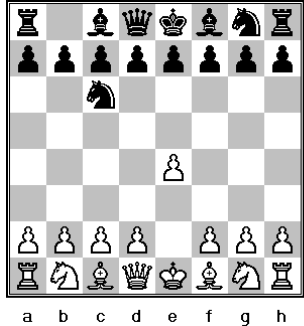


## Algebraic Notation

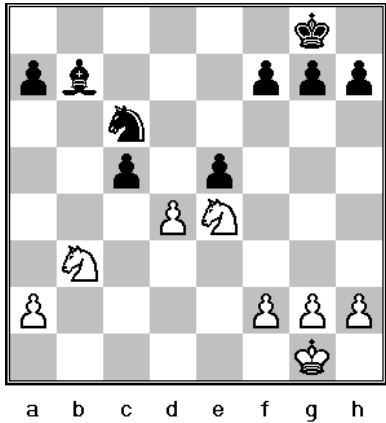
Algebraic notation is the most common way used today to write down your moves during a game.

<p><u>Notation symbols:</u></p> <p>K – King Q – Queen R – Rook B – Bishop N – Knight (blank) - Pawn</p>	<p>The board squares are identified by their rank and file names.</p> <p>For instance, the lower left square is a1, and the upper right square is h8.</p>	<p>In algebraic notation, the format for recording moves is:</p> <p>(pieces symbol) (target square)</p> <p><i>For pawn moves the symbol is left off.</i></p> <p>Using the diagram to the left, the pawn and knight moves would look like this:</p> <p style="text-align: center;">1. e4 Nc6</p>
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<ul style="list-style-type: none"> <li>• A <i>Capture</i> is indicated by an “x”. Example Nxe4</li> <li>• <i>Promotions</i> use an “=”. Example h8=Q</li> <li>• <i>Castling king-side</i>: 0-0</li> <li>• <i>Castling queen-side</i>: 0-0-0</li> </ul>	<p><i>Annotations</i> are added to provide additional insight into a move.</p> <p>+ - Check ++ - Checkmate</p>	<p>! – Good move !! – Excellent move ? – Bad move ?? Very bad move !? – Interesting move ?! – Questionable move</p>
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<p>Sometimes more information is needed for <i>ambiguous references</i>.</p> <p>Study this example. If the knight took the pawn on c5 writing “Nxc5” wouldn’t be adequate. eNxc5 tells us that the e-knight captures the pawn.</p>	<p>The two Black pawns can capture White’s d4 pawn. To indicate that the c-pawn captures we should write “cxd4”</p>	<p><i>Notation Exercise!</i></p> <p>Recreate this chess game on your board.</p> <ol style="list-style-type: none"> <li>1. e4            b6</li> <li>2. d4            Bb7</li> <li>3. Bd3          f5</li> <li>4. exf5        Bxg2</li> <li>5. Qh5+        g6</li> <li>6. fxf6        Nf6</li> <li>7. gxh7+      Nxh5</li> <li>8. Bg6++</li> </ol>
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In algebraic notation, we look to write down the least information about the game so we can go over it later.

