

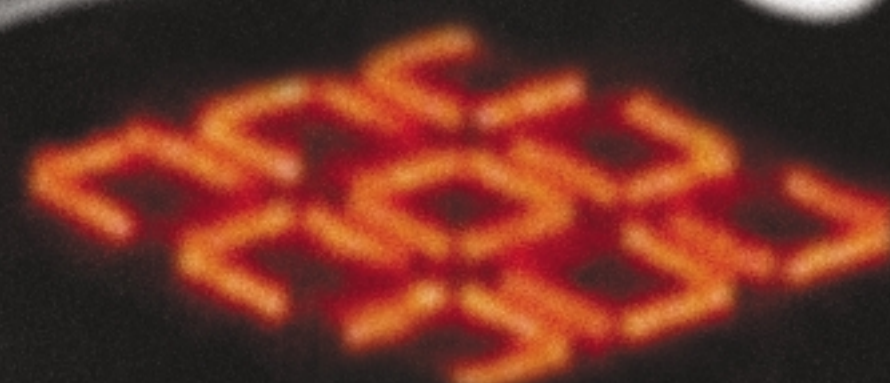
THE WORLD PUZZLE NEWSLETTER 8



Official publication of the World Puzzle Federation



WORLD PUZZLE FEDERATION



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The 11th World Puzzle Championship and Congress in Finland, 2002
Getting puzzles worldwide ■ Puzzles from the WPC 2002 in Oulu
Team Results WPC 2002 ■ Team Photos WPC 2002 ■ Individual Results
WPC 2002 ■ Report on the 4th General Assembly of the World Puzzle
Federation ■ The Evolution of the U.S. Puzzle Championship
Survey on how to organize the puzzles in a WPC ■ 4th 24-Hour Puzzle
Championship ■ List of current WPF members

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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 26-27 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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Editorial

The World Puzzle Championship 2002 in Oulu, Finland, was a special WPC for many reasons. Certainly because of its friendly organization, great accommodations and interesting puzzles. But also because there had never been a WPC in Finland before, not even in Scandinavia. It was the most northern WPC ever – we even visited the Arctic Circle.

What made the achievement of director Erja Gullstén and her staff so extra-special was that they did it all without the support of a company behind them, without any financial resources, without a group of puzzle constructors experienced with WPC-like puzzles! I wonder how many people would have done such a marvelous job with these impediments.

But then, how did they do it? In the first place by working very hard, of course, and second, by being very agreeable, intelligent and communicative people, which explains why they could stir others to support them.

What made the WPC 2002 special too, was that for the first time in WPC history the puzzles were made by constructors world-wide. See the article about this on pages 4-5. Although not perfect of course, it worked quite well. That's good news for potential organizers without a reservoir of puzzle freelancers. Countries with a puzzle culture of only language puzzles unsuitable for a WPC may still organize a WPC, getting the puzzles in a comparable way. The WPC 2002 in Oulu is covered on pages 2-19.

Another yearly puzzle event is covered on pages 24-25: the Hungarian Puzzle Marathon. For the fourth time, puzzlers gathered in Budapest to solve puzzles 24 hours straight! One of the special things about this event is that the puzzle constructors can themselves compete too!

The article on pages 20-22 is on the evolution of the U.S. Championship, and its sponsorship in particular. This is interesting because many members of the WPF are always looking for sponsors. What was called their qualifying test in previous years is now officially called the U.S. Puzzle Championship, with search engine Google as its corporate sponsor. A very promising development.

Besides a lot to read, this issue also offers many great puzzles. In some cases, the puzzles were too difficult to solve by the best solvers in the world within the given time frame. Will you succeed without the stress of a ticking clock? One brand-new puzzle to start with: Have a look at the team photos on pages 12-15. One person managed to sneak in on two of those photos; what is the name of this man of the world?

Good puzzling!

Peter Ritmeester
Editor and WPF General Secretary



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For the first time in WPC history, Japan won the team event of a WPC. Apparently, the Oulu organizers succeeded in making the event close to): cultural- and language-neutral, for instance by using Swahili in the word puzzles and never asking for any 'general' knowledge. Here victorious Japan is working on the amazing Oulutronic (page 10). From left to right: Shinichi Aoki, Satoshi Shibata, Taro Arimatsu, Ms. Mamiko Takenaga.

Puzzling in Oulu

The 11th World Puzzle Championship and congress in Finland, 2002

Once upon a time there was a Finnish woman who eagerly took part in the WPC annual events from the very beginning, with good memories also from International Crossword Marathons. Sometimes she suffered the lack of a national team, sometimes feeling happy and successful with the full four-member national team.

In recent years she was urged more and more to host the event in Finland. It didn't seem possible that this could happen before 2020, only then perhaps. Then somehow it came to be 2002, unbelievable but true! That Finnish woman is me.

Big suffering – big enjoying. Organizing the championship, that is. It was not easy; there was very many scary things to worry about. Time was passing too quickly, difficulties were coming and going and coming, worry about the money was staying. But I learned a lot. And I got so much help and advice about all the details; thank you!

Finally the moment came when I really understood the advice: Do it your own way. Keep it simple. Deal with the basics: puzzles, competition, food, lodging. Don't reach beyond the possible. And whatever you do, do it as well as you can. And one other thing: you can't do it alone. So we didn't do it alone, and everything went better than I ever imagined.

We didn't have the staff or resources from any commercial organization, only our Finnish Puzzle Association Aha! with its tiny member base. But what we lacked in size we compensated for with enthusiasm and hard work. And very importantly, we got a lot of international help.

As we in Finland had not much experience with logical puzzles (now we have a bit more), we asked for help from the WPF office. General Secretary Peter Ritmeester coordinated the collection of puzzles from puzzle designers all over the world and helped us with innumerable details. Chairman Will Shortz offered his experienced advice, and then planned and developed the playoff for the three top competitors at the Oulu City Art Museum.

Altogether, 73 puzzle solvers from 21 countries took part in the champi-

onship, which was made up of 76 individual or team puzzles. There were 17 official teams including two "UN" teams (made up from countries who hadn't full teams) and one unofficial Kampsuherra team. There were some countries who were unable to attend, but they may be able to come next year to the Netherlands. We were happy to welcome the newcomers to the competition, from Austria and from neighbor Estonia. The countries participating WPC 2002 were: Austria, Belgium, Canada, Croatia, Czech Republic, Estonia, Finland, France, Germany, Hungary, Israel, Japan, Kosovo-Yu,

Netherlands, Poland, Romania, Russia, Slovakia, Turkey, United Kingdom and U.S.A.

Most of the competition was held at the Hotel Lasaretti in downtown Oulu where we had our lodgings. There were more guests than the Lasaretti could accommodate, so they were put up at convenient hotels in town. The final team competition was held nearby at the Oulu City Art Museum. Then came the climax to the championship, the exciting 30-minute playoff for the top three individual competitors. These two museum events were open to the public. The entire championship received wide publicity in Finland. There were several newspaper articles, radio interviews and TV coverage.

As an introduction to Finland, before the puzzle-solving began we organized a bus excursion to the Arctic Circle and the realm of Kampsuherra. The State of Kampsuherra is a symbolic "state" of harmony, peace and love. It is also the home of Oiva Arvola, the only saga writer in Lapland and all of Finland. Another extra event was the unofficial puzzlers' soccer match that took place in Oulu. The hospitable town of Oulu



→ Erja with her parents?

opened Oulu City Hall for the final dinner, ceremony and farewell party for the puzzlers.

The goal of our puzzle association Aha! is to promote puzzling in Finland, and the WPC helped achieve that. After WPC we took some days of rest, and then held the Puzzle Competition for Schoolchildren from the Oulu area. That took place at Oulu City Art Museum on the 8th of November.

Enormous thanks to everyone who came to Oulu and made this year a wonderful, memorable puzzle event for us!

A big hug! from Erja

↓ Now we finally know why the Arctic Circle is sometimes represented on maps as a dashed line: it is because of the lampposts!



“Then came the climax to the championship, the exciting 30-minute playoff for the top three individual competitors.”

WPC 2002 logo designer:
Erkki Kiiski



↑ What started as a soccer match between Turkey and the Netherlands in Croatia 1997 has become a tradition among WPC competitors in general. Although as you can see (can you?) Turkey and the Netherlands are still well represented. It is even rumored that the Dutch chose sporting center Pa-pendal to host the WPC 2003 because of this match...

WPC 2002 Finnish staff:



Erja Gullstén
WPC 2002 director



Juha Hyvönen
competition director



Tuuli Rauvola
Communications

Taina Grönstrand
Treasurer

- Ritva Forsblom
- Maija-Liisa Haapaniemi
- Juhani Heino
- Pekka Joutsu
- Eeva Kejonen
- Jussi Kokkonen
- Juha Kukkonen
- Matti Linkola
- Mikko Merihaara
- Juha Pikkarainen
- Arto Sahamies
- Riitta Rantalankila
- Reijo Teivaistenaho
- Tiina Wehkoo

by Peter Ritmeester, the Netherlands

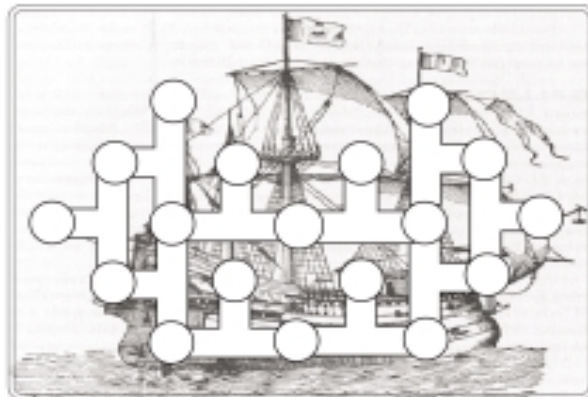
Getting puzzles worldwide

Collecting puzzles for the WPC 2002 in Oulu

When Oulu became a candidate for hosting the WPC 2002, it was agreed that the WPF would help to get the logical and number puzzles, because it would be very difficult to find experienced Finnish constructors of logical puzzles. Somehow, I ended up as coordinator of all this, not knowing what would happen.

