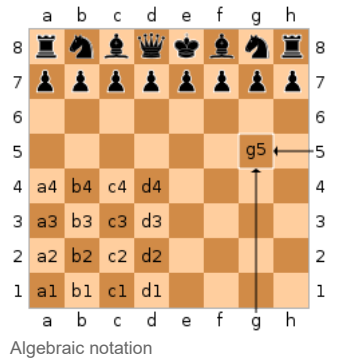


Algebraic notation (chess)

Algebraic notation (or **AN**) is a method for recording and describing the moves in a game of chess. It is based on a system of coordinates to uniquely identify each square on the chessboard. It is now standard among all chess organizations and most books, magazines, and newspapers. In English-speaking countries, the parallel method of descriptive notation was generally used in chess publications until about 1980. Some older players still use descriptive notation, but it is no longer recognized by FIDE.

Algebraic notation exists in various forms and languages and is based on a system developed by Philipp Stamma. Stamma used the modern names of the squares, but he used *p* for pawn moves and the original file of a piece (*a* through *h*) instead of the initial letter of the piece name.^[1] This article describes **standard algebraic notation** (**SAN**) required by FIDE.



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Naming the squares

Each square of the chessboard is identified by a unique coordinate pair—a letter and a number. The vertical columns of squares, called *files*, are labeled *a* through *h* from White's left (the queenside) to right (the kingside). The horizontal rows of squares, called *ranks*, are numbered *1* to *8* starting from White's side of the board. Thus each square has a unique identification of file letter followed by rank number. (For example, White's king starts the game on square **e1**; Black's knight on **b8** can move to open squares **a6** or **c6**.)

Naming the pieces

Each piece type (other than pawns) is identified by an uppercase letter. English-speaking players use the letters *K* for king, *Q* for queen, *R* for rook, *B* for bishop, and *N* for knight (since *K* is already used). *S* (from the German *Springer*) was also used for the knight in the early days of algebraic notation and is still used in some chess problems (where *N* stands for the nightrider, a popular fairy chess piece).

Players who speak other languages may employ different letters; for example, French-speaking players use *F* for bishop (from *fou*). In chess literature, especially that intended for an international audience, the language-specific letters are often replaced by universal icons for the pieces, for example, Nf3 is represented as ♘f3. This style is known as figurine algebraic notation.

Pawns are not identified by uppercase letters, but rather by the absence of one. Distinguishing between pawns is not necessary for recording moves, since only one pawn can move to a given square. (Pawn captures are an exception and indicated differently as explained below.)

Notation for moves

Each move of a piece is indicated by the piece's uppercase letter, plus the coordinate of the destination square. For example, **Be5** (move a bishop to e5), **Nf3** (move a knight to f3). For pawn moves, a letter indicating pawn is not used, only the destination square is given. For example, **c5** (move a pawn to c5).

Captures

When a piece makes a capture, an "x" is inserted immediately before the destination square. For example, **Bxe5** (bishop captures the piece on e5). When a pawn makes a capture, the *file* from which the pawn departed is used to identify the pawn. For example, **exd5** (pawn on the e-file captures the piece on d5). A *colon* (:) is sometimes used instead of "x", either in the same place the "x" would go (**B:e5**) or at the end (**Be5:**), but using it is not allowed by FIDE rules.

En passant captures are indicated by specifying the capturing pawn's file of departure, the "x", the destination square (not the square of the captured pawn), and (optionally) the suffix "e.p." indicating the capture was *en passant*.^[3] For example, **exd6e.p.**

Some texts, such as the *Encyclopaedia of Chess Openings*, omit any indication that a capture has been made. (For example, **Be5** instead of **Bxe5**; **ed6** instead of **exd6** or **exd6e.p.**) When it is unambiguous to do so, a pawn capture is sometimes described by specifying only the files involved (**exd** or **ed**), but such description is not allowed by FIDE rules. These shortened forms are sometimes called *minimal* or *abbreviated* algebraic notation.

Disambiguating moves

When two (or more) identical pieces can move to the same square, the moving piece is uniquely identified by specifying the piece's letter, followed by (in descending order of preference):

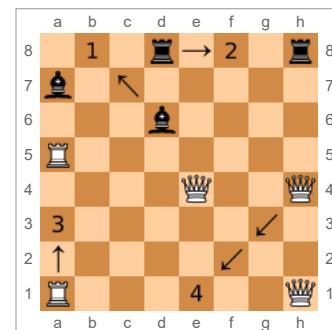
1. the file of departure (if they differ); or
2. the rank of departure (if the files are the same but the ranks differ); or
3. both the file and rank of departure (if neither alone is sufficient to identify the piece—which occurs only in rare cases where one or more pawns have promoted, resulting in a player having three or more identical pieces able to reach the same square).

For example, in the diagram, Bb8 would be ambiguous, as either of the bishops on a7 and d6 could legally move to b8. The move of the d6 bishop is therefore specified as **Bdb8**, indicating that it was the bishop on the d file which moved. Although they could also be differentiated by their ranks, the file letter takes precedence.

For the black rooks both on the 8th rank, both could potentially move to f8, so the move of the d8 rook to f8 is disambiguated as **Rdf8**. For the white rooks both on the a file which could both move to a3, it is necessary to provide the *rank* of the moving piece, i.e., **R1a3**.

In the case of the white queen on h4 moving to e1, neither the rank nor file alone are sufficient to disambiguate from the other white queens. As such, this move is written **Qh4e1**.

