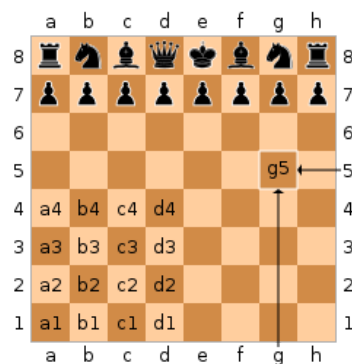


Algebraic notation (chess)

Algebraic notation is the standard method for recording and describing the moves in a game of chess. It is based on a system of coordinates to uniquely identify each square on the board.^[1] It is used by most books, magazines, and newspapers.



Algebraic notation

An early form of algebraic notation was invented by the Syrian player Philip Stamma in the 18th century. In the 19th century, it came into general use in German chess literature, and was subsequently adopted in Russian chess literature. In English-speaking countries, the parallel method of descriptive

notation was generally used in chess publications until the 1980s. A few players still use descriptive notation, but it is no longer recognized by FIDE, the international chess governing body.

The term "algebraic notation" may be considered a misnomer, as the system is unrelated to algebra.^[1]

Naming the squares

Each square of the board is identified by a unique coordinate pair—a letter and a number—from White's point of view. The vertical columns of squares, called files, are labeled a through h from White's left (the queenside) to right (the kingside). The horizontal rows of squares, called ranks, are numbered 1 to 8 starting from White's side of the board. Thus each square has a unique identification of file letter followed by rank number. For example, the initial square of White's king is designated as "e1".

Naming the pieces

Each piece type
(other than

This section contains chess piece figurines.
Without proper rendering support, you may

pawns) is

see question marks, boxes, or other symbols.

identified by an uppercase letter. English-speaking players use the letters *K* for king, *Q* for queen, *R* for rook, *B* for bishop, and *N* for knight. Different initial letters are used by other languages.

In chess literature, especially that intended for an international audience, the language-specific letters are often replaced by universally recognized piece symbols; for example, ♠**c6** in place of **Nc6**. This style is known as *figurine algebraic notation*. The Unicode Miscellaneous Symbols set includes all the symbols necessary for figurine algebraic notation.^[2]

Notation for moves

In standard (or short form) algebraic notation, each move of a piece is indicated by the piece's uppercase letter, plus the coordinates of the destination square. For example, **Be5** (bishop moves to e5), **Nf3** (knight moves to f3). For pawn moves, a letter indicating pawn is not used, only the destination square is given. For example, **c5** (pawn moves to c5).

Captures

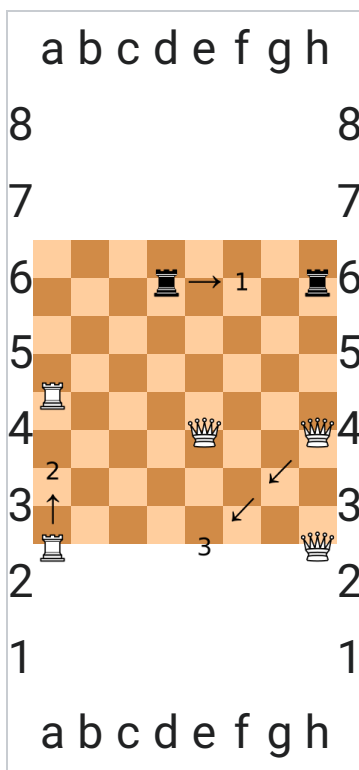
When a piece makes a capture, an "x" is inserted immediately before the destination square. For example, **Bxe5** (bishop captures the piece on e5). When a pawn makes a capture, the *file* from which the pawn departed is used to identify the pawn. For example, **exd5** (pawn on the e-file captures the piece on d5).

En passant captures are indicated by specifying the capturing pawn's file of departure, the "x", the destination square (not the square of the captured pawn), and (optionally) the suffix "e.p." indicating the capture was *en passant*.^[4] For example, **exd6 e.p.**

Sometimes a multiplication sign (×) or a colon (:) is used instead of "x", either in the middle (**B:e5**) or at the end (**Be5:**). Some publications, such as the Encyclopaedia of Chess Openings (ECO), omit any indication that a capture has been made; for example, **Be5** instead of Bxe5; **ed6** instead of exd6 or exd6 e.p.

When it is unambiguous to do so, a pawn capture is sometimes described by specifying only the files involved (**exd** or even **ed**). These shortened forms are sometimes called *abbreviated algebraic notation* or *minimal algebraic notation*.

Disambiguating moves



1) ...Rdf8, 2) R1a3, 3) Qh4e1

When two (or more) identical pieces can move to the same square, the moving piece is uniquely identified by specifying

the piece's letter, followed by (in descending order of preference):

1. the file of departure (if they differ)
2. the rank of departure (if the files are the same but the ranks differ)

If neither file nor rank alone is sufficient to identify the piece, then both are specified.

In the diagram, both black rooks could legally move to f8, so the move of the d8-rook to f8 is disambiguated as **Rdf8**. For the white rooks on the a-file which could both move to a3, it is necessary to provide the *rank* of the moving piece, i.e., **R1a3**.

In the case of the white queen on h4 moving to e1, neither the rank nor file alone are sufficient to disambiguate from the other white queens. As such, this move is written **Qh4e1**.

As above, an "x" can be inserted to indicate a capture; for example, if the final case were a capture, it would be written as **Qh4xe1**.

Pawn promotion

When a pawn promotes, the piece promoted to is indicated at the end. For example, a pawn on e7 promoting to a queen on e8 may be variously rendered as **e8Q**, **e8=Q**, **e8(Q)**, **e8/Q** etc.

Draw offer

FIDE specifies draw offers to be recorded by an equals sign with parentheses "(=)" after the move on the score sheet.^[5] This is not usually included in published game scores.