First of all, the most important thing was to find the puzzle constructors. Luckily, by attending all previous WPC's, I knew a lot of potential constructors personally, and did not need to publish an ad or look very hard. The constructors involved came from Finland, Turkey, Russia, Argentina, United Kingdom, USA, Canada, and The Netherlands.

All this time I worked closely with Juha Hyvönen, the Finnish competition director, a setup that worked very well. We decided on what different parts there should be, and we agreed that I would take care of the puzzles for the parts 1, 3, 5 and 7, those being the parts consisting entirely of puzzles on paper that could



PIRATE SHIP - by A. Rajatilagam (Sri Lanka)
Mr. A. Rajatilagam from Sri Lanka sent several puzzles like this one. Although very interesting, they were too time-consuming to put into a variety section, and because of the symmetrical grids, checking alternate solutions would have been awkward: You are required to fill these blank rings with numbers 1 to 18, so that any three rings that form a T-shaped box in the picture should add up to the same sum. All numbers 1 to 18 are to be used; no number is to be repeated.

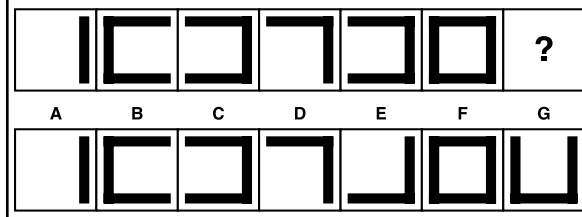
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be e-mailed. The other parts (team puzzles, manipulative puzzles, optimizers, word and visual puzzles) would be organized by Juha, as these were puzzles that could not be e-mailed and would need extensive testing in real life. Will Shortz would take care of the puzzles for the play-off round.

We soon discovered that it was very important to keep the work flow control-

SEQUENCE - by Juha A. Levonen (Finland)

This very nice puzzle was dropped at the very last moment, because one of the testers had already seen it on the Internet somewhere: Which figure (A-G) is missing from square 7? The first square is logically followed by the second, third, fourth, etc. So, the squares form a single linear sequence, not two or more interlaced subsequences. Explain your answer by drawing the explanation in a way that any child over 10 years will understand - otherwise you do not score any points!



lable. The last thing I wanted to happen was that everybody would just dump puzzles on me randomly to sort out, test, edit, and prepare.

So I wrote a long e-mail to the constructors I had in mind, explaining how I planned to work. I stressed NOT to send me puzzles right away. First I wanted to make an inventory how many puzzles we needed of each type, how difficult they should be, etc. After that, I planned on asking the puzzle constructors to make specific puzzles, and send me these only after full testing, with puzzle and solution on separate pages, and to include the testing results.

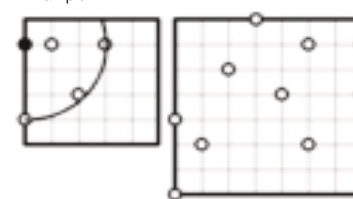
And then — right away — Olga Leontieva from Russia sent me a truckload of great puzzles, unedited, untested, all together in one single Excel file! The next week I got several bunches of puzzles like that from other constructors.

So, in spite of all my plans, after just a few weeks I was responding instead of initiating. This was really too much of a

SUSPECTS - by Cihan Altay (Turkey)

We did not use this puzzle, because I was afraid many questions would be asked the night before and it would take too much time to make it perfectly clear to everyone how exactly these circles should go and who would be inside or outside: There are ten people represented in the grid by circles. Five of them are police officers and five of them are suspects. Identify the five police officers so that each suspect is watched by exactly two police officers. A police officer can watch a circular region with a 3-unit radius. In the example, the police officer, represented by a black circle, can watch all of the four suspects.

Example:



good thing! I did not need to worry about getting enough puzzles. On the other hand, from what I received, number puzzles were over-represented, so I needed to adjust things quickly. Things got even "worse" when I was surprised by 15 logical puzzles from Finland, even though I had expected only word and visual puzzles from them. So now we had too many logical puzzles, and not enough word puzzles. As a result, some good puzzles had to go, and we had to ask the constructors explicitly to make some word puzzles.

Not all constructors were experienced puzzle editors, and a common error was making the puzzles too difficult and/or too time-consuming. Three very difficult puzzles could be shifted to the time-bonus part, but for the other parts we needed puzzles that were solvable in

a maximum of about five to seven minutes, in order to present enough diversity in each puzzle part. We were able to make some puzzles easier or smaller, but some simply had to be skipped. Other puzzles had to go because they needed too long an introduction.

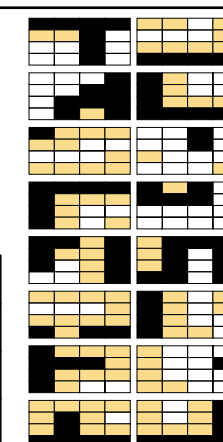
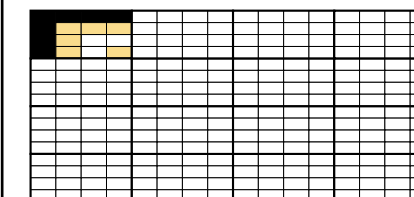
The final result came out very well, I think. The WPC in Oulu offered very many nice, original puzzles of great variety. There were some complaints that luck played too great a role, but this was caused by too short a time to solve the puzzles, not the puzzles themselves. Getting puzzles from constructors from different puzzle cultures is a very good way of creating originality and diversity. Although it meant a lot of work, drawing from puzzles worldwide worked quite well, and perhaps this could be done again in the future.

WPC 2002 puzzle designers:

Cihan Altay - Turkey
Metin Balci - Turkey
Ferhat Çalapkulu - Turkey
Adrian Fisher - United Kingdom
Juhani Heino - Finland
Juha Hyvönen - Finland
Pekka Joutsu - Finland
Craig Kasper - Canada
Olga Leontieva - Russia
Juha A. Levonen - Finland
Patrick Merrell - USA
Markku Mäkelä - Finland
Jaime Pontiachik - Argentina
Will Shortz - USA
Dave Tuller - USA
Company Conceptis - Israel

FRAGMENTS - by Olga Leontieva (Russia)

A puzzle by Olga Leontieva that did not make it because it was too time-consuming, and because puzzling without the actual pieces to move around would have been awkward: Put the fragments into the square in such a way that three coherent areas (white, black and orange) are formed. The pieces may be turned 180%. One fragment is already given.



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by Peter Ritmeester, the Netherlands

Puzzles from the WPC 2002 in Oulu

The puzzles presented here will give you an impression of the championship. They are not necessarily the 'best' puzzles; some very good ones may not have been selected here for practical reasons (long introduction, too big, in 3D). I would especially like to thank competition director Juha Hyvönen for not only taking care of all these wonderful puzzles, but also designing them, preparing them for printing and the competition itself. And bravo of course to all puzzle designers!

In order to let the best overall puzzler win, the championship offered puzzles in all disciplines: speed solving (fairly easy puzzles with little time), deep solving (difficult puzzles), optimizing, time bonus puzzles, manipulative puzzles and team puzzles. The puzzles used for testing these disciplines also required all-around skills, and included manipulative puzzles, logic puzzles, puzzles with words, number puzzles and observation puzzles.

Part 1

This individual round lasted 90 minutes and consisted of 19 diverse puzzles. The puzzles were not difficult and most of them were variations of types presented at previous WPC's, although often with a nice twist.

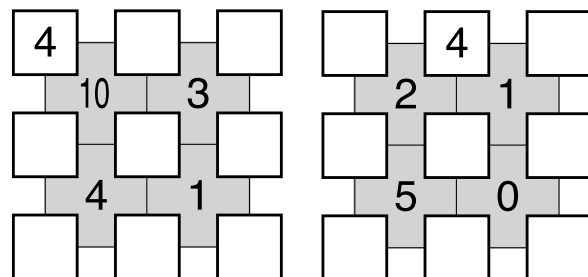
Houses and Trees - Jaime Poniachik (Argentina)

In each numbered square there is either a house (O) or a tree (X). The squares with no numbers are empty. If a square has an

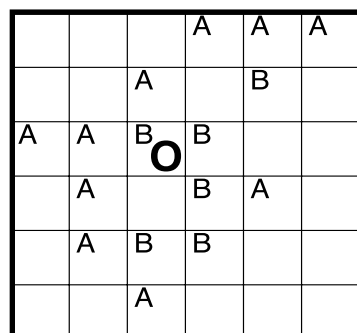
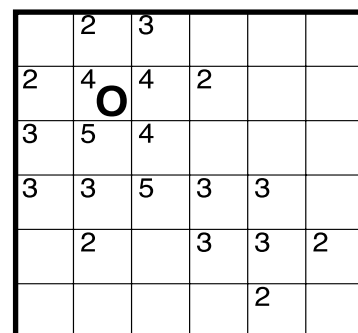
X in it, the number tells you how many O's there are in 8 of its neighbor squares. If a square has an O in it, the number tells you how many X's there are in 8 of its neighboring squares. In the second puzzle, numbers have been replaced by letters A and B. Enter all X's and O's.

