Queen on g6, White Queen on c4, White Queen on a7, Black King on h8, and Black Queen on a7.</p>	<p>Problem 2 (a) White play - suggest a good move (b) Can Black play and draw by creating stalemate or winning one of the white Queens?</p>

Problem 1
 Black to play -
 (a) Should the pawn be promoted on e1? NO as any promotion will lead to stalemate as the king cannot make a move that will not put it in check
 (b) Suggest some good moves for Black R3 or Ra1 will give checkmate options

Problem 2
 (a) White play - suggest a good move There are 8 possible checkmates - can you find them all?
 (b) Can Black play and draw by creating stalemate or winning one of the white Queens? If the black Queen were not on the board it would be stalemate. So Black tries to lose the Queen by getting the king to take it. For example, Black could play Kd4+ (if the king takes the Queen - stalemate) if White moves the king to e6 then Black checks with the Queen at d5 and keeps checking the king so that the king (but not either of the white Queens) can take it.