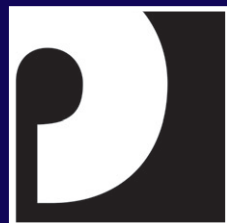
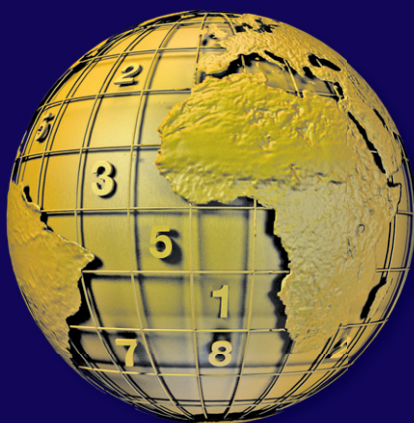


# THE WORLD PUZZLE NEWSLETTER 11



Official publication of the World Puzzle Federation



**New members • The 14th WPC in Hungary 2005  
Puzzles from the 14th WPC • The first WSC in Italy  
Puzzles from the first WSC • The 24-Hour Puzzle Championship  
Wordplay • PQRST • Report on the 7th General Assembly of the WPF  
Results of the 14th WPC and the first WSC • WPF members**



**Address:**  
Kruislaan 419  
1098 VA Amsterdam  
The Netherlands  
**Tel/Fax:**  
+31.20.8884643  
**E-mail:**  
office@worldpuzzle.org  
**Internet:**  
www.worldpuzzle.org

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## WORLD PUZZLE FEDERATION

### The WORLD PUZZLE NEWSLETTER

Official publication of the  
World Puzzle Federation

### Editorial and Design

Tim Preston

### Copy Editors

Nick Deller, Mark Whiteway,  
Nancy Schuster

### WPF Logo Design

Michael Douma

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Ivo van IJzendoorn

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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 27-29 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: Vítězslav Koudelka (Czech Republic)  
General Secretary: Peter Ritmeester (The Netherlands)

# The WORLD PUZZLE NEWSLETTER 11

## Official publication of the World Puzzle Federation

### Editorial

Outstanding puzzles, a superb location, great food: the WPC in Hungary was one highlight of a brilliant year. György István provides an interesting perspective on the event. The year also saw the first World Sudoku Championship, in Italy. It was a tremendous success. Riccardo Albini reflects on the experience.

The puzzle community goes from strength to strength. Last year's 24-hour Puzzle Championship had a truly international cast. Online events such as the PQRST competition attract increasing numbers of contestants. For those odd individuals who consider puzzling to be a relaxing pastime, rather than an opportunity to indulge their competitive urges, Sudoku appears to have hit the spot. Television has picked up on the trend, with a rush of puzzle-related programmes. Puzzles have even found their way onto the big screen. And the WPF continues

to expand, with several new members (see below). These are exciting times!

They say that you don't miss someone until they've gone. Peter Ritmeester prepared the newsletter for five years. It was with some reluctance that I picked up the baton, and it didn't take long for me to realise just what a great job Peter had done. He deserves all our thanks, and perhaps a medal. I should like to thank Peter for his advice, and all those who were forthcoming with contributions.

Best wishes,

*Tim Preston*

## New Members

**In the past year, the WPF received applications from several countries not yet represented. All were approved by the board. We extend a warm welcome to new members!**

### SINGAPORE

*Affinity Education Place  
Quek Ee Meng is the Principal*

Affinity Education is a private education centre in Singapore offering maths enrichment activities at elementary and middle school level. The focus is on problem-solving skills and preparation for maths Olympiads; and Affinity Education also organises mathematical competitions. Puzzle-related activities are planned for the future.

### DENMARK

*Keesing Krydsordsforlaget A/S  
Kim Gleerup is the General Manager*

Keesing Krydsordsforlaget A/S is the largest puzzle publisher in Denmark, with a full range of titles to cater for all levels of difficulty. The company also provides puzzles for the internet, for mobiles and has a thriving business-to-business trade. This year, it hosted the Danish qualifiers for the WSC and has launched several titles in the expanding logic puzzle sector.

### LATVIA

*Sia Kuma  
Ricards Korallis is the editor*

Sia Kuma publishes seven puzzle magazines in Latvia.

### ROMANIA

*Logic Club  
Stelian-Radu Cacuci is the President*

Logic Club was founded at the end of 2005 as a non-profit organisation with a mission to reunite the Romanian puzzle movement and open the way for Romania to participate in the WPC. Romanian puzzles have strict rules, have many cultural references and are intricately related to the Romanian language. Logic puzzles are not very popular. Stelian-Radu is the press correspondent for Romanian Public Radio, based in Bihor, Transylvania.

### STOP PRESS: LITHUANIA

*Puzzle Club  
Vaidas Rimkus*

At the time of writing, Lithuania is on the brink of membership.

The main fields of activity for the Puzzle Club are the creation and distribution of intellectual games, the organisation of events and various publishing ventures. The main aims are the promotion of games and puzzles in Lithuania for all ages, in traditional and new formats.

# The 14<sup>th</sup> WPC in Hungary 2005

**The vital issues for any WPC? Great puzzles, a comfortable and attractive location, good food, and enough people willing to lend a hand. In Hungary, I believe we were fortunate on all counts.**

The 14th Championship in Eger was the fulfilment of a dream that I had treasured since October 10, 1999, the last day of the 8th WPC in Budapest. The knowledge we gained there and from subsequent (excellent) WPCs, and from the annual 24-hour Championship which we have organised since 2000, doubtless stood us in good stead when it came to making the preparations for Eger. We were also lucky to receive substantial support from Eger City Council.

Eger is a beautiful place and when the participants arrived, we were delighted to be able to show them the sights. We visited a horse-show at Szilvássvár, where there is also a fascinating narrow-gauge railway. This was a lovely spot for an open-air lunch, and I was pleased that some people took up the challenge to fry their own fish! In the afternoon, the guided tour of Eger and its ancient castle proved very popular.

#### THE COMPETITION

After a photo session, the two days of full competition were opened by Dr Csaba Horuczi, the vice-mayor of Eger. The opening set of puzzles was dedicated to the city under the name 'Eger Grand Prix', featuring such novel variants as 'Easy As EGER' instead of the more familiar 'Easy As ABC'. The top

scorers in this section received special prizes, and the winner was Tatsuya Yamamoto (Japan) ahead of the two German puzzlers, Michael Ley and Ulrich Voigt. A further eight individual parts, plus three to be solved as teams, were to follow.

The puzzles came thick and fast over the two days, with innovative formats like Tantrix and Streets rubbing shoulders with evergreens like Battleships and Fences. But the most familiar of the formats came with a twist in the tail! Throughout the instruction sessions, the contestants were led to believe that the 'Evergreens' round would be very straightforward with no big surprises. So there were some stunned and delighted faces around the hall when the puzzles were actually delivered, with each being arranged across the six faces of a cube! Another round saw the contestants trying to arrange the sixteen pieces of a spider's web so that a single continuous line was formed. Each piece was double-sided. An extra dilemma was whether to try to deduce which side of each piece to use, or ask for that information and sacrifice half the potential points. The majority opted to take the help.

Day two saw the return of two popular formats from previous years. The Screen Test was first run at Utrecht in 1996, with a series







Eger, from the castle.

of deceptively simple puzzles being flashed on screen for only a few seconds each. To follow up, the teams then embarked on a 'Weakest Link' round, following the example of the Dutch organisers in 2003. The only problem was that the initial set of Darts puzzles was so tough that even with several time extensions, only the German team was able to complete the final maze.

The last round before the final play-off offered another little twist on an apparently simple task. The teams were told in advance that they would be asked to solve a jigsaw puzzle and that 'some pieces may not be needed'. Little did they suspect what was in store. A group photo taken only thirty hours earlier had been made up into 100-piece jigsaws, some printed at a 5mm offset from each other. Each team was given one full puzzle and all-but-one piece from two of the offset ones, with the task of completing the one complete, correct puzzle! This proved to be a very satisfying end to the proceedings for all but the ten best participants.

After allowing a lot of time for final marking and queries, we eventually found our top ten. These individuals would come back for the final play-off on the following day. We had arranged something special for them! We wanted to find a way of making

it obvious to the audience who was doing well and who was lagging behind, and ultimately to know quickly who was the winner. So the centre of the competition hall was given over to providing each contestant with a row of ten tables, ten seats – and ten particularly hard puzzles! At each table, the solver could submit their solution or give up at any time and move on. A wrong solution would result in a five minute penalty at the end of the next puzzle.

Ulrich Voigt of Germany entered the play-off with a significant time advantage from the first two days, and after an intriguing hour where positions seemed to swing back and forth continually, he made the advantage count. He took the gold medal ahead of those other puzzle veterans Wei-Hwa Huang of the USA and Niels Roest of the Netherlands.

Sitting alone in the lobby of the wonderful Hotel Eger and Park, I felt that the week had rushed by. I'm grateful to the Hungarian Puzzlers' Association (particularly Zoltán Németh who, as Puzzle Director for the 14th WPC, solved every single puzzle!) and the large number of tireless and brilliant volunteers for all of their assistance in making the 2005 Championship such an enjoyable occasion.

#### PLUS!

In addition to the WPC, we organised some extra-curricular activities. The Crossword Championship attracted more than seventy participants. The winner was Michael Ley, from Germany. Denis Auroux, from France, came second and Valter Kvalic (Croatia), third. The Rock and Pop Quiz was also fun. Congratulations to Byron Calver of Canada (1st), Zoran Radisavljevic from Serbia and Montenegro (2nd) and László G Nagy from Hungary (3rd).

## WPC PUZZLES • EGER 2005

**Here are some puzzles that were solved by the competitors at the 14th WPC 2005 in Eger. The introductions that accompany the puzzles are the original, unedited ones.**

### Part 1: Eger Grand Prix

11 variants on familiar puzzle types all incorporating some aspect of the town of Eger. Solving time: 30 minutes

### Part 2: Streets

8 puzzles of varying difficulty, requiring a path to be found between two points in a street layout given certain constraints. Solving time: 30 minutes (with bonuses for the fastest all-correct solutions)

### Part 3: Tantrix

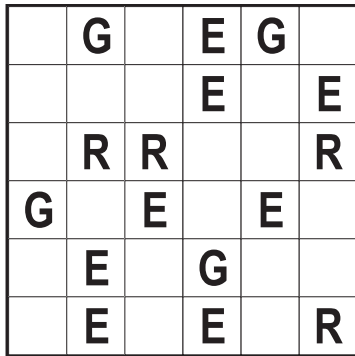
This was a team round, in which solvers had to fit increasing numbers of Tantrix pieces into eight diagrams so that all touching sides had matching colours in each case. Solving time: 30 minutes (with bonuses)

### Part 4: Evergreens

Five of the best-known puzzle formats – but with a twist, in that each puzzle completely covered the faces of a cube! Solving time: 30 minutes (with bonuses)

### DISSECTION (PART ONE, 25 POINTS)

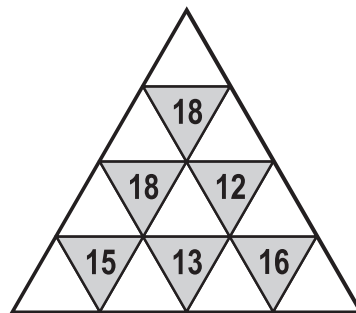
Divide the grid into four congruent shapes, each containing all letters of the word EGER exactly once.



Zoltán Horváth

### TRIANGLE MATH (PART FIVE, 15 POINTS)

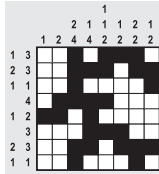
Place the numbers 1-10 in the white triangles, once each, so that the sum of any three numbers surrounding a grey triangle is equal to the number in the grey triangle.



