QUALIFICATION FOR THE

DUTCH
PUZZLE AND SUDOKU
CHAMPIONSHIPS 2026

FRIDAY 6TH UNTIL TUESDAY 10TH OF MARCH 2026

INSTRUCTION BOOKLET

OPTIMIZE YOUR WORLD

Dear participants to the

Dutch Puzzle and Sudoku Championships 2026,

These Championships are being organized by the Dutch Puzzle Association **WCPN** (World Class Puzzles from the Netherlands) in association with **ORTEC**, one of the world leaders in optimization software and analytics solutions.

Like last years, the championships will consist of two parts:

- An online qualification, for both championships, that will be held from Friday March 6th 12:00 CET (noon) until Tuesday March 10th 11:59 PM CET (night).
- A live final that will be held on Saturday April 18th 2026, at the office of ORTEC. The address of ORTEC being: Houtsingel 5, 2719 EA Zoetermeer, The Netherlands.

This Instruction Booklet is only applicable for the qualification round. About three weeks prior to the finals a separate Instruction Booklet for the finals will be published.

In this Instruction Booklet you will find all necessary information about the online qualifications for the championships; amongst which the program, the rules and regulations and example puzzles and sudokus, including solutions. You will also find the amount of points granted for each puzzle, so you can decide in advance which puzzles you want to solve.

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

On behalf of WCPN,

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P.S. We would like to thank all puzzle authors: Mark Sweep, Reinier Schmiermann, Arvid Baars en Richard Stolk; thank you!

We also give thanks to Eline Werkman and Timon van Dijk for their technical support (IT) and for their help in organizing the championships!

Content

Overview of puzzles and points

OVERVIEW PUZZLE QUALIFICATIONS 2026

	Puzzle	Points
1.	Letter Pairs	31
2.	Shikaku	58
3.	Math Path	75
4.	Domino	55
5.	Energy Walk	76
6.	Kuromasu Triangular	82
7.	Tentjs	77
8.	Fillomino Non Consecutive	49
9.	Coutry Road	74
10.	Aqre	23
	total points	**600**

OVERVIEW SUDOKU QUALIFICATIONS 2026

	Sudoku	Points
1.	Classic	27
2.	Classic	32
3.	Classic	71
4.	Diagonal	50
5.	Scattered	55
6.	Killer	62
7.	Anti Knight	67
8.	Sandwiched N-sums	71
9.	Fortress	79
10.	Position Sums	86
	total points	**600**

*When you submit your solutions within the given time limit of 60 minutes, **10 bonus points** will be granted for every full minute your solutions were received before the time limit exceeds. The time of receival, noted upon your solution form is binding.*

Pay attention: the number of points are an indication of the difficulty of the puzzles during the actual qualification. The difficulty of the puzzles in this booklet can deviate from these values!

The qualification rounds

The qualification consists of two rounds of 60 minutes each; one round for the Puzzle championship and one round for the Sudoku championship. Although the qualifications consist of two separate championships, and you are not obliged to take part in both, it is highly recommended that you do participate in both qualifications. The selection for the live finals will be based on the ranking of both qualification rounds together. Hence, by participating in both rounds, your chances for being invited to the live finale will enhance.

Who can participate

Everyone who likes logical puzzles and sudokus can participate in the qualifications. During the qualification three categories of participants will be distinguished:
- members of the Dutch Puzzle Association WCPN
- participants from our sponsor ORTEC
- other interested people

After the online qualifications, the best participants from the categories of WCPN and ORTEC will be invited to participate in the live championships.

How to participate in the qualification

To participate you first have to register online on the website of the championships (nk.wcpn.nl or click here). Use your own name (don't use an alias) to register and submit answers.
If you took part in the qualifications last year, we recommend that you use the same account as last year. After the qualifications you will have access to your personal statistics, where you can compare your results to those of previous years.

When you are registered you can choose your own time interval to participate in a round, anywhere <u>between Friday March 6th 12:00 CET (noon) and Tuesday March 10th 11:59 PM CET (night)</u>. Solutions submitted after closing won't be taken into account for the results. Be aware that a round runs for 60 minutes exactly, and can't be paused. Make sure that you choose a time interval in which you can solve the puzzles undisturbed.

