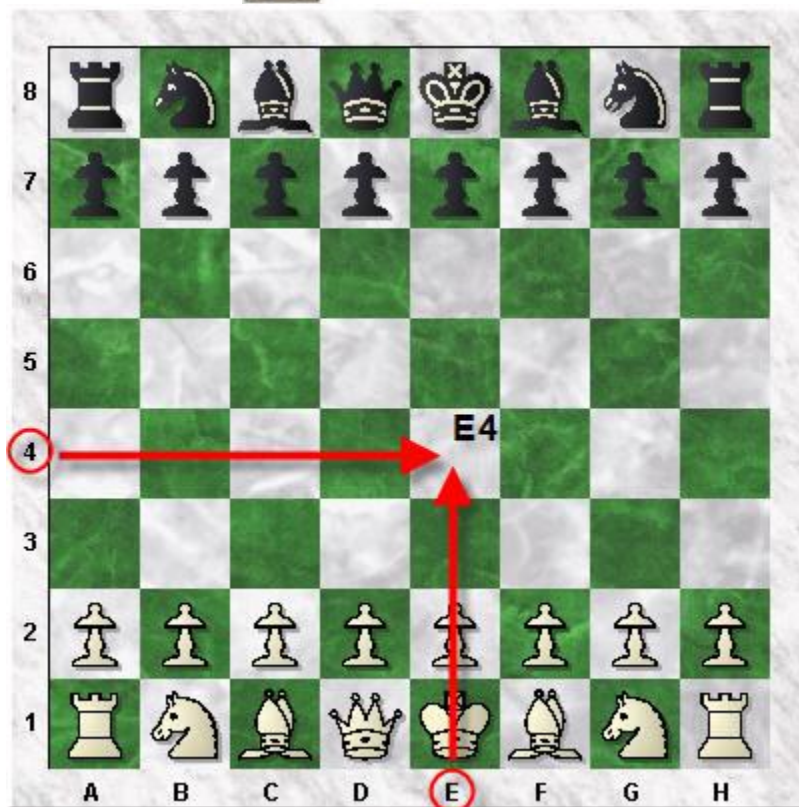


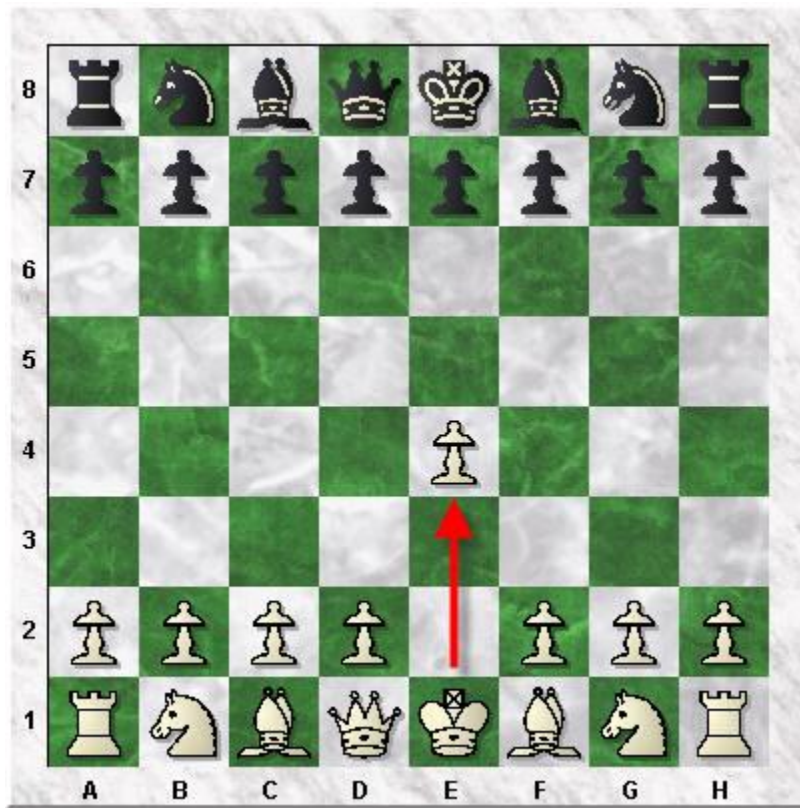
## Chess Notation

To write chess notation you must indicate the piece and the square it's moving to. Notice how each piece is abbreviated with a single letter except the pawn! If no piece is named it's assumed that a pawn move is made. Notice also how the Knight is abbreviated with a "N" not "K"

