THE WORLD PUZZLE NEWSLETTER 6

Official publication of the World Puzzle Federation

WORLD PUZZLE FEDERATION

The Puzzle Star
This is the name of the traveling trophy given to the winning team at the yearly World Puzzle Championship, organized under the auspices of the World Puzzle Federation. It was commissioned by the organizers of the 1995 WPC in Romania from the Romanian sculptor Alexandru Ghidius. It has a granite base and a Lucite top, which is many-layered and has wonderful internal reflections as a result.

WORLD PUZZLE FEDERATION

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"The Puzzle Star"

WORLD PUZZLE FEDERATION

World Puzzle Federation

The World Puzzle Federation is an association of legal bodies with an interest in puzzles. Only one member per country can belong to the WPF. The WPF follows the Olympic standard in what constitutes a country. Information on present members and criteria for membership can be found in the members section on pages 30-31 of this issue.

Goals of the World Puzzle Federation are:
• to provide the means for an international exchange of puzzle ideas
• to stimulate innovations in the field of puzzles
• to supervise the annual World Puzzle Championship (WPC) and other puzzle activities
• to foster friendship among puzzle enthusiasts world-wide

Chairman: Will Shortz (USA)
General Secretary: Peter Ritmeester (The Netherlands)

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Ovidiu Sperlea (left) and Cristea Ionita at Stamford WPC. We thank them for the first five Newsletters and the Puzzle Star.

Editorial

This is the first World Puzzle Newsletter not to be edited and produced by Ovidiu Sperlea, who founded the publication in 1996. Ovidiu began the newsletter out of a personal desire to further the international puzzle movement and to provide a permanent record of the World Puzzle Championship. Together with Cristea Ionita, the publisher of Romania's Ecran Magazin, he put out five issues, financed partly with his own money, while simultaneously carrying on a full-time job. This was a tremendous achievement, for which puzzlers everywhere thank him.

Because this is the first issue since the great 2000 WPC in Stamford, much of the newsletter will cover last year's championship. The WPC section begins on page 6 with a short article by Will Shortz, who founded the WPC in 1992 and directed it again last year. Without Will, this WPC would not have been possible, as he put an impressive amount of personal time and money into it.

Following that are articles by Will's associates Helene Hovanec, Nancy Schuster, and Nick Baxter (for the entire crew, see also photo on page 21), who provide their own behind-the-scenes views of the event. Their efforts last year will help future organisers immeasurably, as a record 22 countries (from all continents but Africa) competed, and many other useful puzzle contacts were made besides.

Elsewhere in this issue you'll find information on the upcoming WPC in Brno (page 4), and the start of a new series on "Famous Puzzlemakers" by Will (page 28). This time Will writes about Sam Loyd – and presents a "lost" Loyd puzzle that has not been seen for almost a century!

The section "Hot Lines" has been replaced by a "Membership" section (page 30). Here you'll find a listing of all current WPF members as well as information on how to join. The transition from a friendly but arbitrary list of individual puzzlers around the world to a roster of official representative legal bodies in each country is the logical result of the WPF's ongoing professionalization.

After you have finished this issue, please let us know what you think. What is good, what is bad, and what would you like to see in the newsletter in the future? Your comments will help us improve.

Our aim is to publish two issues next year, beginning with issue #7, for which the editorial deadline is January 15, 2002. It will feature articles about the upcoming WPC in Brno as well as news of other puzzle activities around the world. For this we'll need your cooperation. If you participate in – or organize – puzzle competitions or events in your country, and you think these would interest other puzzlers worldwide, please let us know. Articles do not need to be in polished English. We will be happy to revise them, if necessary. Please e-mail your comments or news items to ritmeester@worldpuzzle.org.

Good puzzling!

Peter Ritmeester
Editor and General Secretary

CONTENTS

The members of the organizing committee WPC 2000 in Stamford, USA. From left to right: Will Shortz (director), Nancy Schuster (communications director), Helene Hovanec (coordinator) and Nick Baxter (competition director).

THE KING OF LOGICAL PUZZLES

I am sorry to have to tell you that the Czech king of logical puzzles, Jaroslav Müller, has passed away. In spite of all the sorrow it is necessary to remember him with a smile on our faces. Wherever he appeared good atmosphere was established and smiles appeared across faces, even across the most gloomy faces. He had an unforgettable gift of humor and quick wit. Those who participated in puzzle championships know it because Jaroslav Müller attended them since 1993.

He was a supreme master at forming logical puzzles not only in the Czech Republic but also beyond the borders of our country. He was one of the main constructors of the 2nd World Puzzle Championship in Brno in 1993 and for qualification tournaments in all the subsequent world championships. His performance in forming a giant magic square in the shortest time has been registered in the Guinness Book of Records. He gained the master qualification class of the Union of Czech Puzzlers in authorship of logical puzzles.

Regrettably he did not live to see the 10th World Puzzle Championship 2001 that will take place in Brno this year. He lived for it for a very long time and he prepared many beautiful and original puzzles for it. Jaroslav showed the very good spirit of championship competition and the world puzzle movement. His death is a grievous loss not only for puzzlers of the Czech Republic but also for the World Puzzle Federation. Let's remember him with love and respect, and smile, as he would surely wish. This is how we can honor his memory.

Vítezslav Koudelka, Czech Republic

In memoriam:
Jaroslav Müller

U.S./Canada Qualifying Test

More than 600 puzzle solvers from 36 countries took part in the online U.S./Canada WPC Qualifying Test on Saturday, June 9. Directed by Nick Baxter, the captain of Team USA, the test consisted of 24 puzzles, including "Battleships," "Minesweeper," "Cross Sums," novel mazes, picture-matching, a crisscross, and several puzzle types never seen before. Contestants had 2½ hours, beginning at 13:00 New York time, to solve as many of the puzzles as possible and submit their answers. The instructions were in English, but these were provided to contestants 24 hours before the test began, so that non-English speakers could have the instructions translated and compete equally with everyone else.

Bulgaria

Our newest member is Bulgaria. The representing organization is the Bulgarian branch of Mensa, the well-known organization of intelligent people. Honorary President of Mensa/Bulgaria is Mrs. Rossy Alexieva.

WPC 2002 Oulu, Finland

During the General Assembly in Stamford, Finland was selected as host country for the World Puzzle Championship 2002. The site will be Oulu, the country's second largest city. It is situated in the center of Finland, just 100 miles south of the polar circle!

The top American solver was Roger Barkan, who, astonishingly, correctly solved 23 of the 24 puzzles (scoring 325 of a possible 345 points). Roger, 21, is a recent graduate of Harvard University, where he studied computers. He'll join the returning U.S. team members Wei-Hwa Huang, Zack Butler, and Ron Osher, who earned automatic places on the 2001 team because of their WPC performance last year.

The top Canadian solvers were Derek Kisman (250 points) and Byron Calver (215). The top foreign solvers were David McNeill of Northern Ireland (265) and Niels Roest of the Netherlands (260).

Besides the U.S. and Canada, the greatest number of contestants came from Turkey (53), India (41), and Romania (29). One contestant each came from Brunei, Kyrgyzstan, Moldova, South Africa, and the United Arab Emirates. In age, 61% of the contestants were between 22 and 40, but three were under 14 and two were over 70.

The U.S./Canada test is still available at the WPC/USA website, www.puzzles-usa.org, where anyone can still download and play it. The test is free. Full results and solving statistics can also be found at the site.

Will Shortz, USA

WPC 2000 Stamford, USA

For the first time, we have a World Puzzle Champion from Germany: 24-year-old math student Ulrich Voigt (left). He overtook favorite and reigning champion Wei-Hwa Huang (center) and Niels Roest in a thrilling final. A lot more on this great WPC on pages 8-21.

Qualifying for Brno: Dutch Championship 2001

Like last year, Dutch member Puzzelsport offered the puzzles of the Dutch Championship to other WPF members, for them to use in their own qualifying tests. Last year Germany and Belgium made use of this, and this year Korea and Hungary. On June 16 in Hoofddorp, near Amsterdam, the 50 best of the preliminaries had to solve 42 puzzles in 6 rounds, for a total of 270 minutes. Winner was – like last year – Niels Roest. In second to fourth place were Delia Keetman, Tim Peeters and Jan Beelen, which means that the Dutch team will consist entirely of familiar faces.

WPF members interested in using Dutch puzzles for their qualifying tests in 2002 should contact Rob Geensen (r.geensen@ts.vnu.com).

Rob Geensen, The Netherlands

Logo contest

Finally, after almost two years, the WPF has a logo. The logo was designed by Michael Douma, a professional designer from the USA. He was suggested for the contest by former champion Wei-Hwa Huang, his friend ever since high school. The color of the logo will not be fixed. We will use green on letterheads, business cards and newsletters. But in advertisements we might use red because that attracts more attention. Puzzle books printed in one colour can, for instance, use that colour too with the logo.

This logo contest resulted from the presentation of an earlier logo design, which was turned down by the General Assembly in Stamford (article, page 22). We had to start all over again, which resulted in a lot of entries. After extensive consultations with experts, the choices were narrowed down by the board to selections for round 2.

Finally the board decided on Michael's logo to become the official logo. The proposal was mailed to all members and accepted by voting (yes 11, no 2, abstention 3). More on the logo contest is to be found on our website at www.worldpuzzle.org/news/logos.htm.

accepted proposal

Round 1

Round 2

THE 10TH WORLD PUZZLE CHAMPIONSHIP
or: 2001: A Puzzle Odyssey

On behalf of the 2001 World Puzzle Championship organizing committee, we would like to invite you to the Czech Republic. The 10th World Puzzle Championship and the World Congress will be held October 8-13, 2001 in Brno.

by Vítezslav Koudelka,
Czech Republic

Brno has the honor of being the organizer of this supreme puzzle event for the second time. There are certainly many people among the world championship participants who remember the 1993 World Puzzle Championship just in Brno. Brno is a very important industrial, cultural, sporting, and social center. It is also a prominent puzzle center with a long tradition. In 1989 a very important event, the International Crossword Marathon and the competition in logical puzzles Interenigma was held in

Brno. It was here where puzzlers met at such an international level for the first time.

Interenigma appeared to be a viable idea for the future organization of puzzle championships. That tradition was set up by our American friends. I am convinced that Brno will provide good conditions and a quality background for the competitions of the 10th World Puzzle Championship, the sitting of the World Congress, and a cultural and social program. The organizing committee of the WPC 2001 will do its best to fulfill this promise.

Brno - the site of the 10th WPC
Brno is the second-largest town of the Czech Republic and the largest town of the region called Moravia. Brno has 400,000 inhabitants. It is an important Central European industrial and exhibition center. Nearby are Brno Lake and the famous Masarykuv okruh, where the Grand Prix races of motorbikes are held. Also in the area is the Moravian karst with a number of caves and natural objects of interest.