When you decide to start a qualification you go to the page "participate", in the menu on the right side of the championships' website. On that page you'll find a description of the next steps, that are also shortly explained below. Firstly you'll find here the booklets with the actual qualification puzzles. These are in a pdf-format, secured with a password. Make sure you have installed a program in which you can open and print a pdf file (e.g. Acrobat Reader).
As soon as you press the button "start puzzle qualification" or "start sudoku qualification", your 60 minutes begin to count down. You are directed to the page with the submission form, where you will find your password for the pdf. After these steps, you can print the puzzles and start solving.

Also keep your instruction booklet close at hand. This can be useful for examples of all puzzles and answer keys, and for the puzzle instructions.

How to submit your solutions?

On the "submit" page you will find the timer (at the bottom of the page) that counts down the 60 minutes, and you can fill in the answer codes for each solved puzzle. You submit your answers by pressing the "submit" button. This button is located both above as well as below the answer form; it doesn't matter which of the two buttons you press.

You can submit your answers **as often as you like** during the 60 minutes and you can also correct your previous answers. The system keeps the last answers that you submit so you don't need to fill in answers again. **The last submitted answer form** is the one that counts, even if you have corrected a right answer into a wrong one. The system doesn't accept answers once the 60 minutes have passed. So keep an eye on the remaining time.

Answer form:

	Submit	

1.	Letter pairs:	ABC-DEF	-X-Y-Z-	❓
2.	Shikaku:	12342	6321	❓
3.	Math path:	12345678	101112131415	❓
4.	Domino:	VVHHHHV	VHHVHHV	❓
5.	Energy walk:	2	10	❓
6.	Kuromasu - triangular:	WBWBWBWB	BWBWB	❓
7.	Tents:	35420751		❓
8.	Fillomino - non consecutive:	123456	4810121416	❓
9.	Country road:	2	10	❓
10.	Aqre:	WBWBWBWB	BWBWBWBW	❓

Submit

Timer:

00:05:27

Be aware that changing from **English** to **Dutch** during submission (i.e. when you are in the submission page) will delete all your previous data. Therefore make your decision for your preferred language **before you press the start button**!

Answer keys

For each puzzle and sudoku you will need to submit answer keys, that are described further on in this booklet. For many puzzles this implies copying the cell values of two rows in the corresponding cells on the answer form. For some puzzles a certain value for each row needs to be submitted.

On the previous page a screenshot is given of a filled in answer form. When you hover your mouse over the question mark a text will appear telling you what kind of code is expected (for example: expected: 10 digits between 0 and 9).

What's at stake

At stake is qualification for the live finals of the Dutch Puzzle and Sudoku Championships 2026.

During the live finals there will be prizes for the top three participants in both categories WCPN and ORTEC. To be crowned Dutch Puzzle Champion or Dutch Sudoku Champion, you need to have the Dutch Nationality, and be a member of the Dutch Puzzle Association WCPN.

Apart from crowning the Dutch Champions, the championships also acts as part of the qualification for the World Puzzle and Sudoku Championships 2026, that will be held **October 11-18 in Kolkata, India**. All participants for the Dutch team in the World Puzzle and Sudoku Championships need to have the Dutch Nationality and be a member of WCPN. Furthermore we need to mention that participation in the World Championships is at your own expense.

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 people. In an online tournament we obviously cannot check the participants' behavior. 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.

Qualification

After the qualification results will be published for each championship. The best participants of the categories WCPN and ORTEC will be invited for the finals, which will be held on Saturday the 18th of April 2026 at ORTEC; the address being: Houtsingel 5, 2719 EA Zoetermeer, the Netherlands.

The total number of participants in the final will be approximately 50 (WCPN and ORTEC combined). The exact ratio and amounts will be determined after the qualifications by the organizing committee. The three best participants in the categories WCPN and ORTEC during the previous Dutch Championships in 2025 will be exempt from qualification, but are of course welcome to take part just for fun (hors concours).

Qualification result

The qualification result will be determined on the basis of the number of points that a participant has scored during the period of 60 minutes. In case a participant solves all puzzles correctly within the 60 minutes he/she will receive a bonus of 10 points for each full minute that he/she has submitted before the end of the 60 minutes. In case of a draw, the participant that has sent in his or her results in the shorter amount of time, wins over someone that needed more time. The time of receival, noted upon your solution form is binding.

