

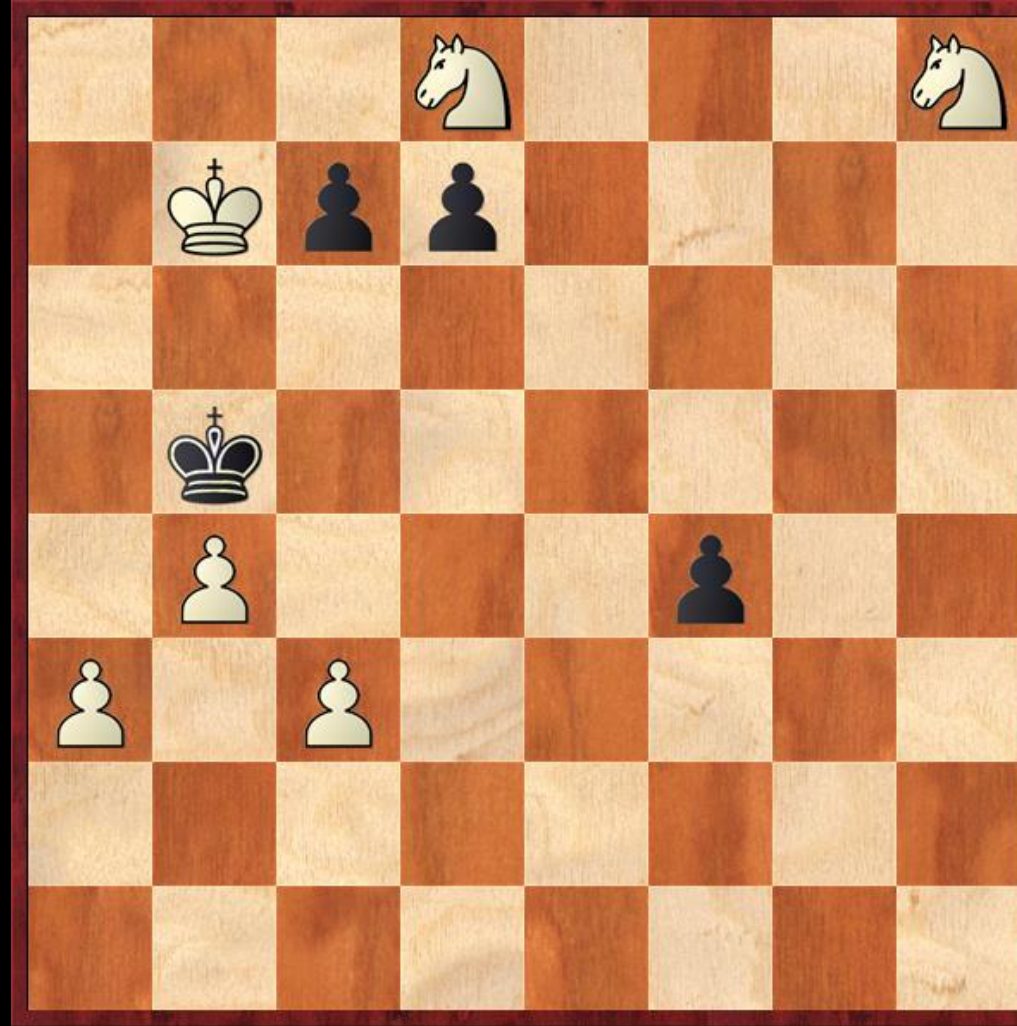
SATRAŇ: OYUN, SPOR, BİLİM VE SANAT **CHES: GAME, SPORT, SCIENCE AND ART**

Satranç Notasyonu **Chess Notation**

Ergin ÇİFTÇİ

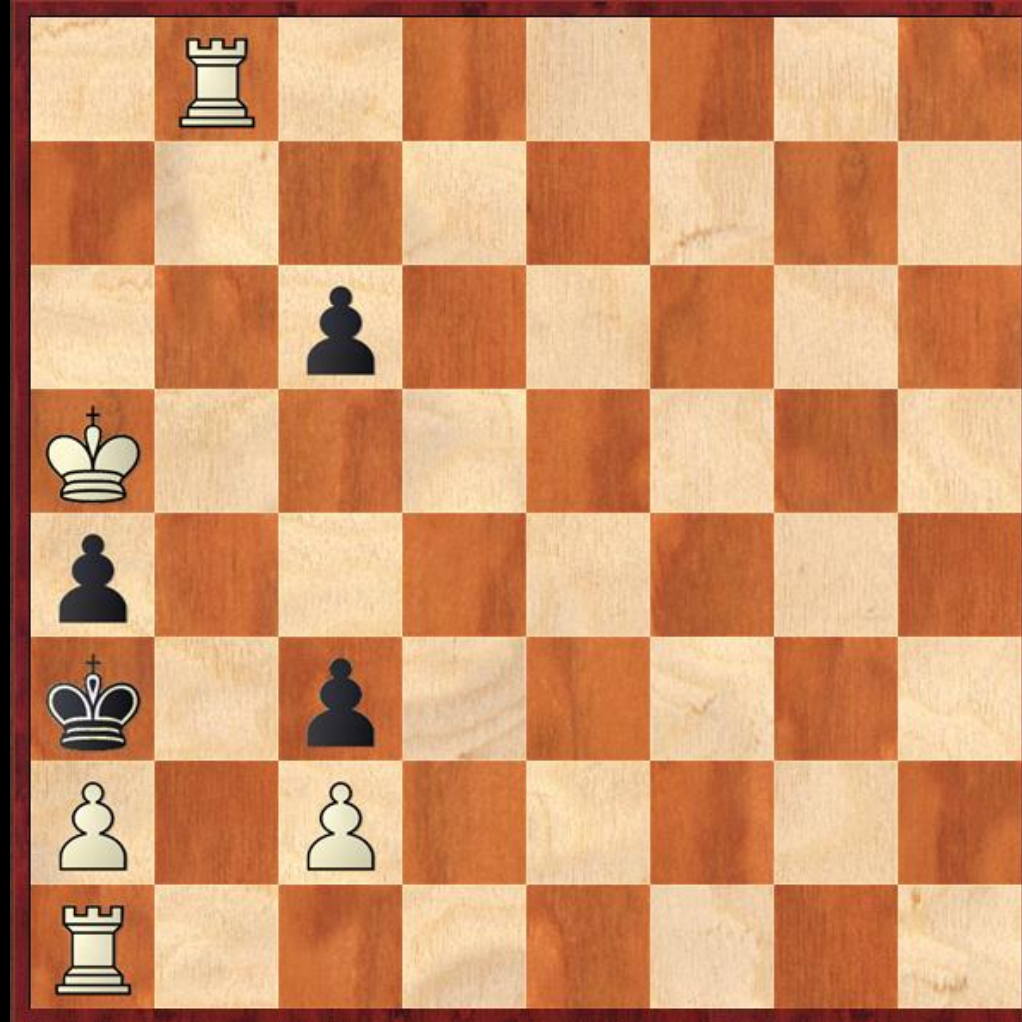
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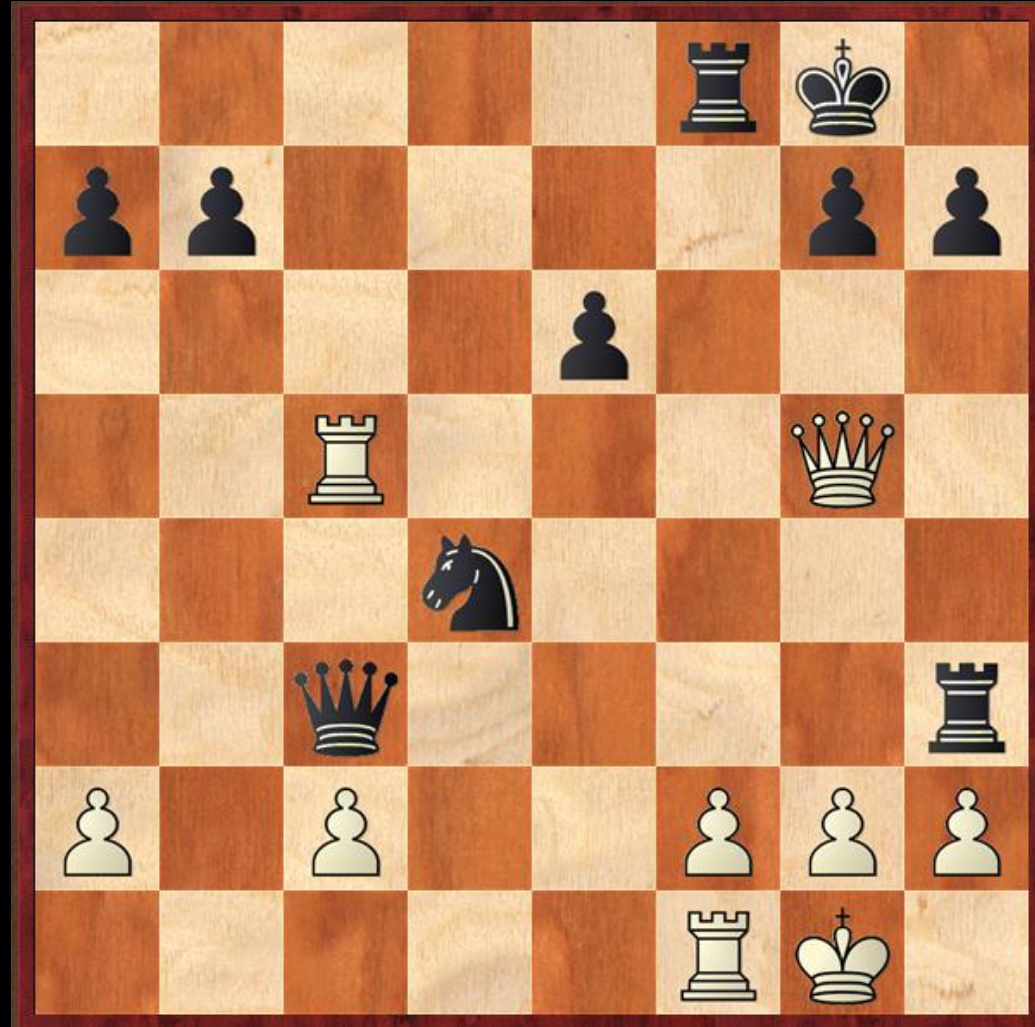
Beyaz oynar ve kazanır
White plays and wins

