

Lesson 4. Use of a chess score sheet

A typical chess score sheet is given below.

CHess SCORE SHEET ♘

Event			Date		
Round	Board		Section	Opening	
White			Ranking		
Black			Ranking		
Time Control			Pairing No.		
#	White	Black	#	White	Black
1			21		
2			22		
3			23		
4			24		
5			25		
6			26		
7			27		
8			28		
9			29		
10			30		
11			31		
12			32		
13			33		
14			34		
15			35		
16			36		
17			37		
18			38		
19			39		
20			40		
21			41		
22			42		
23			43		
24			44		
25			45		
26			46		
27			47		
28			48		
29			49		
30			50		
31			51		
32			52		
33			53		
34			54		
35			55		
36			56		
37			57		
38			58		
39			59		
40			60		
Results: <input type="checkbox"/> White Wins <input type="checkbox"/> Black Wins <input type="checkbox"/> Draw			(Duration)		
Signature:			Signature:		

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In the section heading 'Event' you can enter the tournament, match or just put in just 'friendly' as applicable. Write in the names of who is white and who is black. Ratings for players registered with the English Chess Federation can be found at [ECF Rating System \(englishchess.org.uk\)](http://englishchess.org.uk) or just ask the player(s)! Section and pairing number will be written in for tournaments.

It is a requirement of ECF that for chess games (with a longer time limit than rapid play games) that both players accurately record their moves. This is so any disputes can be reviewed by arbiters and/or games can be published in event bulletins. Note that it is not necessary to record games in the last few minutes of games for games with increments of less than thirty seconds per move. The full rules of chess regarding recording moves, rule 8, is given below:

8.1. In the course of play each player is required to record his own moves and those of his opponent, move after move, as clearly and legibly as possible, in the algebraic notation (Appendix E), on the scoresheet prescribed for the competition.

A player may reply to his opponent's move before recording it, if he so wishes. He must record his previous move before making another. The offer of a draw must be recorded on the scoresheet by both players. (Appendix E.12) If a player due to physical or religious reasons, is unable to keep score, an amount of time, decided by the arbiter, shall be deducted from his allotted time at the beginning of the game.

8.2. The scoresheet shall be visible to the arbiter at all times.

8.3. The scoresheets are the property of the organisers of the event.

8.4. If a player has less than five minutes left on his clock and does not have additional time of 30 seconds or more added with each move, then he is not obliged to meet the requirements of Article 8.1. Immediately after one flag has fallen the player must update his scoresheet completely.

8.5. (a) If neither player is required to keep score under Article 8.4, the arbiter or an assistant should try to be present and keep score. In this case, immediately after one flag has fallen, the arbiter shall stop the clocks. Then both players shall update their scoresheets, using the arbiter's or the opponent's scoresheet.

(b) If only one player is not required to keep score under Article 8.4, he must update his scoresheet completely as soon as a flag has fallen. Provided it is the player's move, he may use his opponent's scoresheet. The player is not permitted to move until after he has completed his own scoresheet and returned his opponent's.

(c) If no complete scoresheet is available, the players must reconstruct the game on a second chessboard under the control of the arbiter or an assistant, who shall first record the actual game position before reconstruction takes place.

8.6. If the scoresheets cannot be brought up to date showing that a player has overstepped the allotted time, the next move made shall be considered as the first of the following time period, unless there is evidence that more moves have been made.

Most usefully you can play back through recorded games to learn where you can improve on the moves you made. It is recommended that you do this first without a search engine e.g. Fritz, so you learn to think for yourself. Only use the search engine to confirm or otherwise your thoughts on the game.

Practice scoring games and reviewing moves. It may seem a little distracting at first, but will become second nature with practice.