Castling

Castling is indicated by the special notations **0-0** (for kingside castling) and **0-0-0** (queenside castling). **0-0** and **0-0-0** (letter O rather than digit 0) are also commonly used.^[a]

Check

A move that places the opponent's king in check usually has the symbol "+" appended. Alternatively, sometimes a dagger

(†) or the abbreviation "ch" is used. Some publications indicate a discovered check with an abbreviation such as "dis ch", or with a specific symbol. Double check is usually indicated the same as check, but is sometimes represented specifically as "dbl ch" or "++", particularly in older chess literature. Some publications such as *ECO* omit any indication of check.

Checkmate

Checkmate at the completion of moves is represented by the symbol "#" in standard FIDE notation and PGN. The word *mate* is commonly used instead; occasionally a double dagger (‡) or a double plus sign (++) is used, although the double plus sign is also used to represent "double check" when a king is under attack by two enemy pieces simultaneously. A checkmate is represented by "≠" (the not equal sign) in the macOS chess application. In Russian and ex-USSR publications, where captures are indicated by ":", checkmate can also be represented by "X" or "x".

End of game

The notation **1–0** at the completion of moves indicates that White won, **0–1** indicates that Black won, and $\frac{1}{2}\text{--}\frac{1}{2}$ indicates a draw. In case of forfeit, the scores 0–0, $\frac{1}{2}\text{--}0$, and $0\text{--}\frac{1}{2}$ are also possible.^{[7][8]} If player(s) lost by default, results are +/–, –/+, or –/–.

Often there is no indication regarding how a player won or lost (other than checkmate, see above), so simply 1–0 or 0–1 may be written to show that one player resigned or lost due to time control or forfeit. Similarly, there is more than one way for a game to end in a draw. Sometimes direct information is given by the words "White resigns" or "Black resigns", though this is not considered part of the notation but rather a return to the surrounding narrative text.

Similar notations

Besides the standard (or short) algebraic notation already described, several similar systems have been used.

Long algebraic notation

In long algebraic notation, also known as fully expanded algebraic notation, both the starting and ending squares are specified, for example: **e2e4**. Sometimes these are separated by a hyphen, e.g. **Nb1-c3**, while captures are indicated by an "x", e.g. **Rd3xd7**. Long algebraic notation takes more space and is no longer commonly used in print; however, it has the advantage of clarity. Both short and long algebraic notation are acceptable for keeping a record of the moves on a scoresheet, as is required in FIDE rated games.

A form of long algebraic notation (without piece names) is also used by the Universal Chess Interface (UCI) standard, which is a common way for graphical chess programs to communicate with chess engines (e.g., for AI): e.g. e2e4, e1g1 (castling), e7e8q (promotion).^[9]

ICCF numeric notation

In international correspondence chess the use of algebraic notation may cause confusion, since different languages

employ different names (and therefore different initial letters) for the pieces, and some players may be unfamiliar with the Latin alphabet. Hence, the standard for transmitting moves by post or email is ICCF numeric notation, which identifies squares using numerical coordinates, and identifies both the departure and destination squares. For example, the move 1.e4 is rendered as 1.5254. In recent years, the majority of correspondence games have been played on on-line servers rather than by email or post, leading to a decline in the use of ICCF numeric notation.

PGN

Portable Game Notation (PGN) is a text-based file format for storing chess games, which uses standard English algebraic notation and a small amount of markup.^[10] PGN can be processed by almost all chess software, as well as being easily readable by humans. For example, the Game of the Century could be represented as follows in PGN:

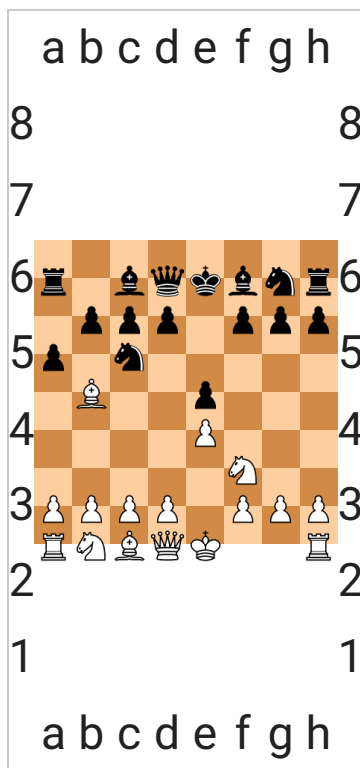
```
[Event "Third Rosenwald Trophy"]  
[Site "New York, NY USA"]
```

[Date "1956.10.17"]
[EventDate "1956.10.07"]
[Round "8"]
[Result "0-1"]
[White "Donald Byrne"]
[Black "Robert James Fischer"]
[ECO "D92"]
[WhiteElo "?"]
[BlackElo "?"]
[PlyCount "82"]

1. Nf3 Nf6 2. c4 g6 3. Nc3 Bg7 4. d4 O-O
5. Bf4 d5 6. Qb3 dxc4 7. Qxc4 c6 8. e4
Nbd7 9. Rd1 Nb6 10. Qc5 Bg4 11. Bg5 Na4
12. Qa3 Nxc3 13. bxc3 Nxe4 14. Bxe7 Qb6
15. Bc4 Nxc3 16. Bc5 Rfe8+ 17. Kf1 Be6
18. Bxb6 Bxc4+ 19. Kg1 Ne2+ 20. Kf1 Nxd4+
21. Kg1 Ne2+ 22. Kf1 Nc3+ 23. Kg1 axb6
24. Qb4 Ra4 25. Qxb6 Nxd1 26. h3 Rxa2 27.
Kh2 Nxf2 28. Re1 Rxe1 29. Qd8+ Bf8 30.
Nxe1 Bd5 31. Nf3 Ne4 32. Qb8 b5 33. h4 h5
34. Ne5 Kg7 35. Kg1 Bc5+ 36. Kf1 Ng3+ 37.