The ancient city of Brno was founded in the 11th century as an important trade crossroads. The center of Brno has been declared an urban conservation area because of its many historical buildings. The dominant feature is the Cathedral of St. Peter and Paul, founded in the 12th century. The Spilberk Castle, founded in the 13th century, towers above.

Currently, Brno is a modern town with many hotels, theaters, and cultural premises. It is connected with Prague by D1 highway. The journey from Prague to Brno and vice versa takes approximately two hours. Brno is ready to reveal both its historical and up-to-date face to the 10th WPC competitors. Welcome to Brno, dear puzzle friends!

Some details of the program might be specified or altered. A surprise is possible. Visit www.worldpuzzle.org for the latest details.

Organizational information
1. Participants will individually get to Brno. Possibilities can be consulted with the organizers.
2. The WPC participants will be accommodated in the Holiday Inn Hotel near the center of Brno. All the participants will be looked after well, and we believe they will be satisfied with the stay. Accommodation in this hotel is booked from October 8 to October 12, 2001. Other possibilities can be arranged with the organizers individually. A hotel room can be shared by two people. It is possible to arrange accommodation of one person in a double room with a surcharge of $100. Rooms are fitted with TVs, Internet connection, and minibars. A fitness center and sauna are available. Competitions will take place in the congress hall of the hotel.
3. On October 13, accommodation in Prague is booked for the excursionists to Prague. The visit to Prague will take place after the official closing ceremony of the championship and does not influence the cost of attendance.
4. The basic cost of attendance for each competitor and team captain is $400. The basic cost of attendance for other participants is $600. A single room costs $100 extra, as stated above. These fees cover accommodations October 8-13 in Brno and in Prague, as well as meals and the cultural and social program.
5. We will be pleased to arrange accommodations for around the Czech Republic both after and before the championship for the participants. Interested persons must inform us in advance. We will also fulfill all demands and requests concerning the whole stay in the Czech Republic.
6. The main organizer of the 10th World Puzzle Championship is KIRA Publishing House in cooperation with the Union of Czech Puzzlers. All correspondence should be directed to: Vítezslav Koudelka, Kachlikova 2, POB 33, 635 00 Brno, Czech Republic, tel. and fax: ++42 05 46 21 01 75, e-mail: kira@kira.cz

Participants will be accommodated in the Holiday Inn Hotel near the center of Brno.

Directing the WPC 2000

by Will Shortz, USA

From left to right: Stephanie Osher, Dannel P. Malloy (mayor of Stamford), Will Shortz and 1994 champ Ron Osher. The Oshers were so kind to host the farewell party at their house.

They say every criminal returns to the scene of his crime. Perhaps this is why, after creating and directing the first World Puzzle Championship in 1992, I volunteered to do it again in 2000.

A final check before the finals

The second time around, frankly, was much harder, partly because of the size of the event, which was one day longer than in 1992 and involved twice as many people; but mainly because we didn't have the staff and resources of Games magazine to draw on, as we did eight years before. The 2000 WPC was entirely planned and organized by a group of independent puzzle enthusiasts working from their homes scattered 3,000 miles apart.

But what a group! Nick Baxter commissioned, compiled, and designed 2½ days' worth of first-class championship puzzles. Helene Hovanec made arrangements for the hotel and meals. Nancy Schuster wrote letters, letters, letters, letters, letters. Stephanie Osher, Marilynn Huret, Stan Newman, and many others helped in numerous ways. We all stayed in contact with each other through e-mail and telephone, meeting face-to-face just once during our year of planning: at the National Puzzlers' League convention in San Francisco in July. In the end the world puzzlers came, and everyone seemed to have a good time.

The things I'm most proud of are:
a) The large number of new countries that participated: Australia,

Questions, questions, questions…

Belgium, Colombia, France, India, Peru, Switzerland, U.K., and the return of Argentina;
b) The new playoff round at the end of the championship, which was genuinely exciting, and I think holds great promise for improved publicity for the event in the future;
c) The graduated rates for participation, depending on the number of people sharing a room, which significantly lowered the cost for some countries and provided the difference that made it possible for them to attend.

Disappointments:
a) Visa problems that kept some worthy contestants from attending;
b) Weak publicity;
c) Insufficient sponsorship, which meant that the event's income did not fully meet expenses.

If the U.S. ever hosts the WPC again, there should be people involved whose only job is to seek sponsorship and publicity.

The best part of directing a WPC is making and renewing friendships of puzzlers from diverse cultures around the world. The WPC attracts some of the brightest, most talented, and most interesting people on the planet, and it was a pleasure just to be part of this remarkable event.

A tired Will naively thinks he'll be able to read a newspaper during the WPC.
No chance with all these puzzlers sitting around! Taken on the train back to Stamford after the party at the No Idea bar in New York.

Hosting puzzlers

The dictionary defines host as "one that receives or entertains guests socially, commercially, or officially." I think that's a great description of my role at the 9th WPC.

by Helene Hovanec, USA

I had honed my entertaining skills by hosting several National Puzzlers' League conventions and the first WPC in New York City in 1992 (all of these organized with Will Shortz, the director of the 2000 WPC). I love to meet new people and make new friends. And I'm happy to say that the WPC attendees who first ventured into this new arena in 1992 are among some of my best friends.

The 2000 WPC was a little different. For one thing, we had so many more attendees. As I was driving from my house in Princeton, New Jersey to the hotel in Stamford, Connecticut for the event, I realized that there would be loads of new people whom I had never met. Since I've been accused (by my oldest son) of "being able to go into a room full of strangers and talk to anyone about anything," I really wasn't nervous.

So, when people started to arrive, I kissed and hugged those I knew from past WPCs and extended my hand with a warm handshake to the newcomers. I made sure that I had something to give each person – a tote bag containing books, schedules and sample puzzles; a name tag; information about checking into the hotel; and, of course, the candy.

I also had a wonderful support group with me at the registration desk – Nancy Schuster who, along with Will, was responsible for recruiting so many new teams; Stephanie Osher, an extraordinary person who did such a wonderful job as our local liaison; and Marilynn Huret, the official photographer. All of us welcomed everyone with equal enthusiasm.

Throughout the event, I made a concerted effort to talk to individual people on a one-to-one basis. People love to talk about themselves and a few questions, like "what do you do," "where do you live," etc., work wonders in getting people to open up. When I was too busy to spend a lot of time with individuals, I made sure that I introduced people to each other, so they could find their commonality.

There are two main tasks for the coordinating committee: being in

Helene welcoming the Turkish delegation. In the middle Kamer Alyanakyan, the only person on this planet who competed in all nine WPC's.

constant communication with each other and being flexible with the schedule. Will, Nancy, Nick Baxter (the maven behind the actual competition), and I immediately discussed any problems brought to our attention. For example, an attendee complained about his exorbitant phone bill and we got the manager to talk to him; we had the chef make different entrees for the vegetarians who didn't like the food; we arranged for transportation to and from the train for people who were unable to walk the distance; we reimbursed people who had to spend their own money to get to the hotel, etc.

When the final attendee left the Stamford Marriott Hotel at the end of the event I was ready for a mini-vacation of my own. I was completely exhausted, but in a wonderful way. I knew that all of us on the coordinating committee had done our best to make the WPC a success.

"we had the chef make different entrees for the vegetarians who didn't like the food;..." Always complaining, those vegs…

Around the world with the WPC
or One Year Out of My Life

As soon as we returned home from a wonderful week at the 8th WPC in Budapest, the U.S. organizing committee began to plan the next WPC in Stamford, CT, in October 2000. We knew we'd have to start work immediately, because there was so much to be done in the year ahead.

by Nancy Schuster, USA

They all speak English, sort of...: (left to right) Zack Butler (USA), Michael Middleton (Australia) and 1992 champion David Samuel (Canada).

Beside arranging for the puzzles and the schedule, Director Will Shortz set one other important goal for me in particular, which was to make our WPC an event of truly world-wide importance – to find as many new teams to participate as possible. "This will be a fun and interesting job for you, and it shouldn't involve too much work," Will said to me. ;-)

So under Will's guidance I began to search the world for teams and sponsors. There were a few ways to do this: Through websites where puzzle lovers might get together, through puzzle magazines in each country, and through personal contacts.

Adam Sumera supplied me with addresses of European puzzle magazines that were not on sale here in the U.S. Adam listed 14 magazines from Italy, Greece, Belgium, France, Denmark, and Spain, and I wrote to all of them, inviting the editors to form teams and join the competition. I described the events of the week of the tournament, WPC history and our parent WPF, and referred them to our websites for more information. This approach led to success only with the company Keesing, but that was a very big success! Keesing sponsored two teams, France and Bel-

The result of Nancy's writing and writing: Felix Maldonado (Peru) and Bernardo Recamán (Colombia).

gium, who will both be illustrious members from now on.

Then I began to search the websites Will suggested, looking for word game sites, recreational math groups, and places devoted to brain games of any kind. I selected one or two people from each country listed in these websites and wrote to them with all the information I mentioned above. I also asked them if they knew of any organization in their country that I might write to regarding sponsorship. I invited them to take part in the U.S. qualifying test, to be held online in June 2000, and suggested some ways they could form a team. Once I struck up a correspondence with someone, I mailed him a copy of the WPC book of puzzles we had published here in the U.S. or the latest WPF newsletter.

Will knew of Michael Curl's excellent website of puzzles called Thinks.com in Great Britain. Michael became enthusiastic about forming a team, and publicized the WPC on his site. Eventually Michael became the sponsor of the British team. We also found Mukul Sharma of India, who runs a puzzle column in Indian newspapers. He announced the competition in his column, and because of the publicity the Indian team was eventually formed.

I wrote to everyone who had found the WPC and WPF websites by themselves and who had asked for more information about the qualifying test. In this way single-member teams from Peru (Felix Maldonado) and Colombia (Bernardo Recamán) came to join us in Stamford.

Luckily for me, an important source of international puzzle people was Will and Nick Baxter. These two had made friends all around the puzzle world by their participation in the annual International Puzzle Party, and I contacted these people as well, with my (by now) standard letter of invitation and information. Will also contacted his old friend and co-worker Ashley Griffin, who had relocated to Australia from the U.S. and was now the editor of puzzle magazines there. Ashley gladly formed a team of her staff editors, and her publisher was their sponsor.

By purest accident, a Brazilian puzzler named Sergio Ximenes posted a message to a U.S. crossword newsgroup Cruciverb.com, and I immediately wrote to him. This led to a long exchange of e-mails, as we tried to enlist his employer, a very big publisher in Brazil, as sponsor. The sponsor was so eager to participate that he announced he wanted to host the next WPC there in Brazil the next year. But just when we thought we had succeeded in having him join, the entire project fell through! It would be wonderful if one day we can sign him up, because it will lead to major representation of the WPC in South America.

