



QUALIFICATION FOR THE
DUTCH
PUZZLE AND SUDOKU
CHAMPIONSHIPS 2025

FRIDAY 4TH UNTIL MONDAY 7TH OF APRIL 2025

INSTRUCTION BOOKLET

ORTEC
OPTIMIZE YOUR WORLD

Dear participants to the
Dutch Puzzle and Sudoku Championships 2025,

These Championships are being organized by the Dutch Puzzle Association **WCPN** (World Class Puzzles from the Netherlands) in association with **ORTEC**, one of the world leaders in optimization software and analytics solutions.

Like last years, the championships will consist of two parts:

- An online qualification, for both championships, that will be held from Friday April 4th 12:00 CET (noon) until Monday April 7th 11:59 CET (noon).
- A live final that will be held on Saturday May 10th 2025, at the office of ORTEC. The address of ORTEC being: Houtsingel 5, 2719 EA Zoetermeer, The Netherlands.

This Instruction Booklet is only applicable for the qualification round. About three weeks prior to the finals a separate Instruction Booklet for the finals will be published.

In this Instruction Booklet you will find all necessary information about the online qualifications for the championships; amongst which the program, the rules and regulations and example puzzles and sudokus, including solutions. You will also find the amount of points granted for each puzzle, so you can decide in advance which puzzles you want to solve.

We wish you lots of fun preparing and good luck during the qualification.

On behalf of WCPN,

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P.S. We would like to thank all puzzle authors: Mark Sweep, Chiel Beenhakker, Arvid Baars en Richard Stolk; thank you!

We also give thanks to Eline Werkman and Timon van Dijk for their technical support (IT) and for their help in organizing the championships!

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Overview of puzzles and points

OVERVIEW PUZZLE QUALIFICATIONS 2025

	Puzzle	Points
1.	Tapa	34
2.	Akari - hexagonal	39
3.	Disco	42
4.	U-bahn	44
5.	Wittgenstein briquet	54
6.	Pentominous - borders	61
7.	Kakuro - consecutive pairs	69
8.	Double choco	80
9.	Line of sight	87
10.	Letter weights	90
	total points	600

OVERVIEW SUDOKU QUALIFICATIONS 2025

	Sudoku	Points
1.	Classic	25
2.	Classic	25
3.	Classic	58
4.	Consecutive	47
5.	Sandwich	64
6.	Extra regions	69
7.	Diagonal	71
8.	Outside	72
9.	Ascending start	73
10.	Numbered rooms	96
	total points	600

*When you submit your solutions within the given time limit of 60 minutes, **10 bonus points** will be granted for every full minute your solutions were received before the time limit exceeds. The time of receipt, noted upon your solution form is binding.*

Pay attention: the number of points are an indication of the difficulty of the puzzles during the actual qualification. The difficulty of the puzzles in this booklet can deviate from these values!

The qualification rounds

The qualification consists of two rounds of 60 minutes each; one round for the Puzzle championship and one round for the Sudoku championship. Although the qualifications consist of two separate championships, and you are not obliged to take part in both, it is highly recommended that you do participate in both qualifications. The selection for the live finals will be based on the ranking of both qualification rounds together. Hence, by participating in both rounds, your chances for being invited to the live finale will enhance.

Who can participate

Everyone who likes logical puzzles and sudokus can participate in the qualifications. During the qualification three categories of participants will be distinguished:

- members of the Dutch Puzzle Association WCPN
- participants from our sponsor ORTEC
- other interested people

After the online qualifications, the best participants from the categories of WCPN and ORTEC will be invited to participate in the live championships.

How to participate in the qualification

To participate you first have to register online on the website of the championships (nk.wcpn.nl or click [here](#)). Use your own name (don't use an alias) to register and submit answers.

If you took part in the qualifications last year, we recommend that you use the same account as last year. After the qualifications you will have access to your personal statistics, where you can compare your results to those of previous years.

When you are registered you can choose your own time interval to participate in a round, anywhere between Friday April 4th 12:00 CET (noon) and Monday April 7th 11:59 CET (noon). Solutions submitted after closing won't be taken into account for the results. Be aware that a round runs for 60 minutes exactly, and can't be paused. Make sure that you choose a time interval in which you can solve the puzzles undisturbed.

