

The recording of the moves

Selected FIDE Laws of Chess taking effect from 1 January 2018

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Full rules: <https://handbook.fide.com/chapter/E012018>

More: <https://ajedrezreglas.com/>

Article 8: The recording of the moves

Amendments regarding electronic scoresheets effective from August 1, 2022.

- 8.1.1 In the course of play each player is required to record his own moves and those of his opponent in the correct manner, move after move, as clearly and legibly as possible, in one of the following ways:
 - 8.1.1.1 by writing in the algebraic notation (Appendix C), on the paper 'scoresheet' prescribed for the competition
 - 8.1.1.2 by entering moves on the FIDE certified 'electronic scoresheet' prescribed for the competition.
- 8.1.2 It is forbidden to record the moves in advance, unless the player is claiming a draw according to Article 9.2, or 9.3 or adjourning a game according to Guidelines I.1.1
- 8.1.3 A player may reply to his opponent's move before recording it, if he so wishes. He must record his previous move before making another.
- 8.1.4 The scoresheet shall be used only for recording the moves, the times of the clocks, offers of a draw, matters relating to a claim and other relevant data.
- 8.1.5 Both players must record the offer of a draw on the scoresheet with a symbol (=).

- 8.1.6 If a player is unable to keep score, an assistant, who must be acceptable to the arbiter, may be provided by the player to record the moves. His clock shall be adjusted by the arbiter in an equitable way. This adjustment of the clock shall not apply to a player with a disability.
- 8.2 The scoresheet shall be visible to the arbiter throughout the game.
- 8.3 The scoresheets are the property of the organiser of the competition. An electronic scoresheet with an evident defect shall be replaced by the arbiter.
- 8.4 If a player has less than five minutes left on his clock at some stage in a period and does not have additional time of 30 seconds or more added with each move, then for the remainder of the period he is not obliged to meet the requirements of Article 8.1.1.
- 8.5.1 If neither player keeps score under Article 8.4, the arbiter or an assistant should try to be present and keep score. In this case, immediately after a flag has fallen the arbiter shall stop the chessclock. Then both players shall update their scoresheets, using the arbiter's or the opponent's scoresheet.
- 8.5.2 If only one player has not kept score under Article 8.4, he must, as soon as either flag has fallen, update his scoresheet completely before moving a piece on the chessboard. Provided it is that player's move, he may use his opponent's scoresheet, but must return it before making a move.
- 8.5.3 If no complete scoresheet is available, the players must reconstruct the game on a second chessboard under the control of the arbiter or an assistant. He shall first record the actual game position, clock times, whose clock was running and the number of moves made/completed, if this information is available, before reconstruction takes place.

- 8.6 If the scoresheets cannot be brought up to date showing that a player has overstepped the allotted time, the next move made shall be considered as the first of the following time period, unless there is evidence that more moves have been made or completed.
- 8.7 At the conclusion of the game both players shall indicate the result of the game by signing both scoresheets or approve the result on their electronic scoresheets. Even if incorrect, this result shall stand, unless the arbiter decides otherwise.

Appendix A. Rapid chess

- A.1 A 'Rapid chess' game is one where either all the moves must be completed in a fixed time of more than 10 minutes but less than 60 minutes for each player; or the time allotted plus 60 times any increment is of more than 10 minutes but less than 60 minutes for each player.
- A.2 Players do not need to record the moves, but do not lose their rights to claims normally based on a scoresheet. The player can, at any time, ask the arbiter to provide him with a scoresheet, in order to write the moves.

Appendix B. Blitz

- B.1 A 'blitz' game is one where all the moves must be completed in a fixed time of 10 minutes or less for each player; or the allotted time plus 60 times any increment is 10 minutes or less.
- B.2 The penalties mentioned in Articles 7 and 9 of the Competition Rules shall be one minute instead of two minutes.

B.4 Otherwise, play shall be governed by the Rapid chess Laws as in Article A.2 and A.4.

