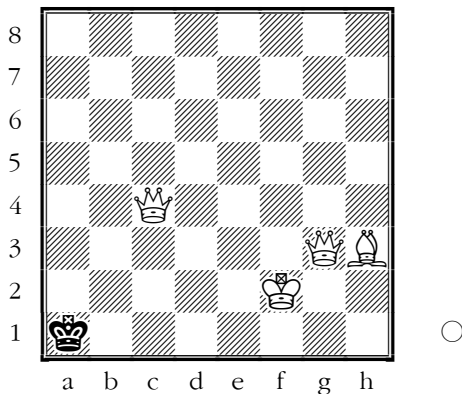


Stalemating the King

Stalemating the enemy king is the most common mistake our students make in the endgame. It happens in games of beginners, intermediate and advanced players alike.

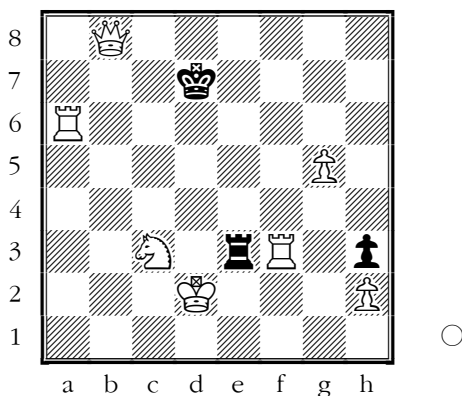
**RathfPNSDaniel (833) -
CastleParkAlex (864)**
ChessKid.com, 30.09.2020



White could checkmate with 53. ♖a3+ ♔b1 54. ♖cc1# or 54. ♗f5#, but White spent just 2 seconds on his next move and played **53. ♖c2??** Stalemate 1/2-1/2

When you have an overwhelming material advantage, make sure that you attack the enemy king with checks!

**StLaurenceLeo (667) -
StGerardsClaudia (591)**
ChessKid.com, 07.10.2020

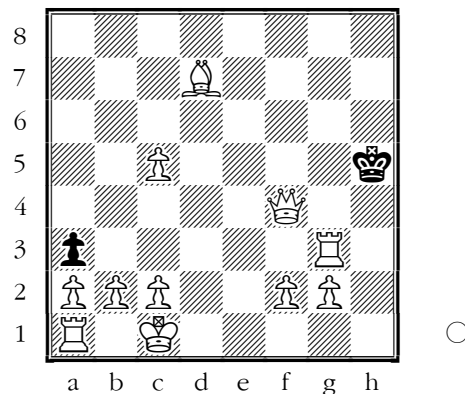


White could checkmate in two moves by playing 38. ♖b7+ ♔d8 39. ♗a8# or 38. ♗d6+ ♔e7 39. ♖f8#, but he saw the enemy rook on e3 and the temptation was too strong:

38. ♗xe3?? Stalemate! 1/2-1/2

Needless to say, White took just two seconds to play 38. ♗xe3??

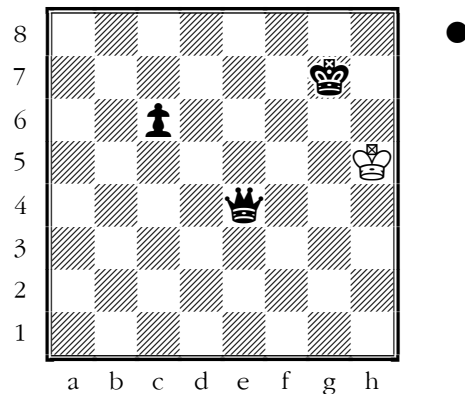
**MarysBNSRathMichael (769) -
ScoilMhuireRoisin (659)**
ChessKid.com, 08.11.2020



White could play 38. ♖g5# or 38. ♗e8#, but, spending just 3 seconds on his move, White went for **38. bxa3??** Stalemate 1/2-1/2

When you have an overwhelming material advantage, do not try to take all enemy pieces and pawns!

**RathmichaelNorah (827) -
MarysCollegeLuke (1093)**
ChessKid.com, 29.11.2020



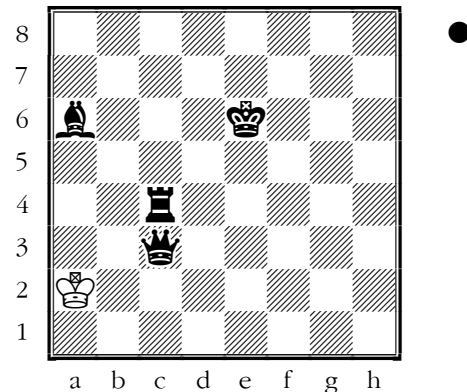
Endgame lessons by Grandmaster Alex Baburin

At that moment Black had 20 seconds left. Together with a 3-second increment, this is ample time to checkmate the white king. Black could do it in two moves after 71...♖f6 72.♗h6 ♔h4#, but the game went **71...♗f4??** Stalemate 1/2-1/2

How much time did Black spend on his last move? 3 seconds! 😞 Note that even if Black overstepped the time limit, the game would be drawn as White has no material left.

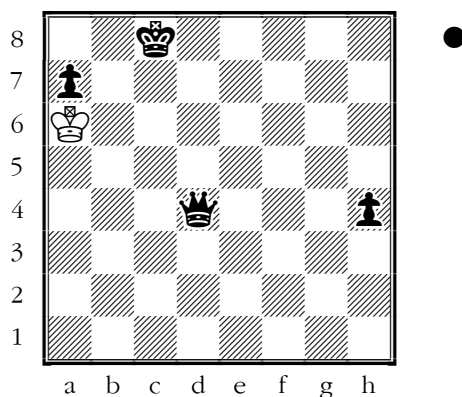
When you have some time left and your opponent has nothing but a king, do not rush and do not panic! Don't make moves too quickly – consider them carefully.

MarysBNSBtownWilliam (905)
- **MarysCollegeLuke (1097)**
ChessKid.com, 15.11.2020



Black had one minute left on the clock (plus the increment!). He could checkmate in two moves after 63...♖a4+ 64.♗b1 ♖a1# or 64...♗d3#, but here came another '3-second move': **63...♖b4??** Stalemate 1/2-1/2

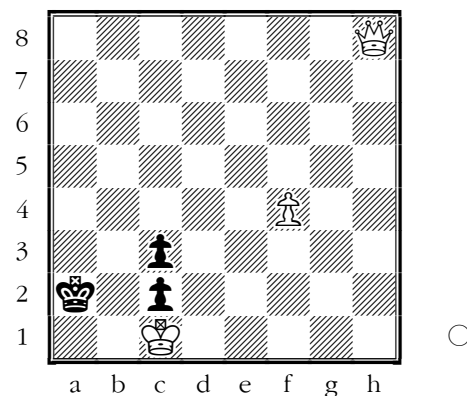
CarysfortNikolay (1006) - HollyparkMike (1124)
ChessKid.com, 18.10.2020



Instead of checkmating with 52...♗b6#, Black played **52...♗c5??** Stalemate 1/2-1/2 Again, Black spent 3 seconds on his last move. How much time did he have left when the game finished? 4 minutes 51 seconds!!

If you want to win more games, take your time!

LFIDaniel (1284) - ConlethChris (1087)
ChessKid.com, 01.11.2020



With 30 seconds on the clock, White spent 5 and made the only (!) move which does not win the game: **55.♗xc3??** 1/2-1/2

It is worth mentioning that Black had 9 minutes 34 seconds left when the game ended. This means that he spent 180 second for 54 moves – just 3.3 second per move... What's the rush!?