

WCPN Dutch Sudoku Championships 2015 - instructions

Tuesday March 17th 20.00-22.00

Sixteen puzzles: try to score as many points as you can.

All puzzles have a clear marked solution code that consist of two rows or columns or a combination of a row and a column. First fill in the A, then the B. If you leave a code field empty, no points are rewarded. If the code is wrong, you'll get 30 penalty points.

This is an open championship, so everyone is invited to take part. For the official ranking (and a place in the team for the WSC) you have to be WCPN member and have the Dutch nationality. Besides, you have to be available October 11th to 18th 2015. Finally all team members have to pay the costs themselves.

It is not allowed to work in teams or use any devices.
Results will be publised on friday March 20th.

	Puzzle	Points
1	Sudoku - classic	58
2	Sudoku - classic	75
3	Sudoku - classic	84
4	Sudoku - classic	84
5	Sudoku - diagonal	131
6	Sudoku - consecutive	128
7	Sudoku - WCPN killer	160
8	Sudoku - scattered chaos	66
9	Sudoku - edge sums	74
10	Sudoku - next to nine	225
11	Sudoku - XV	225
12	Sudoku - arrows	126
13	Sudoku - round off	124
14	Sudoku - rank	155
15	Sudoku - thermometers	205
16	Sudoku - rossini	95
		2015

There is always a possibility that the results form doesn't work properly. In that case, make a screenshot and send it to wcpn@ziggo.nl

Results will be publised on friday March 20th. Protest about these results is not possible, but of course you can ask questions.

1-4 Sudoku - classic

Place the digits 1 to 9 on each row, in all columns and in the nine 3x3 regions.

4			3	6	9			5
6			1		8			7
	5	8		2		3	1	
	2	5	4		7	1	6	
	4	6	9		2	7	5	
	8	9		4		5	7	
5			2		1			4
1			8	7	5			3

4	1	7	3	6	9	8	2	5
6	3	2	1	5	8	9	4	7
9	5	8	7	2	4	3	1	6
8	2	5	4	3	7	1	6	9
7	9	1	5	8	6	4	3	2
3	4	6	9	1	2	7	5	8
2	8	9	6	4	3	5	7	1
5	7	3	2	9	1	6	8	4
1	6	4	8	7	5	2	9	3

5 Sudoku - diagonal

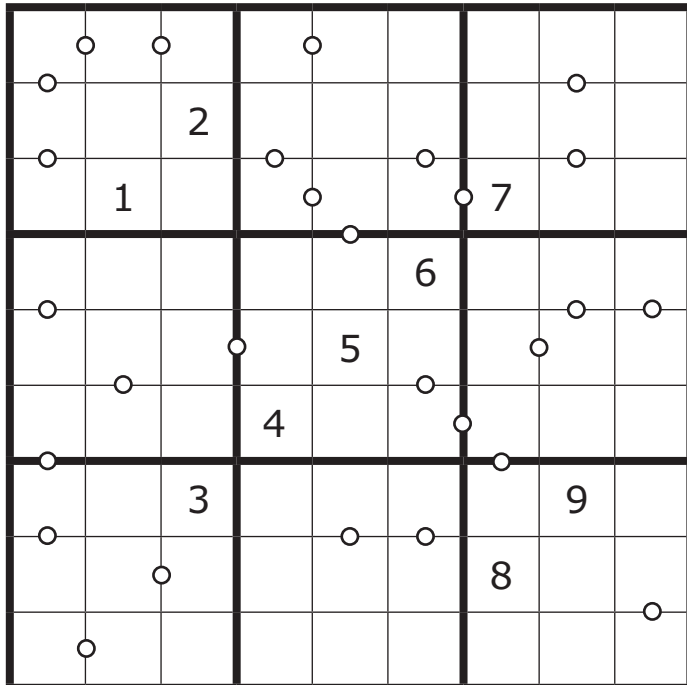
Place the digits 1 to 9 on each row, in all columns, in the nine 3x3 regions and on both main diagonals.

