



WCCC 2019
62nd World Congress of Chess Composition



4TH YOUTH CHESS COMPOSING CHALLENGE 2019

The Youth Chess Composing Challenge is an individual competition established by the Serbian Chess Problem Society in 2016.

In 2018 the Youth Committee of WFCC was established with one of its goals to develop and promote YCCC. Youth Committee is also planned as the body to help all young composers and trainers with information and advice. The contact address is yc@wfcc.ch

Rules & Themes of the 4th YCCC

The 4th YCCC 2019 is open to the U23 generation (born no earlier than 01.01.1996 and younger), matching the age limit for juniors in the solving competitions organized by the WFCC (WCSC, ECSC, ISC). Participants may choose **any of the offered themes** to present in **the three genres (#2, h#2 and endgame)**.

Each composer may send **at most 2 entries per genre**. Joint works are not accepted.

- **Theme No.1** is aimed at beginners and less experienced participants. It may be applied to **all three genres (#2, h#2 and endgame)**: **White takes advantage of black move(s) blocking square(s) around the black King**.
- **Theme No.2** is more challenging and may be applied to **two genres (#2, h#2)**: **After changing colour (not nature) of one or more pieces there is another problem (twin) with a different solution**.
- **Theme No.3** is more challenging and may be applied to **endgames** only: **During the solution White plays a piece to a square immediately in front of one of his pawns, without capture (not necessarily on the 8th rank as in the examples). Later on the piece moves away and the pawn promotes (on the same line)**.

All entries with complete solutions should be sent by email to the tournament director at 4yccc@wfcc.ch not later than **20. July 2019**. (The participants are kindly asked to send their date of birth, place of residence, and a recent photo of good quality, together with the entries).

Participants are encouraged to put any questions and to consult with experts in the field, through the official email of the tournament 4yccc@wfcc.ch.

Judges: #2 – David Shire | h#2 – Michael McDowell | endgame – Steffen Slumstrup Nielsen
Director: Julia Vysotska

The prize-giving will be on the last day of the 62nd World Congress of Chess Composition in Vilnius, 23rd August 2019. The three winners of the competition will receive medals and certificates. The best participants among beginners will be rewarded separately.

Complete awards will be published afterwards, on the Congress website.

The ranking for the cup for the overall winner will be according to the total number of points, on the following scale:

1st place in each of the three genres – 17 points, 2nd place – 13, 3rd – 10, 4th – 8, 5th – 7, 6th – 6, 7th – 5, 8th – 4, 9th – 3, 10th – 2, and all lower placed entries – 1 point each.

YCCC coordinator
Marjan Kovačević

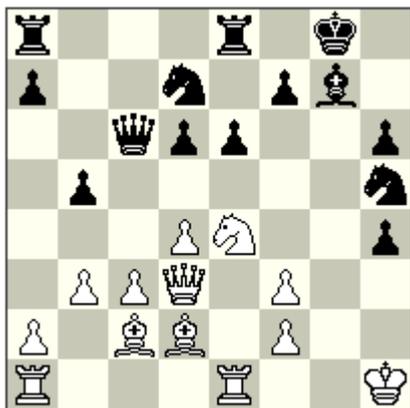
Examples of the 4th YCCC themes

THEME NO. 1

White takes advantage of black move(s) blocking square(s) around black King.

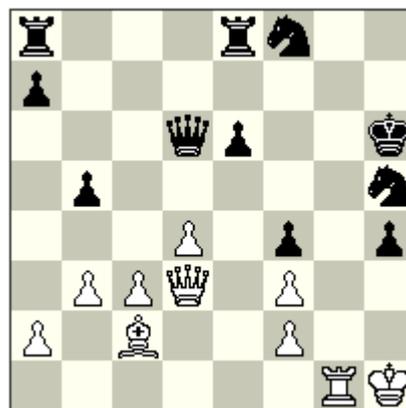
*An example of black self-blocks in a chess game:*Carsten Hoi – Boris Gulko
Chess Olympiad Thessaloniki 1988

1.d4 e6 2.♘f3 c5 3.e3 ♘f6 4.♙d3 b6 5.O–O
 ♙b7 6.♗bd2 cxd4 7.exd4 ♙e7 8.♗e1 O–O
 9.c3 d6 10.♖e2 ♗e8 11.♗f1 ♗bd7 12.♗g3
 ♙f8 13.♙g5 h6 14.♙d2 ♖c7 15.♙c2 ♙d5
 16.b3 ♖b7 17.♗h4 b5 18.♖d3 g5 19.♗f3
 ♙xf3 20.gxf3 ♙g7 21.h4 g×h4 22.♗e4 ♖c6
 23.♙h1 ♗h5.



