Stalemate !

* When a player is not in check but cannot move without moving into check.
* Can be distressing when you are comfortably winning, but trap the enemy King without check.

How avoid it ?

* Always checking your opponent ensures it cannot be stalemate
* Don’t capture every piece
* Leaving your opponent a free Pawn or 2 is an easy solution ( not blocked from moving )
* Use the rolling Rooks method to checkmate
* Don’t bring too many small pieces to bear
* Use just a Queen and Rook or Rolling Rooks. ( Move pieces out of the way or give them away if you have too pieces involved )
* Take your time - THINK - especially if unsure