



### **1<sup>st</sup> World Youth Chess Solving Championship**

November 4<sup>th</sup>, 2024 at 9am – Free day

This competition will be organized during the free day of the WYCC 2024, at the same categories of age as the over-the-board competitions:

- U14 (same set of 8 problems for open and girls): 3 problems of mate in 2 moves, 2 problems of mate in 3 moves, 1 problem of mate in 4 moves, 2 studies (endgames)
- U16 (same set of 8 problems for open and girls): 3 problems of mate in 2 moves, 2 problems of mate in 3 moves, 1 problem of mate in 4 moves, 2 studies (endgames)
- U18 (same set of 8 problems for open and girls): 3 problems of mate in 2 moves, 2 problems of mate in 3 moves, 1 problem of mate in 4 moves, 2 studies (endgames)

For each category, the time of 90 minutes is allotted for solving.

At the same number of points, the 1<sup>st</sup> tie-break will be the shorter time used for solving. The 2<sup>nd</sup> tie-break will be the younger age.

There will be separate standings for open and girls. If a girl wants to compete at the open, she has to announce this before the tournament.

The number of participants per country is not limited.

Even if the categories would not be scheduled at the same time, a participant can compete in one category only.

A solver may use the chess set(s) made available by the organizer, or his own set(s).

A solver may leave solving hall only after finishing solving and handing in his solving sheet, or just for a very short time and with the company of a member of the organizing team.

The use of all electronic or technological aids which can help in solving is forbidden, as well as any other kind of unfair behavior.

The solutions are to be written in algebraic notation.

A detailed set of regulations and instructions for the solvers will be published on the official site in due time.

Participation fee: 20 EUR

Registrations: [worldyouth@fide.com](mailto:worldyouth@fide.com)

## Instructions about writing solutions

Each solution starts with a move of White.

Participants are allowed to move pieces on the board while solving.

For two-movers, only the first move of White is written.

For three-movers, one should write the first move, the threat (if any), all black defences and the second move of White.

For problems of mate in four moves, one should write the first move, the threat (if any), all Black's defences, White's second move, Black's second move and White's third move. At problems of mate in 3 and 4 moves, writing only first move of White is not enough for getting points, but it is not necessary to list short variations, in which white mates in 2 or 3 moves, respectively.

In studies, all moves are written until there is a clear win or a draw, depending on what is required in the study.

Each problem carries 5 points. In two-movers, only the first move is scored. In three-movers and four-movers, threat and variations are scored. In studies, only white moves are scored; the closer you get to the final position, the more points you get. Only one, main variation is scored.

We hope that the illustrative examples at the end of this text will make these instructions more understandable.

Classical, abbreviated notation is used. Each participant may use as symbol for a given piece the initial letter of the name of that piece in his (her) own language, or other language at his (her) choice. There will be a field on the answers sheet where he (she) can specify which symbol he (she) is using for each piece.

If two pieces of the same type can come to the same square, it is important to indicate which of the two is in question.

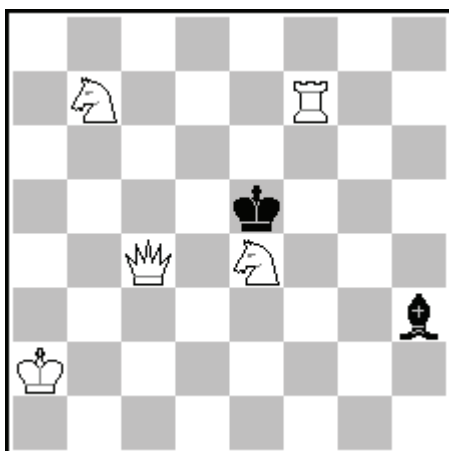
The problems do not have to be solved in order. If someone thinks he (she) has finished before the time is up, he (she) can hand over the answers sheet, and he (she) will be told how much time has passed.

Time is the first tie-breaker. So, if two solvers have the same number of points, the one who spent less time has the better placement, and if time also is even, the younger competitor will have the advantage.

## ILLUSTRATIVE EXAMPLES

1

Solution:

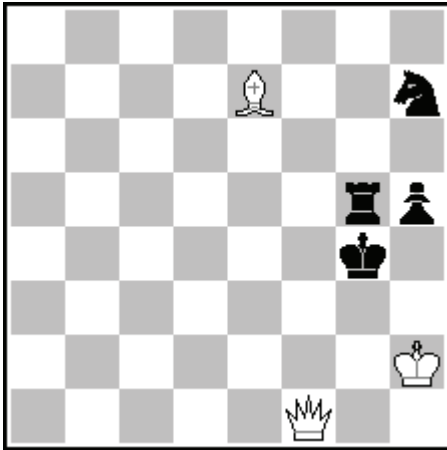


### 1.Nbc5 (5)

Here, a correct first move of White brings all 5 points. 1.Nc5 is incorrect, because it is not indicated which Knight moves.

#2 (White to play and mate in 2 moves)

2



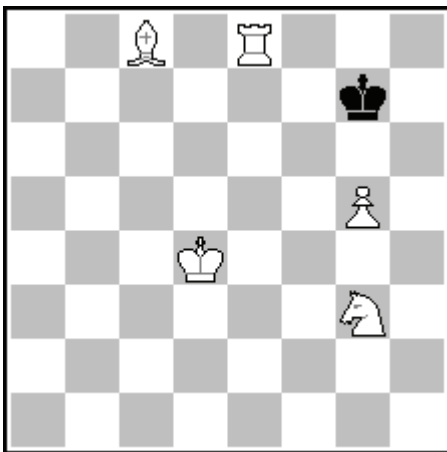
#3 (White to play and mate in 3 moves)

Solution:

**1.Kg2 threat 2.Qf3+ (1.25)****1...Kh4+ 2.Kf3 (1.25)****1...Nf6 2.Qxf6 (1.25)****1...Rf5 2.Qd1+ (1.25)**

The solution written this way to this problem brings all 5 points. Threat and each variation carry 1.25 points each.

3



#4 (White to play and mate in 4 moves)

Solution:

**1.Bg4****1...Kg6 2.Re7 Kxg5 3.Rg7+****1...Kf7 2.Bh5+ Kg7 3.Nf5+****1...Kh7 2.Bh5 Kg7 3.Nf5+**

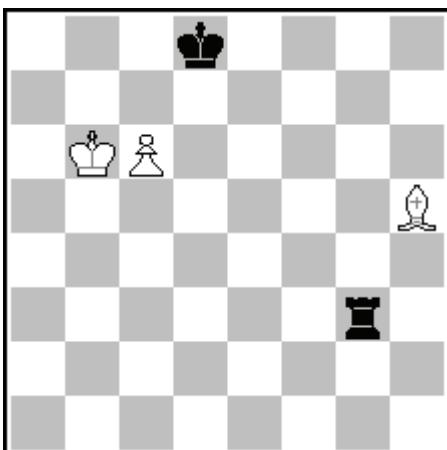
There is no threat here, so only the variations following black defences are written. Typically the points are distributed this way:

1 correct variation: 1,7 point

2 correct variations: 3,4 points

3 correct variations: 5 points

4



+ (White to play and win)

Solution:

**1.c7+ (1) Kd7 2.Be8+ (1) Kc8 3.Bf7 (1) Re3 4.Bc4 (1) Re8 5.Kc6 (1)**

This is clearly the main variation of the study and the only one that is scored, and here every move by White would carry 1 point. Sometimes longer sequences are needed to get points.

Not always it is absolutely clear which variation is the main variation, so it is advisable, in these cases, to write all the variations the solver consider to be relevant.

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