

WORLD SUDOKU + PUZZLE CONVENTION



Saturday 13th – Monday 22nd November 2021

In its 29 years of existence, the World Puzzle Championship has never been interrupted. It took a historic global pandemic to prevent us puzzle solvers from gathering together. The team behind the originally intended host and a crew of volunteers have cooked up the **World Sudoku + Puzzle Convention** to fill in this void, in the hope that things return to normal soon.

There are two competitions; **Sudoku Competition** and **Puzzle Competition**. These will be done online at Logic Masters India. There are 8 rounds of Sudoku and 10 rounds of Puzzles, a slightly smaller version to what you'd expect at a traditional WSPC.

Along the way, there are various entertainment options in the form of **Bonus Rounds** and the **Olympic Puzzle Time Trials**. Check their respective instructions for details.

And how could we miss the social gatherings that are so characteristic of typical WSPCs? Throughout the week, we are organizing interview panels with some of the best solvers in the world.

Register. Log In. Sharpen those pencils. And see you at the Convention.

- The Organizing Team

Puzzle

Sudoku

Bonus

Time Trials

Social

All times in GMT*

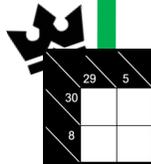
SAT 13 Nov

All competition rounds open Sat 15:00 GMT

(Start Fri 12th 21:00) Throughout event

Opening Ceremony 13:00 Q&A 13:30

SUN 14 Nov



MON 15 Nov



Top Sudoku Solvers 19:00-20:00

TUE 16 Nov



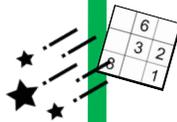
Japanese Solvers 12:00-13:30

WED 17 Nov



Top Puzzle Solvers 05:30-07:00

THU 18 Nov



Authors Panel 14:30-16:00

FRI 19 Nov

Experienced Solvers 17:00-19:00

SAT 20 Nov

WSPC Trivia Quiz 13:00-14:00

SUN 21 Nov

Bonus Rounds close Sun 12:00

Competitions close Mon 15:00 GMT

Sun Closing 13:00-14:00 Chatroom 14:00-15:00



COMPETITION OVERVIEW

Dear puzzle lovers, we are glad to have you at the **WS+PC**

General Principles

We believe that puzzles unite us and people from all around the world are welcome to join our community. In the spirit of the competition, please respect fair play and participants are expected to solve the puzzles by themselves. You are allowed to use writing implements, eraser, blank paper, ruler, scissors, and tape. External help such as calculators and solving programs (even those written by the participant) are against the rules. In case of doubt as to whether aid is permissible, please contact the organizers. Organizers have the right to investigate suspicious submissions and behavior. Breach of the rules may lead to the disqualification of the competitor.

How to participate?

Understand the rules of different puzzles that will appear in this contest by studying the instructions. Questions about the rules can be asked in the forum or at the Q&A. Download the password-protected puzzle booklets which will be uploaded before the test starts. The puzzle booklet contains the actual puzzles to be solved and is password-protected, so you won't be able to open it before the start.

Login at the submission page using your LMI account. Please check the submission page for exact timings. There are 8 Sudoku rounds and 10 Puzzle rounds. You can start in any order you like. Click "Start" on the specific round you want to compete. At this time, the password for PDF will be shown and the timer will start. Carefully plan ahead, we suggest having ample time to solve each round based on its duration. **The competition files will not have online solving.** We recommend these be printed and solved on paper. Have your printers ready before starting as to not lose time. The official puzzle booklets will not contain puzzle examples. We recommend you keep access to the Instruction Booklet, which contains an example of every puzzle used in the competition.

If you are unfamiliar with LMI, please check the F.A.Q. at <http://logicmastersindia.com/t/?tid=2773>.



COMPETITION OVERVIEW

Scoring and Bonuses

Points typically indicate the difficulty of the puzzles and the time required to solve them. While the organizers have made best efforts to match them, your personal experience and preference may differ. You will get full points if you enter the correct answer key. If all puzzles are submitted correctly and there is time remaining, finishers will earn bonus points based on the time saved.

Instant Grading

Instant grading is enabled. Solvers can submit any individual puzzle and receive confirmation that the solution is correct or not. Each incorrect submission reduces the puzzle's potential score. The first, second, and third incorrect submissions reduce the potential score to **90%**, **50%**, and **0%** respectively.

Acknowledgments

Sudokus were written by Siyuan Luo, Chenhao Xu, Akash Doulani, Mengting Hu, Nityant Agarwal, James Peter, R Kumaresan, Dhruvarajsinh Puwar, Prasanna Seshadri and Qianzi Li.

Puzzles were written by Yanzhe Qiu, Chenhao Xu, Mingyi Wang, Craig Kasper, Tawan Sunathvanichkul, Prasanna Seshadri, Ashish Kumar and Nityant Agarwal.

We would like to thank Tantan Dai, Matus Demiger, Qianzi Li, Siyuan Luo, Vladimir Portugalov, Yanzhe Qiu, Prasanna Seshadri, Tomasz Stozak and Tawan Sunathvanichkul for test solving.