Zoltán Horváth

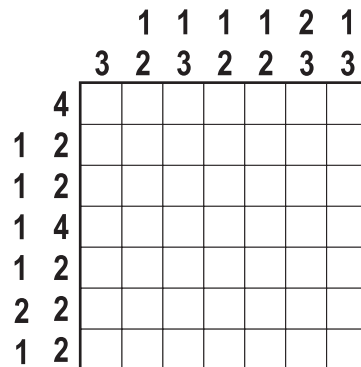
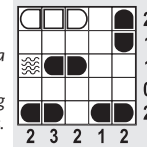
### CORAL FINDER (PART FIVE, 25 POINTS)

Select a connected set of squares – the coral – so that it does not touch itself, not even diagonally. Numbers outside the grid indicate the lengths of consecutive parts of the coral in the given row or column (as in Paint it Black puzzles). However, numbers belonging to the same row or column are in increasing order and not in the order they appear. No 2x2 area may be covered by coral. NOTE: The coral can have no island inside itself.

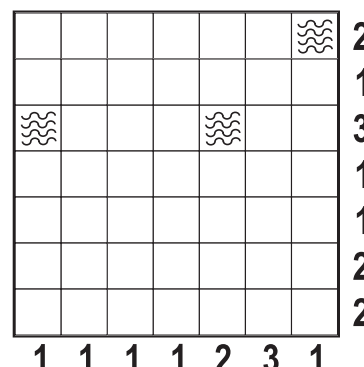


### MOBY DICK (PART FIVE, 15 POINTS)

The grid represents the ocean and there are several whales in it. One of them is a giant white one, represented as a 1x3 area. The remaining are represented as 1x2 areas. The whales do not touch each other, not even diagonally, and no part of them may be in squares marked with water. Numbers around the grid reveal the number of whales in the given row or column. After finding all the whales, you do not need to mark the giant white one, as we did, in the example.



Zoltán Horváth



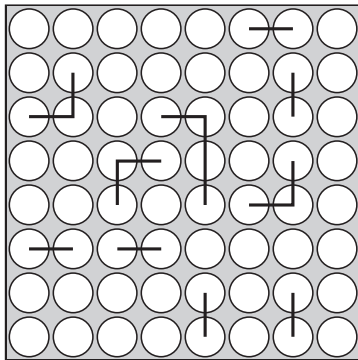
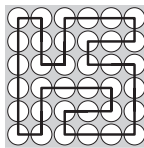
Zoltán Horváth



Eyes down. The teams meditate over the Tantrix puzzle in Round 3.

**SIMPLE LOOPFINDER (PART FIVE, 15 POINTS)**

Draw a single closed loop in the grid that only travels horizontally or vertically, passes all squares, and does not cross or overlap itself.



Gyula Slenker

**COINS (PART FIVE, 25 POINTS)**

Place a coin in each square of the grid. Numbers around the grid reveal the sum of the coin amounts in the given row or column. Possible coin denominations are: 5, 2, 1, 0.50, 0.20, 0.10. You can use as many of each denomination as you like, but only one coin in each square.

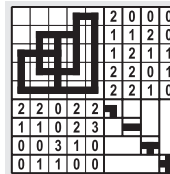
1	5	0.50	6.50
2	1	0.10	3.10
0.50	1	0.20	1.70
3.50	7.00	0.80	

				13.00
				14.10
				2.60
				14.00
				6.30
3.20	20.20	7.50	3.90	15.20

Sándor Elekes

**UNDERGROUND (PART SEVEN, 30 POINTS)**

Your task is to reconstruct a subway network. Subway lines do not reach the boundary of the figure and there is no dead end in the network. Numbers next to rows and below columns of the figure reveal how many instances of the given shape are in the corresponding row or column. Shapes may be rotated.

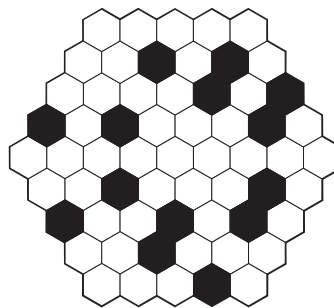
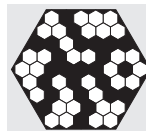


						4	1	0	0
						2	1	3	0
						2	0	3	1
						2	2	1	0
						1	1	3	1
						4	1	0	0
2	1	3	2	5	2				
1	3	0	0	0	2				
3	1	2	2	1	1				
0	0	1	1	0	0				

Zoltán Horváth

**HEXA ISLANDS (PART 7, 30 POINTS)**

Paint a few more hexagons black to obtain six white areas that do not touch each other. Each white area should consist of six connected white hexagons.



László Mérő

**Part 5: Hungarian Style**

The first long round featured two or three examples of 17 typically Hungarian puzzle types, many of which were making their Championship debut. Solving time: 90 minutes

**Part 6: Spider Web**

16 sectors of a circular spider web were provided, with the task of arranging them so that the 'web' formed a single loop. Solvers also had to work out which side of each puzzle piece was to be used, although help was available on this element – at a cost! Solving time: 30 minutes (with bonuses)

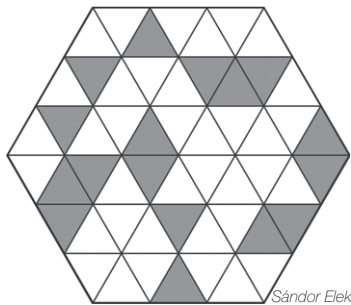
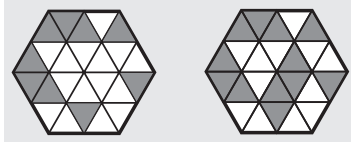
**Part 7: Classics**

Up to three examples of 15 separate puzzle types here, all of which had been seen before – though in some cases, not particularly often! Solving time: 60 minutes

## WPC PUZZLES • EGER 2005

### FIFTY FIFTY (PART 8, 30 POINTS)

Paint some more triangles so that every equilateral hexagon that consists of six small triangles has three painted triangles and three white triangles.



Sándor Elekes

### VALUED CAPSULES (PART 11, 15 POINTS)

Put numbers between 1-4 in the empty squares so that each of them appears the same number of times in each row and column. No two neighbouring squares may contain identical numbers. Moreover, each capsule (marked by thick lines) contains each number exactly once. In the example, the numbers 1-3 are used.

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

2				3			
3			4		4		
	1	2			2	4	
							1
			1				
		3				4	3
4	2			2			

Gyula Slenker

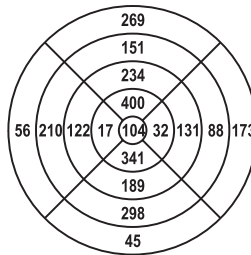
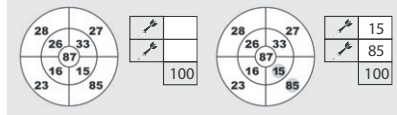


The people who made it all possible.

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### DARTS (PART TEN, 20 POINTS)

The number of arrows shows how many hits should be placed on the board to ensure the sum of the hit numbers equals the total given. Each field can be hit only once.



<b>555</b>	

Zsuzsa Károlyi

### Part 8: Fifty-fifty

Seven puzzles of the same type – simply fill in some of the triangles in a grid so that every six-triangle hexagon had three black triangles and three white ones. Solving time: 30 minutes (with bonuses)

### Part 9: Screen Test

A dozen reasonably straightforward puzzles were flashed up on the large screens – but only for a few seconds each! Solving time: 20 minutes

### Part 10: Weakest Link

Another team round – the solvers each had to separately solve a set of three particularly tricky Darts puzzles before coming together to work on a maze full of mini-puzzles. Solving time: 30 minutes (with bonuses) – but this was considerably extended!

### Part 11: Innovative

One last long set of 43 puzzles in 19 types – all a little different from the norm in some way! Solving time: 100 minutes

### Part 12: Jigsaw Puzzle

To end the main competition, each team came together with the apparently simple task of solving a jigsaw puzzle ('though some pieces may not be needed...'). Solving time: 30 minutes (with bonuses)

### Part 13: Play-off

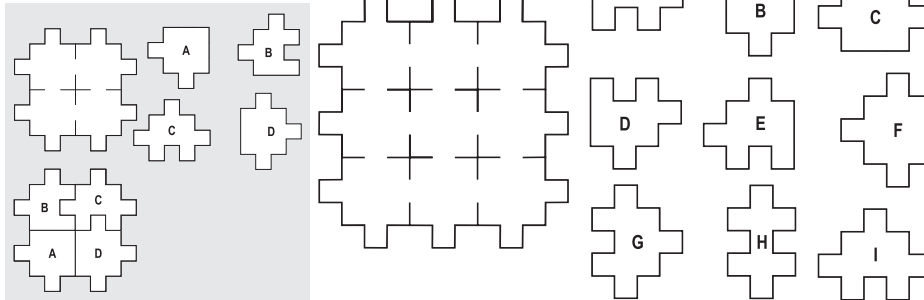
The ten top-scoring individuals from the first two days were given time handicaps according to their scores, and then had to race down an 'obstacle course' of ten puzzles, with a five-minute penalty for wrong/incomplete solutions. The first to reach the end would be the 2005 World Champion. Solving time: as long as it takes!



Preparing a surprise for Round 4.

**PUZZLE (PLAY-OFF)**

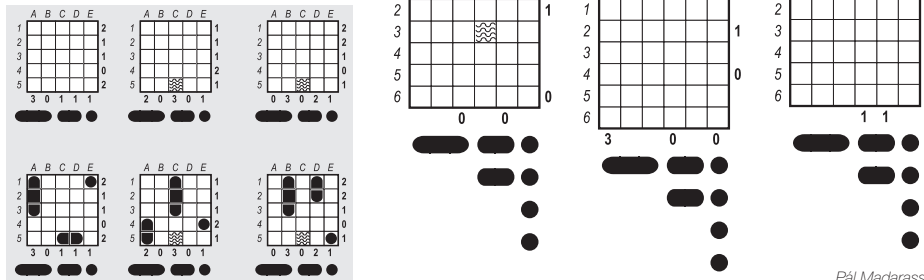
Arrange the given tiles in the grid so that they do not cross or overlap each other.



László G. Nagy

**BATTLESHIPS (PLAY-OFF)**

Three grids with three battleships puzzles. In this version, there cannot be a ship in the same cell of any of the seas (ie, if there is a ship in cell A4 in the first sea, there cannot be a ship in cell A4 in the second or third sea).



Pál Maclarassy



The teams didn't fall to pieces when confronted with a jigsaw in Round 12.



# The 1st World Sudoku in Italy 2006

**It all started with a phone call. On the other end of the line, Mr. Francesco Colucci, director of the Lucca Tourist Board. Riding the wave of the Sudoku success of 2005, he proposed that we organise a World Sudoku Championship in Lucca. He didn't know us, but had just seen nonzero's Sudoku magazine, the first dedicated Sudoku magazine to be published in Italy...**



The WSC attracted the world's press.

We had just joined the World Puzzle Federation and considered this proposal to be a good omen. Actually, we were already planning a National Sudoku Championship and the idea of a World Championship was both exciting and timely, even if it seemed like an arduous task.

We had not only never organised something like this before, but had never even participated in a WPC! The world of puzzle championships was completely new to us. So when we went to Eger, Hungary, for our first WPC, we were determined to absorb everything we could from György István and his team: the hospitality, the setting, the instruction booklet, the championship tests, even the yellow t-shirts for the judges. And when WPF's Assembly in Eger approved our proposal for a WPF-sanctioned World Sudoku Championship, we knew that, as Julius Caesar would have put it, *Alea iacta est*, the die was cast.

Negotiations with Lucca, however, went slower than expected and we signed an agreement only in December, just a week before Christmas. From then on it was a

hectic run, because we had roughly two and a half months to organise a World Championship.

Looking back, I think we were crazy to imagine we could do it in such a short time, especially when you consider that, the week before WSC1, we planned to have our own National Championship. But I'm glad we were reckless enough to go ahead, because it was a great experience. Being a small company, everybody on the organising team had to deal with all different aspects: from logistics to press, from locations to visas to puzzle creating. But, together with the Lucca Tourist Board people, we created a dedicated team which worked as hard as possible to make it happen.