Ke1 Bb4+ 38. Kd1 Bb3+ 39. Kc1 Ne2+ 40.
Kb1 Nc3+ 41. Kc1 Rc2# 0-1

Formatting



Position after 1.e4 e5 2.Nf3 Nc6 3.Bb5 a6

A game or series of moves is generally written in one of two ways; in two columns, as White/Black pairs, preceded by the move number and a period:

1. e4 e5

2. Nf3 Nc6

3. Bb5 a6

or horizontally:

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6

Moves may be interspersed with commentary, called annotations. When the game score resumes with a Black move, an ellipsis (...) fills the position of the White move, for example:

1. e4 e5 2. Nf3

White attacks the black e-pawn.

2... Nc6

Black defends and develops simultaneously.

3. Bb5

White plays the Ruy Lopez.

3... a6

Black elects Morphy's Defence.

Annotation symbols

Though not technically a part of algebraic notation, the following are some symbols commonly used by annotators,

for example in publications *Chess Informant* and *Encyclopaedia of Chess Openings*, to give editorial comment on a move or position.

The symbol chosen is simply appended to the end of the move notation, for example, in the Soller Gambit: 1.d4 e5?! 2.dxe5 f6 3.e4! Nc6 4.Bc4+/-

Moves

Symbol	Meaning
!!	A brilliant—and usually surprising—move
!	A very good move
!?	An interesting move that may not be the best
?!	A dubious move that is not easily refutable
?	A bad move; a mistake
??	A <u>blunder</u>
△	A better move than the one played
□	A <u>forced move</u> ; the only reasonable move, or the only move available
TN or N	A <u>theoretical novelty</u> .

Positions

Symbol	Meaning
=	Both players have <u>equal chances</u> .
+/- or \pm	White has a slight plus.
=/+ or \mp	Black has a slight plus.
+/- or \pm	White has a clear plus.
-/+ or \mp	Black has a clear plus.
+-	White has a winning advantage.
-+	Black has a winning advantage.
∞	It is unclear whether either side has an advantage; a "toss-up".
=/ ∞ or ∞	Whoever is down in <u>material</u> has <u>compensation</u> for it.

History

Descriptive notation was usual in the Middle Ages in Europe. A form of algebraic chess notation that seems to have been borrowed from Muslim chess, however, appeared in Europe in a 12th century manuscript referred to as "MS. Paris Fr. 1173 (PP)". The files run from *a* to *h*, just as they do in the current standard algebraic notation. The ranks, however, are also designated by letters, with the exception of the 8th rank which is distinct because it has no letter. The ranks are lettered in reverse – from the 7th to the 1st: *k, l, m, n, o, p, q*.^[11]

Another system of notation using only letters appears in a book of Mediaeval chess, Rechenmeister Jacob Köbel's

Schachzabel Spiel of 1520.^[11]

Algebraic notation exists in various forms and languages and is based on a system developed by Philipp Stamma in the 1730s. Stamma used the modern names of the squares (and may have been the first to number the ranks), but he used *p* for pawn moves and the capital original file of a piece (A through *H*) instead of the initial letter of the piece name as used now.^[12] Piece letters were introduced in the 1780s by Moses Hirschel, and Johann Allgaier with Aaron Alexandre developed the modern castling notation in the 1810s.^[13]

Algebraic notation was described in 1847 by Howard Staunton in his book *The Chess-Player's Handbook*. Staunton credits the idea to German authors, and in particular to "Alexandre, Jaenisch, and the Handbuch [*des Schachspiels*]."^[14] While algebraic notation has been used in German and Russian chess literature since the 19th century, the Anglosphere was slow to adopt it, using descriptive notation for much of the 20th century. Beginning in the 1970s, algebraic notation gradually became more common in English language publications, and by 1980 it had become the







	a	b	c	d	e	f	g	h
8	a 8	b 8	c 8	d 8	e 8	f 8	g 8	h 8
7	a 7	b 7	c 7	d 7	e 7	f 7	g 7	h 7
6	a 6	b 6	c 6	d 6	e 6	f 6	g 6	h 6
5	a 5	b 5	c 5	d 5	e 5	f 5	g 5	h 5
4	a 4	b 4	c 4	d 4	e 4	f 4	g 4	h 4
3	a 3	b 3	c 3	d 3	e 3	f 3	g 3	h 3
2	a 2	b 2	c 2	d 2	e 2	f 2	g 2	h 2
1	a 1	b 1	c 1	d 1	e 1	f 1	g 1	h 1

Chess
diagram
showing
algebraic
notation in
Howard
Staunton's
*The Chess-
Player's
Handbook*
(1866)

Piece names in various languages

The table contains names for all the pieces as well as the words for *chess*, *check*, and *checkmate* in several languages.^[15] Several languages use the Arabic loanword *alfil* for the piece called *bishop* in English; in this context it is a chess-specific term which no longer has its original meaning of "elephant".