By this time I had 35 folders in the computer of countries that included – along with our current members – Australia, Austria, Brazil, China, Colombia, Denmark, France, Great Britain, Greece, India, Indonesia, Ireland, Israel, Italy, Latvia, Lithuania, Moldova, Nigeria, Norway, Peru, Philippines, Portugal, South Africa, South Korea, Spain, Sweden, Switzerland, Taiwan, Thailand, and Vietnam. The major reason most of these countries didn't join was because they couldn't round up other team members or find a sponsor, with or without our help.

By the late summer it was time for visa applications. I needed to send a letter of invitation to be taken to the U.S. embassy for each country where a visa

was required. This went quite smoothly for a while, but suddenly problems arose. I had no idea what the U.S. required for a visa, and we were quite upset that several team members were being refused! Time was running out; we wrote a second letter with more persuasive details; we faxed letters directly to the consul. Because of the time difference, for several days I climbed out of bed at 5 a.m. to telephone directly to the embassy during their business hours.

This effort succeeded for the most part for the Hungarian visas, but sadly, the result was complete refusal from the Kosovo embassy (actually in Skopje) where no tourist visas of any kind were granted last year. For Romania, I reached my own local U.S. Representative in Congress and he kindly wrote a letter directly to the ambassador in Bucharest, but to no avail. The entire team were refused visas. On behalf of the U.S. team, I extend regrets for circumstances beyond our control.

In looking back over the year, I want to thank every one of you for being such friendly guests in Stamford and for appreciating our efforts to make a successful competition. It was wonderful to meet you all in person. Will may have been wrong about the amount of work the event involved, but he was so right about it being fun and interesting!

Photographer Marilynn Huret seems to have no problems communicating with puzzlers.

Four other first-time appearances: Australia, France, Belgium and India (from left to right).

The Dirty Little Secrets of the 9th WPC

The organizers of the 9th WPC in Stamford this past October were very gratified to receive so many compliments. One of the more frequent comments was that we all looked so calm and relaxed. Well, we may have looked relaxed, but that was probably because we were too busy or too tired to be worried!

by Nick Baxter, USA

by Nick Baxter, USA

erage solver had a much worse time of it.

For the WPC, I realized that I had to forget about what Wei-Hwa could do, and focus on the mere mortals. I learned from the near disaster a year ago, and figured out how to allocate time properly so that most competitors had plenty of time to both solve and enjoy the puzzles.

In July, when I was just starting to plan the overall organization of the test, I thought to myself that it would again be nice to have variations of a popular

was to skip part "IX", and to have part "X" immediately follow part "XIII". In the end we decided this would be too obscure and confusing.

So now I can pose the problem: What possible reason is there for skipping "IX" in the sequence of part numbers?

I consciously decided on fewer examples for the instruction booklet, with the intent that solvers' first experience with some new puzzle styles happen during the competition. Of course the drawback is the possibility that people might not fully understand the rules. For this reason, I had some concern that the rules meetings would be long and tedious. As it turned out, we did need more time than originally planned, but I think it worked out as well as could be expected.

Puzzlers at work on solutions to the puzzles that came.

critical issue was to devise a fair and meaningful scoring system that emphasizes the final round, gives everyone involved a chance to win, but also accounts for the performances of the previous two days.

Based on the principle that the entire competition is time-limited, it seemed fair to allocate time based on the points earned in the previous rounds. If the final round puzzles are of comparable difficulty, all should be fine. We then sampled results from recent years to check that our algorithm produced reasonable results. And it did.

As has been reported elsewhere, Wei-Hwa Huang surprised everyone with an unprecedented performance over the first two days, scoring 37% more than second place, and 83% more than tenth place. Our first reaction was of dismay and disaster – he was going to get almost a half hour advantage and probably be finished before the 10th place person even gets a chance to start! Then it struck me – this is still absolutely fair. It may not be very suspenseful, but Wei-Hwa earned his lead, so let him take advantage of it. And who knows, maybe it will still turn out to be interesting. And that it was, thanks to Ulrich Voigt, the new individual champion.

Each year, I have enjoyed my involvement with the WPC, as a competitor, a team captain, and now this year as an organizer. Even with an important job to do, it is still quite easy to have a good time and enjoy the company of other puzzlers from around the world. Even when fending off disaster every step of the way.

If you are still wondering about the Roman numeral puzzle mentioned above, here is the answer. If "IX" had been omitted from the part numbering sequence, then the remaining numbers, I through VIII and X, would have been in alphabetical order! Yes, it's little obscure.

Left: Nick answers questions about the puzzles to come.
Right: Puzzlers listening to Nick answering questions about the puzzles to come.

What possible reason is there for skipping "IX" in the sequence of part numbers?

As anyone who has organized a WPC or similar event knows, it is a major undertaking with many possibilities for failure. Will Shortz put together a great team, and we accomplished exactly what we set out to do. That is not to say there wasn't trouble lurking behind the calm façade. I'd like to now give you a glimpse of parts of the competition that almost didn't come off as planned.

The first bit of trouble actually goes back to the previous year. Will and I reinstituted the qualifying test to select members of the US and Canadian teams. In 1999, Wei-Hwa was exempt from qualifying since he was reigning WPC champion; but all other former team members had to take the test to get back on the team. This left me with only Wei-Hwa to test-solve the test before we actually used it. When he finished almost the entire test in the allotted time, I figured that everything was perfect. That was my first mistake! It turned out that during actual competition, the best solver (Zack Butler) completed only half the test; and the av-

puzzle design, as was done the previous year in Hungary with their Battleship Varia. But I had felt that I had already overused my favorite resource, Erich Friedman, for many of the Qualifying Test designs. I didn't think about this idea again until a week later, when I received unsolicited e-mail from Erich saying he also was thinking about Battleship variations. Attached to the casual note was a set of 12 unbelievable puzzles. Part V was finished in one day!

With the opening day of competition falling on Friday the 13th, it seemed appropriate to throw in a few theme puzzles for the first round that morning. This led to the design of the Friday the 13th word search, the Overlay grid containing only the number 13, and the black cat paint-by-numbers. And in a fit of triskaidekaphobia, problem 13 was skipped altogether!

I also wanted to include a similar trick for numbering the parts of the competition, this time motivated by a puzzle rather than mock fear. The plan

The emotions of the judging team had an inverse relationship to that of the contestants – when the contestants were productive and happy, the judges were overburdened with work; when the contestants where overpowered by the manipulative puzzles, the judges were gleeful with inactivity! The original version of Scott Kim's Triangles optimization puzzle asked the solver to construct the most triangles of any shape, not just equilateral triangles. The former design would have been logistically impossible to judge, and for that reason I made the change. As it was, scoring the optimization puzzles marked the low point in judging room morale; had this earlier version of the Triangle puzzle been used, I'm certain all the judges would have quit on the spot! Fortunately, disaster was averted.

The most exciting new idea this year was the final round playoff. Will's vision was for something similar to the 3-person final round in his annual American Crossword Puzzle Tournament. The

Judges at work reviewing the solutions to the puzzles that came.

Interview with Ulrich Voigt (Germany), World Puzzle Champion 2000

As a huge surprise, Ulrich Voigt overtook favorite Wei-Hwa Huang during the nail-biting finals at the WPC in Stamford. It was Ulrich's first appearance at a WPC, and probably a lot of us know nothing about him. High time for an interview. The interview took place by e-mail, and following is a transcription of Ulrich's answers.

by Peter Ritmeester
(The Netherlands)

1. This is an easy example of a retrograde chess puzzle, the type of puzzles our new champ likes most.

Mate in 2
(F. Amelung, 1897)

Solution: What was Blacks last move? Obviously not Kg6-h6 (touching kings), also not Kg7-h6, since the white pawn on f6 could not deliver this check. Since the pawn h7 never has moved, Blacks last move must have been with the pawn now on g5. It could not come from g6, where it would have checked the white king, therefore it must have come from g7. Hence White is able to capture this pawn en passant: 1. h5xg6 e.p. Black is forced to answer Kh5, and White mates with 2. R:h7.

Background

I was born in 1976 in a small town near Leipzig. As my parents are both mathematicians, I learned early to "think mathematically." I also learned to play chess very early (at the age of 5). Chess is still one of my hobbies. My current ELO is 2313. I stopped playing tournament chess because at the moment, I find bridge more interesting and challenging. I am interested in many other games, too.

In 1994 I began studying mathematics in Leipzig. Since I had a lot of friends in Freiburg, I moved there in 1998, and continued studying math. I took part in the German Math Olympiad several times and almost always won a 2nd or 3rd prize (there was no 1st prize, if I remember correctly). Once I made it to the International Math Olympiad qualification tests, but failed very closely. (If I had solved one more problem, I would have made it.)

Puzzles

There were two kinds of puzzles I really

Ulrich during the finals. To his left Niels Roest (3rd) and Wei-Hwa Huang (2nd)

liked as a child: logical puzzles (especially Knights and Knaves, such as in many of the Raymond Smullyan books) and retrograde analysis chess puzzles (again, I encountered them in some Smullyan books).

Today, I find the Knights and Knaves somewhat boring, but if I encounter a retrograde analysis problem, I sit down until I solve it. Now, I like any kind of puzzle that can be solved with logical reasoning, like most of the WPC puzzles. But they are hard to find - most newspapers have puzzles, but usually only crosswords.

German Puzzle Championship

January 2000, a friend of mine told me about the German Puzzle Championship and how to qualify. I found the puzzles of the qualification test challenging, so I solved them and indeed qualified. (My friend did not, but he was happy about that, because he could not take part in the Championship anyway.)

At the German Championship I realized that most of the puzzles were types I had never seen before. So I first had to find a sensible approach to them, what was not easy to do in a short time. But as a chess player I am familiar with this situation. I am able to think very quickly without getting nervous. In the end, I finished in second place. I made a lot of unnecessary mistakes, or otherwise I could have won.

World Puzzle Championship

I had no specific expectations about

the WPC, apart from lots of puzzling. There were surely lots of those. It was a very well-organized event, and I enjoyed participating. I would have enjoyed it even if I hadn't won. Everyone was really nice, except the officers at Newark airport.

What helped me most in my preparation was the book "Mensa Math & Logic Puzzles" by Dave Tuller and Michael Rios. Everyone of us got a copy of it before the championship started. To get a feeling for what would come, I often sat down and solved puzzles from that book.

The Competition

After a few rounds I was very sure that I could achieve a good place, but I never thought I could really win. Wei-Hwa Huang and Niels Roest performed impressive. Of course I was nervous – until the first round began. When I saw the puzzles and realized that most of them were solvable, I simply had no time to be nervous.