As above, an "x" can be inserted to indicate a capture; for example, if the final case were a capture, it would be written as **Qh4xe1**.



1.Bdb8, 2.Rdf8, 3.R1a3, 4.Qh4e1

Pawn promotion

When a pawn moves to the last rank and promotes, the piece promoted to is indicated at the end of the move notation, for example: **e8Q** (promoting to queen). Sometimes an equals sign or parentheses are used: **e8=Q** or **e8(Q)**, but neither format is a FIDE standard. In Portable Game Notation (PGN), pawn promotion is always indicated using the equals sign format (**e8=Q**).

In older books, pawn promotions can be found using a forward slash: **e8/Q**.

Draw offer

In FIDE Laws of Chess,^[4] an equals sign with parentheses, "(=)", is used to write the offer of a draw on the score sheet next to a move, but this is not part of algebraic notation.^[5]

Castling

Castling is indicated by the special notations **o-o** (for kingside castling) and **o-o-o** (queenside castling).

While the FIDE Laws of Chess^[6] uses the digit zero (**o-o** and **o-o-o**), PGN requires the uppercase letter *O* (**O-O** and **O-O-O**).^[7]

Check

A move that places the opponent's king in check usually has the symbol "+" appended. Alternatively, sometimes a dagger (†) or the abbreviation "ch" is used. Double check is commonly indicated the same as check, but is sometimes represented specially as "dbl ch", or in older books as "++". Some publications indicate a discovered check with an abbreviation such as "dis ch". The *Encyclopedia of Chess Openings* omits any indication of check.

Checkmate

Checkmate at the completion of moves can be represented by the symbol "#". (Some use "++" instead, but the USCF recommends "#".) The word *mate* is commonly used instead. Occasionally the double dagger (‡) is seen. A checkmate is represented by "≠" (the not equal sign) in the macOS chess application. In Russia and ex-USSR, where captures are indicated by ":", checkmate can also be represented by "X", "x", or "×".

End of game

The notation **1–0** at the completion of moves indicates that White won, **0–1** indicates that Black won, and **½–½** indicates a draw. In case of forfeit, scores 0–0, ½–0 and 0–½ are also possible. If player(s) lost by default, results are +/–, –/+ or –/–.

Notation for a series of moves

A game or series of moves is generally written in one of two ways.

- In two columns, as White/Black pairs, preceded by the move number and a period:

1. e4 e5
2. Nf3 Nc6
3. Bb5 a6

- Horizontally:

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6

Moves may be interspersed with commentary (*annotations*). When the game score resumes with a Black move, an ellipsis (...) fills the position of the White move, for example:

1. e4 e5 2. Nf3

White attacks the black e-pawn.

2... Nc6

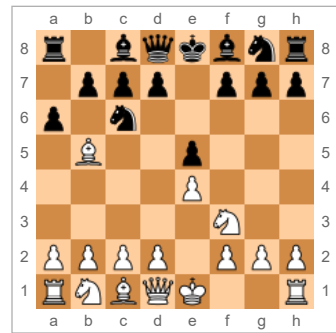
Black defends and develops simultaneously.

3. Bb5

White plays the Ruy Lopez.

3... a6

Black elects Morphy's Defence.



Position after 1.e4 e5 2.Nf3 Nc6 3.Bb5 a6

History

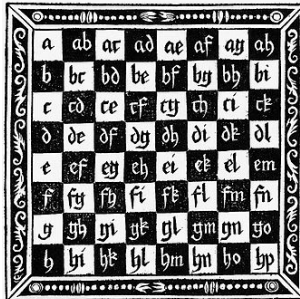
Descriptive notation was usual in the Middle Ages in Europe. A form of algebraic chess notation that seems to have been borrowed from Muslim chess, however, appeared in Europe in a 12th-century manuscript referred to as MS. Paris Fr. 1173 (PP.). The files run from *a* to *h*, just as they do in the current standard algebraic notation. The ranks, however, are also designated by letters, with the exception of the 8th rank which is distinct because it has no letter. The ranks are lettered in reverse – from the 7th to the 1st: *k, l, m, n, o, p, q*.^[8]

Another system of notation using only letters appears in a book of Mediaeval chess, Rechenmeister Jacob Köbel's *Schachzabel Spiel* of 1520.^[9]

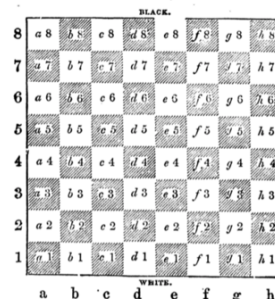
Algebraic notation is described in 1847 by Howard Staunton in his book *The Chess-Player's Handbook*. Staunton credits the idea to German authors, and in particular to "Alexandre, Jaenisch and the 'Handbuch.'"^[10]



Chess diagram found in a French manuscript dated 1173



Chess diagram from Jacob Köbel's 1520 German book about Mediaeval chess, *Schachzabel Spiel*



Chess diagram showing algebraic notation in Howard Staunton's *The Chess-Player's Handbook*

Piece names in various languages

The table contains names for all the pieces as well as the words for *chess*, *check*, and *checkmate* in several languages.^[11] NB: *alfil* is a chess-specific loanword from Arabic which has lost its original meaning of "elephant" in the European languages that use it for the piece called *bishop* in English.

