FLAG CHESS, LLC

Flag Chess Official Notation Standard

Version 1.2 — October 2026

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Overview

Flag Chess notation extends standard algebraic notation with two additional piece symbols and a burst notation marker. Any player familiar with algebraic notation will be able to read and record Flag Chess games immediately. This document is a standalone reference and does not modify the Flag Chess Official Rules.

Piece Symbols

Standard chess pieces retain their standard symbols. Flag Chess adds two additional piece symbols and a burst notation marker.

Symbol	Piece	Notes
F	Flag	The central piece of Flag Chess
S	Sentinel	Color-locked diagonal piece
(B)	Burst marker	Appended to Flag and Sentinel burst moves only
Q	Queen	Standard
R	Rook	Standard
B	Bishop	Standard
N	Knight	Standard
—	Pawn	Recorded by destination square only, with no piece symbol

> *S for Sentinel is not used in standard algebraic notation, making it immediately available and unambiguous. F for Flag aligns notation with the game's terminology.*

Move Notation

Normal Moves

The piece symbol is followed by the destination square. Pawn moves omit the piece symbol.

Notation	Piece	Meaning
Fe2	Flag	Flag moves to e2
Sd3	Sentinel	Sentinel moves to d3
Nf3	Knight	Knight moves to f3
e4	Pawn	Pawn moves to e4

Captures

Captures use the standard x symbol between the piece symbol and the destination square. Pawn captures include the file of origin.

Notation	Piece	Meaning
Sxe4	Sentinel	Sentinel captures on e4
Fxd3	Flag	Flag captures on d3
exd5	Pawn	e-file pawn captures on d5
Sxf4	Sentinel	Sentinel captures on f4

Burst Moves

Any burst move — Flag burst or Sentinel burst — is marked with the suffix (B) after the destination square. This applies to all legal burst directions as defined in the Official Rules.

Notation	Piece	Meaning
Fg1(B)	Flag	Flag bursts to g1
Se4(B)	Sentinel	Sentinel bursts to e4
Fe3(B)	Flag	Flag bursts to e3
Se5(B)	Sentinel	Sentinel bursts to e5

> *The (B) suffix is always written after the destination square and before any check or flagmate symbol.*

Check and Flagmate

Check and flagmate follow standard notation convention: + for check, # for flagmate.

Notation	Piece	Meaning
Fg6(B)+	Flag	Flag bursts to g6, giving check
Se4(B)+	Sentinel	Sentinel bursts to e4, giving check
Qxf7+	Queen	Queen captures f7, giving check
Fg7(B)#	Flag	Flag bursts to g7, flagmate
Qh7#	Queen	Queen to h7, flagmate

Castling

Castling uses standard notation: O-O for flagside castling and O-O-O for queenside castling.

Notation	Meaning
O-O	Flagside castling (Flag to g-file, Rook to f-file)
O-O-O	Queenside castling (Flag to c-file, Rook to d-file)

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Pawn Promotion

Pawn promotion uses standard notation with an equals sign and the promoted piece symbol.

Notation	Meaning
e8=Q	Pawn promotes to Queen on e8
a1=R	Pawn promotes to Rook on a1
e8=S	Pawn promotes to Sentinel on e8
e8=Q+	Pawn promotes to Queen, giving check

En Passant

En passant uses standard notation with the optional e.p. suffix.

Notation	Meaning
exd6 e.p.	e-file pawn captures en passant on d6
exd6	Acceptable short form

Disambiguation

When two identical pieces can legally move to the same destination square, standard algebraic disambiguation applies: include the file, rank, or both to identify the moving piece.

Notation	Meaning
R1e1	Rook on rank 1 moves to e1
Rae1	a-file Rook moves to e1
Nbd2	b-file Knight moves to d2
Scd5	c-file Sentinel moves to d5
Sed5	e-file Sentinel moves to d5
Scxd5	c-file Sentinel captures on d5

> *Disambiguation applies to Sentinels in the same way as to other pieces: file first, then rank, then both, using only what is needed to identify the moving piece. A side's two original Sentinels start on opposite colors and can never reach the same square; the need arises only when a promoted Sentinel shares a color with another Sentinel.*

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Sample Game Record

The following is an opening fragment demonstrating normal development, flagside castling, check notation, Flag captures, Flag burst, and Sentinel burst. Additional isolated notation examples appear in the sections above.

Move	White	Black
1	e4	e5
2	Nf3	Bc5
3	Bc4	d6
4	O-O	Nf6
5	Re1	Bg4
6	Bxf7+	Fxf7
7	Nc3	Fd7(B)
8	Rb1	Se7(B)

White develops naturally with Nf3 and Bc4 before castling flagside on move 4. On move 6, White sacrifices the Bishop on f7 to give check. Black captures with the Flag, permanently forfeiting castling rights. Black then uses its Flag burst on move 7 to reposition from f7 to d7. On move 8, Black's g-file Sentinel bursts horizontally from g7 to e7, reinforcing the Flag's new defensive structure.

Quick Reference

Move Type	Format	Examples
Normal move	Piece + square	Fe2, Sd3, Nf3, e4
Capture	Piece + x + square	Sxe4, Fxd3, exd5
Burst move	Piece + square + (B)	Fg1(B), Se4(B)
Burst + check	Piece + square + (B)+	Fg6(B)+
Burst + flagmate	Piece + square + (B)#	Fg7(B)#
Castling	O-O or O-O-O	O-O
Promotion	Square = piece	e8=Q, e8=S
En passant	Standard + e.p. (optional)	exd6 e.p.
Disambiguation	File or rank prefix	R1e1, Rae1, Nbd2, Scd5
Check	+ suffix	Qh5+
Flagmate	# suffix	Qh7#

Pawn notation omits the piece symbol.

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