



WPF
SUDOKU/PUZZLE
GRAND PRIX
2019

PLAYOFFS

WPF SUDOKU GP 2019 AUDIENCE BOOKLET

Playoff Format:

The WPF Sudoku Grand Prix playoffs will be in a format called Swiss Elimination, a head-to-head format where each competitor plays a series of matches, one puzzle per match. The fastest to solve wins the match and advances in rank.

Detailed rules about the tournament format can be found at:
<https://gp.worldpuzzle.org/content/gp-playoff-rules>

Competitor (Country):

Finish:

Seed:

Points:

Tantan Dai (China)	1st	1st	5417.2
Kota Morinishi (Japan)	2nd	2nd	5161.6
Jakub Ondroušek (Czech Rep.)	3rd	3rd	5111.3
Bastien Vial-Jaime (France)	4th	4th	4968.2
Seungjae Kwak (South Korea)	5th	5th	4836.3
Tiit Vunk (Estonia)	6th	6th	4726.6
Takuya Sugimoto (Japan)	7th	7th	4486.5
Jan Mrozowski (Poland)	8th	8th	4420.8
Hideaki Jo (Japan)	10th	9th	4203.8
Timothy Doyle (France)	11th	10th	4118.1

Puzzle selection will be done by top-seeded player competing in each round.

Type:

Classic (easy)

Classic (medium)

Classic (hard)

Non-Consecutive

Killer

Odd/Even Pairs

Greater or Sum

Disguised Palindromes

Author (Country, GP Round):

Piotr Gdowski (Poland, 2)

Siniša Hrga (Croatia, 5)

Arvid Baars (The Netherlands, 1)

李芊子 Li Qianzi (China, 8)

Salih Alan (Turkey, 3)

Martina Prinerová (Czech Republic & Slovakia, 4)

Čedomir Milanović (Serbia, 7)

Rakesh Rai (India, 6)



Tournament Rules



Live Standings



1 Classic Sudoku (easy) (Piotr Gdowski)

Place a digit from 1-9 in each empty cell in the grid such that each row, column and marked 3x3 box contains each digit exactly once.

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

2 Classic Sudoku (medium) (Siniša Hrga)

Place a digit from 1-9 in each empty cell in the grid such that each row, column and marked 3x3 box contains each digit exactly once.

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

3 Classic Sudoku (hard) (Arvid Baars)

Place a digit from 1-9 in each empty cell in the grid such that each row, column and marked 3x3 box contains each digit exactly once.

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

4 Non-Consecutive Sudoku (Li Qianzi - 李芊子)

Apply classic sudoku rules. Digits placed in adjacent cells must not be consecutive.

	6						8	
				4				
			6		5			
		7				1		
			8		7			
				6				
	1						7	



5 Killer Sudoku (Salih Alan)

Apply classic sudoku rules. The digits placed in each marked cage must sum to the total given in its top-left. Numbers must not repeat in cages.

13		7			3			
		8			4		12	
8		7			12			
		8			11			10
10		7						
		8			15			
18					23			29

6 Odd-Even Pairs Sudoku (Martina Prinerová)

Apply classic sudoku rules. Exactly one odd and one even digit must be placed in each marked pair of adjacent cells.

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

7 Greater or Sum Sudoku (Čedomir Milanović)

Apply classic sudoku rules. Each number between two neighbouring cells is either the greater of the digits or the sum of the digits in those two cells.

								9
		6						8
	8			8			9	
	5						3	
9								
	3				7			
				9				
			6	6			8	
			8					6
			8					
								9
		7						9
	6		5					9
	5							9
7								

8 Disguised Palindromes Sudoku (Rakesh Rai)

Apply classic sudoku rules. For each grey line, there must be at least one way of removing a digit so that the remaining digits on the line form a palindrome. It is permissible that the digits on the grey line also form a palindrome before the removal step.

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