Language	King	Queen	Rook	Bishop	Knight	Pawn	Chess	Check	Checkmate
figurine							N/A	+	
Afrikaans	K Koning (king)	D Dame (lady)	T Toring (tower)	L Loper (runner)	R Ruiter (rider)	(P) Pion	<u>Skaak</u>	Skaak	Skak
Albanian	M Mbreti (king)	Msh Mbretëresha (queen)	Ku Kulla (tower)	O Oficeri (officer)	Ka Kali (horse)	(U) Ushtari (soldier)	<u>Shahu</u>	Shah	Shah
Arabic	م ملك (<i>malik</i> , king)	و وزير (<i>wazīr</i> , vizier)	ر رخ/طابية (<i>rukhhk</i> , fortress) / (<i>tābiya</i> , castle)	ف فيل (<i>fil</i> , elephant)	ح حصان (<i>hiṣān</i> , horse)	پ بيدق/عسكري (<i>baidaq</i> , pawn) / (<i>ʿaskarī</i> , soldier)	شطرنج (<i>shaṭranj</i>)	كش ملك (<i>kish malik</i>)	Shah
Azerbaijani	Ş Şah	V Vəzir	T Top	F Fil	A At	P Piyada	<u>Şahmat</u>	şah shah	Şah
Armenian	Ա Արքա (A Ark'a, king)	Թ Թագուհի (T T'agowhi, queen)	Ն Նավակ (N Navak, ship)	Փ Փիղ (P P'ih, elephant)	Չ Չի (Dz Ji, horse)	Հ Հիսուկոր (Z Zinvor, soldier)	Շախմատ (ճախմատ) (Saxmat (Catrak)	Շախ (Šax)	Shah
Basque	E Erregea (<i>king</i>)	D Dama (<i>lady</i>)	G Gaztelua (<i>castle</i>)	A Alfila	Z Zalduna (<i>knight</i>)	(P) Peoia (<i>pawn</i>)	<u>Xake</u>	Xake	Xake
Belarusian (Taraškievica)	К кароль (<i>king</i>)	Вз візір (<i>vizier</i>)	Лд ладзьдзя (<i>rook</i>)	А афіцэр (<i>officer</i>)	В вершнік (<i>rider</i>)	(Л) латнік (<i>pawn</i>)	<u>Шахматы</u>	Шах	Shah
Bengali	R রাজা (<i>Raja</i>)	M মন্ত্রী (<i>Montri</i>)	N নৌকা (<i>Nouka</i>)	H গজ/হাতি (<i>Goj</i>)/(<i>Hati</i>)	G ঘোড়া (<i>Ghora</i>)	B বোড়া/সৈন্য/পেয়াদা (<i>Bora</i>)/(<i>Sainya</i>)/(<i>Peyada</i>)	<u>দাবা</u> (<i>daba</i>)	কিস্তি (<i>kisti</i>)	Shah
Bulgarian	Ц цар (<i>king</i>)	Д дама (<i>lady</i>)	Т топ (<i>cannon</i>)	О офицер (<i>officer</i>)	К кон (<i>horse</i>)	(П) пешка	<u>Шахмат/Шах</u>	Шах	Shah
Catalan	R rei	D dama/reina (<i>lady</i>)/(<i>queen</i>)	T torre (<i>tower</i>)	A alfil	C cavall (<i>horse</i>)	(P) peó	<u>Escacs</u>	Escac/Xec	Shah
Chinese	K 王 (<i>wáng</i> , king)	Q 后 (<i>hòu</i> , queen)	R 車 (<i>jū</i> , chariot)	B 象 (<i>xiàng</i> , elephant)	N 馬 (<i>mǎ</i> , horse)	(P) 兵 (<i>bīng</i> , soldier)	國際象棋 (<i>guójí xiàngqí</i> , international chess)	將軍 (<i>jiāngjūn</i> , general)	Shah
Czech	K král (<i>king</i>)	D dáma (<i>lady</i>)	V věž (<i>tower</i>)	S střelec (<i>shooter</i>)	J jezdec (<i>rider</i>)	(P) pěšec (<i>foot soldier</i>)	<u>Šachy</u>	Šach	Shah
Danish	K konge (<i>king</i>)	D dronning (<i>queen</i>)	T tårn (<i>tower</i>)	L løber (<i>runner</i>)	S springer (<i>jumper</i>)	(B) bonde (<i>peasant</i>)	<u>Skak</u>	Skak	Shah
Dutch	K koning (<i>king</i>)	D dame/koningin (<i>lady</i>)/(<i>queen</i>)	T toren/kasteel (<i>tower</i>)/(<i>castle</i>)	L loper/raadsheer (<i>runner</i>)/(<i>counsellor</i>)	P paard (<i>horse</i>)	(pi) pion	<u>Schaken</u>	Schaak	Shah
English	K king	Q queen	R rook, castle	B bishop	N knight	(P) pawn	<u>Chess</u>	Check	Checkmate