Appendix C. Algebraic notation

FIDE recognises for its own tournaments and matches only one system of notation, the Algebraic System, and recommends the use of this uniform chess notation also for chess literature and periodicals. Scoresheets using a notation system other than algebraic may not be used as evidence in cases where normally the scoresheet of a player is used for that purpose. An arbiter who observes that a player is using a notation system other than the algebraic should warn the player of this requirement.

Description of the Algebraic System

- C.1 In this description, 'piece' means a piece other than a pawn.
- C.2 Each piece is indicated by an abbreviation. In the English language it is the first letter, a capital letter, of its name. Example: K=king, Q=queen, R=rook, B=bishop, N=knight. (N is used for a knight, in order to avoid ambiguity.)
- C.3 For the abbreviation of the name of the pieces, each player is free to use the name which is commonly used in his country. Examples: F = fou (French for bishop), L = loper (Dutch for bishop). In printed periodicals, the use of figurines is recommended.

- C.4 Pawns are not indicated by their first letter, but are recognised by the absence of such a letter. Examples: the moves are written e5, d4, a5, not pe5, Pd4, pa5.
- C.5 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.
- C.6 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, 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.
- C.7 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.

- C.8 Each move of a piece is indicated by the abbreviation of the name of the piece in question and the square of arrival. There is no need for a hyphen between name and square. Examples: Be5, Nf3, Rd1. In the case of pawns, only the square of arrival is indicated. Examples: e5, d4, a5.

A longer form containing the square of departure is acceptable. Examples: Bb2e5, Ng1f3, Ra1d1, e7e5, d2d4, a6a5.

- C.9 When a piece makes a capture, an x may be inserted between:
 - C.9.1 the abbreviation of the name of the piece in question and
 - C.9.2 the square of arrival. Examples: Bxe5, Nxf3, Rxd1, see also C.10.
 - C.9.3 When a pawn makes a capture, the file of departure must be indicated, then an x may be inserted, then the square of arrival. Examples: dxe5, gxf3, axb5. In the case of an 'en passant' capture, 'e.p.' may be appended to the notation. Example: exd6 e.p.
- C.10 If two identical pieces can move to the same square, the piece that is moved is indicated as follows:
 - C.10.1 If both pieces are on the same rank by:
 - C.10.1.1 the abbreviation of the name of the piece,
 - C.10.1.2 the file of departure, and
 - C.10.1.3 the square of arrival.
 - C.10.2 If both pieces are on the same file by:
 - C.10.2.1 the abbreviation of the name of the piece,
 - C.10.2.2 the rank of the square of departure, and
 - C.10.2.3 the square of arrival.

- C.10.3 If the pieces are on different ranks and files, method 1 is preferred.
Examples:
- C.10.3.1 There are two knights, on the squares g1 and e1, and one of them moves to the square f3: either Ngf3 or Nef3, as the case may be.
- C.10.3.2 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.
- C.10.3.3 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.
- C.10.3.4 If a capture takes place on the square f3, the notation of the previous examples is still applicable, but an x may be inserted: 1) either Ngxf3 or Nexf3, 2) either N5xf3 or N1xf3, 3) either Nhxf3 or Ndx3, as the case may be.
- C.11 In the case of the promotion of a pawn, the actual pawn move is indicated, followed immediately by the abbreviation of the new piece.
Examples: d8Q, exf8N, b1B, g1R.
- C.12 The offer of a draw shall be marked as (=).

C.13 Abbreviations

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

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

x = captures

+ = check

++ or # = checkmate

e.p. = captures 'en passant' The last four are optional.

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

Or: 1. e4 e5 2. Nf3 Nf6 3. d4 ed4 4. e5 Ne4 5. Qd4 d5 6. ed6 Nd6 7. Bg5 Nc6 8. Qe3 Be7 9 Nbd2 0-0 10. 0-0-0 Re8 11. Kb1 (=)

Or: 1. e2e4 e7e5 2.Ng1f3 Ng8f6 3. d2d4 e5xd4 4. e4e5 Nf6e4 5. Qd1xd4 d7d5 6. e5xd6 e.p. Ne4xd6 7. Bc1g5 Nb8c6 8. Qd4e3+ Bf8e7 9. Nb1d2 0-0 10. 0-0-0 Rf8e8 11. Kb1 (=)