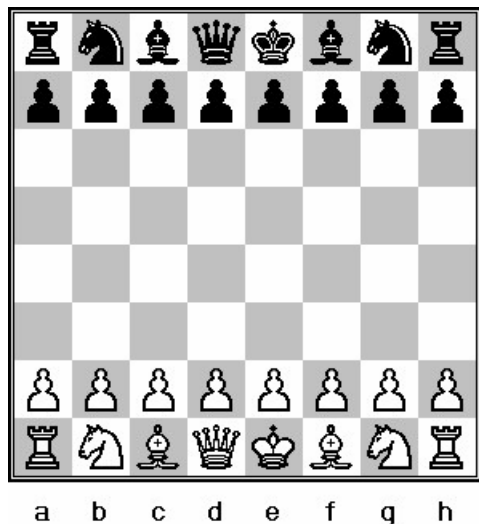


# How To Read and Write Chess Moves

All new players should learn to keep score using what is called “algebraic” notation. In the diagram that follows, you will notice that the board includes the numbers 1 - 8 along the right edge and the letters “a” - “h” along the bottom of the board. We can use the combination of one letter and one number to describe each square on the chessboard.

The important thing to remember is how to identify the pieces you are moving. You just need to use a single



- 8 For example, the white King begins the game on **e1**. The black Rooks begin the game on **a8** and **h8**.
- 7 If I begin the game by pushing the pawn in front of the King two squares, we can describe the move as **e2-e4**, or simply **e4**. Moving the Knight on g1 to f3 would be written **g1-f3** or more simply **Nf3**.
- 6 An “x” is used to show that a capture has taken place. For example, **Nxe4** means that the Knight moves and captures whatever was on e4.
- 5 You don’t necessarily need to include “check” in your scoresheet, but you can easily do this with “ch” or just “+”.
- 4 For mate many players use “#”.
- 3
- 2
- 1

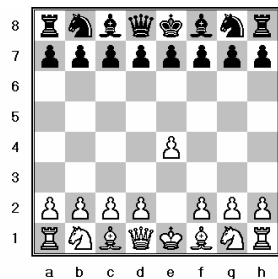
capital letter: **K**: King **Q**: Queen **R**: Rook **B**: Bishop **N**: Knight

Note that “P” is not used. Chess players have agreed that a move without a letter - such as e4 - is understood to be a pawn move.

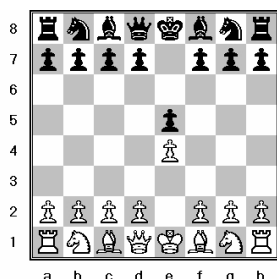
You are almost ready to start using chess notation. Just pay attention to the following symbols:

<b>X</b>	<b>Take or capture</b>	<b># or ++</b>	<b>Checkmate</b>
<b>O-O</b>	<b>Castles Kingside</b>	<b>!</b>	<b>Good move</b>
<b>O-O-O</b>	<b>Castles Queenside</b>	<b>?</b>	<b>Bad move</b>
<b>+</b>	<b>Check</b>	<b>??</b>	<b>Blunder</b>

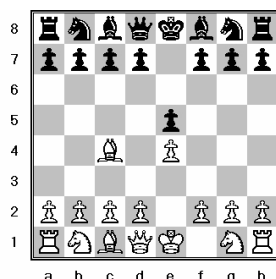
Let’s put into practice what we’ve just learned. We will use the famous Scholar’s Mate”.



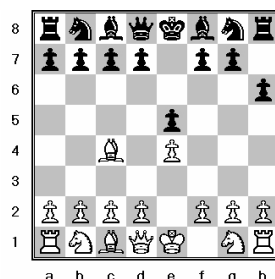
1. e4



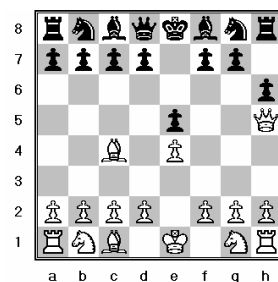
1...e5



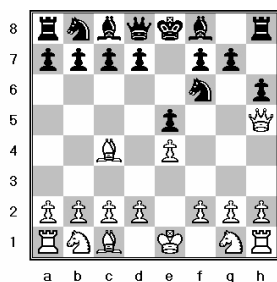
2. Bc4



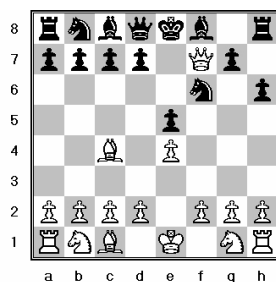
2...h6



3. Qh5



3...Nf6??



4. Qxf7#

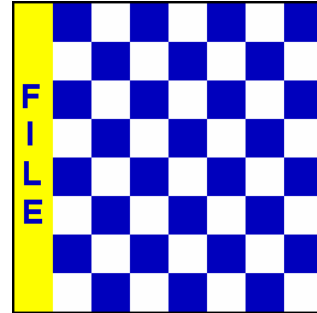
## Remember:

It’s a good idea to record your games so that you can learn from your mistakes when you look at them later.



# Chess Terms - Files, Ranks and Diagonals

**Files** are the rows of squares that run *up and down* the chessboard.



**Ranks** are the rows of squares that run *across* the chessboard.



**Diagonals** are the rows of squares that run *at a slant* on the chessboard.



## Some simple rules regarding the chessmen:

Chessmen (pieces and pawns) can do either of two things:

1. They can move to vacant (empty) squares.
2. They can capture enemy chessmen.

Note the only piece that can never be captured is the King.

When an enemy chessman is taken, the piece or pawn that captures it takes its place on the board.

## More about Notation.

For example, the White King begins the game on e1. The Black Rooks begin the game on a8 and h8. If we begin the game by pushing the pawn in front of the White King two squares, we can describe this move as e2-e4, or simply e4. Moving the Knight on g1 to f3 would be written g1-f3, or more simply as Nf3. This will become clear later, don't worry about it now.

An "x" is used to show that a capture has taken place. For example, Nxe4 means that the