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**INFORMATIVE
BULLETIN
OF THE
INTERNATIONAL
PUZZLE
FEDERATION***
1998



WORLD PUZZLE *newsletter*

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SUMMARY



The 1997 edition of the WPC was hosted between September 23 and 28 in Koprivnica, a picturesque city in northern Croatia - "free royal borough" since 1356, today famous in the whole world at least for the "Podravka" company and for its invincible handball team. During a week of tough competition and of dense cultural-touristic programme, the event established a new level of hospitality in the international puzzle practice, at the same time recommending itself as an important milestone on the way to the International Puzzle Federation.

The success of the 6th World Puzzle Championship is due to a wonderful team of organizers, headed by **Davor Perkov** (president), **Zlatko Blažeković** (manager), and **Stjepan Horvat** (competition manager). The competition, which was held in an original location near the "Stagelj" restaurant, consisted of four individual parts and a - dramatically decisive, as it turned out - team contest. The puzzle and enigmatic tasks, diverse and imaginative, were prepared by **Pero Galogaža** and his professionals from the Croatian puzzle magazine "Feniks", who marked another responsible moment in our endless search for more equilibrium within the international puzzle offer.

More than worth mentioning is also the richness of surprises the hosts pampered us with: ■ excursion to Zagreb - sightseeing tour, museum "Mimara", old town; ■ lunch at "Bezancec" castle; visit at "Trakoscan" castle; ■ visit to the Naive Art Gallery at Hlebine; ■ folkloristic dinner party with entertaining programme; ■ dinner and dance inside the festivity tent of "Panonska Pivovara" at the fair site in Koprivnica; ■ excursion to Đurđevac: historic site of a fort dating back to the Middle Ages; ■ excursion to the lake of Soderica; ■ fish lunch at the lake restaurant "Tomislav" ...

The 6th World Puzzle Championship

**Koprivnica,
Croatia**

by **Cristea Ioniță**,
Romania

*Koprivnica, 1997:
Lining up for the 6th marathon
of the world's best puzzlers*





The medallists: Ron Osher (USA, II), Wei-Hwa Huang (USA, I), and Robert Babilon (Czech Republic, III)

RESULTS

Individual scores - top 25; (1996)

1	Wei-Hwa Huang	USA	2742	(3)
2	Ron Osher	USA	2548	(5)
3	Robert Babilon	CZE	2467	(1)
4	Michael Ley	GER	2440	(14)
5	Petr Nepovim	CZE	2381	(9)
6	Miklos Mocsy	HUN	2295	(-)
7	Pavel Kalhous	CZE	2237	(4)
8	György Istvan	HUN	2212	(19)
9	Zack Butler	USA	2194	(2)
10	Markus Gegenheimer	GER	2188	(8)
11	Hideyuki Tanaka	JAP	2115	(-)
12	Metin Balci	TUR	2046	(-)
13	Petr Vejchoda	CZE	2030	(-)
14	Milan Chudy	SLK	2012	(31)
15	Károly Kresz	HUN	1949	(16)
16	Ferhat Calapkulu	TUR	1932	(21)
17	Krzysztof Ligienza	POL	1921	(22)
18	Tsuyoshi Kaneko	JAP	1904	(-)
19	Nick Baxter	USA	1899	(7)
20	Gerd Prull-Aden	GER	1792	(-)
21	Umud Yalcin	TUR	1763	(-)
22	Lászlo Mérő	HUN	1762	(-)
23	Güray Erus	TUR	1748	(10)
24	Sorin Ursu	ROM	1698	(26)
25	Jan Beelen	NED	1696	(11)

MY PUZZLING LIFE

by Wei-Hwa Huang, USA

I was born in Eugene, Oregon, USA, in 1975, to an academic family - my father had just earned his theoretical physics doctorate from Yale, and my mother a master's degree in chemistry from the University of Maryland. Both of them grew up in Taiwan. During my life I've visited or lived in at least 35 cities all over the world, but what I like to do most is stay at home all day and play! (Of course, then I might miss the travelling ...)

As World Puzzle Champion in 1995 and 1997, I obviously enjoy puzzles of all sorts and sizes. My favourites are observation, logic, and visual puzzles. Also mathematical problems, which are simply puzzles of a more serious sort. I was a member of the American High School Mathematical Olympiad team in 1992 and 1993. I enjoy word puzzles, too, but less so. Memory tests are my greatest weakness.

Besides puzzles, I have a big interest in Japanese comic books and animation. This comes from having lived in the Far East. Also games of all kinds, especially board games, card games, and pinball games.

Currently, I'm close to completing a bachelor's degree in Engineering (Computer Science option) at the California Institute of Technology, in Pasadena, California. I hope to make computers my career.

When I'm not studying, I enjoy combinations of any of the above-listed items: puzzle games on the computer, board games based on Japanese comic books, crossword clueing on the Internet, puzzles based on contract bridge, etc., etc. It's no wonder that I never seem to finish anything except little things - like this short autobiography that I dashed off in 20 minutes.



The Czech team (Koudelka/c., Babilon, Nepovim, Vejchoda, Kalhous) in the instant before the great outburst of joy: world champions 1997!



... and the Americans (Butler, Skortz/c., Baxter, Osher, Huang), just after receiving the silver medals, with a smile towards the next edition.

RESULTS

Scores of the national teams

			(1996)
1	Czech Republic	9415	(2)
2	USA	9383	(1)
3	Hungary	8518	(9)
4	Germany	8215	(7)
5	Turkey	7522	(3)
6	Slovakia	7225	(10)
7	Japan	7087	(8)
8	Romania	6012	(11)
9	The Netherlands	5992	(4)
10	Poland	5701	(5)
11	Russia	5548	(6)
12	Croatia	5170	(13)
13	United Nations	4490	(12)
14	Finland	4205	(-)
15	Bosnia+Herzegovina	3467	(-)
16	Ukraine	2977	(-)

THE PUZZLE CZARINA

by Vladimir DUBROVSKY, Russia

In Koprivnica, the special prize for the best performance among women (should we name it "Miss Puzzle"?) went to OLGA LEONTYEVA from Moscow. She kindly agreed to answer a few questions about herself.

In high school she was fond of math. Not only that, she was good enough in the subject to win the International Mathematical Olympiad, which is extremely difficult, perhaps as difficult as to win the big Olympic Games. This brought her to the math department of Moscow State University, but, for some obscure reasons, after her graduation she left mathematics and does not even want to talk about it today. However, her mathematical abilities obviously needed an area to manifest themselves. And this is how she became engaged in puzzles - puzzle solving and puzzle making. Now she agrees that math and puzzles have a lot in common: many math problems are like puzzles and vice versa.