The Multi-Level Block Maze was really beautiful. And I enjoyed solving the Lunar Lockout puzzles – but even more I enjoyed developing new ones. I didn't like some of the crossword-type puzzles (Which word will be left?) and the "Find the 10 differences" puzzles.

In the last round I turned in three wrong solutions. The reason is probably that I didn't read the instructions correctly. I was so eager to start solving that I missed some important clues. I am glad these mistakes didn't cost our team the 3rd-place prize (we ended up with just 17 points more than Hungary)!

At the German Championship, something similar happened. In one of the puzzles I did not read the explana-

The German team working on the Multi-Level Block Maze. From left to right: Gerd Prull-Aden, Michael Ley, Markus Gegenheimer, Ulrich Voigt.

2. One of Ulrich's favourite puzzles (really difficult one)

Composed by N. Plaksin in 1980
White to play and draw.

Solution: 1. 0-0-0
This allows Black to mate with Qa1, but before that... White can claim a draw according to the 50-moves-rule! The complete proof for this is too long to publish here. Ulrich wrote an article about this (in German).

3. Ulrich liked the Lunar Lockout Puzzles so much, he designed several himself. Here is one of them:

Solution:
X-down
C-up
A-right
E-left, up
C-right, down
X-left, up

tion correctly and missed one clue. Without this clue, I had not so much information to work on, therefore .... I was first to finish!

The Finals

Before the finals, I was very optimistic. Of course, I did not expect to win (in fact, I expected Wei-Hwa Huang to solve all puzzles before I could even start), but I was very sure I would not fall back any places. When I finished, I was surprised to see Wei-Hwa delivering his last solution. At that moment, I realized I could win the whole event; but of course, I could have made a mistake, too. I don't think these finals are a good idea. Too much depends on it; one mistake can ruin the work of two days (as actually happened).

Next Year

I learned a lot and will definitely do better next year. By now, I have seen many kinds of puzzles that exist. Surely, many of the puzzles of the next WPC will be of the same sort; therefore, I will be much better prepared.

Nevertheless, I don't think I will win again next year, but maybe I will come close.

Selected Puzzles from the 9th WPC

by Nick Baxter

I'd like to present an overview of the puzzles used from the 9th World Puzzle Championship last year, highlighting those that I think are the most interesting.

Actually, I think ALL the puzzles were interesting in some way or another, otherwise I would not have included them in the competition! So please don't be too disappointed if I did not include your favorites here.

Part I

For Part I, we tried to lighten up the first round of competition with a little bit of fun. Since the first day was Friday the 13th, this was an obvious theme to use for a few of the puzzles. The most obvious example was the very first puzzle: a word search using the names of movie stars appearing in the Friday the 13th horror film series. (Since the movies were so bad, these actors and actresses have never been heard from again, so the rules of culture-neutrality didn't apply!)

