

9. Drawn Games

Objective:

1. Know the rules of drawn games and recognize when a game is drawn

The main objective of this lesson is to teach the rules of how games may be drawn and to provide opportunities for students to apply these rules.

It is more important for this homework than for any other that the teacher thoroughly review the assignment before assigning any of the problems as homework. The teacher may decide that the hardest problems should be studied in class by students and not assigned as homework. The teacher might wish to use substantial amount of class time specifically for the study of these problems.

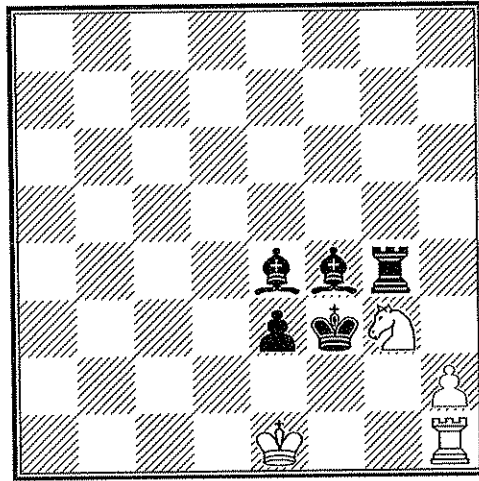
Outline of lesson:

1. Review castling
2. Teach rules of drawn games
 - a. Three-position repetition
 - b. 50-move rule
 - c. Insufficient material
 - d. Stalemate
 - e. Agreement of the players
3. Sample problems

It should be noted that the five ways a game can be drawn that are studied in this lesson are not the only ways a game can be drawn. There are other, more complicated ways in which a game sometimes is drawn in tournament competition, but it is not important to discuss those now.

1.

**PART 1:
REVIEW OF
THE RULES OF
CASTLING**



Set up the position on the left. In this very unlikely position, it is White's turn to move. What is White's best move?

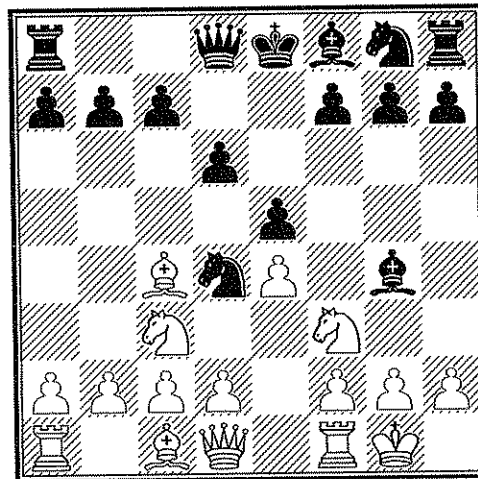
The best move is to castle, as that creates a checkmate.

This is not a position likely to arise for several reasons. So late in the game it is unlikely that neither the king nor rook has already moved. It is also unlikely that the Black king would suffocate itself with its

own men. Black's last move would have had to have been moving a bishop or the rook onto just the wrong square.

However, the important part of the position is to remind the students that castling is an important rule and needs to be considered at all times until both sides either have castled or have given up the possibility of castling.

**castling early is
good strategy**



Castling is important. Strong players ordinarily castle early every game. In the following game, that principle is presented clearly.

- | | |
|--------|-------|
| White | Black |
| 1. e4 | e5 |
| 2. Nf3 | Nc6 |
| 3. Bc4 | d6 |
| 4. 0-0 | Bg4 |
| 5. Nc3 | Nd4 |

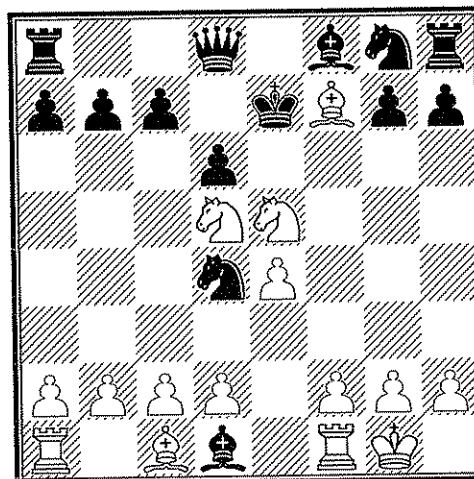
The position reached here is

shown on the diagram.