Overview of chess piece names

Language	King	Queen	Rook	Bishop	Knight	Pawn	Chess	Check	Checkmate/Mate
figure							n/a	+ or †	# or ++ or ‡
<u>Afrikaans</u>	K Koning <i>king</i>	D Dame <i>lady</i>	T Toring <i>tower</i>	L Loper <i>runner</i>	R Ruiter <i>rider</i>	(P) Pion	<u>Skaak</u>	Skaak	Skaakmat
<u>Albanian</u>	M Mbreti <i>king</i>	D Dama / Mbretëresha <i>lady / queen</i>	T Torra <i>tower</i>	F Fili / Oficeri <i>elephant / officer</i>	K Kali <i>horse</i>	(U) Ushtari <i>soldier</i>	<u>Shahu</u>	Shah	Shah mat
<u>Arabic</u>	م ملك (malik) <i>king</i>	و وزير (wazīr) <i>vizier</i>	د رخ / طابية (rukhhk / ṭābiya) <i>fortress / castle</i>	ف فيل (fīl) <i>elephant</i>	ح حصان (ḥiṣān) <i>horse</i>	ب بيدق / عسكري (baidaq / `askarī) <i>pawn / soldier</i>	شطرنج (shaṭranj)	كش ملك (kish malik)	كش مات (kish māṭ)
<u>Azerbaijani</u>	Ş Şah <i>shah</i>	V Vəzir <i>vizier</i>	T Top <i>cannon</i>	F Fil <i>elephant</i>	A At <i>horse</i>	P Piyada <i>foot soldier</i>	<u>Şahmat</u>	şah shah	mat mat
<u>Armenian</u>	Ա Արքա (Ark'a) <i>king</i>	Թ Թագուհի (T'agowhi) <i>queen</i>	Ն Նավակ (Navak) <i>ship</i>	Փ Փիղ (P'iṭ) <i>elephant</i>	Ձ Ձի (Dzi) <i>horse</i>	Ջ Ջիւղոր (Zinvor) <i>soldier</i>	Շախմատ (Šaxmat) Շատրապ (Čatrak)	Շախ (Šax)	Մատ (Mat)
<u>Basque</u>	E Erregea <i>king</i>	D Dama <i>lady</i>	G Gaztelua <i>castle</i>	A Alfila	Z Zalduna <i>knight</i>	(P) Peoia <i>pawn</i>	<u>Xake</u>	Xake	Xake mate
<u>Belarusian</u> (Taraškievica)	К кароль <i>king</i>	Вз візыр <i>vizier</i>	Лд ладзьдзя <i>boat</i>	А афіцэр <i>officer</i>	В вершнік <i>rider</i>	(Л) латнік <i>pawn</i>	<u>Шахматы</u>	Шах	Mat
<u>Bengali</u>	R রাজা (rājā) <i>King</i>	M মন্ত্রী (montri) <i>Minister</i>	N নৌকা (noukā) <i>Boat</i>	H গজ / হাতি (gôj / hāti) <i>Elephant</i>	G ঘোড়া (ghorā) <i>Horse</i>	B বোড়ে / সৈন্য (boṛe / śoinno) <i>Walker / Troop</i>	দাবা (dābā)	কিস্তি (kisti) <i>Check</i>	কিস্তিমাত (kistimāt) <i>Checkmate</i>
<u>Bulgarian</u>	Ц цар <i>tsar</i>	Д царица / дама <i>empress / lady</i>	Т топ <i>cannon</i>	О офицер <i>officer</i>	К кон <i>horse</i>	(П) пешка <i>foot soldier</i>	<u>Шахмат</u> / Шах	Шах	(Шах и) мат
<u>Catalan</u>	R rei	D dama / reina <i>lady / queen</i>	T torre <i>tower</i>	A alfil	C cavall <i>horse</i>	(P) peó	<u>Escacs</u>	Escac / Xec	Escac i mat
<u>Chinese</u>	К 王 (wáng) <i>king</i>	Q 后 (hòu) <i>queen</i>	R 車 (jū) <i>chariot</i>	B 象 (xiàng) <i>elephant</i>	N 馬 (mǎ) <i>horse</i>	(P) 兵 (bīng) <i>soldier</i>	國際象棋 (guójì xiàngqí) <i>international chess</i>	將軍 (jiāngjūn)	將死 (jiāng sǐ)
<u>Czech</u>	K král <i>king</i>	D dáma <i>lady</i>	V věž <i>tower</i>	S střelec <i>shooter</i>	J jezdec <i>rider</i>	(P) pěšec <i>foot soldier</i>	<u>Šachy</u>	Šach	Mat
<u>Danish</u>	K konge <i>king</i>	D dronning <i>queen</i>	T tårn <i>tower</i>	L løber <i>runner</i>	S springer <i>jumper</i>	(B) bonde <i>peasant</i>	<u>Skak</u>	Skak	Skakmat

