




21st ISC (International Solving Contest) – Bangalore – 2025

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), since 2005, for individual solvers, taking place in multiple locations worldwide, on a Sunday of January every year, concurrently in all participating countries.

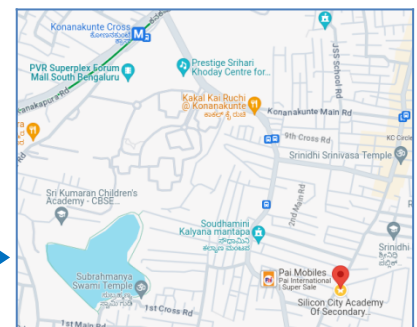
The ISC in **Bangalore** has been held since 2017. It was discontinued in 2021 and 2022 due to Covid. It was restarted in 2023. Details for the Jan-2025 event are as below:

- **Date:** 19-Jan-2025, 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:** Silicon City Academy of Secondary Education
Kumar Nursery, New Bank Colony
Churchaghatta Main Road
Off Kanakapura Road, Konanakunte
Bangaluru 560062

Google Maps: [link](#) 

(1.6 k.m from Konanakunte Metro Station)



- **Registration:** Please register through Google form: [link](#)
or to Shankar Ram (Mob: 9342502948, SMS or WhatsApp)
Last date for registering: **15-Jan-2025**.

- **Participation fees:** Rs.100 per participant (Non-returnable).
Make payment via UPI to 9342502948 or QR code: 



To be paid in advance, before registering.

Important: Please mention participant's full name in payment form (Gpay, PayTM, etc.)

- **Important!: All participants need to bring their own boards and pieces. Also bring along a pen, pad, 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-2011**.
- **Results:** Separate results are recorded for youth, ladies and seniors.
- **Trophies and Certificates:** Will be distributed to all participants, with Local, Indian and International placings, a week after or later at the same location. The top 3 in each category will be awarded trophies. All participants will get certificates.
- **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 an hour between the two rounds.
 - There is **only one round for category 3** (11 a.m to 1 p.m).

- **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 study: 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 three-movers 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 2024 contest (Use for practice):**
 - Category 1
 - Problems: [link](#)
 - Solutions: [link](#)
 - Category 2
 - Problems: [link](#)
 - Solutions: [link](#)
 - Category 3
 - Problems: [link](#)
 - Solutions: [link](#)
 - For older contests: [link](#)
 - Blank solving sheets of all 3 categories: [link](#).
- **WFCC YouTube Channel:** [link](#) – to learn about chess problems
- **Anirudh Daga's YouTube Channel:** [link](#) – Many videos on chess problems and solving
- **For any questions:** Contact Shankar Ram.