13+14

24.♗g1 ♙f8 25.♗xg7! ♙xg7 26.♙xh6+ ♙xh6
 27.♗g1 f5 28.♖e3+ f4 29.♗xd6! ♖xd6 30.♖d3
 ♗f8?



10+11

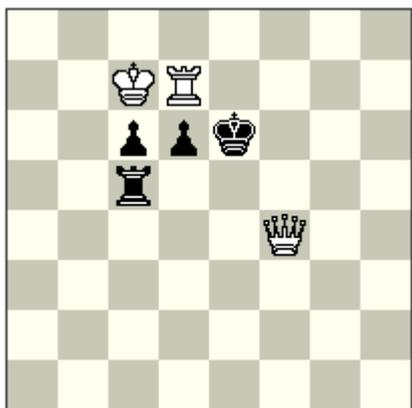
31.♖h7+!

Black resigns. After 31...♗xh7 32.♗g6#

In the mating position White uses black self-blocks
 on h5 & h7. Move 23...♗h5 was deliberately made
 by Black, while 31...♗xh7 was forced by White.

*Examples of THEME No.1 in #2**Example No.1*

Werner Speckmann
Kieler Neueste Nachrichten 1939



#2

3+4

1.♔d8! (2.♖×d6#) 1...♖d5 2.♗e7#
1...♗e5 2.♙f7# 1...♗f5 2.♚×d6#

Black Rook blocks 3 different squares (d5, e5, f5)
and allows 3 different mates.

Example No.2

Ernesto Ferron
Comm. Problemas 1976



#2

7+5

1.♙e5! (2.♖h5#) 1...♘×e5 2.♙e4#
1...♗×e5 2.♙h3# 1...f×e5 2.♙f3#
(1...♔×e5 2.♙d5#)

Three pieces block the same square (e5) and allow
3 different mates.

Examples of THEME No.1 in h#2

Helpmates may have two or more solutions, usually united by some common elements or ideas. It is desirable to make good use of many pieces – especially white ones – in each solution.

Example No.3

Martin Hoffmann
Uralski Problemist (65/847) 2011



h#2

3 solutions

3+2

1.d1=♘ ♙a5 2.♘f2 ♗e1 #
1.d1=♖ ♗e2 2.♗e1 ♗f2 #
1.d1=♙ ♗g7 2.♙e2 ♗g1 #

Self-blocks on 3 different squares (f2, e1 & e2)
after 3 promotions.

Example No.4

Vlaicu Crisan
Diagrammes 1997



h#2

2 solutions

5+4

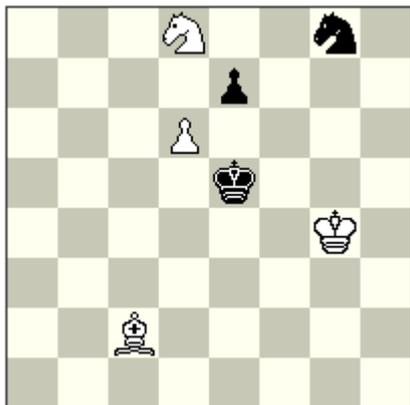
1.♙e6 ♘f5 2.♙d5 ♘e7#
1.♖a4 ♘e2 2.♙b5 ♘d4#

Each solution presents the creation of a white
battery after a self-block on distant square.

Examples of THEME No.1 in endgame

Example No.5

Harold Lommer
Basler Nachrichten 1935



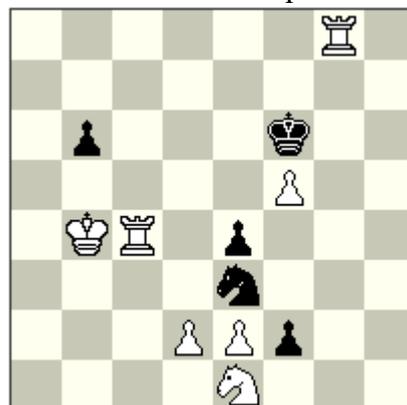
+ 4+3

1. ♖f7+ ♔e6 2. ♗b3+ ♔d7 3. ♗a4+ ♔e6
4. d7 ♖f6+ 5. ♗g5 ♖xd7 6. ♗b3 #

Black ♖ blocks d7 and allows an Ideal mate^(**).