Friday the 13th - by Nancy Schuster

This puzzle is a little scarier than the normal word search; we've left out one of the 36 first and last names, and ask you to figure out which one is missing!

```
AMY STEEL
BARBARA BINGHAM
BRUCE MAHLER
CAROL LACATELL
DANA KIMMELL
JOHN FUREY
KEVIN BLAIR
KIRSTEN BAKER
LARRY ZERNER
MARK NELSON
PAUL KRATKA
RICHARD YOUNG
RON PALILLO
SHAVAR ROSS
STU CHARNO
SUSAN BLU
TONY GOLDWYN
TRACIE SAVAGE
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Y O U R M O J D Z E R N A S O
S U S A N A R A B R A B H T R
R T R V B E H N N Y W D L O G
U K C A L R I A L B K R N L J
F S L H I G Y L M E P A U L A
M P A S A Y O M V M A H G I V
A M C V N R U I A Y P C U L S
H K A O A B N E T S R I K A Z
G L T C F G G O S R T R V P E
N U E A U V E O E S A E A A R
I F L E R B R Z B R U C E L N
B P L B E K I M M E L L I L E
N O S L E N O J E R B A K E R
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"Logic grids" have become a staple of the WPC, and a number of styles have become recurring favorites.

So it's always refreshing to see a new, innovative style appear, which sums up my enthusiasm for the Railroad Track puzzle.

Railroad Track - by Craig Casper

Lay a single, closed loop of railroad track that travels through every square of the grid. The track connects squares horizontally or vertically, and crosses itself only in the squares with crosses. (All the crossing are already placed.)
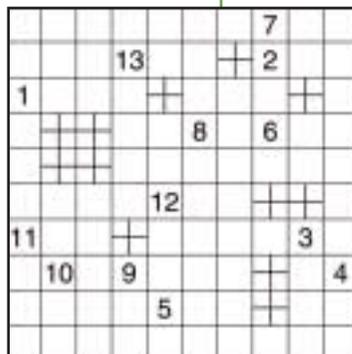
The track does not turn as it passes through the stations, which are the squares containing numbers. As you follow the track, visit stations 1 through 13 in order, then return to station 1.

The Instruction Booklet and the pre-competition rules meetings are important parts of keeping the competition fair for everyone.

The authors and editor must strike a delicate balance between giving enough information ahead of time so the that puzzles will be readily understood, and not giving too much information so that the puzzle could be solved ahead of time.

Symbolic Dominoes was a case where we gave away too much information. The puzzle was actually a two-part puzzle in disguise. The first part was to determine the set of dominoes; only then could you begin to solve the second part and actually locate them in the grid. Of course, my hope was that people would have to discover the unique set of dominoes during the competition. But unfortunately, this challenge became obvious during rules meeting, and I think that most smart solvers discovered the tricks the night before.

If nothing else, I recommend that you at least determine the complete configuration of the unusual set of dominoes in the problem below.

Symbolic Dominoes - by Michael Rios

A set of 28 dominoes is in an 8 x 7 rectangular tray. The layout is shown but without the domino edges. Reconstruct the missing edges.

This unusual set of dominoes uses 3 symbols (circle, arrow and double-arrow) and their orthogonal rotations. All permutations of the symbols are included in the set, except that duplicate patterns due to rotational symmetry are excluded. For example, dominoes A and B are the same, but A and C are different.

Lunar Lockout - by NOBrain Corps

The goal is to end up with the red robot on the center space within the specified number of moves. Unfortunately in this puzzle, the red robot is invisible. You must locate the only starting position for the red robot so that a solution is possible, and then discover the 7-move solution. Each robot travels horizontally or vertically, but only directly toward another robot – as far as it can go until hitting it edge to edge. One move is a continuous sequence of such traverses made by the same robot.

Part III & Part IV

Unfortunately, I would not do justice to the physical and manipulative puzzles used in Part III and Part IV if I reproduced them here. So I won't try. These sections included a representative cross section of popular styles (sliding block, maze, edge-matching, 2-D tray, and 3-D geometric assembly), and were carefully designed and selected to reward deduction, not trial-and-error or luck. The typical WPC participant is not as experienced with these types of puzzles, so the scores were down, particularly for Part IV. Regardless, I hope that future WPC organizers share my view of the importance of these puzzle styles, and will continue to include manipulative puzzles in the competition.

Part II

Part II was a speed round featuring the Lunar Lockout game. The U.S. team first saw this puzzle type (then known as UFO) in the 1999 U.S. & Canadian team qualifying test, and then again during the 2000 qualifier. It was originally designed by Nob Yoshigahara as a paper puzzle, but Binary Arts quickly saw the commercial potential, and eventually produced the game. They were also generous enough to give the game to each of the competitors so that all solving could be done with the physical model rather than on paper (which is a LOT harder to do – just ask the U.S. team!)

The puzzles appear to be easy, but they are not. I like to describe them as a maze where the barriers move along with your pieces, but the complexity is surprisingly more profound than that.

This section originally wasn't a timed event, and included one additional puzzle. Mercifully, we changed our minds, and removed the hardest (and most unusual) of the puzzles. So that no one is deprived of the experience, I include it here.

Part V

I really like puzzles that combine different themes together into a good new design. The Battleship style is ripe for this, as we saw in Budapest with Battleship Varia. For Part V, we continued this theme by using Erich Friedman's large collection of new variations.

However, the big surprise for me was Serhiy Grabarchuk's Tangram Battleship – a beautiful combination of the classic manipulative puzzle design and one of the WPC's all-time favorite puzzle styles. The triangular shapes are very unusual, making the puzzle a little more difficult because the solver must be very careful to make sure that ships don't touch at a single point (and at the same time must remember to take advantage of this restriction!).

Tangram Battleship - by Serhiy Grabarchuk

Locate the position of the 7-ship fleet in the grid. The fleet is shown below the grid, one ship for each of the seven classic Tangram shapes. The ships are divided into identical isosceles right triangular segments. Ships can be rotated and reflected, and do not touch each other, not even at a single point. The numbers around the edges of the grid reveal the total number of triangular ship segments that appear in the respective column or row.
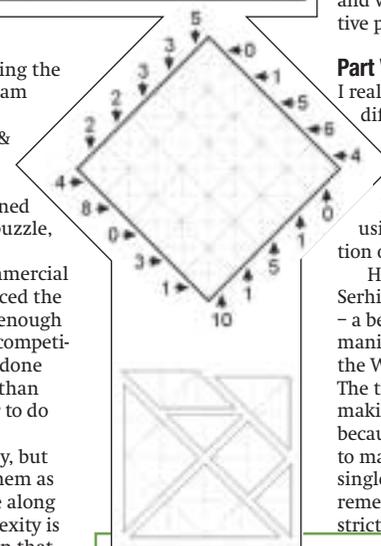
Part VI

Part VI revived a theme we saw in Utrecht at the 5th WPC – puzzles that required a bit more time to solve, and that rewarded inspired thinking rather than just brute force or speed. This is another class of puzzles that I think is valuable, and I hope is used again in future competitions.
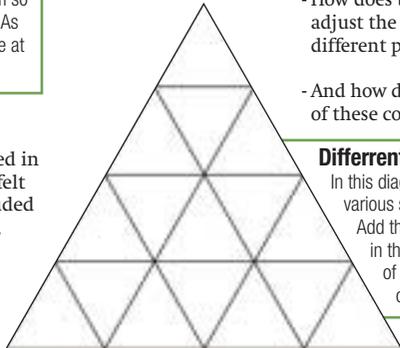
I couldn't have been happier with the set of puzzles created by the R&D team at Wizards of the Coast; each of them are worthy of being presented here! However one stands out as being particularly innovative. Balloon Balance was designed by Richard Garfield, the original inventor of the Magic: The Gathering card game. He took the classic balancing puzzle and then removed gravity! Well, almost. What he did do was to remove the top-level fulcrum, and thus remove the orientation of the force of gravity. He then added helium balloons in addition to normal weights, so that some objects pulled up while some pulled down. Once you ignore what seems to be missing and orient yourself properly, it's not as hard as it first seems.
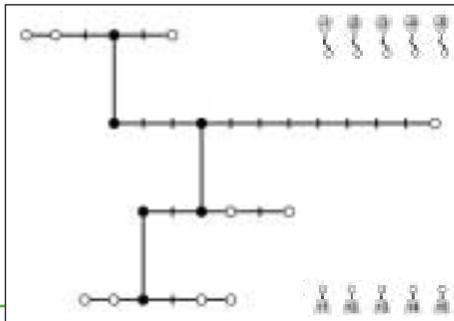
Part VII

Optimization puzzles that reward intuitive solving skills have appeared in a few recent championships, and I felt this style was worthy of being included again this year as Part VII. However, the original version of Scott Kim's Triangles would have been more a question of accurate counting (and also a disaster for judging), so I decided to limit the search to just equilateral triangles rather than triangles of any shape.

A few of the behind-the-scenes events will further illustrate how awkward this sort of problem can be. Scott's original solution diagram reportedly gave 109 triangles. When testing the original version, I ignored the original solution, finding a better diagram with 123 triangles. When testing the original problem back to Scott for publication in one of his magazine articles. When rechecking the count for this article, I could only get 121; Scott's editors had the same trouble. Wei-Hwa Huang was nice enough to confirm the lower count, but also found a better solution with 127 triangles. Ironically, his new diagram was the same as Scott's original, just with a more accurate count! Upon seeing this result, I tweaked it slightly to improve the maximum even higher.
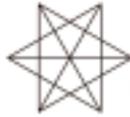
Here is the original version of the problem. Test your reasoning and intuition skills (if not your counting!), and think about what is most likely to increase the triangle count:

- What are the best points around the outside of the large triangle (vertices, mid-points, quarter-points, other?) through which the new lines should pass?

- Should the new lines go through the three interior intersection points or maximize the number of interior lines that are crossed?

- Should the new lines cross each other inside, outside, or on the edge of the large triangle?

- How does the count change as you adjust the new lines to slightly different positions?

- And how do you balance the benefits of these competing strategies?

Part VIII

The last round, Part VIII, was another mix of various puzzle types, and included many familiar WPC puzzle styles. Viewpoint is Scott Kim's twist on the classic idea of 3-D cube visualization. The original design included 16 figures, but I decided to simplify the puzzle by only using half; we then used the remaining eight figures for the Viewpoint 2 puzzle that appeared in the final round! It turned out well, with each of the separate sets being an appropriate challenge.
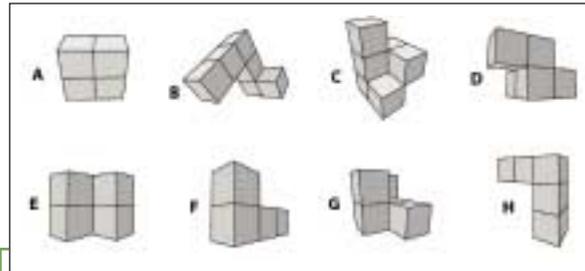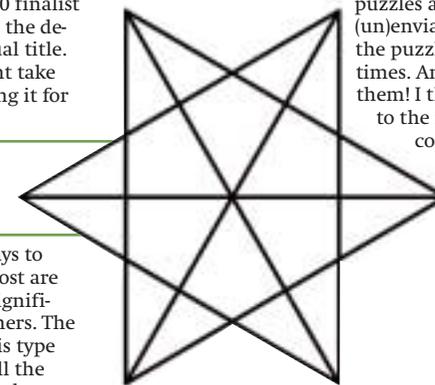
Part IX - Finals

The puzzles used for Part IX, the playoff round, were selected because they were visually appealing, required less than the normal amount of paper work to solve, and still presented a moderate challenge to the finalists. The surprise of this round was definitely the unassuming Triangle counting problem – only 2 of the 10 finalist got this one right, and it was the deciding factor for the individual title. Before you read on, you might take some time now and try solving it for yourself.

There are a number of ways to tackle a problem like this; most are equally valid, but some are significantly more reliable than others. The most typical approach for this type of problem is to determine all the possible triangle shapes, and then determine how many of each type there are. The symmetry of this diagram greatly simplifies the task.

My favorite technique counts the triangle not by shape, but by how many of the 6 star vertices are used. The surprising key observation is that there are NO triangles that don't use one of these six points! The diagram's symmetry further reduces the search space, and the counting turns out to be pretty easy.

Regardless, each technique requires accurate searching and bookkeeping. From talking with a number of the finalists, the most common oversight was missing some of the large triangles that included two vertices.

The competition produced some interesting statistical tidbits. Without editorializing, here are the items that were the most interesting to me:

- Classic Battleship was solved by all of the 80 competitors!
- Triangle Trisection was solved by only one: Julien Cassaigne of France.
