



# 2<sup>nd</sup> World Youth Chess Solving Championship **2026**

Categories: U14, U16 & U18

**MONTESILVANO, ITALY | JUNE 16, 2026.**



## General Regulations

The competition is a joint project by FIDE & WFCC (World Federation for Chess Composition), to be held on 16th June 2026, between the 1st and the 2nd round of the WYCC 2026, at the same categories of age as the over-the-board competition:

**U14** (the same set of 8 problems for open and girls): 3 problems in 2 moves, 2 problems in 3 moves, 1 problem in 4 moves, 2 endgames

**U16** (the same set of 8 problems for open and girls): 3 problems in 2 moves, 2 problems in 3 moves, 1 problem in 4 moves, 2 endgames

**U18** (the same set of 8 problems for open and girls): 3 problems in 2 moves, 2 problems in 3 moves, 1 problem in 4 moves, 2 endgames

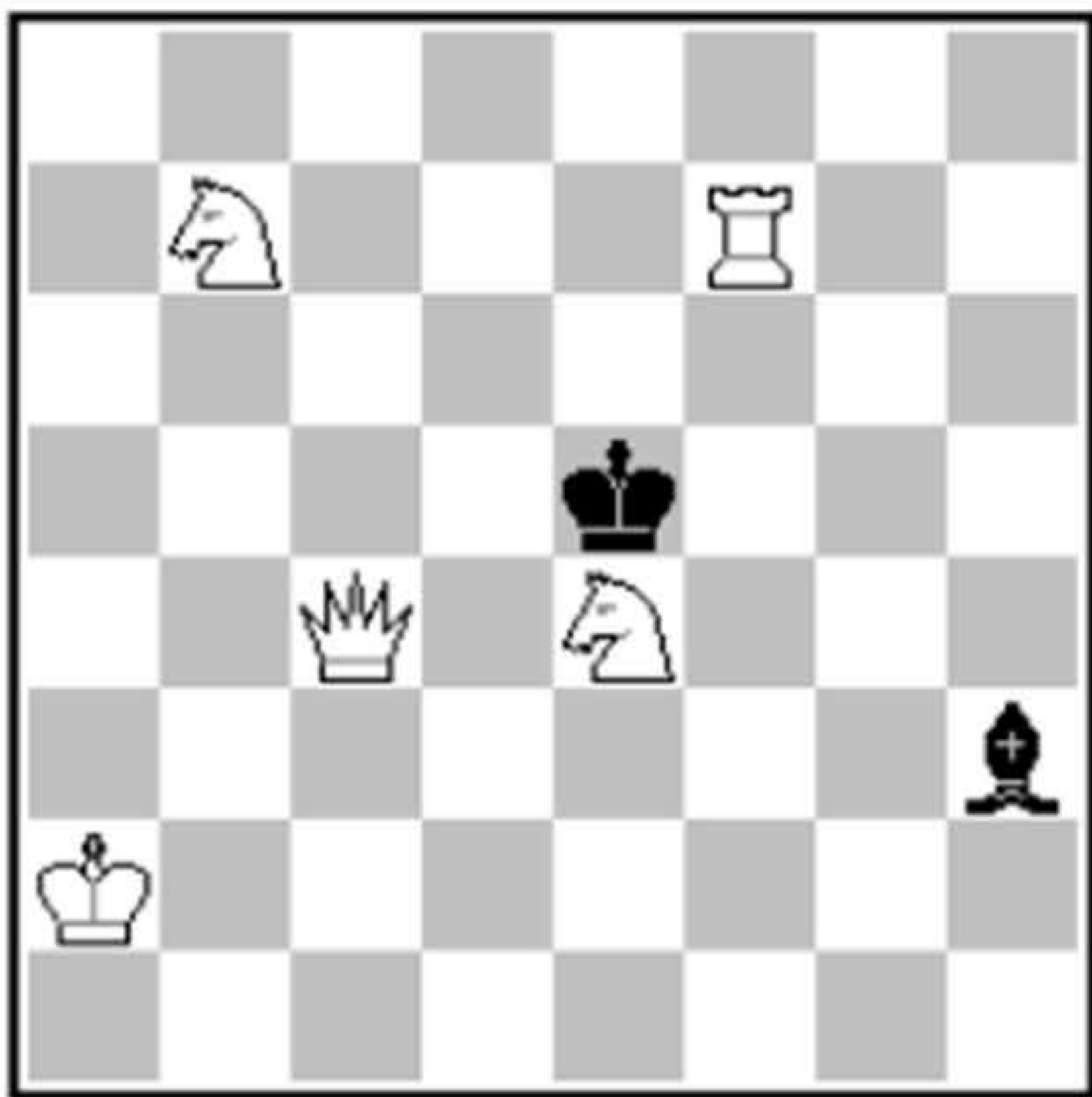
- For each category the time of 90 minutes is allotted for solving.
- There will be separate standings for open and girls. If a girl wants to compete at open, she has to announce this before the tournament.
- The number of participants per country is not limited.
- Even if the categories would not be scheduled at the same time, a participant may compete in one category only.
- Participation fee is 25 €.
- A solver may use the chess set(s) made available by the organiser, or his own set(s). The use of any electronic or technological aids which can help in solving is forbidden, as well as any other kind of unfair behaviour.
- At the same number of points, the 1st tiebreaker is the shorter time used for solving. All solvers with zero points get the full time of 90 minutes. The 2nd tiebreaker (only in contention for medals) is the younger age.
- Correct solutions will be posted right after the competition. Preliminary results should normally be posted the same evening.
- Solvers who have remarks on their own points may ask to see their solving sheets. If these solvers still disagree with the director's decision, they may write a protest to the WFCC President Marjan Kovačević, as the final instance: [president@wfcc.ch](mailto:president@wfcc.ch). The deadline for protests will be announced on the official site, before the competition.
- The same address may be used for other remarks before and after the competition.
- WFCC takes responsibility for the content, regularity and results of the competitions.
- A detailed set of rules for solving and writing solutions is in the continuation:

