

The

# Draw

**A PieceTakers Mini-lesson** Level: Intermediate

When a chess game ends in a tie, it is known as a “draw” and is worth half a win.

## 1) 5 ways a game can end in a draw

- q **Agreement**
- q **Stalemate**
- q **Triple occurrence of position**
- q **Insufficient material**
- q **“50 move” rule**

## 3) Draw by *Stalemate*

One player cannot make a legal move but is not in check.

**Tactics:**

- Losing big? Try to engineer a stalemate for half a win.
- Winning big? Watch out for that stalemate that may rob you of a win!

## 4) Draw by **Triple occurrence of position**

A player correctly claims the position of all pieces on the board has occurred 3 times in the game.

**Tournament play:** The claiming player must show proof to the judge either through careful notation or demonstration.

**Tactics:** Losing? Try to engineer a repetitive check that can get a draw due to this rule.

## 2) Draw by **Agreement**

One player offers a draw to their opponent. The opponent may accept or reject.

**Tournament play:** According to the USCF rule book, the proper sequence for offering a draw is:

- 1) Make your move
- 2) Offer draw
- 3) Punch clock
- 4) While their clock is running, opponent may accept or reject. If they touch a piece, the offer is considered rejected. If their clock runs out while considering, you win.

**Tactics:** Some players, fearing a impending loss, will try to persuade their inexperienced opponent to accept a draw.

*Accept a draw only if it is to your advantage.*

## 5) Draw by **Insufficient material**

A player correctly claims a win is impossible because of pieces left on board. Insufficient material claims include:

- q King Vs King
- q King Vs King + bishop
- q King Vs King + knight

**Tactics:** Running low on time? A sequence of trades may force a draw based on insufficient material.

## 6) Draw by **50 move rule**

A player claims a draw because the last 50 moves have not resulted in a capture or pawn move.

**Tournament play:** The claiming player must show proof to the judge either through notation or demonstration.

**Tactics:** If you plan to make this claim, let the judge know. Many judges will not be willing to stand by counting the moves but may validate the claim based on observed play. Notation is your best bet for a successful claim.

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