Example No.6

Steffen Nielsen & Martin Minski
2.HM "P. Babich-110 + B.Olimpiev-80 MT" 2017



+ 7+5

1. ♖g6+ ♔xf5 2. ♖g2 ♖d5+ 3. ♔b5 f1=♖
4. ♖h4+ ♔f4 5. e3+ ♔e5 6. d4+ exd3 (e.p.)
7. ♖e4+ ♔xe4 8. ♖e6#

Model mate^(*) using two blocks, on d5 and d3.

^(*)Model mate is the name used for a mating position where all white pieces with the possible exception of king and pawns take part, and each square around the b♔ is guarded or blocked only once.

^(**)Ideal mate is a Model mate where all white & black pieces on the board take part in the mating position.

More about self-blocks in chess composition may be found in different sources, including this article in the popular ChessBase website:

<https://en.chessbase.com/post/problem-che-the-self-block>

THEME NO. 2

After changing colour (not nature) of one or more pieces there is another problem (twin) with a different solution.

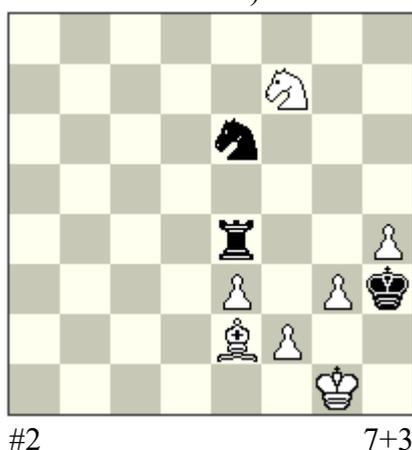
It is desirable to have some connection between the solutions of twins and to make a good use of pieces – especially white ones – in each twin.

Examples of THEME No.2 in #2

Example No.7

Mark Adabashev, Shahmaty v SSSR, 1938

Twin a)



#2

7+3

1. h6! (2. f4) f4 2. g4 #

Twin b) w e4, b e2, w e6, b f7



#2

7+3

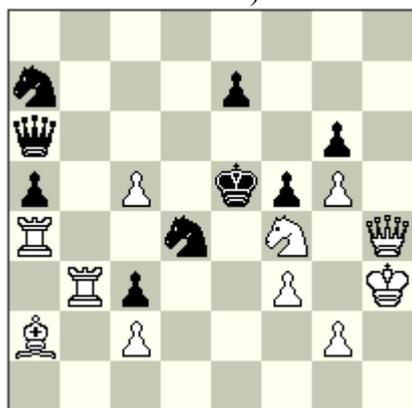
1. h5! (2. h4) g4 2. f4 #

There is a nice connection between both solutions, with moves f4 & g4 having different roles, and different effects on the line e4-g4.

Example No.8

Ivan Storozhenko, 5. Pr. Moscow 850 JT, 1997

Twin a)



#2

11+9

a) 1. b5! (2. d3#)
1... b3 2. e1# 1... cxb5 2. g6#

Twin b) b b3, w d4



#2

11+9

b) 1. d6! (2. h8#)
1... b8 2. g6# 1... cxe6, c8 2. e1#

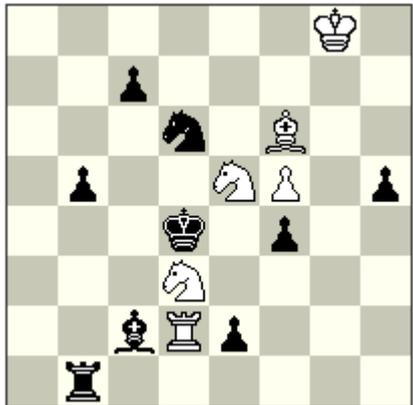
Twins present opening of the same white lines by pieces of opposite sides. Appearance of the same mates (2. e1#, 2. g6#) creates an additional link between the twins.