Square Numbers - Olga Leontieva (Russia)

Place numbers 1-9 into the white squares so that the numbers in the gray squares indicate the difference between the sum



The organizers spent days cutting and folding the pieces



of the numbers in the two corners above each gray square and the two corners below it.

Part 2

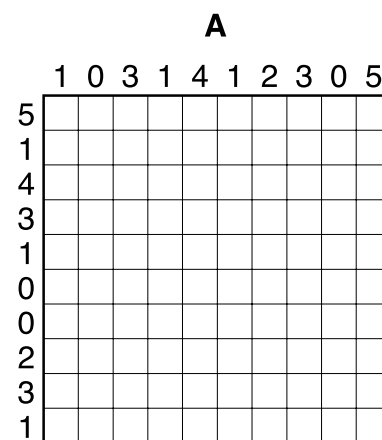
This individual round lasted 45 minutes and consisted of seven manipulative puzzles. The competitors did not need to make the pieces themselves; the organizers spent days cutting and folding all pieces for all puzzles!

Part 3

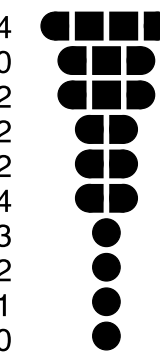
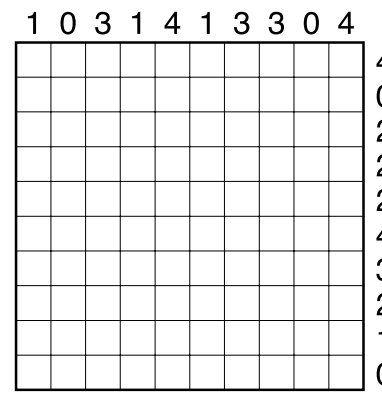
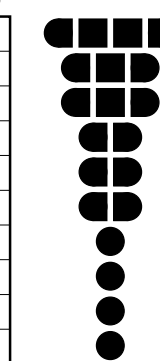
This was the time-bonus round which consisted of three difficult puzzles: one logic, one observational and one with words. The first 10 puzzlers to solve each puzzle not only received points for solving it, but also extra points for being faster than the others.

Moving Battleships - Ferhat Çalapkulu (Turkey)

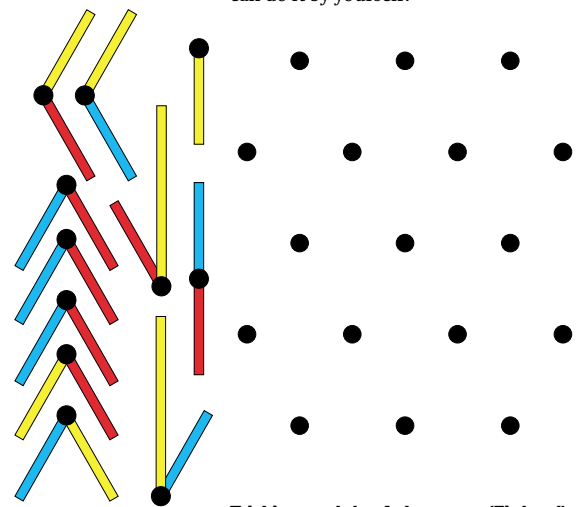
A fleet of ships is located in the first grid. After a while, all ships have moved 3 units forward or backward. Submarines (1-unit ships) may have moved sideways too. Diagonal moves were not allowed. The numbers outside the grid indicate how many squares are occupied in each row and column. The ships do not touch each other, not even diagonally. (While moving, they may have touched.) Draw the initial position of the ships in grid A and the final position in grid B.



Who is missing?



Part 4
This part for teams lasted 90 minutes and consisted of three puzzles. The Tri-Lines reprinted here was not solved by any team. Maybe without any stress, you can do it by yourself?



Tri-Lines - Juha A. Levonen (Finland)
Connect 14 of the 17 black circles so that each circle is connected to three other circles with three links of different colors. The links may not cross each other. Three circles are not connected to any other circles. The pieces may be rotated, but not turned over.

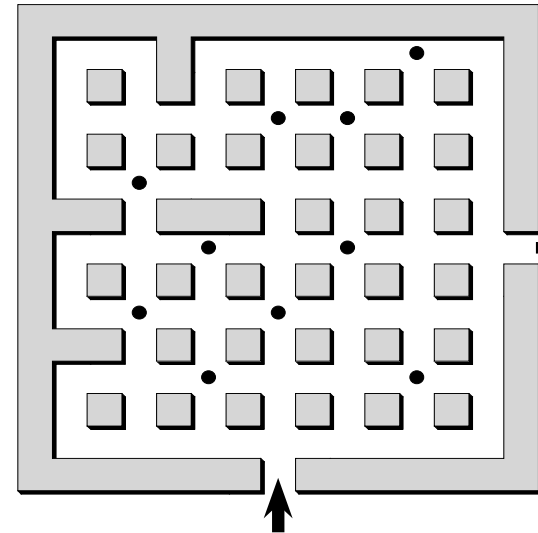
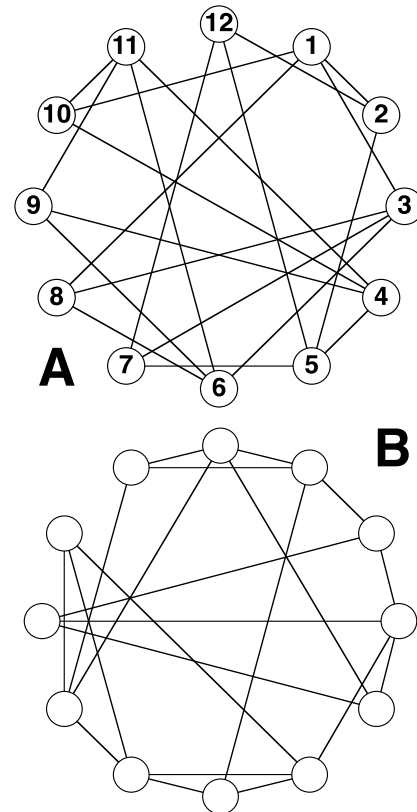
Tournament director Erja Gulstén before competition.



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Part 5
Again an individual part like Part 1 with a lot of puzzles. These 17 puzzles (90 minutes) were less traditional though, and more difficult.

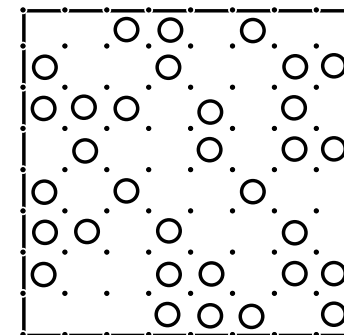
Elastic Bands - Olga Leontieva (Russia)
Twelve pegs are placed in a circle like the numbers on a clock. The pegs are connected to each other with elastic bands that are connected to it stretch or shrink depending on where the other end is connected. Figure A shows the initial positions of the pegs and their connections. After moving some or all pegs to a new position, the elastic band network looked like figure B. We then removed the numbers from the pegs in figure B. Put the numbers back.



connected to each other. Points = $(2xC) - W$, where C = numbers of crossing letters and W = number of words in the grid.

Part 7
Like those in Parts 1 and 5, a lot of puzzles (11) in 90 minutes, but all very difficult.

Circular Reasoning - Craig Kasper (Canada)
Divide the grid into L-shaped pieces of the same size so that each piece contains exactly two white circles.

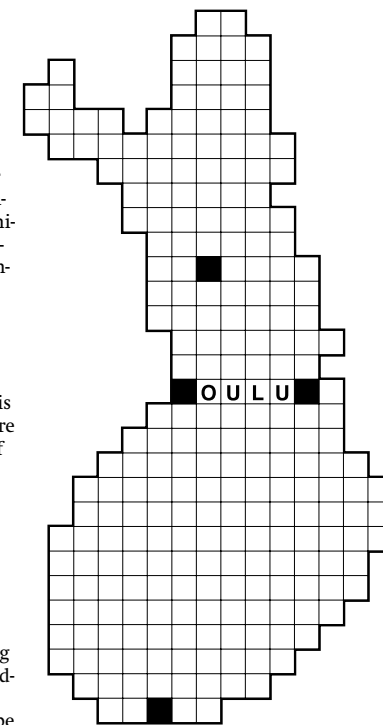


The Tri-lines reprinted here was not solved by any team. Can you?

Black Spot Maze - Adrian Fisher (United Kingdom)
Enter the maze and continue straight ahead. You may not turn unless you reach a black spot or hit a wall, and then you must turn 90 degrees to the left or to the right. No other turns are allowed. Find your way through the maze to the exit so that you encounter every black spot at least once. If you encounter more black spots than the minimum, you lose one point for each additional spot. Enter and exit points are indicated by arrows.

Part 6
The individual Part 6 lasted 75 minutes and consisted of three optimizers (Words, Numbers, Logic). An optimizer is a puzzle where the 'solver' needs to score as many points as possible. Best score of the puzzle printed here was Takenaga Mamiko from Japan with 36 points.

Crisscross - Cihan Altay (Turkey)/ Juha Hyvönen (Finland)
Construct a crisscross puzzle with the given words using standard crossword rules. The goal is to get as many crossing letters as possible. If two letters are in adjacent cells, they must be part of the same word. All words in the grid must be



- AHAA
- AHADI
- ALFA
- AMEJIPATIA
- ANATIWA
- ASIFANYE
- EMAU
- ENYI
- FALME
- HAPASWI
- HUKAA
- IKAWANYESHEA
- IMEFAGIWA
- INGALI
- JITUPE
- KOSA
- KUYALINDA
- LUISA
- MKAHUBIRI
- MPYA
- NDIYE
- OMEGA
- SINIA
- UKUU
- UTASHUKA
- WAITE
- WAKIKUBALIANA
- WAMO
- YULIO



Hotel Lasaretti, where most puzzlers stayed and the competition was held.