PROBLEM
PROBLEM



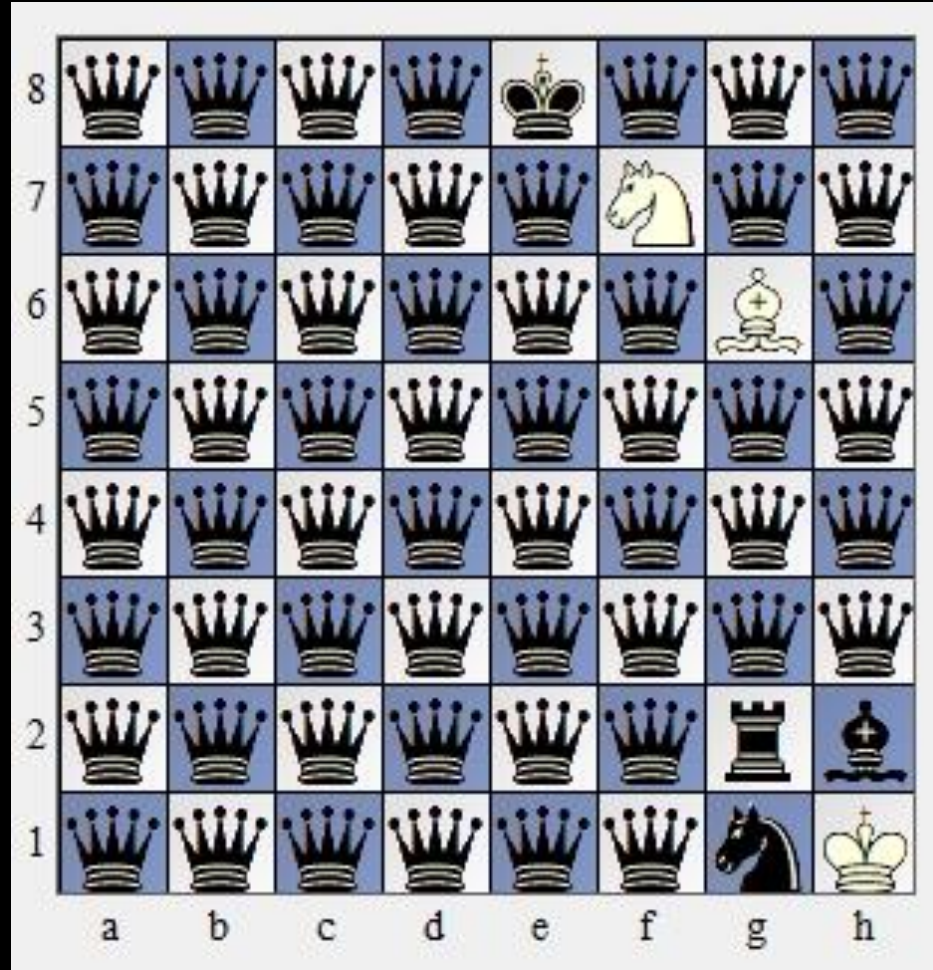
Beyaz oynar ve 4 hamlede mat eder
White to move and checkmate in 4 moves