Examples of THEME No.2 in h#2

Example No.9

Fadil Abdurahmanovic
1. Pr. Schach-Echo 1988

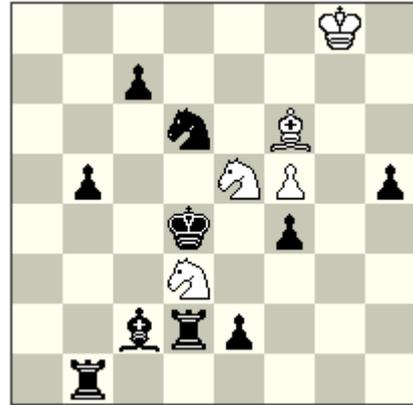
Twin a)



h#2 6+9

a) 1.c5 ♖f2+ 2.♗d3 ♜x3 #

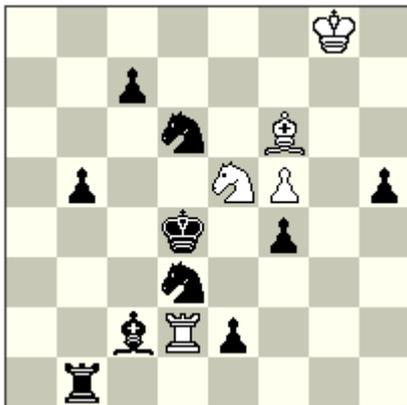
Twin b) b♗d2



h#2 5+10

b) 1.♞b3 ♖b2 2.♔c3 ♖ed3 #

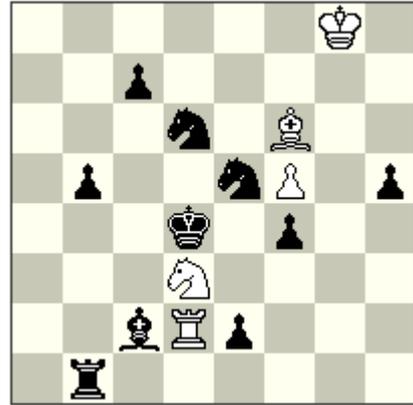
Twin c) b♖d3



h#2 5+10

c) 1.♔c5 ♗h4 2.♖b4 ♗f2 #

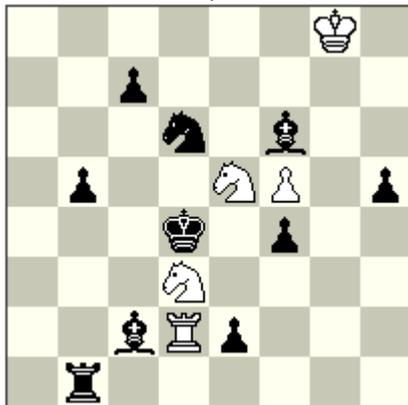
Twin d) b♖e5



h#2 5+10

d) 1.♔e3 ♖c1 2.♖f3 ♜xe2 #

Twin e) b♗f6



h#2 5+10

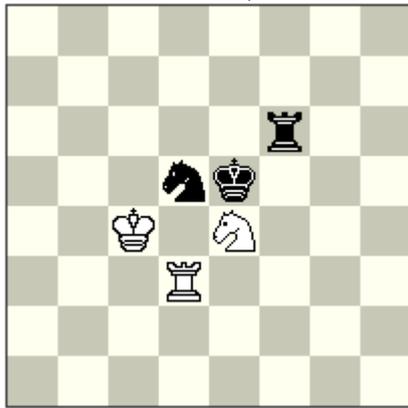
e) 1.♖e4 ♖b4+ 2.♔xe5 ♜d5 #

After “painting” each piece black, two pairs of closely related solutions are presented, all linked with “star” moves of the b♔.

