

7th YCCC 2023

Announcement



65th World Congress of Chess Composition and 46th World Chess Solving Championship in Batumi, Georgia

7th Youth Chess Composing Challenge 2023

The Youth Chess Composing Challenge (YCCC) is an individual competition for young participants from all countries. It was established in 2016 by the Serbian Chess Problem Society and became a part of the program of the yearly World Congress of Chess Composition (WCCC). In 2018 the Youth Committee of the World Federation for Chess Composition (WFCC) was established with one of the goals to develop and promote the YCCC. The Youth Committee is also a body to help composers and trainers with information and advice.

The contact address is yccc@wfcc.ch

Rules & Themes of the 7th YCCC

The 7th YCCC 2023 is open to the U23 generation (born 2000 or later), matching the age limit for juniors in the WFCC solving competitions (WCSC, ECSC, ISC). This year again, YCCC has two sections with strict thematic conditions, and the third one is open for all kinds of compositions. Each participant may send one entry per section. Joint works are not accepted.

How to prepare and send the entries

You should send your original compositions (previously not published) with complete solutions and possible comments **no later than July 15 2023** to the email of the tournament director Julia Vysotska yecc@wfcc.ch. If possible, send your endgames in pgn format. It is very much preferable that you check the soundness of your entries with computer programs, and indicate the name of the program you had used. For most genres except endgames you may use a free open source Olive graphical front-end for Popeye chess software (https://www.yacpdb.org/#static/olive), developed by **Dmitry Turevski**. Please, send your date of birth, place of residence, and a recent photo of good quality, together with the entries.

Workshop

The YCCC Organizing Team consists of some of the best composers and judges in the world, highly enthusiastic in mentoring younger colleagues. You are encouraged to contact them, preferably before June 30, with possible questions about the contents, constructions and originality of your entries.

Mentors for different genres and their email addresses:

- Mate in 2 and 3 Paz Einat (paz@pazeinat.com)
- Mate in >3 Michel Caillaud (caillaud1957@gmail.com)
- Endgame studies Gady Costeff (<u>costeff@gmail.com</u>)
- Selfmates Andrey Selivanov (<u>selivanovav@gmail.com</u>)
- Helpmates Ofer Comay (<u>ofercomay@gmail.com</u>)
- Fairies Vlaicu Crisan (<u>vlaicu crisan@yahoo.com</u>)
- Retro & Proof Games Michel Caillaud (caillaud1957@gmail.com)

Please, use the title "YCCC" in the Subject field to avoid your emails being lost among the less important ones.

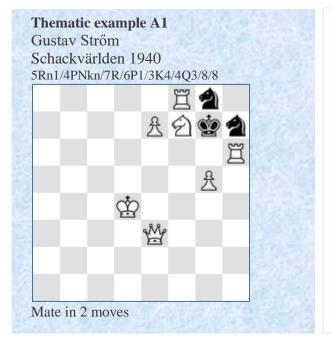
Results

The results will be announced during the closing ceremony of the 65th World Congress of Chess Composition in Batumi, on September 8 2023, when the three winners of each section will receive medals and certificates. Complete awards will be published on the WFCC website, in the YCCC Project Section.

Section A – Mate in two moves (#2)

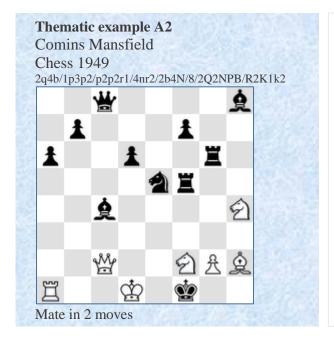
Thematic condition: The solution begins with a white knight move into a corner (without capturing a black piece). The challenge is to combine a strange key move with some interesting strategy, as in the examples below. Other corner moves by White, either as tries or as mates (Rxh8# & Qxh1# in Example A3, and Sa1# in Example A4) will be welcome but not necessary.

Judge: David Shire



1.Sh8! (-) 1...Sgf6 2.Rg6#, 1...Shf6 2.Rf7#, 1...Sxe7 2.Qxe7#, 1...Sxg5 2.Qxg5#, 1...Sxf8 2.e8S#, 1...Sxh6 2.gxh6#, 1...Kxh8 2.Qe5#.

