



WCPN Dutch Sudoku Championships 2015

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 Sudoku - classic

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

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

(A) → (B) ↓

58 points

2 Sudoku - classic

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

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

(A) ↓ (B) ↓

75 points

3 Sudoku - classic

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

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

(A) → (B) ↓

84 points

4 Sudoku - classic

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

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

(A) → (B) ↓

84 points

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.

131 points

6 Sudoku - consecutive

Standard sudoku rules apply. **All** the places where consecutive numbers have to be filled in are marked with a circle.

128 points

7 Sudoku - WCPN killer

Standard sudoku rules apply. The sum of the cells in a cage must equal the total given for the cage. Each digit in the cage must be unique.

160 points

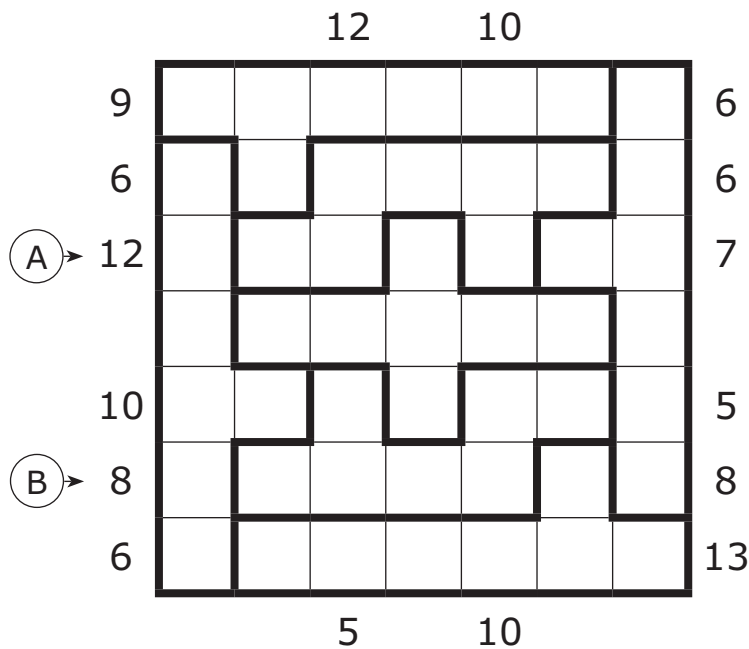
8 Sudoku - scattered chaos

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

66 points

9 Sudoku - edge sums

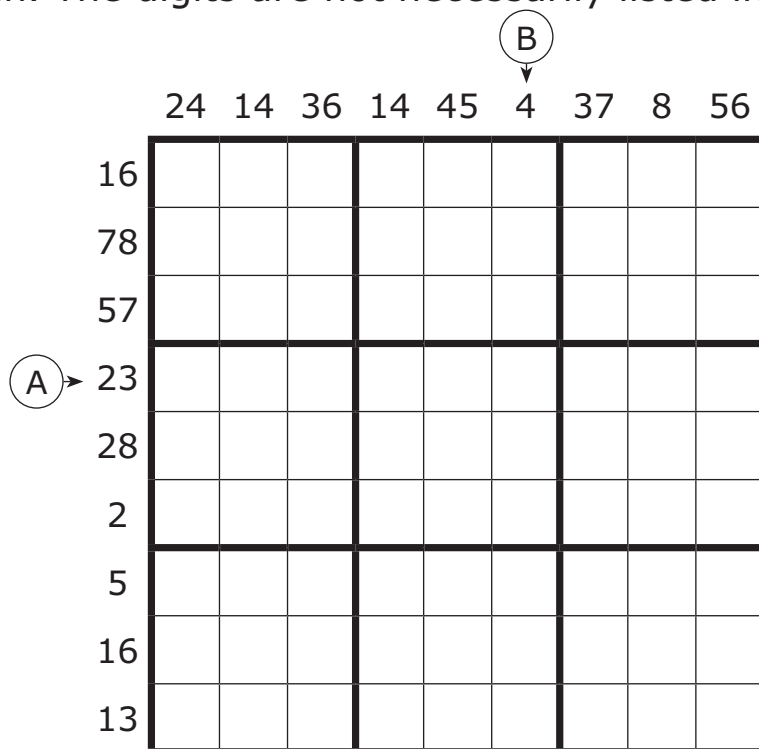
Place the digits 1 to 7 on each row, in all columns and in the bold outlined regions. Clues outside the grid indicate the sum of the first two digits from that side.



74 points

10 Sudoku - next to nine

Standard sudoku rules apply. 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.



225 points

11 Sudoku - XV (actually, this is a non-XV)

Standard sudoku rules apply. 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.

	1		2		3		4
		3			8		2
(A) →	4		5			7	
(B) →							
	4		7		2		3
	5		9			2	
	6				5		8

225 points

12 Sudoku - arrows

Standard sudoku rules apply. The digits in the arrow points are the sum of the digits in the arrow. In an arrow equal digits are allowed.

(A) ↓				7		1		(B) ↓
					6			
	7			2				
		4						
	3		8			9		4
							6	
				6				8
				3				
			3		4			

126 points

13 Sudoku - round off

Standard sudoku rules apply. 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.

A B

	90					10		
70		20			100		90	
60		90			10		90	
10		60			80		40	
90		100			20		70	
30		50			90		10	
70		50			40		40	
	30					90		

124 points

14 Sudoku - rank

Standard sudoku rules apply. 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.

B

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

A →

155 points

15 Sudoku - thermometers

Standard sudoku rules apply. The digits in each thermometer should be in increasing order, from the bulb to the end.

5					9
			7	4	
7			5		2
			9		8
6					

205 points

16 Sudoku - rossini

Standard sudoku rules apply. 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.

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

95 points