Her engagement in puzzles started with a by-correspondence competition organized by "Polye Chudes", the Russian puzzle magazine known among the WPC participants. She was among the winners and then made it into the national team for the Braşov Championship. Since then she kept winning the Russian Puzzle Championship for three years in a row. As a puzzle-maker, she runs her own annual puzzle contest, popular among Russian and Ukrainian puzzle fans. This year she offered an award of 2¹¹ roubles (about \$1350) for a solution to one of her puzzles. Good for her - nobody could do it, so the puzzle will be repeated, with a minor hint, next year. But the prize will be halved. Judging by the fact that, as Olga says, one of her main occupations is "saving her money from inflation" (not so high in Russia nowadays, though), I expect that in a year the situation will reproduce itself, iterating, at least, for the next 12 years. If you want to try your luck, this is Olga's e-mail address: 9360.g23@g23.relcom.ru.

ECHOES IN THE INTERNET

transcribed by **Rob GEENSEN**,
The Netherlands



Olga is married and has two children. She likes to knit and bake and is especially interested in, let's say, "unofficial" methods of health care like inventing and using her own original diets or sluicing herself down with cold water every day. Asked about her favourite writer, Olga mentioned one name - you could guess who: Agatha Christie, another "puzzle" maker.

Just for the fun of the readers of this newsletter, Olga presents the following puzzle, which seems to me to be new and which may open a whole long chain of variations.

1	3	2	1	1	3	3	2
2	2	3	3	2	2	1	1
3	1	1	1	2	1	2	3
1	3	2	3	3	3	2	1
2	2	3	2	1	2	3	3
3	1	1	2	3	1	1	2

Find a closed path through all the squares of the number grid that makes only 90° turns and such that the numbers along it form the periodic pattern 1, 2, 3, 1, 2, 3, 1, ...

■ *It was wonderful to see all of you again. I had a fantastic time in Croatia. I really feel that we are a puzzle family and it's wonderful to be connected to all of you. Though we come from different countries, speak different languages, and are at different stages of our lives, those differences do not seem to matter. Rather, it's the things we do have in common like our puzzles and our friendships that bring us together. Hope we have many more wonderful weeks like the one we just spent in Croatia. Thanks to our hosts for treating us royally. We'll do our best to make your stay in the USA a memorable one. (Helene Hovanec, USA)*

■ *Thank you all in Croatia that made the superb event possible. Even though I still had flu, I had a great time, and that tells a lot about your hospitality. (Juhani Heino, Finland)*

■ *Thank you, Davor Perkov, Kresimir Blažek, Stjepan Horvat, Zlatko Blažeković and you, Pero Galogaža, for a week of brain-refreshing tournament, kindest hosting, best food and your great friendship to all your guests. It was a great event, and it was good to see all the friends again. Not to forget: Laszlo Tisai and Geza! Thanks to Will Shortz for constructing the rules of fairness, and love and thanks to Helene. Her job was this year much more efficient on the stony way to a federation. Find more informations in this pages: [klick NEWS](#), [klick CHAMPIONSHIP](#), go to 1997, and follow the links. The pages are under construction, but maybe you can find your face in there! We hope everybody came back healthy, and we hope to meet in Istanbul! (Andreas Franz & team, Germany)*

■ *Hello everyone! Still winding down (and catching up on my sleep) after the wonderful week in Koprivnica. Lots of good memories, like the courtyard lunch in the 13th-century castle, the evening party in Hlebine, the Friday-night beer festival, the outdoor captains' meeting on Friday afternoon, table tennis with Peter, Marek, Boris, and Nick on Saturday morning, and lots more. Our hosts really treated us like royalty, and generally speaking, the puzzles were fine, too. (Will Shortz, USA)*

Parallel to the sparkling competition, at Koprivnica took place also the International Puzzle Congress, with the participation of the heads of all participating national delegations and under the chairmanship of Helene Hovanec, USA. The splendour of the landscape (and the importance of the items) transferred the debates even into the scenery of the neighbouring meadow, but at the same time up to the heights of most promising progress within the discussions.

PUZZLERS AT WORK

REPORT ON THE CAPTAINS' MEETINGS IN KOPRIVNICA

by Helene Hovanec, USA

■ **Principles of Fairness and Puzzle Guidelines.** Will Shortz (United States), after discussions with other team captains, presented a statement of principles of fairness in WPC competition. The points included language and culture neutrality, puzzle originality, advance warning on puzzle varieties that might give certain countries unfair advantage or disadvantage, and full disclosure on scoring. He also presented target guidelines on puzzle varieties to be used in the WPC. The full text of the principles and guidelines can be found on pages 14 and 15 of "World Puzzle Newsletter" # 2. These proposals were accepted by the team captains, with one objection (Romania) regarding the culture neutrality and the role of crossword puzzles.

■ **Establishing the International Puzzle Federation.** Vitezslav Koudelka (Czech Republic) offered a proposal for founding the International Puzzle Federation (IPF). He suggested that a permanent administrative secretary be hired, and that participating countries contribute ■1,000 apiece to cover expenses. Eight countries agreed to this amount - Czech Republic, Germany, Hungary, Japan, the Netherlands, Poland, Turkey (in installments), and the USA. Other countries were encouraged to contribute what they can.

It was suggested that the IPF be established legally in the Netherlands, Czech Republic, or some other centrally located country. The committee members working on this project are: Vitezslav Koudelka, Andreas Franz, Rob Geensen, and Will Shortz. Tentative plans were made to meet in Europe in April 1998.

Meanwhile, a resolution was passed to establish a IPF in the following steps: (1) To post a draft of the IPF statutes being discussed at the Congress for further discussion of the WPC website (www.raetsel.de, password: abcj) and to send the draft statutes to every name on the WPC address list; (2) To invite comments from all members and other interested parties; (3) To nominate a committee of representatives from the Czech Republic, Germany, the Netherlands, and the United States to consider the comments and to put the statutes in final, legal form; and (4) To register the IPF as an international organization in a country to be determined before June 30, 1998.

For the full text of the IPF proposal, see "International Puzzle Federation Statutes - Draft Proposal" on pages 8-9 in this newsletter.

■ **The "World Puzzle Newsletter".** Ovidiu Șperlea (Romania) requested materials for the "World Puzzle Newsletter" #3 by February 28, 1998. Ovidiu Șperlea and Cristea Ioniță (from the publishing house "Ecran Magazin") were praised and thanked for their work on the past newsletters.

■ **World Puzzle Championship Website.** Andreas Franz (Germany) was thanked for establishing the WPC website. The captains promised to use the site as a forum for future discussions on the establishing and running of the IPF. Andreas Franz agreed to maintain the upkeep of the website.

