

EUROPEAN YOUTH CHESS SOLVING COMPETITION 2024

Organization of the competition

The competition consists of two rounds with a 20 minutes break between them. In each round four problems are presented on printed diagrams, the solving time being 50 minutes.

A solver may use the chess set provided by the organizer, or his own set (or sets). It is allowed to make written remarks on a clean sheet of paper provided by the organizer. However, the resulting solutions have to be written only on the official solving sheet.

The use of any electronic or technological aids is forbidden as well as any other kind of unfair behaviour.

Course of the competition

At the beginning of the round each solver is given a sheet with the problems to be solved. The solution must be written on the same sheet. The solving sheet should lay on the table blank side up until the competition is started by the Director (the timer is started at the same time).

A solver may finish solving any time and hand over his solving sheet to a controller. The controller immediately writes the elapsed time (rounded up in minutes) on the sheet. After handing over the solving sheet, the solver should leave the room and may not return until the round is ended.

The Director announces 10 minutes left and the last minute in each round. After the announcement of the last minute all solvers should remain sitting till the end of the round. When the end is declared all solvers stop writing and wait until the controllers collect all solving sheets.

During the solving a solver is not allowed to leave the solving room.

How to write a solution

The solutions are to be written legibly in algebraic notation and in the following way:

- a) in twomovers: only the key is to be written.
- b) in threemovers: all three-move variations, including the threat, are to be written up to the second move of white. The last move of black and the mating move are not required. If there is no threat, all variations of full length are to be written.
- c) in moremovers: all full length variations, including the threat, are to be written (again, the last move of black and the mating move are not required). If there is no threat, all variations of full length are to be written.
- d) in studies: all moves up to an obvious win or draw are to be written.

Evaluation of the solution

A correct and complete solution of one problem scores 5 (five) points.

In direct mate problems points are awarded to all full-length variations including threat. An incomplete solution (i.e. with missing, incorrect or incomplete variations) thus scores fewer points.

In studies points are awarded to selected white moves in the main line of the solution.

That means that in studies some points may be scored even for an incomplete solution.

If a move is written incorrectly, unclear or ambiguously, the variation in question is regarded as incorrect.

If, however, the Director is sure that the correct move was intended, the variation can be regarded as correct.

In all problems and studies only one solution is to be given. If more than one solution for a particular problem is written, the solver scores 0 (zero) points for this problem.

Final results

For the individual score, the points a solver achieves in both rounds will be totalled, as well as the solving time. The number of points determines the ranking. In the event of a tie on points, the solver with the shorter total solving time will be ranked higher.

Participants will be informed of the official solutions with a distribution of points of immediately after the end of the round. The results of both rounds will be announced in written form as soon as possible.