

ISC (International Solving Contest) – Bangalore, 2020

The ISC is a solving competition organised by the WFCC(World Federation for Chess Composition, a FIDE partner organisation) for individual solvers taking place on multiple locations worldwide on a Sunday at the end of January concurrently in all participating countries.

The ISC in **Bangalore** has been held since 2017. It will be held this year too. Details as below:

- **Date:** 26-Jan-2020, Sunday (Republic Day)
- **Time:** 11 a.m to 3.30 p.m
- **Location:** Near BSK 2nd stage. Exact address will be informed shortly
- **Registration:** Please register your participation to Shankar Ram(Mob: 9342502948) or Sailesh(Mob: 9880612262) by **24-Jan-2020**
- **Important!: All participants need to bring their own boards and pieces.**
- **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
- **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
- **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.