Due to our inexperience, we made the mistake of trying to take care of all the logistics and organisational aspects first, while deferring proper consideration of the puzzles. We were probably persuaded in this by the nature of the process of sudoku puzzle creation. Naively, we thought software generators would take care of everything.

# Sudoku Championship



We soon found out that this was not the case. We wanted to have a sudoku championship which was representative of the state of the art of sudoku puzzling and software generators could only help us with a fraction of the puzzles required. The WSC1 start date loomed closer and closer, and we were just on the verge of a nervous breakdown when we discovered that you are never alone in WPF land.

We launched an SOS and WPF members Cihan Altay (who also helped us with suggestions to hone our idea of the championship to the final form in which it was presented, in Lucca), Hendrik Hardeman and Olga Leontieva came to the rescue, together with WPC long-time sponsor, Conceptis Puzzles. They provided us with terrific puzzles for WSC1 at very short notice.

We discovered that, of all the aspects of working behind the scenes of a puzzle championship, the best part – as all WPC organisers probably know – is working on the puzzles, side by side with their creators.

A year ago, when I received that phone call, I asked myself if a sudoku championship would make sense. Eighty-five competitors from twenty-two countries came to Lucca from three continents – Asia, the Americas, Europe – to prove that it did. So much so that the WPF is having another one. Can't wait to visit Prague!



## WSC PUZZLES • LUCCA 2006

### <> SUDOKU (PART FIVE, 40 POINTS)

Fill in the grid so that every row, every column and every 4x2 box contains the digits 1-8. Numbers must be placed according to the greater (>) and lesser (<) signs.

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

Λ	<	V	<	Λ	<	Λ	
	<		<		<		
	>	>	>		>		
V	V	V	Λ	V	Λ	Λ	Λ
	<	>	>		<	<	>
	>	>	<		>	>	>
V	Λ	Λ	V	V	V	Λ	V
	<	>	<		>	>	>
Λ	>	<	<	Λ	<	<	V
	>		>		<	>	<

Olga Leontieva

15	48	420				18	4
		63	84			48	
8			108		80		15
8			18				42
42			12		10	36	
54		10			21		16
			8				
63		24		1134		8	40
4	10					7	18
		8640					

Cihan Altay

### PRODUCT SUDOKU (PART SEVEN, 30 POINTS)

Fill in the grid so that every row, every column, and every 3x3 box contains the digits 1-9. The product of the digits within each sub-region is equal to the specified number. Digits in a sub-region are different from each other.

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

### CLASSIC SUDOKU (THE FINALS)

Fill in the grid so that every row, every column and every 3x3 box contains the digits 1-9.



The WSC attracted competitors from 22 countries.

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

nonzero srl

### COMBINED SUDOKU (THE FINALS)

Fill in the grid so that every row, every column and every 3x3 box contains the digits 1-9. In each 3x3 box there is a different rule to follow.

4	2	5	3	8	1	9	7	6
6	8	7	2	4	9	1	5	3
3	9	1	6	7	5	4	8	2
8	6	3	4	5	2	[dots]	[dots]	[dots]
2	5	9	7	1	6	[dots]	[dots]	[dots]
7	1	4	8	9	3	[dots]	[dots]	[dots]
5	7	2	1 < 6 < 8	3	4	9		
9	4	6	5 > 3 < 7	2	1	8		
1	3	8	9 > 2 < 4	5	6	7		

- Digital:** digits are in digital form, as given below the grid.
- Odd/Even:** grey cells must contain even digits, white cells must contain odd digits.
- Consecutive:** all neighbouring cells with consecutive digits have a thick border in-between.
- Sum:** digits in a sub-region add up to the specified number.
- Classic:** no special rule.
- Pips:** digits are given as pips, as on dominoes or dice, as shown below the grid.
- Big/Small:** big digits (from 6-9) are on cells with circles, small digits are on blank cells.
- Inequality:** the inequality sign between each pair of digits must stand correct.
- Pandigital:** the first two rows of numbers add up to the number formed on the third row.

*Cihan Altay*


### OUTSIDE SUDOKU (THE FINALS)

Fill in the grid so that every row, every column and every 3x3 box contains the digits 1-9. Outside digits must be inserted in the corresponding row or column of the contiguous box.

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



Stand well back: the knock-out phase was particularly exciting.

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

*studiogiochi*

# Puzzle Around The Clock

**Certain puzzlers are like mountaineers, always looking to explore the limits of their ability. This intrepid quality was undoubtedly a key driver behind the 24-Hour Puzzle Championship.**



Sitting in the lobby of a hotel in Istanbul in 1999 during the 8th WPC, the Hungarian team (Károly Kresz, Miklós Mócsy, Ede Markos, and I) came up with the idea of a 24-hour contest. Many grand plans are devised at such times, and are usually forgotten, but this one was to bear fruit.

Early the following summer we formulated a structure: thirteen rounds, each with a duration of 100 minutes, with ten-minute breaks (and two twenty-minute breaks, to make up the time). This basic structure has stood the test of time.

The founders were all puzzle makers who also wanted to compete, so we devised a special rule. Each of the fourteen participants would create one round, so everyone would battle with the puzzles created by all of his opponents. Every part would have sufficient variety to last 100 minutes and the maximum number of points would be 1000. A points system eliminated the differences between the puzzle-parts, because the winner of each round was awarded one point, the runner-up received two points, and so on. The solver with the fewest points was ultimately the winner.

A venue and a dedicated team of markers is absolutely vital to the success of such a competition. While contestants tackle one part, the checkers mark the previous round. Several checkers have to keep going throughout the contest. Competitors are able to check their standing during breaks and are able to conserve their mental energy accordingly.

The big day arrived on September 23, 2000. When the competition began, at 11:00, none of the contestants was sure that they'd be able to concentrate for the full duration, but in the event, no-one threw in the towel. The administrators did a perfect job and we knew the results within an hour of the finish: in first place, Péter Nagy; Miklós Mócsy came second, and Ede Markos, third.

Before we departed, we promised to make the Championship an annual event. Last year, we were delighted to welcome 78 participants from eighteen countries. We discovered a mechanism to allow non-puzzle-makers to compete and in 2005 were able to include puzzles from Germany, Croatia, Hungary, Romania, Russia, and Turkey.

The event is squeezed into a weekend (arrive Friday evening, compete from Saturday morning until Sunday morning, leave on Sunday afternoon) which can make things tricky for overseas competitors. In 2005, the proximity of the 24-Hour to the WPC enabled Canada and India to take part.

I think the success of the 24-Hour shows that WPF members can take the initiative to expand the community of puzzlers. Fearless puzzlers, be warned: the 7th 24-Hour takes place on November 24-26, 2006, in Hungary. If you're interested in taking part, we'd be pleased to see you.

# Think **Inside** The Box

**'You know, if you take the first letter of Dunkin and move it to the end, it becomes Unkind Donuts...'**  
(Merl Reagle, in the film, is driving past a Dunkin' Donuts shop)

*Wordplay* is a funny and interesting film about the *New York Times* crossword that has been one of the surprise box office hits of the year, in America. It's also an affectionate portrait of the estimated fifty million Americans (including Bill Clinton) who solve crosswords every week. It was nominated for an award at the Sundance Film Festival (best documentary) and grossed over \$3m. Sadly, the film hasn't been released in Europe, but it's available on DVD from November.

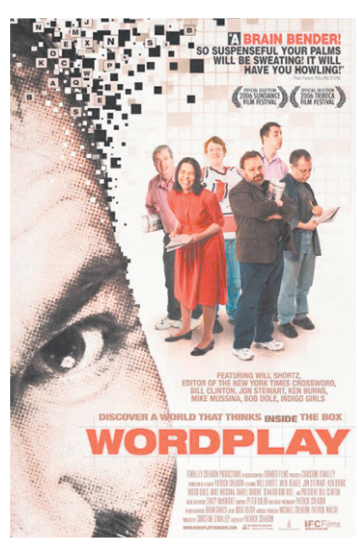
The story will strike a chord with many members of the WPF, not just because it focuses on the job of the crossword editor, but also because that editor happens to be Will Shortz. Will, who has perhaps the world's only degree in enigmatology (the study of puzzles) from Indiana University, is a guiding light of the WPF.

Will knew from an early age that puzzles would be his life's work. 'I thought it would mean a life of poverty; puzzles don't pay much. But it's what I wanted to do,' he says with a shrug. That'll ring a bell with most people who are involved with puzzles. In addition to his degree in

puzzles, Will has a law degree, but has never practised. After graduation, he worked for Penny Press, then for *Games* magazine. He began at the *New York Times* in 1993.

Will organises an annual crossword competition in Connecticut. The film tells the story of this event. One reviewer commented that watching contestants 'writhe in cerebral overload' was 'like watching the Tour de France, without the pedals'. Anyone who has spent time at a WPC will recognise the truth of that statement. Like the WPC, the crossword competition has become more and more popular over the years. The first year of the competition was 1978. At that time, there were 149 entrants. Now, there are approximately 500.

The film includes some great puzzle-related anecdotes. For example, the puzzle made for the US election in 1996, featured as a clue for 39 Across, *Lead story in tomorrow's paper*. The creator constructed the puzzle so that either BOB DOLE ELECTED or CLINTON ELECTED would fit. This meant devising clues that could have two



correct answers. At the time, many solvers were furious. They didn't spot the trick and wondered how Shortz could've predicted the winner. Once the double solution was revealed, Clinton made a copy of the puzzle and sent it to Dole, saying 'We both won, after all.'

The goal of puzzles, according to Will, is not to stump people, but to make them feel good about themselves. That happens when someone finds they are 'able to do the puzzle, but only after stretching themselves to their personal limit'.

*Wordplay* is another example of the high profile that puzzles have gained in recent times. It's the job of the WPF to make sure that momentum is maintained.

# Puzzles Quarterly Rate Solve Ten

**PQRST, the quarterly online puzzle competition, has a global audience, attracting participants from thirty-six countries. This magnificent site is the work of one person, Cihan Altay.**



Cihan's first project was OtuzOyun.com, the result of a personal desire to find and bring together puzzle lovers in Turkey. One of the novel features of that site, at the time, was a blog that aimed to keep people up-to-date with news and events. And one of the main topics, naturally enough, was the World Puzzle Championship and WPC-style puzzles. At that time, some WPC teams didn't have a website and national qualifiers were a mystery. The US Qualifier, the only platform in which to compete internationally, proved an inspiration for Cihan, and led to the idea of a more frequent competition for online solvers.

The format of PQRST is straightforward: ten puzzles, one week. The competition has a global reach, and each instalment includes two big optimisation puzzles and couple of very hard puzzles as well, so the duration seems fair.

From the outset, Cihan was keen to receive feedback on his puzzles. He began creating puzzles on a regular basis only with the start of the competition, so he asked competitors to rate all puzzles, including ones that they were unable to solve. This inspired the name PQRST, which puzzlers still struggle to decode, even though the banner at the top of each page spells out the name.

The first PQRST appeared in April 2002. There were 101 entrants. Recent tests have been downloaded two thousand times. Before PQRST 11 Cihan asked for volunteers to translate the test. Subsequent tests have

been translated into twenty languages and the number of participants has increased accordingly.

PQRST serves the puzzle community well, attracts new puzzlers and brings new designs to the fore. At the same time, the competitions have honed Cihan's own puzzle-design skills.

Incredibly, Cihan only had three days to put together each of the last three tests. For him, after all, it's only a hobby. This explains why, occasionally, a puzzle without a unique solution appears and has to be corrected during a competition. In this situation, competitors are always understanding and supportive. Cihan has received assistance, first from Randy Williams and more recently from Scott Sheehan, with the grading of answers.

Cihan has been working on other international and online puzzle competitions and, for this reason, hasn't been able to sustain PQRST over the last few months. The good news is, that he plans to get back to a regular schedule, soon. We wish him well and look forward to the next test.

