Pass Notation in ChessWithPass

In classical chess,

every action is recorded.

Every move has meaning.

Every move is written down.

ChessWithPass preserves this tradition -

but adds a new element:

a move that is not made.

In this system,

a player has the right, once per game,

not to make a move.

And this decision

must also be recorded.

Pass Notation

To record a pass, two notation options are used:

`--` OR **`pass`**

Both mean the same: the player consciously skipped a move.

Examples

```
11. Bc4     Bc5
12. --      Nf6
13. d3      O-O
```

OR

```
11. Bc4     Bc5
12. pass    Nf6
13. d3      O-O
```

In both cases,

White skipped move 12.

Why It Matters

A pass is not the absence of action.

It is a decision that affects the position just like any move.

It changes:

- the order of development
- the plans of both sides
- the logic of the position

That is why a pass is recorded

in the game notation on

the same level as other moves.

Essence

ChessWithPass adds a new type of event to game notation:

the conscious absence of a move.

And it is this that makes possible

a new level of understanding

of the game.

ChessWithPass™
Pass Piece™

Use Official ChessWithPass Accessory
2 pcs — Black & White Pass Pieces/ Made in USA

Designed by Alexey Fomin
ChessWithPass.com