Esperanto	R reĝo (<i>king</i>)	D damo (<i>lady</i>)	T turo (<i>tower</i>)	K kuriero (<i>courier</i>)	Ĉ ĉevalo (<i>horse</i>)	(P) peono	<u>Ŝako</u>	Ŝak	Shah
Estonian ^[12]	K kuningas (<i>king</i>)	L lipp (<i>flag</i>)	V vanker (<i>chariot/carriage</i>)	O oda (<i>spear</i>)	R ratsu (<i>riding horse</i>)	(E) ettur (<i>forwarder</i>)	Male (after <i>malev</i>)	Tuli (<i>fire</i>) Sahh	Shah
Finnish	K kuningas (<i>king</i>)	D daami/kuningatar (<i>lady</i>)/(<i>queen</i>)	T torni (<i>tower</i>)	L lähetti (<i>messenger</i>)	R ratsu (<i>horse</i>)	(S) sotilas (<i>soldier</i>)	<u>Shakki</u>	Shakki	Shah
French	R roi (<i>king</i>)	D dame (<i>lady</i>)	T tour (<i>tower</i>)	F fou (<i>jester</i>)	C cavalier (<i>rider</i>)	(P) pion	<u>Échecs</u>	Échec	Shah
Georgian	მეფე (<i>mep'e</i> , king)	ლ ლაზიერ (<i>lazier</i> , queen)	ე ეტლი (<i>etli</i> , chariot)	კ კუ (<i>ku</i> , tortoise)	მ მხედარი (<i>mkhedari</i> , rider)	პ პაიკი (<i>paiki</i> , pawn)	ჭადრაკი (<i>Čadraqi</i>)	ქიში (<i>K'ishi</i>)	Shah
German ^[13]	K König (<i>king</i>)	D Dame (<i>lady</i> , <i>queen</i>)	T Turm (<i>tower</i>)	L Läufer (<i>runner</i>)	S Springer (<i>jumper</i>)	(B) Bauer (<i>peasant</i>)	<u>Schach</u>	Schach	Shah
Greek	Ρ βασιλιάς (<i>vasiliás</i> , king)	Β βασίλισσα (<i>vasilissa</i> , queen)	Π πύργος (<i>pýrgos</i> , tower)	Α αξιωματικός (<i>axiomatikós</i> , officer)	Ι ίππος (<i>ippos</i> , horse)	(Σ) πιόνι (<i>pióni</i> , pawn)	Σκάκι (<i>Skáki</i>)	Σαχ (<i>Sach</i>)	Shah
Hindi	R राजा (<i>rājā</i> , king)	V वज़ीर (<i>vazīr</i> , vizier)	H हाथी (<i>hāthī</i> , elephant)	O ऊँट (<i>ūmṭ</i> , camel)	G घोड़ा (<i>ghoṛā</i> , horse)	(P) प्यादा (<i>pyādā</i> , infantryman)	शतरंज (<i>Shatranj</i>)	शाह (<i>Shāh</i>)	Shah
Hebrew	מ מלך (<i>Melech</i> , king)	מ מלכה (<i>Malka</i> , queen)	צ צריח (<i>Tzariach</i> , tower)	ר רץ (<i>Ratz</i> , runner)	פ פרש (<i>Parash</i> , rider)	רגלי (<i>Regli</i> , foot-soldier)	שחמט (<i>Shakhmat</i>)	ש שח (<i>Shakh</i>)	Shah
Hausa	S sarki (<i>king</i>)	Q sarauniya (<i>queen</i>)	R sansanin (<i>fortress</i>)	G giwa (<i>elephant</i>)	J jarumi (<i>mounted warrior</i>)	(P) soja (<i>soldier</i>)	<u>ces</u>	ceki	Shah
Hungarian	K király (<i>king</i>)	V vezér/királynő (<i>vizier</i>)/(<i>queen</i>)	B bástya (<i>bastion</i>)	F futó (<i>runner</i>)	H huszár/ló (<i>hussar</i>)/(<i>horse</i>)	(Gy) gyalog/paraszt (<i>footman</i>)/(<i>peasant</i>)	<u>Sakk</u>	Sakk	Shah
Icelandic	K kóngur (<i>king</i>)	D drottning (<i>queen</i>)	H hrókur (<i>rook</i>)	B biskup (<i>bishop</i>)	R riddari (<i>knight</i>)	(P) peð (<i>pawn</i>)	<u>Skák</u>	Skák	Shah
Ido	R rejo (<i>king</i>)	D damo (<i>lady</i>)	T turmo (<i>tower</i>)	E episkopo (<i>bishop</i>)	K kavalo (<i>horse</i>)	(P) piono	<u>Shakuludo</u>	Shako	Shah
Indonesian	R raja (<i>king</i>)	M menteri (<i>minister/vizier</i>)	B benteng (<i>castle/fortress</i>)	G gajah (<i>elephant</i>)	K kuda (<i>horse</i>)	(P) pion	<u>Catur</u>	Sekak/Ster	Shah

