In the “***Game of Life***” there are two possible outcomes when Jesus returns:

The saved will rise up to have eternal life in heaven with God, and the lost will spend eternity in hell separated from God.

 ***We all will live forever!***

 The question is where, and with whom do you want to spend eternity?

There will be no second chances, compromises or deals made at the gates of heaven. You will either be allowed in or turned away. The only key to heaven's gate is to have a personal relationship with Jesus. The only way to turn the key is to have faith in Jesus. It is not good enough to ‘Know about’ Jesus.

The Devil and Demons knows about Jesus too but he isn’t going to get back into heaven! (James 2:19).

You have seen how the game of chess is won with checkmate or tied with a stalemate. Another word for a tie game is a DRAW or DRAWN game.

**A stalemate is just one of eight ways a game can end in a draw.**

**It was once said that when a game ends in a draw,**

**both players have played the best game of chess possible.**

This works for an earthly game but not for the eternal game.

**Always remember that winning is not the only thing.**

Chess is a game that should be enjoyed (by both players)!

There are certain rules and courtesies that should be followed.

1. The most important rule is to play fairly.
2. Regardless of the outcome - win, lose, or draw - always remember to shake the hand of your opponent. Being a “Good-Sport” is important!
3. Offer to go over the game after it is over. If you are the victor, offer ideas to your opponent as to what he might have done better (but don't act like you have all the answers and your moves are always the best!)
4. If you did not win, see if you can find out why.

 There is nothing wrong with losing as long as you learn from it.

1. Don’t get angry, throw the pieces or storm off all upset. (It is just a game)!
2. In some tournaments, you are asked to reset the pieces up on the board and leave the tournament area to replay or discuss the game.

Many players do not understand how they can lose or draw a game when they have more pieces on the board.

Remember:  *winning means the* ***King must be in checkmate.***

*It does not matter how many pieces you have left at the end.*

***ALWAYS CHECK... IT MAY BE MATE.***

There are times you may feel you are being beaten very badly in a game and rather than be checkmated you may **RESIGN** or ‘Give Up’.

You may resign at any time during the game, but remember, until you have been checkmated or stalemated, the game is not over!

Players are human and humans make mistakes. God knew this and He also knows we can never be good enough to earn our way to heaven. No matter how good we are compared to other people, we all fall short when compared to a holy God. (Romans 3:23). We never see the whole picture that God sees. God is infinite and knows the past present and future. We are finite. There is no way that a finite created human being can understand or comprehend the design and interaction made by the creator, God. When we are faced with uncertain and frustrating situations we may be tempted to give up and resign. However, with God, anything is possible and all things are for good. Sometimes one move can change a game that was lost into a game that can now be drawn or even won.

When you resign you are assuming your opponent knows what to do and will not make any mistakes.

**Do you really want to give your opponent that much credit?**

**God gave us Jesus Christ to finish the impossible game for us to win.**

By following the simple **A-B-C** plan, we always win.

 **A**dmit you are a sinner and fall short of God’s Glory.

 **B**elieve Jesus came to save you for your sins.

 **C**onfess Jesus is your Savior and your Lord.

Becoming a Christian is the easiest thing you can do

(since it is not about what you do but about what Christ did for you!)

Living like Christ is one of the hardest things you will ever do!

Now, on the chess board, there are times where you will want to (and should) RESIGN. To resign, you simply turn your King on his side and offer to shake your opponent's hand in congratulations. You surrender and admit defeat by lying down in front of your opponent. Christ laid down his life for you on by going to the cross to pay the penalty of your sins. But, we have victory in eternal life.

The power of Christianity is not that Christ died, but that he arose again! Christianity is about worshiping and having a relationship with a **living, loving, God!**

**CHESS PLAYERS SHOULD ALWAYS BE POLITE.**

When you are playing a **friendly match**, it is OK to resign and start another game.

***Warning:***

*Some players will try to trick you. If while reaching across the board, you knock over your King they will try to claim you resigned. They are trying to get you to believe the "Touch Move Rule".* ***Do not believe it****. Accidents don't count! Be careful of people who say they know the rules and try to get you to believe false statements!*

*When in doubt of a rule, always ask for the Tournament Director.*

The ***Touch Move Rule*** is a rule that should be followed at all times when playing chess. The rule states:

1) If you touch one of your own pieces, your opponent ***may insist*** you move it (if it is legal to do so). If for some reason it is illegal to move the piece, you may make some other move with another piece.

2) If you touch one of your opponents pieces, your opponent may require you capture it, (if it is legal to do so).

***It is up to your opponent to claim the “Touch Move Rule” against you****.*

***He can ignore it if he wants.***

***Accidentally touching does not count****. This is where problems come in at tournaments and the Director (TD) gets called to be the judge.*

8 Ways to have a Tie Game

***Be very careful when reaching over the board,***

***be fair,***

***and do what is right.***

**Six ways to get a Draw:**

 1) Players agree (but never in advance)

 2) Not enough material to win

 3) Stalemate

 4) Repetition of Position

 5) Perpetual Check

 6) 50 Move Rule

**Two special conditions in tournaments:**

 7) Both clocks are “down” (both players ran out of time)

 8) Official Decision (By tournament official)

1) Players Agree

**A game can end when the players agree to a draw.**

**YOU SHOULD ONLY ASK YOUR OPPONENT FOR A DRAW WHEN IT IS YOUR TURN.**

 a) Make your move,

 b) Then ask for the draw,

 c) And then press your clock (if you are using clocks).

