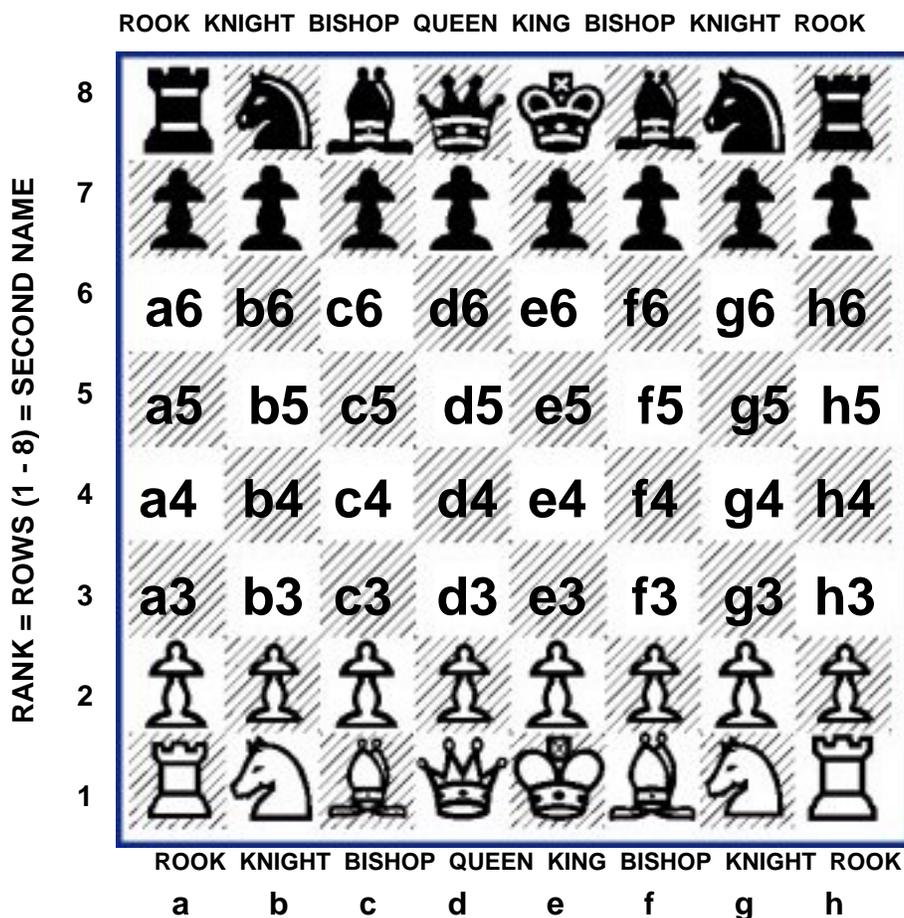


# ALGEBRAIC NOTATION



FILE = COLUMNS (a - h) = FIRST NAME

## SOME NOTES:

**x** = Take or Capture  
**0-0** = K-side castle  
**0-0-0** = Q-side castle  
**+** = check  
**#** = checkmate  
**!** = good move  
**?** = bad move  
**??** = blunder

## THE MOVES:

**K...KING** (0 points) = one square at a time, any direction  
**Q...QUEEN** (9) = any # squares straight forward, backward, side-side & diagonal  
**R...ROOK** (5) = any # forward or back, side-to-side  
**B...BISHOP** (3) = any # diagonally in any direction  
**N...KNIGHT** (3) = 2 spaces then 1 or 1 then 2, any way, only piece that jumps  
**Nothing...PAWN** (1) = 1 straight; on first move may move 2, if reach other side may be replaced (usually a queen)

TOTAL POINT VALUE: 39 (points are used to determine who is winning, not part of score)

Example:

Moving the pawn in front of the King side Bishop 1 square that would be noted as "WHITE 1. f3"

If Black responded with the King's pawn moving to the e5 square it would be "BLACK 1. e5"

If the White moved the King side Knight pawn 2 squares it would be noted "WHITE 2. g4?"

If Black's Queen saw the opportunity for checkmate it would be noted "BLACK 2. Qh4#"

(This is also known as "Fools Mate" or the fastest way to win a game in chess!)