

6. What is Stalemate?

Name:

School:

Sometimes a King is surrounded but is **not** in check. If a player has **no** legal move with his King (or any other piece) and the King is **not in check**, then it is **Stalemate**. The game is a **draw** and neither player wins or loses.

Remember that there are three ways for a ♔ King to get out of **check**. These are:

1. **Move** – The King may move away from the checked square to any other square that is not under attack by your opponent’s pieces or pawns.
2. **Block** – Place a piece between the king and the checking piece to block the check. Since a Knight jumps over pieces, you can not stop a Knight check by a block.
3. **Capture** - Use one of your pieces to capture the piece giving the check.

In the diagrams below, determine if the King is in **Check**, **Checkmate** or **Stalemate**.

<p>Diagram 1 – White to Move</p>  <p style="text-align: center;">Circle the Answer! Check? Checkmate? Stalemate?</p>	<p>Diagram 2 – White to Move</p>  <p style="text-align: center;">Circle the Answer! Check? Checkmate? Stalemate?</p>	<p>Diagram 3 – Black to Move</p>  <p style="text-align: center;">Circle the Answer! Check? Checkmate? Stalemate?</p>
<p>Diagram 4 – Black to Move</p>  <p style="text-align: center;">Circle the Answer! Check? Checkmate? Stalemate?</p>	<p>Diagram 5 – Black to Move</p>  <p style="text-align: center;">Circle the Answer! Check? Checkmate? Stalemate?</p>	<p>Diagram 6 – Black to Move</p>  <p style="text-align: center;">Circle the Answer! Check? Checkmate? Stalemate?</p>