Language	King	Queen	Rook	Bishop	Knight	Pawn	Chess	Check	Checkmate
Interslavic	K kralj (king)	C carica/dama (empress/lady)	Z zamok/věža (castle/tower)	L lovec (hunter)	J jezdec/konj (rider/horse)	(P) pěšák (infantryman)	Šahy	Šah	
Irish	R rí (king)	B banríon (queen)	C caiseal (bulwark)	E easpag (bishop)	D ridire (knight)	(F) fichillín/ceithearnach (little chess piece/kern)	Ficheall	Sáinn	Mate
Italian	R re (king)	D donna/regina (lady/queen)	T torre (tower)	A alfiere (standard-bearer)	C cavallo (horse)	(P) pedone (footsoldier)	Scacchi	Scacco	Scacchi
Japanese	K キング (kingu)	Q クイーン (kuīn)	R ルーク (rūku)	B ビショップ (bishoppu)	N ナイト (naito)	(P) ポーン (pōn)	チェス (chesu)	王手/チェック (chekku)	チェックメイト (chekumeito)
Javanese	R raja (king)	Q ratu/perdhana menteri (queen/prime minister)	B bèntèng (fortress)	M mentri (minister)	K jaran (horse)	(P) pion	sekak		
Kannada	ರಾ ರಾಜ (raaja/king)	ಮ ಮಂತ್ರಿ (mantri/minister)	ಆ ಆನೆ (aane/elephant)	ರ ರಥ (ratha/chariot)	ಕು ಕುದುರೆ (kudure/horse)	ಪಾ ಪಾದಾತಿ (paadaati/foot soldier)			
Korean	K 킹 (king)	Q 퀸 (kwin)	R 룩 (rug)	B 비숍 (bi syob)	N 나이트 (na i teu)	(P) 폰 (pon)	체스 (che seu)	체크 (che keu)	체크메이트 (che keumeito)
Latin	rex (king)	regina (queen)	turris (tower) elephas (elephant) ^[14]	signifer, cursor (standard-bearer, messenger) stultus (fool) alpinus (ult. from Arabic) ^[14]	eques (knight)	pedes, pedo (footsoldier)	Scacci	Scaccus	
Latvian	K karalis (king)	D dāma (lady)	T tornis (tower)	L laidnis (bishop)	Z zirgs (horse)	(B) bandinieks (peasant)	Šahs	Šahs	Šahs
Lithuanian	K karalius (king)	V valdovė (queen)	B bokštas (tower)	R rikis (Lithuanian military commander)	Ž žirgas (horse)	(P) pėstininkas (pawn)	Šachmatai	Šach	
Lojban	N nolraitru (king)	Nu nolraitruni'u (queen)	B badydi'u (castle)	X xanto (elephant)	Xi xirma (horse)	(S) sonci (soldier)	caxmati	gunta (attack)	lo nol (the king)
Luxembourgish	K Kinnek (king)	D Damm (lady)	T Tuerm (tower)	L LEEfer (runner)	P Päerd (horse)	(B) Bauer (farmer)	Schach	Schach	Schach
Macedonian	K крал (king)	D кралица/дама (queen/lady)	T топ (cannon)	L ловец (hunter)	S коњ (horse)	P пешак/пион (infantryman/pawn)	шax	шax	
Malayalam	K രാജാവ് (rajavu, king)	Q മന്ത്രി (manthri, minister)	R ഞരൂ (theru, chariot)	B ആന (anaa, elephant)	N/Kt കുതിര (kuthira, horse)	(P) കാലാശി / പടയാളി (kala)/(padayali, foot soldier)	ചതുരംഗം (chathurangam)	ചെക്ക് (check)	ചെക്ക് മേറ്റ് (checkmate)
Marathi	R राजा (rājā, king)	V वजीर (vajir, vizier)	H हत्ती (hāṭṭī, elephant)	O उंट (Unṭ, camel)	G घोडा (ghoḍā, horse)	(P) पादे (pyāde, foot soldier)	बुद्धिबळ (buddhibal)	शह (shāḥ)	(king)
Mongolian	H ноён (noyan)	B бэрц (fers, vizier)	T тэрэг (tereg, chariot)	T тэмээ (temee, camel)	M морь (mor, rider)	(X) хүү (hüü, infantryman)	Шатар	шаг, дуг, цод	
Norwegian Bokmål	K konge (king)	D dronning (queen)	T tårn (tower)	L løper (runner)	S springer (jumper)	(B) bonde (peasant)	Sjakk	Sjakk	Sjakk
Norwegian Nynorsk	K konge (king)	D dronning (queen)	T tårn (tower)	L løpar (runner)	S springar (jumper)	(B) bonde (peasant)	Sjakk	Sjakk	Sjakk
Persian	ش شاه (king)	وزیر (vizier, minister)	قار قلعه ارخ (castle)	ف فیل (elephant)	اسب (horse)	سرباز (soldier)	شطرنج	کیش (kīsh)	
Polish	K król (king)	H hetman	W wieża (tower)	G goniec (courier)	S skoczek (jumper)	(P) pion (pawn)	szachy	szach	mat szach
Portuguese	R rei (king)	D dama/rainha (lady)/(queen)	T torre (tower)	B bispo (bishop)	C cavalo (horse)	(P) peão	Xadrez	Xeque	Xadrez
Romanian	R rege (king)	D damă/regină (lady)/(queen)	T turn (tower)	N nebun (fool, jester)	C cal (horse)	(P) pion	Șah	Șah	
Russian	Кр король (king) Kr korol'	Ф ферзь (vizier) F ferz'	Л ладья (boat) L ladya	С слон (elephant) S slon	К конь (horse) K kon'	(П) пешка P peshka	шахматы shakhmaty	шах shakh	
Scottish Gaelic	R rìgh (king)	B bànrìgh (queen)	T tùr (tower)	E easbaig (bishop)	D ridir (knight)	(P) pàn (pawn)	feòirne	casg	feòirne
Serbo-Croatian	K/K краљ / kralj (king)	D/D краљица / kraljica / queen or (дама / dama / lady)	T/T топ / top (tower)	Л/L ловац / lovac (hunter)	C/S скакач / skakač / jumper or (коњ / konj / horse)	(П) (пешак / pešak / pedestrian) or (пион / pion / pawn)	Шax / Šah	Шax / Šah	Мат
Northern Sotho	K Kgoši	Kg Kgošigadi	N Ntlosebô/Moshate	Mp Mopišopo	M Mogale	S Seitšhireletšo	Tšhêšê	Check	Che
Sicilian	R re (king)	D rìggina (queen)	T turru (tower)	A alferu	S scecc[h]u (donkey)	(P) pidinu (footsoldier)	Scacchi		
Slovak	K kráľ (king)	D dáma (lady)	V veža (tower)	S strelec (shooter)	J jazdec (horseman)	(P) pešiak (infantryman, pawn)	Šach	Šach	Mate
Slovene	K kralj (king)	D dama (lady)	T trdnjava (castle)	L lovec (hunter)	S skakač (jumper)	(P) kmet (farmer)	Šah	Šah	Mate