KOMBİNEZON COMBINATION



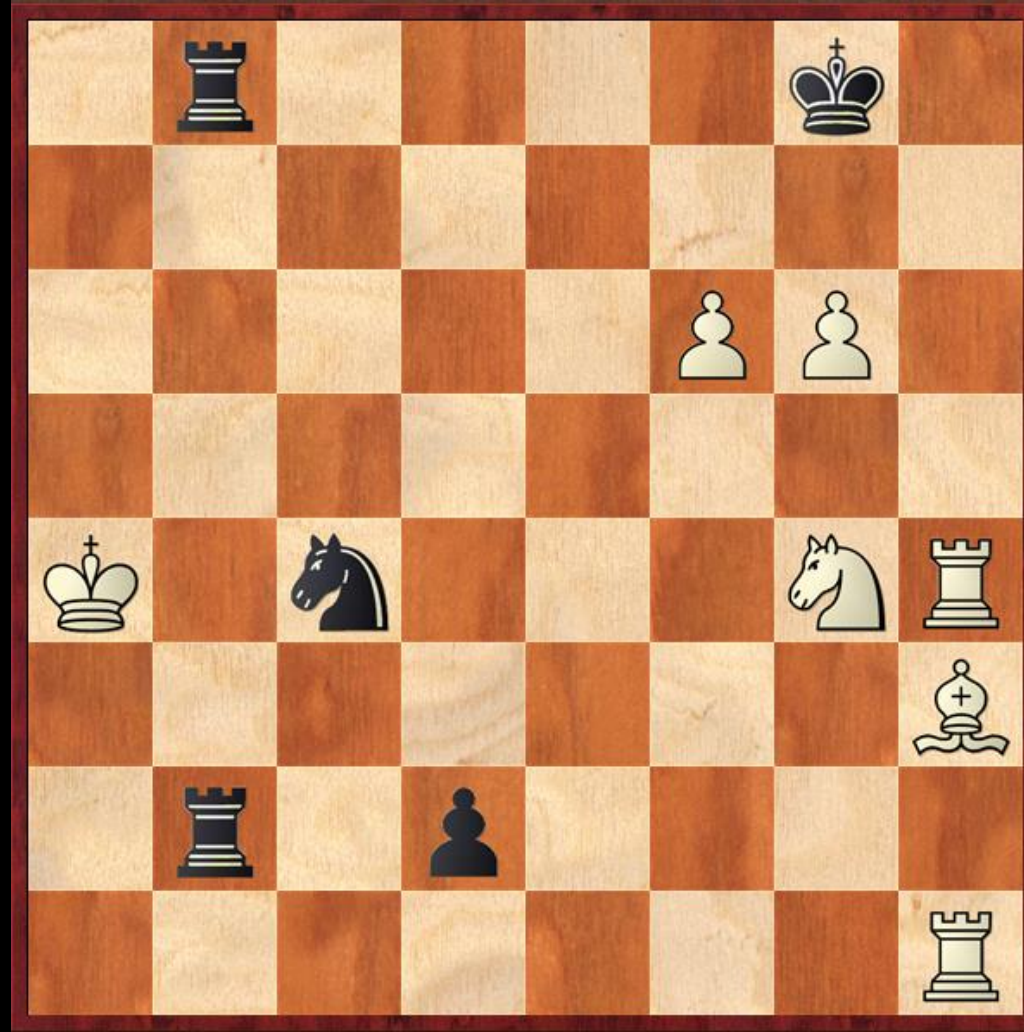
Siyah oynar ve kazanır
Black plays and wins

ETÜD ETUDE



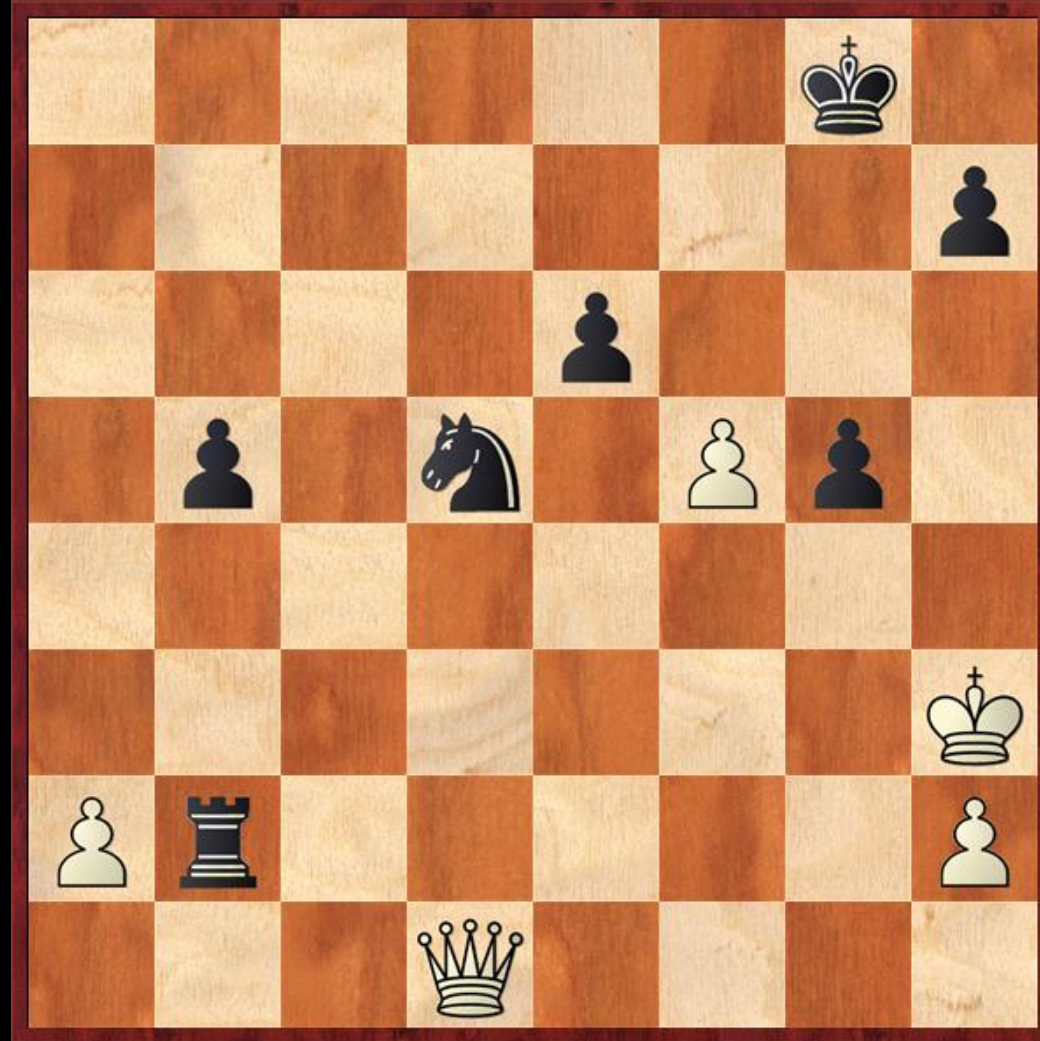
Beyaz oynar ve kazanır
White plays and wins

**PROBLEM
PROBLEM**



Beyaz oynar ve 5 hamlede mat eder (Dilaram Matı)
White to move and checkmate in 5 move (Dilaram's Mate)

