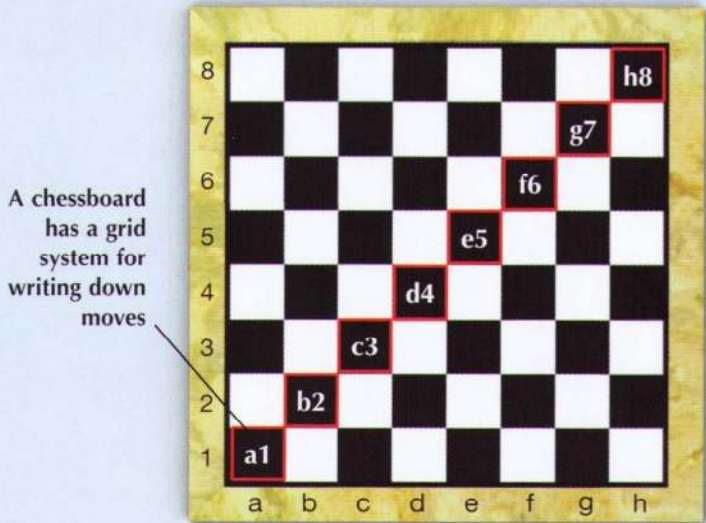


# Chess notation

Every square on a chessboard has its identity. Each piece has its own outline shape, which you will see used in chess quizzes on computers and in newspapers. Each piece is also represented by a letter, which is used when the moves are written down.



A chessboard has a grid system for writing down moves

## ▲ Grid system

Every square is named according to its position on the board. The ranks are named 1-8 and the files a-h.

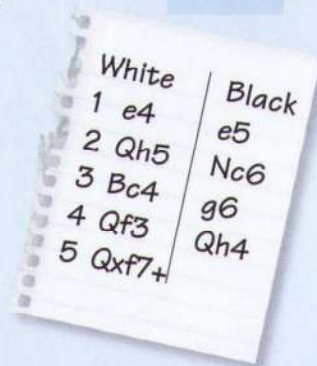


## ▲ Identifying pieces

Each piece is usually represented in outline on a chessboard. When moves are written down, each piece is identified by a letter, apart from the Pawn, which has no letter. For example, a Rook moving to d3 is written as Rd3, whereas a Pawn moving to d3 would just be written as d3.

## Writing down moves

When you start to play chess games for real, you will need to write your moves down on a score sheet. When you do this, you have to indicate which piece has moved to which square and also show extra information such as check and castling. You will learn about these moves later on in this book. White always moves first.



SCORE SHEET

## MASTER TIPS

### Advanced notation

Different types of moves are written down in a specific form. Kingside castling is written as 0-0 and queenside castling is written as 0-0-0. Capturing is indicated by an "x" and if the move puts the King in check, a "+" is added. Look at this example below.

If the white Bishop took the black Pawn on f7 it would be written as Bxf7+. This shows that the Bishop captured (x) a piece on f7 and that he has put the black King in check (+).

