

Trading Pawns when Behind “Intermediate” Help Guide

Diagram 1: White can stalemate the game by trading pieces with Black. If Black only has a Bishop and his King then the game will ultimately become a stalemate if White stays off of the light-colored squares that the Bishop can't get to.

Diagram 2: White can trade a Pawn in this problem by pushing one of his Pawns first. You don't want to start this diagram off by taking one of Black's Pawns. Instead set up a Pawn trade and you will be in better position to force a stalemate.

Diagram 3: In the third problem White will be able to avoid the exchange by not taking the Black Pawn. Instead push your Pawn towards the Black King.

Diagram 4: White will be able to force a stalemate in this problem by trading Pawns with Black. After the Pawn exchange Black will have one remaining Pawn and if you move your King correctly you will be able to catch the White Pawn before he reaches the Queening Square.

Diagram 5: White will be able to force a stalemate by simply getting rid of the Pawn on g3. Don't let the Black Pawn move to g2 and you will be able to stalemate the game.

Diagram 6: In the last problem you will be able to force a stalemate on Black by trading Pawns with him. Start off with your “e” Pawn and capture the Black Pawn. This will force Black to trade Pawns with you and this will eventually end up in a stalemate.