■ **Future Tournaments.** Nevzat Erkmen (Turkey) extended a provisional invitation to Istanbul for the 1998 World Puzzle Championship (WPC). He promised to let members know within eight weeks if such an event is possible. Andreas Franz offered Germany as a backup site if needed. Both offers were unanimously accepted.

Tibor Nádasi (Hungary), on behalf of "Füles" magazine, offered to host the 1999 WPC in Budapest. This proposal was also unanimously accepted.

■ Note that during the 1997 WPC, offers of the USA and of the Czech Republic to host the 2000 and 2001 championships in New York, respectively in Brno, were also accepted.

■ **Composition of Future Teams.** Andreas Franz proposed that every WPC have two women and two men as members. Jacek Szczap (Poland) proposed that every team have at least one member under 18. All captains agreed that

■ **The "InterCity Puzzle Championship".** Ovidiu Șperlea discussed the idea of an international inter-city puzzle competition. He cited the experimental Brașov-Budapest match held in August 1997 and promised to make a written proposal along with sample puzzles if other countries wished to emulate this event. It was agreed that these small competitions would foster a greater interest in puzzles.



currently women are under-represented in the competition. Further discussion indicated that the team captains were reluctant to impose age and sex guidelines on the future teams. However, captains were encouraged to include more women in the future as competitors, captains, and guests.

■ **Other Competitions.** Jacek Szczap reported on an annual French competition in recreational mathematics. Originally a French-only contest, it now has become an international event. Marek Penszko (Poland) reported on the 2nd Mind Sports Olympiad, an international games and puzzles event held over 5 days during the summer in London. The event drew 2,000 competitors, and the organizers have plans to expand the event to 10,000 competitors. Money prizes and medals are awarded to the winners.

■ **Qualifying Competitions.** Some teams are formed by national competitions. Rob Geensen (The Netherlands) suggested that countries holding these events share their puzzles with other countries.

■ **Puzzle Maker's Award.** Jacek Szczap proposed that the WPC begin an annual award for the best puzzle published between one championship and the next. This could be a mathematical, logical, word, or observation puzzle - any variety that is printed on paper. Participating countries could nominate up to three puzzles per year, and they would bring enough copies for everyone at the next championship to solve. The puzzles would be judged on originality and cleverness. Judging would take place during the WPC, and prizes would be awarded at the end. This suggestion was enthusiastically approved.

DRAFT PROPOSAL

THE INTERNATIONAL PUZZLE
FEDERATION STATUTES

The founders hereby establish the International Puzzle Federation (IPF) for the purpose of furthering members' common interests and conducting joint activities with respect to puzzles of any and all varieties.

1. Foundation

The IPF was founded in accordance with the Foundation Agreement, executed by the founding members on *(date to be determined)*.

2. Title and Registered Office

The IPF shall maintain a registered office at a site named by the members of the World Puzzle Congress.

3. Objectives

The purpose of the IPF is

- to oversee the annual World Puzzle Championship, recognizing and honoring the world's best puzzle solvers,
- to provide a means to exchange puzzle ideas internationally,
- to encourage innovation in puzzle-making, and
- to foster friendship among puzzlers around the globe.

4. Statutory Bodies

(a) The World Puzzle Congress is the governing body. It shall have the power to:

- appoint and recall an Executive Committee;
- approve an annual plan of action, including activities and fund-raising;
- approve financial statements;
- resolve upon the admission and expulsion of members;
- resolve upon the creation of special committees and working groups, and issue instructions to them;
- conduct all proper business that is put before it;
- determine the sites of future meetings and World Puzzle Championships, and
- approve amendments to these statutes.

The proceedings of the Congress shall be chaired by the head of the Executive Committee or a member of the Congress authorized by the Committee. The Congress forms a quorum if at least half of the IPF members at any World Puzzle Championship are present, or if at least half of the members as a whole are present at any special meeting. All business is conducted by a majority vote of the members present, except that amendments to the statutes shall require a two-thirds majority. Each member state shall have one vote.

(b) The Executive Committee is authorized to represent the Congress in accordance with the IPF statutes and the Congress's resolutions. It shall be composed of five members, elected by the Congress, each with a three-year term of office. The terms shall be staggered, so that no more than two of the members' terms expire during the same year. The Committee shall:

- elect a Chairman, Vice-Chairman, and Secretary from among its members;
- propose an annual plan of action;
- set annual membership fees;
- authorize expenditures;
- propose the admission/expulsion of members;
- keep a list of members and applicants for membership, and
- be accountable to the Congress for all its activities.

The Committee's decisions shall be made by majority vote.

(c) The Administrative Office, under instruction from the Executive Committee, shall handle all administrative matters pertaining to the operation of the IPF and its bodies throughout the year.

(d) **Standing Committees** shall consist of:

- World Puzzle Championship Committee, to oversee plans for the annual WPC, including ensuring that the competition puzzles are language and culture neutral;
 - Committee for the Classification of Puzzles;
 - Committee for Publicity, and
 - Finance Committee, to oversee fund-raising.
- Other committees may be created and dissolved at the Congress's discretion.

5. Membership. National puzzle unions, publishing houses connected with puzzles, and other interested organizations may become IPF members. Members should represent as broad and inclusive an audience within their respective countries as possible. Only one member may be admitted to the IPF per country.

6. Funding

The IPF shall finance its activities from membership fees and donations, sponsorships, and other sources.

The membership fees amount to (*amount to be determined*) per member in the foundation year, and shall be payable within 60 days of the founding. In each succeeding year, the Executive

Committee shall set the amount of the membership fees by January 31, with a view to the IPF's plan of action for that calendar year. At the Executive Committee's discretion, some countries' membership fees may be reduced based on the members' ability to pay.

7. Rights of IPF Members

Members of the IPF shall be entitled to:

- take part in all activities, proceedings, discussions, and votes of the IPF and World Puzzle Congress;
- receive information regarding all events organized by the IPF, and
- be recognized as their respective country's only representative to the IPF as long as their membership remains in good order.

8. Dissolution of the IPF

The IPF may be dissolved by a vote of the World Puzzle Congress or else by the passage of three years without a meeting of the Congress.

9. Final Provisions

English shall be the working language of the IPF meetings.

These statutes shall enter into force upon the signature hereof by the IPF founders.



This text, which concludes a cycle opened at the Braşov Word Puzzle Congress, is based on a first draft worked out by Vitezslav Koudelka (Czech Republic) and was brought to the present form by Will Shortz (USA) after consultations with the team captains.

THE InterCity PUZZLE CHAMPIONSHIP

by Ovidiu ȘPERLEA, Romania/Germany

1. OBJECT

The "InterCity Puzzle Championship" pursues the gradual building of a broad competition system in the field of international puzzle culture at team/club and individual level (plus variants), analogic to the ones existing in other sports. The competition is imagined as a prototype for a future European Inter-Clubs Puzzle Championship, (like the soccer European Champions League).

