

## Recording Chess Moves - Ipswich Junior Chess Club - December 2019

Some players, especially youngsters, find writing their moves down distracting, but it is worth the effort getting used to doing it. Accuracy and ease will come with practice, so get in the habit before you play a match where you are required to write moves down.

### Why record moves?

- You can support a claim for an illegal move, draw by repetition and sometimes a win on time (once you get into serious matchplay)
- You can analyse your games, find repeated mistakes and improve!! Others can analyse for you as well. This is the quickest and best way to spot mistakes or good play from an opponent

The best and most common method is “algebraic notation” which references every square on the board with a letter (a-h) and number (1-8). These are often noted on the edge of the board on which you play, to make it easier.

**Pieces** are identified by a capital letter: K = king, Q = queen, R = rook, B = bishop, N = Knight. Pawns don't get a letter, they are usually referenced by the square they are on (e.g. e2).

**Moves** identify the piece being moved and the destination square, such as Nf3. For pawns state the destination, so e4 means a pawn on e2 or e3 moves to e4 (there can only be one pawn that can do this). Where two pieces of the same type could move to the same square, specify the correct one by Rae1 or N3d4 - this is enough information to follow the game accurately.

**Captures** are written with an “x” before the destination square, without needing to identify what was there e.g. Nxe5. For pawns, write the letter where the pawn is from and the square on which it takes, such as hxg5. If you take “en passant” add e.p. afterwards.

**Special moves:** Castle short side (kingside) is written as 0-0; Castle long side (queenside) is 0-0-0; when check occurs add + after the move e.g. Qe8+; promoting a pawn b8=Q shows which pawn and what piece replaces it