

2. How do I write Check, Checkmate and Piece Captures? Part 2

Name: _____

School: _____

For most chess moves, you write down **the abbreviation of the piece** followed by **the square the piece just moved to**. **Pawns** have **no** abbreviation. For **Pawn** moves you will write **the square the Pawn moved to**.

If a **Piece** or **Pawn** is **captured**, you will write an **X** just before the square the capturing **Piece** ends on.

The move **exd5** means that a **Pawn** has just captured a **Piece** or a **Pawn** on **d5**.

The move **Nxe4** means that a **Knigh**t has just captured a **Piece** or **Pawn** on **e4**.

If a move places a King in **check**, we add a **+** to the end of the move.

The move **Bc4+** means that a **Bishop** has just moved to the square **c4** and placed the opponents **King** in **Check**.

If a move places a King in **checkmate**, we add a **++** to the end of the move.

The move **Qxf7++** means the **Queen** has captured a **Piece** or **Pawn** on **f7** and placed a **King** in **Checkmate**.

Please write the moves for **both** the **White** and **Black** players as your teacher demonstrates the following game.

Remember that our game began with the following moves: **1. e4 e5 2. Nf3 d6 3. Bc4 Nc6 4. d3 Bg4**

Diagram 5 – White to Move



5. _____

Diagram 6 – White to Move



6. _____

Diagram 7 – White to Move



7. _____

Diagram 8 – White to Move



8. _____