The "InterCity Puzzle Championship" is based on specific organizational structures, technical means and competition formulas, as defined below.

The competition structure, the number of involved teams and the criteria for their nomination are laid down according to the development stage of the competition, being defined in its specific regulations.

2. CONDITIONS

The "InterCity Championship" is based on the following observations and considerations:

- the immense popularity of the puzzle phenomenon in all European countries;
- the considerable potential for further evolution and diversification in the field of international puzzle culture, with forms perfectly adequate to the present context (growing international integration, globalization of human activities, amplification of the social spare time, etc.);
- the viability of the competition means of expression in the field of puzzling, as illustrated by the success of the World Puzzle Championship;
- the progresses registered in the puzzle technique, up to the complete annulment of the language barriers in crossword puzzles;
- the necessity, opportunity and utility of including as many participants as possible in the international puzzle-competition system;
- the remarkable suitability of the puzzle phenomenon to commercial advertising;
- the low level of necessary investments and the possibility of a complete self-financing.

3. CONTEXT OF DEVELOPMENT

The first official test circumscribed to the "InterCity Puzzle Championship" project and to its main organizational, technical and financial coordinates took place in August 1997, on the occasion of the puzzle match Brașov (Romania) - Budapest (Hungary).

The second experimental level of the project plans for the season 1998/9 an extension of the system to a number of 4-6 participating teams (which constitutes the object of this memorandum), so that the accumulated experience may permit afterwards a functional generalization.

4. THE "InterCity" PUZZLE FUND

The puzzle fund for the matches within the "InterCity Puzzle Championship" comprises

- puzzle genres from the repertoire of the World Puzzle Championship, in accordance with the equity criteria agreed on at the International Puzzle Congress from Koprivnica (October 1997);
- classic puzzle genres, common to the national puzzle cultures A and B or compatible with them; new puzzle genres elaborated for this purpose by the "Rebus Labyrinth" Agency or by third parties.

The puzzles for each match will partly include themes of bilateral interest, serving the ideal of mutual knowledge (motto "Brainpeace"), as well as references to the sponsors. Afterwards, the puzzle material is to be published in an adequate way.

Between the 10th and the 15th of August 1997, in the Romanian city of Brașov - which had already hosted the 1995 edition of the World Puzzle Championship - took place the first experimental phase of the "InterCity" project: the match between the puzzle teams of Brașov and Budapest. The event was generously reflected in the Romanian mass-media.

The bout, aimed to test the main technical, organizational, strategic and financial coordinates of the project, ended with the victory of the visiting team (formed by components of the Hungarian WPC selection) with 1031 to 841 points.

Our photo shows the protagonists of the match, together with the organizing staff and with the members of another Romanian team, the one from Oradea, which participated hors-concours.

5. ORGANIZATIONAL FRAME

■ 5.1 The competition takes place through bilateral puzzle matches, each team competing against each of the others, with a first leg and a return match. (Example: in a competition system with four competing teams - A, B, C, D, the programme includes the matches A-B, A-C, A-D, B-C, B-D, C-D and B-A, C-A, D-A, C-B, D-B, D-C).

■ 5.2 Each team consists of three competitors and a non-competing team captain ($A=A1+A2+A3+A^*$). A visiting team (ex. B at the match A-B) can be enlarged by including journalists, officials or other attendants, but only with the explicit accord of the hosting team.

■ 5.3 The schedule of the championship is drawn up by optimizing and harmonizing the offers made by the involved teams, also taking into account the other events in the international puzzle agenda.

6. THE DUTIES OF THE ORGANIZERS

■ 6.1 The "Rebus Labyrinth" Agency, as initiator and organizer of the "InterCity Puzzle Championship".

● elaborates the detailed regulations of the competition; I arranges the schedule of the competition (as mentioned at § 5.3); I coordinates the different phases and levels of the competition by being permanently in touch with the team captains; I works out the puzzle material for

the bilateral matches (according to §4); I delegates to each match a representative in the double capacity as referee and observer; I makes every endeavour for the purpose of further developing and improving the competitional system.

n 6.2 Each match will be attended by a referee (chosen also among recognized exponents of the international puzzle culture from third countries), who conveys the puzzle material for the match in question; I watches the proper course of the match; I grants the arbitration; I writes the report of the match.

7. THE DUTIES OF THE PARTICIPATING TEAMS

n 7.1 The match A-B takes place in the city A (or in another town chosen by the team A), in the full responsibility of the team A, which has to grant I free board, lodging and urban transport for the visiting team B and for the referee, for the whole duration of the visit; I a minimal cultural & touristic programme for the team B; I a proper match hall and other adequate conditions for a successful competition; I active popularization of the event in the local & national mass-media. If - in order to start off on the match - the visiting team B or the referee requires a visa for entering the hosting country, the team A will carry out the necessary formalities.



The services provided by the team A will adjust to the level of possibilities, being admitted any appropriate unconventional solution (like hosting the visitors at the homes of the members of team A).

n 7.2 The visiting team B supports entirely the costs for its own travel to the city A (or to the nearest airport, railway station, etc.). The team B will also grant an active popularization of the event in its own local and national mass-media.



InterCity BRAIN- PEACE

On the occasion of the Braşov-Budapest puzzle match, the participating teams were met with a friendly reception by the mayor of Braşov, **Ioan Ghişu**. They also met leading representatives of the local press, of both Romanian, Hungarian and German expression.

On Hungarian side, the mayor of Budapest (1st district), **Támás Katona**, addressed to the organizers a greetings letter, which we reproduce in the following:

Dear Mr. Sperlea,

I'm very glad to learn about the "Brain-peace" competition you organize. To stage matches between the best puzzlers from different nations is an interesting and original idea, which will strengthen the international integration and the understanding among nations.

Unfortunately, because of an important appointment abroad, I won't be able to attend your event. However, I promise to popularize and support your initiative.

I wish you much success at the realization of the project.

Yours truly,

Támás Katona

n 7.3 The return match B-A will take place in the city B, in the full responsibility of the team B, according to the principle of reciprocity.

8. STRATEGIC COORDINATES

In the interest of both the individual teams and the entire project, each team will strive to grant itself a sponsor, being desirable even to start in the competition under the sponsor's name. In order to maximize the public and the sponsor's interest for the project, it is useful to shape the selection of the teams as local championships, carried out within the respective local press.

9. ELEMENTS OF SCORING

● Each match affords 2 points for a victory, 1 for a draw and 0 for a defeat.

● To win the match, a team has to obtain a total note (which is the sum of all notes gained for the individual puzzles) of at least 105% in comparison with the total note of the opposing team.

● A match is declared as a draw if the difference between the total notes of the two teams is less than 5% from the smaller total note.

