Name:

Bring the completed sheet to the next chess club meeting. Use pencil. Don't use red.

A stalemate is like a tie--nobody wins. It happens when all three of the following are true for either player:

- 1) Your king is NOT in check.
- 2) Your king cannot move.
- 3) None of your other pieces can move.

Even if you are way ahead in points and position, a stalemate is only a tie. This is disappointing--be careful!

But if you are losing badly and can get yourself into stalement, that's good--a tie is better than losing.

A stalemate also happens when either of these happen:

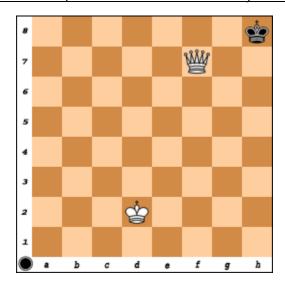
- 1) 30 moves happen with no pieces being captured.
- 2) Having the same board position 3 times in a row.

Those last two are hard, so the coach will cover them in class. For the rest of this homework, just focus on the type of stalemate where a player can't make a move.

When you play:

- Don't stalemate your opponent if you're ahead.
- If you are clearly going to lose the game, try to get yourself in a stalemate so you tie instead of losing.

For each board, check the answer that is true for black:

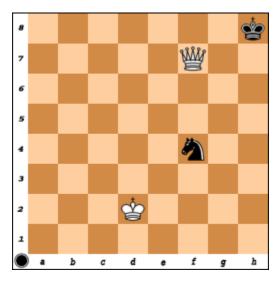


	J	rne	DIACK	King	is in	stalemate	;
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[] No stalemate--the black king is in checkmate.

[] No stalemate--the black king can move.

[] No stalemate--another black piece can move.

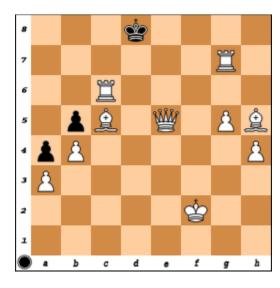


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	1110	DIACK	NIIIS	13 111	stalemate.

[] No stalemate--the black king is in checkmate.

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[] No stalemate--another black piece can move.



l	J	ne	black	King	is in	sta	lemate.
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[] No stalemate--the black king is in checkmate.

[] No stalemate--the black king can move.

No stalemate--another black piece can move.

In the last board above, white has **much** more power on the board. Does this matter?

[] Yes

[] No