

SLAVOLJUB STOJANOVIĆ - SLLAVCCO

NEW CHESS NOTATION

*My main intent is to offer
to the public an innovation
that nobody had in mind so far,
or, perhaps, nobody noticed it.*

FILIDOR
("Analysis of a chess game")

*It is an unusually interesting fact
that every big progress in mind,
every new epochal insight
(into chess - Sllavcco)
originates from a new type
of symbolic transformation of the experience.*

SUSANNE K. LANGER
("Philosophy in a new key")

NEW CHESS NOTATION

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1. THE CHESSBOARD

1.1. The chessboard is composed of an 8 x 8 grid of 64 equal squares alternately light (the "white" squares) and dark (the "black") squares.

2. THE CHESS FILE

2.1. The chess file is one eighth of the vertical part of the chessboard.

2.2. The eight files (from left to right for White and from right to left for Black) are indicated by small letters **a, b, c, d, e, f, g** and **h**, respectively.

3. THE CHESS RANK

3.1. The chess rank is one eighth of the horizontal part of the chessboard.

3.2. 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** and **8**, respectively.

3.3. 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.

4. THE INDICATING OF THE CHESS SQUARES

4.1. As a consequence of the previous rules, each of the 64 squares is invariably indicated by a unique combination of a letter and a number.

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

5. FORM AND DESCRIPTION OF THE SCORESHEET FOR RECORDING OF THE MOVES

5.1. The scoresheet for recording of the moves consists of two parts:

5.2. The first part of the scoresheet contains basic data on

- Chess organization which organizes a tournament,
- Name of tournament or logo of tournament,
- White (name and surname), country, title and rating,
- Black (name and surname), country, title and rating,
- Date and place of tournament
- Number of rounds, number of the chessboard and score of White and Black.



NAME OF TOURNAMENT OR LOGO OF TOURNAMENT
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	TITLE	RATING	COUNTRY
WHITE			
BLACK			
DATE	PLACE		
ROUND	<input type="text"/>	CHESSBOARD	<input type="text"/>
		SCORE	<input type="text"/> : <input type="text"/>

5.3. The second part of the scoresheet for recording of the moves of White and Black has the following form:

NUMBER OF THE MOVE	a	b	c	d	e	f	g	h
1	M O	V E		O F		W H	I T E	
	M O	V E		O F		B L	A C	K

5.4. The scoresheet is divided into ranks and files.

There is in the first rank and in the first file a heading "**NUMBER OF THE MOVE**" under which is recorded the number of of the move. Then follow small letters which indicate the chess files: **a, b, c, d, e, f, g** and **h**.

5.5. Each move is indicated with the number of the move followed by two ranks.

In the first rank chess players record the moves of White according to the rules of new chess notation.

In the second rank chess players record the moves of Black according to the rules of new chess notation.

6. THE INDICATING OF THE PIECES

6.1. Each piece is indicated by the first letter, a capital letter, of its name.

EXAMPLE FOR SERBIAN NOTATION:

K = king, **D** = queen, **T** = rook, **L** = bishop, **S** = knight

EXAMPLE FOR ENGLISH NOTATION:

K = king, **Q** = queen, **R** = rook, **B** = bishop, **N** = knight

6.2. For the first letter of the name of a piece each chess player is free to use the first letter of the name which is commonly used in his country.

EXAMPLE: **F** = Fou (French for bishop), **L** = Loper (Dutch for bishop).

6.3. In printed periodicals, publications or books use of figurines for the pieces is recommended:

- for white pieces:     
 - for black pieces:     

7. THE INDICATING OF THE MOVES



7.1. In this description, a word "piece" applies to all pieces other than a pawn.

7.2. The move of the piece is indicated in the scoresheet as follows:

- a) after the corresponding number of the move,
- b) on the file where the move is played by the piece (the file of arrival);
- c) by the first letter, a capital letter, of the piece name;
- d) by the number of the rank to which the move is played by the piece (the rank of arrival).

EXAMPLE: White made the move by the queen to the third rank (the rank of arrival) of the line **c** (the file of arrival). - **OR** - Black made the move by the rook to the sixth rank (the rank of arrival) of the file **f** (the file of arrival). Chess players record these moves in the scoresheet as follows:

NUMBER OF THE MOVE	a	b	C	d	e	f	g	h
11			Q3					
						R6		

NUMBER OF THE MOVE	a	b	C	d	e	f	g	h
11			 3					
						 6		



7.3. If two identical pieces can move to the same square, the piece by which the move is made is indicated as follows:

7.3.1. If both pieces of the same name are on the same rank, but on different files the move of the piece is indicated in the scoresheet as follows:

- a) after corresponding number of the move;
- b) in the file on which the piece made the move (the file of arrival);
- c) by the first letter, a capital letter, of the name of the piece;
- d) by the small letter of the file from which the piece "departures" (the file of departure) and
- e) by the number of the rank to which the piece made the move (the rank of arrival).