When you decide to start a qualification you go to the page "participate", in the menu on the right side of the championships' website. On that page you'll find a description of the next steps, that are also shortly explained below. Firstly you'll find here the booklets with the actual qualification puzzles. These are in a pdf-format, secured with a password. Make sure you have installed a program in which you can open and print a pdf file (e.g. Acrobat Reader). As soon as you press the button "start puzzle qualification" or "start sudoku qualification", your 60 minutes begin to count down. You are directed to the page with the submission form, where you will find your password for the pdf. After these steps, you can print the puzzles and start solving.

Also keep your instruction booklet close at hand. This can be useful for examples of all puzzles and answer keys, and for the puzzle instructions.

How to submit your solutions?

On the "submit" page you will find the timer (at the bottom of the page) that counts down the 60 minutes, and you can fill in the answer codes for each solved puzzle. You submit your answers by pressing the "submit" button. This button is located both above as well as below the answer form; it doesn't matter which of the two buttons you press.

You can submit your answers **as often as you like** during the 60 minutes and you can also correct your previous answers. The system keeps the last answers that you submit so you don't need to fill in answers again. **The last submitted answer form** is the one that counts, even if you have corrected a right answer into a wrong one. The system doesn't accept answers once the 60 minutes have passed. So keep an eye on the remaining time.

Answer form:

1. Tapa:	<input type="text" value="BWWBBWBWBB"/>	<input type="text" value="WBWBBWBWBB"/>	?
2. Akari - hexagonal:	<input type="text" value="201100321"/>		?
3. Disco:	<input type="text" value="BWWBBWWWBW"/>	<input type="text" value="WBWBBWBWBB"/>	?
4. U-bahn:	<input type="text" value="LTI-XL"/>	<input type="text" value="LX-TII"/>	?
5. Wittgenstein briquet:	<input type="text" value="20131021"/>		?
6. Pentominous - borders:	<input type="text" value="VTLZPI"/>	<input type="text"/>	?
7. Kakuro - consecutive pairs:	<input type="text"/>	<input type="text"/>	?
8. Double choco:	<input type="text"/>	<input type="text"/>	?
9. Line of sight:	<input type="text"/>	<input type="text"/>	?
10. Letter weights:	<input type="text"/>		?

Timer:

00 : 28 : 17

hours minutes seconds

Expected: 3-10 letters from 'filnptuvwxzFILNPTUVWXYZ'

Powered by [Data443 Evergreen Countdown](#)

Be aware that changing from **English** to **Dutch** during submission (i.e. when you are in the submission page) will delete all your previous data. Therefore make your decision for your preferred language **before you press the start button!**

Answer keys

For each puzzle and sudoku you will need to submit answer keys, that are described further on in this booklet. For many puzzles this implies copying the cell values of two rows in the corresponding cells on the answer form. For some puzzles a certain value for each row needs to be submitted.

On the previous page a screenshot is given of a filled in answer form. When you hover your mouse over the question mark a text will appear telling you what kind of code is expected (for example: expected: 10 digits between 0 and 9).

What's at stake

At stake is qualification for the live finals of the Dutch Puzzle and Sudoku Championships 2025.

During the live finals there will be prizes for the top three participants in both categories WCPN and ORTEC. To be crowned Dutch Puzzle Champion or Dutch Sudoku Champion, you need to have the Dutch Nationality, and be a member of the Dutch Puzzle Association WCPN.

Apart from crowning the Dutch Champions, the championships also acts as part of the qualification for the World Puzzle and Sudoku Championships 2025, that will be held from September 21st until September 28th 2025 in Eger (Hungary). All participants for the Dutch team in the World Puzzle and Sudoku Championships need to have the Dutch Nationality and be a member of WCPN. Furthermore we need to mention that participation in the World Championships is at your own expense.

Etiquette

We expect everybody to solve the puzzles **individually**, without the help of aids like calculators, solvers, etc. and without having contact about the puzzles with other people. In an online tournament we obviously cannot check the participants' behavior. Therefore, in the spirit of good sportsmanship, we expect everybody to participate in a fair, honest way. When we nevertheless detect that someone has cheated, the organization has the right to remove this person from the results.