● The competition table is calculated by adding the points won by each team in the matches it played.

● In the case of points equality, the sequence of teams is determined by the respective sums of converted total notes. This indicator is calculated for each team by adding the converted values of its total notes. The conversion of the total note achieved by the team A in the match A-B constitutes the procentual ratio of the respective total note in comparison to the total note of the losing team. (Example: The match A-B ended with the score of 725-578. The team B gets a converted total note of 100, while the winning team A is rewarded with a converted total note of $(725:578) \times 100 = 125,43$).

1 As winner of the "InterCity Puzzle Championship" is declared the team which at the end of the competition gained the highest amount of points.

10. SIGNIFICANCES

The "InterCity Puzzle Championship" can be a wide-scale, effective and significant mean of reciprocal knowledge and understanding between nations, localized to the wide public. It moves the scene of contemporary international competition from the field of politics and economy to the sphere of play instinct, intelligence and cleverness, true to the governing principles expressed in the motto "Brainpeace".

On the occasion of a recent audience in Bruxelles, the project was presented to the European Commission, opening the prospect of a speedy cooperation with its qualified departments.

**THE 7th
TOP-LEVEL
FESTIVAL
OF
INTERNATIONAL
PUZZLE SKILL**

**ISTANBUL,
TURKEY**

**September 22-27, JAPAN TURKEY
1998**



This year, the capital city of international puzzle sport moves to Istanbul, that singular centre of history, culture and exuberance on the Golden Horn.

Following the invitation of the "Söz Yayın Oyunajans Publishing & Puzzles Ltd." and of

its brave manager **Nevzat Erkmen**, puzzle champions from all over the world will attend there a colorful and memorable competition, which the Turkish hosts are preparing in tight cooperation with the Japanese colleagues.

The 7th World Puzzle Championship & Congress offers a dense succession of contests (six parts) and technical discussions, as well as a multilateral touristic and cultural programme: ■ visits to the Byzantine Hippodrome, to the Sultan Ahmet Mosque, to the Saint Sophia Museum and to the Topkapı Palace (together with the Harem section), ■ a sightseeing tour and a Bosphorus tour, ■ a ferryboat ride to Büyükada (Prinkipo - the largest of the Prince Islands), phaeton rides on the island, ■ a stroll through the Kapalı Çarşı (Covered Bazaar), ■ specific dinners and show dances at the most famous Istanbul restaurants - Gülistan (on the Bosphorus), Kumkapı, Hasır, and Kervansarayı.

The participants are cordially invited also to a second highly attractive event, namely a special trip to the heart of Anatolia - Cappadocia and Ankara, between September 27 and October 1. The programme comprises ■ a journey to Ankara (hotel İçkale), ■ trips to Nevşehir via Tuz Gölü (Salt Lake) and Aksaray Ağaçalı Tesisleri, to Ağzıkarahan Kervansarayı, and to the Kaymaklı underground city, ■ visits to the

Ortahisar and Göreme underground churches, ■ visits to Uçhisar, Avcılar, Zelve, and Avanos, ■ a visit to the Museum of Anatolian Civilizations and to the Mausoleum (Atatürk's tomb) in Ankara ...

Like in the previous competitions, the national delegations must consist of four competing team members and one team captain (a team of five). Of course, any other guests are welcome as well. If travelling by the Turkish Airlines (THY), participants are entitled to reduced ticket prices. Other main sponsors of the event are Coca-Cola, Tofaş, Mako Döktaş and Bilginç.

In the case of the actual WPC, the participation fee for the team amounts to US\$ 400,- per person, the one for guests to US\$ 600,- per person. For the journey to Anatolia, the fees are US\$ 475,- per person (for single rooms), US\$ 395,- (for double rooms), and US\$ 375,- (for triple rooms). The payments are to be made to: *Mr. Nevzat Erkmen, Türkiye İş Bankası-Cihangir Istanbul Branch, US\$ Account No: 1014.30100.60079.* It would be very helpful if the team captains could mail or fax as possible the names of participants and the amount of payment to the same *Mr. Erkmen*, ■ *4. Gazeteciler Sitesi, C-2 D:9, Levent 80630 Istanbul, Turkey*, ■ *P.K.7 Levent, 80622 Istanbul*; ■ *fax +90-212-2454102*, ■ *tel. +90-212-2931040, +90-212-2440226.*

Crossword championships have been held in a number of countries around the world - Great Britain, Germany, Poland, Romania, Hungary, Finland and many others. But I'm not aware of any crossword events that have been held for as long or that have as large a paid attendance as the American Crossword Puzzle Tournament, which I founded in 1978 and have directed annually since then. Almost 300 contestants and guests took part in this year.

The event takes place over a weekend each March or April in a hotel in Stamford, Connecticut, about 30 miles northeast of New York City. Solvers come from more than 30 states and Canada. Most of them stay at the hotel, which offers a reduced room rate for the occasion. There is a fee to compete.

The contestants tackle eight crosswords over two days. Each has a time limit of 15 to 45 minutes. Points are awarded for each correct answer in the grid, with bonus points for each minute by which the player beats the time limit, and a further bonus for each completely correct solution. The papers are marked by a panel of expert judges, and the scores are entered into a computer. At the end of the weekend the top three players are called to the ballroom stage to race on a final puzzle presented on giant, erasable boards for everyone to watch. The grand prize is \$1,000. Altogether, more than 50 awards of cash and trophies are given.

Over the years I've seen many crossword events come and go, both here and abroad. But the ACPT has thrived, especially during the past 10 years, when the attendance has almost tripled.

If someone were launching a crossword tournament elsewhere in the world, here is the advice I would give, based on my experience.

HOW TO THROW A SUCCESSFUL CROSSWORD TOURNAMENT

by Will Shortz, USA

■ **Commission the very highest quality puzzles for the event.** Tournaments attract elite solvers. It costs them time and money to attend. They deserve and expect the best.

■ **Invite leading crossword makers and editors to serve as officials.** Pay their costs of attending. Besides being the most expert judges, they themselves become one of the most important attractions for attendees.

■ **Give contestants full tournament results.** Contestants want to know their round-by-round scores and their precise ranking at the end. After the tournament we mail complete results to everyone.

■ **Provide multiple solving categories.** Originally, contestants in the ACPT got just one overall ranking. However, the results got boring when the same contestants would win year after year, and nonwinners got discouraged. Over time we developed 21 solving categories - five skill divisions (based on previous tournament experience), four special age categories (25 years and under, 50-59, 60-69, and 70+), eleven geographical zones and special prizes for the top rookies

(first-time contestants).

Now everyone feels he has a chance to win something, even if it isn't the grand prize.