Language	King	Queen	Rook	Bishop	Knight	Pawn	Chess	Check	Checkmate
Spanish	R rey (king)	D dama/reina (lady/queen)	T torre (tower)	A alfil	C caballo (horse)	(P) peón (foot-soldier)	Ajedrez	Jaque	Jaque mate
Swedish	K kung	D dam/drottning (lady)/(queen)	T torn (tower)	L löpare (runner)	S springare/häst (horse)	(B) bonde (peasant)	Schack	Schack	Schackmate
Tamil	K அரசன் (<i>arasaṇ</i> , king)	Q அரசி (<i>araci</i> , queen)	R கோட்டை (<i>kōṭṭai</i> , castle)	B அமைச்சர் / மந்திரி (<i>amaicchar</i> , minister) / (<i>manthiri</i> , minister)	N/Kt குதிரை (<i>kutirai</i> , horse)	(P) காலாளர் / சிப்பாய் (<i>kālāl</i> , fotsoldier) / (<i>cippāy</i> , sepoy)	சதுரங்கம் (<i>sathurankam</i>)	முற்றுக்கை (<i>murrukai</i>)	முற்றுக்கை (முற்று) (<i>iru</i>)
Telugu	రాజు (<i>rāju</i> , king)	మంత్రి (<i>māṁtri</i> , minister)	ఏనుగు (<i>ēnugu</i> , elephant)	శకటు (<i>śakaṭu</i>)	గుర్రం (<i>gurraṁ</i> , horse)	బంట్లు (<i>baṁṭu</i> , soldier)	చదరంగం (<i>cadaraṁgaṁ</i>)	దాడి (<i>dāḍi</i>)	
Thai	ข ุน (<i>khun</i> , king)	๓ เมื๓ (๓ริ/๓น๓รี) (<i>met</i> (<i>tri/montri</i>), counselor)	ร เรือ (<i>reua</i> , ship)	๓ โ๓น (<i>khon</i> , elephant)	ม ม้า (<i>mā</i> , horse)	(๓) เมื๓ (<i>bia</i> , menial)	หมากรูก (<i>mākruk</i>)	รุก (<i>ruk</i> , invade)	<i>(jon,</i>
Turkish	Ş/K şah/kral (<i>shah/king</i>)	V vezir (<i>vizier</i>)	K kale (<i>castle</i>)	F fil (<i>elephant</i>)	A at (<i>horse</i>)	(P) er/piyon (<i>soldier/pawn</i>)	Satranç	Şah	
Ukrainian	Кр король (<i>korol</i> , king)	Ф фєрзь (<i>ferz</i> , vizier)	Т тура (<i>tura</i> , tower)	С слон (<i>slon</i> , elephant)	К кінь (<i>kin</i> , horse)	(П) пішак, пішка (<i>pishak/pishka</i> , footsoldier)	Шахи (<i>shakhi</i>)	Шах (<i>shakh</i>)	
Urdu	بادشاہ (<i>bādshāh</i>)	وزیر (<i>vazīr</i>)	رخ (<i>rukḥ</i>)	فيل (<i>fiyālah</i>)	گھڑا (<i>ghōṛā</i>)	پيادہ (<i>pyādah</i>)	شطرنج (<i>ṣaṭranj</i>)	شہ (<i>sheh</i>)	(
Vietnamese	V vua (<i>king</i>)	H hậu (<i>queen</i>)	X xe (<i>chariot</i>)	T tượng (<i>elephant</i>)	M mã (<i>horse</i>)	_ tốt (<i>soldier</i>)	Cờ vua	Chiếu	Chi h
Welsh	T teyrn/brenin (<i>lord/king</i>)	B brenhines (<i>queen</i>)	C castell (<i>castle</i>)	E esgob (<i>bishop</i>)	M marchog (<i> rider</i>)	(G) gwerinwr (<i>peasant</i>)	Gwyddbwyll	Siach	Si