Qualification

After the qualification results will be published for each championship. The best participants of the categories WCPN and ORTEC will be invited for the finals, which will be held on Saturday the 10th of May 2025 at ORTEC; the address being: Houtsingel 5, 2719 EA Zoetermeer, the Netherlands.

The total number of participants in the final will be approximately 50 (WCPN and ORTEC combined). The exact ratio and amounts will be determined after the qualifications by the organizing committee. The three best participants in the categories WCPN and ORTEC during the previous Dutch Championships in 2024 will be exempt from qualification, but are of course welcome to take part just for fun (hors concours).

Qualification result

The qualification result will be determined on the basis of the number of points that a participant has scored during the period of 60 minutes. In case a participant solves all puzzles correctly within the 60 minutes he/she will receive a bonus of 10 points for each full minute that he/she has submitted before the end of the 60 minutes. In case of a draw, the participant that has sent in his or her results in the shorter amount of time, wins over someone that needed more time. The time of receipt, noted upon your solution form is binding.

Printing of puzzles

The puzzles can be downloaded from the "participate" page. The pdf's are secured with a password, that you will receive after you press the "start puzzle/sudoku qualification" button. You are directed to the submission page, where you will find your password. Your time will already start at that moment.

You need to print the puzzles yourself. Be sure your printer is on and ready to print. (Hint: start solving directly after printing the first page or solve the puzzles digitally if you have a suitable device!).

Questions

If you have any questions or remarks about (the qualification for) the Dutch Puzzle and Sudoku Championship 2025, or about the contents of this Instruction Booklet and/or the puzzles/sudokus it contains, you can send an email to: wcpn.pzzl@gmail.com.

Submitting the answer keys

- For each **Sudoku** a key needs to be submitted in the answer form for two solved rows.
In the puzzle booklets, the corresponding rows are indicated by an **orange arrow**.

For **sudokus** this implies transferring de digits of all cells in de **indicated rows**:

1348697252

row 4

247153896

row 8

- For each **Puzzle** a key needs to be submitted in the answer form for either two solved rows (in which case these rows are indicated by an **orange arrow**), or for the whole grid (in which case it is indicated that you should consider **each row**).

Below it is explained how the answer key of each **puzzle** needs to be composed.
It makes no difference whether letters are capitalized or not.

Be aware: The given row numbers are correct but the values are fictional!!!

1. Tapa

BWWBBWBWBB

row 6

WBWBBWBWWB

row 9

- indicate for each cell in the **indicated rows** whether the cell is black (B for BLACK) or white (W for WHITE).

2. Akari

201100321

- indicate the number of lightbulbs for **every horizontal row**.

3. Disco

BWWBBWVWVW

row 2

WBWBBWBWVW

row 5

- indicate for each cell in the **indicated rows** whether the cell is black (B for BLACK) or white (W for WHITE).

4. U-bahn

LTI-XL

row 1

LX-TII

row 4

- indicate for each cell in the **indicated rows** which sign is filled in, with X as a crossing, T as a three-way intersection, L as a corner and I as a horizontal or vertical line.
- use "-" (minus sign) for an empty cell.

5. **Wittgenstein briquet**

20131021

- indicate the number of horizontal blocks for *every row*.

6. **Pentominous**

VTLZPI

row 2

FIXYW

row 8

- indicate for *every pentomino* that can be found (i.e. not for every separate cell) in *the indicated rows* the corresponding letter FILNPTUVWXYZ in the correct order.

7. **Kakuro**

2873156

row 2

497123

row 5

- indicate all the digits for each cell in the *indicated rows*.
- *Black cells are to be ignored.*

8. **Double choco**

4

row 2

6

row 5

- indicate for the *indicated rows* the number of different areas.

9. **Line of sight**

ioioioio

row 2

oioioioi

row 7

- indicate for each cell in the *indicated rows* if the cell is inside (i) or outside (o) the loop.