	King = K
	Queen = Q
	Knight = N
	Bishop = B
	Rook = R
	Pawn =



In the following diagram I made the first move pawn to **e4**. The name of this move is simply "e4". (since the pawn's name is not written)

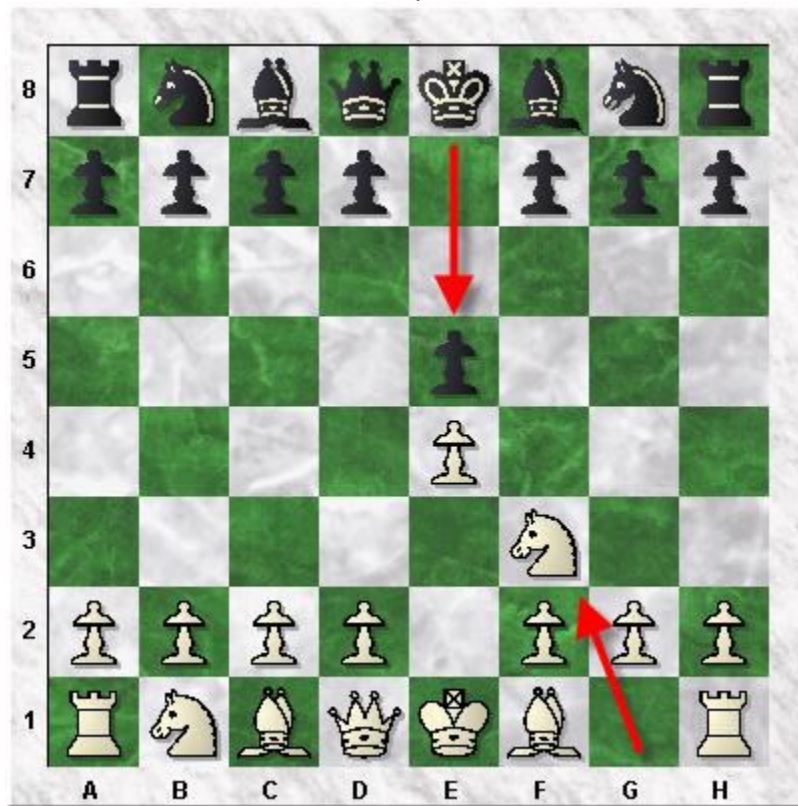


Notice how this is shown on the sample scoresheet. By the way, this is an official chess scoresheet that is used in USCF rated chess tournaments. I've included it here for you to quickly get a concept of how this will appear when you actually record your games.