Similar notations

Besides the FIDE standard (or short) algebraic notation (**SAN**) already described, several similar systems are in use for their own particular advantages.

Figurine algebraic notation

Figurine algebraic notation (or **FAN**) is a widely used variation of algebraic notation which substitutes a piece symbol for the letter representing a piece, for example: ♠**c6** in place of **Nc6**. (Pawns are unlabeled, just like in regular algebraic notation.) This enables moves to be read independent of language.

The Unicode Miscellaneous Symbols set includes all the symbols necessary for FAN. In order to display or print these symbols, one has to have one or more fonts with good Unicode support installed on the computer, that the Web page, or word processor document, etc., uses.^[15]

Long algebraic notation

Some computer programs (and people) use a variant of algebraic chess notation termed *long algebraic notation* or *fully expanded algebraic notation*. In long algebraic notation, moves specify both the starting and ending squares. Sometimes it is separated by a hyphen (contrary to FIDE rules), for example: **e2e4** or **Nb1-c3** with hyphen. Captures are still indicated using "x": **Rd3xd7**.

The long notation takes more space and thus is not as commonly used. However, it has the advantage of clarity, particularly for less-skilled players or players learning the game. Some books using primarily short algebraic notation use the long notation instead of the disambiguation forms described earlier.

A form of long algebraic notation (without piece names) is also notably used by the Universal Chess Interface (UCI) standard, which is a common way for graphical chess programs to communicate with chess engines (e.g., for AI).

ICCF numeric notation

In international correspondence chess the use of algebraic notation may cause confusion, since different languages employ different names (and therefore different letters) for the pieces; hence the standard for transmitting moves in this form of chess is ICCF numeric notation. In recent years, the majority of correspondence games have been played on on-line servers rather than by email or post, leading to a decline in the use of ICCF numeric notation.

PGN for computer storage

Chess games are often stored in computer files using Portable Game Notation (PGN),^[16] which uses algebraic chess notation as well as additional markings to codify a game. As mentioned, PGN requires uppercase letter *O* to represent castling (e.g. **O-O**), while the FIDE Handbook uses digit zero (**o-o**).

Annotation symbols

Though not technically a part of algebraic notation, the following are some common symbols frequently used by annotators, for example in publications *Chess Informant* and *Encyclopaedia of Chess Openings*, to give evaluative comment on a move or position.

On moves:

- **!** an excellent move
- **!!** a particularly good—and usually surprising—move
- **?** a bad move; a mistake
- **??** a blunder
- **!?** an interesting move that may not be best
- **?!** a dubious move or move that may turn out to be bad
- **△** a better move than the one played
- **□** the only reasonable move, or the only move available
- **TN** (or **N**) a theoretical novelty

On positions:

- **=** equal chances for both players
- **+/=** (or **±**) White has a slight plus
- **=/+** (or **∓**) Black has a slight plus
- **+/-** (or **±**) White has a clear plus
- **-/+** (or **∓**) Black has a clear plus
- **+-** White has a winning advantage
- **-+** Black has a winning advantage
- **∞** unclear whether either side has an advantage
- **=/∞** whoever is down in material has compensation for it

The symbol chosen is simply appended to the end of the move notation, for example: 1.d4 e5?! 2.dxe5 f6 3.e4! Nc6 4.Bc4+/-

See also

- Chess notation

References

1. Davidson, Henry (1981). *A Short History of Chess*. David McKay. pp. 152–153. ISBN 978-0679145509.

2. "FIDE Laws of Chess taking effect from 1 January 2018" (<https://handbook.fide.com/chapter/E012018>). *FIDE*. Retrieved 12 July 2020.

3. Appendix C.9.3 in FIDE Laws of Chess^[2]

4. Article 9.1.2.2 in FIDE Laws of Chess^[2]

5. Schiller, Eric (2003). *Official Rules of Chess* (<https://archive.org/details/officialrulesofc0000schi/page/25>). ISBN 978-1580420921.

6. Appendix C.13 in FIDE Laws of Chess^[2]

7. Burgess, Graham (2000) [1997]. *The Mammoth Book of Chess*, Carroll & Graph, p. 517, ISBN 0-7867-0725-9, "The main differences from standard Algebraic are that there is both a dot and a space after each move number, and an upper case "O" is used instead of a zero in the notation for castling. Presumably these were initially just one individual's personal foible (or error) in the early days of chess on the Internet, but the standard is now established."

8. ^[1] (<https://archive.org/details/AHistoryOfChessHJRMurray>) Murray, Harold James Ruthvan. *A History of Chess*. Oxford Clarendon Press (1913). page 469-470

9. ^[2] (<https://archive.org/details/AHistoryOfChessHJRMurray>) Murray, Harold James Ruthvan. *A History of Chess*. Oxford Clarendon Press (1913). page 469-470

10. ^[3] (<https://books.google.com/books?id=tchh5AGWYj4C&printsec=frontcover&dq=Staunton+%22Chess-Player's+Handbook%22&hl=en&sa=X&ved=0ahUKEwiKhvrgwdHVAhUGziYKHZCEAJ0Q6AEIWD AJ#v=onepage&q=Staunton%20%22Chess-Player's%20Handbook%22&f=false>) Staunton, Howard. *The Chess-Player's Handbook. A Popular and Scientific Introduction to the Game of Chess, Exemplified in Games Actually Played by the Greatest Masters and Illustrated by Numerous Diagrams of Original And Remarkable Positions. Third edition, revised*. Bell & Daldy London. 1866. p. 501

11. Sources for this section include Wikipedia articles in various languages. Note that the symbol for pawn is not used in algebraic notation. Archived (<https://web.archive.org/web/20091027093550/http://www.geocities.com/TimesSquare/Metro/9154/nap-pieces.htm>) 2009-10-25.

12. The Estonian chess terms were coined by Ado Grenzstein.

13. "Handbook" (<https://www.fide.com/fide/handbook.html?id=33&view=category>). *www.fide.com*. Retrieved 22 March 2019. "The pieces bear the names: Koenig, Dame, Turm, Laeufer, Springer, Bauer"

14. H. J. R. Murray, *A History of Chess*, ch. 11

15. "Test for Unicode support in Web browsers" (http://www.alanwood.net/unicode/miscellaneous_symbols.html).