- Two teams didn't make it to the first of four milestones in Part III, Multi-Level Rolling Block Maze, even though the solution for this was given in the example.
- During Part VI, it was the best teams that asked for hints, while the teams placing 15th, 16th, 17th, and 19th ironically didn't ask for any help.
- Wei-Hwa Huang solved 66 out of the 72 puzzles correctly. Ok, I will editorialize – this performance was truly amazing!

I hope that everyone enjoyed these puzzles as much as I did. I've had the (un)enviable task of solving each of the puzzles, many of them multiple times. And I'm still not tired of them! I think this is a great tribute to the many designers who contributed their hard work to make the competition a success. Solutions on page 32.

Team Results

Will Shortz and Nancy Schuster wrote to puzzlers and puzzle organisations worldwide for months before the event. This effort resulted in attracting competitors from a record 22 countries from all continents but Africa. All photos (and all other photos in the WPC 2000 articles in this issue) were taken by Marilynn Huret. She is in the photograph on page 21 with all 2000 WPC organizers and officials.

	Round	1	2	3	4	5	6	7	8	Total
1	USA	1107	155	180	160	655	975	141	1100	4,473
2	Netherlands	763	170	200	140	600	900	180	860	3,813
3	Germany	809	195	200	40	570	900	73	825	3,612
4	Hungary	811	145	100	140	445	875	149	930	3,595
5	France	683	175	200	120	420	900	252	735	3,485
6	Czech Republic	625	195	130	80	525	825	114	785	3,279
7	Poland	612	155	160	100	370	875	102	755	3,129
8	Canada	791	205	110	80	395	800	102	605	3,088
9	Belgium	625	100	200	60	395	825	131	545	2,881
10	Japan	601	80	180	80	465	350	64	745	2,565
11	Croatia	521	50	100	40	350	625	47	395	2,128
12	Argentina	463	175	50	60	310	450	186	375	2,069
13	Turkey	343	120	100	60	370	450	85	540	2,068
14	United Kingdom	427	105	30	0	350	525	24	470	1,931
15	Russia/Switzerland	374	70	80	80	225	525	37	415	1806
16	Slovakia	461	70	80	20	450	300	21	400	1,802
17	Finland	388	55	50	60	240	225	15	245	1,278
18	Colombia/Peru/Turkey	232	50	50	0	150	350	44	235	1,111
19	India	148	55	0	40	90	275	6	245	859
20	Australia	176	10	0	0	115	75	0	140	516

Individual Results

After 6 rounds of competition, the top 10 individuals competed in a final playoff round. 10th place received 30 minutes to solve the 8 problems. 1st through 9th place received proportionally more time, based on the points earned during the previous rounds. Aside from the time handicap, the scores from the previous rounds were ignored in determining the rank of the top 10 individual places.

Despite an intimidating 11 minute head start on the rest of the field, Wei-Hwa Huang made one miscalculation that he did not correct until just 2 minutes remaining in the round. On the other hand, Ulrich Voigt calmly ignored his 15 minute disadvantage, and solved each problem correctly, finishing his last problem with just over 4 minutes remaining in the round. The 2 minutes, 11 second difference made him the first new champion in 4 years.

	Round		1	2	4	5	6	7	Total	Final Round	Remaining
1	Ulrich Voigt	Germany	239	120	0	225	38	275	897	8	00:04:11
2	Wei-Hwa Huang	USA	318	70	120	255	67	400	1230	8	00:02:00
3	Niels Roest	Netherlands	301	115	40	195	62	270	983	7	00:09:40
4	Robert Babilon	Czech Republic	244	105	20	195	63	200	827	6	00:19:40
5	Miklós Mócsy	Hungary	168	70	0	155	44	270	707	6	00:07:12
6	Zack Butler	USA	326	45	20	170	26	200	787	6	00:03:35
7	Derek Kisman	Canada	266	45	40	105	36	240	732	6	00:00:25
8	Denis Auroux	France	210	45	40	100	101	240	736	5	00:05:30
9	Ron Osher	USA	270	15	0	120	13	290	708	4	00:00:01
10	Petr Nepovim	Czech Republic	205	70	20	115	27	235	672	3	00:14:30

→ From left to right: Guillermo Dianda Arijón, Pablo Milrud, Santiago Laplagne, Laura Bolognini, Jaime Poniachik (captain)

Argentina

↓ From left to right: Peter De Hen (representing Belgium in the General Assembly), Dave Van Meel (captain), Guy Van Hooveld, Claude Desset, Philippe Niederkorn, Eric Lateur.

Belgium

→ From left to right: Prem Swaroop. S, Vidya B. Pai (captain), Sujit Hagda, Nishant Chandra

India

↓ From left to right: Ede Markos, Miklós Mócsy, György István (team captain), Péter Nagy, Károly Kresz, Dániel Csereklyei (guest/individual).

Hungary

Australia

←From left to right: Michael Middleton, Ashley Griffin (captain), Iain Johnstone, Daniel Crew, Andrew Nelson

↓ From left to right: Arto Sahamies, Tuuli Rauvola, Erja Gullstén (team captain), Riitta Rantalankila, Juha Hyvönen

Columbia / Peru

← From left to right: Wonder Woman, Bernardo Recamán (Columbia), Ernesto Maldonado (Peru)

Finland

→ From left to right: Ulrich Voigt, Antun Juric, Markus Gegenheimer, Michael Ley, Gerd Prull-Aden, Andreas Franz (captain)

Germany

↓ From left to right: Boris Nazansky, Luka Pavicic, Stjepan Horvat (captain), Pero Galogaza, Alfredo Ivankov

Croatia

→ From left to right: Dale Calver, Derek Kisman, Byron Calver, John Wetmiller, Gary Sherman, David Samuel (captain)

Canada

Czech Republic

From left to right: Petr Nepovim, Robert Babilon, Vítezslav Koudelka (captain), Petr Vejchoda, Zdenek Vodicka

← From left to right: Jean-Christophe Novelli, Denis Auroux, Eric Servel (captain), François Martin, Julien Cassaigne

France

Round			1	2	4	5	6	7	Tot.
11	Karoly Kresz	Hungary	224	45	40	95	63	170	657
12	Peter Nagy	Hungary	184	15	40	110	15	290	654
13	Julien Cassaigne	France	191	15	60	120	50	195	631
14	John Wetmiller	Canada	138	110	20	135	52	165	620
15	Michael Ley	Germany	218	45	20	125	0	210	618
16	Rick Uppelschoten	Netherlands	139	15	60	145	56	190	605
17	Ede Markos	Hungary	215	15	60	85	27	200	602
18	Ivan Grichtchenko	Russia	160	45	40	115	29	210	599
19	Krzysztof Ligienza	Poland	136	25	60	90	26	260	597
20	Alan Lemm	USA	193	25	20	110	35	210	593
21	Jan Beelen	Netherlands	150	15	20	140	26	215	575
22	Michal Borny	Poland	176	70	20	100	56	150	572
23	Takahiko Saito	Japan	170	25	20	160	41	155	571
24	Satoshi Shibata	Japan	141	25	20	110	17	250	563
25	François Martin	France	184	70	0	110	54	135	553
26	Delia Keetman	Netherlands	164	25	20	120	36	185	550
27	Claude Desset	Belgium	203	15	20	95	55	160	548

Round			1	2	4	5	6	7	Tot.
28	Phillipe Niederkorn	Belgium	176	35	0	105	45	175	536
29	Byron Calver	Canada	238	25	20	90	11	145	529
30	Gerd Prull-Aden	Germany	178	25	20	110	26	145	504
31	Nick Deller	United Kingdom	165	60	0	90	6	175	496
32	Juha Hyvönen	Finland	205	25	60	110	15	80	495
33	Markus Gegenheimer	Germany	174	5	0	110	9	195	493
34	Tomasz Krajewski	Poland	148	45	0	105	5	185	488
35	Petr Vejchoda	Czech Republic	98	15	20	115	9	215	472
36	Kohji Matsumoto	Japan	154	25	20	75	6	190	470
37	Pablo Milrud	Argentina	134	70	20	75	41	130	470
38	Volkan Dilber	Turkey	131	45	0	95	15	180	466
39	Guy Van Hooveld	Belgium	138	45	20	110	22	130	465
40	Jean-Christophe Novelli	France	98	45	20	90	47	165	465
41	Santiago Laplagne	Argentina	131	35	20	120	40	110	456
42	Luka Pavicic	Croatia	161	5	20	135	24	95	440
43	Grzegorz Ignaciuk	Poland	100	15	20	75	15	160	437
44	Yoichi Nojima	Japan	136	5	20	120	0	150	431

Round			1	2	4	5	6	7	Tot.
45	Milan Chudy	Slovakia	128	15	20	105	7	115	390
45	Ján Farkas	Slovakia	134	25	0	105	11	115	390
47	Pero Galogaza	Croatia	131	25	0	100	0	125	381
48	Zoltán Végh	Slovakia	108	25	0	155	0	75	363
49	Metin Örsel	Turkey	108	15	0	100	42	90	355
50	Alfredo Ivankov	Croatia	129	20	20	75	20	90	354
51	Zdenek Vodicka	Czech Republic	78	5	20	100	15	135	353
52	Kamer Alyanakyan	Turkey	54	45	20	75	26	130	350
53	Kerim Arican	Turkey	50	15	40	100	2	140	347
54	Ken Wilshire	United Kingdom	99	15	0	110	18	100	342
55	Laura Bolognini	Argentina	97	45	20	65	52	60	339
56	Olga Leontieva	Russia	110	5	20	80	8	105	328
57	Eric Latteur	Belgium	108	5	20	85	9	80	307
58	Guillermo Dianda Arijón	Argentina	101	25	0	50	53	75	304
50	Lionel Wright	United Kingdom	101	5	0	70	0	125	301
60	Gary Sherman	Canada	149	25	0	65	3	55	297
61	S. Prem Swaroops	India	42	25	20	20	6	170	283

Round			1	2	4	5	6	7	Tot.
62	Dusan Karkus	Slovakia	91	5	0	85	3	95	279
63	Arto Sahamies	Finland	79	15	0	55	0	100	249
64	Chris Dickson	United Kingdom	62	25	0	80	0	70	237
65	Boris Nazansky	Croatia	100	0	0	40	3	85	228
66	Sujit Nagda	India	54	25	0	50	0	50	179
67	Riitta Rantalankila	Finland	50	15	0	35	0	55	164
68	Andrew Nelson	Australia	64	0	0	30	0	60	154
69	Michael Middleton	Australia	40	0	0	45	0	60	145
70	Mark Stenzler	Switzerland	47	5	0	20	0	65	137
70	Christian Luethi	Switzerland	57	15	20	10	0	35	137
72	Tuuli Rauvola	Finland	45	0	0	40	0	10	95
73	Iain Johnstone	Australia	36	5	0	30	0	20	91
74	Nishant Chandra	India	16	0	20	10	0	25	71
75	Bernardo Recamán	Colombia	10	0	0	10	0	50	70
76	Félix Maldonado	Peru	55	0	0	10	0	0	65
77	Daniel Crew	Australia	36	5	0	10	0	0	51
77	Vidya B. Pai	India	36	5	0	10	0	0	51

Japan

From left to right: Koji Yamasaki, Takahiko Saito, Satoshi Shibata, Kohji Matsumoto, Yoichi Nojima, Charles Worthen (interpreter) front: Keiko Ogata, Tetsuya Nishio

From left to right: Krzysztof Ligienza, Grzegorz Ignaciuk, Tomasz Krajewski, Adam Sumera (captain), Michal Borny

Poland

Contributors

2000 WPC Organizers and Officials. Front row from left to right: Marilynn Huret (photographer), Will Shortz (director), Ed Pegg Jr., Fred Piscop (chief scorer), Nancy Schuster (communications director) Back row from left to right: Nancy Kaplan, Stanley Newman, Mark Gottlieb, Michael Selinker, Wallace Krupenevich, Matthew Daly, Alex Rosenbaum, Nancy Taubenslag, Nick Baxter (competition director), Larry Baum, Ed Rice, Helene Hovanec (coordinator), Nancy Stevenson

From left to right: Niels Roest, Jan Lam (representing the Netherlands in the General Assembly), Rob Geensen (treasurer of the WPF), Hans Eendebak (captain), Delia Keetman, Jan Beelen, Rick Uppelschoten

The Netherlands

From left to right: Cristea Ignită, Nancy Schuster (communications director of the organizing committee), Ovidiu Şperlea

Romania

Turkey

From left to right: Hüsnü Sincar, Metin Örsel, Kamer Alyanakyan, Songül Balaban, Metin Balcy´, Volkan Dilber, Kerim Arican

From left to right: Ivan Grichtchenko (Russia), Mark Stenzler (Switzerland), Olga Leontieva (Russia), Serhiy Grabarchuk (captain, Ukraine), Christian Luethi (Switzerland)

Slovakia

Russia / Switzerland / Ukraine

United Kingdom

USA

From left to right: Zoltán Végh, Milan Chudý, Dana Farkasová (captain), Dusan Karkus, Ján Farkas

From left to right: Chris Dickson, Peter Ritmeester (captain, Netherlands), Ken Wilshire, Lionel Wright, Nick Deller

From left to right: Stanley Newman (representing the sponsor Random House), Wei-Hwa Huang, Alan Lemm, Zack Butler, Ron Osher

Report on the 2nd general assembly of the World Puzzle Federation
Stamford, USA, October 13-14, 2000

The meeting was called to order by chairman Will Shortz (USA) at 14:15 on October 13. It was held in two sessions over two days.

A session of the General Assembly of the WPF

Andreas replied that no one kind of puzzle encompasses everything that the WPF does

The WPF member countries present were: Argentina, Belgium, Croatia, Czech Republic, Finland, France, Germany, Hungary, Japan, Netherlands, Poland, Romania, Slovakia, Turkey, Ukraine, and United States. Members not present: Korea, United Kingdom. Observers attended from Australia and Canada.

Helene Hovanec (USA), the coordinator for the 2000 WPC, opened the meeting by welcoming all the participants. Following, the delegates introduced themselves and identified the organizations they represent.

Greetings were read from Catrin Lucht (Germany), Sona Jánosiková (Slovakia), and Nevzat Erkmen (Turkey), who could not attend.

Reports of the board
General secretary Peter Ritmeester reported on WPF activities and the general office for the preceding 12 months. Rob Geensen (Netherlands) detailed the WPF finances for 1999 and the year 2000 to date. [Both reports appear elsewhere in this issue.]

Old business
a) Logo
Speaking for the board, Andreas Franz (Germany) reported on his and others' efforts to devise a logo for the WPF. The criteria, as announced at the 1999 WPC, were: simplicity, boldness, appropriateness to the organization, and reproducibility in various sizes and formats (including either black-and-white or color).