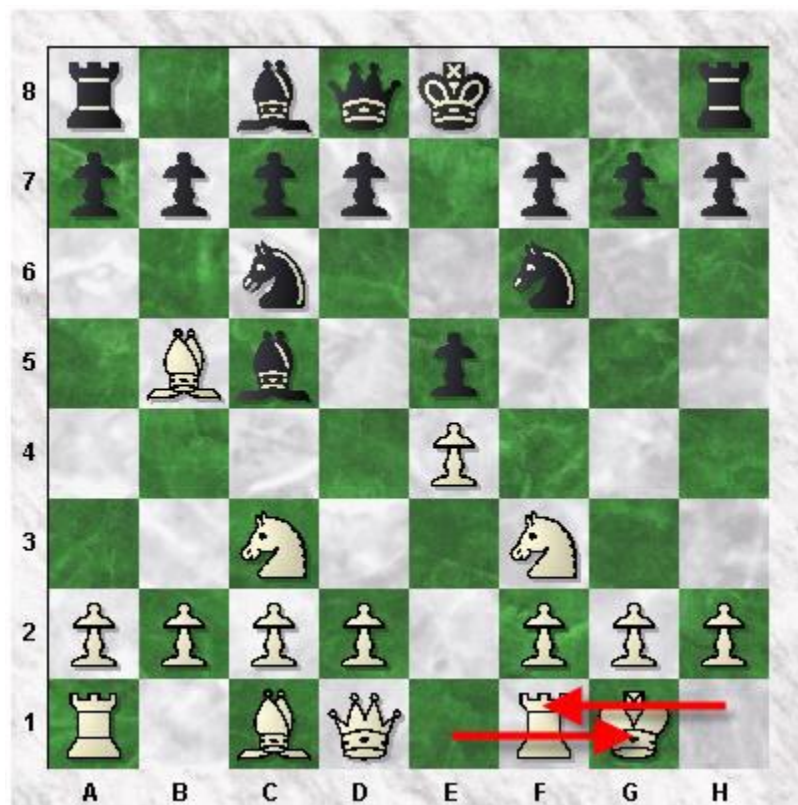
Official Score Sheet		Chess4Life <small>Teaching life skills through chess</small>		13555 Bel-Red Road Suite 200 Bellevue, WA 98005 425-283-0549 www.chess4life.com	
EVENT <i>Demo</i>			DATE <i>6-30-2006</i>		
ROUND	BOARD	SECTION	OPENING <i>Ruy Lopez</i>		
WHITE (name of player) <i>Raphael</i>			BLACK (name of player) <i>Hianco 10</i>		
WHITE	BLACK	WHITE	BLACK		
1	<i>e4</i>	<i>e5</i>		26	
2	<i>Nf3</i>	<i>Nc6</i>		27	
3	<i>Bb5</i>	<i>Nf6</i>		28	
4	<i>Nc3</i>	<i>Bc5</i>		29	
5	<i>O-O</i>	<i>d5</i>		30	
6	<i>exd5</i>	<i>Nxd5</i>		31	
7	<i>Nxd5</i>	<i>Qxd5</i>		32	
8	<i>Bxc6+</i>	<i>bxc6</i>		33	
9	<i>c3</i>	<i>Q-O</i>		34	
10	<i>Ng5</i>	<i>e4</i>		35	
11	<i>d4</i>	<i>? exd3 (cp) !</i>		36	
12	<i>Qf3</i>	<i>d2</i>		37	
13	<i>Qxd5</i>	<i>dxc1=Q</i>		38	
14	<i>Raxc1</i>	<i>cxd5</i>		39	
15	<i>Kf1</i>	<i>Bb7</i>		40	
16	<i>f4</i>	<i>Rfe8</i>		41	
17	<i>Nh3</i>	<i>Rad8</i>		42	
18	<i>g3</i>	<i>Bc3</i>		43	
19	<i>Rcd1</i>	<i>f6</i>		44	
20	<i>Rfe1</i>	<i>?? d4++</i>		45	
21				46	
22				47	
23	<i>0-1</i>			48	
24				49	
25				50	
RESULTS: <input type="checkbox"/> WHITE WON <input type="checkbox"/> DRAW <input checked="" type="checkbox"/> BLACK WON					
SIGNATURE <i>X</i>			SIGNATURE <i>X</i>		

Now black has made a pawn move... this is written as **e5**.