10. **Letter weights**

123456789101112

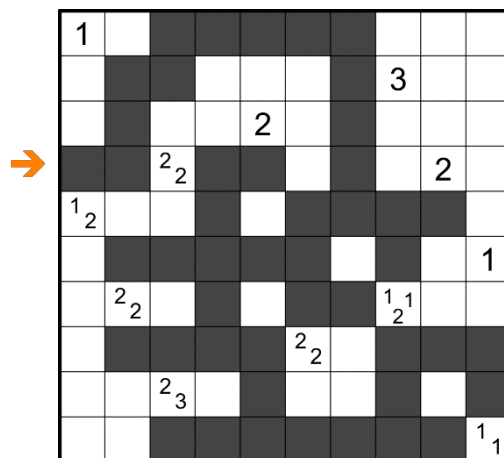
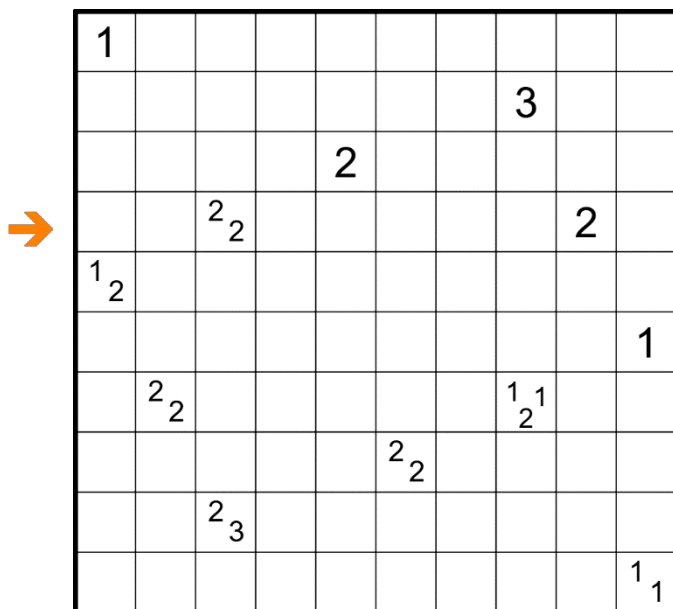
- indicate the number of points of *every letter* in alphabetical order.

Puzzle examples

TAPA

PUZZLE 1; 34 POINTS

Shade some cells such that all shaded cells form a single wall of orthogonally connected cells, where **no 2x2 area is fully shaded**. Clue cells remain white and indicate the length of the wall in the eight surrounding cells. When a clue cell contains more than one clue, the different wall segments must be separated by at least one white cell.



→

B	B	W	B	B	W	B	W	W	W
---	---	---	---	---	---	---	---	---	---

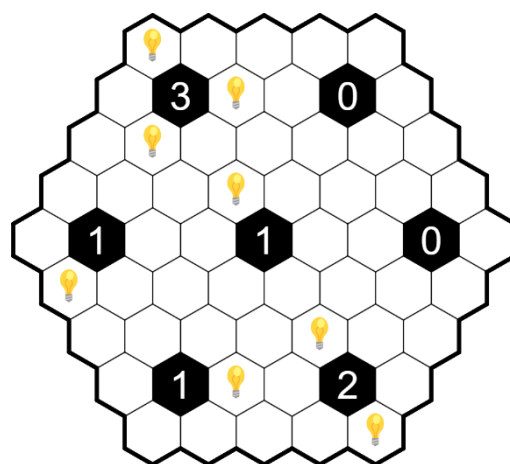
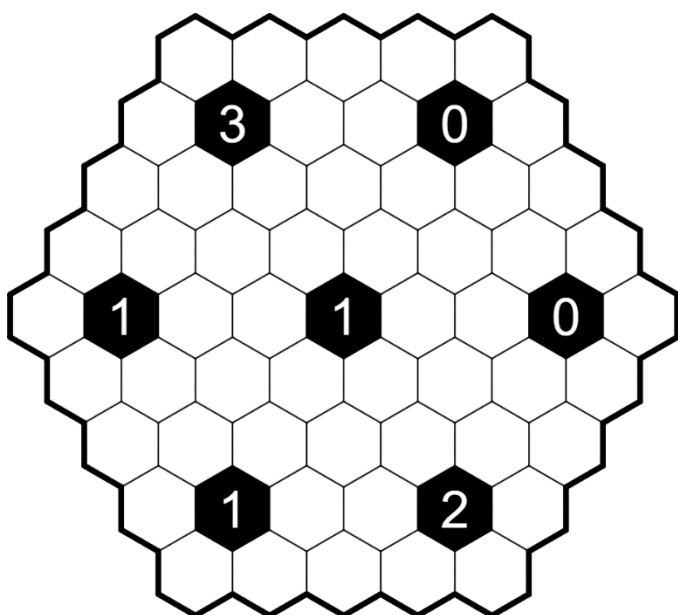
indicate for each cell in the *indicated rows* whether the cell is black (B for BLACK) or white (W for WHITE).