Part 8

This team event (75 minutes) took place partly in the museum near the hotel and consisted of three puzzles.



Faces

Although this puzzle by Pekka Joutsu / Juha Hyvönen (Finland) looked nice, it turned out to be pretty nasty. On three large stands in the museum, 48 faces were pictured. Most of them appeared three times, but a few only twice. Which ones? The stands were so wide apart, that puzzlers needed to walk around and trust their memory or drawing skills.

The puzzle looked nice, but turned out to be pretty nasty

Oulutronic

This amazing puzzle machine was called the "Oulutronic" and was designed by puzzlemakers and electrical engineers Ferhat Çalapkulu and Metin Balci from Turkey. The object was to influence the pattern of lighted bars by pushing the buttons on each side in such a way that as many times as possible the word OULU could be read in any direction. One had to find out first, though, in what way pushing each button influenced the lights!



Part 9: Playoff Round

The contestant in 1st place after the initial rounds had 30 minutes to solve 10 puzzles. The contestants in 2nd and 3rd places had each proportionately less time to solve, based on their scores on the initial rounds. The three finalists had to solve these puzzles before an audi-

Puzzlers right before the competition starts.

encing the team competition is also a big compliment to the organizers who apparently succeeded in making the championship really culture-neutral. The complete lists of results are printed on the next pages.



Left to right: Ulrich Voigt (3rd, Germany), Niels Roest (1st, The Netherlands), Roland Voigt (2nd, Germany)

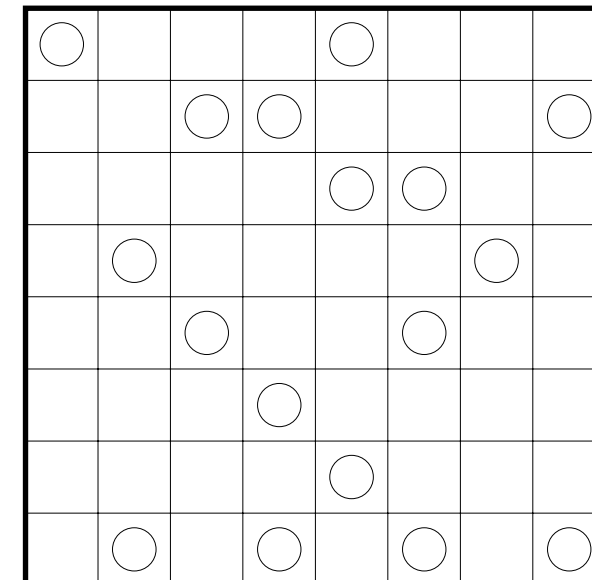
ence. The puzzles were printed on large sheets put on pedestals, so that the audience could watch the puzzlers solving the puzzles. The playoff contestants wore headphones to block outside noises — or helpful comments!

Alternate Corners - Dave Tuller (USA)

Find a path that passes through every square exactly once, ends in the same square in which it begins, and never crosses itself. The path travels horizontally and vertically, but never diagonally. Every second turn in the path will be in a square containing a circle, and every square containing a circle will have a turn.

Results

Niels Roest from The Netherlands, who had already scored most points in rounds 1-8, also did best in the playoff round and was therefore deservedly the new WPF World Puzzle Champion. Best team was Japan, which was a great achievement, taken into consideration that the Roman alphabet was used during the championship, which is not the case in Japan. Japan win-



Team Results

	Part 1	1 & 2	1 to 3	1 to 5	1 to 6	1 to 7	Part 4			Part 8			total
							1	2	3	Faces	Oulutronic	Paint	
Japan	436	516	705	1025	1271	1565	80	0	80	0	100	80	1905
Germany	461	556	754	1042	1262	1548	80	0	80	0	110	80	1898
U.S.A.	405	505	733	1007	1232	1484	80	0	80	0	150	80	1874
Netherlands	390	540	696	994	1205	1434	80	0	80	0	100	80	1774
Canada	352	422	635	879	1085	1337	80	0	80	0	130	80	1707
Belgium	393	508	615	883	1096	1329	80	0	80	20	50	80	1639
Hungary	400	485	572	804	1034	1247	80	0	0	0	140	80	1547
France	316	386	490	675	872	1090	20	0	80	0	100	80	1370
Czech Republic	348	418	554	732	903	1133	20	0	0	0	100	80	1333
Russia	238	308	420	598	760	961	80	0	0	0	120	80	1241
Poland	258	303	368	546	740	964	80	0	0	0	40	80	1164
Turkey	302	352	434	571	767	928	80	0	0	0	0	80	1088
Kampsuherra	318	363	451	627	813	1006	80	0	0	0	0	-	1086
UN 2	233	293	458	614	747	891	80	0	0	0	0	80	1051
Finland	239	274	380	530	724	898	80	0	0	0	0	0	978
Slovakia	203	248	320	471	641	795	28	0	0	0	0	80	903
Croatia	157	182	203	253	386	525	44	0	0	20	0	80	669
UN 1	68	103	126	166	203	238	24	0	0	0	0	20	282

Belgium



↑ Left to right: Bart Leemans, Guy Van Hooveld (captain), Philippe Niederkorn, Sébastien Leroy, Claude Dessel

↓ Luka Pavicic, Alfredo Ivankov, Robert Simanovic, Valter Kvalic (guest), Davor Perkov, Pero Galogaza (captain)

Croatia



Canada



↑ John Wetmiller, David Savitt, Brad Bart, Derek Kisman, Stanley Newman (captain)

↓ Petr Nepovim, Robert Babilon, Vita Koudelka (captain), Jana Tylova, Daniel Marek, Zdenek Vodicka

Czech Republic



Individual Results

Rank	Name	Country	Part 1	1 & 2	1 to 3	1 to 5	1 to 6	1 to 7	Playoff	Solved	Time left	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39		
1	Roest, Niels	NL	100	165	250	331	403	473	30.00	7	4:05	21	Tylová, Jana	109	124	134	198	243	316														
2	Voigt, Ulrich	DE	155	175	236	328	378	466	29:34	7	2:48	22	Dessel, Claude	89	114	129	197	255	313														
3	Voigt, Roland	DE	111	151	228	313	375	458	29:03	5	22:18	23	Ikäheimonen, Pekka	71	96	160	206	258	308														
4	Kisman, Derek	CA	132	147	226	305	373	449				24	István, György	91	106	137	177	236	297														
5	Arimatsu, Taro	JP	123	183	209	300	360	438				25	Csorba, Zoltán	87	97	123	201	241	295														
6	Barkan, Roger	US	108	123	192	278	350	432				26	Takenaga, Mamiko	96	106	126	174	239	295														
7	Aoki, Shinichi	JP	131	141	193	288	343	428				27	Chudý, Milan	SK	78	98	141	197	242	288													
8	Shibata, Satoshi	JP	86	86	177	263	329	404				28	Mócsy, Miklós	HU	113	113	128	169	235	288													
9	Leroy, Sébastien	BE	117	147	199	270	320	398				29	Nepovim, Petr	CZ	93	108	126	184	222	285													
10	Auroux, Denis	FR	120	150	180	252	312	391				30	Savitt, David	CA	80	95	125	174	213	274													
11	Babilon, Robert	CZ	84	119	187	248	295	372				31	Krajewski, Tomasz	PL	101	111	123	160	202	273													
12	Madarassy, Pál	HU	109	169	184	257	322	367				32	Pruhl-Aden, Gerd	DE	87	117	128	172	222	271													
13	Butler, Zack	US	101	116	176	238	308	364				33	Tremba, Andrei	RU	54	84	121	160	206	271													
14	Leemans, Bart	BE	104	144	176	247	297	359				34	Haasakker, Johan	NL	97	107	121	187	221	270													
15	Ley, Michael	DE	108	113	162	229	287	353				35	Gardner, Nick	UN	69	84	160	206	235	269													
16	Osher, Ron	US	99	104	174	234	274	350				36	Wetmiller, John	CA	59	69	111	170	219	269													
17	Weyzig, Annick	NL	94	144	154	219	269	348				37	Borny, Michal	PL	84	89	102	168	217	267													
18	Bart, Brad	CA	81	111	173	230	280	345				38	Novelli, Jean-Chr.	FR	87	97	145	165	222	266													
19	Uppelschoten, Rick	NL	99	124	171	257	312	343				39	Niederkorn, Philippe	BE	83	103	111	169	224	259													

UN 1: Estonia - Austria - Kosovo



↑ Jaanus Laidna (Estland), Michael Riemann (Austria), Zijadin Hasani (Kosovo), Xhelal Selmani (Kosovo)

↓ Saku Huttunen, Liisa Sarakontu, Heljä-Maija Vanhanen (captain), Eeva Teräsvuori, Pekka Ikäheimonen

Finland



France



↑ Julien Cassaigne, Martial Hue, Denis Auroux, Michel Criton (guest), Brigitte Chevallier (captain), Jean-Christophe Novelli

Germany



↓ Bettina Rothärmel (captain), Ulrich Voigt, Roland Voigt, Andrea Ruessmann (guest), Gerd Prull-Aden, Markus Gegenheimer (guest), Michael Ley

