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
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: Vítezslav Koudelka (Czech Republic)
General Secretary: Peter Ritmeester (The Netherlands)

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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 PQST 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

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
Keessing Krydsordsforlaget A/S
Kim Gleerup is the General Manager

Keessing 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 14th 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 Szilvásvárad, 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 Horuzsi, 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 scorees in this section received special prizes, and the winner was Tatsuya Yamamoto (Japan) ahead of the two German puzzlers, Michael Ley and Ulricht 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
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).

PLUS!

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.
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)

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**DISSECTION (PART ONE, 25 POINTS)**
Divide the grid into four congruent shapes, each containing all letters of the word EGER exactly once.

```
G E G
E E E
R R R
G E E
E E R
```

**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.

```
18 18 12
15 13 16
```

**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.

```
2 1 1 2 1
1 2 2 3 2
2 1 1 2 1
1 2 2 3 2
```

**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 whales 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.

```
2 3 2 1 2
1 1 1 1 1
1 1 1 1 1
1 1 1 1 1
1 1 1 1 1
```

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**Zoltán Horváth**
**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.

**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.

**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.

**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.

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**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

**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)

**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

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

Gyula Slenker
Zoltán Horváth
Sándor Elekes
László Mérő
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.

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.

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.

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!
Puzzle (Play-Off)

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

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 (i.e., 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).

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...

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.
oku 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 Hardeeman and Olga Leonieva 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!
< > 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.

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.

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.
**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.

**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.

**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.

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

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.

PQRST: CIHAN ALTAY

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 asked for volunteers to translate the test. Subsequent tests have been translated into twenty languages and the number of participants has increased accordingly.

All PQRST tests are available online at otuzoyun.com/pqrst/
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.

**QUICK BROWN FOX JUMPS OVER THE LAZY DOG**

**Score**

\[3 \times 30 = 90.\]
\[25 \times 2 = 50.\]
\[(|21 - 17| + |21 - 19| + |21 - 15|) \times 5 = 65.\]

\[\text{Score} = 90 - 50 - 65 = -25.\]

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**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.

   **Score**

   \[3 \times 30 = 90.\]
   \[25 \times 2 = 50.\]
   \[(|21 - 17| + |21 - 19| + |21 - 15|) \times 5 = 65.\]

   \[\text{Score} = 90 - 50 - 65 = -25.\]

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** \((B \times 30) - (\text{Area} \times 2) - (\text{Miss} \times 5)\) where Miss is the total of the differences of the non-Blackjack lines from 21.

   **Example**

   **Score**

   \[3 \times 30 = 90.\]
   \[25 \times 2 = 50.\]
   \[(|21 - 17| + |21 - 19| + |21 - 15|) \times 5 = 65.\]

   \[\text{Score} = 90 - 50 - 65 = -25.\]

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** \((n - 5) \times 10 + (\text{Blank cells}) \times 2\).

   **Example**

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 x 2 areas seen on your diagram.

   **Ten-ship fleet**

   **Example**

   **Score**

   \[\text{Seven 2} \times 2 \text{ areas:}\]
   \[7 \times 8 = 56 \text{ points}\]
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.

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'.

Example with tetrominoes

Score
Total of the numbers: \( 2 + 4 + 3 + 2 + 3 = 14 \)
Number of different numbers (2, 3, 6): 3
Product: 14 \( \times \) 3 = 42

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.
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.

Example

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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?

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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 Vítězslav 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.

Vítězslav (Víta) 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; WmNDgination, Malaysia; Mathematics Trainers’ Guild, Philippines; Savez Zagonetaca Srbije, Serbia and Montenegro; Akil Oyunları*, Turkey; and Grupo Ingenio Uruguay, 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.

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

c) Vítězslav 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 Vítězslav 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.
Vita 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. Vita 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 Razsadova, 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.

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

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

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Position Name Country Score Position Name Country Score
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2 Thomas Snyder USA 950 45 Emmanuel Benchetrit FRA 400
3 Wei-Hwa Huang USA 945 46 Delphine Oaletter FRA 400
4 Zoltan Horvath HUN 945 47 Zoltan Csorba HUN 400
5 Robert Balbon CZE 945 48 Sudhir Shankar Raman IND 400
6 Bartek Goldman POL 945 49 Emmanuel Benchetrit FRA 400
7 Zoltan Csorba HUN 945 50 Guenter Woege GER 400
8 Sudhir Shankar Raman IND 945 51 Akap Pardla EST 400
9 Emmanuel Benchetrit FRA 945 52 Zoltan Csorba HUN 400
10 Sudhir Shankar Raman IND 945 53 Bartek Goldman POL 400
11 Emmanuel Benchetrit FRA 945 54 Zoltan Csorba HUN 400
12 Emmanuel Benchetrit FRA 945 55 Sudhir Shankar Raman IND 400
13 Emmanuel Benchetrit FRA 945 56 Emmanuel Benchetrit FRA 400
14 Emmanuel Benchetrit FRA 945 57 Anna Magagni ITA 400
15 Emmanuel Benchetrit FRA 945 58 Elf Geogaegare BEL 400
16 Emmanuel Benchetrit FRA 945 59 Kirill Boardc BEL 400
17 Emmanuel Benchetrit FRA 945 60 Kirill Boardc BEL 400
18 Emmanuel Benchetrit FRA 945 61 Kirill Boardc BEL 400
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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

2. Membership
2.1 The minimum annual membership fee will be 250 euros.

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 explaining why it would be a better representative for the country then the second group should apply for membership in writing, encouraging the two groups to work together. If that is not possible, the board will 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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