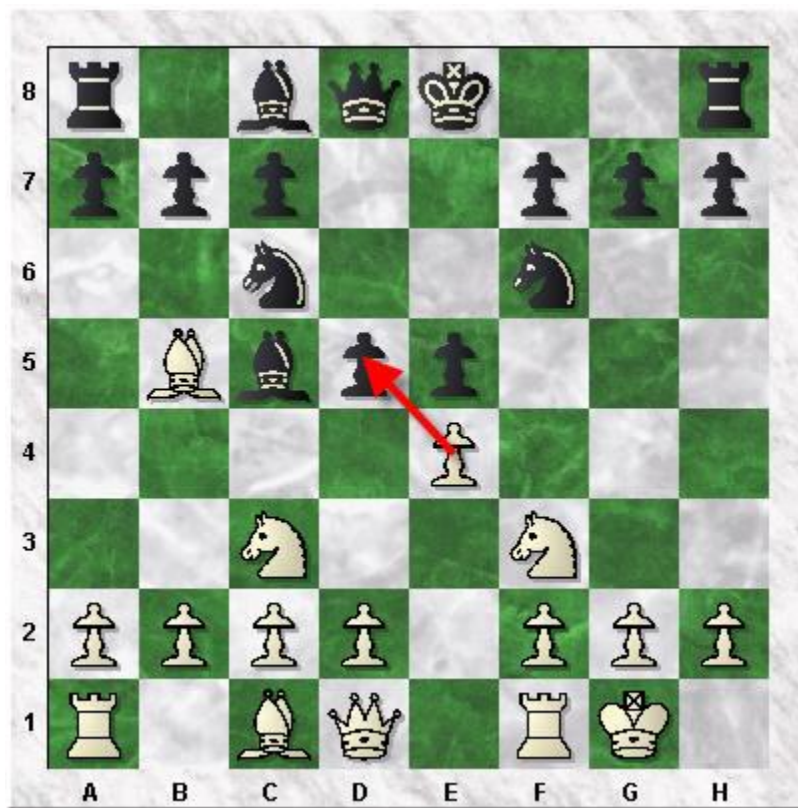
Next, White has replied with **Nf3**. Notice how the name of the piece is written as well as the name of the square.



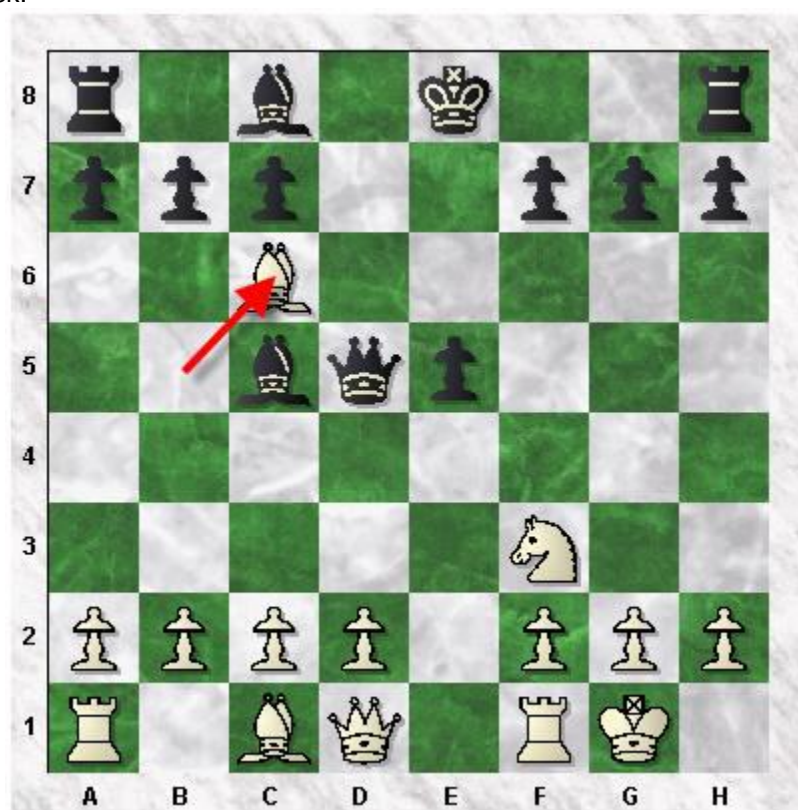
Now, we're going to fast forward to some special moves. See in the next diagram how white has made a special move called **castling kingside**. This move is written as **0-0**. If the King castles on the **queenside** (to the other direction on the chessboard) it would be written as **0-0-0**.



