

### Algebraic Notation: Squares

Board is always oriented with a white square at the bottom right.

Squares are named from white's perspective

Vertical columns are files, named a-h (always lower case) from left to right

Horizontal rows are ranks, named 1-8 from near to far

White king begins on square e1

### Algebraic Notation: Pieces

Piece	Code	Symbol
King	K	
Queen	Q	
Rook	R	
Knight	N *	
Bishop	B	
Pawn	[no letter]	

Pieces are always uppercase.

\* In chess problems, "S" is used to represent the Knight.

### Algebraic Notation: Moves

The notation for a move indicates which piece is moved, and to where:

**Qa3** Queen moves to a3

**Kh6** King moves to h6

**b4** Pawn moves to b4

Where two identical pieces could move to the same square, the piece name is followed by its original file (or rank where the file is the same), like so:

**Rba3** Rook on b file moves to a3

**N4f2** Knight on rank 4 moves to f2

**cxd5** Pawn on c file takes d5

### Algebraic Notation: Symbols

x Piece taken

e.p. Piece taken en passant

+ Check

# Checkmate

= Pawn promotion \*

O-O Castle King-side

O-O-O Castle Queen-side

1-0 White win

½-½ Draw

0-1 Black win

(=) Draw offered

\* e8=Q means e-file pawn promoted to Queen. The equals is often omitted.

### Algebraic Notation: Example

1. e4 c5

White pawn to e4; Black pawn to c5

2. Nf3 d6

White knight to f3

3. Bb5+ Bd7

White bishop to b5, Black in check

4. Bxd7+ Qxd7

White bishop takes black bishop on d7, black in check; Queens takes d7 bishop

5. c4 Nc6

6. Nc3 Nf6

7. O-O g6

White castles king-side

8. d4 cxd4

White d4 pawn taken by c-file black pawn

9. Nxd4 Bg7

10. Nde2 Qe6

White knight on d-file to e2

Moves are first ten from Kasparov vs the World, <http://bit.ly/1fOcf1Y>

### Algebraic Notation: Annotations

!! Extremely strong move, often game-winning

! Great move

!?! Speculative move, possibly strong but more analysis needed

?! Dubious move, possibly weak but more analysis needed

? Bad move

?? Blunder, equivalent to hanging a piece

+ White is winning

+/- White has a significant edge

+/= White has a small edge

= Equality

∞ Unclear advantage

=/+ Black has a small edge

-/+ Black has a significant edge

-+ Black is winning

□ Only move available

From the excellent guide at <http://bit.ly/1-iSkXch>

### Variants

**Figurine Notation** is used where notation needs to be independent of language, and uses symbols instead of letters to represent pieces.

**Long Notation** explicitly defines the start square for the moving piece, as well as the target square.

**Numeric Notation** uses numbers instead of letters for pieces and for spaces.



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