Thirteen different logos were proposed, based on an open invitation in 1999, and these were posted on the WPF website in April. After discussion and consultation with design experts, the board recommended Andreas's own proposal, created by a professional German designer, consisting of the words WORLD PUZZLE FEDERATION with the O of WORLD enlarged and solid, the word PUZZLE in a rectangle beneath it, and the two Z's of PUZZLE tilted at different angles inside. There followed considerable discussion. Serhiy Grabarchuk (Ukraine) said that the WPF logo should be designed by someone who understands puzzles, not just art. He criticized the proposed logo for not being specifically related to the

WPF. He said he would prefer a puzzle-related symbol to represent the organization. Also, he did not feel that the proposed logo would reproduce well in a small size, as on a pencil.

György Istvan (Hungary) said the WPF needs a logo quickly and cannot wait another year to try to devise another. Serhiy said that if a logo is adopted now, even if it's not a popular one, it will be difficult to change later. Peter Ritmeester said that a logo consisting of the letters WPF, not the full words World Puzzle Federation, would be ineffective without a large advertising budget. It would take a great deal of money to impress the meaning of the initials in the public mind. Peter de Hen (Belgium) said that he liked the proposed logo, but suggested using the crossword Möbius strip from the 2000 WPC logo in place of the O in WORLD.

Andreas replied that no one kind of puzzle encompasses everything that the WPF does, and a crossword puzzle does not symbolize the organization. Also, he said the designer would not accept any changes in his work. Stanley Newman (USA) recommended keeping in mind that the logo is not designed just for puzzlers but for the general public, who may not understand a Möbius strip. Jan Lam (Netherlands) said that the most important element of the logo is the word PUZZLE, and the design can be simplified in the future to focus on this one part. Vítezslav Koudelka (Czech Republic) said that he would like to have a logo that the members can truly love, not merely accept.

Jaime Poniachik (Argentina) and Vítezslav then separately made the following proposal: The WPF will provisionally adopt the German design for three months. Meanwhile, the board will entertain other proposed logos until January 15, 2001. If the board – together with the professional designers it consults – approves any further proposals, these will be put to a vote of the entire membership. Otherwise, the proposed German design will

automatically become the permanent WPF logo on January 16.

This motion passed 10-2.

b) Newsletter
Peter Ritmeester, speaking on behalf of the board, recommended having two printed WPF newsletters per year, issued from the WPF office in Amsterdam – one issue appearing several months after a WPC, the second appearing shortly before the following WPC. Some of the material in the newsletter would overlap with the WPF website; some would be entirely original.

Peter stated the reasons for issuing the newsletter from the WPF office: to guarantee increased frequency of publication; to achieve greater efficiency of production between the newsletter and the website; to better coordinate WPF advertising/promotion with the newsletter; and to maintain direct WPF control over the newsletter's content and design.

Ovidiu Sperlea (Romania) was thanked for founding and editing the World Puzzle Newsletter for five years. Cristea Ionita (Romania) was thanked for printing the newsletter for this entire time.

The motion was passed 12-0.

c) WPC reprint rights
Rob Geensen discussed some of the issues relating to reprint rights to the WPC puzzles, both in print and online. The policy in previous years was that any WPC participant could reprint the WPC puzzles within his own country

The board of the WPF, from left to right: Vítezslav Koudelka (vice-chairman, Czech Republic), Will Shortz (chairman, USA), Peter Ritmeester (general secretary, Netherlands), Rob Geensen (treasurer, Netherlands). Andreas Franz (Germany) stepped down as board member. Erja Gulsten (Finland) was elected in his place.

Same session, photo taken from the other side

after the event. Now the official policy is that only WPF members can reprint the WPC puzzles. Will said that, as a special exception this year, new countries to the WPC were offered reprint rights to the puzzles as an added inducement for them to attend.

One unresolved issue, though, regards the rights that website members should have to the puzzles. Since a website's audience has no national boundaries, publication of the puzzles online could reduce their value to members in other countries.

Other issues to be resolved: If rights to only a certain percentage of puzzles are granted to websites, what percentage should this be, and should the sites have full choice over the puzzles they reprint? What should be the reprint policy for members whose publications are sold outside their native country? Should first-time WPC participants continue to be offered reprint rights to the puzzles before joining the WPF? Rob said that the board will present a detailed proposal on these matters next year.

d) Number of WPC teams from a country
Vítezslav recommended making it a rule that only one four-person team per country can compete officially in the WPC, but that extra, unofficial teams from a country may also take part, at the discretion of the WPC organizer.

Peter proposed a stricter rule: Only one four-person team should be allowed per country. Unofficial teams are not permitted. Competitors from countries without full teams can join together to form official teams, but otherwise multinational teams are not allowed.

The vote on this proposal was 7-7.

Since it did not pass, the organizers of future WPC's can continue to admit unofficial teams or not, as they wish.

e) Puzzle catalog
Adam Sumera (Poland) asked for assistance in continuing his work to list and classify puzzle varieties. Anyone who is interested should contact him.

New Business
a) Judging rules
Peter Ritmeester urged the WPF to adopt a general set of WPC judging rules, which all future WPC organizers must follow. A committee was formed to draft a set of rules to present at the 2001 general assembly. The committee members are: Metin Balci (Turkey), Vítezslav Koudelka, Peter Ritmeester, and Will Shortz.

Nancy recommended promoting the WPC and WPF jointly

b) Membership fee
On behalf of the board, Rob made three proposals: First, that the WPF fiscal year be changed from January-December to July-June, to better coincide with the WPC's and general assemblies. WPF memberships for 2000 would continue through June 30, 2001.

This proposal was passed 16-0.

Second, Rob proposed that the membership fee for the next fiscal year be 500 euros. As before, exceptions can be granted by the board, and members from wealthier countries are encouraged to pay more.

This proposal was passed 15-0.

Third, Rob proposed that the membership fee be waived for the host country of a WPC during the year it hosts the event.

This proposal was passed 13-1.

c) Membership/WPC recruitment
Will Shortz reported on the efforts of the 2000 WPC organizers to attract new countries to the event.

The best source of new participants, he said, was puzzle magazines, as evidenced by Australia (Pacific Publications), Belgium (Keesing Belgium), and France (Keesing France).

The Brazilian companies Ediouro and A Recreativa both expressed interest in the event for the future.

The Internet is a new source of participants, he said. The British website Thinks.com sponsored a team from the U.K. this year, and Israel nearly had a team through the efforts of the Israeli site Etgarim.com. (Puzzleland.com in Korea joined the WPF independently.)

The newspaper column "Mindsport" on puzzles and recreations in The Times of India was responsible for the new Indian team. South African Mensa tried but was unsuccessful in organizing a WPC team from its members, but expressed hope for participating in the future.

The international online WPC qualifying test, conducted by the U.S. in June, was the source for the new competitor from Peru, and attracted interest from many other countries as well.

And miscellaneous contacts and letters drew first-time contestants from Colombia and Switzerland. Will said he and Nancy Schuster (USA) would turn over their contact names and addresses to Peter and Vítezslav, so they could continue the recruitment efforts during the following year.

Nancy recommended promoting the WPC and WPF jointly, as she thought it was confusing to potential members/team organizers for the event and organization to be discussed separately.

d) Election of board member
Three people were nominated to serve a three-year term on the WPF board, to fill the position being vacated by Andreas Franz. They were: Erja Gullstén (Finland), Jaime Poniachik, and Ovidiu Sperlea. Will explained the duties of the position. The candidates made brief remarks.

The results of the secret ballot were:
Erja-9; Jaime-4; Ovidiu-3.

e) Selection of the site of the 2002 WPC
On behalf of her company, Kolmiokirja Oy, and two Finnish puzzlers' organizations, Erja Gullstén offered to host the 11th WPC in Oulu, Finland, in September 2002.

Vítezslav relayed a proposal from Ján Farkas and the Union of Slovak Puzzlers offering Martin, Slovakia, as the site of the 11th WPC.

The results of the vote were:
Finland-10; Slovakia-3.

Several countries expressed interest in hosting future WPC's, including Belgium, Croatia, Hungary, Netherlands, and Slovakia.

f) Exchange of information
Metin Balci requested a means for exchanging puzzle news and information about puzzle events around the world. Peter said that a section of the WPF website could be devoted to this.

Statement from the 2001 WPC Organizers
Vítezslav announced that the 2001 WPC, tentatively, will be held October 1-7 in Brno, Czech Republic, probably with two days of sightseeing in Prague. The official host will be the Union of Czech Puzzlers, although the bulk of the work will be done by Vítezslav's company, Kira Publishing House. He asked for help from the 2000 delegates to attract new countries to the event.

Closing
Will thanked Andreas Franz for his service to the WPC and WPF, including his financial assistance, given both personally and through his company, Bastei-Verlag; his work and advice as a board member; his enormous contribution with the WPF logo; and his commitment three years ago to host the 1998 WPC if Turkey was not successful in organizing the event. Andreas received a round of applause.

There being no further business, the meeting was closed at 11:30 on October 14.

World Puzzle Federation activities 1999-2000

As presented during the General Assembly in Stamford, USA, October 13-14, 2000

By Peter Ritmeester
(The Netherlands),
General Secretary

The past year has been a very successful start for the World Puzzle Federation. We are now a legal entity and truly a worldwide organization, with 18 members on 4 continents. This is a big step after many years of informal association.

But in order to build on this success and to become of even greater value to our members, we need to do much more.

The first priority for the future is to continue to attract new members. Having more members will further the main purposes of the WPF – increasing the interest in puzzles and encouraging the exchange of new puzzle ideas worldwide.

Having more members will also help us with our second priority – acquiring sponsorship for the WPF and its activities, including the WPC.

As a professional organisation, the WPF should not be dependent on the enthusiasm and spare time of just a few individuals, which has been the case in the past. Creating the infrastructure to make growth and sponsorship possible should be one of our major goals for the next year.

