

# 9<sup>th</sup> YCCC 2025

### Announcement

## WFCC

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# 67<sup>th</sup> WCCC 48<sup>th</sup> WCSC

5 – 12 July 2025 Alba Iulia, Romania



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### 9<sup>th</sup> Youth Chess Composing Challenge 2025

The Youth Chess Composing Challenge (YCCC) is an individual competition open to young (U23) participants from all the countries. Established in 2016 by the Serbian Chess Problem Society it 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 priorities being the YCCC. The Youth Committee is also a body to help composers and trainers with information and advice.

The contact address is <u>vccc@wfcc.ch</u>

#### Rules & Themes

The 9<sup>th</sup> YCCC 2025 **is open to the U23 generation (born 2002 or later)**, matching the age limit for juniors in the WFCC solving competitions (WCSC, ECSC, ISC). This year YCCC has one section with strict thematic condition (A - #2) and two sections without set themes (B – endgame studies and C – all kinds of compositions except orthodox endgames). **Each participant may send one entry per section. Joint works are not accepted**.

#### Overall standings and prizes

According to the overall standings, the five most successful composers from five different countries (the best one from each country) will be rewarded with 500 Euros vouchers for the expenses of taking part in the World Congress of Chess Composition & World Chess Solving Championship 2026, or for the European Chess Solving Championship 2026.

The overall standings of the YCCC-8 will be based on the sum of the points earned in all three sections. The section points will be distributed as follows:

1<sup>st</sup> Place – 17 points, 2<sup>nd</sup> Place – 13 points, 3<sup>rd</sup> Place – 10 points, 4<sup>th</sup> Place – 8 points, 5<sup>th</sup> Place – 7 points, 6<sup>th</sup> Place – 6 points, 7<sup>th</sup> Place – 5 points, 8<sup>th</sup> Place – 4 points, 9<sup>th</sup> Place – 3 points, 10<sup>th</sup> Place – 2 points, any other placement in the award – 1 point.

In the case of ties in the overall standings, the first tiebreak will be the highest number of points in one of the sections, and if results remain equal, then the 2<sup>nd</sup> highest number of points will decide. If all three results are the same, the younger participants will have advantage.

The vouchers for 2025 are donated by the Fujairah Government. If some of the vouchers can't be used by a rewarded participant, it will be offered to the next most successful composer in the overall standings, and so on.

#### How to prepare and send the entries

You should send your original compositions (previously not published) on diagrams, with complete solutions and possible comments no later than May 15 2025 to the email of the tournament director Julia Vysotska <u>vccc@wfcc.ch</u>.

If possible, add FEN for diagram positions and 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 (<u>https://www.yacpdb.org/#static/olive</u>), developed by **Dmitry Turevski**. **Popeye** is a solving program for chess problems (<u>https://github.com/thomas-</u>

maeder/popeye/releases) developed by Thomas Maeder.

On your phone you may check all of that and endgames too, using the **FEN Tool** (<u>https://mutsuntsai.github.io/fen-tool/</u>), developed by **Mu-Tsun Tsai**.

Please, send your date of birth, place of residence, and a recent photo of good quality, together with the entries.

#### Section A – Mate in two moves (#2)

**Thematic Condition:** Mate in two moves with a wP standing on the 7<sup>th</sup> rank in the initial diagram position. Participants are invited to present different roles of the thematic wP in the true solution and in at least one try (defeated by a unique refutation):

A) In the solution or in the try, the thematic wP guards the bK flight(s) on the 8<sup>th</sup> rank (square e8 in the solution of Example 1, squares c8 & e8 in the threats of try & solution of Example 2, square f8 in Example 3).

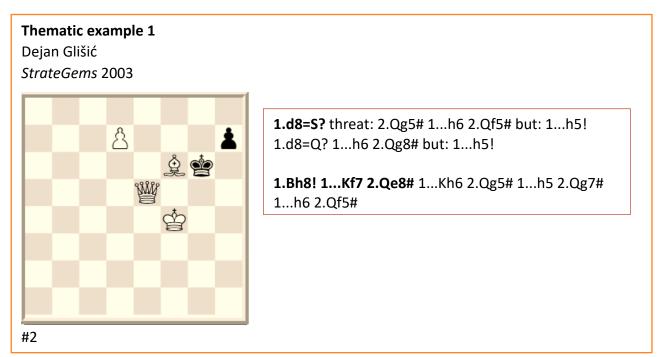
B) In the other phase (try or solution) the same wP promotes to wS on the mating move (Example 2) or on the 1<sup>st</sup> move (Examples 1 & 2). The wS promotion is obligatory but participants may also use wQ promotion to extend the content. (In the solutions of the examples wS promotions are presented in bold letters, while wQ promotions are underlined). Dual promotions to Q/R and Q/B in the mating moves will not be considered detrimental.