Printing of puzzles

The puzzles can be downloaded from the "participate" page. The pdf's are secured with a password, that you will receive after you press the "start puzzle/sudoku qualification" button. You are directed to the submission page, where you will find your password. Your time will already start at that moment.
You need to print the puzzles yourself. Be sure your printer is on and ready to print. (Hint: start solving directly after printing the first page or solve the puzzles digitally if you have a suitable device!).

Questions

If you have any questions or remarks about (the qualification for) the Dutch Puzzle and Sudoku Championship 2026, or about the contents of this Instruction Booklet and/or the puzzles/sudokus it contains, you can sent an email to: wcpn.pzzl@gmail.com.

➡️ For each **Sudoku** a key needs to be submitted in the answer form <u>for two solved rows</u>.
In the puzzle booklets, the corresponding rows are indicated by an orange arrow.

For **sudokus** this implies transferring de <u>digits</u> of all cells in the indicated rows:

1348697252	247153896

➡️ For each **Puzzle** a key needs to be submitted in the answer form for either <u>two solved rows</u> (in which case these rows are indicated by an orange arrow), or for <u>the whole grid</u> (in which case it is indicated that you should consider each row).

Below it is explained how the answer key of each **puzzle** needs to be composed.
It makes no difference whether letters are capitalized or not.

1. Letter pairs

HHWWR	-SLTL

- *give for the indicated rows the <u>letter</u> in each cell.*
- *use "-" (a minus-sign) for an empty cell.*

2. Shikaku

14211	1161

- *give for the indicated rows the <u>horizontal dimensions</u> of the rectangles in that row.*

3. Math path

2627161210	24233181514

- *give for the indicated rows the <u>number</u> in each cell.*

4. Domino

HHVHH	VVVVV

- *indicate for each cell in the indicated rows whether the cell contains a <u>horizontal</u> (H) or <u>vertical</u> (V) domino.*
- *pay attention: a horizontal domino always consists of HH.*

5. Energy walk

2	4

- *give for the indicated rows the number of cells in which the loop makes a <u>90° angle</u>.*

6. Kuromasu triangular

BWWBWBWWW	BWWWBWWWWWB

- *indicate for each cell in the indicated rows whether the cell is <u>black</u> (B for Black) or <u>white</u> (W for White).*

7. Tents

1913192718

- *indicate for each row in which column you will find the first tent.*
- *pay attention: when there is <u>no tent</u> in a row, put down a zero (0).*

8. **Fillomino – non consecutive**

| 1344159229 | 733739225 |

- *give for all the cells in the indicated rows the <u>number</u> that belongs to the corresponding region.*

9. **Country road**

| 8 | 4 |

- *give for the indicated rows the number of cells in which the loop makes a <u>90° angle</u>.*

10. **Aqre**

| BBWWBBBWBB | BBWBBWWBBW |

- *indicate for each cell in the indicated rows whether the cell is <u>black</u> (B for Black) or <u>white</u> (W for White).*

LETTER PAIRS

Place all the given words either from left to right or from top to bottom into the grid, with one character per cell, and such that words don't overlap. Some cells remain empty. **All** places where two of the same letters are horizontally or vertically adjacent, are marked with a black dot between the cells.

TRY

THE
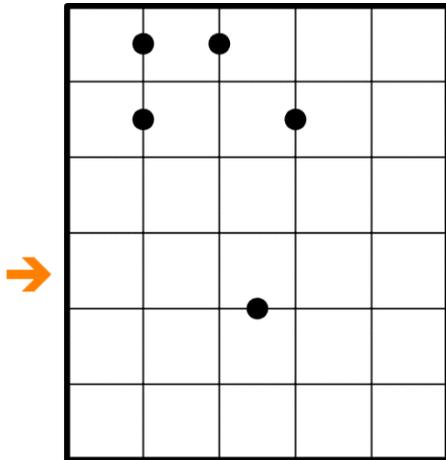
RULES

WELL

WITH

THIS

GRID

→

T	T	T	R	Y
H	H	W	W	R
E	I	E	I	U
	S	L	T	L
		L	H	E
G	R	I	D	S

TRY

THE
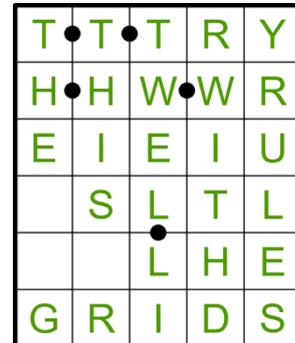
RULES

WELL

WITH

THIS

GRID

-SLTL

*give for the **indicated rows** the letter in each cell. use "-" (a minus-sign) for an empty cell*