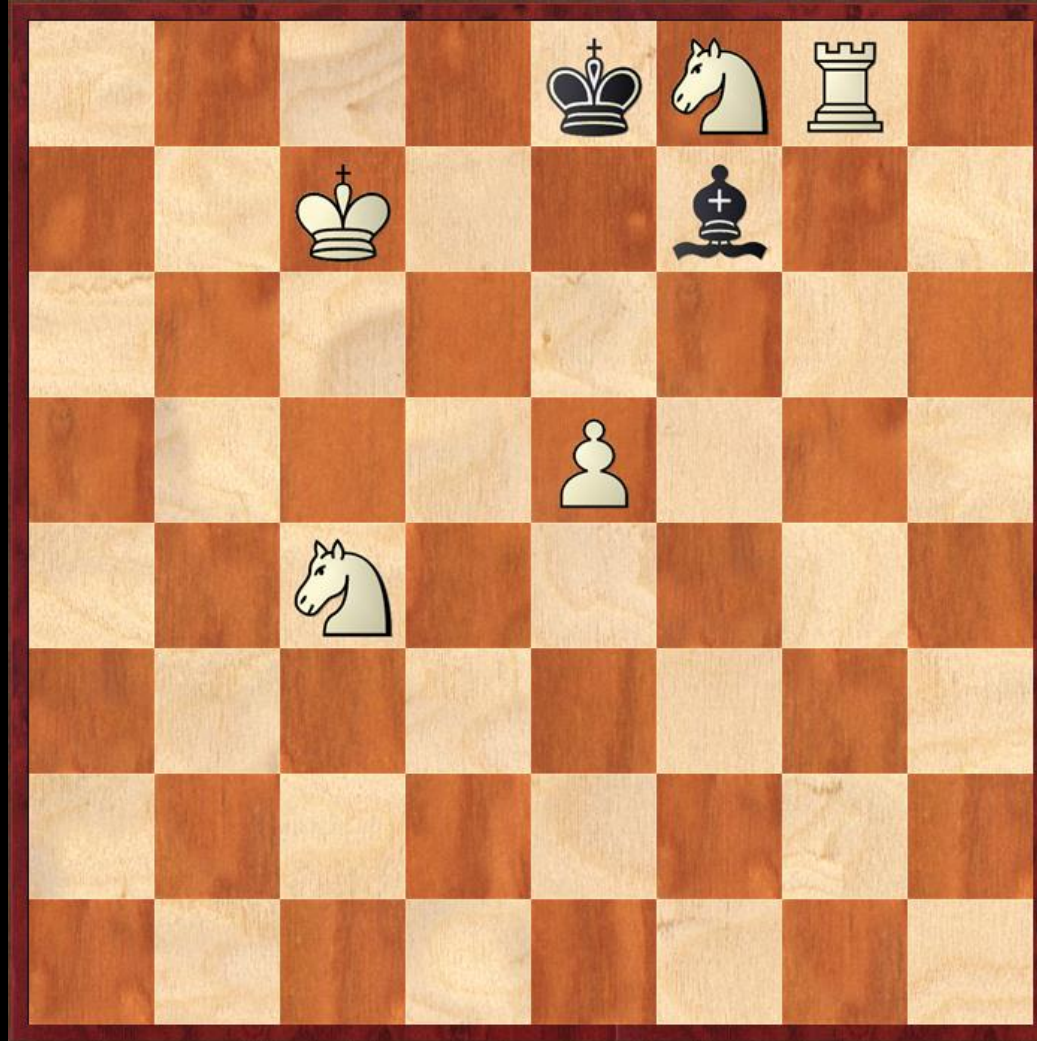
KOMBİNEZON COMBINATION



Siyah oynar ve kazanır
Black plays and wins

Siyah oynar ve kazanır
Black plays and wins

ETÜD
ETUDE

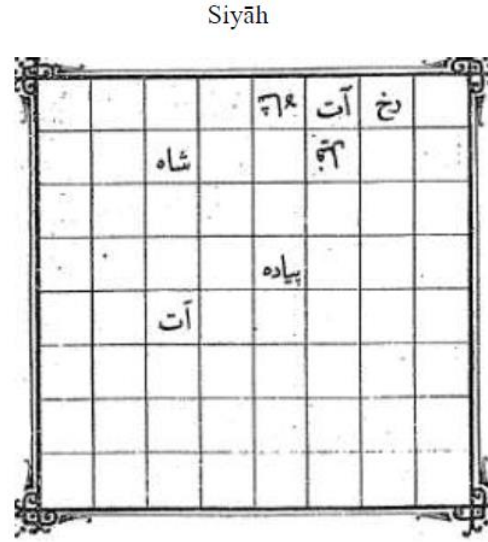


Beyaz oynar ve kazanır
White plays and wins

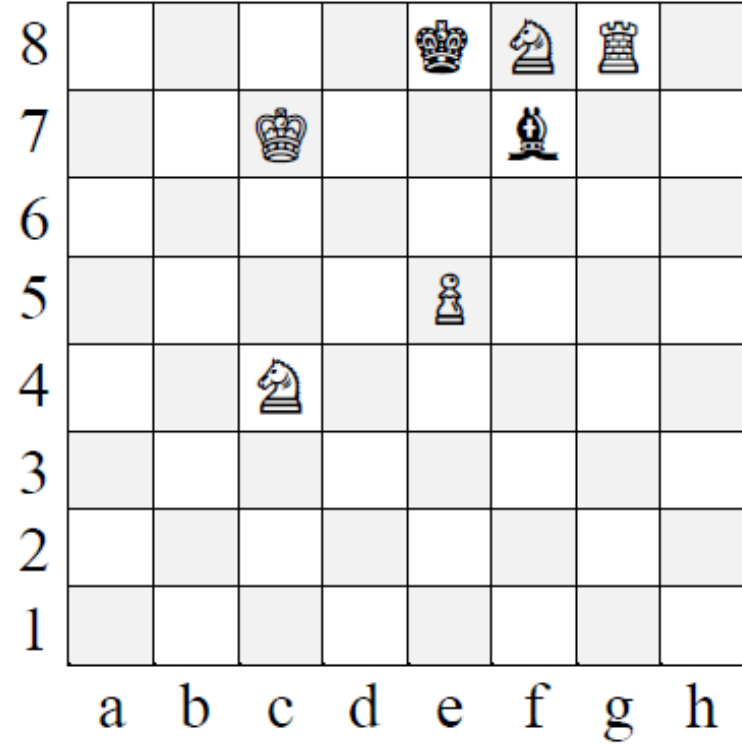


1870. SATRAŇÇ, Nusret Ali Han Dehlevî,
İstanbul, Karakın Bağdadlıyan Matbaası, 1308
[1891], 36 s.

Nusret Ali Han Dehlevî'nin SatraŇç Risalesi (1890)