EXAMPLE : There are two knights on the same rank – the third rank - but on different files **a** and **e**. White has made a move by the knight from the file **a** to the fourth rank (the rank of arrival), of the file **c** - (the file of arrival). - **OR** – There are two rooks on the same rank – the fifth rank – but on different files - **b** and **g**. Black rook has moved from the file **b** to the fifth rank (the rank of arrival) of the file **d** (the file of arrival). Chess players record these moves in the scoresheet as follows:

NUMBER OF THE MOVE	a	b	c	d	E	f	g	h
11			Na4					
				Rb5				



NUMBER OF THE MOVE	a	B	c	d	e	f	g	h
11			 a4					
				 b5				

7.3.2. If both pieces of the same name are on different ranks, but on the same file the move of the piece is indicated in the scoresheet as follows:

- a) after corresponding number of the move;
- b) in the file on which the piece has made the move (the file of arrival);
- c) by the first, a capital letter of the piece name;
- d) by the number of the rank from which the piece "departures" (the file of departure) and – the rank number is recorded as index;
- e) by the number of the rank to which the piece has made the move (the rank of arrival).

EXAMPLE: There are two white knights on the second and the fourth rank of the file **b**. White has made the move by the knight from the second rank to the third rank (the rank of arrival) of the file **d** (the file of arrival). - **OR** – There are two black rooks on the first and the eighth rank of the file **f**. The rook has made the move from the eighth rank to the fourth rank (the rank of arrival) of the file **f** (the file of arrival). Chess players record these moves in the scoresheet as follows:

NUMBER OF THE MOVE	a	b	C	d	e	f	G	h
11				N ₂ 3				
						R ₈ 4		

NUMBER OF THE MOVE	a	b	C	d	e	f	g	h
11				 ₂ 3				
						 ₈ 4		

7.3.3. If both pieces of the same name are on different ranks and files, apply the rule under **7.3.1.**

8. THE INDICATING OF THE MOVE "MAKING CAPTURE" BY THE PIECE

8.1. The "capture" of the piece is indicated by insertion of an **x** after recording of the move according to the rule under 7.

EXAMPLE : White queen "makes a capture" of the piece on the third rank (the rank arrival) of the file **c** (the file of arrival). - **OR** – Black king "makes a capture" of the piece on the fifth rank (the rank of arrival) on the file **g** (the file of arrival). Chess players record these moves in the scoresheet as follows:

NUMBER OF THE MOVE	a	b	c	d	e	f	g	h
11			Q3x					
							K5x	

NUMBER OF THE MOVE	a	b	c	d	e	f	g	h
11			♙3x					
							♚5x	

9. THE INDICATING OF CASTLING

(By the FIDE LAWS of the moves of the pieces it is regulated to play castling on the first rank for white pieces and on the eight rank for black pieces, therefore it is not required that chess players record the file of arrival and the rank of arrival in the scoresheet.)

9.1. The kingside castling is indicated in the scoresheet by the first, capital letters of the names of the rook **R** and the king **K** on the files **f** and **g** after the corresponding number of the move. The letter **R** is recorded on the file **f**, and the letter **K** is recorded on the file **g**. Chess players record these moves in the scoresheet as follows:

NUMBER OF THE MOVE	a	b	c	d	e	f	g	h
11						R	K	
						R	K	

NUMBER OF THE MOVE	a	b	c	d	e	f	g	h
11						♖	♔	
						♗	♚	

9.2. The queenside castling is indicated in the scoresheet by the letters **K** and **R** on the files **c** and **d** after the corresponding number of the move. The letter **K** is recorded on the file **c**, and the letter **R** is recorded on the file **d**. Chess players record these moves in the scoresheet as follows:

NUMBER OF THE MOVE	a	b	c	d	e	f	g	h
11			K	R				
			K	R				

NUMBER OF THE MOVE	a	b	c	d	e	f	g	h
11			♙	♖				
			♚	♗				

10. THE INDICATION OF THE MOVE BY THE PAWN

10.1. The move by the pawn is indicated in the scoresheet as follows:

- a) after the corresponding number of the move;
- b) in the file on which the move is made with the pawn (the file of arrival);
- c) by the number of the rank to which the pawn arrives (the rank of arrival).