All PQRST tests are available online at [otuzoyun.com/pqrst/](http://otuzoyun.com/pqrst/)

# PQRST: CIHAN'S TOP TEN

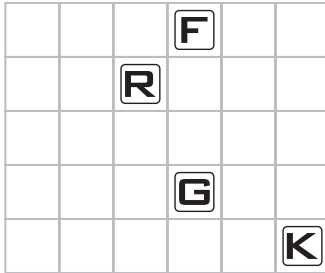


Here are Cihan's personal Top Ten PQRST puzzles, with references to the competitions in which they first appeared.

## 1 JUMPY FOX (10/01)

Place letter cards in the grid so that each word of the famous pangram can be read either across or down, from any one of the four directions. Some letters have been placed.

Q U I C K B R O W N  
F O X J U M P S  
O V E R T H E  
L A Z Y D O G



## 2 BLACKJACK (12/10)

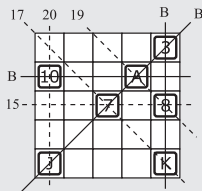
Position all thirteen cards in a rectangle. You must determine the dimensions of the rectangle. Draw a straight line when there is more than one card in a row, column or 45° diagonal. If the total is 21 in a straight line, write B for Blackjack. If it's not 21, write the sum. The ace (A) may count as 1 or 11 in each line, always in your favour (in the example, A+8 is not 9).

Maximise  $(B \times 30) - (Area \times 2) - (Miss \times 5)$  where Miss is the total of the differences of the non-Blackjack lines from 21.

A 2 3 4 5 6 7 8  
9 10 J Q K

### Example

Using A, 3, 7, 8, 10, J, K



### Score

$$3 \times 30 = 90.$$

$$25 \times 2 = 50$$

$$(|21 - 17| + |21 - 20| + |21 - 19| + |21 - 15|) \times 5 = 65.$$

$$Score = 90 - 50 - 65 = -25$$

## 3 NUMBER BOGGLE (03/10)

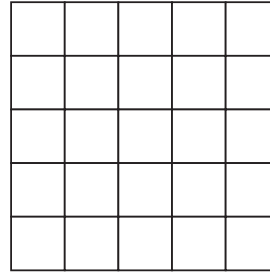
Place letters in the grid to spell numbers as on a Boggle board; that is, in order, proceeding from letter to consecutive letter horizontally, vertically or diagonally. A letter can be used in the same number more than once, even consecutively. Numbers must read in order from O, N, E, T, W, O, T, ... to the last letter of n, where n is the final number you reach in your sequence.

Maximise  $(n - 5) \times 10 + (Blank\ cells) \times 2$ .

### Example

N	E	F
T	O	R
W	H	U

n = 4



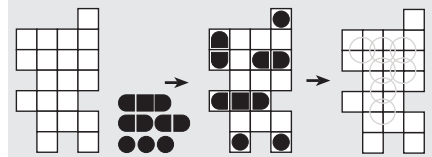
## 4 OPTIMUM BATTLESHIPS (07/09)

Form a contiguous diagram without any holes so that all the ships in a ten-ship fleet can be located in only one way without touching each other, not even diagonally. Maximise the number of  $2 \times 2$  areas seen on your diagram.

### Ten-ship fleet



### Example



### Score

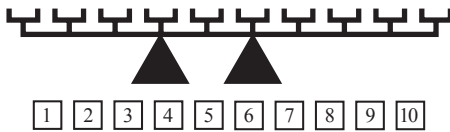
Seven  $2 \times 2$  areas:

$$7 \times 8 = 56\ points$$

## PQRST: CIHAN'S TOP TEN

### 5 ALWAYS BALANCED (04/01)

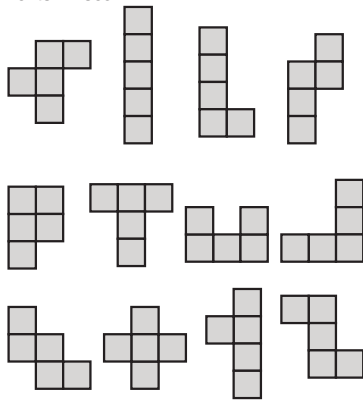
The balance below has two supporting points. Put the weights from 1 gram to 10 grams in the baskets one at a time, in increasing order, so that the balance is always in equilibrium. The difference of the neighbouring weights must be at least 4 grams. The system is not balanced if the total moment of the free end of a support is more than the other end. You may neglect the mass of the beam.



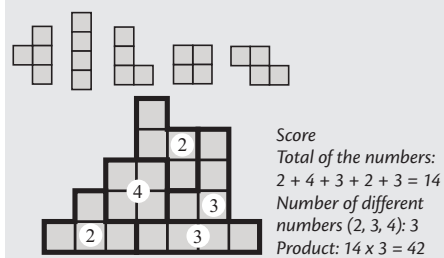
### 6 PENTATHLON (11/10)

Place twelve different pentominoes flat without overlapping in an imaginary grid. Pentominoes must be placed edge to edge and they can be rotated and reflected. The total figure may have holes and need not be contiguous. For each pentomino, write the number of pentominoes it touches at least by a unit side. Maximise the product of 'total of written numbers' x 'number of different numbers'.

#### Pentominoes

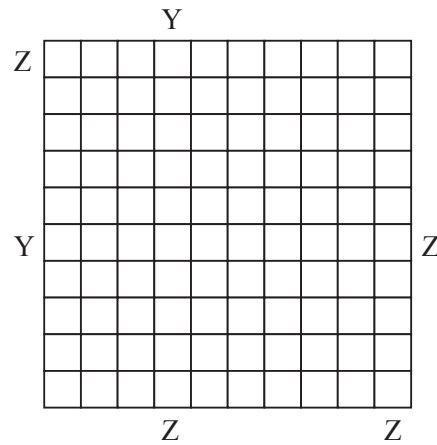
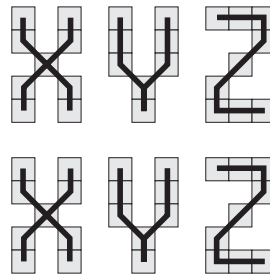


#### Example with tetrominoes

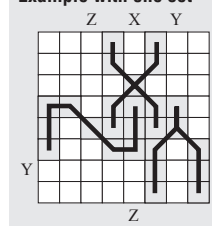


### 7 HARD AS XYZ (06/07)

Place two sets of figures X, Y, Z in the grid. The letters outside the grid indicate the first letter that appears from the corresponding direction. Figures can be rotated, but can not be reflected. Lines forming the letter-shapes must not overlap.



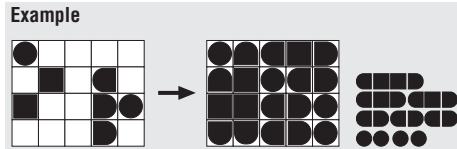
#### Example with one set





**8 PACKING BATTLESHIPS (15/06)**

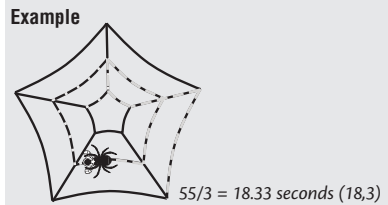
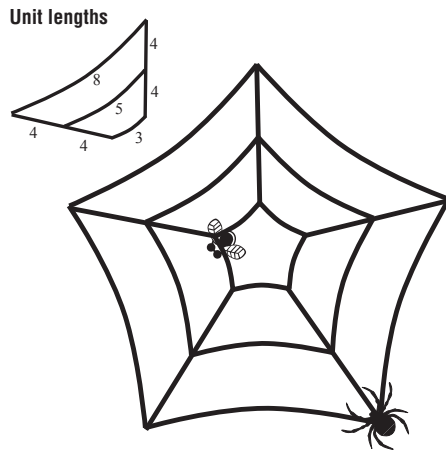
Place some hints (one-unit segments) in a 4x5 grid so that there is only one way to locate the ten-ship fleet in the grid. What is the minimum number of hints required? There are seven hints in the example, below.



**9 SPIDER NET (13/08)**

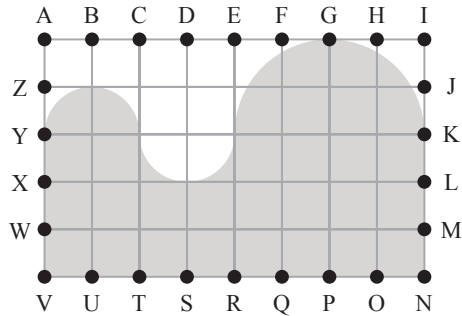
The spider has caught a fly. But first, it has to get to it through the web. The fly is on the centre of the web and the spider is on the outer edge, as shown. The spider is twice as fast as the fly. The fly moves one unit per second and the spider moves two units per second; they never stop. Both insects have no logic. They just move randomly. Neither one retraces its own path, but can cross it. It's known that the spider will definitely get to the fly; this may even happen in the middle of a web segment.

- a) What is the shortest time necessary for the spider to catch the fly?
- b) What is the longest possible time it would take the spider to catch the fly?



**10 FAIR CUT (11/08)**

Cut the shape into exactly two pieces with a straight line, connecting two black points on the border. Make the areas of the two resulting shapes as close to each other as possible.



Cihan is 25. He chose not to graduate from his first university and is missing lessons from his second. First, he studied Electrical and Electronics Engineering in Ankara. Currently, he's studying Mathematical Engineering in Istanbul. He has been building puzzle sites since he was 18, and puzzles on a regular basis since he was 20. He has been the editor-in-chief of all puzzle magazines in Turkey (there are six) at some point or other, mostly at the launch. He has designed puzzles for the WPC and WSC, and some national championships. He's also organised several online competitions, including PQRST and PDT (Puzzle Design Tournament).

# Report

## on the 7th General Assembly of the World Puzzle Federation

Eger, Hungary, October 10-11, 2005

The meeting was called to order by chairman Vitezslav Koudelka (Czech Republic) on October 10 at 14:00. Other board members present were Peter Ritmeester, general secretary (Netherlands); Will Shortz, treasurer (USA); Valter Kvalic (Croatia); and Hüsnü Sincar (Turkey).

The WPF member countries present were Austria, Brazil, Bulgaria, Croatia, Czech Republic, Estonia, Finland, France, Germany, Hungary, India, Italy, Netherlands, Poland, Russia, Serbia and Montenegro, Slovakia, Turkey, Ukraine, United Kingdom, and United States. Also attending was a representative from non-member country, Canada. The meeting was held in two sessions over two days.

Vitezslav (Vita) opened the meeting by welcoming the participants. The delegates introduced themselves and identified the organisations they represent.

The minutes of the 6th General Assembly of the WPF (Opatija, Croatia), as printed in the World Puzzle Newsletter 10, were approved.

### REPORTS

a) Peter reported that nine new members had joined the WPF during the previous year, representing eight additional countries to the WPF and a new member for a ninth country\*. These were: DeBerners Werbung & Grafik, Austria; Ediouro, Brazil; As Kuma, Estonia; nonzero, Italy; iMINDgination, Malaysia; Mathematics Trainers' Guild, Philippines; Savez Zagonetaca Srbije, Serbia and Montenegro; Akil Oyunlari\*, Turkey; and Grupo Ingenio Uruguay.

b) Will handed out a report on the WPF finances. The WPF has a balance of €18,867.74. He mentioned that about €1,500 of newsletter expenses were not yet reflected in the report.

