



OPEN DUTCH CHAMPIONSHIPS  
SUDOKU AND PUZZLES  
2021

SATURDAY 29<sup>TH</sup> OF MAY, 2021

INSTRUCTION BOOKLET

**ORTEC**  
*OPTIMIZE YOUR WORLD*

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## Preface

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Dear participants,

Welcome to the **Open Dutch Sudoku and Puzzles Championships 2021**. The championships are organized by the Dutch puzzle association **WCPN** (World Class Puzzles from the Netherlands) in association with **ORTEC**, one of the world's leaders in optimization software and analytics solutions. Unlike previous years the championships will take place online, for well known reasons.

In this instruction booklet you will find all necessary information about the championships; the schedule of the day, rules and regulations and example puzzles, including solutions. You will also find the value of the puzzles (the amount of points), so you can decide in advance which puzzles you want to solve.

We wish you lots of fun preparing and good luck during the championships.

On behalf of WCPN,

Richard Stolk  
Saskia Benedictus  
René Gilhuijs

*P.S. The WCPN-board would like to thank all the puzzle creators for delivering the puzzles for these championships; Bram de Laat, Arvid Baars, Saskia Benedictus and Richard Stolk; Thanks very much! It has become a nice diverse collection of puzzles!*

*We would also like to thank Anke Eendebak for her ICT-support. Her expertise helped greatly in enabling us to transform the championships to become an online event!*

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Time schedule during the day: \*)

<b>Round:</b>		<b>starting time</b>	<b>ending time</b>
Sudoku – round 1	(30 min)	9:45	10:15
Sudoku – round 2	(60 min)	11:00	12:00
<i>---break---</i>			
Puzzle – round 1	(30 min)	13:45	14:15
Puzzle – round 2	(60 min)	15:00	16:00

\*) Please take good notice of the following: These Championships are **OPEN**, and **no prizes** will be rewarded.

In order to participate in the **OFFICIAL dutch championships** you have to either be a member of WCPN, or an employee of ORTEC. In that case you have to formally register, and also keep to the time schedule mentioned in the "**INSTRUCTIEBOEK NK PUZZELEN EN SUDOKU**". Also, the way to obtain the puzzles is slightly different for both groups.

Example puzzles in both booklets are exactly the same. You can therefore use this booklet if you want to have english translations of the puzzles or if you want to read the instruction of the composition of the clues in English.

## Overview of puzzles and points

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All sudoku and puzzle types that will appear in the championships are mentioned here, with their corresponding points.

### OVERVIEW SUDOKU CHAMPIONSHIP

Round	Puzzle	Points
round 1	A. Classic	40
Classical	B. Classic	72
	C. Diagonal	48
	D. Non Consecutive	60
	E. Windoku	80
	<b>300</b>	
<i>30 minutes</i>		
round 2	A. XV	46
Assorted	B. Next to nine	46
	C. Search nine	61
	D. 1-5-9	77
	E. Mathrax	79
	F. Serbian Frame	82
	G. Greater than Kropki	103
	H. Tic-tac-toe	106
	<b>600</b>	
<i>60 minutes</i>		

### OVERVIEW PUZZLE CHAMPIONSHIP

Round	Puzzle	Points
round 1	A. Tents	19
30 minutes no limits	B. Easy as ABC	22
	C. Nurikabe	42
	D. Myopic Star Battle	41
	E. Sum skyscrapers	58
	F. Numberlink	13
	G. Japanese sums	43
	H. Touching Pentominos	62
	<b>300</b>	
<i>30 minutes</i>		
round 2	A. Slitherlink	30
the hour of power	B. Fillomino	40
	C. Pentomino - Regions	62
	D. Heyawacky	63
	E. Blackout Domino	76
	F. Cave	59
	G. Magnets	66
	H. Hidato - Holes	65
	I. Snake	78
	J. Neighbours - Skyscrapers	61
	<b>600</b>	
<i>60 minutes</i>		

Please pay attention:

When you return your solutions within the given time limit (30 minutes for the first rounds, and 60 minutes for the second rounds), you will be rewarded **10 bonus points** for every full minute your solutions were received before the time limit exceeds. The times noted on your solution form when received by WCPN on their website are binding.

Therefore be aware of the time schedule. The time schedule in this booklet is the time schedule for the Open Dutch Championships, for which NO prizes are rewarded!

