

Chess Scoresheet

White Name: _____

Date: _____

Black Name: _____

Result: White Wins - Draw - Black Wins (circle one)

Adjourn (see adjournment diagram)

Move	White	Black	Move	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		

K= King, Q=Queen, B=Bishop, N=Knight, R=Rook, none=Pawn. Examples: Be5 (Bishop moves to e5), e5 (pawn moves to e5)

Inserted x indicates capture. Examples: Bxe5 (Bishop takes piece at e5), xe5 (pawn takes piece at e5).

Pawn's en passant capture uses pawn arrival location, followed by e.p. Example: xe6 e.p.(pawn takes pawn at e5 by en passant).

If two identical pieces may take the same square, insert the unique rank or file of departure (Nce5 or N3e5, Ncxe5 for capture).

If two pawns can capture the same piece, start with file of departure. Example dxe5 (pawn in file d takes piece at e5).

For pawn promotion, move is followed immediately by = and first letter of the new piece. Examples: d8=Q, f8=N, b1=B, g1=R.

Other abbr: 0-0 is kingside castling, 0-0-0 is queenside castling, + after for check, # after for checkmate, ? after for blunder.

White Signature: _____ Black Signature: _____

Game Adjournment Diagram

8 B								
7								
6								
5								
4								
3								
2								
1 W								
	a	b	c	d	e	f	g	h

Ranks numbered 1-8 and files lettered a-h

K – King Q – Queen B – Bishop N – Knight R – Rook P – Pawn Circle Black

Comments: _____