■ **Personalize the event.** In our welcome kit, we list the names, solving categories, hometowns, and occupations of all the preregistered contestants. In addition, everyone gets a nametag. Everyone feels important, and people meet and become friends more easily.

■ **Make each year's program special.** We have notable speakers on puzzles, informal word games in the evening, a wine-and-cheese reception on the first night, and an awards luncheon at the very end, with a celebrity to present the prizes. Each year's tournament is unique.

■ **Promote the tournament through advertising and publicity, and use a mailing list intelligently.** Anyone who requests information about the ACPT is kept on our list for three to five years, and names and addresses of previous attendees are kept indefinitely. Each year we mail tournament brochures to everyone on the list three months before the event.

Finally, consider the play-at-home potential of



the tournament. Many crossword enthusiasts, for reasons of time, money or ill health, can't attend, but would nonetheless love to solve the puzzles. So now we have an at-home version that costs \$20. Immediately after the tournament we send a complete set of the puzzles to everyone who's registered. They solve the puzzles and return their solutions to us with their times. We judge the puzzles, send them their scores, and tell them their ranking in every category in which they were eligible to compete. The at-home version is not for prizes - just for fun - but it does let solvers see how they would fare in national competition. About 350 competed this way this year. If experience is any guide, some of these will attend the event itself in the future.

Of course, no one gets rich directing crossword contests like this. I do it because I enjoy it, and I love the people who attend. But the event does turn a profit.

I would think that our success can be repeated elsewhere, introducing crossword competition and camaraderie to even more puzzle enthusiasts.

(For more information and photos, please visit our website: www.crosswordtournament.com).

MEMENTO

Several distinguished correspondents of the "Newsletter" (among them Yuriy Churachenko - Kiev/Ukraine, Antonio Dias Pereira - Porto/Portugal, Vitezslav Koudelka - Brno/Czech Republic, Will Shortz - New York/USA) sent in samples of their precious puzzle making skill.

It is a great pity, but at the same time quite self-evident, that this pages cannot include concrete technical expressions of the international puzzle novelties, being devoted primarily to the theoretical and organizational parts of our puzzle movement.

But: don't you think that the idea(l) of a global puzzle community, of international exchange and innovation in the field of puzzle genres and methods deserves more? That in the context of growing integration within the puzzle sport an effective written instrument would be more than opportune? Maybe at the Congress in Istanbul we could discuss the project of a common, modern and international puzzle magazin responding to that imperative. (OS)

ON THE DEFINITION AND CLASSIFICATION OF PUZZLES

by Dr. Volkan Dilber, Turkey

What is intelligence? How does it work?

Concepts are generalizations that are the mental representations of things or the properties, functions of things. Spontaneous concepts that we learn from our cultural environment and the scientific concepts that we learn by systematizing knowledge are the tools of important means of learning, reinforcing, developing and improving concepts, especially for children. Intelligence is the ability of correctly understanding, using, developing and improving concepts.

Intelligence helps us attain our objects. As our brains mature, our behaviours become purposeful, intentional. An emotional milieu in the brain is necessary for any thought to exist. This emotional milieu that we call motivation enables a mental model of our aim. This mental model may be called "the orienting idea", an "orienting idea" which is the source of attention and which is formed by abstract thinking.

will look like and the development of methods that can be used to solve the problem.

It is not possible to examine all the aspects of the data before deciding how to handle the problem. Sometimes, without an appropriate hypothesis, the data may be totally meaningless. To develop methods may be needed to study the data. To be able to set up a good hypothesis and to develop good methods the data must be studied, but at the same time to study the data we need a good hypothesis and good methods. Yet, keeping these dialectical interactions in mind, the three stages of problem solving, namely "data evaluating", "hypothesis forming" and "method finding" can be described separately to shed light on the classification of puzzles ("plays of intelligence").

What are puzzles?

If I drop some matches onto the floor, an autistic person may know how many matches there

are on the floor without counting them, but this is not a measure of intelligence. Intelligence is counting the matches by grouping, for example, or subtracting the number of matches left in my hand from the total, or calling the autistic person mentioned above and asking him to tell how many matches there are on the floor, or using another method which I can't think of now. As this example shows, intelligence is related to mental flexibility. What gives this flexibility is the ability of abstract thinking. Finding the weak

spot of a problem, preventing concrete associations, coping with false scents, grasping witty approaches requires abstract thinking. Hence, puzzles are plays of abstract thinking.

TÜRKİYE İLKÖĞRETİM ÇOCUKLARI ZEKÂ OYUNLARI ŞAMPİYONALARI



SÖZ YAYIN OYUNAJANS

The emblem of the annual Turkish Puzzle Championship for Children ("Söz Yayın Oyunajans", Istanbul), certainly a bright example set for puzzle activists on all meridians of our puzzle world

During the formation of the orienting idea, there are reciprocal interactions between the evaluation of the data of the problem, the formation of a hypothesis about what the solution

Classification of puzzles

Classification must contribute to the understanding, building up and improving of puzzles. In intelligence tests, we have "spatial-conceptual / visual-linguistic" discriminations. But even while solving a "spatial" problem we use concepts (this is on the right of that and that is above the other, etc.).

In some attempts of classifying puzzles, a mistake is being made by putting puzzles in separate classes if the materials used are different. For example, the only difference between many "arithmetics" (or "mathematics") class puzzles and "words" class puzzles is that in the first class are used numbers, while in the latter are used letters. This kind of seeming differentiations must be replaced by ones that make use of differences in the process of problem solving.

I propose that puzzles be classified according to the "stage" where the main difficulty is, on the way to find the solution. Against a possible objection that different persons may have difficulties at different stages of a particular problem, I suppose that objective difficulties can be shown to exist. Though I would accept that puzzles that have "objective" difficulties at more than one stage can be built, almost all the puzzles I have examined could be placed in one of the classes I have described here:

■ **DATA EVALUATING** class: In the puzzles of this class, the main problems are the correct and full understanding of the data, discrimination of the important data, elimination of the irrelevant data, grouping the data, imagining the data and deciding whether a more efficient symbolization can be used or not.

If, in order to be able to evaluate the data, a hypothesis that can not be readily formed by looking at the data is needed or a method like the ones in the third class is needed, that puzzles shouldn't be placed in the first class.

■ **HYPOTHESIS EVALUATING** class: These are puzzles that can't be solved by simply evaluating the data. The rules that are used to form the data and the points of view are to be discovered; these are to be discovered by carefully analyzing the data and making clever guesses. Thinking puzzles are also examples of this class.

■ **METHOD FINDING** class: In these puzzles, the data are clear, the solution is roughly defineable. What is needed is the finding of methods to achieve the solution. Deeper apprehension of the problem is called for and the simple methods of the first class are not adequate.

