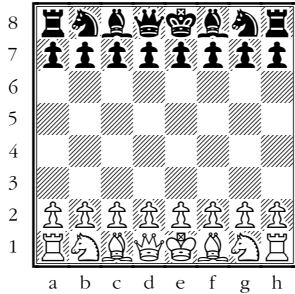# HOW TO KEEP SCORE

Play on a set with letters and numbers like the diagram below.

The White pieces are placed on the 1st & 2nd ranks (next to numbers 1 and 2).
The Black pieces are placed on the 7th & 8th ranks (next to numbers 7 and 8).

Squares are named with a letter and a number. To find the name of a square look at the letter (file) and number(rank) that point to that square.

FOR EXAMPLE:
The Black Queen starts out on d8.
White knights are on b1 and g1.

Keeping score is simple. All you do is write down each move that each player makes using a letter for the name of the piece and a square name (letter and number) for the square the piece ends up on. This way you can replay your games to show off your winning games and understand what happened if you lost.

To save time, just use these abbreviations for the piece names.

King = K  Queen = Q  Rook = R  Knight = N  Bishop = B

What about pawns? When a pawn moves just write down the name of the square it moved to. You can see that if no letter is written down the piece must have been a pawn.

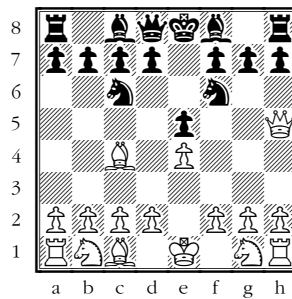| # | White | Black |
|---|-------|-------|
| 1 | e4 | e5 |
| 2 | Qh5 | Nc6 |
| 3 | Bc4 | Nf6 |
| 4 | Qxf7# | |

Notice the numbers to the left of the game. They tell you which move it is. For example, we know that this game is a four move checkmate without having to count. Notice also that white's moves are on the left, and black's moves are on the
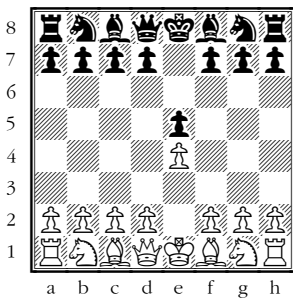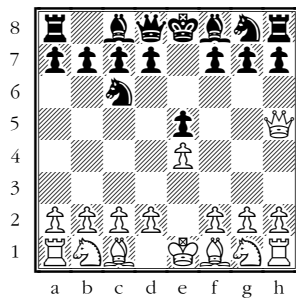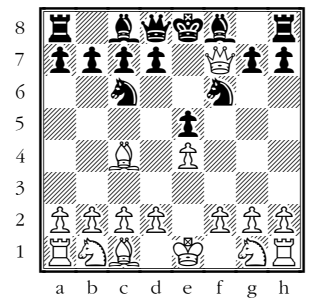
**MOVE 1**          **MOVE 2**          **MOVE 3**          **MOVE 4**

right.. Notice that on White's fourth move, the Queen captures the pawn on f7. Whenever a piece captures your write an X for Wipes Out. For example instead if writing Q wipes out f7, you would write Qxf7. This is much better than writing QXP (P is for pawn) because then there is the question of which pawn.

To write Castles kingside: 0-0     To write castles queenside: 0-0-0
To write Check, put a + behind the move, for example Qh5+.
To write check mate put a # sign behind the move for example: Qxf7#.

Event:_____ Date:_____

White's Name:_____

Black's Name:_____

| # | 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 |  |  |

# GAME RESULTS

_____

| # | Opponent Name | Grade | Color | Results |
|---|---|---|---|---|
| 1 | | | | |
| 2 | | | | |
| 3 | | | | |
| 4 | | | | |
| 5 | | | | |
| 6 | | | | |
| 7 | | | | |
| 8 | | | | |
| 9 | | | | |
| 10 | | | | |
| 11 | | | | |
| 12 | | | | |
| 13 | | | | |
| 14 | | | | |
| 15 | | | | |
| 16 | | | | |
| 17 | | | | |
| 18 | | | | |
| 19 | | | | |
| 20 | | | | |
| 21 | | | | |
| 22 | | | | |
| 23 | | | | |
| 24 | | | | |
| 25 | | | | |