Individual Results

40	Vodicka, Zdenek	CZ	86	91	128	153	196	256	49	Alyanakyán, Kamer	TR	102	102	127	147	197	234
41	Grishchenko, Ivan	RU	58	83	94	142	197	249	50	Ignaciuk, Grzegorz	PL	38	43	81	128	185	229
42	Imai, Yosuke		66	81	117	142	195	243	51	Tibenský, Pavol	SK	52	67	77	117	164	224
43	Oleshov, Alexey	RU	58	68	111	162	191	243	52	Marek, Daniel	CZ	85	100	113	147	190	220
44	Özay, Necmiye	TR	71	91	119	155	201	242	53	Hue, Martial	FR	50	70	80	129	167	219
45	Sarakontu, Liisa	FI	66	66	77	129	184	240	54	Bolotă, Andreas	UN	66	86	127	154	180	216
46	Sincar, Hüsnü	TR	59	74	80	125	175	238	55	Cassaigne, Julien	FR	59	69	85	129	171	214
47	Gegeheimer, Markus		68	73	107	152	195	237	56	Örsel, Metin	TR	70	85	108	144	194	214
48	Van Hooveld, Guy	UN	40	55	85	148	189	237	57	Knop, Konstantin	RU	68	73	94	134	166	198

↓ (Back row) Rob Geensen (WPF Treasurer), Anniek Weyzig, Jan Lam (guest), Niels Roest, (Front row) Johan Haasackers, Hans Eendebak (captain), Rick van Uppelschoten



The Netherlands



Russia

↑ Ivan Grischenko, Andrew Tremba, Olga Leontieva (captain), Alexey Oleshov, Konstantin Knop



Poland

→ Bartek Goldman, Tomek Krajewski, Grzesiek Ignaciuk, Michal Borny



Hungary

→ Yumiko Doi (captain), Taro Arimatsu, Satoshi Shibata, Shinichi Aoki, Mamiko Takenaga

← Zoltán Eros (captain), Zoltán Csorba, György István, Pál Madarassy, Miklós Mócsy

Individual Results

58	Goldman, Bartomiej	PL	35	60	62	90	136	195	66	Simanovic, Robert	HR	45	50	53	68	97	124
59	Pastucha, Ivan	SK	55	60	74	110	155	185	67	Riemann, Michael	UN	23	38	49	64	93	110
60	Pavlic, Luka	HR	45	55	62	72	114	184	68	Laidna, Jaanus	UN	34	54	59	84	84	102
61	Teräsvoori, Eeva	FI	56	66	88	124	167	184	69	Kosecová, Lýdia	SK	18	23	28	47	80	98
62	Wilshire, Ken	UN	58	68	86	106	143	169	70	Perkov, Davor	HR	31	36	37	47	66	81
63	Huttunen, Saku	FI	46	46	55	71	115	166	71	Sönmez, Eylem		27	32	32	42	55	55
64	Zafer Say, Ibrahim		48	53	61	93	125	155	72	Hasani, Zjadin	UN	11	11	13	13	21	21
65	Ivankov, Alfredo	HR	36	41	51	66	109	136	73	Selmani, Xhelal	UN	0	0	5	5	5	5



Slovakia

→ Ken Wilshire (UK), Guy Van Hooveld (Belgium), Andreas Bolotă (Romania), Nick Gardner (UK)



Turkey

← Milan Chudý, Ivan Pastucha, Lýdia Kosecová, Pavol Tibenský, Ján Farkas (captain)



UN 2: United Kingdom - Romania - Belgium

↑ Kamer Alyanakyán, Volkan Dilber (captain), Metin Örsel, Necmiye Özay, Feza Sincar, Hüsnü Sincar

↓ Will Shortz (WPF Chairman), Wei-Hwa Huang, Zack Butler, Ron Osher, Nancy Schuster (Newsletter Copy Editor), Roger Barkan, Helene Hovanec (guest) Nick Baxter (captain) Stanley Newman (guest)



Japan



USA

by Will Shortz, USA

Oulu, Finland, September 26-27, 2002

REPORT ON THE 4th GENERAL ASSEMBLY OF THE WORLD PUZZLE FEDERATION



The meeting was called to order by chairman Will Shortz (USA) on September 26 at 10:45. Board members present were Peter Ritmeester, general secretary (Netherlands); Rob Geensen, treasurer (Netherlands); Erja Gullstén (Finland); Vitezslav Koudelka (Czech Republic); and Will Shortz.

The WPF member countries present were: Belgium, Croatia, Czech Republic, Finland, Germany, Hungary, Japan, Netherlands, Russia, Slovakia, Turkey, and United

own proposal on behalf of a group of Czech puzzlers.
d) Rob spoke about copyright of the WPC puzzles.

Newsletter

On behalf of the board, Peter proposed that the WPF publish one newsletter during the next 12 months, ideally sometime between February and April 2003. The deadline for manuscripts was set as December 15, 2002. Contributions were invited from everyone, with the usual proviso that they do not need to be written in polished English.

Will announced that the minutes of the 2002 business meeting would be sent to all members by email as soon as they're done for everyone's comment and/or correction.

Vitezslav suggested that WPC sponsors should be mentioned in the newsletter. Peter expressed misgivings about this being an official policy. It was mentioned that appropriate advertising in the WPF newsletter would be accepted.

Logo

Peter stated the policy that when the WPF logo is used, it should be presented in the standard format and color. Any other use

14-19, at Papendal, a sports complex near Arnhem. There will be a single hotel for the competition, meeting rooms, sleeping rooms, and meals. It will be a social event, with games between other activities and a happy hour every afternoon. He is working to get a 90-minute program about the WPC to be presented on television. The participation fee will be the same as in 2002.

He also announced that the Dutch qualifying test will be held on May 16, and the Dutch national puzzle championship will be held on June 14 (available online to all WPF members). Every team will receive copies of Breinbrekers magazine before the WPC for practice.

New Business

Erja proposed that the WPF prepare a brochure about the WPC and the types of puzzles in it.

Rob said that he uses a videotape of the previous Dutch WPC and Dutch national puzzle championships for promotional purposes.

Vitezslav asked that WPF members do more to publicize the WPF in their own publications.

Vitezslav offered to coordinate the



Opatija (Croatia)

Elections

The WPF board proposed that board members should serve nonconsecutive terms, so that regular elections would be held for no more than two board members in any year. Of the four positions open in 2002, two of them would be for regular three-year terms (expiring in 2005). The other two would start out as two-year terms (expiring in 2004), continuing thereafter as three-year terms.

Vitezslav and György argued, alternatively, that all the board members should be elected as a group every three years.

Discussion was held pro and con on the importance or unimportance of continuity on the board. Parenthetically, György expressed the view that the general secretary should be appointed by the rest of the board, not elected.

By a vote of 7-4, with 1 abstention, it was decided that the board members should serve nonconsecutive terms.

The board also proposed that one election be held for all four positions open on the current board. Each WPF member would be able to vote for two, three, or four candidates. The two candidates receiving the most votes would serve three-year terms, and the two candidates receiving the next greatest number of votes would serve two-year terms. This plan passed 10-0, with 2 abstentions.

Election of Four Board Members

Will turned over the chair to Erja to conduct the election.

Five candidates offered themselves for board positions: Rob Geensen, György Istvan, Vitezslav Koudelka, Peter Ritmeester,

Will reminded those present that only WPF members were permitted to vote at the meeting

States. Belgium was represented by Brigitte Chevallier of France. The meeting was held in two sessions over two days.

Will opened the meeting by welcoming the participants. The delegates introduced themselves and identified the organizations they represent.

The minutes of the 3rd General Assembly of the WPF (Brno, Czech Republic), as printed in the World Puzzle Newsletter #7 (pages 18-20), were approved.

Will reminded those present that only WPF members were permitted to vote at the meeting and to reprint the 2002 World Puzzle Championship puzzles at home.

Reports

- Peter handed out a printed report on the WPF activities of the past year.
- Rob handed out a report on the WPF finances
- Will did not have a report on the judging committee. Vitezslav offered his

of the logo must be pre-approved by the WPF office.

Membership fee for 2002-03

On behalf of the board, Rob proposed that the WPF membership fee for 2002-03 be 500 euros. As in the past, members from wealthier countries are encouraged to pay more, and less wealthy members may apply to the board to pay less.

The motion was approved 12-0.

Reports from members

Reports were made on WPF activities and WPC qualification rounds in the United States (Nick Baxter), the Netherlands (Jan Lam), Czech Republic (Vitezslav), Slovakia (Ján Farkas), Croatia (Valter Kvalic), Japan (Yumiko Doi), Russia (Olga Leontieva), France (Brigitte Chevallier), and Germany (Bettina Rothärmel).

Rob announced plans for the 11th WPC in the Netherlands, to be held October

preparation of a brochure for potential WPF sponsors and the press, with the expenses to be paid for by the WPF. Peter said he would email everyone asking for information to be included in such a brochure (puzzle publications in each member's country, their circulation, and the importance and significance of puzzles in the country).

Selection of the Site of the 2004 WPC

Valter Kvalic offered to host the 2004 WPC in Opatija near Rijeka, in the Kvarner region of Croatia, on the northern coast of the Adriatic. This would be with the support of Feniks magazine, the local newspaper, and the regional tourist office.

György Istvan offered to host the 2004 WPC in Miskolc, in the north of Hungary, at the same hotel where the World Chess Championship was once held. This would be with the support of Fűles magazine and the Hungarian puzzlers' organization.

Croatia was selected by a vote of 7-5.

and Will Shortz. Each spoke for three minutes about what he would like to do for the WPF.

The results of the election were: Vitezslav-12 votes, Peter-9, Will-8, Rob-6, and György-5. Accordingly, Vitezslav and Peter were elected to three-year terms, and Will and Rob were elected for two years.