The "Newsletter" is honoured by the visit of Mr. Marcel Gillen from Luxembourg, one of the most prominent exponents of the "Casse-Têtes" culture, a kind of puzzles related to ours and not seldom interfering with our championships.



The main interest of Mr. Gillen belongs to mechanical puzzles (like the Rubik Cube, Burrs in Wood, tangram and many other kinds of puzzles you can touche), which he collects with thoroughness. Together with his friend Carlo Gitt, who's also a collector of mechanical puzzles, he organized many puzzle exhibitions during the last years, including the one which took place in 1995 in Luxembourg, when this city was the Capital of European Culture. This same exhibition was shown in 1996 in the Mechelen's Toy Museum in Belgium and in 1997 in Trier (Germany). Each year takes place a meeting of puzzle collectors from all over the world, the latest edition being held at Tokyo.

Mr. Gillen enclosed to his letter some very interesting catalogues and articles, which also help to reveal the surprising universe of "other" puzzles.



COMPETE WITH CHAMPIONS

by Adam Sumera, Poland

The Dutch team, every time a colorful presence at the WPC competitions

For some time now I have been involved in translating and adapting "Mensa" books for Polish readers. Some of those books give you a chance to measure your IQ: you solve some graded puzzles in a given time and then you can look up your score in a table that tells you that, say, as you have correctly solved 14 out of 15 puzzles your IQ is 125. I must admit that I am rather doubtful about the value of such tests - definitely, if you have solved a number of them, you will do better in the next attempts. It seems improbable that in solving some tests you have increased your IQ; rather, you have improved your abilities of solving tests.

However, the idea of testing one's skills appeals to many people and is very attractive to them. It might be interesting to try and apply a similar procedure to puzzles used in our Championships. So far, some attempts have been made to publish all the puzzles for the benefit of a wider public but the readers have had no way to compare their own achievements with any standard. I would suggest to introduce some changes that could make the whole matter much more attractive to puzzlers who are not able to come to the very event. For this, we would have to wait with the publication till after the Championship. Then puzzles should be published in the

very order that they have been presented during the competition, and the same time limit as during the event should be specified. These suggestions are fairly obvious. Still, the most important thing would be to include an appendix in which relevant results would be given. I would suggest the following: (1) complete results of the people in ranks 1 through 3 (tables showing which puzzles they have solved correctly); (2) for each puzzle, the number (or percentage) of correct solutions during the event; (3) the full individual ranking of the competition. Thus, readers would be given a chance to compare their scores with the results of the best puzzlers and also to find their own place among the participants of the event. Naturally, solving at home is different from solving under the stress in the competition. Still, as with "Mensa" books, this is meant mostly for fun.

And one thing more: Why can't we produce a book instead of magazines? I hope big publishing houses involved in the competition can work out the questions of copyright and the division of the world in several markets so as not to compete with one another. A book lasts longer than a magazine, it can reach other circles of readers, and it could also provide additional publicity for the idea of the Championships.

Politics and economy keep talking us into believing that we are quite unlike, opponents by birth and interests or even enemies - like on the unfortunate, bleeding Balkans of this parting century. And let's admit: it's very true that between us grew so awfully many barriers of language, of visions, of horizons ...

The puzzle culture is one miraculous universe which, beyond any differences, could be able to unite largest masses of clever people from all meridians. The only condition is to connect them properly with one another.

Puzzle correspondences from ...

FINLAND

■ In Oulu, city in the north of Finland, we started in 1990 a new puzzle championship on street, called "Pedestrian Street Competition", in other words "Finnish Street Crossword Puzzle Championship". This summer it was the 8th. Competitors are solving very big crossword puzzles.

TALVIALBUMI

**IISAKIN
ristikot**



1.12. - 21.1.
vuosi 22.



Each competitor has one big crossword puzzle on the table. The final of the competition is arranged at the stage of pedestrian street. The fastest and the most faultless solver is a winner. This event is quite special - who could think that Finns are solving crossword puzzles outside here in cold Finland? We have been lucky with the weather: eight competitions without raining. However, the enthusiastic crossword puzzle

friends from different places from Finland gathered in cosy pedestrian street of Oulu, called Rotuaari. The maximum of competitors is fifty persons, because the pedestrian street is not big. This yearly event is arranged by Kolmiokirja Oy/Kolmioristikot and the Pedestrian Street Committee of Oulu. We have also some other crossword competitions here in Finland, for example the one organized by Sanasepot (The Crossword Puzzle Association of Finland). Some day (I hope) we will organize also a national puzzle trials for the WPC.

■ The most popular crossword puzzles in Finland are far away from the puzzles in the WPC. Our crossword puzzles can be characterized as "picture crosswords". They are usually hand made from the beginning to the end, clues are situated in the crossword itself. Finnish words are quite long, so it is not very easy to work out a good crossword puzzle. In addition we have very tight rules for crossword composing. In the crossword puzzle magazines published by Kolmioristikot we demand very high quality for crossword puzzles, as well good language as structure. For example long words are indicators of high quality of crosswords, three or even less letters in a word being not allowed. We also published some WPC puzzles in different magazines. There is a number of Finnish people who are very interested in them. Because the amount of crosswords in Finland has been increasing all the time, I believe that those puzzle are becoming more popular, too. So I have been thinking that it would be nice to try to reach WPC-puzzle friends in Finland by making a Finnish publication, a booklet, with the puzzle tasks from the 7th WPC.

Erja GULLSTÉN

BOSNIA AND HERZEGOVINA

The puzzle activity in Bosnia and Herzegovina exists for decades, but was rather shaken with the last war. The number of puzzlers is significantly smaller than before (some were killed at the beginning of the aggression, others are refugees in countries all over the world, and some stopped with this kind of work). Besides that, the falling apart of ex-Yugoslavia caused that the market is also significantly smaller. It is very difficult to publish puzzle magazines, because there are no conditions for normal work and for selling enough to have any profit.

Anyway, in spite of all these difficulties, a small group of puzzle lovers organized themselves in 1994, during the worst part of the war. They started publishing an entertainment-puzzle magazine named "Sezam", the only magazine of that kind in Bosnia and Herzegovina at that time. In the situation when it was almost impossible to work, when Sarajevo was under the siege, without any electricity, water or food, not to mention hundreds of bomb-shells that fell on the town every day, the puzzler activists from "Sezam" managed to make a magazine that was the only one in the country without any politics in it. That kind of conception was very well accepted by the citizens of Sarajevo and of the rest of the state, where the magazine could be distributed. "Sezam" did not have any sponsors, but it managed to make it through the war and to gain an exceptionally large number of readers. It could be no better award for the Bosnian puzzlers than the fact that their work is appreciated and needed in their country.