All of the moves until Black's fifth showed a good understanding of the strategy of chess. But White has castled early and protected the king while Black has started an attack without first making sure the king is safe.

White	Black
6. Nxe5	Bxd1
7. Bxf7+	Ke7
8. Nd5#	

The final position is shown on the right. Black launched its attack before castling. While Black won White's queen, it lost the game.



It is very important to keep the king safe in chess and nearly always the best way to do that is to castle.

PART 2: DRAWN GAMES

There are five important types of draws for the students to know.

three-time repetition

If a player is to move and the move the player is to make will result in a position on the board that has already appeared on the board twice, with the same player having the move, the player may claim a draw. The position does *not* need to appear three *consecutive* times.

The procedure for claiming a draw is to inform the opponent that the same position is about to occur for the third time, but not to actually make the move. The claim must be made while it is the claimant's turn and the position has not yet, but is about to, be repeated for the third time.

If the opponent agrees, the game is over. If the opponent does not agree, the player making the claim must prove with a complete scoresheet that the same position is about to occur for the third time.

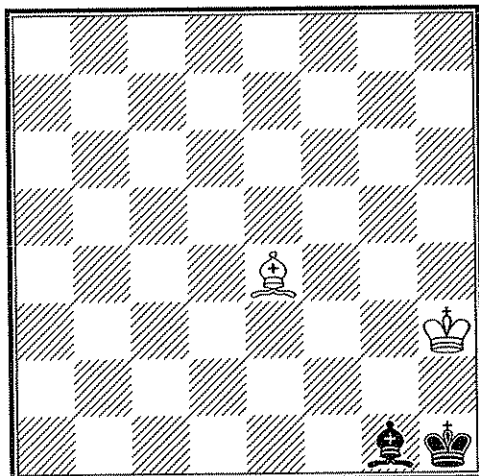
50 move rule

If after 50 consecutive moves, no man has been captured and neither player has advanced a pawn, the game is a draw. This means that one player has made 50 consecutive moves without either player making a capture or pawn move.

insufficient material

If a player does not have enough material to force checkmate the opponent may claim a draw. If one player has just a king, just one knight and a king or just one bishop and a king and the other player has only a king, the game is over and is a draw, as it is not possible to construct a checkmate with only a king and a knight or a king and a bishop.

In practical play, if each player has just one minor piece (a knight or a bishop) they should agree that the game is drawn, as it would require a very unusual set of circumstances for the game to end with a checkmate.



For example, the position to the left could happen, but only with extraordinary moves by black.

As a matter of sportsmanship, when neither player has no realistic chance to win, the two should agree that the game is drawn.

stalemate

If the king is not in check and the player who should now move has no legal move, the game is a stalemate. A substantial discussion of stalemate was held in Chapter 7 and does not need to be repeated here.

It should be noted that a stalemate is one kind of draw, and the words, “stalemate” and “draw” are not interchangeable.

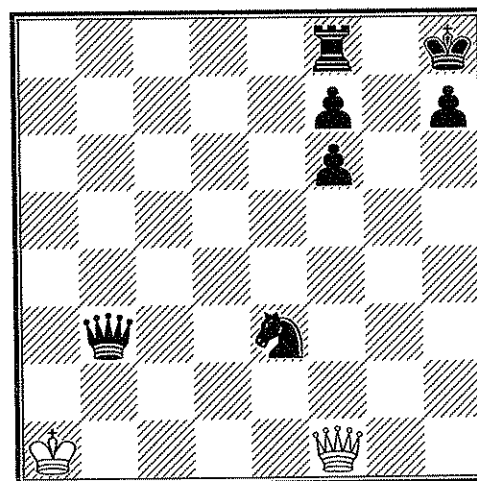
agreement

If the players agree to a draw, the game ends as a draw.