The office

Much of the General Secretary's work this past year has involved administrative tasks, such as handling requests for information, co-ordinating the efforts of the WPF board, and implementing new memberships. (During one particularly busy week, 15 letters arrived from India alone, after a mention of the WPF and the upcoming WPC in a national newspaper.)

But working from a home office, on an intermittent basis, the General Secretary could not do everything he wished.

So in August 2000 the WPF office was moved to a different location. The General Secretary still manages it, but in the future he will have the help of an additional, part-time administrator, who will perform regular daily tasks. In this way there will be room for growth – part-time can become full-time. Also, the office will not only handle the regular tasks, it will also have the means to take new initiatives.

The Website

One of the goals for the past year was to build a WPF website. It went online January 25th, 2000 at www.worldpuzzle.org. It contains our statutes, rules and regulations, contact information for members, the contents of all past newsletters, information on the next WPC, and more.

The website will be fully redesigned once the WPF has an official logo and colours. Afterward it will be updated on a regular basis. Redesign will begin on November 1. The full changes will be implemented by December 1.

[Note: as the proposed logo has been rejected by the General Assembly, redesign has been delayed, PR]

Members

During the 1999 General Assembly in Budapest, the charter members set the minimum annual membership fee at 500 Euros – an enormous amount of money for certain representatives. Members were also required to be official legal bodies, which not all the representatives were at the time.

So it is heartening to report that nearly all the countries that took part in the 1999 WPC have, in fact, joined the WPF. During the upcoming General Assembly in Stamford (at point 4 of the agenda, to be precise), all these countries will be able to present themselves and their organisations.

What is more, thanks to the enormous promotional work done by the organising committee of the 2000 WPC in Stamford, we will welcome new members United Kingdom, Argentina, Belgium, France, and Korea, who were not present in Budapest – and 3 of which have never before competed in the WPC.

Conclusion

The main goal of the General Assembly in Budapest 1999 was to create a World Puzzle Federation and to transform an informal, yearly gathering of puzzle enthusiasts into an official legal entity, with members that are legal entities themselves. This goal has been achieved.

The challenge for the upcoming General Assembly will be to make further growth and professionalization possible.

The new address of the WPF office:
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E-mail:
office@worldpuzzle.org

Report on the Finances of the World Puzzle Federation

By Rob Geensen (The Netherlands),
Treasurer

World Puzzle Federation Treasurer account
January 1th – December 31th 2000

In		Guilders	euros
Treasurer account January 1th 2000	fl	0,00	€ 0,00

In		Guilders	euros
26-01-00 Netherlands	fl	2.203,71	€ 1.000,00
29-01-00 Czech Republic	fl	1.101,86	€ 500,00
31-01-00 Poland	fl	1.101,86	€ 500,00
03-02-00 Germany	fl	2.199,74	€ 998,20
08-02-00 Finland	fl	1.101,86	€ 500,00
25-02-00 Romania	fl	550,93	€ 250,00
01-03-00 Great Brittain	fl	1.101,86	€ 500,00
22-03-00 USA	fl	2.274,21	€ 1.031,99
17-03-00 Japan	fl	2.203,71	€ 1.000,00
09-06-00 Turkey	fl	1.073,65	€ 487,20
19-07-00 Hungary	fl	1.101,86	€ 500,00
31-07-00 France	fl	2.203,71	€ 1.000,00
05-08-00 Korea	fl	1.101,86	€ 500,00
30-08-00 Croatia	fl	1.101,86	€ 500,00
06-09-00 Belgium	fl	2.203,71	€ 1.000,00
23-09-00 Argentina	fl	1.057,78	€ 480,00
10-10-00 Slovakia	fl	1.101,86	€ 500,00
Total in		fl24.785,99	€ 11.247,39

Out		Guilders	euros
	Labour	fl 6.136,63	€ 2.784,68
	Office costs	fl 1.534,07	€ 696,13
	includes: facilities, supplies, telephone, stamps, banking costs	fl 167,78	€ 76,14
07-02-00	to Office account WPF	fl 3.000,00	€ 1.361,34
17-11-00	Costs Newsletter 5	fl 1.275,00	€ 578,57
Total out		fl12.113,48	€ 5.496,86

Treasurer account December 31th 2000		fl12.672,51	€ 5.750,54

World Puzzle Federation Office account
January 1th – December 31th 2000

		Guilders	euros
Office account January 1th 2000	fl	0,00	€ 0,00

In		Guilders	euros
07-02-00 from Treasurer account WPF	fl	3.000,00	€ 1.361,34
Total in		fl 3.000,00	€ 1.361,34

Out		Guilders	euros
	Fax/answering machine	fl 529,00	€ 240,05
	Registering Wordpuzzle.com & org	fl 293,75	€ 133,30
	Banking Costs	fl 221,83	€ 100,66
Total out		fl 1.044,58	€ 474,01

Office account December 31th 2000		fl 1.955,42	€ 887,33

In the first official year of its existence the WPF had 17 paying members which contributed the total sum of € 11.247,39. This is the total income on the Treasurer Account. Membership fee is € 500, but we are very grateful to those countries who could afford a bigger contribution.

Next to the Treasurer Account, the WPF has got an Office Account, from which smaller day-to-day costs of the office are being paid.

The General Assembly decided that the fiscal year of the WPF would be changed from January-December to July-June. The first fiscal year will therefore continue to June 31th 2001.

These figures therefore show the state of the finances after the first year of the one and a half year fiscal year.

Final figures will be presented to the next General Assembly.

Famous Puzzlemakers: Sam Loyd

A puzzle publication without puzzles is a little like a circus without performers. So at the editor's prompting, I'd like to present this first in a planned series on Famous Puzzlemakers around the world – pioneering inventors of mathematical and logical problems past and present – with at least one notable example of each person's work to solve.
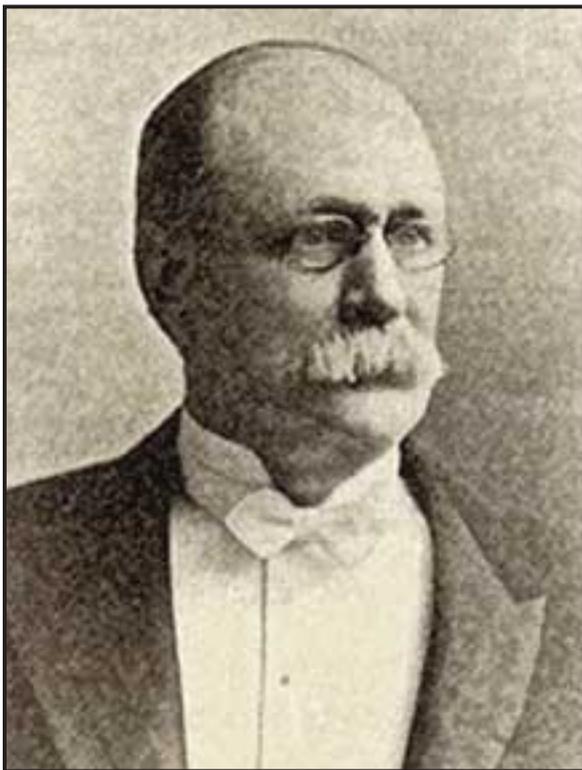
Sam Loyd

The first subject, fittingly, is Sam Loyd, the inventive and prolific American puzzlist (as he termed himself) who flourished a hundred years ago. It is impossible to understate his importance in the history of puzzling, because no-one remotely like Loyd preceded him. Puzzle books before him tended to rehash the same few classic problems again and again, whereas Loyd invented literally thousands of original puzzles of almost every conceivable variety – many still favorites today. These include the "Pony Puzzle," "Trick Donkeys," "Get Off the Earth," "The Puzzled Neighbors," "The Chain Puzzle," "The Patch Quilt Puzzle," etc.

Most of Loyd's puzzles originally appeared in newspaper and magazine columns from the mid-1890s until his death in 1911. His rate of production was astonishing. I've identified more than 40 publications (monthly, weekly, semi-weekly, and daily, often running concurrently) in which Loyd's puzzles appeared, and I suspect many more are still to be found.

Some of Loyd's work was collected posthumously in Sam Loyd's *Cyclopedia of Puzzles* (1914), a giant, 384-page compendium that remains today one of the best and most dazzling puzzle books ever produced. Several hundred problems in it were selected and edited by Martin Gardner for two volumes published by Dover Publications 1959 and 1960, which remain in print today.

In my research I've uncovered hundreds of Sam Loyd puzzles that did not appear in the *Cyclopedia*, and, thus, are unknown today to anyone but me. My hope is in the near future to collect these "lost" puzzles in a volume for a new generation of solvers.

On the next page is one of these lost puzzles, which is simple enough for anyone to try, but tricky enough to keep an expert occupied for a few minutes. It is from a newspaper the *New York American*, January 27, 1907, and has a Chinese theme. (Hence the joke in the title - the name Sam Loyd is rendered "Sam Loy.") The puzzle is to draw the figure in one continuous line, without taking the pen or pencil off the paper – and to do so in the fewest strokes. A new stroke is to be counted when your line changes direction. In how few strokes can this figure be drawn? **Solution on page 32.**

Present and future members

Full membership

The World Puzzle Federation is an association of legal bodies with an interest in puzzles. Only one member per country can belong to the WPF. The WPF follows the Olympic standard in what constitutes a country. Below are the countries represented in the WPF and information on the legal bodies representing those countries. Most countries are represented by national puzzle federations, puzzle clubs or leading publishers of puzzle magazines.

Individual membership

Individuals can become individual members which entitles them to a subscription to this Newsletter and to participating in the World Puzzle Championship (WPC) if:

- their country is not yet represented there, and if
- there are not more than four individual members from that country

In case there are more than four individual members from a country that is not yet a WPF member, the board of the WPF will decide who will participate.

Criteria for membership and the membership fee

Following is the relevant section from the WPF's *Rules and Regulations*. See also www.worldpuzzle.org/wpf/regulations.htm

2. Membership

2-1 The minimum annual membership fee will be 500 euros. Exceptions can be made by the board.

2-2 The benefits of membership include:

- Right to use the WPF logo;
- Right to publish WPF puzzles (beginning in 2000) in the member's home country, including those from WPC's and qualifying tournaments of other WPF members;
- Right to send a team to the World Puzzle Championship;
- Right to vote on WPF matters during a general assembly.

2-3 The criteria for WPF membership are:

- Conducting open, national qualifying tournaments to select members of a WPC team;
- Promoting and publicising these tournaments;
- Encouraging quality and innovation in puzzling;
- Representing the interests of the WPF in the member's country.

Membership can be possible without meeting these criteria, but only as long as there are no applicants from the same country meeting all these criteria.

2-4 If a country is already represented in the WPF and a second group would also like to represent that country, the board will first encourage the two groups to work together. If that is not possible, then the second group should apply for membership in writing, explaining why it would be a better representative for the country than the existing member. The board should study the proposal and make a decision, carefully considering the criteria outlined above.

2-5 The WPF will follow International Olympic Committee criteria in deciding which countries are eligible to be admitted to membership and to compete in the WPC.

2-6 Personal memberships will also be available to individuals. The fee will be 50 euros/year. The benefits of personal membership include:

- Subscription to the WPF newsletter;
- Right to visit all parts of the WPF website and to participate in online activities;
- Right to participate in the WPC if the person's country is not already represented by a national team

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Free at last! Puzzlers at the farewell party, hosted by Stephanie and Ron Osher. Photograph by Serhiy Grabarchuk (Ukraine).

Solutions

Lunar Lockout
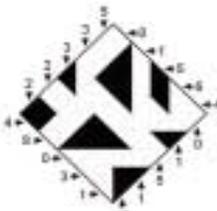

C: right, down
A: down, right
C: up
E: up
C: left
A: down, left, up
X: left, down, left
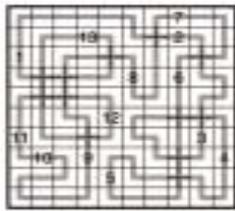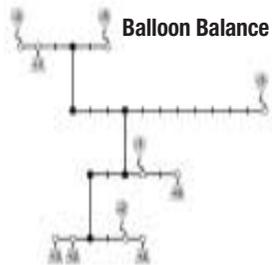
Viewpoint
A-D, B-H, C-G, E-F

Tangram Battleship
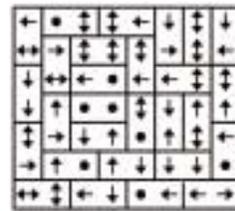

Friday The 13th

Railroad Track

Triangle
56 triangles

Balloon Balance

Symbolic Dominoes

Sam Loyd
11 strokes, for example:
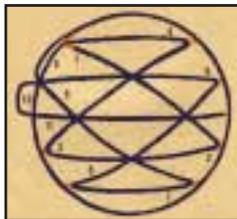
Different Triangles
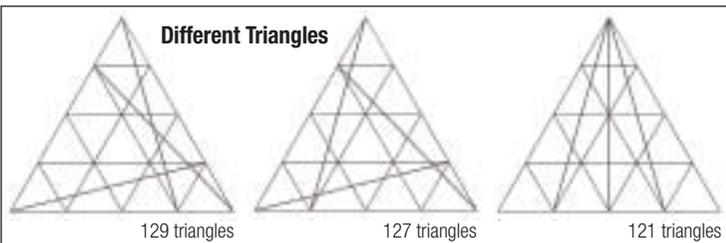
129 triangles   127 triangles   121 triangles

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