



CHES NOTATION

TOURNAMENT PREPARATION



K

King

example: Ke4



Q

Queen

example: Qc2



R

Rook

example: Rd5



B

Bishop

example: Bc4



N

Knight

example: Nd7



pawn

example: e4

(No Capital Letter)

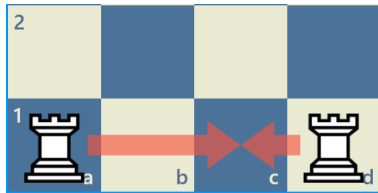
There is no need to write what square the piece was before the move!

Capital Letter of the piece + Final square

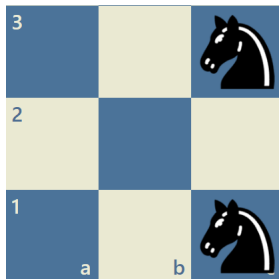
Example: Ng1f3 - incorrect Nf3 - correct

Exception!

When 2 of the same pieces can move on the same square, you need to mention the letter (or number) of the previous square.



Example: Rac1 or Rdc1
Rooks are on the same rank

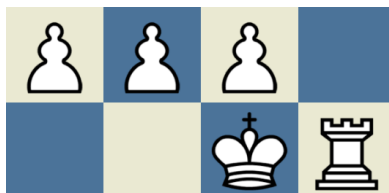


Example: N1a2 or N3a2
Knights are on the same file.



0-0

Short castle



0-0-0

Long castle

- | | | |
|---------------------|----------|-------------------------------|
| 1) Check | + | example: Re1+ |
| 2) Checkmate | # | example: Qf7# |
| 3) Take | x | example: Bxc4 or Qxb5 or exd4 |

Exception!

When there is a **pawn** take, always mention the **letter** of the square the piece was on, before the “**x**”

Example: exd4 or bxc3

xd4 - incorrect exd4 - correct

RESULTS:

1-0 White's win

0-1 Black's win

½-½ Draw

Optional Notations:

- Draw Offer:
If your opponent offers a draw, you can note it by marking “=” next to their move.
(This is optional)
- Time Tracking:
You may record your time or your opponent's time every 5–10 moves by writing it next to the move.
This is only for training purposes, such as time management and post-game analysis.
It's not required. More common on a higher level.



General Rules:

- **Record Your Move:**
Write down your move immediately **AFTER** you make it and press your clock.
- **Record Opponent's Move:**
Write down your opponent's move **AFTER** they make it and press their clock, and **BEFORE** you make your next move.
- **Do Not Write Unnecessary Information.** You should **only write the following on your scoresheet**:
 - **Your opponent's name and details**
 - **Tournament details, round number and date etc.**
 - **The moves played in the game**
 - **Result** – Both players should sign the scoresheet at the end of the game
 - **Optional notations** such as draw offers (=) and time tracking



Corrections and Notation


- If you get **lost in your notation**, you may ask to check your opponent's scoresheet, but only **on your own time** (while your clock is running)
- You are **not allowed to stop recording your moves** at any point during the game




Practical Reminders

- **Always bring your own pen**
- **Do not use pencil** – all notation must be written in pen
- It is a good idea to bring **two pens**, just in case

SCORESHEET EXAMPLE:

Official Score Sheet		 CHESSHOUSE.COM <small>what minds greet champions.</small>		PO Box 105 Lynden, WA 99224 360-354-6815 www.ChessHouse.com	
EVENT				DATE	
ROUND	BOARD	SECTION	OPENING		
WHITE (Name of player)		BLACK (Name of player)			
	WHITE	BLACK		WHITE	BLACK
1			26		
2			27		
3			28		
4			29		
5			30		
6			31		
7			32		
8			33		
9			34		
10			35		
11			36		
12			37		
13			38		
14			39		
15			40		
16			41		
17			42		
18			43		
19			44		
20			45		
21			46		
22			47		
23			48		
24			49		
25			50		

RESULTS: ☐ WHITE WON ☐ DRAW ☐ BLACK WON

SIGNATURE 
 ORGANIZER 