# Rules for Solving and Writing Solutions

- Participants are allowed to move pieces on the board while solving.
- Each solution starts with a move of White.
- Each complete solution carries 5 points.
- For two-movers (#2), only the first move of White is written and it carries 5 points.
- Normally, each problem should have only one solution. If a solver writes two or more alternative white moves and any of them is incorrect, the score is zero.
- For three-movers (#3), one should write the first move of White, the threat (if any), and the second moves of White replying to black defences against the threat. There is no need to write the third (mating move) of White, nor variations ending in less than three moves. The first move of White alone doesn't score – only full-length variations bring points. If a solver writes two or more alternative white moves in a variation, and any of the moves is incorrect, the score for the variation is zero.
- For problems in four moves (#4), one should write the first move, the threat (if any), and all different white replies to black defences, up to the third move of White. There is no need to write the mating move of White, nor variations ending in less than four moves. The first move of White alone doesn't score – only full-length variations bring points. If a solver writes two or more alternative white moves in a variation, and any of the moves is incorrect, the score for the variation is zero.
- In endgame studies (+, =), all moves should be written until a clear win or a draw (depending on what is required). Only one variation (the main one) is scored, and the points are distributed throughout the main line. The closer solvers get to the final position, the more points they get. If a solver writes two or more alternative white moves in the main line, and any of the moves is incorrect, the score for the move is zero.
- Classical, abbreviated algebraic notation is used. Each participant may use as a 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) has to specify the symbol that will be used. 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 the given order. If someone finishes before given time, he (she) can hand over the solution sheet, and the time of solving will be noted on the sheet.
- Normally, solver may leave the solving hall only after handing in the solving sheet to the judges. In an exceptional case of urgent reason, a solver has to ask for permission from the director, and will be escorted out and back.
- Time is the first tie-breaker. If two or more solvers have the same number of points, the one who spent less time has the better placement. If the time is even too, the younger competitor will have the advantage (this will be applied only in the contention for medals).