Language	<u>King</u>	<u>Queen</u>	<u>Rook</u>	<u>Bishop</u>	<u>Knight</u>	<u>Pawn</u>	<u>Chess</u>	<u>Check</u>	<u>Checkmate/Mate</u>
<u>Dutch</u>	K koning <i>king</i>	D dame / koningin <i>lady / queen</i>	T toren / kasteel <i>tower / castle</i>	L loper / raadsheer <i>runner / counsellor</i>	P paard <i>horse</i>	(pi) pion	<u>Schaken</u>	Schaak	Mat / Schaakmat
<u>English</u>	K king	Q queen	R rook, castle	B bishop	N knight	(P) pawn	<u>Chess</u>	Check	Checkmate / Mate
<u>Esperanto</u>	R reĝo <i>king</i>	D damo <i>lady</i>	T turo <i>tower</i>	K kuriero <i>courier</i>	Ĉ ĉevalo <i>horse</i>	(P) peono	<u>Ŝako</u>	Ŝak	Ŝakmato
<u>Estonian</u> ^[16]	K kuningas <i>king</i>	L lipp <i>flag</i>	V vanker <i>chariot / carriage</i>	O oda <i>spear</i>	R ratsu <i>riding horse</i>	(E) ettur <i>forwarder</i>	<u>Male</u> after <u>malev</u>	Tuli / Šahh <i>fire</i>	Matt
<u>Finnish</u>	K kuningas <i>king</i>	D daami / kuningatar <i>lady / queen</i>	T torni <i>tower</i>	L lähetti <i>messenger</i>	R ratsu <i>ride</i>	(S) sotilas <i>soldier</i>	<u>Shakki</u>	Shakki	Matti / Shakkimatti
<u>French</u>	R roi <i>king</i>	D dame <i>lady</i>	T tour <i>tower</i>	F fou <i>jester</i>	C cavalier <i>rider</i>	(P) pion	<u>Échecs</u>	Échec	Échec et mat
<u>Galician</u>	R rei <i>king</i>	D dama / raíña <i>lady / queen</i>	T torre <i>tower</i>	B bispo <i>bishop</i>	C cabalo <i>horse</i>	(P) peón <i>foot soldier</i>	<u>Xadrez</u>	Xaque	Xaque mate
<u>Georgian</u>	მეფე მეფე (mep'e) <i>king</i>	ლ ლაზიერნი (laziereni) <i>queen</i>	ე ეტლი (etli) <i>chariot</i>	კ კუ (ku) <i>tortoise</i>	მ მხედარი (mkhedari) <i>rider</i>	პ პაიკი (paiki) <i>pawn</i>	ჭადრაკი (Čadraki)	ქიში (K'ishi)	შამათი (Shamat'i)
<u>German</u> ^[17]	K König <i>king</i>	D Dame <i>lady / queen</i>	T Turm <i>tower</i>	L Läufer <i>runner</i>	S Springer <i>jumper</i>	(B) Bauer <i>peasant / farmer</i>	<u>Schach</u>	Schach	Matt / Schachmatt
<u>Greek</u>	Ρ βασιλιάς (vasiliás) <i>king</i>	Β βασίλισσα (vasíliissa) <i>queen</i>	Π πύργος (pýrgos) <i>tower</i>	Α αξιωματικός (axiomatikós) <i>officer</i>	Ι ίππος (íppos) <i>horse</i>	(Σ) πιόνι (pióni) <i>pawn</i>	<u>Σκάκι</u> (Skáki)	Σαχ (Sach) / Ρουά (Rouá)	Ματ (Mat)
<u>Hindi</u>	Р राजा (rājā) <i>king</i>	व वज़ीर / रानी (vazīr / rānī) <i>vizier / queen</i>	ह हाथी (hāthī) <i>elephant</i>	و ऊँट (ūmt) <i>camel</i>	Г घोड़ा (ghoṛā) <i>horse</i>	(P) प्यादा (pyādā) <i>infantryman</i>	शतरंज (<u>śatrañj</u>)	शह (Shah)	शहमात (Shahmāt)
<u>Hebrew</u>	מ מלך (Melech) <i>king</i>	מ מלכה (Malka) <i>queen</i>	צ צריח (Tzariach) <i>tower</i>	ר רץ (Ratz) <i>runner</i>	פ פרש (Parash) <i>horseman</i>	י רגלי (Regli) <i>foot soldier</i>	שחמט (Shakhmat)	שח (Shakh)	מט (Mat)
<u>Hausa</u>	S sarki <i>king</i>	Q sarauniya <i>queen</i>	R sansanin <i>fortress</i>	G giwa <i>elephant</i>	J jarumi <i>mounted warrior</i>	(P) soja <i>soldier</i>	<u>ces</u>	ceki	ceki mat
<u>Hungarian</u>	K király <i>king</i>	V vezér / királynő <i>leader / queen</i>	B bástya <i>bastion</i>	F futó <i>runner</i>	H huszár / ló <i>hussar / horse</i>	(Gy) gyalog / paraszt <i>footman / peasant</i>	<u>Sakk</u>	Sakk	Matt

Language	<u>King</u>	<u>Queen</u>	<u>Rook</u>	<u>Bishop</u>	<u>Knight</u>	<u>Pawn</u>	<u>Chess</u>	<u>Check</u>	<u>Checkmate/Mate</u>
<u>Icelandic</u>	K kóngur <i>king</i>	D drottning <i>queen</i>	H hrókur <i>rook</i>	B biskup <i>bishop</i>	R riddari <i>knight</i>	(P) peð <i>pawn</i>	<u>Skák</u>	Skák	Skák og mát
<u>Ido</u>	R rejo <i>king</i>	D damo <i>lady</i>	T turmo <i>tower</i>	E episkopo <i>bishop</i>	K kavalo <i>horse</i>	(P) piono	<u>Shakoludo</u>	Shako	Shakmato
<u>Indonesian</u>	R raja <i>king</i>	M menteri <i>minister / vizier</i>	B benteng <i>castle / fortress</i>	G gajah <i>elephant</i>	K kuda <i>horse</i>	(P) pion	<u>Catur</u>	Sekak / Ster	Sekakmat
<u>Interslavic</u>	K kralj <i>king</i>	C carica / dama <i>empress / lady</i>	Z zamok / věža <i>castle / tower</i>	L lovec <i>hunter</i>	J jezdec / konj <i>rider / horse</i>	(P) pěšak <i>infantryman</i>	Šahy	Šah	Mat
<u>Irish</u>	R rí <i>king</i>	B banríon <i>queen</i>	C caiseal <i>bulwark</i>	E easpag <i>bishop</i>	D ridire <i>knight</i>	(F) fichillín / ceithearnach <i>little chess piece / kern</i>	<u>Ficheall</u>	Sáinn	Marbhsháinn
<u>Italian</u>	R re <i>king</i>	D donna / regina <i>lady / queen</i>	T torre <i>tower</i>	A alfiere <i>standard-bearer</i>	C cavallo <i>horse</i>	(P) pedone <i>foot soldier</i>	<u>Scacchi</u>	Scacco	Scacco matto
<u>Japanese</u>	K キング (kingu)	Q クイーン (kuīn)	R ルーク (rūku)	B ビショップ (bishoppu)	N ナイト (naito)	(P) ポーン (pōn)	<u>チェス</u> (chesu)	王手 (ōte) / チェック (chekku)	詰み (tsumi) / チェックメイト (chekkumeito)
<u>Javanese</u>	R raja <i>king</i>	Q ratu / perdhana mentri <i>queen / prime minister</i>	B bèntèng <i>fortress</i>	M menteri <i>minister</i>	K jaran <i>horse</i>	(P) pion	<u>sekak</u>		
<u>Kannada</u>	ರಾ ರಾಜ (raaja) <i>king</i>	ಮ ಮಂತ್ರಿ (mantri) <i>minister</i>	ಆ ಆನೆ (aane) <i>elephant</i>	ರಥ (ratha) <i>chariot</i>	ಕು ಕುದುರೆ (kudure) <i>horse</i>	ಪಾ ಪದಾತಿ (padaati) <i>foot soldier</i>	<u>ಚದುರಂಗ</u> (caduraṅga)		
<u>Kazakh</u>	Қ патша (patsha) <i>king</i>	Ү уәзір (wazir) <i>vizier</i>	Т тура (tura) <i>tower</i>	П піл (pil) <i>elephant</i>	А ат (at) <i>horse</i>	(П) пешка (peshka) / (С) сарбаз (sarbaz) <i>foot soldier / warrior</i>	<u>шахмат</u> (shakhmat)	шах (shakh)	мат (mat)
<u>Korean</u>	К 킹 (king)	Q 퀸 (kwin)	R 룩 (rug)	B 비숍 (bi syob)	N 나이트 (na i teu)	(P) 폰 (pon)	<u>체스</u> (che seu)	체크 (che keu)	체크메이트 (che keu me i teu)
<u>Latin</u>	R rex <i>king</i>	M regina <i>queen</i>	T turris / elephas tower / elephant ^[18]	A signifer / cursor / stultus / alpinus standard-bearer /	E eques <i>knight</i>	(P) pedes / pedo <i>foot soldier</i>	<u>Scacci</u>	Scaccus	Mattus

