

Why Notate Chess Games

All games of chess contain a lesson, but you can only extract this if you have the game documented. Another reason to use chess notation is that you can use your records to review the critical moments of your games and analyze where you could have done better.

How to Write Down Your Moves:

Chess notation combines the chess piece moved with the new square it has moved to, on the chess board.

Chess notation uses *abbreviations* for each piece, using capitalized letters. Each square has its own name as you can see in this diagram.

8	a8	b8	c8	d8	e8	f8	g8	h8
7	a7	b7	c7	d7	e7	f7	g7	h7
6	a6	b6	c6	d6	e6	f6	g6	h6
5	a5	b5	c5	d5	e5	f5	g5	h5
4	a4	b4	c4	d4	e4	f4	g4	h4
3	a3	b3	c3	d3	e3	f3	g3	h3
2	a2	b2	c2	d2	e2	f2	g2	h2
1	a1	b1	c1	d1	e1	f1	g1	h1
	a	b	c	d	e	f	g	h

- King = K
- Queen = Q
- Rook = R
- Bishop = B
- Knight = N
- Pawn = P or none
- Capture = x
- Check = +
- Castle = 0-0 or 0-0-0

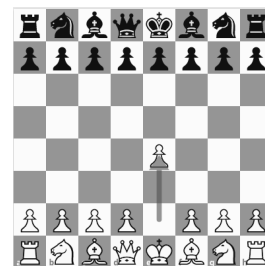
Captures: When a move is a capture, write an “x” between the piece moved and the square where the piece moved to make the capture. **Check:** When a move is a check, a “+” sign is added to the end of the notation. **Promotion:** When a pawn promotes, write an equal sign and then the abbreviation of the piece to which it is promoted (e8=Q).

Castling: Kingside castle: “0-0” Queenside castle: “0-0-0”

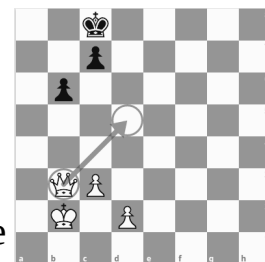
Removing Ambiguity: Sometimes two pieces can both move to the same square. If you have rooks on both b8 and g8, then either of them could move to d8. In this case you need to add a *starting identifier* in between the piece and the square. In this example, if the rook beginning on b8 were moved to d8, it would be written as “Rb-d8”.

Notation Examples:

- **Pawn move:** If a pawn moves to e4 the notation for that move would be: **e4**



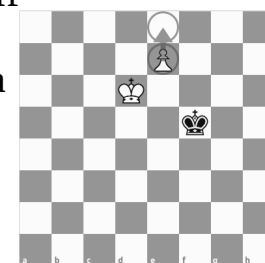
- **Piece Move:** If a Queen moves to the “d5” square, the notation for that move would be: **Q-d5**



- **Capture and check:** If a Bishop captures a piece on c3 giving check, the notation would be: **Bxc3+**



- **Promotion:** If a pawn promotes to a Queen on the e8 square: **e8=Q**



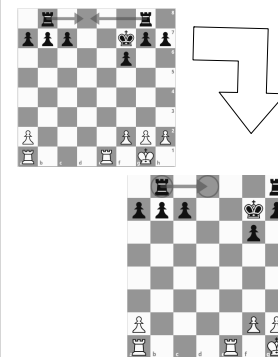
- **Castle Kingside:** **0-0**



- **Castle Queenside:** **0-0-0**



- **Removing Ambiguity:** If both rooks could move to d8, indicate which one moves there.



Rb-d8