



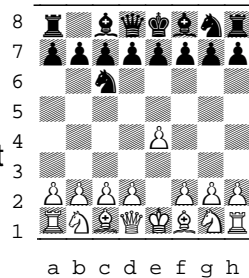
Short algebraic notation is the most common form used in chess books today.

Notation uses the these symbols:

- K** - King
- Q** - Queen
- R** - Rook
- B** - Bishop
- N** - Knight
- (blank)** - Pawn

The **board squares** are identified by their rank (column) and file (row) names.

For instance, the lower left square is a1. The upper right square is h8.



In **Short Algebraic Notation**, the format format for recording moves is:

(piece symbol) (target square)

For pawn moves, the symbol is left off.

Using the example on the left, the pawn and knight moves would be:

1. e4 Nc6

- ◆ **Capture** indicated with an "x". Example: Nxd4
- ◆ **Promotions** use an "=".
Example: f7=Q
- ◆ **Castling, king-side:** 0-0
- ◆ **Castling, queen-side:** 0-0-0

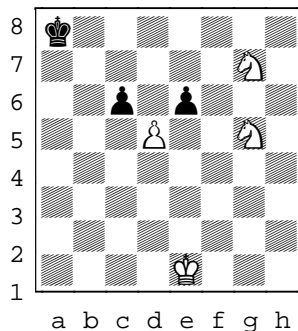
Annotations are added to provide additional insight into the move.

- +** - Check
- ++** - Checkmate

- !** - Good move
- !!** - Excellent move
- ?** - Bad move
- ??** - Very bad move
- !?** - Interesting move
- ?!** - Questionable move

Sometimes more information is needed for **ambiguous references**.

Study the example on the right. If the knight took the pawn, writing "Nxe4" would not be adequate. How could we tell the difference?



The 2 black pawn attack is similar. Writing "xd5" is not enough. We need to include which pawn is the attacker and write "cxd5".

In short notation, we look for the least additional information necessary to make the distinction.

Here the knights are on different ranks. So we would include the rank and write the move as N7xe6.

Notation Exercise!

Recreate on your chess board this game from the 1600's involving a queen sacrifice.

1. e4 b6
2. d4 Bb7
3. Bd3 f5
4. xf5 Bxg2
5. Qh5+ g6
6. xg6 Nf6
7. h7+ Nxh5
8. Bg6++