penpa-link: <https://tinyurl.com/26r2mr26>

LIGHTBULBS (AKARI) - HEXAGONAL

PUZZLE 2; 39 POINTS

Place lightbulbs in some of the empty cells, such that every white cell is illuminated. Lightbulbs illuminate the cell it occupies as well as all cells seen in a straight line in each of the 6 directions, until the path reaches a black cell or the border of the diagram. Lightbulbs can not illuminate each other. Clues inside the grid indicate the number of lightbulbs in all 6 surrounding cells.



1	1	1	1	0	1	1	1	1
---	---	---	---	---	---	---	---	---

indicate the number of lightbulbs for every horizontal row.

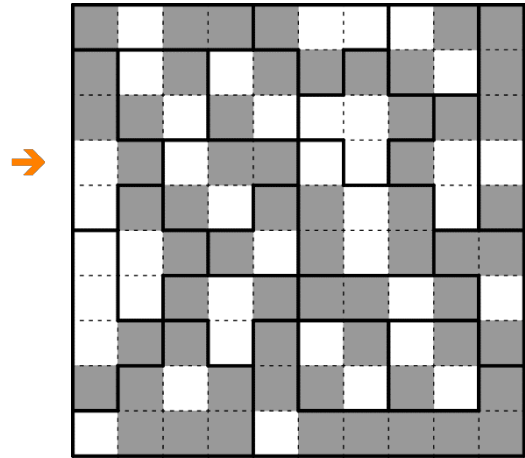
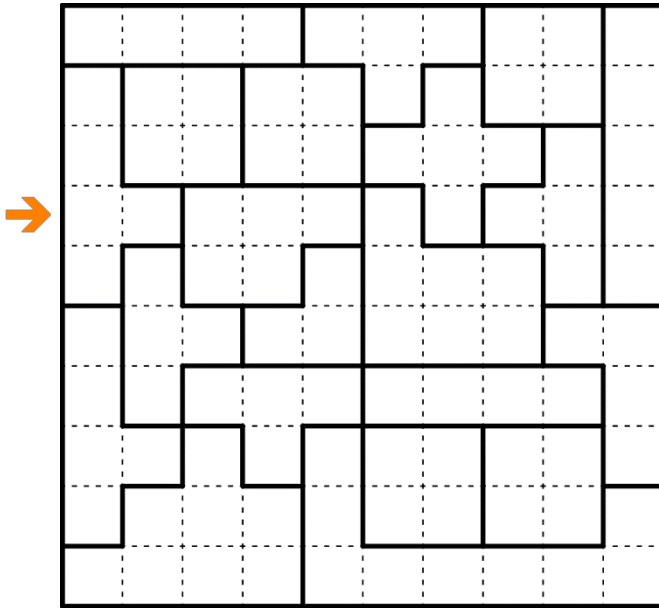
penpa-link: <https://tinyurl.com/26jy3hyt>

Puzzle examples

Disco

PUZZLE 3; 42 POINTS

Shade some cells such that all shaded cells form a single wall of orthogonally connected cells, where **no 2x2 area is fully shaded**. Each bold outlined region contains exactly two separate wall segments.