The incorporation of a second thematic try is acceptable as also is the use of two thematic pawns on the 7<sup>th</sup> rank. This latter approach will seriously test your skill but it will also be more likely to produce a truly original problem!

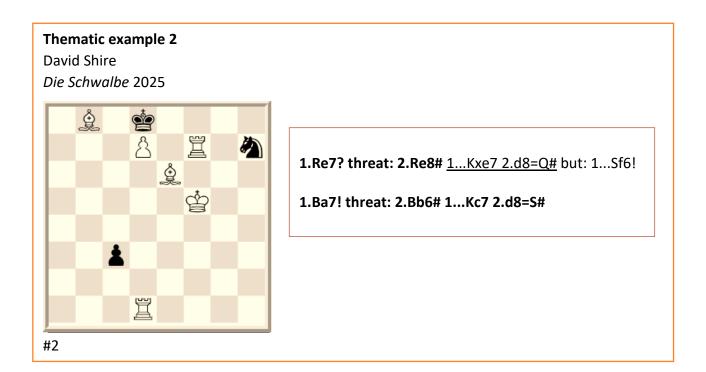
Mates set for black defences in the diagram position have value when these mates are subsequently changed when the same black defences operate in the try and/or solution. Changed mates between tries and solution (as after 1...h6 – underlined in the solution of Example 1) are welcome, too.

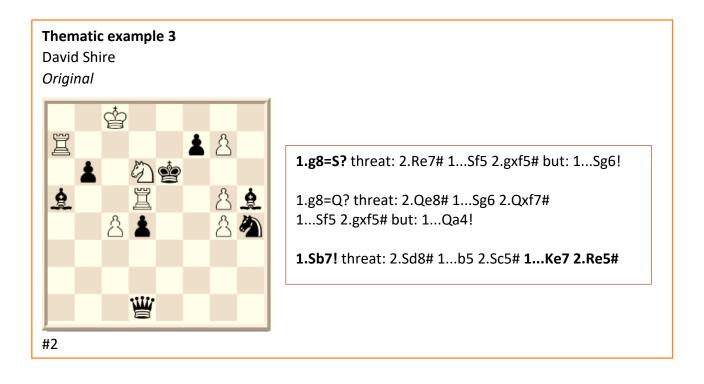
**General remarks on #2 construction and criteria**: The first move of White shouldn't be a check to black King, or a capture of a black officer (a piece other than pawn). The first move that takes away a flight square from black King without giving another one will reduce the overall quality of composition, the same as the first move that provides a mate for a check to white King.

Judge: David Shire



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#### Section B – Endgame studies (+, =)

#### No set thematic condition

**Judges**: Steffen Slumstrup Nielsen & Gady Costeff The judges will put emphasis on original ideas and clarity.

To understand better the content and form that distinguishes an artistic endgame study from usual chess combinations and similar puzzles in the Internet, we warmly recommend the following articles:

- 1. Johan Hellsten: <u>Composing endgame studies</u>
- 2. John Nunn: <u>Composing a study</u>
- 3. Steffen Slumstrup Nielsen: Strip or massage? Two ways of creating studies from games
- 4. Gady Costeff: How to Compose an Endgame Study: A Step-by-step Guide (Part 1)

5. Gady Costeff: How to Compose an Endgame Study: A Step-by-step Guide (Part 2, link to be activated

Going through these articles you may feel why any chess ending or a long sequence of unique moves (no matter how hard is to find the moves) doesn't automatically qualify for an artistic chess composition.

#### Section C – All kinds of problems

#### No set thematic condition

This section is open to problems of any kind, length and content (endgames excluded). **Judges**: a group of experts in different genres.

Some general ideas about the process of composing and how to start with it you may find in the following articles:

- 1. Vlaicu Crișan: What is expected from an "original" problem?
- 2. Vlaicu Crișan: How we can start composing: The double epaulette mate!
- 3. Anirudh Daga: In Boden's Den

#### 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 through the same email address <u>vccc@wfcc.ch</u>, **preferably before May 1**, with possible questions about the content, construction and originality of your entries. Please, use the title **"YCCC Questions"** in the Subject field.

#### Results

The results will be announced at the closing ceremony of the **Alba Iulia WCCC 2025** (https://www.wfcc.ch/invitation-alba-iulia-67wccc/), on **11th July 2025**, 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.