Vita thanked the countries that paid more than the minimum dues.

c) Vita proposed, on behalf of the board, that in future some of the WPF surplus be used to help pay the travel expenses of less wealthy countries to attend faraway WPCs, at the discretion of the board, and decided in conjunction with the WPC organisers.

d) Stan Newman (USA) reported on his work on brochures for attracting new WPF members and sponsors. Unfortunately, only two countries had responded to Stan's e-mailed questionnaire before the WPC, limiting the usefulness of the results. Will proposed redistributing the questionnaire on paper to the WPF members and WPC participants during the 2005 WPC. (This was done on October 11.) Will thanked Stan and Vita for their work on the brochure and said everyone is obligated to complete the questionnaire and return it to Stan before leaving the WPC.

e) Hüsnü reported that the International Olympic Committee is interested in adding 'mind sports' to the Olympic movement. Chess, bridge, and go are already recognised as Olympic sports or are in the process of being recognised. He suggested that WPF-type logic puzzles could be a recognised sport as well. Hegel Braga (Brazil) said we should not pass up this opportunity. Hüsnü said he will contact the General Association of International Sports Federations and report back.

f) Peter said that after five years of producing the WPF newsletter, he would like to pass the reins to someone else. He pointed out that many WPF members are publishing houses. He asked for proposals for doing the 2006 newsletter, including the cost of editing, producing and printing it.

### MEMBERSHIP FEE FOR 2005-6

On behalf of the board, Will proposed that the WPF membership fee for 2005-6 be 250 euros. As in the past, members from wealthier countries are encouraged to pay more. The motion passed unanimously.

### 'B' TEAMS AT THE WPC

The board proposed that starting in 2006, only one four-person team per country be allowed to compete in the WPC. National teams with fewer than four people would still be allowed to join together to form United Nations teams. After discussion, the motion passed 15-1.

### WORLD SUDOKU CHAMPIONSHIP

Riccardo Albini (Italy) suggested, in response to the recent international craze for sudoku puzzles, that the WPF sponsor a World Sudoku Championship, to be held in Italy in February or March 2006. Considerable discussion ensued about the potential value of the event to the WPF, how the event might be held, and whether or not it was possible to conduct it at such short notice.

Víta proposed that Riccardo pursue the idea of hosting a World Sudoku Championship in Italy in early 2006, under the aegis of the WPF, and report back to the WPF board by November 10. The motion passed 14-0.

### ELECTION OF BOARD MEMBERS

Two people – Vítězslav Koudelka (Czech Republic) and Peter Ritmeester (Netherlands) – were nominated to fill the two open positions on the WPF board. Both were seeking re-election. Each spoke for a few minutes about their hopes and plans for the WPC/WPF and why they wanted to continue on the board. Each was re-elected unanimously.

### SITE SELECTION FOR WPC 2007

Hegel Braga proposed that the 2007 WPC be held in Rio de Janeiro, Brazil, in October. He mentioned that Coquetel/Ediouro, the WPF member from Brazil, is a large company with a professional staff that can help organise the event, and that the company publishes several magazines of logic puzzles, so it is already expert in the field. He would like to attract more South American countries to the WPC. Brazil was approved 16-0.

Tentative expressions of interest for hosting the 2008 WPC were made from Turkey, Italy and Germany.

### MISCELLANEOUS

Hendrik Hardeman (India) said he'd like a mechanism for members to propose ideas to each other between WPCs. Peter and Will suggested that ideas go to Peter, as the WPF's general secretary. The board can take action on smaller ideas it likes. Peter can e-mail the members at large about major issues.

Hendrik suggested holding the WPC only every two years, with regional championships (in Europe, Asia, the Americas, etc.) being held in the intervening years. Víta and Valter spoke against the idea. Bettina Rothaermel (Germany) said that regional championships can be held in addition to the WPC.

Jacek Szczap (Poland) said he'd like the WPF to become as well-known in the field of mind games as Mensa. He also proposed honouring Nob Yoshigahara, the late master puzzler from Japan.

Hendrik said he would like the WPF web site to have a forum for members. Also, he would like the minutes of the business meeting to be written promptly and posted on the WPF site for everyone to be able to comment on while the meeting is fresh in their minds.

### STATEMENT FROM THE 2006 WPC ORGANISERS

Desislava Razzadova, on behalf of Mensa-Bulgaria, presented information on the 2006 WPC, to be held in Borovets, Bulgaria. The hotel/conference centre where the event is to be held, about 70km south-east of Sofia, is the oldest mountain resort in the country. A team of four people will organise the event.

### CLOSING

The members thanked György István and his team for an innovative, enjoyable, and well-run WPC.

There being no further business, the meeting was adjourned on October 11 at 11:45.



*In 2007, the WPC will take place in Rio de Janeiro, at the InterContinental Hotel, close to the airport.*

*Puzzlers may be slightly interested to learn that the hotel is also close to Sugar Loaf Mountain, Copacabana, Ipanema and Barra beaches, and the Botanical Gardens.*

*There are three swimming pools, first-class restaurants, and a fitness suite.*



Picture: Rex Features



## WPC2005 • TEAM RESULTS

The teams who took part in WPC2005, in Hungary, in the order they finished (by column). Names are given, in order from left to right, where they have been supplied.

### Germany



**Front:** Manfred Heynisch, Ulrich Voigt, Bettina Rothärmel (captain), Bernhard Seckinger, Johannes Susen. **Back:** Gerhard Richter, Hartmut Seeber, Immanuel Haluptschok, Peter Striebl, Michael Smit

### Poland



Przemyslaw Ponikowski (UN team), Jakub Caban, Rafal Brys, Joaroslav Rzsasa, Wojciech Gryciuk, Pawel Tatarczak, Jacek Szczap, Michal Borny, Tomasz Krajewski, Pawel Kwiatkowski

### Canada



**Team only, not in order:** Byron Calver, Derek Kisman, Gary Sherman, Erick Wong, John Wetmiller, Jarrett Prouse, Tyler Somer, John Daly

### Croatia



Vinko Carija, Pero Galogaza, Andrej Ivankov, Luka Pavicic, Vesna Tomulic, Zrinka Kokot, Valter Kvalic, Alfredo Ivankov, Goran Vodoplija, Dalibor Grdjan

### United Kingdom



Nick Deller, Ronald Stewart, Nick Gardner, Liane Robinson, David McNeill

### America



**Front:** Will Shortz, Nick Baxter. **Standing:** Dan Katz, Thomas Snyder, Roger Barkan, Wei-Hwa Huang, Jonathan Rivet, Helene Hovanec, Craig Helfgott, Nancy Schuster, Tyler Hinman, Zack Butler, Stan Newman

### Belgium



Wouter Simons, Bart Leemans, Jeroen Van Kranendonk, Sebastien Leroy, Claude Desset, Saskia Balmaekers, Guy Van Hoovelt, Philippe Niederkorn

### Turkey



**Front:** Feza Odabasi Sincar, Hüsnü Sincar, Deren Çağlayan, Kamer Alyanayan, Mehmet Murat Sevim. **Back:** Umit Abacıoğlu, Cihan Altay, Murat Koz, Zafer Say, Ferhat Çalapkulu

### Bulgaria



Artur Kirkoryan, Deyan Raszadov, Valeria Petrova, Georgi Benev, Desislava Raszadova (captain)

### Japan



**Front:** Aki Maruyama, Koki Oshida, Edina Matuzaki. **Back:** Tetsuya Nishio, Tatsuya Yamamoto, Yuhei Kusui, Masashi Sakata, Taro Arimatsu, Takashi Yamazaki

### Czech Republic



**Front:** Michal Fieder, Daniel Marek, Jiri Hrdina, Tomas Hanzl, Zdenek Vodicka. **Back:** Robert Babilon, Pavel Kalhous, Jana Tylova, Petr Nepovim, Vitezslav Koudelka

### Slovakia



**Front:** Zoltán Végh, Ján Farkaš, Štefan Gašpár, Blanka Lehotská, Peter Hudák. **Back:** Anton Hudák, Štefan Pupák, Ivan Pastucha, Jana Sidorová, Milan Chudý, Michal Hudák

### Finland



Jouini Särkijärvi, Juha Hyvönen, Juha Kivijärvi, Liisa Sarakontu

### The Netherlands



Hans Eendebak (captain), Niels Roest, Tim Peeters, Rob Geensen, Annick Weyzig, Bram de Laat

### France



**Team only, not in order:** Jean-Christophe Novelli, Denis Auroux, Aline Koch, Pierre Dohornoy, Xavier de Bure, Eric Servel, Michel Criton, Sébastien Benso

### Romania



**Front:** Stelian-Radu Căciuci, Andrei Nicusan, Lőrinc Emeric, Dădăy Hunor, Andreas Bolota. **Back:** Bernát Barna-László, Prezensky István, Szöke Alexandru

### Bosnia & Herzegovina



Adnan Spahic, Semsudin Muminovic, Nurdin Hasabegovic and Dragan Tolomanoski

### Hungary



Tamás Csizmazia, Anita Kerek, László Osvalt, Zoltán Gyimesi, Zoltán Csorba (UN-team member), Zoltán Erős (captain)

### Russia



**Team only, not in order:** Andrey Bogdanov, Andrey Tremba, Olga Leontyeva, Riad Khanmagomedov, Mikhail Kuznetsov

### Ukraine



**Front:** Peter Grabarchuk, Helen Homa. **Back:** Serhiy Grabarchuk, Tanya Grabarchuk, Serhiy Grabarchuk, Jr., Kate Grabarchuk, Serhiy Fishelyev, Sergiy Podshyvalov, Georgiy Kassabli, Oleksandr Shkolnikov

### Austria (2011)



Christopher Pflügl, Michael Riemann, Matthias Reichmayer



	Team	Part 1	Part 2	Part 3	Part 4 T	Part 5	Part 6	Part 7	Part 8	Part 9	Part 10 T	Part 11	Part 12 T	Result
1	GER	1015	635	330	700	2000	375	1460	700	700	975	2055	1000	11945
2	USA	915	580	670	850	2120	375	1510	690	700	310	2075	700	11495
3	JAP	1025	905	680	700	2130	0	1215	630	590	280	1920	900	10975
4	NED	720	515	340	950	1975	250	1165	680	660	290	1725	950	10220
5	HUN	610	515	420	580	1955	625	960	980	620	265	1515	700	9745
6	POL	690	465	340	1000	1635	525	1085	635	650	265	1520	700	9510
7	BEL	735	360	530	660	1600	500	995	610	720	305	1600	700	9315
8	CZE	755	570	350	700	1510	375	945	425	750	305	1590	700	8975
9	FRA	790	410	330	800	1515	250	980	550	700	305	1435	700	8765
10	RUS	765	530	250	700	1450	125	1060	470	500	195	1485	700	8230
11	CAN	670	335	390	700	1370	375	940	455	660	195	1300	700	8090
12	TUR	745	415	430	520	1330	125	945	415	660	240	1365	700	7890
13	SVK	660	470	230	700	1410	125	820	535	600	205	1425	700	7880
14	ROM	650	430	250	900	1210	250	940	350	520	215	1250	700	7665
15	UKR	645	560	280	700	1110	125	795	435	660	90	1300	700	7400
16	HRV	555	460	280	460	1420	250	740	340	620	195	1345	700	7365
17	UK	585	360	360	700	1030	375	595	415	590	280	1025	800	7115
18	BUL	405	280	110	700	845	250	470	335	570	125	915	700	5705
19	FIN	505	135	200	700	845	125	475	335	540	140	790	850	5640
20	BIH	390	305	240	400	845	125	710	210	560	165	970	700	5620
21	UN-1	385	310	280	700	725	375	580	95	510	140	715	700	5515
22	UN-2	460	295	260	480	870	125	480	165	480	105	955	700	5375
23	YUG	385	165	190	700	635	375	555	205	610	120	690	700	5330
24	ITA	380	285	230	700	760	125	285	200	530	125	710	700	5030
25	IND	425	210	220	500	790	375	485	235	470	110	895	0	4715
26	BRA	425	250	180	440	530	250	300	300	470	95	440	700	4380



