



Name

Number

## WCPN Dutch Puzzle Championships 2017

Saturday June 17th, 2017

Part I - Classic

20 minutes

puzzle	points			
1 Easy as ORTEC	15	<input type="text"/>	<input type="text"/>	<input type="text"/>
2 Four winds	10	<input type="text"/>	<input type="text"/>	<input type="text"/>
3 Number tree	35	<input type="text"/>	<input type="text"/>	<input type="text"/>
4 No four in a row	25	<input type="text"/>	<input type="text"/>	<input type="text"/>
5 Minesweeper	10	<input type="text"/>	<input type="text"/>	<input type="text"/>
6 Snake	15	<input type="text"/>	<input type="text"/>	<input type="text"/>
7 Tents	10	<input type="text"/>	<input type="text"/>	<input type="text"/>
8 Skyscrapers	30	<input type="text"/>	<input type="text"/>	<input type="text"/>
9 Battleships	35	<input type="text"/>	<input type="text"/>	<input type="text"/>
10 Number place	15	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<b>200</b>	<input type="text"/>		

# ORTEC

OPTIMIZE YOUR WORLD

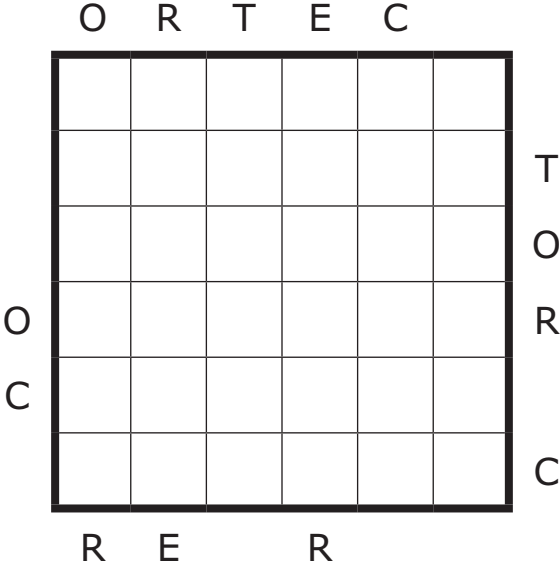
WCPN Dutch Puzzle Championships 2017

Part I - Classic

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1 EASY AS ORTEC

Fill the grid with letters ORTEC so that each row and each column contains each letter exactly once. Some cells remain empty. Letters outside the grid indicate the first letter in that row or column from that direction.



15  
points

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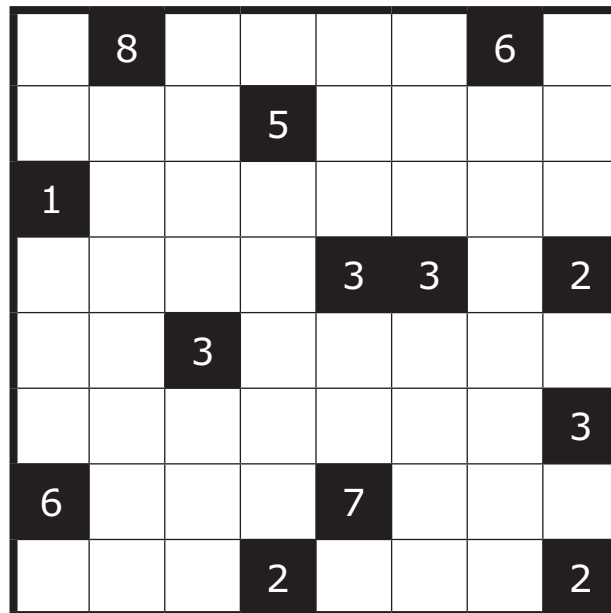
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## Part I - Classic

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### 2 FOUR WINDS

Draw one or more straight lines from each numbered cell so that each number indicates the total length of lines that are drawn from that cell, excluding the cell itself. Lines are either horizontal or vertical and connect the centers of adjacent cells without crossing or overlapping each other and the given numbers.