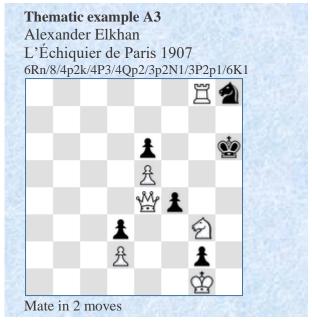
Attractive key-move leads to a rich variety of play.



1.Sh3? ~ 2.Kd2# but 1...Sg4! 1.Se4!? ~ 2.Kd2# 1...Sg4 2.Sg3# but 1...Sd7!

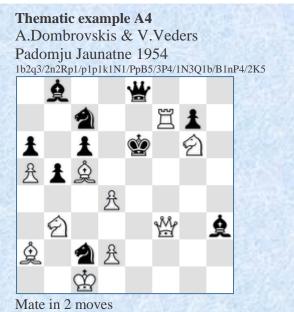
1.Sh1! 1...Sg4 2.Sg3#, 1...Sd7 2.Qxf5#, 1...Sc6 2.Qxc4#, 1...Sd3 2.Qe2# and 1...Sf3 2.Qf2#.

Logical choice of the wS arrival square, correcting a random removal, on the way to five different mates after bS interferences.



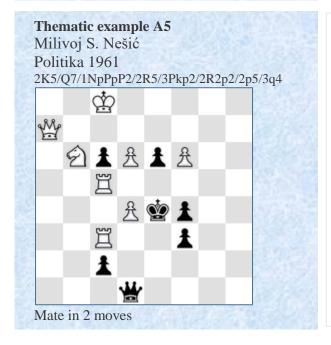
1.Sh1! (-) 1...Kh5 2.Qh7#, 1...gxh1 2.Qxh1#, 1...f4 2.Qh4# and 1...S~ 2.Q(x)g6#.

Black's possible moves, $1...f\sim$ and $1...S\sim$, are set with mates but White is to play!



1.Sh8! ~ 2.Qe4# 1...Sa8 2.Sa1# (1...Sd5 2.Qxh3#, etc.)

The composers presented three corner moves by different knights, but to make these moves unique they had to add many technical Pawns (on a5, a6, b5, d2 & d4).



1.Sa8! ~ 2.Re5# 1...Qxd4 2.Qh7, 1...Kxd4 2.Qa4#.

Tries: 1.Sd7? but 1...Qxd4! 1.Sa4/Sc4? but 1...Kxd4!

Choice of the arrival square for wS.

Section B – Endgame studies (+, =)

Thematic condition: Middlegame study

We ask for studies with themes known from the middlegame. Please follow these requirements:

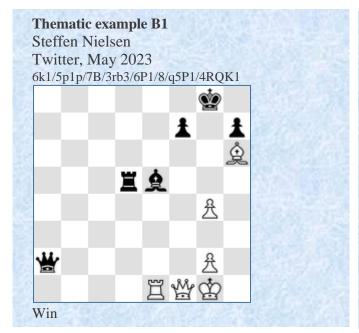
A. Besides the king, in the starting position each side must have queen and a minimum of 2 other pieces (rook, bishop or knight), also at least 1 pawn.

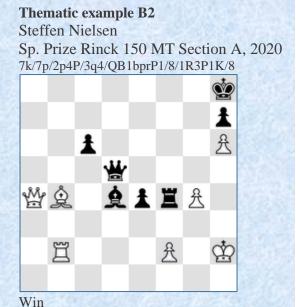
B. In the starting position, the white king must be positioned on a1, a2, b1, b2, c1, c2, f1, f2, g1, g2, h1 or h2. Likewise, in the starting position, the black king must be positioned on a8, a7, b8, b7, c8, c7, f8, f7, g8, g7, h8 or h7.

The judge will put emphasis on:

- A natural (game-like) starting position
- The presence of tactics and maneuevers typical of *the middlegame* such as sacrifices, attack on the king(s) and winning material.
- All or most pieces moving during the solution

Judge: Steffen Slumstrup Nielsen





1. Qf6 Qa7+ 2. Kh1 Qe3 3. Qh4 Bg3 4. Qg5+ Rxg5 5. Rxe3 Re5 6. Rxg3 1-0 1.Bc3 Be5 2.Rb8+ Rf8+ 3.f4 exf3+ 4.Qf4 Qd2+ 5.Kh3 Qxf4 6.Bxe5+ Kg8 7.Bxf4 Rxb8 8.Bxb8 f2 9.Kg2 1–0

Section C – All genres

This section is open for endgames and problems of any kind, length and content.

Judges: a group of experts in different genres.

Marjan Kovačević - YCCC coordinator