

Stalemate “Beginner” Help Guide

Stalemate: When the player whose turn it is has no legal move and is not in check. This is a draw (tie). In the first five diagrams it is **Black To Move**.

Diagram 1:

Black is not allowed to move himself into check so with the queen sitting on c7 there are not many options that black has. Remember that the queen can mimic any piece it wants to on the board except for the knight.

Diagram 2:

It is important to remember that the black king can not move himself into check so there are only a few squares that he can go to. Remember how the white queen moves and once you realize where she can go you will know if the black king can escape.

Diagram 3:

Look at the rook on b7 and think about what squares it can attack. Is the black king in check? Can the black king attack the white rook?

Diagram 4:

In this problem take a look at the rook on b1. It is attacking all of the squares on the B file. And the white king is attacking one square on every side of it. So that leaves only one square that the black king is able to move to.

Diagram 5:

This problem is a little bit tricky so you have to look closely at the diagram. The question is how does black stalemate. So we need to understand that the white king is in front of where the white pawn needs to be to promote itself. So if you can take away any of the squares that the white king can move to you will be able to stalemate. Where can the black king move to so that the white king has no place to move when it is his turn?

Diagram 6:

This problem is similar to diagram 5. The white king needs to move to a square that traps the black king in the corner. And remember that the white king and the black king can not stand next to each other.