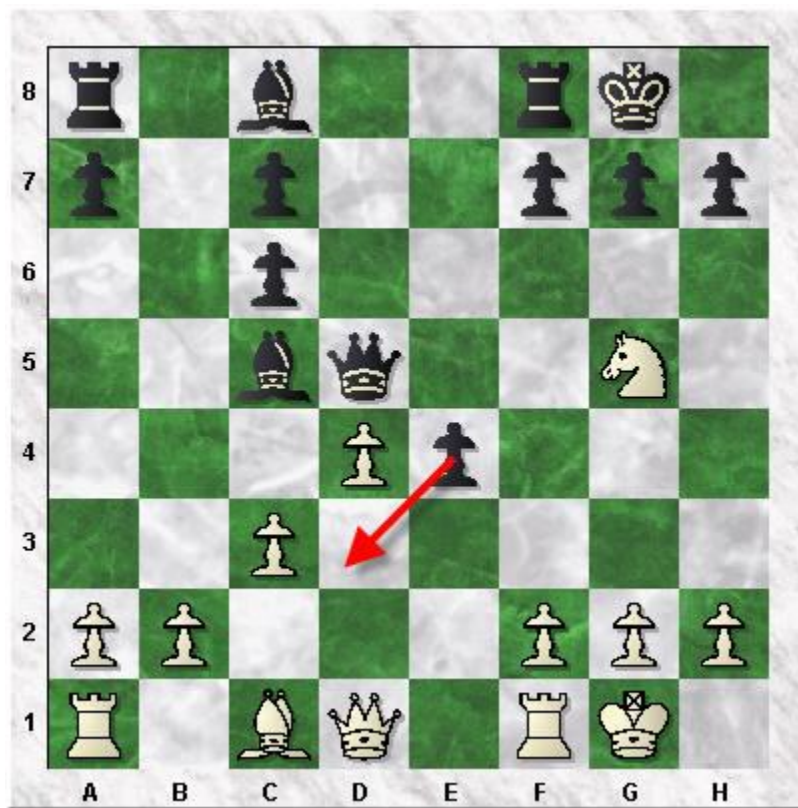
In the next diagram, White is going to capture Black's pawn on **d5**. This move is called **exd5**. When a "capture" is made this is indicated with an **x**.



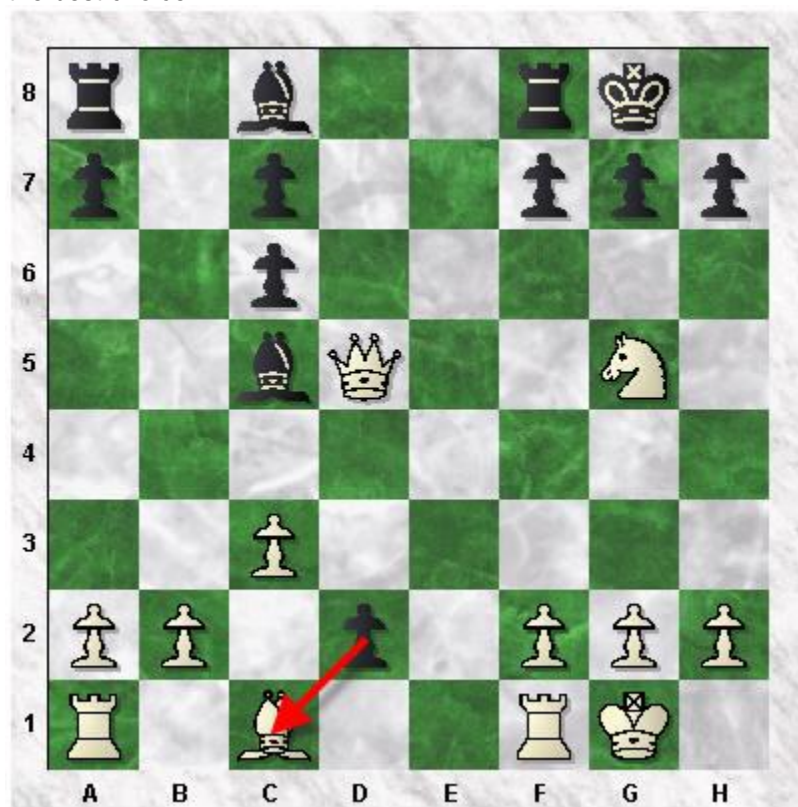
Next, White captures the Knight on c6. This move is written as **Bxc6+**. Notice the "+" sign. This represents "check" since Black's King is now in check.

