

# Australasian Interschool Open Chess Championships

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## Recording Your Games

It is advisable to practice recording games prior to the event. There will also be at least 15 official coaches on hand to answer questions about recording moves while the games are in progress.

Here is a brief explanation:

### 1. Every square has a name

Each square is named with co-ordinates (a-h and 1-8). You use these to indicate where the pieces move. You must record your moves AND your opponents moves.

### 2. Which Piece or Pawn?

If a pawn is moved there is no letter given, just the name of the DESTINATION SQUARE. Eg. 'e4' means Pawn moves to e4. If a stronger piece moves then the Capital Letter indicates which piece (Eg. N=knight, K=king). Just the DESTINATION square of the piece is given.

### 3. More information

It is possible to get more information than just the moves of the game; symbols have meanings:

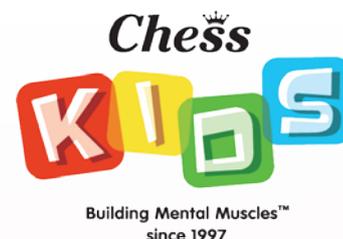
X	=	Capture
+	=	Check
++ or #	=	Checkmate
0-0	=	Castling
1-0	=	White wins
0-1	=	Black wins
!	=	Good Move
?	=	Bad Move
?! Or !?	=	Uncertain/Unclear

For a more detailed explanation see the next few pages

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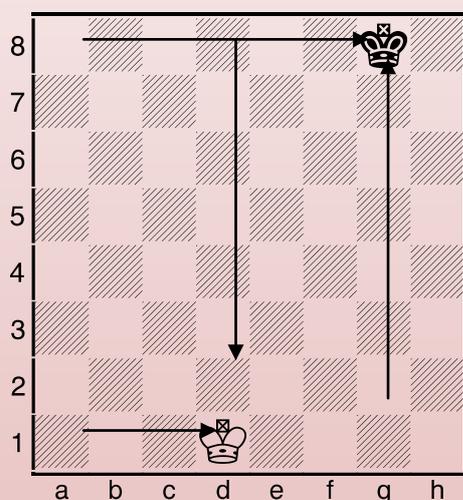
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In chess tournaments the players record their moves. This enables them to play through the game again later on to see where they made their mistakes. We use chess notation to write down moves in a game of chess. We will use a modern type of notation in these notes called algebraic notation

Once you know how to write down (to record) a game of chess you can also read a chess book or website.

All the squares on the chessboard can be given a name using the letters and numbers on the side of the board.



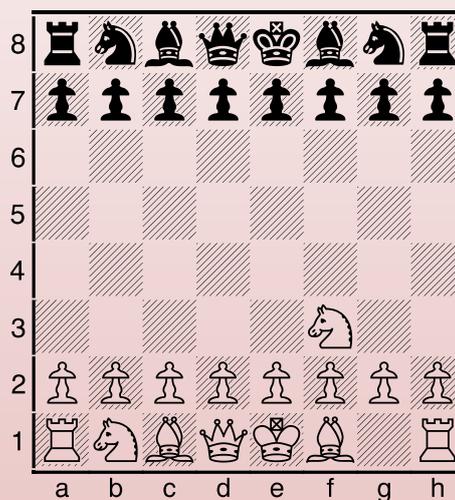
In this diagram the White King is on the square d1. It is on both the d-file and the 1st rank. The Black King is on the g-file and the 8th rank. It is normal practise to write the letter before the number and therefore we say the Black King is on g8 and not 8g.

Now we know how to write the names of the squares we need to know the symbols used for the pieces.

Pawn	-	no symbol
Knight	-	N
Bishop	-	B
Rook	-	R
Queen	-	Q
King	-	K

**Note:** We use N for knight and not K because this must be used for the King.

We now have enough information to write down a complete chess move. In the diagram below White is moving the knight from the square g1 to f3.



We would write this move as Nf3. All you need to remember is to write the piece symbol followed by the square it is moving to.

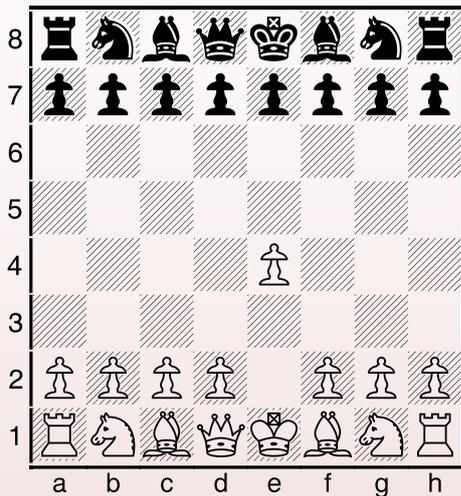
Piece Symbol + Destination Square

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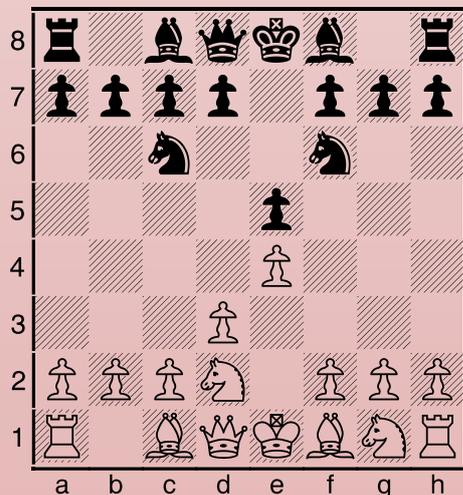
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Have a think about how you would write White's move in the next position.