			7		9		5	
				6		2		1
					1		4	
9						8		5
	3						6	
6		5						2
	6		8					
7		9		2				
	2		1		6			

2	1	6	7	4	9	3	5	8
4	9	3	5	6	8	2	7	1
5	8	7	2	3	1	6	4	9
9	4	1	6	7	2	8	3	5
8	3	2	4	1	5	9	6	7
6	7	5	9	8	3	4	1	2
1	6	4	8	9	7	5	2	3
7	5	9	3	2	4	1	8	6
3	2	8	1	5	6	7	9	4

6 Sudoku - consecutive

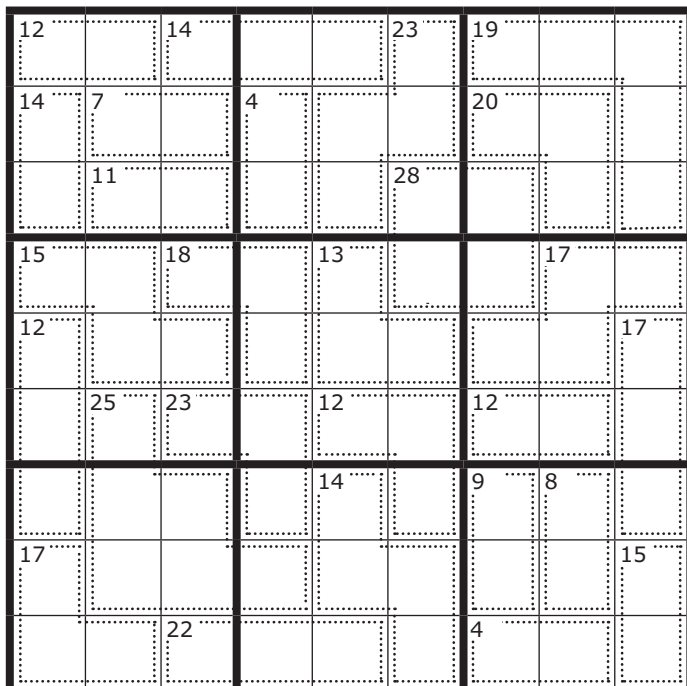
Place the digits 1 to 9 on each row, in all columns and in the nine 3x3 regions. **All** the places where consecutive numbers have to be filled in are marked with a circle.



5	6	7	2	1	3	9	4	8
4	8	2	6	9	7	5	3	1
3	1	9	5	4	8	7	2	6
1	9	5	7	3	6	4	8	2
2	4	8	9	5	1	6	7	3
7	3	6	4	8	2	1	5	9
8	5	3	1	6	4	2	9	7
9	2	1	3	7	5	8	6	4
6	7	4	8	2	9	3	1	5

7 Sudoku - killer

Place the digits 1 to 9 on each row, in all columns and in the nine 3x3 regions. The sum of the cells in a cage must equal the total given for the cage. Each digit in the cage must be unique.



7	5	1	4	9	6	2	8	3
6	3	4	1	8	2	9	7	5
8	9	2	3	7	5	6	4	1
1	7	6	5	2	9	8	3	4
4	2	5	7	3	8	1	9	6
3	8	9	6	4	1	7	5	2
5	1	3	8	6	7	4	2	9
9	4	7	2	1	3	5	6	8
2	6	8	9	5	4	3	1	7

8 Sudoku - scattered chaos

Place the digits 1 to 7 on each row, in all columns, in the bold outlined regions and in the seven grey cells.

					6	
	7			5		
			4			3
		3			5	
	2			3		
1			5			
		4				

3	5	2	7	4	6	1
4	7	6	1	5	3	2
7	1	5	4	6	2	3
6	4	3	2	1	5	7
5	2	1	6	3	7	4
1	3	7	5	2	4	6
2	6	4	3	7	1	5

9 Sudoku - edge sums

Place the digits 1 to 7 on each row, in all columns and in the bold outlined regions. Clues outside the grid indicate the sum of the first two digits from that side.

12 4 13 9 6 5 7

8 3

8 9

6 9

8 8

5 12

10 8

11 7

9 12 7 5 8 5 10

12 4 13 9 6 5 7

8 3

8 9

6 9

8 8

5 12

10 8

11 7

9 12 7 5 8 5 10

10 Sudoku - next to nine

Place the digits 1 to 9 on each row, in all columns and in the nine 3x3 regions. Digits outside the grid indicate which digits are directly adjacent to the digit 9 in that row or column. The digits are not necessarily listed in order.

	47	36	35	18	14	13	8	24	6
78	1								
23		2							
15			3						
15				4					
68					5				
5						6			
18							7		
57								8	
5									9

	47	36	35	18	14	13	8	24	6
78	1	4	5	6	2	8	9	7	3
23	6	2	9	3	4	7	8	1	5
15	8	7	3	5	9	1	2	6	4
15	3	8	6	4	1	9	5	2	7
68	7	1	4	2	5	3	6	9	8
5	9	5	2	8	7	6	3	4	1
18	4	6	1	9	8	5	7	3	2
57	5	9	7	1	3	2	4	8	6
5	2	3	8	7	6	4	1	5	9

11 Sudoku - XV

Place the digits 1 to 9 on each row, in all columns and in the nine 3x3 regions. X markers show **all** adjacent pairs of cells where the two values in those cells add up to 10, while V markers show **all** pairs where the two values sum to 5.