Penpalink

SHIKAKU

Divide the grid into rectangular regions, such that each region contains exactly one black circle. A given number indicates the size of the corresponding region.
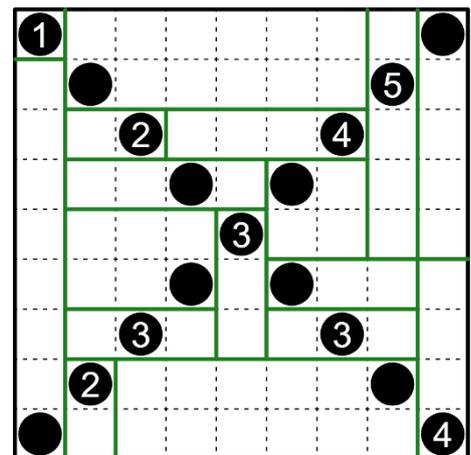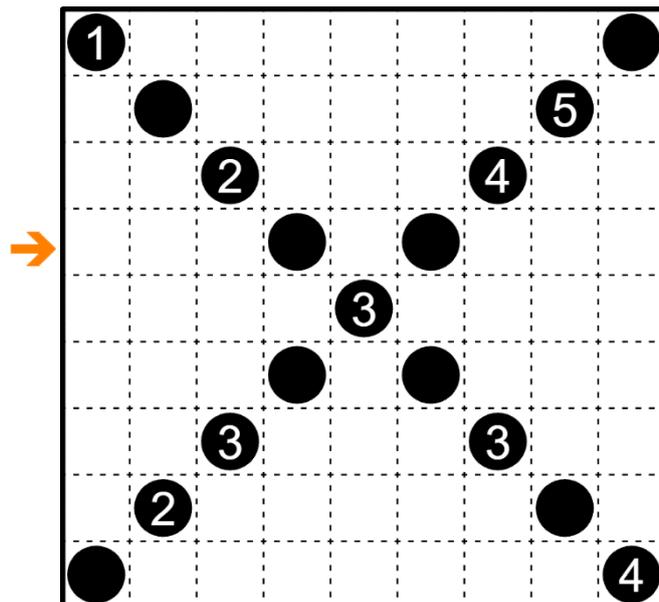
14211

*give for the **indicated rows** the horizontal dimensions of the rectangles in that row*

Penpalink

MATH PATH

Place a number from the given range (here: 1-30) into each cell, such that a path is created, where each number is orthogonally or diagonally connected to its consecutives. A clue in a region indicates the result of the arithmetical operation, applied to all the numbers in that region using the given operator (+, −, x, /). Be aware that subtraction and division are dealt with by starting with the largest number and substracting or dividing by all other numbers.

1-30

1-30

		4		27	
	27	6x			
	6+		6-		
67		6/		15	
		1			

30	29	28⁴	7	8²⁷	9
26	27²⁷	1⁶ˣ	6	12	10
25	2⁶⁺	4	5⁶	11	13
24⁶⁷	23	3⁶ʹ	18	15¹⁵	14
22	21	20¹	19	17	16

Penpalink

```
2627161210
```
*give for the **indicated rows** the number in each cell.*

DOMINO

Place the given set dominoes exactly once in the grid, by drawing their borders.

C	C	D	A	D
C	B	C	D	A
A	A	B	B	A
D	D	B	B	C

C	C	D	A	D
C	B	C	D	A
A	A	B	B	A
D	D	B	B	C

A - A			
A - B	B - B		
A - C	B - C	C - C	
A - D	B - D	C - D	D - D

| A - A			
A - B	B - B		
A - C	B - C	C - C	
A - D	B - D	C - D	D - D

```
HHVHH
```
*indicate for each cell in the **indicated rows** whether the cell contains a horizontal (H) or vertical (V) domino note: a horizontal domino always consists of HH*