## WPC2005 • INDIVIDUAL RESULTS



Rank	Name	Country	Team	Part 1	Part 2	Part 3	Part 5	Part 6	Part 7	Part 8	Part 9	Part 11	Indiv. result	Before playoff	Playoff times
1	Ulrich Voigt	GER	GER-A	295	175	100	670	125	520	375	200	775	3235	1	0:00
2	Wei-Hwa Huang	USA	USA-A	210	165	140	640	125	410	185	200	585	2660	4	5:58
3	Niels Roest	NED	NED-A	245	155	130	640	125	360	250	180	590	2675	3	5:48
4	Michael Ley	GER	GER-A	305	175	70	575	125	370	130	170	475	2395	8	8:49
5	Zoltán Gyimesi	HUN	HUN-A	130	175	140	500	375	355	210	130	540	2555	6	7:06
6	Roger Barkan	USA	USA-A	235	125	130	590	125	425	155	150	575	2510	7	7:35
7	Taro Arimatsu	JAP	JAP-A	280	230	400	540	0	340	210	180	530	2710	2	5:26
8	Sebastien Leroy	BEL	BEL-A	225	45	170	540	125	380	185	200	505	2375	9	9:02
9	Byron Calver	CAN	CAN-A	210	115	140	520	125	360	130	200	505	2305	10	10:00
10	Tatsuya Yamamoto	JAP	JAP-A	305	400	70	580	0	340	235	120	525	2575	5	6:53
11	Pawel Kwiatkowski	POL	POL-A	205	80	140	510	400	240	185	180	335	2275		
12	Jonathan Rivet	USA	USA-A	285	90	200	440	125	275	170	170	485	2240		
13	Zack Butler	USA	USA-A	185	200	200	450	0	400	180	180	430	2225		
14	Štefan Gašpár	SLK	SLK-A	215	125	100	480	125	280	185	180	500	2190		
15	Goran Vodopija	CRO	CRO-A	205	85	90	530	125	255	185	180	510	2165		
16	Jean-Christophe Novelli	FRA	FRA-A	205	175	110	425	125	300	185	170	465	2160		
17	Anita Kerek	HUN	HUN-A	160	125	130	545	125	185	400	160	320	2150		
18	Jana Tylova	CZE	CZE-A	205	175	40	485	125	315	145	180	440	2110		
19	Denis Aurooux	FRA	FRA-A	185	100	70	575	125	280	105	180	455	2075		
20	Georgiy Kassabli	UKR	UKR-A	195	175	70	420	125	250	125	170	490	2020		
21	Robert Babilon	CZE	CZE-A	220	175	120	420	125	250	105	190	405	2010		
21	Michal Borny	POL	POL-A	200	135	90	450	0	270	130	200	535	2010		
23	Yuhei Kusui	JAP	JAP-A	190	150	140	500	0	300	105	140	465	1990		
24	Bram de Laat	NED	NED-A	225	115	70	485	0	335	195	160	385	1970		
25	Peter Hudák	SLK	SLK-A	195	135	130	415	0	240	225	160	465	1965		
26	László Osvált	HUN	HUN-A	90	175	110	465	125	230	185	160	415	1955		
27	Mehmet Murat Sevim	TUR	TUR-A	220	175	200	360	0	265	130	140	445	1935		
28	Andrey Bogdanov	RUS	RUS-A	280	135	40	445	0	345	95	140	445	1925		
29	Immanuel Halupczok	GER	GER-A	220	175	70	390	125	310	90	160	350	1890		
30	Derek Kisman	CAN	CAN-A	195	70	140	490	0	310	105	190	380	1880		
31	Alexandru Szöke	ROM	ROM-A	200	60	70	515	125	255	130	120	375	1850		
32	Masashi Sakata	JAP	JAP-A	250	125	70	510	0	235	80	150	400	1820		
33	Bart Leemans	BEL	BEL-A	190	125	100	415	125	185	110	160	400	1810		
34	Wouter Simons	BEL	BEL-A	135	105	130	370	125	225	155	180	375	1800		
34	Tim Peeters	NED	NED-A	70	160	100	465	125	225	100	180	375	1800		
36	Andrey Tremba	RUS	RUS-A	215	175	100	390	0	300	100	120	375	1775		
37	Hartmut Seeber	GER	GER-A	195	110	90	365	0	260	105	170	455	1750		
38	David McNeill	GBR	GBR-A	180	125	140	325	125	220	130	150	325	1720		
39	Petr Nepovim	CZE	CZE-A	170	85	60	370	125	185	65	200	440	1700		
39	Tomasz Krajewski	POL	POL-A	120	125	70	380	0	355	195	130	325	1700		
41	Claude Desset	BEL	BEL-A	185	85	130	275	125	205	160	180	320	1665		
42	Barna-László Bernát	ROM	ROM-A	130	110	100	295	125	320	45	100	435	1660		
43	Riad Khanmagomedov	RUS	RUS-A	145	135	70	345	0	255	145	110	390	1595		
44	Annick Weyzig	NED	NED-A	180	85	40	385	0	245	135	140	375	1585		
45	Rafaël Brys	POL	POL-A	165	125	40	295	125	220	125	140	325	1560		
46	Nikola Zivanovic	SCG	SCG-A	135	40	30	275	125	280	145	180	335	1545		
47	Tamás Csizmazia	HUN	HUN-A	230	40	40	445	0	190	185	170	240	1540		
48	Kamer Dikran Alyanakyan	TUR	TUR-A	220	85	70	345	0	160	130	200	325	1535		
49	Dalibor Grđan	CRO	CRO-A	120	115	50	315	125	205	60	180	360	1530		
50	Deren Caglayan	TUR	TUR-A	125	95	90	360	0	235	120	170	310	1505		
51	Deyan Razvadov	BUL	BUL-A	175	85	40	335	0	185	105	180	395	1500		
52	Umit Abacioglu	TUR	TUR-A	180	60	70	265	125	285	35	150	285	1455		



Ulrich Voigt lifts the trophy.  
Wei-Hwa Huang (second  
place) and Niels Roest  
(third) share the moment.

Rank	Name	Country	Team	Part 1	Part 2	Part 3	Part 5	Part 6	Part 7	Part 8	Part 9	Part 11	Indiv. result
53	Pavel Kalhous	CZE	CZE-A	160	135	130	235	0	195	110	180	305	1450
54	Nick Deller	GBR	GBR-A	170	85	110	290	125	160	90	180	210	1420
55	Oleksandr Shkolnikov	UKR	UKR-A	115	175	100	255	0	175	90	160	300	1370
56	Aline Koch	FRA	FRA-A	215	70	110	250	0	215	130	150	225	1365
56	Ronald Stewart	GBR	GBR-A	125	85	70	245	125	130	130	150	305	1365
58	Pierre Dehomoy	FRA	FRA-A	185	65	40	265	0	185	130	200	290	1360
59	Olga Leontyeva	RUS	RUS-A	125	85	40	270	125	160	130	130	275	1340
59	Vladimir Portugalov	BLR	xJUN-2	190	175	40	295	125	125	30	130	230	1340
61	Sergiy Podshyvalov	UKR	UKR-A	170	125	70	205	0	200	130	160	270	1330
62	Artur Kirkoryan	BUL	BUL-A	115	85	40	230	125	175	130	180	235	1315
63	Dragan Tolomanoski	BIH	BIH-A	90	65	60	295	0	225	130	180	235	1280
64	Andreas Bolota	ROM	ROM-A	150	175	40	165	0	200	130	170	230	1260
64	Anton Hudák	SLK	SLK-A	140	175	0	295	0	150	90	150	260	1260
66	Zrinka Kokot	CRO	CRO-A	150	135	40	310	0	175	50	160	225	1245
67	Lisa Sarakontu	FIN	FIN-A	110	85	30	205	125	95	185	150	230	1215
68	Erick Wong	CAN	CAN-A	135	25	40	185	125	160	185	150	185	1190
68	Sergiy Fishelyev	UKR	UKR-A	165	85	40	230	0	170	90	170	240	1190
70	Adnan Spahic	BIH	BIH-A	145	85	40	160	125	145	65	130	250	1145
70	Rajesh Kumar	IND	IND-A	120	85	40	265	125	190	40	80	200	1145
72	Srihari Mullapudi	IND	IND-A	105	25	40	235	125	100	90	140	270	1130
73	Gary Sherman	CAN	CAN-A	130	125	70	175	125	110	35	120	230	1120
74	Hunor Daday	ROM	ROM-A	170	85	40	235	0	165	45	130	210	1080
75	Andrej Ivankov	CRO	CRO-A	80	125	100	265	0	105	45	100	250	1070
76	Matthias Reichmayr	AUT	xJUN-1	65	70	40	215	125	225	30	110	175	1055
77	Vinay Deshineni	IND	IND-A	85	60	100	115	125	130	60	120	245	1040
78	Juha Hyövänen	FIN	FIN-A	145	10	70	215	0	170	40	150	230	1030
79	Alberto Fabris	ITA	ITA-A	150	45	90	260	0	85	60	110	225	1025
80	Juha Kivijärvi	FIN	FIN-A	125	40	100	225	0	95	75	140	210	1010
81	Nurdin Hasanbegović	BIH	BIH-A	80	70	100	170	0	220	0	130	205	975
82	Šemsudin Muminović	BIH	BIH-A	75	85	40	220	0	120	15	120	280	955
83	Rauno Pärnits	EST	xJUN-2	110	20	60	160	0	150	30	110	290	930
84	Georgi Benev	BUL	BUL-A	80	85	30	195	0	75	85	150	190	890
85	Daniele Filippone	ITA	ITA-A	80	85	40	230	0	115	45	120	170	885
86	Ricardo Daniel Kossatz	BRA	BRA-A	100	125	0	135	125	155	30	100	110	880
86	Silvano Monastero	ITA	ITA-A	75	85	70	200	0	45	35	170	200	880
88	Carlos Rodrigues Alves	BRA	BRA-A	90	40	70	170	0	50	185	100	170	875
89	Jana Sidorová	SLK	SLK-A	110	35	0	220	0	150	35	110	200	860
90	Christopher Pflügl	AUT	xJUN-1	70	65	40	175	0	125	0	130	245	850
91	Jelena Djuric	SCG	SCG-A	100	25	0	175	125	135	15	140	130	845
92	Liane Robinson	GBR	GBR-A	110	65	40	170	0	85	65	110	185	830
93	Amit Agarwal	IND	IND-A	115	40	40	175	0	65	45	130	180	790
94	Filip Milovanovic	SCG	SCG-A	55	85	60	90	125	75	15	160	120	785
95	Marco Gaion	ITA	ITA-A	75	70	30	70	125	40	60	130	115	715
95	Michael Riemann	AUT	xJUN-1	65	60	100	100	125	50	20	100	95	715
97	G. Marques dos Santos Silva	BRA	BRA-A	120	40	40	130	125	45	30	130	50	710
98	Jouni Särkjärvi	FIN	FIN-A	125	0	0	200	0	115	35	100	120	695
99	Daniel Martin	BRA	BRA-A	115	45	70	95	0	50	55	140	110	680
100	Dragan Stojanovic	SCG	SCG-A	95	15	100	95	0	65	30	130	105	635
101	Jaanus Laidna	EST	xJUN-2	70	15	30	100	0	70	0	90	140	515
102	Valeria Petrova	BUL	BUL-A	35	25	0	85	125	35	15	60	95	475



## WSC2006 RESULTS



On the podium: Jana Tylova from the Czech Republic, with Thomas Snyder (left) and Wei-Hwa Huang, both from America.

Solvers from 22 countries took part in the two-day event in Lucca. Almost 70% were under thirty. Puzzles included classic Sudoku and there were eighteen variations on the standard puzzle. The full results from Day One are given, below. The nine highest scorers went through to the Final.

The Final was a knock-out phase in seven rounds. At each stage, the last was eliminated. The ultimate round was a contest between the last three survivors. Points are only an indication of the contestants' performance on each puzzle; the knock-out system means they should not be added to make a total. One point was awarded for each correct number placed, and one point subtracted for each incorrect number placed. A completed grid was awarded 81 points.