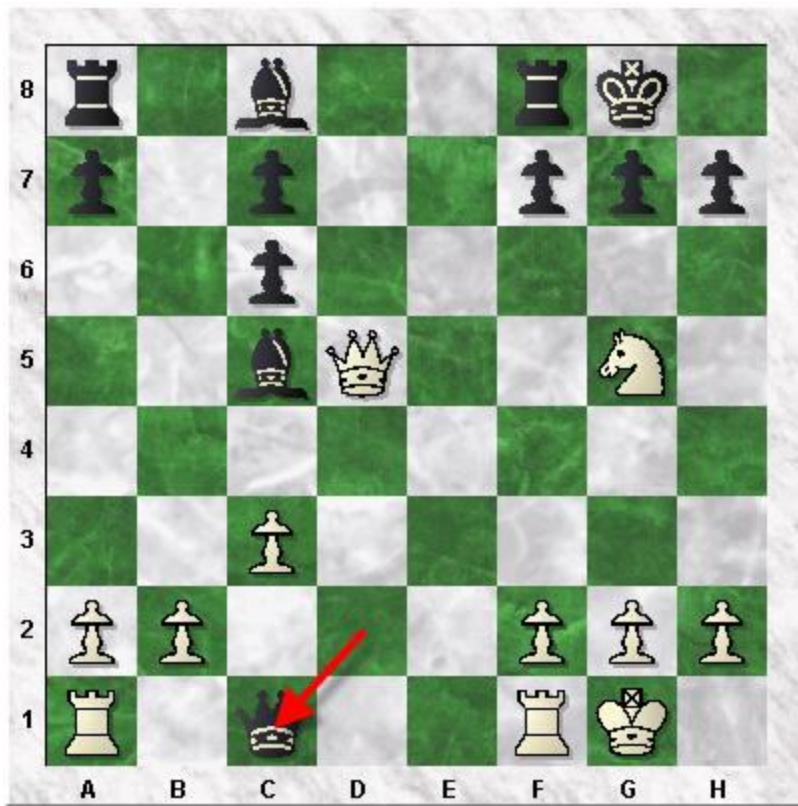


White just moved **d4**. Black's next move **exd3(ep)**, called *en passant* captures white's d4 pawn while moving his pawn to d3.

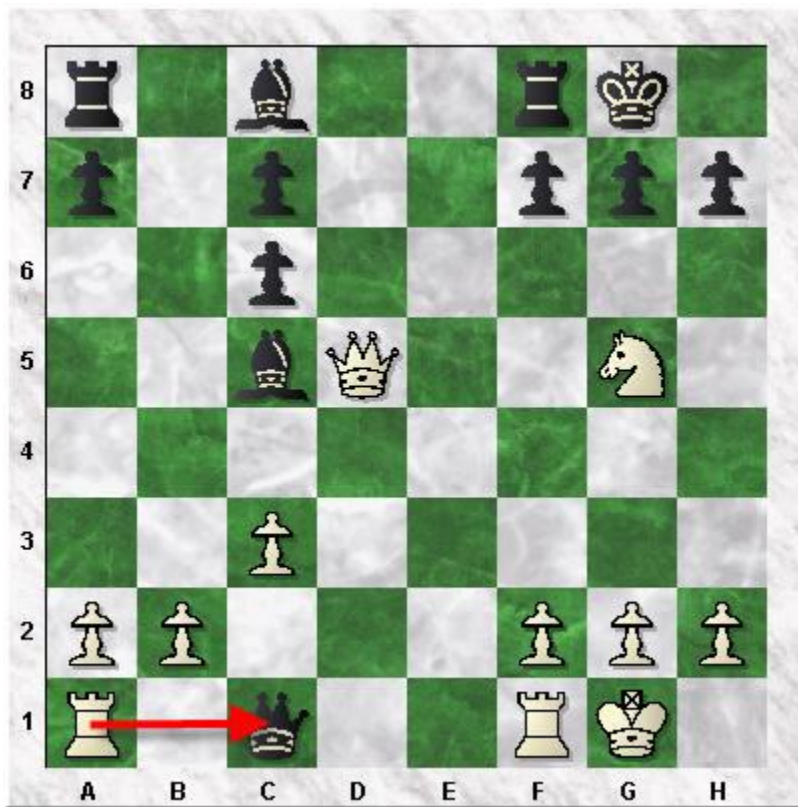


After several more moves, Black captures White's Bishop on c1 with **dx c1=Q**. That's about as complicated as it gets! This means pawn captures piece on c1 and promotes it to a Queen. Black could promote it to any other piece he chooses, but Queen's are nearly always the best choice.

