

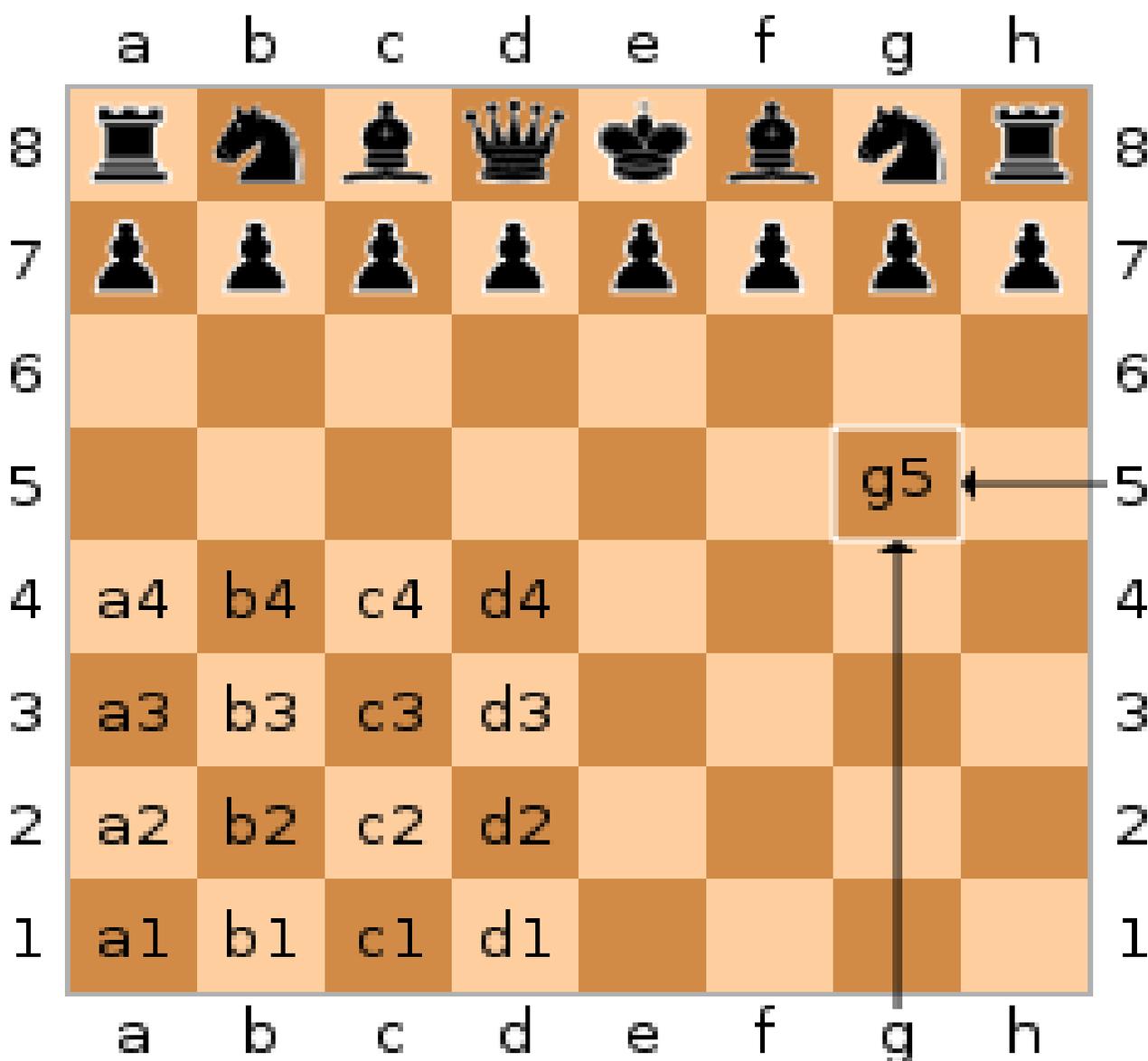
Algebraic Notation in Chess

Algebraic Notation is a 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 chessboard.

Naming the squares

Each square of the chessboard is identified by a unique coordinate pair—a letter and a number. The vertical columns of squares, called **files** from White's left (the **queenside**) to right (the **kingside**) are labeled **a** through **h**.

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.



Naming the pieces



Notation for Moves

Each move of a piece is indicated by the piece's uppercase letter, plus the coordinate of the destination square. For example, **Be5** (move a bishop to e5), **Nf3** (move a knight to f3), **c5** (move a pawn to c5—no piece letter in the case of pawn moves).

Special Moves

Capturing

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).

Pawn Promotion

When a pawn moves to the last rank and promotes, the piece promoted to is indicated at the end of the move notation, for example: **e8Q** (promoting to queen).

Castling

Castling is indicated by the special notations **0-0** (for kingside castling) and **0-0-0** (queenside castling).

Check and Checkmate

A move that places the opponent's King in check usually has the symbol "+" appended. Checkmate at the completion of moves can be represented by the symbol "#".

End of Game

The notation **1-0** at the completion of moves indicates that White won, **0-1** indicates that Black won, and **½-½** indicates a draw.

Notation for a series of moves

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**

As horizontal text:

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

Moves may be interspersed with commentary (*annotations*). When the score resumes with a Black move, an elipsis (...) 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](#).

MATE IN TWO!

1



2



