



- K** = King
- Q** = Queen
- R** = Rook
- B** = Bishop
- N** = Knight
- 0-0** = castles kingside
- 0-0-0** = castles queenside
- a, b, c, d, e, f, g, h**
= Letters signifying **FILES**,
from left to right as viewed
from white's side of the board
- 1, 2, 3, 4, 5, 6, 7, 8**
= Numbers signifying **RANKS**,
from nearest to furthest, as
viewed from white's side
- +** = Check
- ++** = Checkmate
- x** = Captures
- !** = A good move
- !!** = A brilliant move
- ?** = A poor move
- ??** = A massive blunder
- PAWNS** have no letter; if a move is
written as "d6" that means a pawn
has moved to that square. "cxd6"
means a pawn on the c-file has
captured onto the square d6.

The shortest possible game, called FOOL'S MATE, takes just two moves by both sides. It is ANNOTATED like this:

1. f3? e5 2. g4?? Qh4++

or like this:

1. f3? (white's first move is to move his pawn on f2 to f3. This is a poor move, weakening the King's position)

1. ... e5 (black's first move is the pawn from e7 to e5.)

2. g4?? (white's second move is to advance to pawn on g2 to g4. It is a terrible blunder)

2. ... Qh4++ (black's Queen swoops to h4, delivering checkmate).

NOTE: When a piece (K, Q, R, B or N) moves, the move is indicated by a capital letter and then the SQUARE TO WHICH THE PIECE MOVES. For instance, Nd7 = a knight moving to the square d7. If two knights can move to the same square, then the move might be Nbd7 (Knight on b file to d7) or Nfd7 (Knight on f file to d7). If both the Knights are on the same file, then the moves might be N8d7 (Knight on 8th rank to d7) or N6d7 (Knight on 6th rank to d7). When a piece CAPTURES in moving, it would be Rxf3 (Rook captures piece on f3) etc.

MORE information:

Go to the Irish Chess Union website, at www.icu.ie