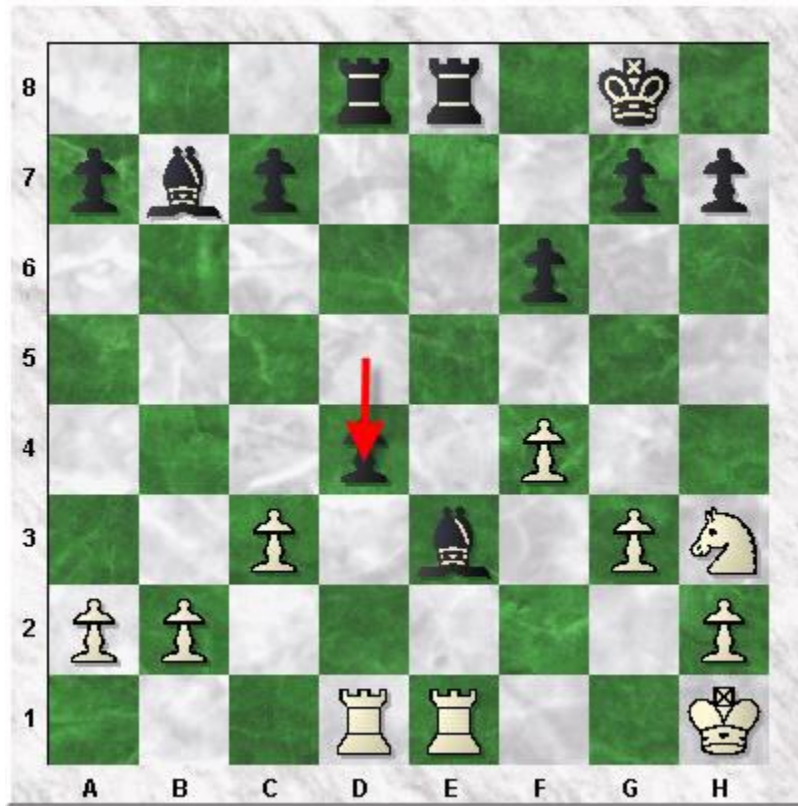




Next, notice how the next move is **Raxc1**. Note that either the rook on **A1** OR **F1** can capture the queen. This means that the "a" must be included to indicate which rook.



In this next position, white makes a winning move, **d4++**, pawn to d4 CHECKMATE!. By now you've probably guessed that this game was created as an illustration since White has made some very awful moves just asking for trouble...



That's all there is to know about chess notation! You've learned the notation standards plus how to indicate the special moves ... check (+), en passant (ep), castling (0-0 or 0-0-0), checkmate (++)). Now you can learn about annotation symbols which can be written at the end of a move to indicate whether that move was a good move or a bad move.

## Chess Notation Annotation Symbols

You'll find that once you can read and write chess notation, your world is opened to a wide expanse of chess knowledge. Once you delve into this, you'll quickly become a better chessplayer and you'll be leagues ahead of your casual coffee-shop chess playing friends and just about everyone in your family!

In addition to writing the moves themselves, chess players will comment on the strengths and weakness of chess moves with chess move annotation symbols.

Here's a diagram of the symbols you'll most often see.

- ... **Black move follows**
- ! **Good move**
- !! **Excellent move**
- ? **Bad move**
- ?? **Terrible move (blunder)**
- !? **Interesting move**
- ?! **Dubious move**

Notice how some of these comments have been placed on the scoresheet shown above. Now you have a solid, practical introduction to chess notation, and a scoresheet that actually shows you how it should look in the real world.