After the war, a couple more of puzzle magazines were issued in Bosnia and Herzegovina, but without any significant success, because they did not have any qualified puzzlers in their editorial staffs. Some puzzle magazines appear in the part of Bosnia and Herzegovina known as "Republika Srpska", too.

When it comes to the organized part of puzzle activities, it is worth mentioning that before the war we had a Puzzle Federation of Bosnia and Herzegovina, which was an equal member of the Puzzle Federation of Yugoslavia. In February 1998, a delegation of Sarajevoan puzzlers visited puzzlers from Banja Luka (Republika Srpska), who initiated activities on



starting an sole puzzle federation for the whole Bosnia and Herzegovina.

We didn't organize any puzzle competitions yet, which is, I think, normal for a country that just got out of a war, but the first national championship is planned for 1999. Besides making and solving crosswords and other puzzle genres, very popular here is the game named "križovka", closest to "scrabble". In ex-Yugoslavia we had a championship in this game and we plan to organize one in Sarajevo next year, too. As to the international puzzle competitions, in spite of all financial problems, (competitors from Bosnia and Herzegovina having to pay for the trips themselves), we will still take part in the Word Championship, mainly with the wish to make new friends and to become a full member of the world puzzle family.

Finally, we have a suggestion. Maybe it will be nice if somebody could collect and send some puzzles from the competitions to eminent puzzle magazines in order to advertise the idea of international puzzle activities. In "Sezam", the largest Bosnian puzzle magazine, we will gladly give the required space for publishing such interesting puzzles, so that more readers would find out about the competition systems and the puzzle genres.

Emir VUČIJAK

YUGOSLAVIA

SERBIA

I think that the "Newsletter" offers a real review of puzzle activities in the world. The reason of poor Serbian puzzle chronicle is the slow comprehension of the new relations in the puzzle culture.

I would try to proffer the part of meaningful informations about the situation in the Serbian puzzle movement. Firstly, I must remark that the main stream in the Serbian puzzle culture comprises classical puzzles, scrabble, radio and TV quizzes. We have some enigmatic clubs, as well as a Serbian Enigmatic Alliance, the main special projects of which are: enigmatic dictionaries, a history of Serbian riddles, the Yugoslav puzzler lexicon. In Yugoslavia are published about 30 puzzle magazines and journals, which also launch the main puzzle competitions: solvers contests, composers competitions and competitions for primary schools.

Miroslav ŽIVKOVIĆ

KOSOVO

The Albanian-language puzzle culture, which is very complex and endowed with pronounced ethnic peculiarities, is practised not only in puzzle magazines, but also in daily newspapers appearing in Kosovo (Kosova). It reached its breakthrough thanks to the puzzlers association called "Ndre Mjeda", founded on October 4, 1980, in our city Gjilan (called since then "Albanian Enigmopolis"). Soon, in January 1981, we published the first Albanian-language puzzle magazine, entitled "Horizonti", followed during the years by other magazines like "Filizat", "ABC", "Fjalekryqi", "Thes-ari".

The first national puzzle competition in Kosovo was held on April 23, 1988, in Gjilan, within the scope of the traditional meetings of puzzle enthusiasts. During the event, which was attended by 60 participants from all over Kosovo, we had competitions of solving and composition, as well as round-table debates about puzzling matters, about organizing further competitions and about their jurisation. Under the circumstances of the political tensions spread out in our country since the abrogation of Kosovo's autonomy in 1989, between 1989 and 1994 we couldn't hold other competitions. The second national puzzle competition in Kosovo took place also in Gjilan, on June 4, 1994, with the participation of 40 competitors from Prishtina, Gjakova, Ferizaj, Lipjani and Gjilan. The theme of this time's round-table discussions was "Puzzles as a specific form of

mental creation". The next two editions were held in 1995 (May 27, in Gjakova) and 1996 (October 26, Prishtina), while between them we inaugurated (on October 7, 1995) the crossword marathon, where the puzzlers task was to compile as long as possible crossword puzzle in six hours time. Winner was the team of the "Ndre Mjeda" association from Gjilan for the record of 3,5 m (photo), followed by the teams from Prishtina, Gjakova and Gillogoc.

Zijadin HASANI



ИЗДАВАЧКА КУПОН ПУЗЛА

БРАВО

СКАНИ

25

ИЗДАШ МЕСЕЧНО
ЦЕНА 4 ДИНАРА • ГОДИНА 36

НАГРАДНА ИГРА БИГЗОВИ ГИСЛЦИ

UKRAINE

Two years ago, in the Ukraine was founded the "Uniclub" - the Ukrainian club for popular intelligent playing. It comprises about 150 active members from all parts of the country and organizes a strong national championship, popularized in the Ukrainian newspaper "Day".

The first winner of this championship was Alexander Stepanouchkin (from the city of Chernovcy), followed 1997 by Myhaylo Hotyner.

Yuriy CHURACHENKO

CROATIA

Pero Galogaža, one of the heroes of the 1997 WPC, sent us a generous assortment of puzzle magazines appearing in his country. This is one of the most representative:



ITALY

CONCORSI A PREMIO

NUOVA ENIGMISTICA TASCABILE

N. 2257 Firenze, 20 aprile 1998 L. 1600

CRUCIVERBA DELLO SPETTACOLO




A soluzione ultimata, nelle caselle evidenziate, si leggono nome e cognome (6,7) dell'attrice nella foto.

ORIZZONTALI: 1 Calabrese da montagna - 4 Capito per i greci - 9 Primo nell'Isere - 10 Lado - 12 Primo ottoc. - 13 In argento - 14 Felopole - 16 Città dell'Esigee - 17 Disegni del sud - 19 Isola di Ota - 20 Prussia per i crociati - 24 Sbalzo - 25 Faglia di Mare - 27 Opposto nel

Da soluzioni complete nella prossima pagina di esperti!

CORRADO TEDESCHI EDITORE

In Italy doesn't take place a national championship fully devoted to puzzles, but there are organized, more or less occasionally, competitions for board games, puzzles/games city tournaments, and other contests. It may be useful to consult in this regard the following Italian web addresses:

- La Settimana Enigmistica - <http://www.aenigmatica.it>;
- Corrado Tedeschi - <http://www.tedeschi-net.it>;
- Televideo (PerGioco) - <http://www2.tele-matica.it>;
- Giocatore dell'Anno - <http://www.geocities.com/Colosseum/Field/6419/GDA97.htm>.

MarioVELUCCHI

Mr. Velucchi also sent a list of Italian magazines specialized in puzzles and enigmatography. Our illustration refers to one of the most popular Italian puzzle magazines, published by the Corrado Tedeschi Publishing House.

WORLD PUZZLE newsletter 3

Edited by "Ecran Magazin" Publishing House & "Rebus Labyrinth" Puzzle Agency, Braşov, Romania, for the International Puzzle Federation*

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