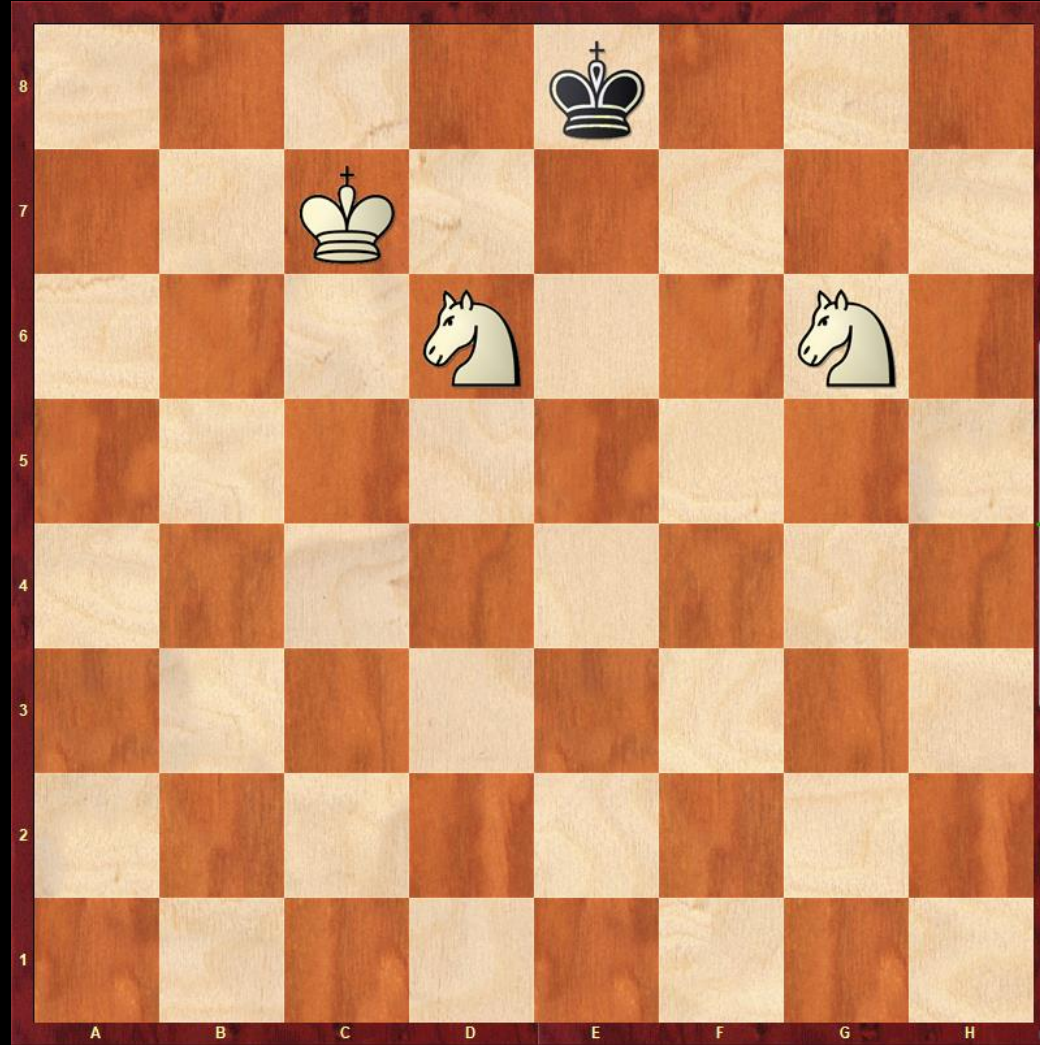


[Siyāh]-Fīl beyāz ruḥı mecbūren alur.



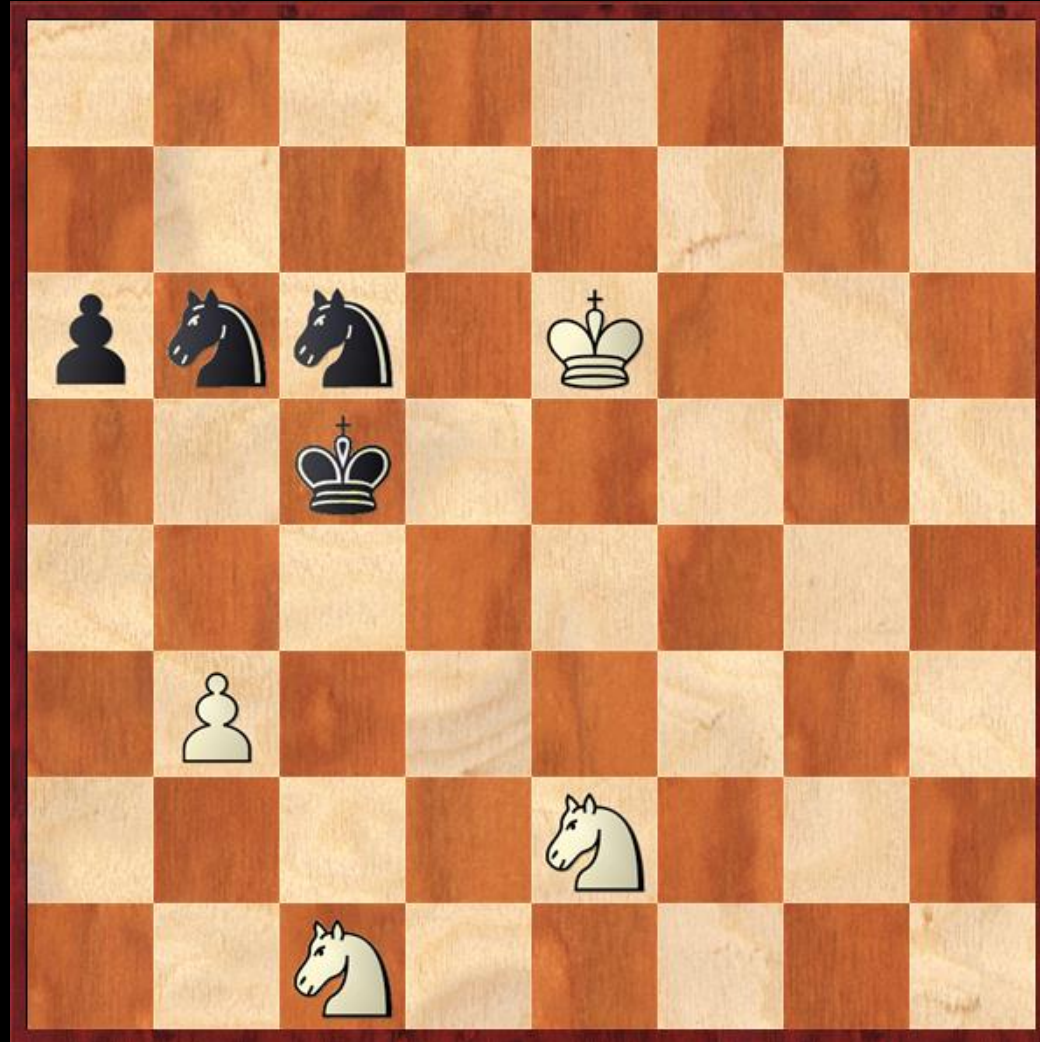
- (beyāz)-1-Şağ fīlîñ sekizinci ḥānesindeki at
şāğ atıñ altıncı ḥānesine gelür, bu
ḥālde ruḥdan kışt daḥı vāqı' olur.
2-İkinci at ile kışt virildiği ānda
siyāh māt olur.

ETÜD ETUDE



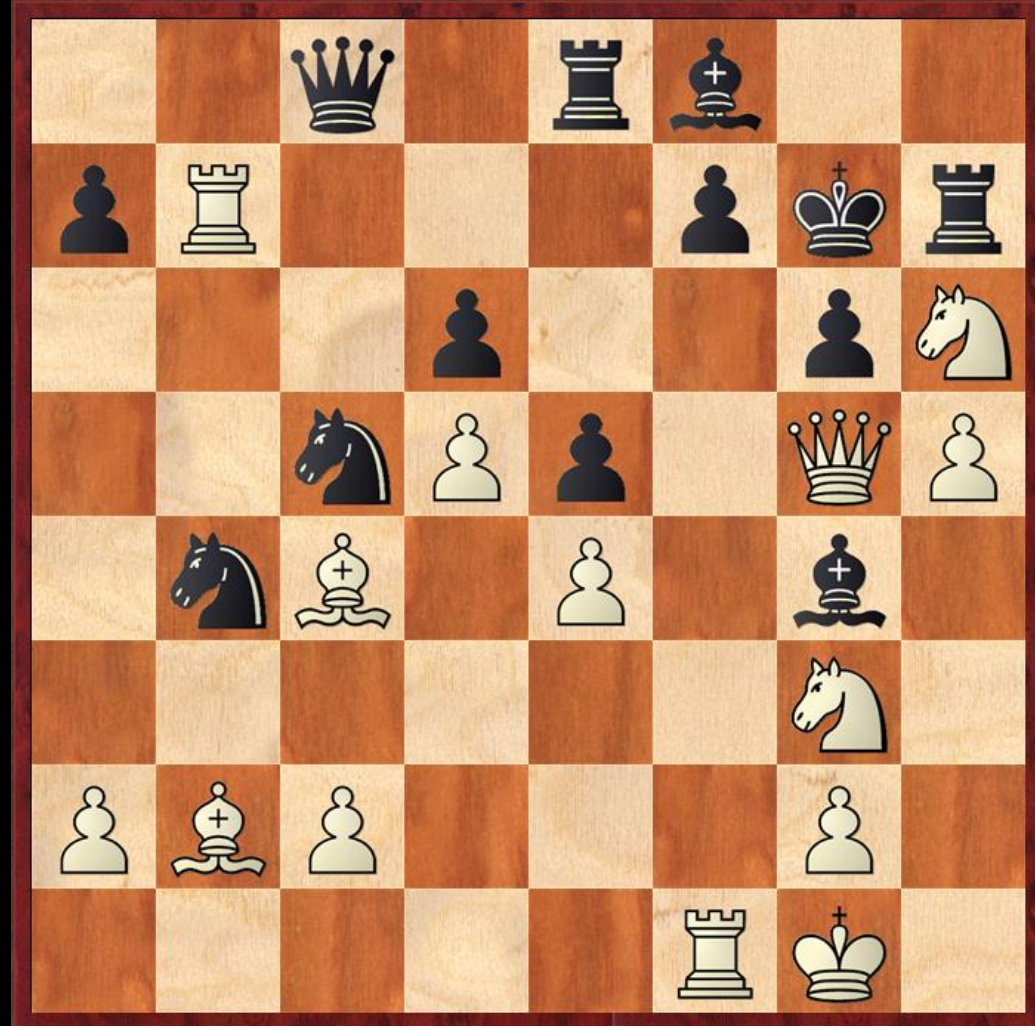
Beyaz oynar ve kazanır
White plays and wins