10  
points

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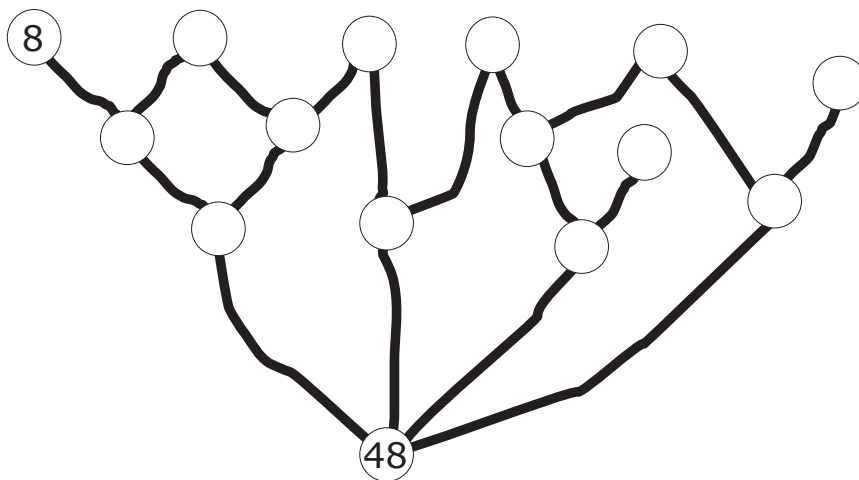
# WCPN Dutch Puzzle Championships 2017

## Part I - Classic

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### 3 NUMBER TREE

Fill in the numbers 1 to 14 in such a way that the number in each circle is equal to the sum of the numbers in the circles into which it branches off from bottom to top.



35  
points

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# WCPN Dutch Puzzle Championships 2017

## Part I - Classic

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### 4 NO FOUR IN A ROW

Fill in the grid with 'X' or 'O' such that four consecutive 'X's and 'O's do not appear horizontally, vertically or diagonally.

				O		O	O
O						O	O
X			O				O
O		O	O		X		
X			O				
						O	
	X					X	
	O	O	O			X	X

25  
points

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# WCPN Dutch Puzzle Championships 2017

## Part I - Classic

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### 5 MINESWEEPER

Place 17 mines into empty cells in the grid. The numbers in the grid represent the number of mines in the neighbouring cells, including diagonal ones.

					2		
2							
			5				3
	4						
			5				4
					5		
	2		3				

10  
points

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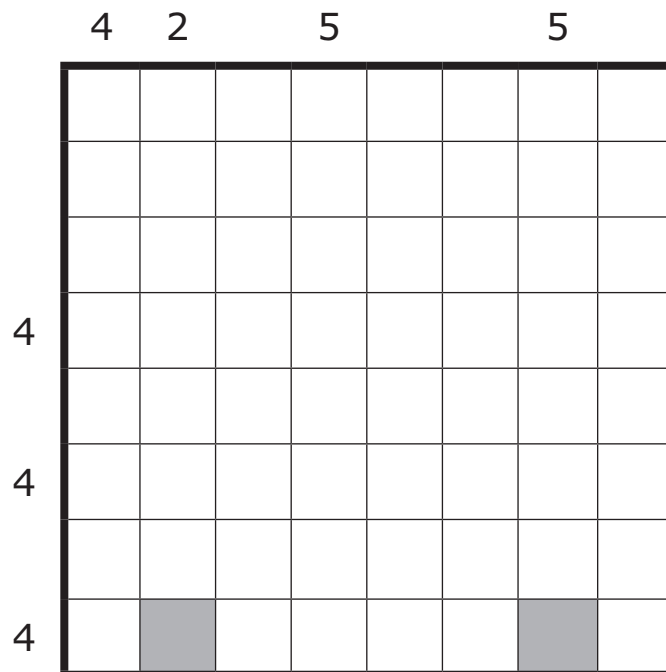
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## Part I - Classic

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### 6 SNAKE

Find a snake in the grid whose head and tail are indicated by grey cells. The snake wriggles horizontally and vertically and never touches itself, not even diagonally. The digits outside the grid indicate the number of cells occupied by the snake in that row or column.