Round Table

Will resumed the chair and conducted a round-table discussion of members' wishes and ideas for the WPF/WPC.

- Vitezslav said that the WPF needs more money, so that smaller and poorer countries can become WPF members and participate in the WPC. He said the WPF needs to be relevant not just to logic puzzles but also to crosswords and other word puzzles, which remain overwhelmingly the most popular puzzles around the world. He would like to see the unfinished catalog of puzzle types continued. He would also like more definitive rules about how the WPC is run.

- György questioned how the WPF's money is spent. He would like there to be no membership fee at all. He said that the WPC puzzles should not reward luck as much as they do now. Some puzzles are so hard that the only way to solve them within the time limit is to make a lucky guess or two along the



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It was decided that the WPC 2004 will be held in beautiful Opatija, Croatia. For the first time in WPC history, puzzlers will be able to take a refreshing dive into the sea after another tough session. The accommodations will most likely be in hotel Ambassador (photo), which you also see at the panorama photo on page 17.

way. Instead, the puzzles should test pure logic and thinking ability. The puzzles should bring joy and pleasure to the participants. He also argued that the WPC puzzles should have shorter instructions, in order to be fairer to solvers who do not speak English, because long instructions can be difficult to translate and absorb in a short amount of time.

He proposed that the WPF send a questionnaire to the 2002 WPC contestants asking them which puzzles they enjoyed or didn't enjoy, and which puzzles (if any) they thought were unfair.

- Ján offered to arrange for printing the WPF newsletter in Slovakia, which he said would result in the same quality of printing but at a lower price. He would like the WPF to be more like the Olympics, with more countries participating ... and with the WPF offering financial help to poorer countries.

- Valter said that the WPC puzzles are too hard and complicated. He said that he can reprint only 10% of the 2002 WPC puzzles at home; the rest will not be of interest to his readers.

- Yomiko said that crosswords are the most popular puzzles in Japan, and that among WPC puzzle types, Paint by Numbers and Numbers Place have their own magazines and are popular. Other WPC puzzle types, though, are not so popular and don't sell well. She would like to gradually introduce these to her readers and let them grow in popularity. Among the 2002 WPC puzzles, she thought many of the instructions were too complicated. She liked the simpler puzzles of Round 1 best.

- Olga said that crosswords were by far the most popular puzzles in Russia. Among WPC puzzle types, only Paint by Numbers has a significant following in Russia.

- Brigitte said that crosswords and "arrow words" (mots flechés) are by far the most popular puzzles in France as well. As they stand, the WPC puzzles have little market. They are too difficult. And the WPC is virtually unknown in France.

- Bettina (Germany) said that the WPF



should work harder to make itself relevant to members. She liked György's suggestion of surveying the 2002 WPC contestants and getting their views on the puzzles. She proposed the WPF do this immediately after the championship via email.

- Peter (who co-prepared the 2002 WPC puzzles) argued that the WPC should test both the speed and the deep insight of contestants. And sometimes, in order to test deep insight, it is necessary to have

a company with a worldwide presence - or a fund-granting group.

He volunteered to look for people who will seek sponsors. He said, though, that he would need a brochure and/or a video, plus a specific proposal of what the money would be used for (and in the case of a corporate sponsor, how the corporation would benefit).

- Erja discussed her difficulty in finding Finnish sponsors for the 2002 WPC. She

"Nick said that the WPF should focus on its biggest asset: the WPC. If the WPC becomes large, sponsorship will naturally follow."

longer instructions. He said that the average instruction per puzzle was not longer this year than in previous years.

- Nick (USA) said that the organizers should be clearer before the WPC about the types of puzzles to be included in the championship.

He argued that the WPF should focus on its biggest asset - the WPC - and how it is marketed and publicized. The focus should be on getting more participants. He said that if the event becomes large, sponsorship will naturally follow.

He said that the WPC puzzles should remain language- and culture-neutral. However, the WPF should look for ways to include crosswords among its activities.

- Jan (Netherlands) said that the primary goal of the WPC should be to reward the best solvers, not necessarily to use puzzles that are popular. He would like a permanent committee to be established to search for new WPC participants.

- Stan Newman (USA) said that the WPC should use more puzzle types that the public at large is familiar with and can solve. He said that sponsorship can come from

said that WPC-type puzzles are virtually unknown in Finland, so the event is hard to explain to potential sponsors.

- Peter volunteered to prepare a questionnaire for the 2002 WPC participants and to email it to the team captains, who would be responsible for forwarding it to the contestants.

Vitezslav encouraged the use of the WPF logo when members reprint the WPF puzzles.

Will suggested that Rob contact KLM for possible airline sponsorship of the 2003 WPC. KLM might be able to lower its fares for participants, in turn allowing more countries to take part.

Peter raised the idea that members who think it important for the WPF to be more involved with crossword puzzles, would form a committee to discuss ways to achieve this and perhaps even include crosswords in the WPC (as separate events from the main competition).

Closing

On behalf of the WPF, Will thanked Erja and her colleagues for an enjoyable and beautifully run WPC. Erja was enthusiastically applauded.

There being no further business, the meeting was adjourned on September 27 at 15:10.

- Will Shortz

by Nick Baxter, USA

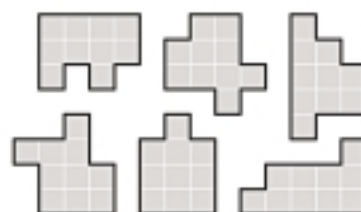
From Games to Google The Evolution of the U.S. Puzzle Championship

This year's U.S. Puzzle Championship, which drew 7,000 registrants from more than 30 countries, served as the U.S. qualifying test for the WPC.

Here's a puzzle: How many times has there been a U.S. Puzzle Championship? Surprisingly, in the 12-year history of the U.S. Team, this was the first. Previously, there have been many qualifying tests to select team members (six tests to be precise), but never before had it been officially designated as a championship.

Although the general composition of the test has not changed in 12 years, its format and organization have changed dramatically. Here is a quick tour of how we got to where we are today, with a few old team logos and puzzles from this year's test interspersed along the way.

In 1992, Will Shortz and Games magazine launched the first WPC, then known as the World Puzzle Team Championship. (At the last minute the publisher of Games suggested adding the word "Team" to the name. This word was dropped at the next year's WPC in the Czech Republic.) Of course, Games needed a U.S. team to participate, but how could the members be selected wisely and equitably from an area as large as the United States? The clever solution was to administer a qualifying test via fax, which was a newly widespread technology at the time. On a certain Saturday, at a precise, agreed-upon time, Games simultaneously sent a six-page fax to everyone who had registered, asking participants to solve as many of the test's 32 puzzles as possible in 90 minutes, and then return the answer sheet, again by fax. In the end, the test went off with hardly a hitch, as did the subsequent WPC in New York City later that year.



Pentomino Division by Erich Friedman – Divide each of the six shapes into two pieces so that each of the 12 standard Pentominoes is used exactly once.

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2002 US Team at work-- Roger Barkan, Ron Osher, Wei-Hwa Huang, Zack Butler

In 1993, Games remained the sponsor and organizer of the U.S. Team, and the same qualifying procedure was used. But later that year, when Will left Games to become the crossword editor of the New York Times, so too departed the magazine's interest in the WPC. Will took it upon himself to maintain the organization of the U.S. Team (along with sponsorship from Random House), but he did not have the resources to administer another qualifying test. So starting in 1994, the U.S. Team was hand-picked from a pool of previous team members and qualifying test runners-up.

In 1999, the U.S. organizers (including myself now) were looking ahead to hosting the WPC the following year, and we decided to re-institute a qualifying test—and to do it via the Internet. In addition to selecting the U.S. Team members, we also wanted the test to stimulate interest in other countries that didn't yet have a team or the means to run their own qualifying test. The Internet would allow us to administer the test simultaneously everywhere in the world. Its form and content were similar to those of the original fax tests. The one big change was to phrase the questions so that the answers could be expressed concisely in a single line of type on a web-based answer sheet.

In 2000, the U.S. Team acquired a sponsor and an online host: PuzzleTime, an up-and-coming online puzzle web site.

If you're wondering "Why haven't I heard about the PuzzleTime web site?," that's because it died during the great dot-com failure of the period, before it had really gotten off the ground.

On the technical side, the 1999 test was rendered as HTML text and tables, with a couple of graphics files thrown in. This structure was adopted to reduce the file size, helping to optimize the simultaneous download for all participants. But it also created some difficulties due to the way different browsers would display and print the file. In 2000, the test was published as an encrypted PDF file. This was a much larger download, but it allowed us to distribute the test a day in advance. We also started distributing the text instruc-

2000 WPC Logo



Draft US Team Logo--A good example of how not to use the WPF logo!

2003 Google U.S. Puzzle Championship Logo



1992 World Puzzle Team Championship Logo

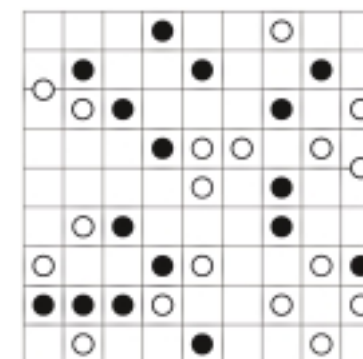
tions in advance of the test, like the WPC, allowing contestants to review the puzzle instructions prior to solving.

In 2001, the qualifying test moved to www.baxterweb.com, and in 2002 to its current location at wpc.puzzles.com, courtesy of team sponsor Binary Arts. Otherwise, the Internet qualifying test has not changed.