ETÜD
ETUDE



Beyaz oynar ve kazanır
White plays and wins

PROBLEM PROBLEM



Beyaz oynar ve 1 hamlede mat eder
White to move and checkmate in 1 move

SATRANÇ NOTASYON

CHES NOTATION

Hamlelerin kaydedilmesi çok önemlidir.

Recording moves is very important.

- ☐ **Geçerli konumun tespit edilmesi**
☐ Detecting the current position
- ☐ **Geçersiz hamle yapılıp yapılmadığının anlaşılması**
☐ Understanding whether an illegal move has been made
- ☐ **Belirli zamanda zorunlu kamle sayısının yapıldığının kanıtlanması**
☐ Proving that the required number of moves has been made at a given time
- ☐ **Oyuncuların gelişimlerinin izlenmesi**
☐ Monitoring the progress of players
- ☐ **Oyunun yer, zaman, turnuva ve sonucunun kayıt altına alınması**
☐ Recording the place, time, tournament and result of the game
- ☐ **Oyunların gelecek kuşaklara aktarılması**
☐ Transferring games to future generations





Chess notation examples

#	Algebraic	Figurine algebraic	Long algebraic	Reversible algebraic	Concise reversible	Smith	Descriptive	Coordinate	ICCF
1.	e4 e5	e4 e5	e2-e4 e7-e5	e2-e4 e7-e5	e24 e75	e2e4 e7e5	P-K4 P-K4	E2-E4 E7-E5	5254 5755
2.	Nf3 Nc6	 f3  c6	Ng1-f3 Nb8-c6	Ng1-f3 Nb8-c6	Ng1f3 Nb8c6	g1f3 b8c6	N-KB3 N-QB3	G1-F3 B8-C6	7163 2836
3.	Bb5 a6	 b5 a6	Bf1-b5 a7-a6	Bf1-b5 a7-a6	Bf1b5 a76	f1b5 a7a6	B-N5 P-QR3	F1-B5 A7-A6	6125 1716
4.	Bxc6 dxc6	 xc6 dxc6	Bb5xc6 d7xc6	Bb5xNc6 d7xBc6	Bb5:Nc6 d7:Bc6	b5c6n d7c6b	BxN QPxB	B5-C6 D7-C6	2536 4736
5.	d3 Bb4+	d3  b4+	d2-d3 Bf8-b4+	d2-d3 Bf8-b4+	d23 Bf8b4+	d2d3 f8b4	P-Q3 B-N5ch	D2-D3 F8-B4	4243 6824
6.	Nc3 Nf6	 c3  f6	Nb1-c3 Ng8-f6	Nb1-c3 Ng8-f6	Nb1c3 Ng8f6	b1c3 g8f6	N-B3 N-B3	B1-C3 G8-F6	2133 7866
7.	O-O Bxc3	O-O  xc3	O-O Bb4xc3	O-O Bb4xNc3	O-O Bb4:Nc3	e1g1c b4c3n	O-O BxN	E1-G1 B4-C3	5171 2433

SATRANÇ NOTASYONUNUN TARİHİ

HISTORY OF CHESS NOTATION

a	b	c	d	e	f	g	h
ak	bk	ck	dk	ek	fk	gk	hk
al	bl	cl	dl	el	fl	gl	hl
am	bm	cm	dm	em	fm	gm	hm
an	bn	cn	dn	en	fn	gn	hn
ao	bo	co	do	eo	fo	go	ho
ap	bp	cp	dp	ep	fp	gp	hp
aq	bq	cq	dq	eq	fq	gq	hq

Chess diagram found in a French manuscript dated 1173

1173

a	ab	ac	ad	ae	af	ag	ah
b	bc	bd	be	bf	bg	bh	bi
c	cd	ce	cf	cg	ch	ci	ck
d	de	df	dg	dh	di	dk	dl
e	ef	eg	eh	ei	ek	el	em
f	fg	fh	fi	fk	fl	fm	fn
g	gh	gi	gj	gl	gm	gn	go
h	hi	hk	hl	hm	hn	ho	hp

Chess diagram from Jacob Köbel's 1520 German book about Mediæval chess, *Schachzabel Spiel*

1520

BLACK.								
8	a8	b8	c8	d8	e8	f8	g8	h8
7	a7	b7	c7	d7	e7	f7	g7	h7
6	a6	b6	c6	d6	e6	f6	g6	h6
5	a5	b5	c5	d5	e5	f5	g5	h5
4	a4	b4	c4	d4	e4	f4	g4	h4
3	a3	b3	c3	d3	e3	f3	g3	h3
2	a2	b2	c2	d2	e2	f2	g2	h2
1	a1	b1	c1	d1	e1	f1	g1	h1
WHITE.								
	a	b	c	d	e	f	g	h

Chess diagram showing algebraic notation in Howard Staunton's *The Chess-Player's Handbook*

1847

SATRANÇ NOTASYONUNUN TARİHİ

HISTORY OF CHESS NOTATION

1614: The white king commands his owne knight into the third house before his owne bishop.

1750: K. knight to His Bishop's 3d.

1837: K.Kt. to B.third sq.

1848: K.Kt. to B's 3rd.

1859: K. Kt. to B. 3d.

