

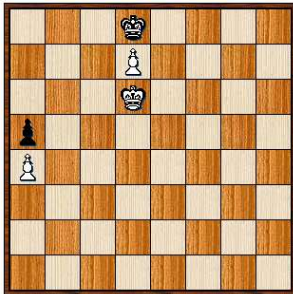


## HOW TO END IN A DRAW (1/2-1/2)

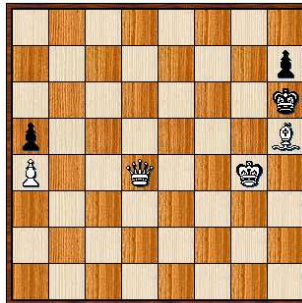
- 1. Stalemate:** When the K is the only piece which can move, and the K is not then in check, and any move by the K would put him into check, the game is a stalemate, a type of draw.

The player who is ahead in the end-game must be careful to avoid stalemate, either by giving check at every move or by looking ahead to make sure opponent will still have a legal move. Hint: Do not promote more than needed for checkmate. The player who is behind must try for stalemate.

Ex1. B to move. No move is legal.



Ex 2. B to move. White has lost a sure win by not giving check or assuring a legal move for B.

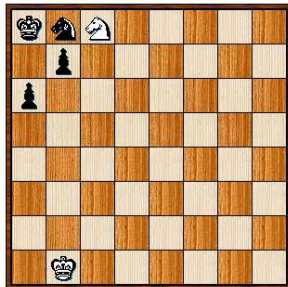


- 2. Insufficient Material:** Insufficient material to checkmate equals a draw.

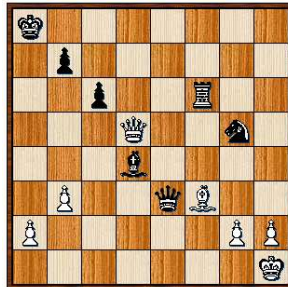
- king versus king (K vs. K)
- king and bishop versus king (K + B vs. K)
- king and knight versus king (K + N vs. K)
- king and bishop versus king and bishop with the bishops on the same color (K + B vs. K + B, B=same)

- 3. Perpetual Check:** Good way for the side that is losing to go from zero points to 1/2!

Ex 1. B should win by advantage, but W can perpetually check by:  
1. Nb6+ Ka7  
2. Nc8+ Ka8  
and repeat twice more.



Ex 2: On B's next move, 1. ... Qg1#. But it's W's move, perpetual check:  
1. Qa5+ Kb8  
2. Qd8+ Ka7  
and repeat twice more.



4. **Triple Occurrence:** When the same position occurs, or will occur after the next move, three times with the same player to move, that player may claim a draw. The triple repeat of position need not be successive. Often called “threefold repetition”. Perpetual check is a “triple occurrence”.
5. **Fifty-Move Rule:** When the last fifty successive moves made by both players contain no *capture* or *pawn move*, either player may claim a draw on his turn to move.