Penpalink

ENERGY WALK

Draw a single closed loop through some cells in the grid, by connecting the centers of adjacent cells. In **white cells** the route doesn't cross or overlap itself. **Shaded cells** are either visited not at all, or twice. Both times the loop passes straight through the cell without turning (and crosses itself), but before the loop visits the cell for the second time, it has to travel through a different shaded cell first. The loop visits all clue cells, where numbers indicate how many white cells are visited by the corresponding loop segment in between two shaded cells.
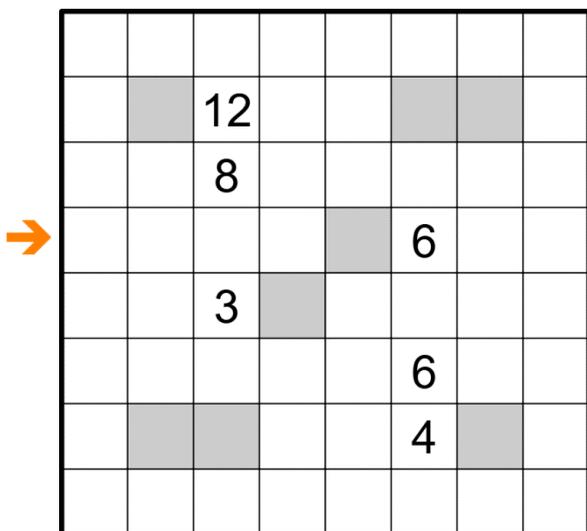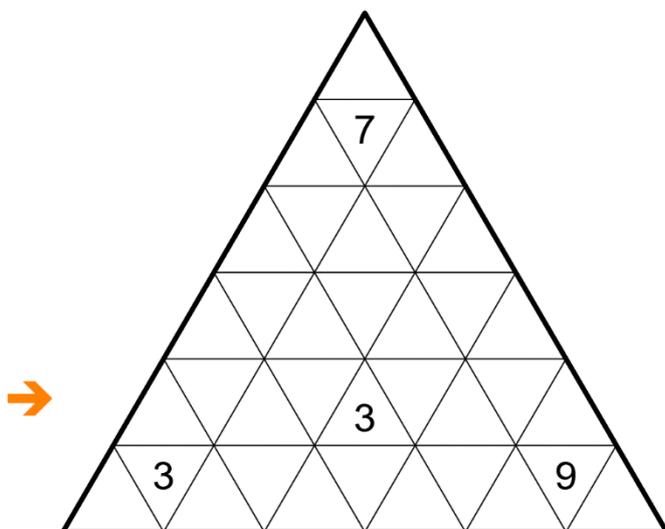
Penpalink

4
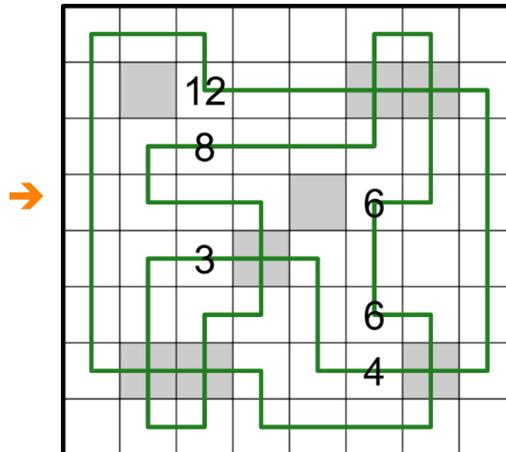
*give for the indicated rows the number of cells in which the loop makes a 90° angle*