16. Standard: Portable Game Notation Specification and Implementation Guide <http://www.saremba.de/chessgml/standards/pgn/pgn-complete.htm>

External links

- FIDE Laws of Chess (<https://handbook.fide.com/chapter/E012018>) (see Appendix C. Algebraic notation)
- Algebraic Chess Notation Exercise (<https://web.archive.org/web/20100630072825/http://www.humanbenchmark.com/tests/chess/notation/>)

Retrieved from "[https://en.wikipedia.org/w/index.php?title=Algebraic_notation_\(chess\)&oldid=970802616](https://en.wikipedia.org/w/index.php?title=Algebraic_notation_(chess)&oldid=970802616)"

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CHESS ALGEBRAIC NOTATION

It's simple. Here's how it works!

1. Each piece is indicated by the first letter, a capital letter, of its name. Example: K = king, Q = queen, R = rook, B = bishop, N = knight. (In the case of the knight, for the sake of convenience, N is used.)
2. Some other languages use different letters
3. Pawns are not indicated by their first letter, but are recognized by the absence of such a letter.
Examples: e5, d4, a5.
4. The eight files (from left to right for White and from right to left for Black) are indicated by the small letters, a, b, c, d, e, f, g and h, respectively.
5. The eight ranks (from bottom to top for White and from top to bottom for Black) are numbered 1, 2, 3, 4, 5, 6, 7 and 8, respectively. Consequently, in the initial position the white pieces and pawns are placed on the first and second ranks; the black pieces and pawns on the eighth and seventh ranks.
6. As a consequence of the previous rules, each of the sixty four squares is invariably indicated by a unique combination of a letter and a number.

Black Side

8	a8	b8	c8	d8	e8	f8	g8	h8
7	a7	b7	c7	d7	e7	f7	g7	h7
6	a6	b6	c6	d6	e6	f6	g6	h6
5	a5	b5	c5	d5	e5	f5	g5	h5
4	a4	b4	c4	d4	e4	f4	g4	h4
3	a3	b3	c3	d3	e3	f3	g3	h3
2	a2	b2	c2	d2	e2	f2	g2	h2
1	a1	b1	c1	d1	e1	f1	g1	h1
	a	b	c	d	e	f	g	h

White Side

Notes: Diagonals are sometimes referred to in chess literature or discussions by the end square designations separated by a hyphen (examples: a1-h8 is the long black diagonal, a8-h1 is the long white diagonal). The "Center" is also sometimes referred to in chess, which is the four squares in the center of the board: d4, d5, e4 and e5.

7. Each move of a piece is indicated by (a) the first letter of the name of the piece in question and (b) the square of arrival. There is no hyphen between (a) and (b). Examples: Be5, Nf3, Rd1. In the case of pawns, only the square of arrival is indicated. Examples: e5, d4, a5.

8. When a piece makes a capture, an x is inserted between

- (a) the first letter of the name of the piece in question and
- (b) the square of arrival.

Examples: Bxe5, Nxf3, Rxd1.

When a pawn makes a capture, the square of arrival is indicated after an x. Examples: xe5, xf3, xb5. In the case of an "en passant" capture, the square of arrival is given as the square on which the capturing pawn finally rests and "e.p." is appended to the notation.

9. If two identical pieces can move to the same square, the piece that is moved is indicated as follows:

(1) If both pieces are on the same rank: by
(a) the first letter of the name of the piece,
(b) the file of the square of departure, and
(c) the square of arrival.

(2) If both pieces are on the same file: by
(a) the first letter of the name of the piece,
(b) the rank of the square of departure, and
(c) the square of arrival.

(3) If the pieces are on different ranks and files, method (1) is preferred. In the case of capture, an x must be inserted between (b) and (c).

Examples:

(1) There are two knights, on the squares g1 and d2, and one of them moves to the square f3: either Ngf3 or Ndf3, as the case may be.

(2) There are two knights, on the squares g5 and g1, and one of them moves to the square f3: either N5f3 or N1f3, as the case may be.

(3) There are two knights, on the squares h2 and d4, and one of them moves to the square f3: either Nhf3 or Ndf3, as the case may be.

If a capture takes place on the square f3, the previous examples are changed by the insertion of an x:

(1) either Ngxf3 or Ndxf3,

(2) either N5xf3 or N1xf3,

(3) either Nhxf3 or Ndxf3, as the case may be.

10. If two pawns can capture the same piece or pawn of the opponent, the pawn that is moved is indicated by

(a) the letter of the file of departure,

(b) an x,

(c) the square of arrival.

Example: If there are white pawns on squares c4 and e4 and a black pawn or piece on the square d5, the notation for White's move is either cxd5 or exd5, as the case may be.

11. In the case of the promotion of a pawn, the actual pawn move is indicated, followed immediately by an equal sign and then the first letter of the new piece. Examples: d8=Q, f8=N, b1=B, g1=R.

Essential Abbreviations:

x : captures

0-0 : castling with rook h1 or rook h8 (kingside castling)

0-0-0 : castling with rook a1 or rook a8 (queenside castling)

+ : check

: checkmate

e.p. : captures "en passant"

=: promotion

?: bad move ??: blunder

!: good move

... : black's move (example: 4... d5 indicates that black's 4th move was pawn to d5)

Sample Game: 1.e4 e5 2.Bc4 Bc5? 3.Qh5 Nf6?? 4.Qxf7# (known as Scholars Mate)