EXAMPLE : White pawn has made the move to the fourth rank (the rank of arrival) of the file **e** (the file of arrival). - **OR** - Black pawn has made the move to the fifth rank (the rank of arrival) of the file **c** (the file of arrival). Chess players record these moves in the scoresheet as follows:

NUMBER OF THE MOVE	a	b	c	d	e	f	g	h
11					4			
			5					

11. THE INDICATING OF THE MOVE "MAKING CAPTURE" BY THE PAWN

11.1. The "capture" made by the pawn is indicated by insertion of an **x** on the left or right side of the rank number depending on the file of departure in relation to the file of arrival on which the pawn "captures" the piece.

EXAMPLE : White pawn is on the fourth rank of the file **c** and "captures" the pawn on the fifth rank (the rank of arrival) of the file **d** (the file of arrival). - **OR** - Black pawn is on the fifth rank of the file **e** and is making 'capture' of the pawn on the fourth rank (the rank of arrival) of the file **d** (the file of arrival). Chess players record these moves in the scoresheet as follows:

NUMBER OF THE MOVE	a	b	c	d	e	f	g	h
11				x5				
				4x				

12. THE INDICATING OF THE CAPTURE "EN PASSANT" BY THE PAWN

12.1. The 'capture' of the pawn by the pawn according to the rule 'en passant' is indicated by insertion an **x** to the left or right side of the rank number (the rank of arrival) in the corresponding file (the file of arrival) on which the pawn is making 'capture' of the piece in relation to the file of arrival, by adding abbreviation '**e.p.**'

EXAMPLE: White pawn is on the fifth rank of the file **d**. Black pawn has moved from the seventh rank to the fifth rank of the file **e**. The white pawn from the fifth rank of the file **d** is making 'capture' by the rule 'en passant' of the pawn on the sixth rank (the rank of arrival) of the file **e** (the file of arrival). - **OR** - Black pawn is on the fourth rank of file **d**. White pawn has moved from the second rank to the fourth rank of the file **c**. The black pawn from the fourth rank of the file **d** is making 'capture' by the rule 'en passant' of the pawn on the third rank (the rank of arrival) of the file **c** (the file of arrival). Chess players record these moves in the scoresheet as follows:

NUMBER OF THE MOVE	a	b	c	d	e	f	g	h
11					x6 e.p.			
			3x e.p.					

13. THE INDICATION OF THE MOVE 'PROMOTION' OF THE PAWN

(By the FIDE LAWS of the moves of the pieces it is regulated that promotion of the white pawn is executed on the eighth rank, therefore it is not required that chess players record the rank of arrival in the scoresheet.)

13.1. The move 'promotion' of the pawn is indicated in the scoresheet as follows:

- after the corresponding number of the move;
- in the file on which the pawn is promoted (the file of arrival);
- by the first letter, a capital letter, of the name of the piece to which the pawn is promoted.

EXAMPLE : 'Promotion' of white pawn – on the file **f** is 'promoted' the queen.
 - **OR** - 'Promotion' of black pawn - on the file **d** is 'promoted' the rook. Chess players record these moves in the scoresheet as follows:

NUMBER OF THE MOVE	a	b	c	d	e	f	g	h
11						Q		
				R				

NUMBER OF THE MOVE	a	b	c	d	e	f	g	h
11						♙		
				♜				

13.2. When by the move 'promotion' of the pawn is executed 'capture' of the piece that move is indicated in the scoresheet as follows:

- after the corresponding number of the move;
- in the file on which the pawn is promoted (the file of arrival),
- by the first letter, a capital letter of the piece name to which the pawn executes promotion;
- by an **x** on the left or right side from the first, a capital letter of the piece name in relation to the file of arrival.

EXAMPLE: White pawn from the seventh rank of the file **d** 'captures' the rook on the eighth rank of the file **c** and executes 'promotion' of the queen. –
OR - Black pawn from the seventh rank of the file **e** 'captures' the knight on the first rank of the file **f** and executes 'promotion' of the rook. Chess players record these moves in the scoresheet as follows:

NUMBER OF THE MOVE	a	b	c	d	e	f	g	h
11			Qx					
						xR		

NUMBER OF THE MOVE	a	b	c	d	e	f	g	h
11			♙x					
						x♞		

14. THE INDICATING OF THE MOVE MAKING 'CHECK'

14.1. The move 'check to the king' is indicated in the scoresheet as follows:

- after the corresponding number of the move;
- in the file on which is made 'check to the king' (the file of arrival);
- by the first letter, a capital letter, of the name of the piece, except a pawn, making check to the king;
- by the number of the rank on which is made the move by the piece (the rank of arrival);
- by insertion of a sign + (check), or ++ if it is a double check.