KUROMASU – TRIANGULAR

Shade some cells, that can touch each other only **in a point**, such that the remaining white cells form a single group of connected cells. Clues remain white and indicate how many cells can be seen from that cell in **all six directions**, including the cell itself.
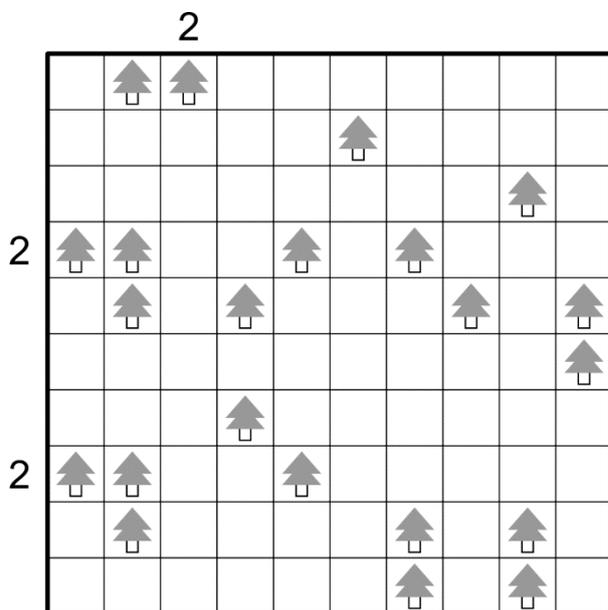
Penpalink
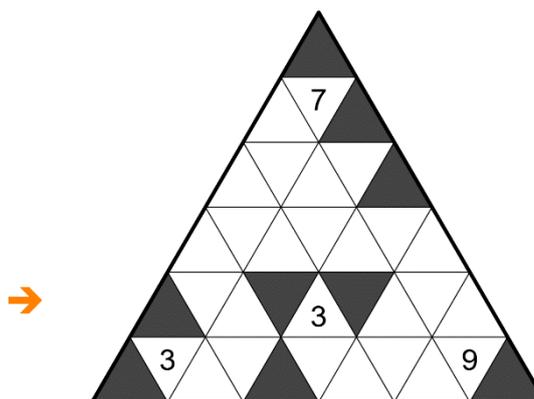
BWWBWBWWW

*indicate for each cell in the **indicated rows** whether the cell is black (B for Black) or white (W for White).*

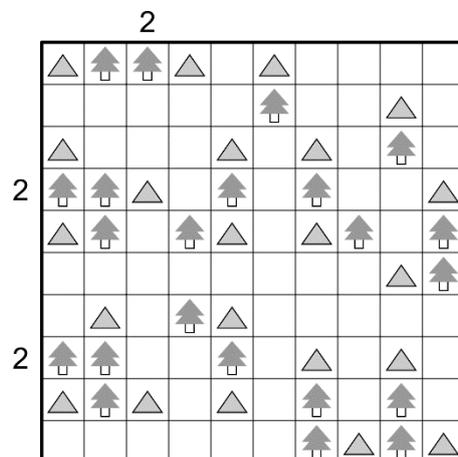## TENTS

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

1913192718

indicate for each row in which column you will find the first tent.
note: when there is no tent in a row, put down a zero (0).

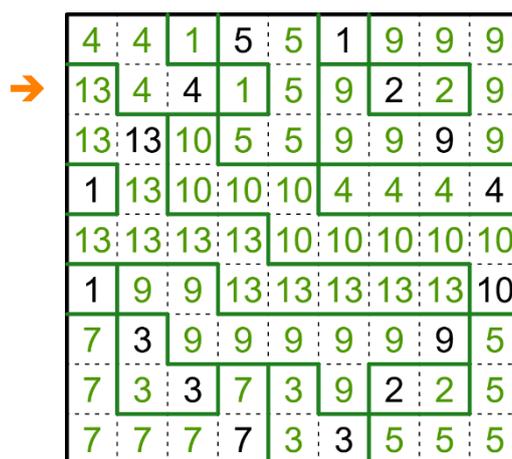## FILLOMINO – NON-CONSECUTIVE

Divide the grid into regions of horizontally and/or vertically connected cells, by drawing their borders. Regions containing the **same or consecutive** numbers of cells can touch each other only at the corners. A digit indicates the number of cells within that region. A region may contain none, one, or multiple clues.
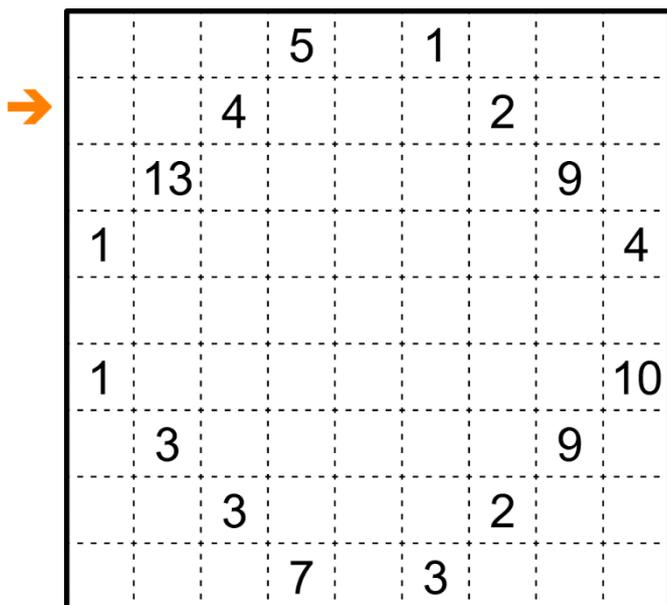
1344159229