→

W	B	W	B	B	W	W	B	W	W
---	---	---	---	---	---	---	---	---	---

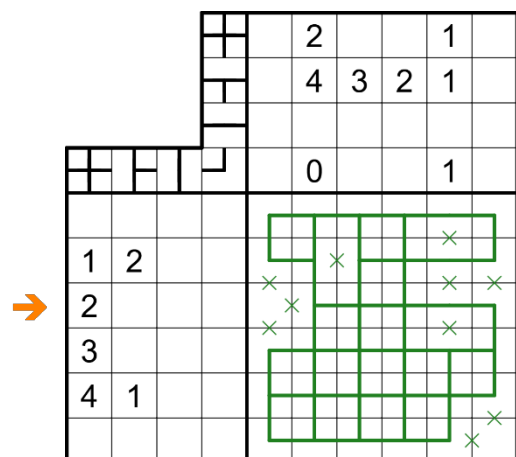
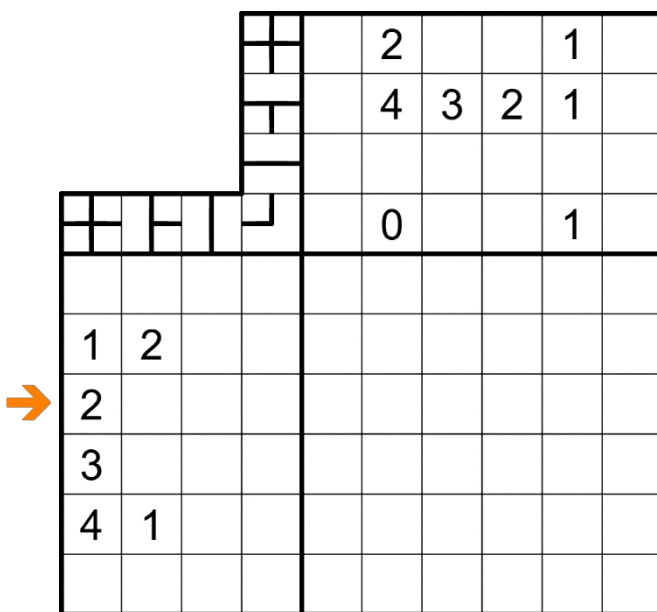
indicate for each cell in the *indicated rows* whether the cell is black (B for BLACK) or white (W for WHITE).

penpa-link: <https://tinyurl.com/26hsx6ob>

U-BAHN

PUZZLE 4; 44 POINTS

Draw a single connected subway line plan through some of the white cells of the grid, by connecting the centers of adjacent cells. The line may branch, but no dead ends may occur. To the left and above the grid possible shapes for a cell are given. When a number is given, it indicates how many of the related shapes can be found in the corresponding row or column, where shapes may be rotated and/or mirrored.



→

-	T	X	X	I	L
---	---	---	---	---	---

indicate for each cell in the *indicated rows* which sign (XTLI-) is filled in.

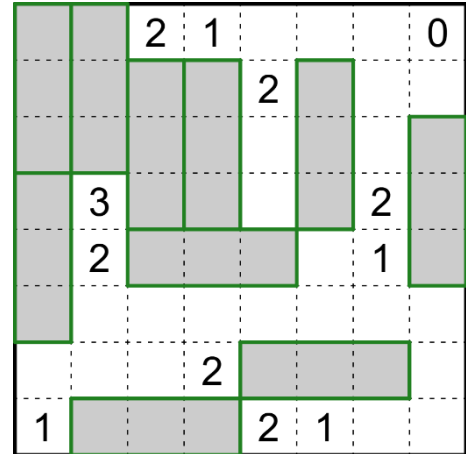
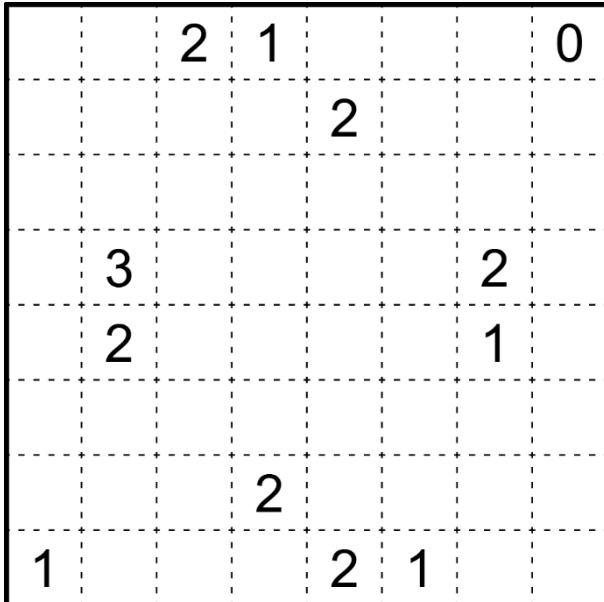
penpa-link: <https://tinyurl.com/23ry64s7>

