

Recording Games

Symbols

K = King: Q = Queen: R = Rook: B = Bishop: N = Knight:
x = captures: + = check: ++ = checkmate: e.p. = en passant:
0-0 = castles King side: 0-0-0 = castles Queen side

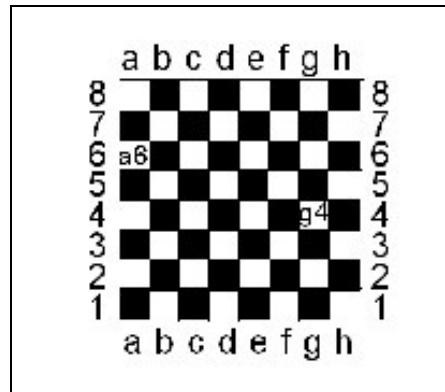
Routine for writing down moves

Your move

1. Make your move
2. Press your clock (with the same hand)
3. Write down the move

Your opponent's move

1. Write down your opponent's move
2. Sit on your hands. Do not reply instantly



There are 64 squares on a board divided into 8 files(vertical) and 8 ranks(horizontal). The files are lettered from a to h in lowercase. The ranks are numbered from 1 to 8. Each square on the board has a letter and number. e.g. a6 or g4. Before starting a game make sure that the board is the right way round with the white pieces on ranks 1 & 2 and the black pieces on ranks 7 & 8.

When moving a pawn forward just write down the square that the pawn lands on. When moving a piece write down the letter of the piece (in upper case) before the square, e.g. Rd4 means the rook has landed on the d4 square; Ba6 means the bishop has landed on the a6 square. When capturing with a pawn write down the file of the capturing pawn followed by an x followed by the square being captured, e.g. dxe4 means the pawn on the d-file is capturing on the e4 square. If a piece is doing the capturing write the letter of the piece followed by an x followed by the square on which the captured pawn or piece stands, e.g. Bxe5 means that a Bishop has captured on the e5 square. If the capture, or move, results in a check, add a + sign, such as Rb6+ or Bxe5+. If two pieces of the same type can move to, or capture on, the same square you need to denote which piece it is by indicating the rank or file it came from, such as Ncb6 (which means that the Knight on the c-file moves to b6) or R4xg5 (which means that the Rook on the fourth rank takes on g5). Only stop writing your moves down when the flag is rising indicating that you are in your last five minutes of the game. This is when your rate of play may have to increase due to time pressure

End Of Game

The notation 1-0 at the end of the moves indicates that white won, 0-1 indicates that black won, and ½ - ½ indicates a draw.