



ISC (International Solving Contest) – Bangalore – 2023

The ISC is a Chess composition (end games and problems) solving competition (in-person, not online) organised by the WFCC (World Federation for Chess Composition, a FIDE partner organisation) for individual solvers taking place in multiple locations worldwide on the last Sunday of January every year concurrently in all participating countries.

The ISC in **Bangalore** has been held since 2017. It was discontinued in 2021 and 2022 due to Covid. It will be restarted this year. Details as below:

- **Date:** 29-Jan-2023, Sunday
- **Time:** 11 a.m to 1 p.m (Round I)
1 p.m to 2 p.m (Break)
2 p.m to 4 p.m (Round II – for categories I & II only)
- **Location:** B.N.M Primary School
27th Cross, 12th Main Rd
Banashankari Stage II
Banashankari, Bengaluru
Karnataka 560070
<https://maps.app.goo.gl/s98W49wzLmQ5Zpwd6>
(2 k.m from Banashankari Metro Station)
- **Registration:** Please register through Google form: <https://forms.gle/1TamFXHMYjjN1Pzf6> or to Shankar Ram (Mob: 9342502948, SMS or WhatsApp) by **22-Jan-2023**.
- **Participation fees:** None.
- **Important!: All participants need to bring their own boards and pieces. Also bring along a pen and drinking water.** There are good restaurants nearby to visit during the 1 hour break.
- **Eligibility:** The competition comprises three solver categories:
 - **Category 1** for experienced solvers, but open for all solvers
 - **Category 2** for inexperienced solvers with no rating or with an active, non-active or half-rating of less than 2000
 - **Category 3** for youth not older than 13 years in the year of the competition - **born after 31-Dec-2009**.
- **Results:** Separate results are recorded for youth, ladies and seniors.
- **Rounds:** The rounds of the contest last two hours for all categories.
 - There are two rounds for category 1 and 2 with a break of at least half an hour with a maximum of one and a half hour between the two rounds.
 - For category 3 there is one round only.
- **Other rules:** Please keep any electronic devices like smartwatches, mobiles and tablets switched off during the contest.
- **Problem Types:**
 - 2#(mate in 2 moves), 3#(mate in 3 moves), n#(mate in more than 3 moves, e.g: 4, 5, etc.), EG(end game: white to play and win or draw), H#(helpmate: black plays and helps white to mate), S#(selfmate: white plays and forces black to mate).
 - Category 1: for each round a 2#, 3#, n#, EG, H# and S#.
 - Category 2: in first round two 2# and one 3#, n#, EG and S# and in second round one #2, two 3# and one n#, EG and H#.
 - Category 3: four 2#, a 3# and an EG.
- **Solving Instructions:**
 - 2#: Give the key.
 - 3# and n-#: give key, possible threat and all variations till and including white's last but one move.
 - EG: give all moves up to an obvious win or draw.
 - H#: give the complete solutions.
 - S#: key, possible threat and all variations till white's last move.

- More detailed instructions:
 - 1) in direct mate problems: all moves in all variations of full length including the threat if it is of full length too except the last move of Black and the mating move, i.e. in twomovers only the key; in threemovers all three move variations, including the threat, up to the second white move, etc.
 - 2) in helpmate problems: all moves.
 - 3) in selfmate problems: all moves except the mating move in all variations of full length, including the threat if it is of full length too.
 - 4) in endgames: all moves up to an obvious win or draw.
 - 5) if a threat is not written all required variations (according to 1, 3, 4) are to be given.
 - 6) in problems for which more than one solution is indicated the solver has to give the requested solutions. In all other problems and endgames only one solution is to be given.
 - 7) if a solver believes he has found a cook(an additional, unintended solution), he may give it instead of the solution. In this case, he has to give the complete moves of the cook as above.
 - 8) the correct and complete solution or cook of a problem scores 5 points. An incomplete solution scores fewer points.
- **Problem and Solution sheets of last year's contest** (Use for practice):
 - Category 1
 - problems: <https://www.wfcc.ch/wp-content/uploads/ISC-2022-category-1-problems.pdf>
 - solutions: <https://www.wfcc.ch/wp-content/uploads/ISC-2022-category-1-solutions.pdf>
 - Category 2
 - problems: <https://www.wfcc.ch/wp-content/uploads/ISC-2022-category-2-problems.pdf>
 - solutions: <https://www.wfcc.ch/wp-content/uploads/ISC-2022-category-2-solutions.pdf>
 - Category 3
 - problems: <https://www.wfcc.ch/wp-content/uploads/ISC-2022-category-3-problems.pdf>
 - solutions: <https://www.wfcc.ch/wp-content/uploads/ISC-2022-category-3-solutions.pdf>
- **For any questions:** Contact Shankar Ram (Mob: 9342502948) or Sailesh (Mob: 9880612262).