Draws by agreement should be discouraged. Players learn by playing and should learn not to fear losing. Agreeing to a draw ends a game prematurely and eliminates opportunities for learning.

examples of draws

Set up the position on the right. Ask which side has the advantage. Clearly, Black has the advantage which comes from the extra material (an extra rook, knight and three pawns) and from slightly better king protection.



In such a circumstance, White’s best hope is to secure a draw.

If it were Black's move in this situation, what would be the best choice. Either Ra8# or Nc2# are equally good choices, as each ends the game with a checkmate.

Nxf1, winning the queen, is not a good choice. Why not? (The game ends as a stalemate, as it is now White's move, the king is not in check, but White has no legal move, as the only piece left is the king and all three of the squares adjacent to it are controlled by Black's queen.

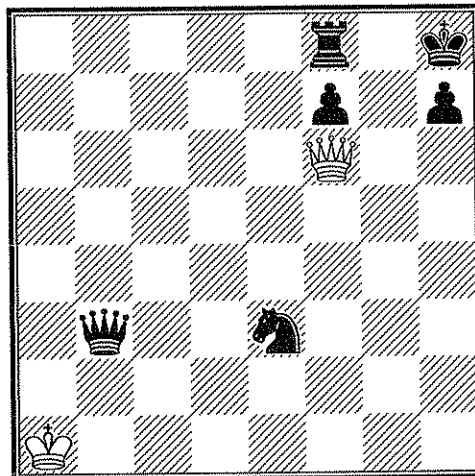
three-time repetition

White may secure a draw through the process of a three-time repetition. How does White do that?

1. Qxf6+ (diagram at right)
This places Black's king in check and forces Black to play 1...Kg8, its only move.

2. Qg5+ comes next. Black may not block or capture, so the only legal move is to return to the corner with 2...Kh8.

3.Qf6+. This is the second time this position has been seen in this game. 3...Kg8 4.Qg5+ Kh8 and now White may claim a draw by indicating that the next move is Qf6+, and that would be the third time that position has been reached with the same player having the move.

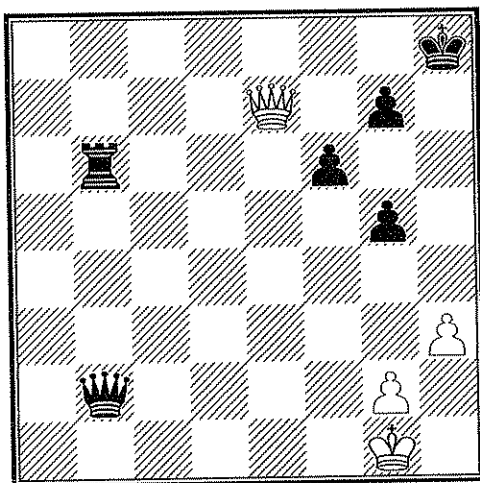


stalemate is faster

What would have been a quicker way to achieve a draw in the position above? A stalemate could have been forced on the second move. If instead of playing 2.Qg5+ White had played 2.Qg7+ Black would have been forced to play Kxg7 and White now has no legal move and the king is not in check.

If the same position had been on the board and white had an extra man, for example a pawn on h2, then the three-time repetition works to achieve a draw but White would not have had the stalemate option.

another example



Set up the example to the left. Ask the students which side has the advantage. Black clearly has more material and if it were Black's turn to move the game would end soon.

Ask the students to create a plan to win for the Black side. One plan would be to move 1...Qc1+. If 2.Kh2 Qf4+ and if 3.Kg1 Rb1#.

If after 2...Qf4+ 3.g3 Qf2+ and the White king is forced to the first rank (either 4.Kg1 or 4.Kh1) then after 4...Rb1+ 5.Qe1 Rxe1#. **Remember to ask questions so that the students explain the checkmating pattern. Simply showing them the checkmate is ineffective in having them learn the pattern.**

But it is Black's turn to move. Recognizing the disadvantages that come from having less material, White simply want to avoid losing. How does White do that? After 1.Qe8+ the only way Black may get out of check is by moving 1...Kh7. Where does White move now? 2.Qh5+, again leaving Black only one option, 2...Kg8. White may not repeat the position with 3.Qe8 Kh7 4.Qh5 and when the position is about to repeat itself again, White claims a draw.