# Illustrative Examples

01



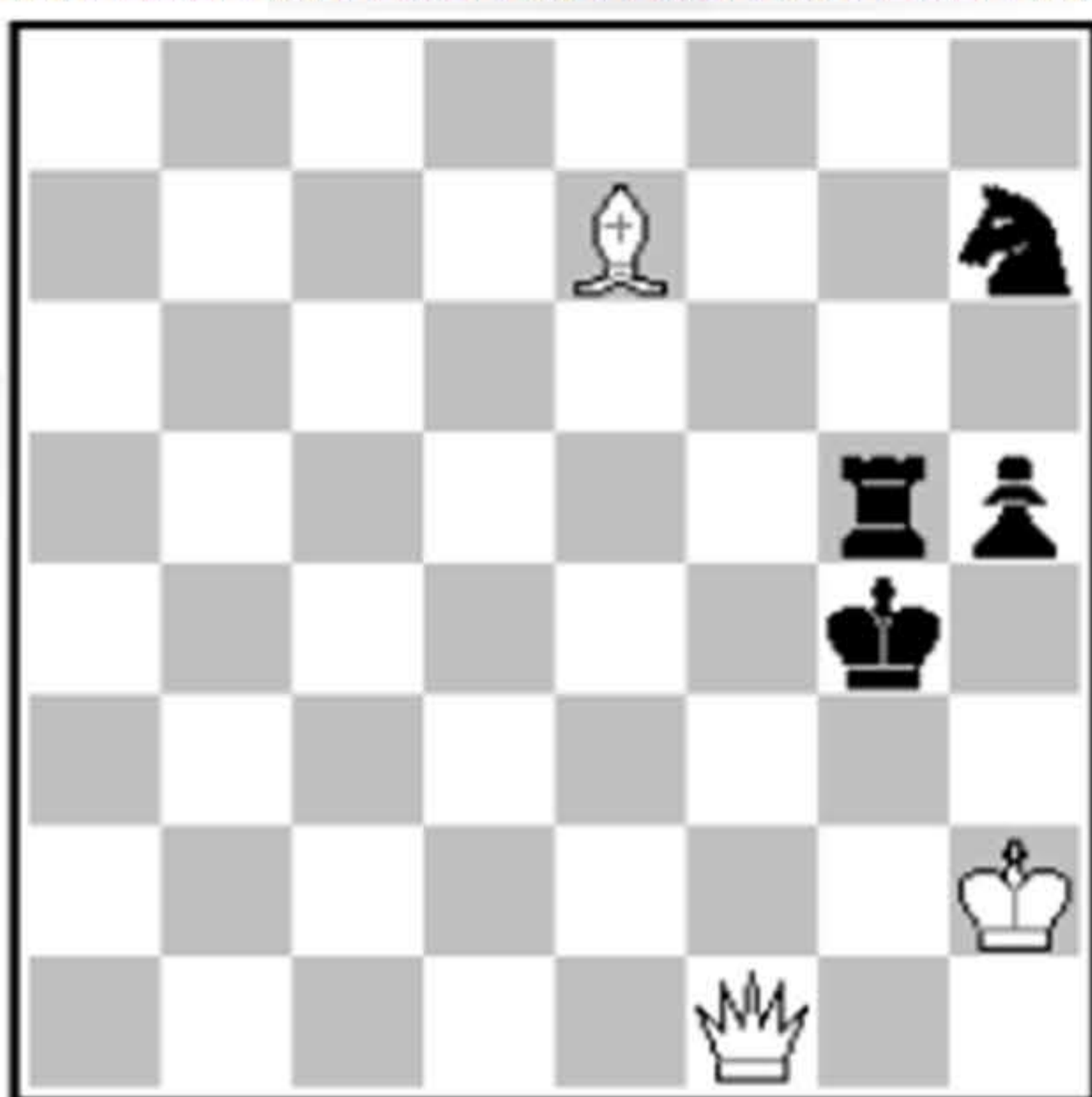
## Solution:

**1.Nbc5 (5)**

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

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

02



## Solution:

**1.Kg2 threat 2.Qf3+ (1.25)**

**1...Kh4+ 2.Kf3 (1.25)**

**1...Nf6 2.Qxf6 (1.25)**

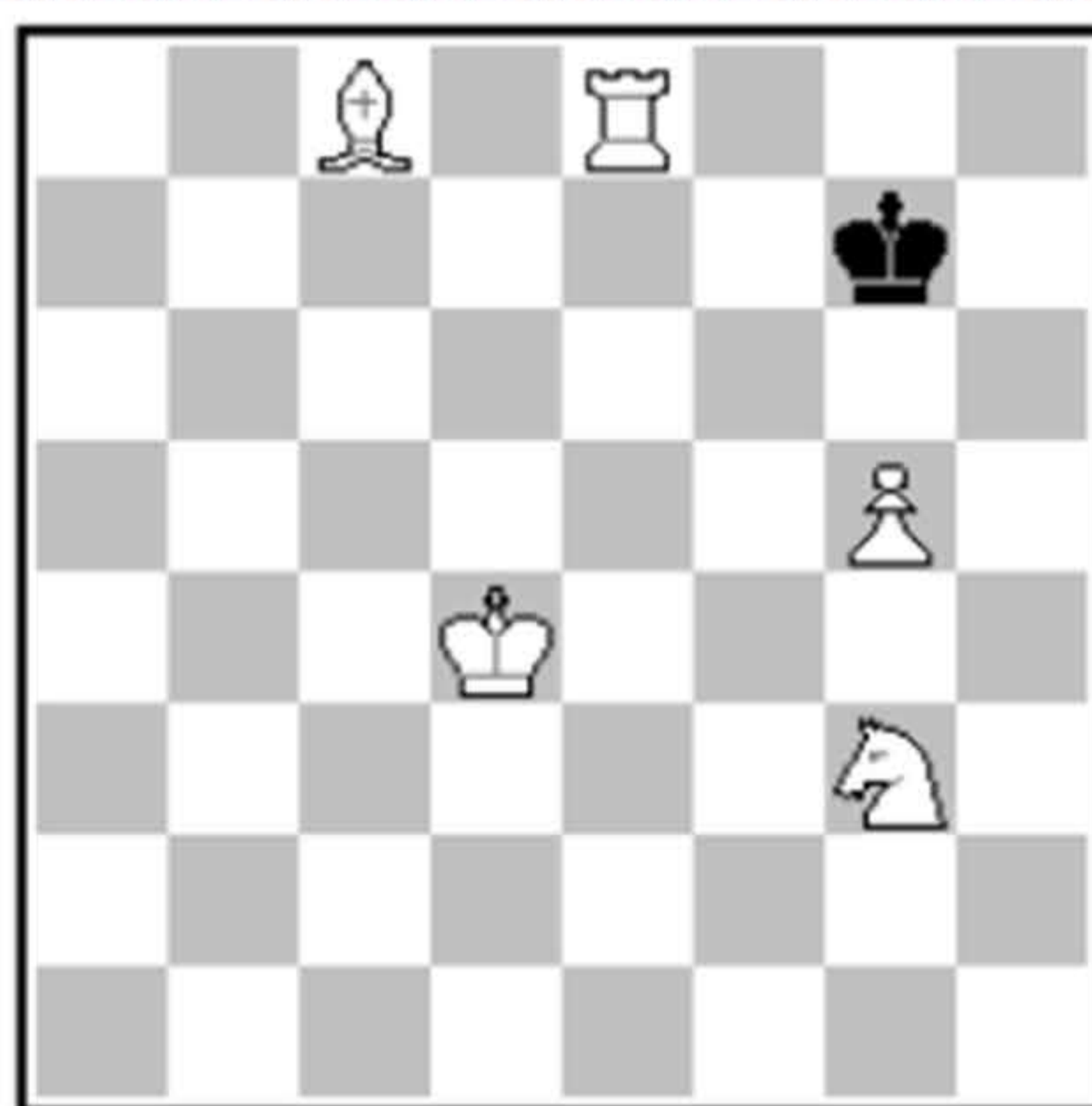
**1...Rf5 2.Qd1+ (1.25)**

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

A threat presents white continuation after indifferent black move, such need to write as 1...Nf8 in this case. If a threat is written down, there is no need write replies to black moves that don't prevent the

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

03



## 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 the variations following all black defences are written. \* Typically the points are distributed this way:

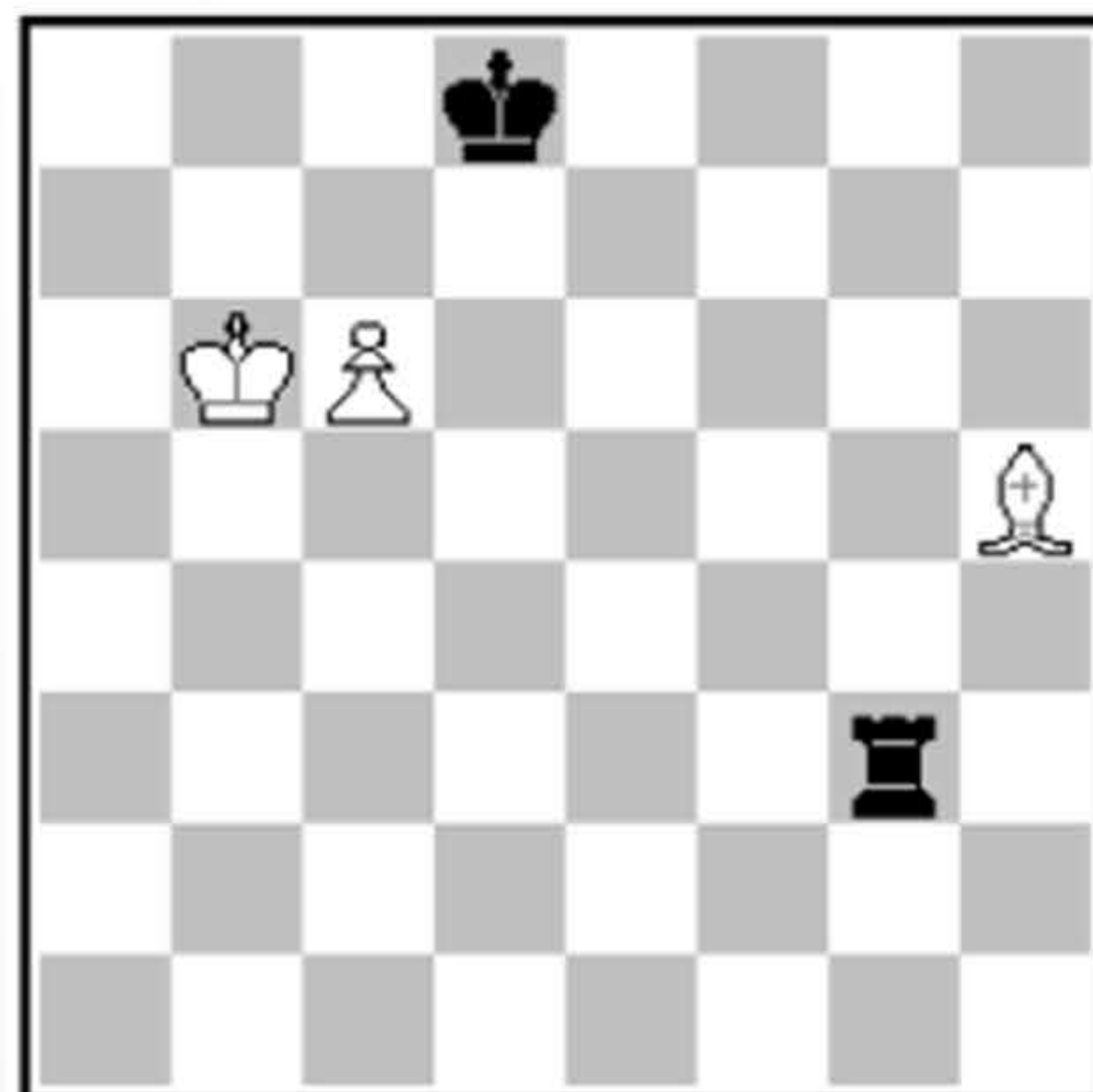
1 correct variation: 1,7 point

2 correct variations: 3,4 points

3 correct variations: 5 points

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

04



## Solution:

**1.c7+ (1) Kd7 2.Be8+ (1) Kc8 3.Bf7 (1)**

**Re3 4.Bc4 (1) Re8 5.Kc6 (1)**

This is the main variation and the only one that is scored. Here, each white move carries 1 point, but sometimes even longer sequences are needed to get full points. Not always it is absolutely clear what black defences constitute the main line. For instance, 1...Kc8 2.Bf7 leads to the main line here, but the defence is one move shorter. So, solvers are encouraged to write replies to all the black moves they consider relevant.

**+ (White to play and win)**

## Official Information