EXAMPLE : White made the move by the pawn from the fourth rank to the fifth rank of the file **c** and made check to the black king. - **OR** - Black pawn from the second rank of the file **f** makes a 'capture' of the rook on the first rank of the file **g**, 'promotes' the queen and makes check to the white king. Chess players record these moves in the scoresheet as follows:

NUMBER OF THE MOVE	a	b	c	d	e	f	g	h
11			5+				xQ+	

NUMBER OF THE MOVE	a	b	c	d	e	f	g	h
11			5+				x♔+	

15. THE INDICATING OF THE MOVE PRODUCING THE CHECKMATE POSITION

15.1. The checkmate is indicated in the scoresheet as follows:

- after the corresponding number of the move,
- in the file on which is given 'check mate to king' (the file of arrival);
- by the first letter, a capital letter, of the name of the piece, except a pawn, producing the checkmate position;
- by the number of the rank to which the piece has made the move (the rank of arrival);
- by insertion of a sign #.

EXAMPLE: There is a black king on the eight square of the file **h**. White has made the move by the queen to the sixth square of the file **f** and produces the checkmate position to the black king. - **OR** - There is a white king on the third rank of the file **c**. Black has made the move by bishop to the seventh rank of the file **g** and gives the checkmate to the white king. Chess players record these moves in the scoresheet as follows:



NUMBER OF THE MOVE	a	b	c	d	e	f	g	h
11						Q6#	B7#	

NUMBER OF THE MOVE	a	b	c	d	e	f	g	h
11						♔6#	♗7#	

- 16.2.** In the part of the scoresheet provided for recording of disposition of the pieces of White and Black, a disposition of the pieces will be recorded in the order of drawing of lots, using the first letter, a capital letter, of the piece names.

EXAMPLE: For White and Black the following order of the pieces has been decided by drawing lots:

a	b	c	d	e	f	g	h
B	R	K	B	N	R	Q	N
B	R	K	B	N	R	Q	N

a	b	c	d	e	f	g	h
							
							

- 16.3.** The other rules for recording of the moves per Fischer chess are the same as the rules of a new chess notation.

17. New chess notation - example of the chess game: Petrosjan - Sllavcco



SIMULTANEOUS CHESS GAME IN THE RADIO BELGRADE

WHITE	PETROSJAN	TITLE	RATING	COUNTRY
BLACK	SLLAVCCO			
DATE	07.04.1970	PLACE BELGRADE		
ROUND	<input type="text"/>	CHESSBOARD	<input type="text"/>	SCORE <input type="text" value="1"/> : <input type="text" value="0"/>

NUMBER OF THE MOVE	a	b	c	d	e	f	g	h
01					4			
					5			
02						N3		
			N6					
			B4					
03				6				
			3					
04					B7			
				4				
05				4x				
						R	K	
06			4x					
		Q3						
07					B6			
					B6x			
08					6x			
		Q7x						
09					N5x			
					N5x			
10					x5			
		N3x						
11						K7		
						4		
12						x4		
						R4x		
13							K6	
					5			
14						N6		
						x6		
15						6x		
					Q4+			
16						K7		
					B3			
17				Q6				
						R1		
18								5
				B4				
19						R8		
						B6x		
20						B6x		



SIMULTANEOUS CHESS GAME IN THE RADIO BELGRADE

	TITLE	RATING	COUNTRY
WHITE	PETROSJAN		
BLACK	SLLAVCCO		
DATE	07.04.1970		
	PLACE BELGRADE		
ROUND	<input type="text"/>	CHESSBOARD	<input type="text"/>
		SCORE	<input type="text" value="1"/> : <input type="text" value="0"/>

NUMBER OF THE MOVE	a	b	c	d	e	f	g	h
01					4			
					5			
02						3		
			6					
03			4					
			3	6				
04					7			
				4				
05				4x				
06			4x					
		3						
07					6			
					6x			
08					6x			
09		7x						
					5x			
10					5x			
					x5			
11		3x						
						7		
12						4		
						x4		
13						4x		
							6	
14					5			
						6		
15						x6		
						6x		
16					4+			
						7		
17					3			
			6					
18						1		5
			4					
19						8		
						6x		
20						6x		
						6x		