			V					
	1		2	X				
X		3				X		
X	4		5	X	X		V	
		X		X	3	X	7	
	V	X			4		6	V
			V	X		5		
	X							

9	7	4	V	1	3	6	8	5	2
6	1	5		2	7	8	4	3	9
2	X	8	3	9	4	5	X	6	1
7	4	9		5	8	1	3	V	2
X					X	X			
3	5	6		7	2	9	X	1	V
1	2	X	8	4	X	6	3	X	9
			V						
5	3	X	7	8	9	4	2	6	1
8	6	2	V	3	1	7	5	9	4
4	9	X	1	6	5	2	7	8	3

12 Sudoku - arrows

Place the digits 1 to 9 on each row, in all columns and in the nine 3x3 regions. The digits in the arrow points are the sum of the digits in the arrow. In an arrow equal digits are allowed.

8	2	1	9	5	7	4	3	6
9	7	6	4	1	3	5	8	2
5	4	3	8	6	2	7	9	1
1	8	4	3	9	5	2	6	7
6	3	9	2	7	4	8	1	5
7	5	2	6	8	1	9	4	3
2	9	7	1	3	8	6	5	4
4	1	8	5	2	6	3	7	9
3	6	5	7	4	9	1	2	8

13 Sudoku - round off

Place the digits 1 to 9 on each row, in all columns and in the nine 3x3 regions. When considering two digits in each cage as a two-figure number, the number on the top left of each cage must be the result of rounding off the two figure number in the cage to the closest multiple of 10. 1-4 are rounded down, 5-9 are rounded up.

1	2	7	5	6	4	3	9	8
9	5	3	7	8	1	4	6	2
4	6	8	9	3	2	1	7	5
8	9	5	2	1	6	7	4	3
2	4	1	3	5	7	9	8	6
7	3	6	4	9	8	2	5	1
3	1	9	6	7	5	8	2	4
5	8	2	1	4	9	6	3	7
6	7	4	8	2	3	5	1	9

14 Sudoku - rank

Place the digits 1 to 9 on each row, in all columns and in the nine 3x3 regions. A digit 'X' in a circle means that the digit in the cell is the X-th smallest number in the corresponding cage. Digits cannot repeat within a cage.

			4	5	6			
		3				7		
	2						8	
1								9
2								1
	3							9
		4				8		
			5	6	7			

9	7	8	4	5	6	2	1	3
5	1	3	2	9	8	7	4	6
4	2	6	1	7	3	9	8	5
1	8	7	3	4	5	6	2	9
3	6	9	7	1	2	4	5	8
2	4	5	6	8	9	3	7	1
6	3	1	8	2	4	5	9	7
7	5	4	9	3	1	8	6	2
8	9	2	5	6	7	1	3	4