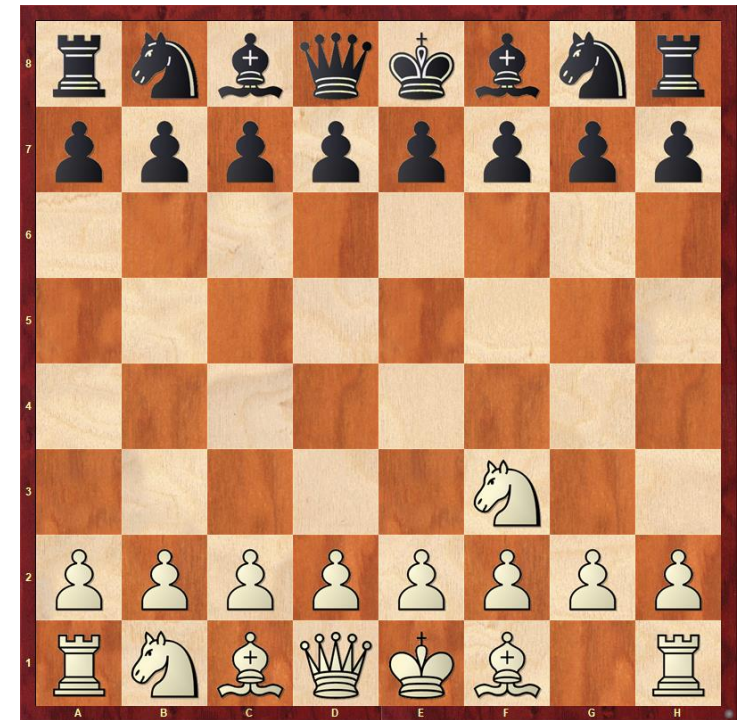
1874: K Kt to B3

1889: KKt-B3

1904: Kt-KB3

1946: N-KB3

Modern: Nf3^[16]



Black

QR1	QN1	QB1	Q1	K1	KB1	KN1	KR1
QR8	QN8	QB8	Q8	K8	KB8	KN8	KR8
QR2	QN2	QB2	Q2	K2	KB2	KN2	KR2
QR7	QN7	QB7	Q7	K7	KB7	KN7	KR7
QR3	QN3	QB3	Q3	K3	KB3	KN3	KR3
QR6	QN6	QB6	Q6	K6	KB6	KN6	KR6
QR4	QN4	QB4	Q4	K4	KB4	KN4	KR4
QR5	QN5	QB5	Q5	K5	KB5	KN5	KR5
QR5	QN5	QB5	Q5	K5	KB5	KN5	KR5
QR4	QN4	QB4	Q4	K4	KB4	KN4	KR4
QR6	QN6	QB6	Q6	K6	KB6	KN6	KR6
QR3	QN3	QB3	Q3	K3	KB3	KN3	KR3
QR7	QN7	QB7	Q7	K7	KB7	KN7	KR7
QR2	QN2	QB2	Q2	K2	KB2	KN2	KR2
QR8	QN8	QB8	Q8	K8	KB8	KN8	KR8
QR1	QN1	QB1	Q1	K1	KB1	KN1	KR1

White



King = K



Queen = Q



Knight = N



Bishop = B



Rook = R



Pawn =

DATE Oct 17-56 ROUND Eight
 TIME ADJOURNED—WHITE _____ TIME ADJOURNED—BLACK _____
 WHITE D. Byrne BLACK Fischer

White	Black	White	Black
1 N-K63	N-K63	31 N-T33	N-K5
2 P-Q64	P-KN3	32 N-N8	P-QN4
3 N-Q63	B-N2	33 P-KK4	P-KK4
4 P-Q4	O-O	34 N-K5	K-N2
5 B-B4	P-Q4	35 K-N1	B-B4+
6 Q-N3	PXP	36 K-B1	N-N6+
7 QXB5	P-B3	37 K-K1	P-N5+
8 P-K4	Q-N-Q2	38 K-Q1	P-N6+
9 R-Q1	N-N3	39 K-B1	N-K7+
10 Q-B5	B-N5	40 K-N1	N-B6+
11 B-N5	N-R5	41 K-B1	R-B2x1
12 Q-R3	NXN	42	mate
13 PXP	NXP	43	
14 BXB4	Q-N3	44	
15 B-B4	NXB4	45	
16 P-B5	Q-KT4	46	
17 K-B1	B-KT2	47	
18 BXB4	BXB4+	48	
19 NXB4	NXB4	49	
20 K-B1	NXB4+	50	
21 K-N1	N-K7+	51	
22 K-B1	N-B6+	52	
23 K-N1	PXB	53	
24 Q-N4	R-B5	54	
25 PXP	NXR	55	
26 P-R3	RXR	56	
27 K-R2	NXB4	57	
28 B-K1	PXR	58	
29 Q-Q8	B-B1	59	
30 NXR	B-Q4	60	

0-1

GAME DCCXIII.

Between the same Players.

White. (Mr SPRECKLEY.)

1. K. P. two
2. K. B. to Q. B. fourth
3. Q. to K. second
4. K. B. P. two
5. K. Kt. to B. third
6. Q. P. two
7. Q. takes B.
8. B. takes P.
9. Q. B. P. one
10. Q. Kt. to Q. second
11. B. to Kt. fifth
12. B. to R. fourth
13. Castles on Q. side
14. Kt. takes K. Kt. P.
15. B. takes P.
16. Q. P. one
17. P. takes Kt.
18. P. takes Kt.
19. P. takes P.
20. K. R. P. two
21. Q. to K. B. fourth
22. Kt. to K. B. third

Black. (Mr PERIGAL.)

1. K. P. two
2. K. B. to Q. B. fourth
3. Q. P. one
4. P. takes P.
5. Q. B. to K. third
6. B. takes B.
7. B. to Kt. third
8. Q. Kt. to B. third
9. K. Kt. to B. third
10. Castles
11. K. R. P. one
12. Q. to K. second
13. K. Kt. P. two
14. P. takes Kt.
15. Q. to K. third
16. Kt. takes Q. P.
17. Q. to K. Kt. third
18. Q. takes B.
19. Q. R. to Kt. square
20. Q. takes K. Kt. P.
21. Q. R. takes P.
22. B. to K. sixth (check)

And White resigned.

8	a8	b8	c8	d8	e8	f8	g8	h8
7	a7	b7	c7	d7	e7	f7	g7	h7
6	a6	b6	c6	d6	e6	f6	g6	h6
5	a5	b5	c5	d5	e5	f5	g5	h5
4	a4	b4	c4	d4	e4	f4	g4	h4
3	a3	b3	c3	d3	e3	f3	g3	h3
2	a2	b2	c2	d2	e2	f2	g2	h2
1	a1	b1	c1	d1	e1	f1	g1	h1
	a	b	c	d	e	f	g	h

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Score
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EVENT Demo DATE 6-30-2006

ROUND _____ BOARD _____ SECTION _____ OPENING Ruy Lopez

WHITE (name of player) Raphael BLACK (name of player) Hians 10

	WHITE	BLACK		WHITE	BLACK
1	e4	e5	26		
2	Nf3	Nc6	27		
3	Bb5	Nf6	28		
4	Nc3	Bc5	29		
5	O-O	d5	30		
6	exd5	Nxd5	31		
7	Nxd5	Qxd5	32		
8	Bxc6+	bxc6	33		
9	c3	Q-O	34		
10	Ng5	e4	35		
11	d4 ?	exd3 (cp) !	36		
12	Qf3	d2	37		
13	Qxd5	dxc1=Q	38		
14	Raxc1	cxd5	39		
15	Ka1	Bb7	40		
16	f4	Rfe8	41		
17	Nh3	Rod8	42		
18	g3	Be3	43		
19	Rcd1	f6	44		
20	Rfel ??	d4++	45		
21			46		
22			47		
23			48		
24			49		
25			50		

