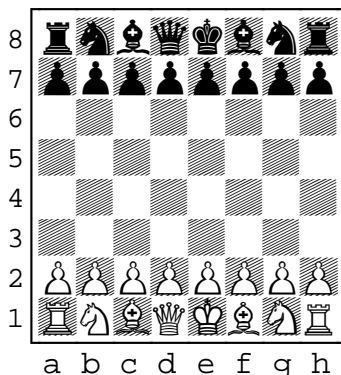




How to read and record chess games

1) Each chess piece is represented by a single letter: **K - King** **R - Rook** **B - Bishop**
Q - Queen **N - Knight** **P - Pawn**



2) Horizontal rows (called **ranks**) of the chess board are labelled 1 thru 8.

Vertical columns (called **files**) are labeled "a" thru "h".

Each square on the board can be identified by its rank and file. For instance, the square at rank 1, file "a" can be referenced as simply "a1". The square in the upper right is "h8".

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

3) Moves are designated by (symbol)(from square)-(to square). For instance, a white knight's first move might be noted as: **Nb1-c3**.

For **pawn moves**, leave off the symbol. Example: **d2-d4**

For **captures**, substitute an "x" for the dash: Ex: **Nc3xd5**

For moves resulting in **check**, follow by a "+". For checkmate, use "++".

Record moves in a table similar to the one at the right where both white and black's first move is in the first row, second move in next row, etc

Move	White	Black
1	e2-e3	d7-d5
2	Nb1-c3	e7-e5
3	Bf1-b5+	Nb8-c6
4	Bb5xc6	b7xc6
5

Kingside **castle** is indicated by: **0-0** Queenside castle is indicated by: **0-0-0**

Pawn promotion is indicated by "=(piece letter)". Example: **h7-h8=Q**

4) Commentary - Sometimes we add symbols for commentary using combinations of "!" and "?".

! - Good move

!! - Excellent move

? - Bad move

?? - Very bad move

!?! - Interesting move

??! - Very questionable move

5) Practice! - Taking and understanding notation is very important for serious chess players. Be sure and practice chess notation until it seems simple and second nature