

Chess Board Coordinates Cheat Sheet

Every square. Every color. Memorized in one page.

THE BOARD

a8	b8	c8	d8	e8	f8	g8	h8
a7	b7	c7	d7	e7	f7	g7	h7
a6	b6	c6	d6	e6	f6	g6	h6
a5	b5	c5	d5	e5	f5	g5	h5
a4	b4	c4	d4	e4	f4	g4	h4
a3	b3	c3	d3	e3	f3	g3	h3
a2	b2	c2	d2	e2	f2	g2	h2
a1	b1	c1	d1	e1	f1	g1	h1

- DARK** Files **a · c · e · g** have a **dark square** at rank 1.
- LIGHT** Files **b · d · f · h** have a **light square** at rank 1.
- FLIP** Color **flips** with every step in rank or file. Two steps in one direction returns the same color.

QUICK REFERENCE

- **Long dark diagonal:** **a1 – h8**
- **Long light diagonal:** **h1 – a8**
- **Center squares:** **d4 e4 d5 e5** (d4 / e5 = dark, e4 / d5 = light)
- **King starts:** **e1** (white, dark) and **e8** (black, light)
- **Queen starts:** **d1** (white queen on light square) and **d8** (black queen on dark square, "queen on her color")
- **Bottom-left corner** of any correctly oriented board: **a1** = dark
- **Knight color flip:** a knight always lands on the opposite color of its starting square
- **Bishop color lock:** a bishop never leaves the color it started on

DAILY DRILL (5 MIN)

The 60-second board scan

Name the color of every square aloud (**a1 dark, a2 light, a3 dark...**) file by file. Time yourself.

Beginner: 2-3 minutes, several errors.
Goal: under 60 seconds, zero errors.

Once you hit the goal, your board map is automatic. Move on to coordinate naming and visualization drills.