### Who can participate?

Everybody can participate in the Open Dutch Sudoku and Puzzles Championships 2021. There will be a separate classification for these Open Participants, but no prizes will be rewarded. Only the results of the members of the Dutch Puzzle Association WCPN will be part of the official result of the championships. And there will be a separate result for employees of ORTEC as well.

### Etiquette

We expect everybody to solve the puzzles individually, without the help of aids like calculators, solvers, etc. and without having contact about the puzzles with other persons. In an online tournament we obviously cannot check the participants. Therefore, in the spirit of good sportsmanship, we expect everybody to participate in a fair, honest way. When we nevertheless detect that someone has cheated, the organization has the right to remove this person from the results.

### Results

For each championship three prizes will be awarded to the persons who finish first, second and third. The final result is calculated by adding the results of the two rounds. The person who has the most points after two rounds is the winner. In case of a tie, the person who has sent in his results the quickest will win over the person who sent in the results slower. You will be rewarded 10 bonus points for every full minute your solutions were received before the time limit exceeds.

### Downloading and printing puzzles

A link will become visible on the Homepage of WCPN ([www.WCPN.nl](http://www.WCPN.nl)) at 9:30 on the day of the tournament. Upon following this link, you will be directed to a page, where the puzzles will become available as a pdf document exactly at the moment each round starts.

You will have to download this pdf, and print the puzzles yourself. Therefore, make sure your printer is ready at the start of each round.

(hint: start puzzling after printing the first page 😊, or solve the puzzles digitally if you have a suitable device)

### Returning your solutions to WCPN

On the same page as the puzzles, the submission forms will become visible. For each round you will find there is a different submission form. Fill in all your details and solutions according to the following rules:

- Fill in your **status** first (member of WCPN, employee of Ortec, or Other). This is necessary to establish the proper rankings.
- Use exactly the **same name** and e-mail-address for all your submissions. Otherwise we will not be able to combine your results from different rounds.
- Make sure you have filled in the correct **characters** (digits, letters, symbols) for each clue. Check the next chapter on how to compose the clues.

## Regulations

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- You are advised to submit only **one form per round**. After sending a form, it will be cleared of all the answers. So if you want to submit again, you'll have to fill in all previous answers too. For efficiency reasons, we will only process the last submitted form.
- Be sure to submit your answers **in time**. There will be a counter telling you how much time there is still left for the round. Submissions that were received too late are not taken into account. Beware to check the correct counter; for the official dutch championship the rounds will start and end earlier than for the open championship.
- You will receive a **copy** of your submitted answers on the e-mail account specified in your submission form.

## Composition of clues

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➔ For each Sudoku and each Puzzle you have to submit **two solved rows** by means of the submission form. For each puzzle these rows are indicated by an orange arrow. Also, which rows are needed is mentioned on the submission form for each separate puzzle.

Below it is explained how the clues need to be composed for each puzzle type.

For **sudokus** you will simply copy the nine digits in the indicated row:

Sudoku 

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

The clues have to be typed into the solution cell **without the addition of any spaces!**  
Therefore in case of this sudoku, this becomes: 298751643

Be aware of fact that in the Next to Nine sudoku, the clue cells are NOT part of the solution.

Some puzzles contain **empty or black cells**. These have to be replaced by a small hyphen:

Empty / Black cell 

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## Composition of clues

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For all **puzzles involving the placement of letters, numbers or digits** all rules mentioned above apply:

1-B	Easy as ABC	D	E	C	B	A	-	-													
1-E	Sum Skyscrapers	7	4	1	6	2	5	3													
1-F	Numberlink	1	2	4	7	7	7	7	8	5	3										
1-G	Japanese sums	4	-	5	7	3	-	-	-												
2-B	Fillomino	7	3	2	9	9	7	3	5	5	8										
2-E	Blackout Domino	3	3	3	-	4	<b>-</b>	1	1	2	2										
2-H	Hidato Holes	11	5	6	43	42	40	21	22	23											
2-J	Neighbours Skyscrapers	1	3	3	2	1	2	1	3	2	1	3									

Please pay attention to the following:

- For the Numberlink puzzle you have to submit for each cell the digit that belongs to the line that travels through that cell.
- For the Fillomino puzzle you have to submit for each cell the digit that belongs to that bold outlined region.
- For the Blackout Domino puzzle some cells are not part of the original grid, but the puzzle continues beyond that cell. For these cells also a small hyphen is used (such as in the example between the 4 and the 1, indicated in **bold** here).
- For the Hidato Holes puzzle the numbers sometimes are composed of two digits. Of course both digits have to be submitted.
- For the Neighbours Skyscrapers puzzle the digits outside the 9x9 grid are part of the puzzle, and therefore also have to be submitted. Therefore this solution contains 11 digits.

