HOW TO RECORD A CHESS GAME

In the following descriptions, "piece" means a piece other than a pawn.

Naming the squares

The squares are named as follows, with White starting at the bottom of the board.

Pawn move that isn't a capture

A pawn move that isn't a capture is indicated by the name of the square to which the pawn moves. For example, "e4" means a pawn moves to the e4 square.

Pawn move that is a capture

A pawn move that is a capture is indicated by the letter of the file the pawn is on, an "x", and the name of the square to which the pawn moves. For example, "exd5" means a pawn on the e-file captures something on the d5 square.

Piece move that isn't a capture

A piece move that isn't a capture is indicated by the capital first letter of that piece (except that "N" stands for knight) followed by the name of the square to which it moves. For example, "Kg2" means the king moves to the g2 square.

Piece move that is a capture

A piece move that is a capture is indicated by the capital first letter of that piece (except that "N" stands for knight), followed by an "x" followed by the name of the square to which it moves. For example, "Nxd4" means a knight captures something on the d4 square.

If two pieces of the same kind can move to the same square

If two pieces of the same kind can move to the same square or make the same capture, then the letter of the file the relevant piece is on is written immediately after the capital letter that stands for the piece. For example, "Nde6" means a knight on the d-file moves to the e6 square. If both pieces are on the same file, the number of the rank the relevant piece is on is written immediately after the capital letter that stands for the piece. For example, "R4xe6" means a rook on the fourth rank captures something on the e6 square.

Pawn promotion

When a pawn promotes the move is indicated by the pawn move, followed by "=", followed by the capital first letter of the new piece. For example, "d8=Q" means a pawn moves to d8 and is promoted to a queen.

Castling

Kingside castling is indicated by "0-0". Queenside castling is indicated by "0-0-0".

En passant

When a pawn is captured en passant, the capture is indicated as if the captured pawn had only moved one square on its first move, followed by " ep". For example "exd6 ep" means the pawn on e5 captures the pawn on d5 en passant.

Draw offers

When a player makes a draw offer, the player's move prior to the draw offer should be appended with " (=)".
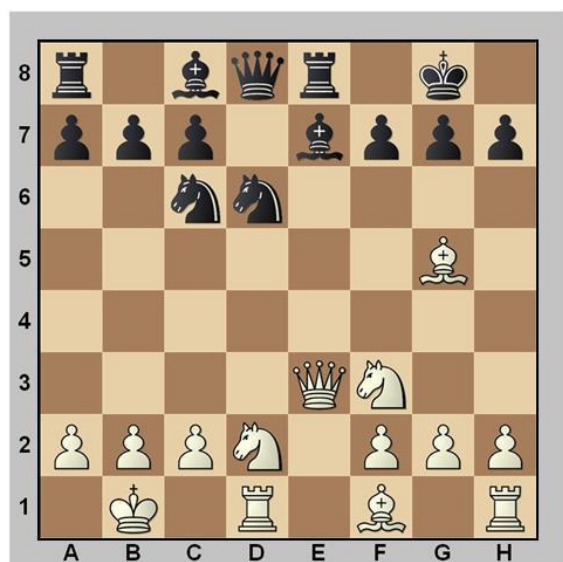
Check and Checkmate

If a move results in check, "+" should be appended to the move. If a move results in checkmate, "#" should be appended to the move.

Example Game

The following is a legal game where a draw offer was accepted by Black after White's 11th move.

1. e4 e5
2. Nf3 Nf6
3. d4 exd4
4. e5 Ne4
5. Qxd4 d5
6. exd6 ep Nxd6
7. Bg5 Nc6
8. Qe3+ Be7
9. Nbd2 0-0
10. 0-0-0 Re8
11. Kb1 (=)

Acknowledgements

Parts of this description are drawn from *The Complete Idiot's Guide to Chess*, Second Edition, by Patrick Wolff and from the World Chess Federation (FIDE) Handbook.