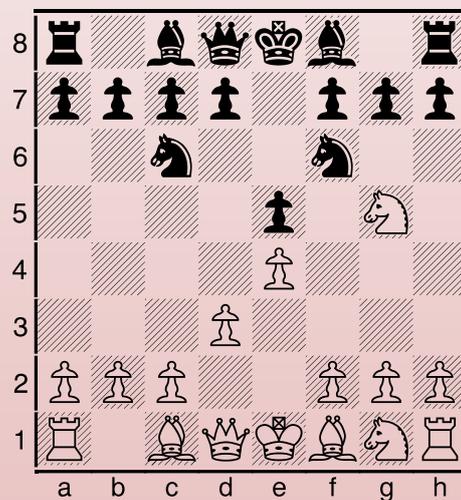
It's really quite easy. What symbol do we use for the pawn? We don't use one! Ok then, so what is the destination square? That's easy. The white pawn is on the e-file and the 4th rank so the destination square is e4. Putting it all together we have our move – **e4**.

Sometimes you will get a tricky situation where there are two pieces of the same type that can move to the destination square. If I told you that in the position below White played Nf3 what would you think?



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Looking closely at this position you should notice that there are two white knights that can go to f3 - the knight on d2 and the knight on g1. We could guess which one it is, but we can do better than that! Let's say that we wanted to move the knight on g1 to f3. We would add a little more information to our move just to clarify which knight we are moving. As the knight is on the g-file we write **Ngf3**. Sometimes even this will not do the trick. We might have two knights on the g-file that can move to f3! This is the case in the next diagram. White has a knight on g1 that can move to f3 and a knight on g5 that can move to f3. In this situation the solution is simple. Once more we add some information about the starting square of our knight.



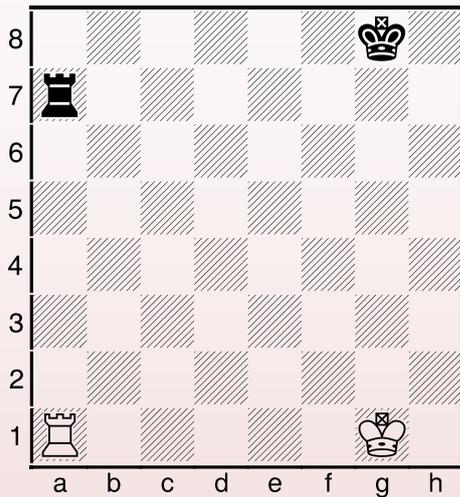
If we wanted to move the knight on g5 to f3 then we would write **N5f3** because the knight we want to move is on the 5th rank.

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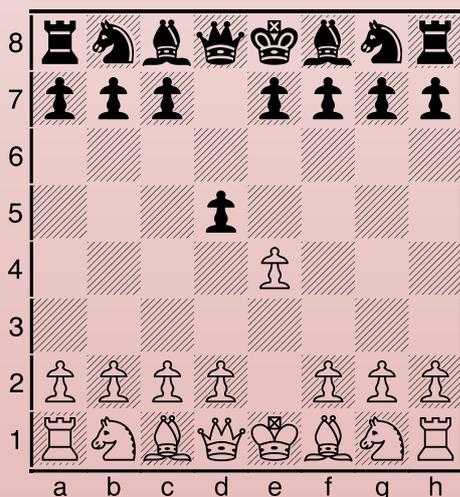
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What happens when we take a piece? The symbol that we use for taking another piece (for a capture) is 'x'.



In this position the white rook on a1 takes the black rook on a7. This move is written as **Rxa7**.

Let's look at how we would write a pawn capture. In the following position the white pawn on e4 is taking the black pawn on d5.



When a pawn is taking something we always write the file the pawn is on and then the destination square. In this case the pawn is on the e-file so we would use an 'e' and the destination square is d5. Therefore you write this move as **exd5**.

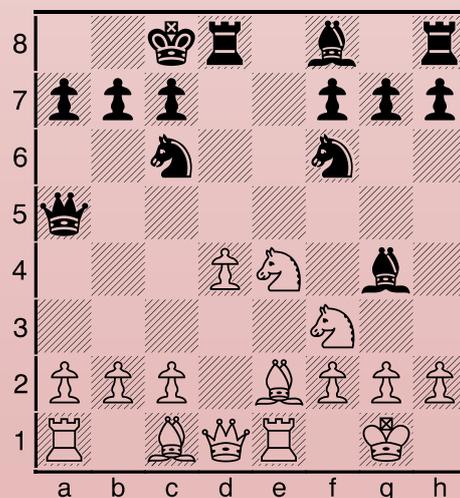


You may be thinking, what about the special moves? Yes, we have special ways of writing them too. Castling kingside or castling short is written as **'0-0'**. Castling queenside or castling long is written as **'0-0-0'**. An en passant capture is written in the same way as a normal pawn capture but you can put the letters **'e.p.'** after the move if you want.

Try to play through the following short game. You should end up with the position in the diagram at the end. Note that there is a column for White's moves and a column for Black's moves. The numbers at the start of each row show the move number in the game.

WHITE	BLACK
1.e4	e5
2.Nf3	d5
3.exd5	Qxd5
4.Be2	e4
5.Nc3	Qa5
6.Ne4	Bg4
7.0-0	Nf6
8.Re1	Nc6
9.d4	0-0-0

Now let's see how you went!



This is the position you should have on your board. If you did, well done! Otherwise a little more practice should do the trick.