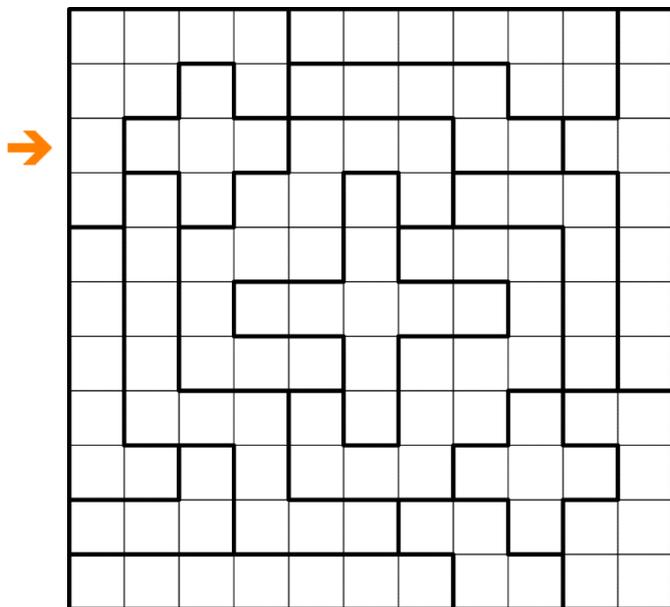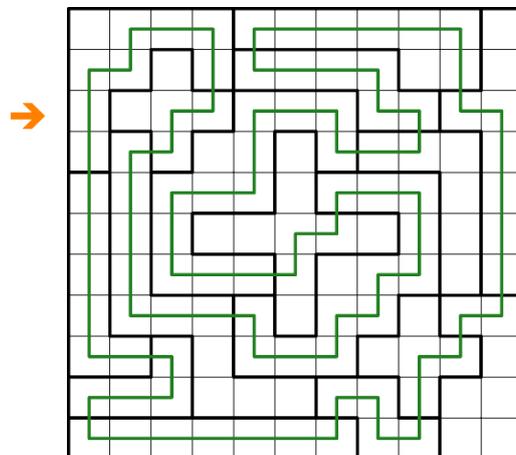*give for all the cells in the **indicated rows** the number that belongs to the corresponding region*

COUNTRY ROAD

Draw a single closed loop in the grid that connects the centers of adjacent cells, and that doesn't cross or overlap itself. The loop travels through each bold outlined region exactly once, where a clue in a region indicates how many cells of that region are visited by the loop. Two neighbouring unvisited cells can't belong to different regions.

Penpalink

8

give for the indicated rows the number of cells in which the loop makes a 90° angle

AQRE

Shade the indicated number of cells in each bold outlined region, such that a single group of connected shaded cells is formed, but nowhere a set of more than three horizontally or vertically adjacent cells are either shaded or unshaded. Clue cells may be shaded.
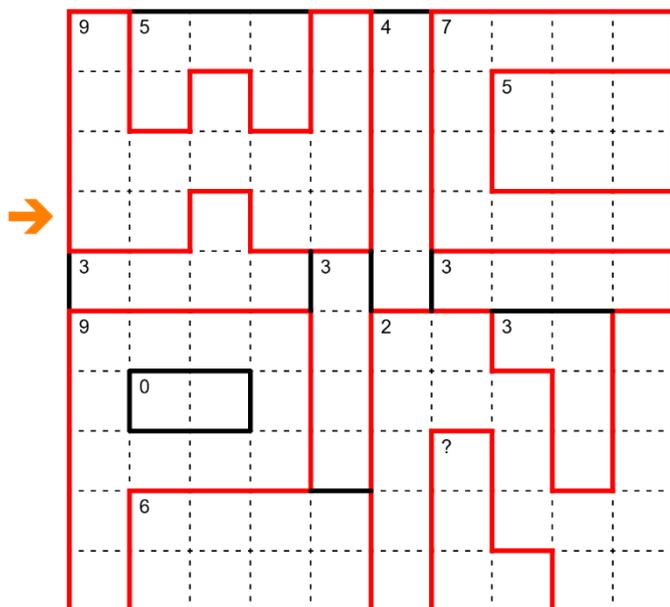
Penpalink