Position	Name	Country	1	2	3	4	5	6	7
1	Jana Tylova	CZE	42	81	30	48	25	1	56
2	Thomas Snyder	USA	36	46	56	48	81	81	17
3	Wei-Hwa Huang	USA	45	81	32	48	81	1	15
4	Tetsuya Nishio	JPN	81	81	13	48	81	1	-
5	Zoltan Horvath	HUN	45	81	13	48	21	-	-
6	Shinichi Aoki	JPN	13	81	81	48	-	-	-
7	Peter Hudak	SVK	13	35	10	-	-	-	-
8	Robert Babilon	CZE	47	24	-	-	-	-	-
9	Nikola Zivanovic	SCG	13	-	-	-	-	-	-

Position	Name	Country	Score	Position	Name	Country	Score
1	Thomas Snyder	USA	990	44	Aivar Pardla	EST	400
2	Wei-Hwa Huang	USA	950	45	Delphine Dallery	FRA	400
3	Zoltan Horvath	HUN	855	46	Sudhir Shankar Raman	IND	395
4	Shinichi Aoki	JPN	730	47	Emmanuel Benchetrit	FRA	360
5	Robert Babilon	CZE	720	48	Zoltan Csorba	HUN	350
6	Peter Hudak	SVK	720	49	Bartek Goldman	POL	350
7	Nikola Zivanovic	SCG	710	50	Grayson Holmes	USA	350
8	Jana Tylova	CZE	705	51	Umit Abacioglu	TUR	340
9	Tetsuya Nishio	JPN	685	52	Liesbeth Crauwels	BEL	330
10	Michal Karwanski	POL	685	53	Boglar Major	HUN	330
11	Tomas Hanzi	CZE	655	54	Samuel Bougeard	FRA	315
12	Jean-Christophe Novelli	FRA	655	55	Adrienn Horvath	HUN	315
13	Mehmet Murat Sevim	TUR	650	56	Emmanuelle Paquay	BEL	310
14	Michal Borny	POL	625	57	Anna Magagni	ITA	310
15	Goran Vodopija	CRO	615	58	Kerstin Woege	GER	305
16	Ron Osher	USA	605	59	Amit Agarwal	IND	300
17	Petr Nepovim	CZE	595	60	Kay Mennens	NED	290
18	Husnu Sincar	TUR	590	61	Luka Pavivic	CRO	285
19	Giulia Franceschini	ITA	580	62	Seden Sertpolat	TUR	285
20	Kamer Alyanakyanyan	TUR	560	63	Francesco Arico'	ITA	280
21	Martial Hue	FRA	555	64	Ernesto Isaaccura	VEN	275
22	Della Keetman	NED	545	65	Vesna Tomulic	CRO	245
23	Zrinka Kokot	CRO	535	66	Dragan Stojanovic	SCG	230
24	Gyorgy Istvan	HUN	535	67	Blanka Lehotska	SVK	225
25	Pavel Pellar	CZE	525	68	Henning Kalsgaard Poulsen	DEN	215
26	Vibe Madsen	DEN	525	69	Timur Erhan	AUT	210
27	Aline Koch	FRA	525	70	Gabriele Quaresima	ITA	210
28	Jim Schneider	USA	515	71	Michal Hudak	SVK	210
29	Kirstin Boes	USA	510	72	Julius Winkens	NED	200
30	Lukasz Bozykowski	POL	500	73	Martino Nacca	ITA	185
31	Yoichi Enta	JPN	495	74	Jasmina Skrijelj	SCG	155
32	Nina Pell	UK	490	75	Tim Van Mulders	BEL	115
33	Tomasz Krajewski	POL	485	76	Sinisa Hrga	CRO	75
34	Nick Deller	UK	485	77	Fabienne Balfroid	BEL	70
35	Rick Uppelschoten	NED	475	78	Kendrick Saavedra	PHI	70
36	Gabriele Simionato	ITA	460	79	Igor Hudak	SVK	70
37	Janus Kayser	DEN	450	80	Stefan Berner	SUI	70
38	Vendula Sichova	CZE	430	81	Rajiv Kumar Aggarwal	IND	60
39	Guice Ozkutuk	TUR	430	82	Jeroen Visser	NED	50
40	Anna Medvedova	SVK	425	83	Gert Mittring	GER	45
41	Poland Jago	GER	420	84	Jorge Bruschi	VEN	40
42	Tamas Csizmazia	HUN	415	85	Alvin Belleza	PHI	10
43	Nicole Compant	GER	405				

## REGULATIONS

### 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.

#### 1. 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](http://www.worldpuzzle.org/wpf/regulations.htm)

#### 2. Membership

2-1 The minimum annual membership fee will be 250 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 WPCs 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.

## PRESENT AND FUTURE MEMBERS

### ARGENTINA

Ediciones de Mente

**Address:**

Corrientes 1312 - 8°

C1043ABN

Buenos Aires

Argentina

**Contact:**

Mr. Jaime Poniachik, Director

Tel: +54.11.43747907

Fax: +54.11.43743829

E-mail: [poniachik@fibertel.com.ar](mailto:poniachik@fibertel.com.ar)

### AUSTRIA

DeBerners Werbung & Grafik GmbH

**Address:**

Winkler Strasse 936

A-8962 Gröbmring

Austria

**Contact:**

Mr. Michael Riemann,

Organisation WPF events

Tel: +49 6349 929 440

Fax: +49 6349 929 442

E-mail: [mike.riemann@web.de](mailto:mike.riemann@web.de)

### BELGIUM

Keesing Leisure Media

**Address:**

Bisschoppenhoflaan 383

2100 Deurne

Belgium

**Contact:**

Mr. Stefaan Cornilly,

Managing Director

Tel: +32.(0)3.360 53 00

Fax: +32.(0)3.324 38 98

E-mail: [s.cornilly@keesing.be](mailto:s.cornilly@keesing.be)

### BRAZIL

Ediouro Publicações

**Address:**

Rua Nova Jerusalém, 345

Bonsucesso

Rio de Janeiro/RJ

CEP 21042-235

Brazil

**Contact:**

Mr. Hegel Braga,

Operations Director

Tel: +55-21-3882-8235

Fax: +55-21-2290-7185

E-mail: [hegel@ediouro.com.br](mailto:hegel@ediouro.com.br)

### BULGARIA

Mensa - Bulgaria

**Address:**

52 Evlogi Georgiev Str.

Sofia

Bulgaria

**Contact:**

Mr. Deyan Razsadov, vice-

chairman

Tel: +359.88.8640970

E-mail: [deyan@puzzle-bg.com](mailto:deyan@puzzle-bg.com)

### CROATIA

Hrvatski Zagonetacki Savez (Croatian Puzzle Federation)

**Address:**

FENIKS, Pero Galogaza

Hrvatski Zagonetacki Savez

Zvonimirova 20 A

51000 Rijeka

Croatia

**Contact:**

Mr. Pero Galogaza, President

Tel: +38.551650105

Fax: +38.551672114

E-mail: [nl-feniks@novi-list.tel.hr](mailto:nl-feniks@novi-list.tel.hr)

### CZECH REPUBLIC

Svaz českých hádankáru a křížovkáru (SCHAK)

**Address:**

Brigádníku 2919/69

100 00 Praha 10

Czech Republic

**Contact:**

Mr. Vítězslav Koudelka,

Chairman WPF

KIRA Publishing House

Horova 73

616 00 Brno 16

Czech Republic

Tel: +420.546 210 175

Fax: +420.546 210 175

E-mail: [kira@kira.cz](mailto:kira@kira.cz)

### DENMARK

Keesing Krydsordforlaget A/S

**Address:**

Bernhard Bangs Alle 23

DK-2000 Frederiksberg

Denmark

**Contact:**

Mr. Kim Gleerup, General Manager

Phone: +45 3818 3817

Fax: +45 3888 7032

E-mail: [k.gleerup@keesing.dk](mailto:k.gleerup@keesing.dk)

## PRESENT AND FUTURE MEMBERS

### ESTONIA

#### As Kuma

**Address:**  
Pärnu tn 57  
72712 Paide  
Estonia

**Contact:**  
Mr. Jaanus Laidna, Editor-in-Chief  
crossword magazines  
Tel: +372.383.8829  
Fax: +372.383.8806  
E-mail: jaanus@kuma.ee

### FINLAND

#### Suomen puzzle-harrastajat Ahaa! (Finnish Puzzle Association Aha!)

**Address:**  
Ms. Erja Gullstén  
Töyhtöhypäntie 4  
90540 OULU  
Finland

**Contact:**  
Ms. Erja Gullstén, President  
Tel: +358.8.556 8546  
Tel, gsm: +358.50.529 4327  
E-mail: erja.gullsten@pp.inet.fi

### FRANCE

#### Keesing France

**Address:**  
9, place Marie-Jeanne Bassot  
92693 Levallois-Perret Cedex  
France

**Contact:**  
Mr. Xavier de Bure, Managing  
Director  
Tel: +33.1.41490959  
Fax: +33.1.41490989  
E-mail: pfroideval@keesing.fr

### GERMANY

#### Logic Masters Deutschland e.V.

**Address:**  
Logic Masters Deutschland,  
Kleiststr. 2, 50321 Brühl,  
Germany

**Contact:**  
Mrs. Bettina Rothaermel,  
Chairman  
Tel: +49.179.2188467  
E-mail: bettina.rothaermel@logic-  
masters.de

### HUNGARY

#### Rejtvényfejtők Országos Egyesülete (Hungarian Puzzlers' Association)

**Address:**  
ROE  
POB. 13  
1752 Budapest  
Hungary

**Contact:**  
Mr. György István, President  
Tel: +36-1-210-3956  
Fax: +36-1-210-3956  
E-mail: roe@westel900.net

### INDIA

#### Novax Media Pvt. Ltd.

**Address:**  
No. 1240, 10th Main,  
12th 'B' Cross, II Stage  
West of Chord Road  
Bangalore 560086  
India

**Contact:**  
Mr. Hendrik Hardeman,  
Managing Director  
Tel: +91.80.3498695  
Fax: N/A  
E-mail: hardeman@nmni.net

### ITALY

#### nonzero srl

**Address:**  
Viale Sondrio 7  
20124 Milano  
Italy

**Contact:**  
Riccardo Albini,  
Publishing Director  
Tel: +39 0245495151  
Fax: +39 0245495303  
E-mail: ralbini@nonzero.it

### JAPAN

#### Sekaibunka Publishing Inc.

**Address:**  
4 - 2 - 29 Kudan-kita  
Chiyoda-ku  
102-8187 Tokyo  
Japan

**Contact:**  
Contact:  
Yumiko Doi  
Editor-in-Chief  
Tel: +81.3.3262.5125  
Fax: +81.3.3262.5330  
E-mail: y-doi@sekaibunka.co.jp

### KOREA

#### Puzzleland Co.

**Address:**  
#501, Joongang building,  
44-26  
Youido-dong  
Yeodegpo-gu  
Seoul 150-741  
Korea

**Contact:**  
Mr. J. B. Park, Director  
Tel: 82.2.761.2071  
Fax: 82.2.761.2073  
E-mail: paco@puzzleland.co.kr

### LATVIA

#### Sia Kuma

**Address:**  
Rinuzu iela 22-44  
Riga  
LV-1015  
LATVIA

**Contact:**  
Mr. Ricards Korallis, Editor  
crossword magazines  
Tel: +371.9494.517  
Fax: +371.734.2879  
E-mail: korallis@kuma.lv

### MALAYSIA

#### iMINDgination Sdn Bhd

**Address:**  
iMINDgination Sdn Bhd  
15 & 17, Jalan Gangsa SD5/3G  
Bandar Sri Damansara  
52200 Kuala Lumpur  
Malaysia

**Contact:**  
Mr. Low Keng Lok, Director  
Phone: +6019 2749363  
Fax: +603 62747876  
E-mail: kenglok@tm.net.my

### PERU

#### Revista Mente Brillante (Servicios Educativos Gauss SA)

**Address:**  
Jiron Pukin 131  
Urbanizacion Tungasuca  
Distrito Carabaylo - Lima 6  
Lima  
Peru

**Contact:**  
Aurelio Chavez,  
Director of the Magazine  
Tel: +511.5431191  
Fax: +511.5430019  
E-mail: mentebrillante@  
infonegocio.net.pe