Language	<u>King</u>	<u>Queen</u>	<u>Rook</u>	<u>Bishop</u>	<u>Knight</u>	<u>Pawn</u>	<u>Chess</u>	<u>Check</u>	<u>Checkmate/Mate</u>
				messenger / fool ^[18]					
<u>Latvian</u>	K karalis king	D dāma lady	T tornis tower	L laidnis	Z zirgs horse	(B) bandinieks peasant	Šahs	Šahs	Šahs un mats
<u>Lithuanian</u>	K karalius king	V valdovė queen	B bokštas tower	R rikis Lithuanian military commander	Ž žirgas horse	(P) pėstininkas pawn	Šachmatai	Šach	Matas
<u>Lojban</u>	Na noltrunau king	Ni noltruni'u queen	S slanydi'u castle	X xanto elephant	Xi xirma horse	(S) sonci soldier	caxmati	gunta attack	lo nolraitru cu morsi the king is dead
<u>Luxembourgish</u>	K Kinnek king	D Damm lady	T Tuerm tower	L Leefer runner	P Päerd horse	(B) Bauer farmer	Schach	Schach	Schachmatt
<u>Macedonian</u>	К крал king	Д кралица / дама queen / lady	Т топ cannon	Л ловец hunter	С коњ / скокач horse / jumper	Р пешак / пион infantryman / pawn	шах	шах	мат
<u>Malayalam</u>	ക രാജാവ് (raajavu) king	Q മന്ത്രി (manthri) minister	R തേര് (therú) chariot	B ആന (aana) elephant	N/Kt കുതിര (kuthira) horse	(P) കാലാൾ / പടയാളി (kaalal / padayaali) foot soldier	ചതുരംഗം (chathurangam)	ചെക്ക്	ചെക്ക് മേറ്റ്
<u>Marathi</u>	R राजा (rājā) king	V वजीर (vajīr) vizier	H हत्ती (hātti) elephant	О उंट (Unt) camel	G घोडा (ghoḍā) horse	(P) प्यादे (pyāde) foot soldier	बुद्धिबळ (buddhibal)	शह (shah)	शहमात (shahmāt)
<u>Mongolian</u>	Н ноён <i>noyan</i>	Б бэрц (fers) vizier	т тэрэг (tereg) chariot	Т тэмээ (temee) camel	М морь (mor) horse	(X) хүү (hüü) boy	Шагнар	шаг / дуг / цод	мэд
<u>Norwegian Bokmål</u>	K konge king	D dronning queen	T tårn tower	L løper runner	S springer jumper	(B) bonde peasant	Sjakk	Sjakk	Sjakkmatt
<u>Norwegian Nynorsk</u>	K konge king	D dronning queen	T tårn tower	L løpar runner	S springar jumper	(B) bonde peasant	Sjakk	Sjakk	Sjakkmatt
<u>Odia</u>	କ ରାଜା (rôja) king	Q ରାଣୀ (raṇi) queen	R ଢଲି (ḍôṅga) boat	B ହାତୀ (hati) elephant	N ଘୋଡ଼ା (ghoṛa) horse	P ସୈନିକ (sôinikô) soldier	ଚେସ୍/ଶତରଞ୍ଜି (chess/ śôtôrôñjô)	ଚେକ୍ (check)	ଚେକମେଟ୍ (checkmate)
<u>Oromo</u>	M Mootii	Mt Mootittii	G Gidaara, masaraa	A abuunii	N namkabajaa	Cheezii	Mirkaneeffannaa	Waayila / Mate	
<u>Persian</u>	شاه شاه king	وزیر vizier / minister	قارقلعه/رخ castle	فیل elephant	اسب horse	سپا/سرباز/ پیاده soldier	شطرنج (shatranj)	کیش (kish)	مات (mat)
<u>Polish</u>	K król king	H królowa / <u>hetman</u> queen /	W wieża tower	G goniec / laufer	S koń / skoczek	(P) pionek / pion pawn	Szachy	szach	mat / szach-mat