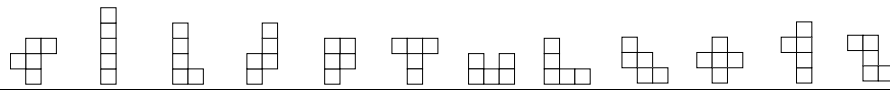
For **puzzles involving the placement of objects**, certain letters have to be submitted representing each object.

1-A	Tents		T	<i>T for Tent</i>
			O	<i>letter O, not digit 0</i>
1-G	Myopic Star battle		O	<i>letter O, not digit 0</i>
2-B	Snake		S	<i>S for Snake</i>
2-G	Magnets		P	<i>P for PLUS</i>
			M	<i>M for MINUS so NOT a hyphen!</i>

## Composition of clues

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For **puzzles involving pentominos**, each pentomino is represented by a letter corresponding to its shape. If a cell contains a pentomino, you have to fill in this designated letter in the clue:

1-H	Touching Pentominos													
2-C	Pentomino Regions	<table border="1" style="border-collapse: collapse; width: 100%; text-align: center;"> <tr> <td style="width: 20px; height: 20px;">F</td> <td style="width: 20px; height: 20px;">I</td> <td style="width: 20px; height: 20px;">L</td> <td style="width: 20px; height: 20px;">N</td> <td style="width: 20px; height: 20px;">P</td> <td style="width: 20px; height: 20px;">T</td> <td style="width: 20px; height: 20px;">U</td> <td style="width: 20px; height: 20px;">V</td> <td style="width: 20px; height: 20px;">W</td> <td style="width: 20px; height: 20px;">X</td> <td style="width: 20px; height: 20px;">Y</td> <td style="width: 20px; height: 20px;">Z</td> </tr> </table>	F	I	L	N	P	T	U	V	W	X	Y	Z
F	I	L	N	P	T	U	V	W	X	Y	Z			

For **puzzles involving loops** you have to indicate for each cell in the clue whether it falls inside (I for IN) or outside (O for OUT) this loop:

2-A	Slitherlink	<table border="1" style="border-collapse: collapse; width: 20px; height: 20px; text-align: center;"> <tr><td style="width: 100%; height: 100%;">I</td></tr> </table>	I	in <i>letter I, not digit 1</i>
I				
2-F	Cave	<table border="1" style="border-collapse: collapse; width: 20px; height: 20px; text-align: center;"> <tr><td style="width: 100%; height: 100%;">O</td></tr> </table>	O	out <i>letter O, not digit 0</i>
O				

For **puzzles involving blackening cells**, you have to indicate whether the cell is black (B for BLACK) or empty (hyphen: -):

1-C	Nurikabe	<table border="1" style="border-collapse: collapse; width: 100%; text-align: center;"> <tr> <td style="width: 20px; height: 20px;">-</td> <td style="width: 20px; height: 20px;">-</td> <td style="width: 20px; height: 20px;">B</td> <td style="width: 20px; height: 20px;">-</td> <td style="width: 20px; height: 20px;">B</td> <td style="width: 20px; height: 20px;">B</td> <td style="width: 20px; height: 20px;">B</td> <td style="width: 20px; height: 20px;">B</td> <td style="width: 20px; height: 20px;">B</td> <td style="width: 20px; height: 20px;">-</td> </tr> </table>	-	-	B	-	B	B	B	B	B	-
-	-	B	-	B	B	B	B	B	-			
2-D	Heyawacky	<table border="1" style="border-collapse: collapse; width: 100%; text-align: center;"> <tr> <td style="width: 20px; height: 20px;">-</td> <td style="width: 20px; height: 20px;">B</td> <td style="width: 20px; height: 20px;">-</td> <td style="width: 20px; height: 20px;">-</td> <td style="width: 20px; height: 20px;">B</td> <td style="width: 20px; height: 20px;">-</td> <td style="width: 20px; height: 20px;">-</td> <td style="width: 20px; height: 20px;">-</td> <td style="width: 20px; height: 20px;">B</td> <td style="width: 20px; height: 20px;">-</td> </tr> </table>	-	B	-	-	B	-	-	-	B	-
-	B	-	-	B	-	-	-	B	-			