Example No.10

Georgy Evseev
Special Comm Mat 1989

Twin a)

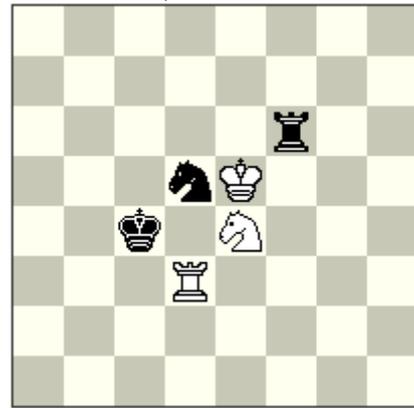


h#2

3+3

a) 1. ♖e7 ♜d5+ 2. ♕e6 ♗g5 #

Twin b) b♖c4, w♗e5

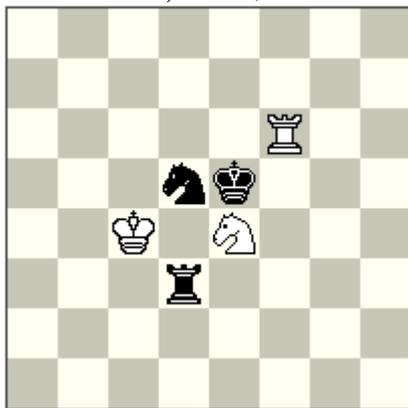


h#2

3+3

b) 1. ♜c6 ♜b3 2. ♜c5 ♗d2 #

Twin c) b♜d3, w♞f6

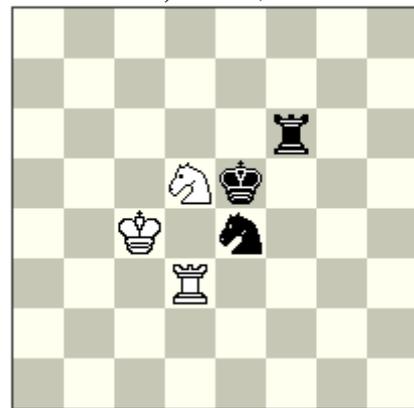


h#2

3+3

c) 1. ♗c3 ♗f2 2. ♗e4 ♗g4 #

Twin d) b♗e4, w♗d5



h#2

3+3

d) 1. ♗c5 ♖xc5 2. ♞f5 ♞e3 #

All three pairs of pieces (b♖ & w♖, b♞ & w♞, b♗ & w♗) change their colours simultaneously, producing 4 different solutions. This type of colour changing twins has the same effect as exchange of squares.

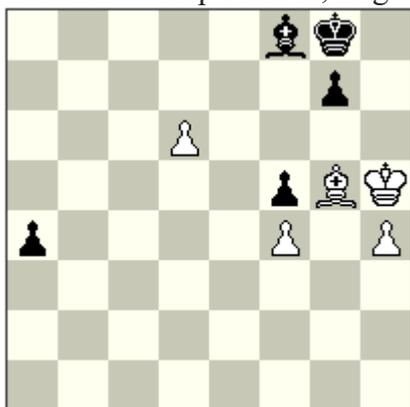
THEME NO. 3

During the solution White plays a piece to a square immediately in front of one of his pawns, without capture (not necessarily on the 8th rank as in the examples). Later on the piece moves away and the pawn promotes (on the same line).

Examples of THEME No.3 in endgames

Example No.11

Steffen Slumstrup Nielsen, original



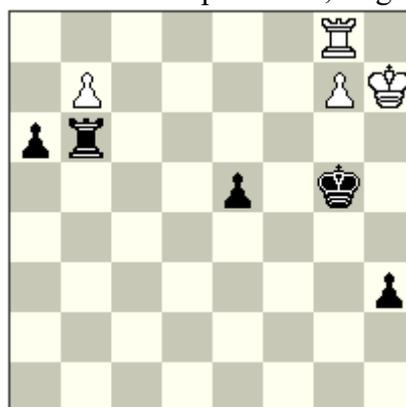
= 5+5

1.d7 ♔h7 2.♙d8 a3 3.♖g5 a2 4.♙f6 gxf6+
5.♖h5 a1=♚ 6.d8=♚ =

Unusual loss of time including switchback of w♔.

Example No.12

Steffen Slumstrup Nielsen, original



+ 4+5

1.♖b8 ♖h6+ 2.♔g8 h2 3.♗e8 ♖b6 4.♔f8 h1=♚
5.g8=♚+ ♔f5 6.♗f7+ ♖f6 7.♖xe5+ ♔xe5
8.b8=♚+ ♔f5 9.♗c8+ ♔g5 10.♗c5 +

The theme repeats twice.