### PHILIPPINES

#### Mathematics Trainers' Guild, Philippines

**Address:**  
c/o Zamboanga Chong  
Hua High School  
General Vicente Alvarez St  
7000 Zamboanga City  
Philippines

**Contact:**  
Dr. Simon L. Chua, President  
Tel: +63.629923045 /  
+63.9178479525  
Fax: +63.629923045  
E-mail: simon\_l\_chua@yahoo.com

### POLAND

#### Towarzystwo Miłośników Gier Umysłowych (TMGU) (Mind Sport Lovers' Society)

**Address:**  
Ul. Grojecka 99/16  
02-101 Warszawa  
Poland

**Contact:**  
Mr. Marek Penszko, Vice-Chairman  
Tel: +48-22-641-60-30  
Fax: +48-22-641-60-30  
E-mail: m.penshco@gazeta.pl

### ROMANIA

#### Asociația 'Logic Club'

**Address:**  
Str. ALUMINEI nr. 68, bl. B-4,  
sc. B, ap. 4  
ORADEA, jud. BIHOR, cod 410313  
Romania

**Contact:**  
Mr. Stelian-Radu Cacuci, President  
Tel: +40.744.346696 (mobile)  
Fax: +40.259.437537  
E-mail: logic.club@gmail.com

### RUSSIA

#### Logos Media Publishing Group

**Address:**  
49-1, Vyatskaya str.  
Moscow, 125015  
Russia

**Contact:**  
Ms. Olga Leontieva, editor  
Tel: +7.095.932.7968  
Fax: +7.095.974.7900  
E-mail: 9360.g23@g23.relcom.ru

## **SERBIA**

### **Savez zagonetaca Srbije (SZS)**

#### **Address:**

Narodnog fronta 18  
21000 Novi Sad  
Serbia

#### **Contact:**

Mr. Zoran Radisavljevic, President  
Tel: +99381.21.528525  
Fax: +99381.21.528525  
E-mail: zoradis@eunet.yu

## **SINGAPORE**

### **Affinity Education Place**

#### **Address:**

Blk 138, Aljunied Avenue 2  
#01-138 Singapore 380118

#### **Contact:**

Mr. Qeuk Ee Meng,  
Principal of the School  
Tel: +(65) 9793 5385  
Fax: +(65) 6744 3338  
E-mail: geemeng@singnet.com.sg

## **SLOVAKIA**

### **Slovenský zväz hádkárov a križovkárov**

#### **Address:**

M. Dulu 34 / 74  
MARTIN, 036 08  
Slovakia

#### **Contact:**

Mr. Ján Farkaš, Chairman  
Tel: +421.902.264247  
E-mail: szhk@szm.sk

## **SWITZERLAND**

### **Swiss Puzzle Federation**

#### **Address:**

Am Pfisterhoeltzli 18  
8606 Greifensee  
Switzerland

#### **Contact:**

Mr. Mark Stenzler, President  
Tel: +41 1 940 0728  
E-mail: puzzles@active.ch

## **THE NETHERLANDS**

### **Sanoma Uitgevers BV (Puzzelsport)**

#### **Visiting Address:**

Capellalaan 65  
2132 JL Hoofddorp  
The Netherlands

#### **Mail Address:**

Postbus 1790  
2130 JD Hoofddorp  
The Netherlands

#### **Contact:**

Mr. Jan Lam  
Tel: +31.(0)23.556 48 42  
Fax: +31.(0)23.556 48 40  
E-mail:  
j.lam@sanoma-uitgevers.nl

## **TURKEY**

### **Akil Oyunlari Ltd. Sti.**

#### **Address:**

Caferağa Mah.  
Arayıcıbaşı Sok. No:15/3  
Kadıköy 34710  
Istanbul  
TURKEY

#### **Contact:**

Mr. Kamer Alyanakyar, Managing  
Director  
Tel: +90 (216) 450-3055  
Mobile: +90 (533) 560-3004  
Fax: +90 (216) 450-3053  
E-mail: kamer@akiloyunlari.com

## **UKRAINE**

### **Publishing House 'TV-Park' -'Crosswords&Puzzles' Newspaper**

#### **Address:**

Publishing House 'TV-Park' -  
'Crosswords&Puzzles' Newspaper  
Ms. Irene Kiryatskaya,  
Editor-in-Chief  
6 Krasnykh Kazakov Avenue  
Kyiv 04073  
Ukraine

#### **Contact:**

Mr. Serhiy Grabarchuk, Adviser  
Tel: +380-31-222-6176  
Fax: +380-31-222-6176  
E-mail:  
serhiy-g@karpaty.uzhgorod.ua

## **UNITED KINGDOM**

### **Puzzler Media**

#### **Address:**

Stonecroft  
69 Station Road  
Redhill RH1 1EY Surrey  
United Kingdom

#### **Contact:**

Mr. Tim Preston,  
Publishing Director  
Tel: +44.1737.378730  
Fax: +44.1737.781800  
E-mail:  
tim.preston@puzzlermedia.com

## **URUGUAY**

### **Grupo Ingenio Uruguay**

#### **Address:**

Javier de Viana 2356  
Montevideo, Postal Code 11222  
Uruguay

#### **Contact:**

Ms. Débora Saviotti,  
Board Director  
Tel: +598.2.613.5639  
Fax: +598.2.411.7743  
E-mail: home@gruopoingeniouruguay.com

## **U.S.A**

### **World Puzzle Championship / USA**

#### **Address:**

Will Shortz  
55 Great Oak Lane  
Pleasantville, NY 10570 U.S.A.

#### **Contact:**

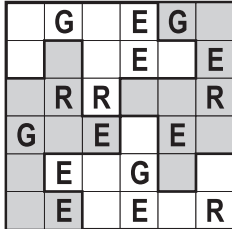
Mr. Will Shortz, Director  
Tel: +1.914.769 9128  
Fax: +1.914.769 9128  
E-mail: wshortz@aol.com



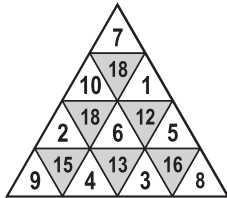
# SOLUTIONS

## WPC PUZZLES

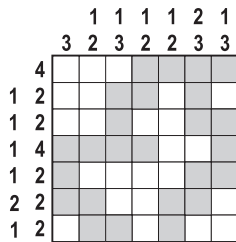
### 6 DISSECTION



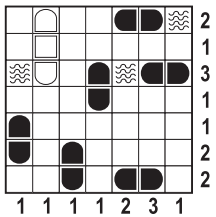
### 6 TRIANGLE MATH



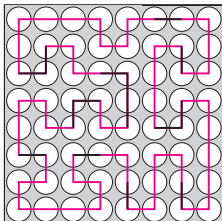
### 6 CORAL FINDER



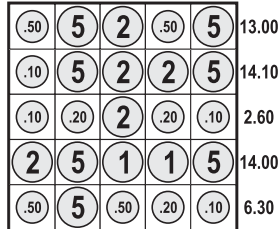
### 6 MOBY DICK



### 7 SIMPLE LOOPFINDER

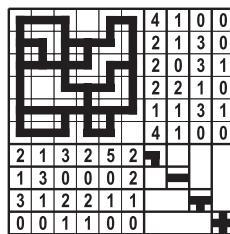


### 7 COINS

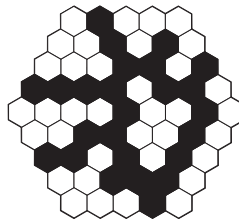


3.20 20.20 7.50 3.90 15.20

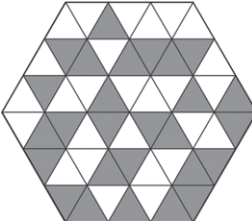
### 7 UNDERGROUND



### 7 HEXA ISLANDS



### 8 FIFTY-FIFTY



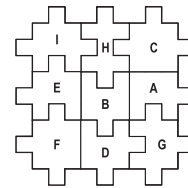
### 8 DARTS

	17
	45
	131
	173
	189
	555

### 8 VALUED CAPSULES

2	3	4	1	3	1	2	4
3	2	1	4	2	4	3	1
4	1	2	3	1	2	4	3
1	4	3	2	4	3	1	2
2	3	4	1	3	4	2	1
1	2	3	4	2	1	4	3
4	1	2	3	4	3	1	2
3	4	1	2	1	2	3	4

### 9 PUZZLE



### 9 BATTLESHIPS

	A	B	C	D	E	F
1	●		●		●	
2	●					
3	●		■		●	
4	●					
5	●					
6						

	A	B	C	D	E	F
1	●		●		●	
2	●					
3	●		●		●	
4	●					
5	●					
6						

	A	B	C	D	E	F
1						
2		●			●	
3						
4	●		●		●	
5	●					
6	●					

**WSC PUZZLES**

**12 < > SUDOKU**

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

**12 PRODUCT SUDOKU**

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

**12 CLASSIC SUDOKU**

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

**13 COMBINED SUDOKU**

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

**13 OUTSIDE SUDOKU**

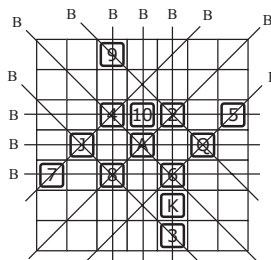
1	7	4	3	8	5	6	9	2
9	5	6	1	2	4	8	7	3
2	3	8	6	7	9	5	4	1
4	1	5	2	9	6	3	8	7
7	2	9	8	4	3	1	6	5
8	6	3	7	5	1	9	2	4
5	8	2	9	1	7	4	3	6
3	4	7	5	6	8	2	1	9
6	9	1	4	3	2	7	5	8

**PQRST PUZZLES**

**17 JUMPY FOX**

J			F	R	Y
U	B	R	O	W	N
M	I	H	X	>	<
P	D	O	G	O	L
S	Q	U	I	C	K

**17 BLACKJACK**



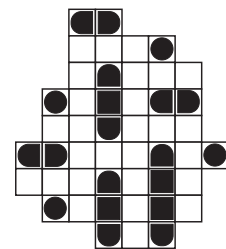
262 points

**17 NUMBER BOGGLE**

	N	L	T	
O	W	E	V	X
Y	T	N	S	I
H	I	E	F	O
G	R	T	R	U

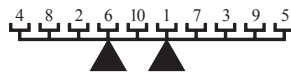
N = 23 184 points

**17 OPTIMUM BATTLESHIPS**

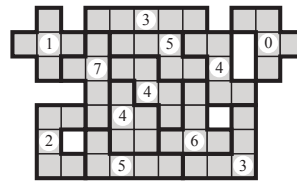


31 2x2 areas

**18 ALWAYS BALANCED**

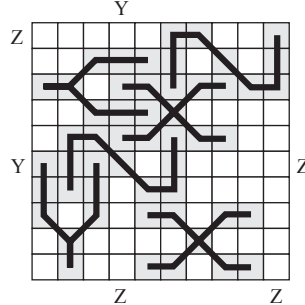


**18 PENTATHLON**

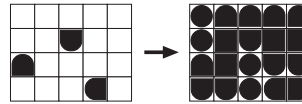


44x8 = 352 points

**18 HARD AS XYZ**



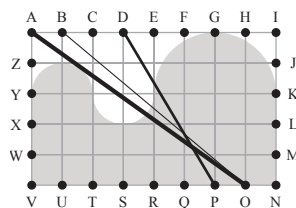
**19 PACKING BATTLESHIPS**



**19 SPIDER NET**

Shortest time: 4.66 secs  
Longest time: 49 secs

**19 FAIR CUT**



AO: 0.009 square units difference  
DP: 0.381 square units difference  
BO: 1.187 square units difference





**World Puzzle Federation Head Office**

Kruislaan 419 • 1098 VA Amsterdam • The Netherlands  
Tel/Fax: +31.20.8884643 • E-mail: [office@worldpuzzle.org](mailto:office@worldpuzzle.org)



Picture of Rio: Rex Features

[www.worldpuzzle.org](http://www.worldpuzzle.org)