In 2002, four-time world champion Wei-Hwa Huang moved to California to work at Google, the Internet search engine, and it didn't take long before the marketing types there discovered they had a celebrity in their midst. Wei-Hwa introduced me to one of the marketing directors (who was also a fan of Will Shortz and the New York Times crossword), where we discovered our mutual affinities—Google solved puzzles, and the U.S. Team searched for new team members! A naming/sponsorship agreement soon followed, and thus the Google U.S. Puzzle Championship was born.

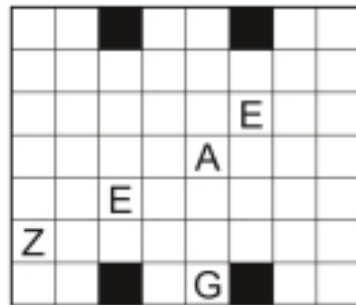
The search for a U.S. Puzzle Championship had one unexpected downside. In previous years, the top team members were exempt from re-qualifying, and thus did not need to take the test to retain their positions on the team the following year.

Rotator Mosaic by Craig Kasper – Divide the grid into exactly 10 symmetric pieces.



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Dutch Week by Cihan Altay
– Place the names of the Dutch days of the week (Maandag, Dinsdag, Woensdag, Vrijdag, Zaterdag, Zondag) into the grid, in order, so that the letters form a single closed loop. Five letters are already placed.



Instead they served as test-solvers, helping gauge the accuracy and difficulty of the test. This year, with a bona fide championship on the line, everyone was taking the test, leaving me with no test-solvers for the first time in four years! Fortunately, qualified outside help was easy to find, and I enlisted 2002 WPC champion Niels Roest, Breinbrekers editor Hans Eendebak, and Canadian puzzle designer Craig Kasper to help out.

Having a sponsor like Google has the benefit of attracting a lot more people to the event. Previously, our web site had an average of about 100 visitors per day. Three days before the 2003 championship, Google ran a 48-hour promotion for us on their home page, during which traffic to our web site spiked to 40,000 visits per day! This netted us 7,000 registered participants (up from our usual 500), of which 3,000 downloaded the test from the Internet. But despite the increased numbers, experience prevailed in the event, with 2002 team members Wei-Hwa Huang and Roger Barkan leading the field. Joining them on the 2003 team will be newcomers Todd Geldon and Michael Miller.

Regardless of the name, the U.S. Puzzle Championship has a great history of being a fun event, anticipated by puzzlers around the world. The event is still free for everyone. By special arrangement, Canada and other countries use it to help select their own WPC teams. But, of course, we all look forward to the real action—the 12th WPC in the Netherlands this fall!



1992 U.S.
Team—Nick Baxter,
Chris Morse,
Andrew Brecher,
Dan Johnson

22 WPF Newsletter nr 8 - October 2003

by Peter Ritmeester

the Netherlands

At the General Assembly in Oulu 2002 it was decided to organize a survey to find out what the competitors thought of that year's competition. The idea was to gather information and ideas that may help future organizers.

As a result, in November I wrote the survey in such a way that it included possible guidelines for future competitions and asked puzzlers to comment on this. Although I received answers from only twelve puzzlers, they answered the questions at great length. These twelve included the top three in Oulu (Niels Roest and Ulrich and Roland Voigt) so it will be interesting to read what they think.

As there is not enough space here to publish the entire survey, it will be handed out at the General Assembly 2003. A short version will follow here.

Principles

The basic principle of the WPC 2002 was to test the widest possible range of solving skills. Therefore it included speed solving (fairly easy puzzles with little time), deep solving (difficult puzzles), optimizing, time bonus puzzles, manipulative puzzles and team puzzles.

All agreed that a wide range of categories is good, and future organizers should attempt this too, provided it is evenly balanced. Of course, to balance it in such a way that everybody is happy is impossible. So this will be the real challenge for future organizers.

Fairness of puzzles

In order for the WPC in Oulu to be fair, no general knowledge was required or even helpful, not even a famous person as a solution, and all word puzzles used Swahili, not English.

All agreed with not asking for general knowledge and almost all thought using Swahili was a good idea. Although puzzlers using the Roman alphabet still had the advantage, and some developed a feeling for Swahili during the championship, this advantage would have been a lot greater had English been used, as in previous years.

Survey on how to organize the puzzles in a WPC

Bonus points and hints

Giving bonus points based on time of solution or order of finish could ensure that scores will be differentiated in case a team puzzle is too easy. Giving solving hints could ensure that scores will be differentiated in case a puzzle turns out to be too difficult.

Most puzzlers approved of this, although they thought the time bonuses in Oulu were too large. Some good points were mentioned here:

- The regular time-bonus system can be unfair: the amount of points you get depends on what other teams do. An alternative scoring system could be that you

would make sure that logical puzzles are solved logically. If a puzzle is designed to have multiple solutions, say three, then ask for all three solutions. A lucky guess will find one. But only a logical analysis will find all.

Playoff round

In order to attract media attention and potential sponsors, as well as have an exciting finale to the event, the WPC this year ended in a playoff round. Three finalists seemed like an appropriate number to watch, and 30 minutes seemed about the right amount of time for the test to be fair – but not so long as to be boring.

“To rule out luck, design puzzles with multiple solutions, say three, and ask for all three solutions. A lucky guess will find one. But only a logical analysis will find all.”

get extra points depending on how many minutes you have left.

- Hints should only be given to prevent puzzlers getting stuck. The system used with the Oulutronic (where the total amount of time given depended on how many teams solved the puzzle) should be used more often.

Luck

In this championship, all puzzles could be solved entirely by logic. But as time was short and the puzzles were difficult, solving entirely by logic was not always the best procedure. Sometimes it was better to make a hypothesis based on intuition and hope to be lucky. Do you think luck was too big a factor in this championship?

Seven puzzlers thought yes. One of them called it an “unintended over-emphasis on intuition.” Some remarks:

- Looking at the top puzzlers, there were no real surprises, so luck did not rule all.
- Even if time was not so limited, in every WPC there was this kind of luck: Starting with the right hypothesis saves you time, which makes you score more points with other puzzles.
- Wei-Hwa Huang had a suggestion that

The organizers tried to present a mix of puzzles representative of the rest of the WPC.

Everyone thought the playoff round was basically fair and fun to watch (in case they were not competing themselves!), although some criticized certain details. Like Niels starting 10 seconds too late; the puzzles were distributed too late among the audience; clocks were not visible enough.

One thing several puzzlers mentioned was that the finalists should have ways to erase items entered. The battle ships for instance was pretty difficult, and the usual way to solve them is to try out a hypothesis with an erasable pencil. This was not possible.

Basically, a playoff round is certainly recommended to do each year, although it may still be at the discretion of the organizers.

Conclusion

All puzzlers liked the puzzles a lot; one thought them too difficult. All thanked the organizers for a great championship, with one criticism mentioned by four: There should be no announcements about buses, food, et cetera during competition, as this is very distracting.

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by György István on behalf of the organizer ROE

4th 24-Hour Puzzle Championship Budapest, May 23-25, 2003

Just for numerology's sake: In 2003, 24 competitors from 7 countries took part in the 24-Hour Puzzle Championship, a competition that is unmatched anywhere in the world. The winner was the two-time world champion Ulrich Voigt from Germany. Because of its success, the event will be held again next year, and hopefully it will excite the interest of more participants.



An idea similar to the 24-hour "Marathon" puzzle-making championship grew in the minds of the Hungarian team when we attended the World Puzzle Championship in Istanbul, 1999. The idea became reality, so in 2000 the best 14 Hungarian puzzle-solvers came together to compete in this kind of marathon. The winners of the previous three marathons were Péter Nagy (2000); Miklós Mócsy (2001); and Pál Madarassy (2002).

Last year Andreas Bolota of Romania joined us, and this year brought a broad international group of 7 countries: Aus-

tria, Croatia, Germany, Hungary, Poland, Romania and Turkey. Next year, 2004 will be the 5th event of this 24-hour championship, to be held again in Budapest, and it can now be considered a European puzzle championship.

But let's go back to this year's competition! The registration fee was 150 euros per person, which covered competition and hotel costs for the three days, airport transportation, meals and refreshments. Several participants from other countries prolonged their visit to Budapest so they could do some sightseeing, since during the competition (held at the Hotel Amadeus) there was no free time except for a few minutes between the puzzle segments. Unfortunately, Czech Republic and Turkey were holding their national championships for the WPC that very same weekend in May and could not participate.

The rules of the competition are the same every year: Participants solve 13 parts of a puzzle in 24 hours. There are 100-minute sessions, with 10-20 minutes breaks in between. There are

And the winners are (left to right): Zoltán Horváth (third, and youngest competitor), Ulrich Voigt (first), Pál Madarassy (second). Photo: Tomasz Krajewski



14 parts to the puzzle overall, but since many of the participants are also the puzzle-makers, each competitor solves all but his own contribution. The sequence of the parts is determined in advance by lot, and the competitors read instructions for solving on the day before the competition.

Each round is scored separately: The winner of the given round gets 1 point, the runner-up 2, the third 3, etc.

"If you love solving puzzles, you sure should try doing it for 24 hours in a row."

In the case of a tie the competitors get the same points. At the end of the 24 hours these "round points" are added together to give the final rank positions.

During the championship 8-10 judges evaluate the puzzles; some of them work steadily through the 24 hours, so that one hour after each round, that round's results can be posted on the billboard. This is an added stimulation for the participants.