BBWWBBBWBB

*indicate for each cell in the **indicated rows** whether the cell is black (B for Black) or white (W for White).*

SUDOKU - CLASSIC

Place the digits 1-9 exactly once in each row, column and bold outlined area.

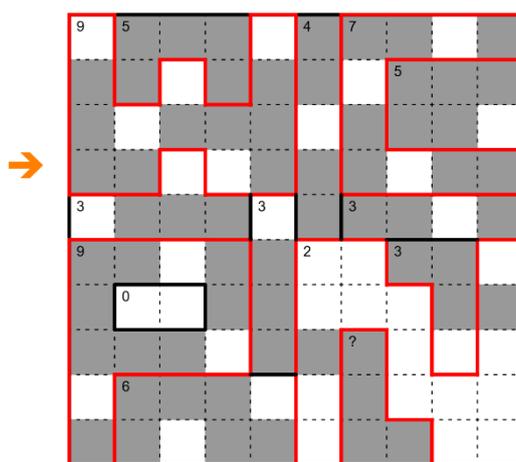| 1				8	3		6	7
	2				4			5
		3						
			4				9	8
9				5				2
4	1				6			
						7		
7			3				8	
5	4		7	1				9

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

2	6	5	4	3	7	1	9	8

Penpalink

SUDOKU - DIAGONAL

Place the digits 1-9 exactly once in each row, column, 3x3 block as well as both diagonals.

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

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

3	8	5	9	6	4	7	1	2

Penpalink

SUDOKU – SCATTERED

Place the digits 1-9 exactly once in each row, column, bold outlined region and the shaded cells.

Penpalink

SUDOKU – KILLER

Place the digits 1-9 exactly once in each row, column and 3x3 block. The small numbers in the upper left corner of each cage (dotted outlined region) indicate the sum of the digits in that cage. Within each cage all digits must be different.

Penpalink

SUDOKU – ANTI KNIGHT

Place the digits 1-9 exactly once in each row, column and 3x3 block. Two cells that can be reached by a (chess) knight step can not contain the same digit.
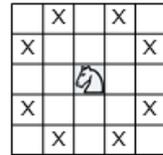
4	2	5	8	7	3	9	6	1
7	9	8	5	6	1	3	4	2
3	6	1	4	9	2	7	5	8
8	1	2	3	4	9	6	7	5
9	7	3	6	5	8	1	2	4
6	5	4	1	2	7	8	9	3
1	4	9	2	3	6	5	8	7
2	3	7	9	8	5	4	1	6
5	8	6	7	1	4	2	3	9

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

Penpalink

SUDOKU – SANDWICHED N-SUMS

Place the digits 1-9 exactly once in each row, column and 3x3 block.
In each row and column, exactly N digits are placed between the digits 1 and 9. Those are the sandwiched digits. Clues outside the grid indicate the sum of all sandwiched digits in the corresponding row or column, where N is the first sandwiched digit from that side.

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

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

Penpalink

SUDOKU – FORTRESS

Place the digits 1-9 exactly once in each row, column and 3x3 block. The digit in a shaded cell is larger than each digit in horizontally or vertically adjacent white cells.

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

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

2	7	8	1	3	6	9	5	4

Penpalink

SUDOKU – POSITION SUMS

Place the digits 1-9 exactly once in each row, column and 3x3 block. The clues outside the grid refer to A and B. These are the digits in the first two cells from above or the left. The clue in the white background indicates the sum of A and B; the clue in the grey background indicates the sum of the digits on the Ath and Bth position from that side.

Ath+Bth	15	10	9	3	10	11	12	10	8
A+B	10	9	11	4	15	11	11	8	11

8	14									
7	5									
11	10									
14	16									
10	8									
8	13									
8	12									
11	7									
7	5									

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

7	9	3	5	2	1	8	4	6

Penpalink