Language	<u>King</u>	<u>Queen</u>	<u>Rook</u>	<u>Bishop</u>	<u>Knight</u>	<u>Pawn</u>	<u>Chess</u>	<u>Check</u>	<u>Checkmate/Mate</u>
		<i>general (hist.)</i>		<i>courier / (ger. derived)</i>	<i>horse / jumper</i>				
<u>Portuguese</u>	R rei <i>king</i>	D dama / rainha <i>lady / queen</i>	T torre <i>tower</i>	B bispo <i>bishop</i>	C cavalo <i>horse</i>	(P) peão <i>foot soldier</i>	Xadrez	Xeque	Xeque-mate
<u>Romanian</u>	R rege <i>king</i>	D damă / regină <i>lady / queen</i>	T turn / tură <i>tower</i>	N nebun <i>fool</i>	C cal <i>horse</i>	(P) pion	Șah	Șah	Mat / Șah mat
<u>Russian</u>	Кр король (korol') <i>king</i>	Ф ферзь / королева (ferz' / koroleva) vizier / <i>queen</i>	Л ладья (ladya) <i>boat</i>	С слон (slon) <i>elephant</i>	К конь (kon') <i>horse</i>	(П) пешка (peshka)	шахматы (shakhmaty)	шах (shakh)	мат (mat)
<u>Scottish Gaelic</u>	R rìgh <i>king</i>	B bànrìgh <i>queen</i>	T tùr <i>tower</i>	E easbaig <i>bishop</i>	D ridir <i>knight</i>	(P) pànn <i>pawn</i>	feòirne	casg	tul-chasg
<u>Serbo-Croatian</u>	K kralj (K краљ) <i>king</i>	D kraljica / дaмa (Д кpaљицa / дама) <i>queen / lady</i>	T top / кула (T топ / кула) <i>cannon / tower</i>	L lovac / strijelac / laufer (Л ловац / стрелац / лауфер) <i>hunter / archer / runner</i>	S skakač / konj (C скакач / коњ) <i>jumper / horse</i>	(P) pješak / pion / pijun ((П) пешак / пион / пијун) <i>footman / pawn</i>	Šah (Шах)	Šah (Шах)	Mat (Мат)
<u>Northern Sotho</u>	K Kgoši	Kg Kgošigadi	N Ntlosebô / Moshate	Mp Mopišopo	M Mogale	S Seitšhireletšo	Tšhêšê	Check	Checkmate
<u>Sicilian</u>	R re <i>king</i>	D rìggina <i>queen</i>	T turru <i>tower</i>	A alferu	S scecc[h]u <i>donkey</i>	(P) pidinu <i>foot soldier</i>	Scacchi		
<u>Slovak</u>	K kráľ <i>king</i>	D dáma <i>lady</i>	V veža <i>tower</i>	S strelec <i>shooter</i>	J jazdec <i>rider</i>	(P) pešiak <i>infantryman / pawn</i>	Šach	Šach	Mat / Šachmat
<u>Slovene</u>	K kralj <i>king</i>	D dama <i>lady</i>	T trdnjava <i>castle</i>	L lovec <i>hunter</i>	S skakač <i>jumper</i>	(P) kmet <i>farmer</i>	Šah	Šah	Mat / Šahmat
<u>Spanish</u>	R rey <i>king</i>	D dama / reina <i>lady / queen</i>	T torre <i>tower</i>	A alfil	C caballo <i>horse</i>	(P) peón <i>foot soldier</i>	Ajedrez	Jaque	Jaque mate
<u>Swedish</u>	K kung <i>king</i>	D dam / drottning <i>lady / queen</i>	T torn <i>tower</i>	L löpare <i>runner</i>	H springare / riddare <i>horse/knight</i>	(B) bonde <i>peasant</i>	Schack	Schack	Schack matt
<u>Tamil</u>	K அரசன் (arasan) <i>king</i>	Q அரசி (araci) <i>queen</i>	R கோட்டை (kōṭṭai) <i>castle</i>	B அமைச்சர் / மந்திரி (amaicchar / <i>amaicchar /</i>	N/Kt குதிரை (kutirai) <i>horse</i>	(P) காலாள் / சிப்பாய் (kālāl / cippāy)	சதுரங்கம் (sathurankam)	முற்றுகை (murrukai)	இறுதி முற்றுகை (iruti murrukai)