15  
points

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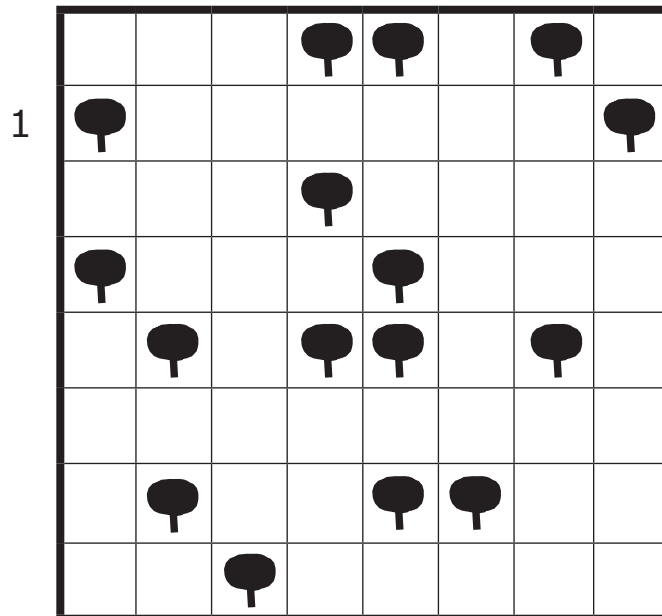
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## Part I - Classic

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### 7 TENTS

Attach a tent to each tree, in a horizontally or vertically adjacent cell. Cells with tents do not touch each other, not even diagonally. Numbers outside the grid indicate the number of tents in that row or column.



10  
points

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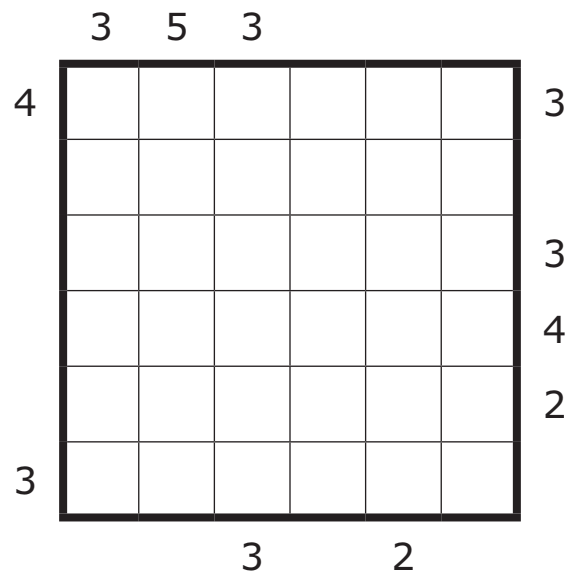
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## Part I - Classic

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### 8 SKYSCRAPERS

Place the digits 1-6 in every row and column. Each digit indicates a skyscraper of that height. Numbers outside the grid indicate how many buildings are visible when looking from that side. Higher buildings block the view of lower buildings.



30  
points

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# WCPN Dutch Puzzle Championships 2017

## Part I - Classic

### 9 BATTLESHIPS

Place the given ships in the grid, so that they do not touch each other, not even diagonally. Numbers outside the grid indicate how many cells are occupied by ship segments.

The puzzle consists of an 8x8 grid with numbers indicating the count of ship segments in each row and column. The numbers are: Row 1: 4, 2, 2, 2, 5, 1, 3, 1; Row 2: 4, 2, 2, 2, 5, 1, 3, 1; Row 3: 1, 2, 2, 2, 5, 1, 3, 1; Row 4: 5, 2, 2, 2, 5, 1, 3, 1; Row 5: 1, 2, 2, 2, 5, 1, 3, 1; Row 6: 4, 2, 2, 2, 5, 1, 3, 1. The ship shapes are: a 4x1 ship, a 2x1 ship, a 2x1 ship, a 2x1 ship, a 5x1 ship, a 1x1 ship, a 3x1 ship, and a 1x1 ship. The grid shows a 5x1 ship in row 4, column 2 and a 1x1 ship in row 6, column 7.

