





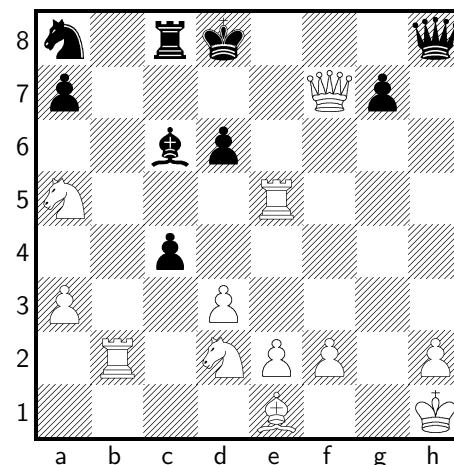


# Reading and Writing Chess

## Short Algebraic Notation

K	King		x	Capture
Q	Queen (9 points)		† or +	Check
R	Rook (5 points)		♯ or ++	Checkmate
B	Bishop (3.5 points)		O-O	King-side Castle
N	Knight (3 points)		O-O-O	Queen-side Castle
	Pawn (1 point)		1-0	White Wins
			0-1	Black Wins
			$\frac{1}{2} - \frac{1}{2}$	Draw or Stalemate
			!	Good Move
			!!	Very Good Move
			?	Weak Move
			??	Blunder



## Square Names

Every square on a chessboard has a name. In the picture above, the board includes the letters **a to h** along the bottom and the numbers **1 to 8** along the left edge. Each column, called a **file**, is labeled with a letter. Each row, called a **rank**, is labeled with a number. The combination of one letter and one number describes each square on the board. A lower case letter always comes first in any square's identification. For example, in the picture above, the white king is on square **h1** and the black queen is on square **h8**. The black rook is on square **c8** and the white pawn above the white bishop is on square **e2**.

## Recording Moves

Moves are generally numbered with white's move written before black's move. A chess move is recorded by writing the capital letter representing the **piece** we are moving followed by the name of the square we **moved to**. For example, moving the white knight from square a5 to square b3 would be written as **Nb3**. The black bishop moved from square c6 to square e8, would be written this as **Be8**. Pawn moves are written without the capital letter **P**. Recording moving the pawn above the white bishop two squares forward, would be described as simply **e4**. The pawn move is the only move where capital letter representing the piece is left off. If there is any confusion about which piece makes a move, a file or rank character is added after the piece name. For example, since writing the move for the white knight capturing the piece on square c4 as **Nxc4** would not describe which knight moved to square c4. Either the white knight on a5 or the one on d2 could have captured the black pawn on c4. The file letter **d** after the N as shown in **Ndxc4** would clearly distinguish between the two knights. This indicates that the knight on file d is the one that captured the pawn. While it is not shown on the chessboard above, but if both knights were on the same **file d**, then the **rank** must be specified instead of the file (**N2xc4**). This would show that the knight on the second file captured the pawn.

## Captures, Check, and Checkmate

A small letter **x** is used to show that one piece has captured another. For example, if the white knight on square a5 moves and captures whatever was on square c6 (which happens to be a black bishop), this would be written as **Nxc6**. And since the letter **P** is left off for pawn moves, this is written with the file of the square the pawn is on. So if the black pawn on square d6 captures the white rook on e5, this is written as **dx e5**. And if the white pawn on square d3 were to capture the black pawn on c4, this is written as **dx c4**.

When a move results in putting a king in **Check**, a + sign is added to the end of the move. For example, if the white rook on square e5 were to move to square e8 putting the black king in **Check**, this would be written as **Re8+**. A move putting the king into a **Checkmate** position has the special symbol ♯, called a **sharp**, attached to the end of it. In our chessboard above, if the white queen moves to square e7, this would end the game and win it for white. This needs to be represented as **Qe7♯**. There are some other symbols shown above that may be used to reflect the strength of a particular move.

## Sample Game

This game was played by Garry Kasparov (white) against Veselin Topalov (black) on January 20, 1999. Some experts consider this one of the best chess games ever played. The game below uses short algebraic notation. Set up a chessboard and see if you can play through the game.

1.	e4	d6	25.	Re7+	Kb6
2.	d4	Nf6	26.	Qxd4+	Kxa5
3.	Nc3	g6	27.	b4+	Ka4
4.	Be3	Bg7	28.	Qc3	Qxd5
5.	Qd2	c6	29.	Ra7	Bb7
6.	f3	b5	30.	Rxb7	Qc4
7.	Nge2	Nbd7	31.	Qxf6	Kxa3
8.	Bh6	Bxh6	32.	Qxa6+	Kxb4
9.	Qxh6	Bb7	33.	c3+	Kxc3
10.	a3	e5	34.	Qa1+	Kd2
11.	O-O-O	Qe7	35.	Qb2+	Kd1
12.	Kb1	a6	36.	Bf1	Rd2
13.	Nc1	O-O-O	37.	Rd7	Rxd7
14.	Nb3	exd4	38.	Bxc4	bx4
15.	Rxd4	c5	39.	Qxh8	Rd3
16.	Rd1	Nb6	40.	Qa8	c3
17.	g3	Kb8	41.	Qa4+	Ke1
18.	Na5	Ba8	42.	f4	f5
19.	Bh3	d5	43.	Kc1	Rd2
20.	Qf4+	Ka7	44.	Qa7	1-0
21.	Rhe1	d4			
22.	Nd5	Nbxd5			
23.	exd5	Qd6			
24.	Rxd4!!	cx4			

This same game can also be written in a more compact style that many chess books and magazines use. This uses the same short algebraic notation that we used above except that we use small pictures to represent the chess pieces instead of capital letters. See if you can still follow the moves.

1. e4, d6 2. d4, ♘f6 3. ♘c3, g6 4. ♕e3, ♕g7 5. ♖d2, c6 6. f3, b5 7. ♘ge2, ♘bd7 8. ♕h6, ♕xh6 9. ♖xh6, ♕b7 10. a3, e5 11. O-O-O, ♖e7 12. ♗b1, a6 13. ♘c1, O-O-O 14. ♘b3, exd4 15. ♖xd4, c5 16. ♖d1, ♘b6 17. g3, ♗b8 18. ♘a5, ♕a8 19. ♕h3, d5 20. ♖f4+, ♗a7 21. ♖he1, d4 22. ♘d5, ♘bxd5 23. exd5, ♖d6 24. ♖xd4!!, cx4 25. ♖e7+, ♗b6 26. ♖xd4+, ♗a5 27. b4+, ♗a4 28. ♖c3, ♖xd5 29. ♖a7, ♕b7 30. ♖xb7, ♖c4 31. ♖xf6, ♗a3 32. ♖xa6+, ♗xb4 33. c3+, ♗xc3 34. ♖a1+, ♗d2 35. ♖b2+, ♗d1 36. ♕f1, ♖d2 37. ♖d7, ♖xd7 38. ♕xc4, bx4 39. ♖xh8, ♖d3 40. ♖a8, c3 41. ♖a4+, ♗e1 42. f4, f5 43. ♗c1, ♖d2 44. ♖a7, 1-0