Language	King	Queen	Rook	Bishop (hiji) <i>minister</i>	Knight	Pawn / <i>foot soldier / sepooy</i>	Chess	Check	Checkmate/Mate
<u>Telugu</u>	రాజు (rāju) <i>king</i>	మంత్రి (mamtri) <i>minister</i>	ఏనుగు (ēnugu) <i>elephant</i>	శకటు (śakaṭu)	గుర్రం (gurraṃ) <i>horse</i>	బంట్లు (baṃṭlu) <i>soldier</i>	చదరంగం (cadaraṃgaṃ)	చాడి (dāḍi)	కట్టు (kaṭṭu)
<u>Thai</u>	ขุ่ขุน (khun) <i>king</i>	ตเม็ต / ตริ / มนตรี (met / tri / montri) <i>counselor</i>	เรือ (ruea) <i>ship</i>	ค โคน (khon)	ม ม้า (ma) <i>horse</i>	(บ) เบี้ย (bia) <i>menial</i>	หมากruk (makruk)	รุก (ruk)	จน (chon)
<u>Turkish</u>	Ş/K şah / kral <i>shah / king</i>	V vezir <i>vizier</i>	K kale <i>castle</i>	F fil <i>elephant</i>	A at <i>horse</i>	(P) er / piyon <i>soldier / pawn</i>	Satranç	Şah	Mat
<u>Ukrainian</u>	Кр король (korol) <i>king</i>	Ф ферзь (ferz) <i>vizier</i>	Т тура (tura) <i>tower</i>	С слон (slon) <i>elephant</i>	К кінь (kin) <i>horse</i>	(П) пішак / пішка (pishak / pishka) <i>foot soldier</i>	Шахи (shakhi)	Шах (shakh)	Мат (mat)
<u>Urdu</u>	بادشاہ (bādshāh)	وزیر (vazīr)	رخ (rukh)	فیلہ (fiyalah)	گھوڑا (ghōṛā)	پیدادہ (pyādah)	شطرنج (šatranj)	شہ (sheh)	شہمات (shehmāt)
<u>Vietnamese</u>	V vua <i>king</i>	H hậu <i>queen</i>	X xe <i>chariot</i>	T tượng / tĩnh / voi <i>elephant</i>	M mã / ngựa <i>horse</i>	tốt / chốt / binh <i>soldier</i>	Cờ vua	Chiếu / Chiếu tướng	Chiếu bí / Chiếu hết / Sát cục / Tuyệt sát
<u>Welsh</u>	T teyrn / brenin <i>lord / king</i>	B brenhines <i>queen</i>	C castell <i>castle</i>	E esgob <i>bishop</i>	M marchog <i>rider</i>	(G) gwerinwr <i>peasant</i>	Gwyddbwyll	Siach	Siachmat

See also

- [Chess notation](#)
- [Chess annotation symbols](#)

Notes

- The main differences from standard Algebraic are that there is both a dot and a space after each move number, and an upper case "O" is used, instead of a zero, in the notation for castling. Presumably these were initially just one individual's personal*

foible (or error) in the early days of chess on the Internet, but the standard is now established. — Burgess (1997)^[6]

References

1. *Hooper, David; Whyld, Kenneth (1996) [First pub. 1992]. "standard notation". The Oxford Companion to Chess (2nd ed.). Oxford University Press. p. 389. ISBN 0-19-280049-3.*
2. *"Test for Unicode support in Web browsers" (http://www.alanwood.net/unicode/miscellaneous_symbols.html) .*
3. *"FIDE Laws of Chess taking effect from 1 January 2018" (<https://handbook.fide.com/chapter/E012018>) . FIDE. 2018-01-01. Retrieved 12 July 2020.*
4. *see FIDE Laws of Chess^[3]: Apdx C.9.3 .*
5. *Article 9.1.2.2 in FIDE Laws of Chess^[3]*
6. *Burgess, Graham (2000) [1997]. The Mammoth Book of Chess. Carroll & Graph. p. 517. ISBN 0-7867-0725-9.*
7. *User's Manual (https://www.vegachess.com/download/vega8_en.pdf) for Vega Chess Pairing Software (FIDE-approved), p. 16.*
8. *Geurt Gijssen, An Arbiter's Notebook (<https://chesscafe.com/geurt/geurt164.pdf>) , no. 164.*
9. *"UCI protocol" (<http://wbec-ridderkerk.nl/html/UCIProtocol.html>) . wbec-ridderkerk.nl. Retrieved 2018-06-14.*

10. *"Standard: Portable Game Notation Specification and Implementation Guide"* (<http://www.saremba.de/chessgml/standards/pgn/pgn-complete.htm>) .
11. *Murray, Harold James Ruthven (1913). A History of Chess* (<http://archive.org/details/AHistoryOfChessHJRMurray>) . Oxford, UK: Clarendon Press. pp. 469–470.
12. *Davidson, Henry (1981). A Short History of Chess. David McKay.* pp. 152–153. ISBN 978-0679145509.
13. *Wall, Bill. "Chess Notation"* (http://billwall.phpwebhosting.com/articles/chess_notation.htm) .
14. *Staunton, Howard (1866). The Chess-Player's Handbook* (<https://books.google.com/books?id=tchh5AGWYj4C&q=Staunton+%22Chess-Player%27s+Handbook%22>) (Second, revised ed.). London, UK: Bell & Daldy. p. 501 – via Google Books. "A popular and scientific introduction to the game of chess, exemplified in games actually played by the greatest masters, and illustrated by numerous diagrams of original and remarkable positions."
15. *Sources for this section include Wikipedia articles in various languages. Archived* (<https://web.archive.org/web/20091027093550/http://www.geocities.com/TimesSquare/Metro/9154/nap-pieces.htm>) 2009-10-25.
16. *The Estonian chess terms were coined by Ado Grenzstein.*

17. "Handbook" (<https://www.fide.com/fide/handbook.html?id=33&view=category>) . *www.fide.com*. Retrieved 22 March 2019. "The pieces bear the names: Koenig, Dame, Turm, Laeufer, Springer, Bauer"

18. H. J. R. Murray, *A History of Chess*, ch. 11.

External links

- FIDE Laws of Chess (<https://handbook.fide.com/chapter/E012023>) (see Appendix C. Algebraic Notation)

Retrieved from "[https://en.wikipedia.org/w/index.php?title=Algebraic_notation_\(chess\)&oldid=1171632159](https://en.wikipedia.org/w/index.php?title=Algebraic_notation_(chess)&oldid=1171632159)"

WIKIPEDIA

This page was last edited on 22 August 2023, at 09:35 (UTC). •

Content is available under [CC BY-SA 4.0](#) unless otherwise noted.

The Wikibook *Chess* has a page on the topic of:
Notating The Game

Look up **algebraic notation** or **Appendix:Algebraic notation** in Wiktionary, the free dictionary.