35  
points

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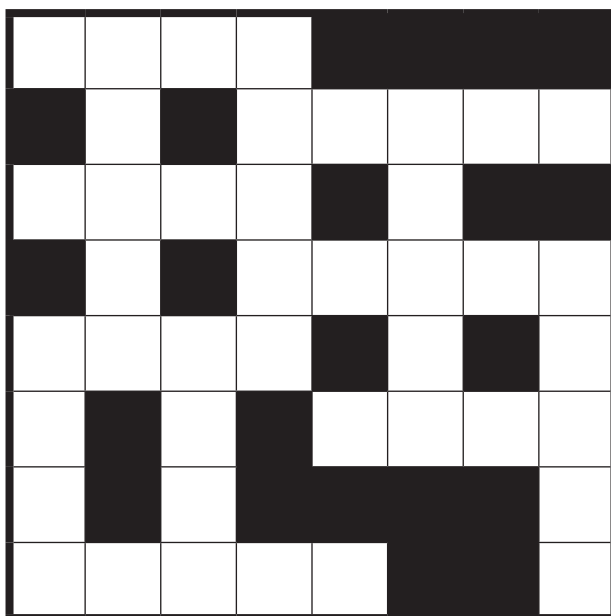
## Part I - Classic

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### 10 NUMBER PLACE

Place the 4- and 5-digit numbers in the grid, from left to right or from top to bottom.

- 2143
- 2307
- 2844
- 3916
- 4920
- 5507
- 21932
- 26485
- 56928
- 63579
- 66723
- 73014
- 91571



15  
points

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# WCPN Dutch Puzzle Championships 2017

## Part I - Classic - solutions

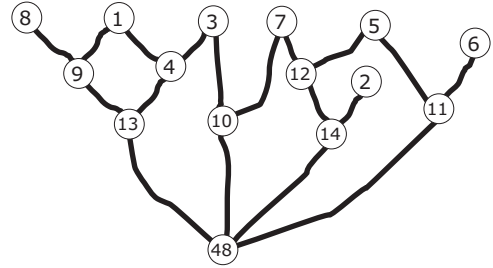
1 EASY AS ORTEC

	O	R	T	E	C		
O	R	T	E	C			
E	C	R	O		T	T	
T		E	C	R	O	O	
O		O	C	T	E	R	R
C	C	T		R	O	E	
R	E	O		T	C	C	
R	E	R					

2 FOUR WINDS

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

3 NUMBER PLACE



4 NO FOUR ...

X	X	O	O	O	X	O	O
O	O	X	X	X	O	O	O
X	X	O	O	X	X	O	O
O	X	O	O	O	X	X	X
X	X	O	O	X	X	O	O
O	O	X	X	O	O	O	X
X	X	O	O	X	X	X	O
X	O	O	O	X	O	X	X

5 MINESWEEPER

				2			
2				●		●	
●	●	●	5				3
	4	●	●	●		●	●
			5	●		●	4
				●	5	●	
		●		●			
2	●	3					

6 SNAKE

	4	2		5			5
4							
4							
4							

7 TENTS

	△		△	●	●		●	△
1	●			△				●
	△		△	●				△
	●			●	△			
	△	●	△	●	●		●	△
	△	●	△		△			
	△	●	△	●	●	△		
		●		△				

8 SKYSCRAPERS

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

9 BATTLESHIPS

		4	2	2	2	5	1	3	1
1	●								
4									
2	●								●
2									
1									
5	●	●	●		●		●		
1									
4	●	●			●		●		

10 NUMBER PLACE

3	9	1	6					
	1		6	3	5	7	9	
5	5	0	7					
	7		2	1	9	3	2	
2	1	4	3		2		6	
3		9		2	8	4	4	
0		2					8	
7	3	0	1	4				5

Puzzle design:  
Hns Eendebak

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