15 Sudoku - thermometers

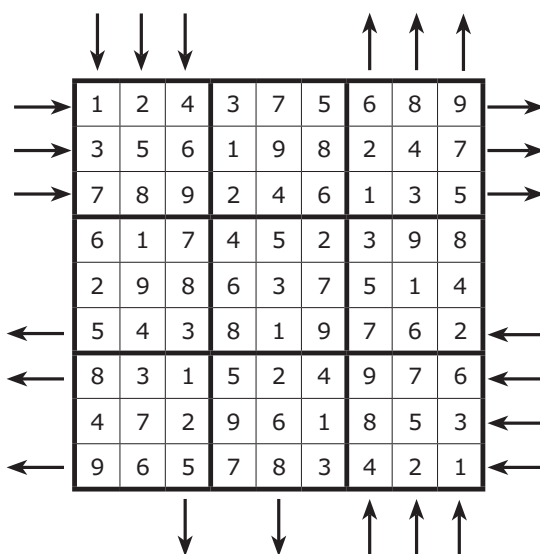
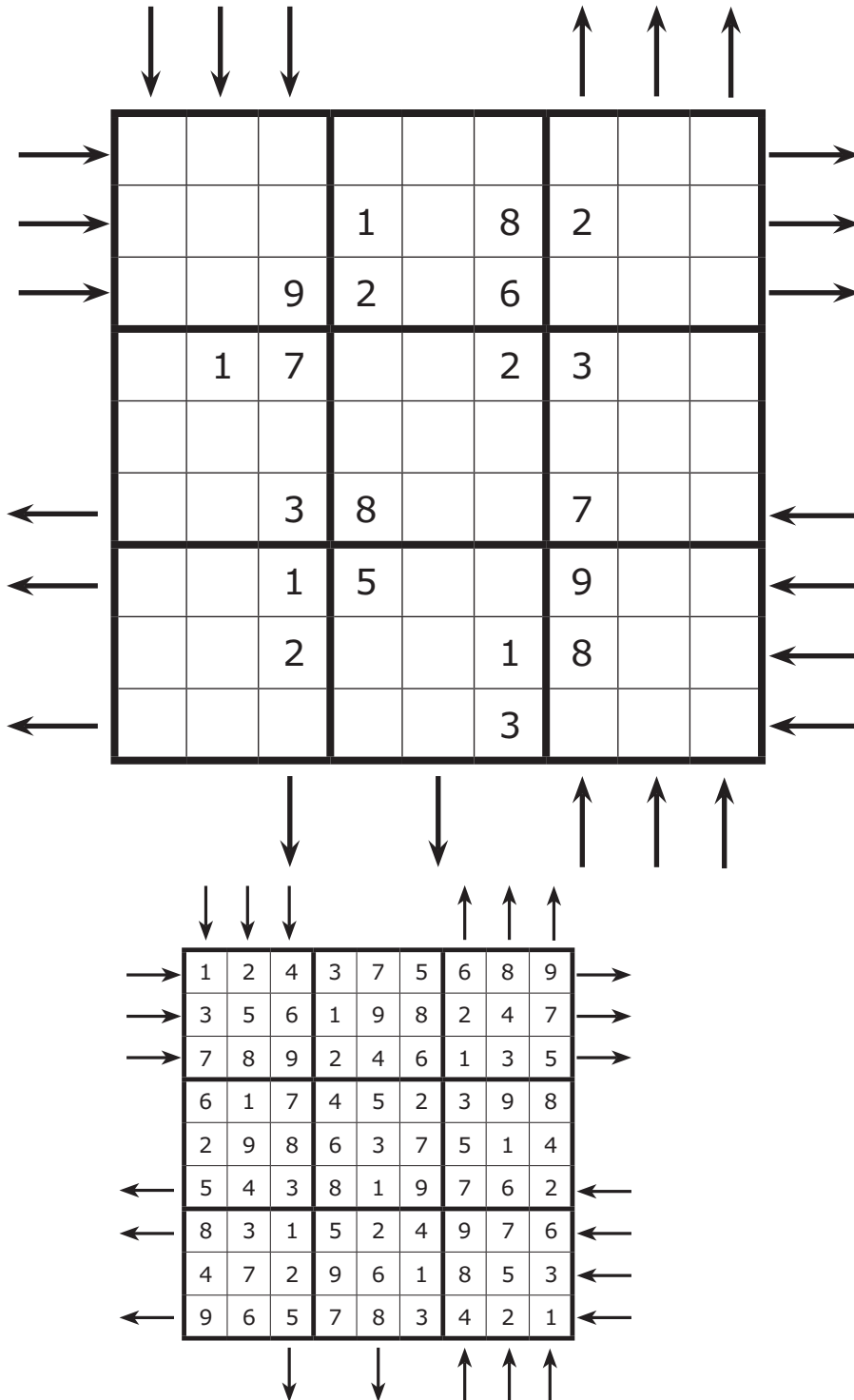
Place the digits 1 to 9 on each row, in all columns and in the nine 3x3 regions. The digits in each thermometer should be in increasing order, from the bulb to the end.

			3		6	2		
	1	5		7	6			
		3	8		2	1		
	6	4		5				
	2							

5	3	2	9	4	8	7	6
6	1	7	2	5	8	9	3
8	9	4	3	7	6	2	5
9	4	1	5	3	7	6	8
2	5	8	6	9	1	7	4
7	6	3	8	4	2	1	9
1	7	6	4	8	5	3	2
3	2	5	7	6	9	4	1
4	8	9	1	2	3	5	6

16 Sudoku - rossini

Place the digits 1 to 9 on each row, in all columns and in the nine 3x3 regions. Arrows outside the grid indicate that the first three digits are in ascending or descending order (the highest digit is at the sharp end of the arrow). If there is no arrow, the first three digits cannot be in either ascending or descending order.



All puzzles are created by Richard Stolk.