RESULTS: ☐ WHITE WON ☐ DRAW ☒ BLACK WON

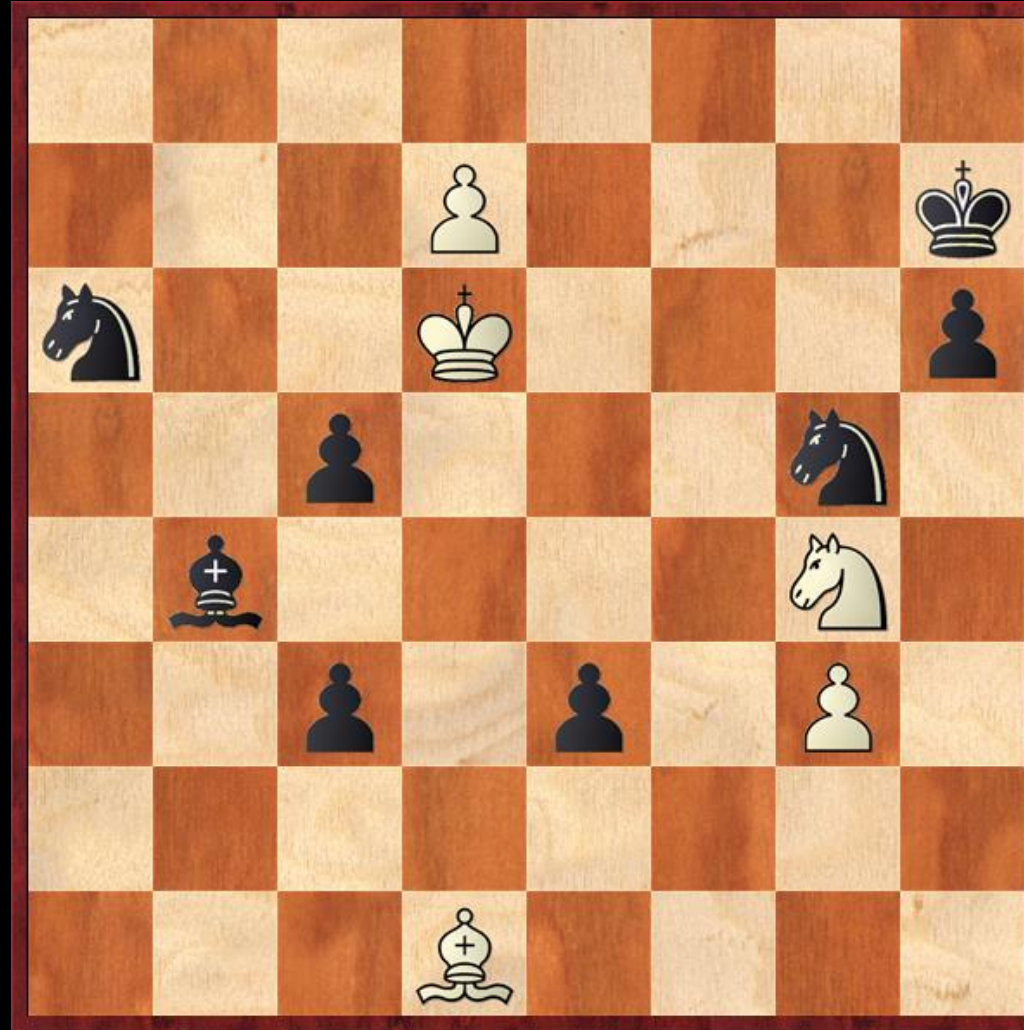
SIGNATURE X

SIGNATURE X

+	Check	(Nf4+)
#	Checkmate	(Qe8#)
O-O	Castle Kingside	
O-O-O	Castle Queenside	
x	Capture	(Rxe4)
e.p.	En Passant	(exf6 e.p.)
=	Promotion	(c8=Q)
1-0	White Wins	
0-1	Black Wins	

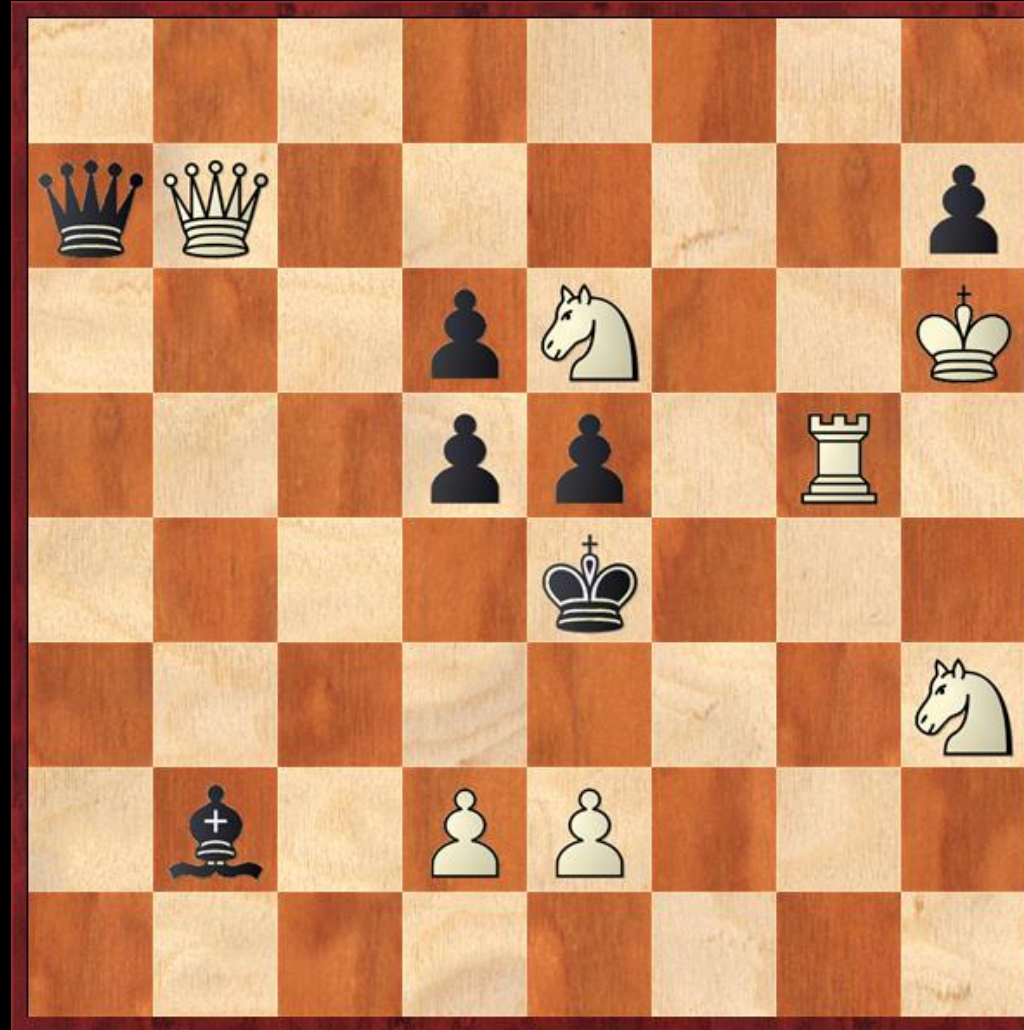
SYMBOLS	
x	Capture
+	Check
#	Checkmate
0-0	King-side castling
0-0-0	Queen-side castling
1-0	White wins
0-1	Black wins
½ - ½ or 0.5-0.5	Draw
!	Good move
!!	Brilliant move
?	Bad move
??	Blunder
!?	Interesting move
?!	Weak move
±	White has a slightly better position
±	White has the better position
+ -	White has a winning position
∓	Black has a slightly better position
∓	Black has the better position
- +	Black has a winning position
=	Equal position
∞	Unclear position

ETÜD
ETUDE



Beyaz oynar ve kazanır
White plays and wins

PROBLEM
PROBLEM



Beyaz oynar ve 2 hamlede mat eder
White to move and checkmate in 2 moves

Siyah oynar ve kazanır
Black plays and wins