In conclusion, I quote a participant who wrote to the forum on the WPF web site: "Very interesting experience. If you didn't try it yet and you love solving puzzles, you sure should try doing it for 24 hours in a row." – Tomasz Krajewski, Poland

What can be added? Let's meet each other in Budapest next year, May 21-23, at the 5th 24-Hour Puzzle Championship!

Puzzlers at work...
Photo: Tomasz Krajewski



Two puzzles from the marathon

1. Two exceptions

Some letters in the grid are not used. If you paint these letters black, you can read the following words in the rows and the columns. But two words are exceptions; that is, they have been left out of the grid. Which words are they?

R	L	O	M	N	M	D	O	N
L	A	S	V	E	G	A	S	U
I	P	A	U	V	A	L	R	U
M	N	K	U	V	A	A	I	T
G	S	A	H	A	A	L	L	E
M	A	L	A	G	B	A	G	R
I	Z	H	A	D	O	L	L	E
A	N	L	N	I	M	S	A	N

ABAR, ANSAN, DALLAS, GABON, HALLE, IZADOL, KUWAIT, LA PAZ, LAS VEGAS, LIMA, LONDON, MAAN, MALAGA, NEVADA, NUTERN, OSAKA, OSILLA, PALU, RIGA, VUHAN.

2. SMS codes

Find the names whose letters are coded by the sms keys.

A pop group:
7465 35693

A movie actor:
2427543 2427546

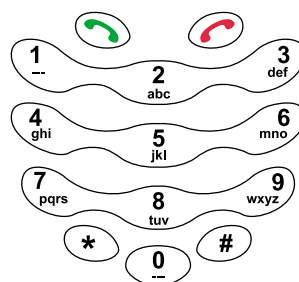
A movie actress:
742766 78663

A European city:
334628744

A car make: 24797537

A sportsman: 26747 232537

A sportswoman: 62342 26626324



The Puzzles

The puzzles are similar to the ones we have at the world championships, but every year brings some new types, proving the creative nature of the Hungarian puzzle-makers. This year's championship showed that Hungary is ready to host the World Puzzle Championship again, both in terms of organization as well as of quality and quantity.

There was one unfortunate event this year. In the last week before the competition, one of the puzzle-makers had to go abroad, so an additional puzzle part had to be made. Cihan Altay from Turkey was going to come to our rescue, but his puzzles did not arrive in time due to Internet problems, so Károly Kresz had to compile another puzzle part (in this year he didn't compete).

I would like to guarantee to Zafer that his puzzles will surely be included next year and I hope that this unfortunate event did not put him or anyone else off joining this unique competition.

Final results

1. Voigt, Ulrich GER	18	points	13. G. Nagy, László HUN	165,5	points
2. Madarassy, Pál HUN	43,5	points	14. Çalapkulu, Ferhat TUR	174,5	points
3. Horváth, Zoltán HUN	67,5	points	15. Karwanski, Michal POL	176,5	points
4. Krajewski, Tomasz POL	83,5	points	16. Bolota, Andreas ROM	183	points
5. István, György HUN	84,5	points	17. Goldman, Bartolomiej POL	183	points
6. Cszmazia, Tamás HUN	90	points	18. Major, Boglár HUN	200	points
7. Mérő, László HUN	90,5	points	19. Károlyi, Zsuzsa HUN	206,5	points
8. Gyimesi, Zoltán HUN	100,5	points	20. Pavicic, Luka CRO	207	points
9. Borny, Michal POL	119	points	21. Ivankov, Alfredo CRO	216	points
10. Csorba, Zoltán HUN	133,5	points	22. Simanovic, Robert CRO	264	points
11. Szabó, Gábor HUN	134	points	23. Say, Ibrahim Zafer TUR	267,5	points
12. Ignaciuk, Grzegorz POL	146,5	points	24. Riemann, Michael AUT	280,5	points

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 publicizing 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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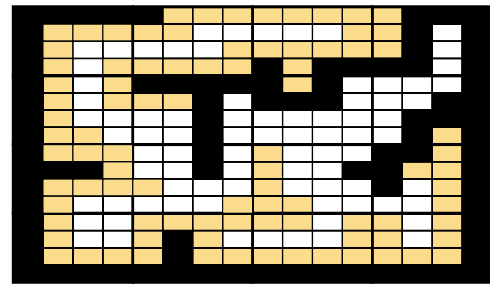
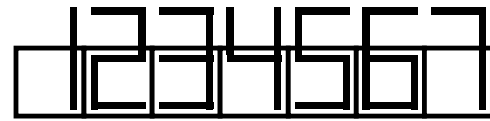
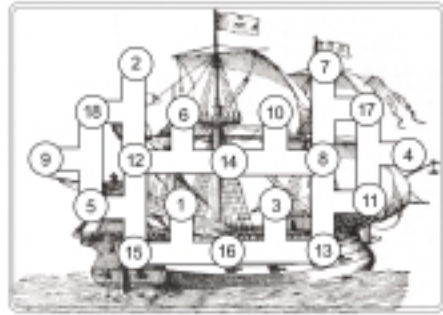
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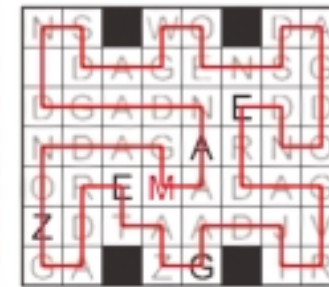
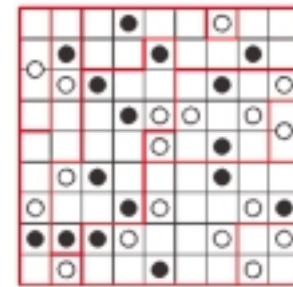
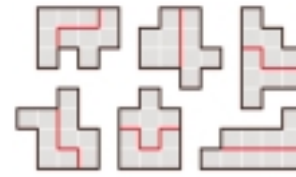
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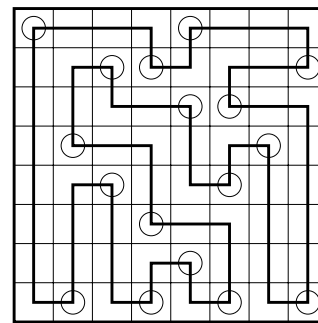
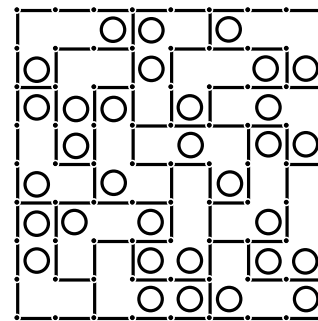
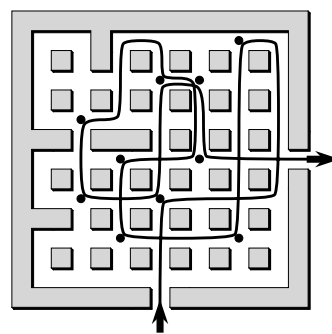
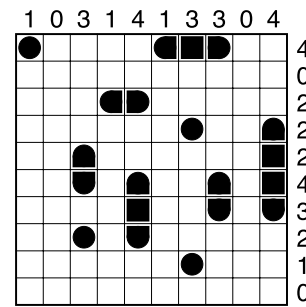
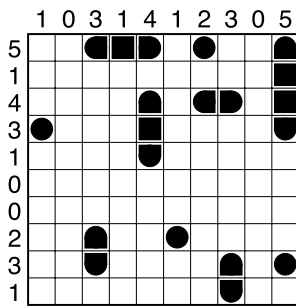
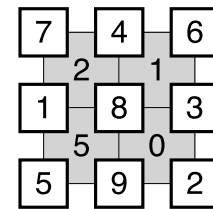
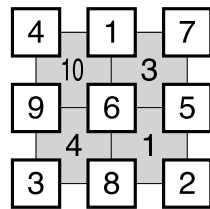
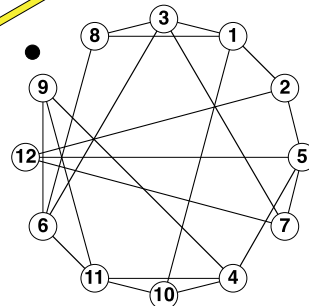
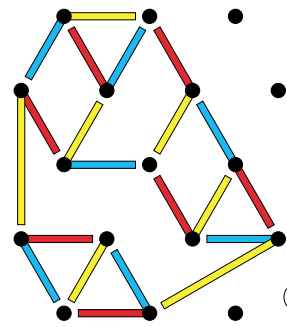
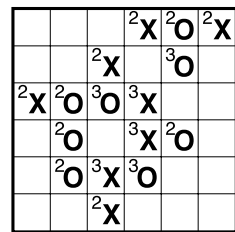
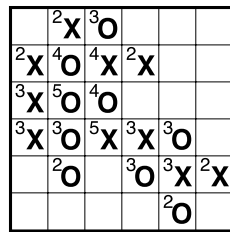
Solutions pages 4-5



Solutions page 20-22



Solutions pages 6-11



Solutions page 24-25

R	L	O	M	N	M	D	O	N
L	A	S	V	E	G	A	S	U
I	P	A	U	V	A	L	R	U
M	N	K	U	V	A	A	I	T
G	S	A	H	A	A	L	L	E
M	A	L	A	G	B	A	G	R
I	Z	H	A	D	O	L	L	E
M	P	A	L	A	N	G	A	U
A	N	L	N	I	M	S	A	N

- A pop group: Pink Floyd
- A movie actor: Charlie Chaplin
- A movie actress: Sharon Stone
- A European city: Edinburgh
- A car make: Chrysler
- A sportsman: Boris Becker
- A sportswoman: Nadia Comaneci