If you ask for a draw prior to moving, your opponent may request you make your move first before deciding to accept your offer.

Your opponent may accept your offer at any time until he makes his move.

If he makes a move, the offer to draw becomes void.

***DO NOT CONTINUE TO ASK FOR A DRAW ON EVERY TURN.***

Many times you will feel you may not be able to win, and rather than risk a loss you may settle for the tie.

Sometimes in a tournament, it may happen that by agreeing to a draw, you can guarantee a final result. There is a rule about talking and deciding about a game ***prior*** to it being played.

**PLAYERS CANNOT AGREE TO DRAW PRIOR TO PLAYING A GAME.**

Another reason players might agree to a draw is because it is getting late and they may want to go home, especially if the result will have no bearing on the results of the tournament.

For whatever reason players agree to draw, there is no rule against it - but the players should look at the situation and do what it right.

Playing chess takes a lot of effort and energy. Sometimes it is better to put aside one battle and get ready for the next one.

2) Not Enough Material

You can only win a game with checkmate. Sometimes neither player will have enough material to force a win. There are examples in the ***OFFICIAL RULES OF CHESS*** that define what is needed to win.

The more you play the more you will start to realize when a game should be a draw. Even if you do not know what is 'enough' material, a TD – Tournament Director may call your game a draw (Option #8).

The simplest example of not enough material is if both players only have their Kings.

When playing with a clock, a player cannot loose on time if his opponent does not have enough material to force checkmate.

3) Stalemate

Since the game is won when a King is in Checkmate, to have checkmate, the King must also be in check!

However, a player may find there are no legal moves on the board and he is not in check, but any move places the King in check. Since a King cannot put himself in danger, the game is a draw by stalemate. This is a great ‘trick’ to pull off since it means your opponent was ready to defeat you and you should have really lost, but you escaped with a draw.

Remember, there are times when the King has no legal move*, but as long as there are other pieces to move, the game is not over.*

**A stalemate only occurs when there are no legal moves that can be made that will not put the King in danger.**

**(and there are no other moves to be made on the board)!**

4) Repetition of Position

Most of the time “Repetition of Position” comes about because of Option #5: Perpetual Check.  ***Many players think the 'moves' to make the repetition must repeat three times in a row but this is false***.

**The rule:**

*If at ANYTIME during the game, the position is the same for three times, the player who is about to make the move may claim a draw and make the move that forces the repetition.*

He should get a Director prior to pushing his clock that signals the end of his turn.

***You must be recording your moves to claim this rule!***

Think if someone took a picture of the board, and then came back after a series of moves and took another picture, and then came back yet a third time and took another picture.

IF ALL THREE PICTURES MATCH, the game can be called a draw.

5) Perpetual Check

Perpetual means continuous. In this situation, one player continuously places the other King in check without forcing a checkmate. The perpetual check is one special way of forcing a draw by Repetition of Position or the Director may be called to make an official decision that “no progress” is being made.

6) 50 Move Rule

The purpose of this rule is to keep a game from lasting “forever”.

It is not about 50 TOTAL Moves (by each player)

**The Rule:**

**After 50 moves, a game is a Draw.**

***However, counting starts over every time:***

 ***a) a piece is captured***

 ***b) or a Pawn is moved***

A move is counted when both players have taken a turn.

***You must be recording your moves to claim this rule!***

***Players who fail to take notation cannot use this rule.***

7) Both Clocks Are Down

When playing in a tournament, you most likely will have a “clock” or timing device. Tournaments often have a stated number of moves that must be made in a given time limit. ***If you fail to make the required number of moves, you lose the game.*** The clocks are timers with 'FLAGS' to indicate when the time is up. This is a very technical point in tournament play and the official rule book is the place to get full information about this rule.

**ONLY THE PLAYERS MAY CALL THE TIME CONTROL.**

If both players fail to see the time control has expired, the game is a draw.

 Two exceptions:

1) You cannot lose on time if your opponent does not have enough material to force a win.

2) If you have been checkmated, the fact the clock is down does not matter. Checkmate ends the game, not the clock!

8) Official Decision

Sometimes you will realize the game is a draw before your opponent does. For example, you know that neither player can force a win but your opponent does not. You may call the Director to evaluate the game and call it a draw. The Director may call the game a draw if players are not keeping notation (or to speed up the 50 move rule).

You may call the Director and ask that he watch the game to see *if progress is being made*. If it becomes obvious the player is not making progress toward winning the game, it may be called a draw.

IF THE DIRECTOR DOES NOT AGREE WITH YOU, YOU MAY BE PENALIZED. *The Official Rules of Chess* talks about penalties.

Many Directors will avoid making a decision over a game and will let it be 'played out'.

If you do not like the ruling of a Tournament Director, you may call for an appeal and you may file a written letter of protest.