Puzzle examples

WITTGENSTEIN BRIQUET

PUZZLE 5; 54 POINTS

Locate some blocks in the grid, by drawing in their edges, such that all remaining empty cells create a single group of connected cells. Blocks have a size of 1x3 cells and cannot overlap each other. Clue cells remain empty, and indicate how many of the directly adjacent cells contain a block.



0	0	0	0	1	0	1	1
---	---	---	---	---	---	---	---

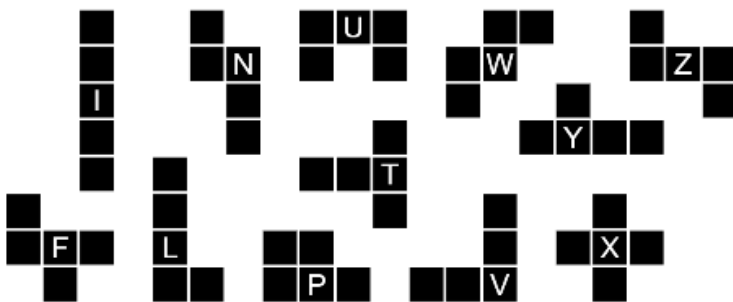
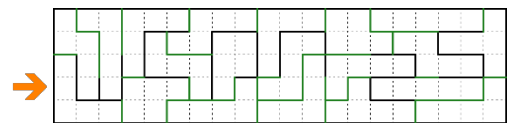
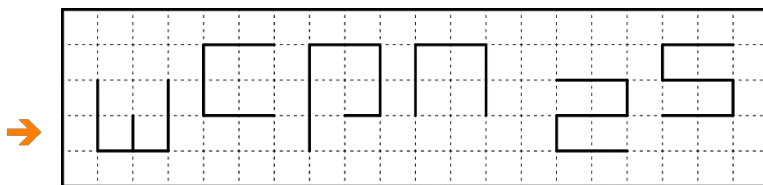
indicate the number of horizontal blocks for every row.

penpa-link: <https://tinyurl.com/28t4skjg>

PENTOMINOUS - BORDERS

PUZZLE 6; 61 POINTS

Divide the grid into pentominos such that each cell in the grid is part of exactly one pentomino. Pentominos may be rotated and/or mirrored. Pentominos of the same shape may touch each other only diagonally. Some of the borders between pentominos are already given.



V	N	L	P	Z	P	L	Z	V	L	Y	I	L
---	---	---	---	---	---	---	---	---	---	---	---	---

indicate for every pentomino in the indicated rows the corresponding letter FILNPTUVWXYZ.

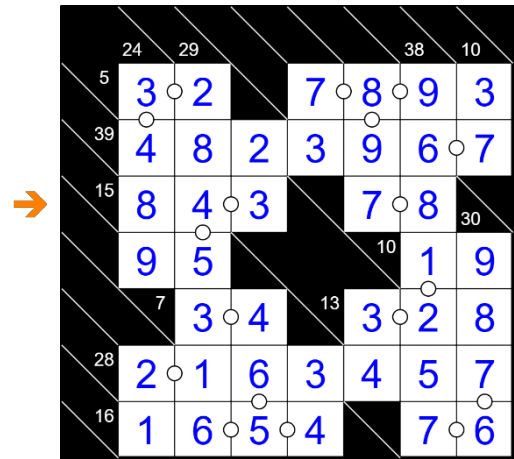
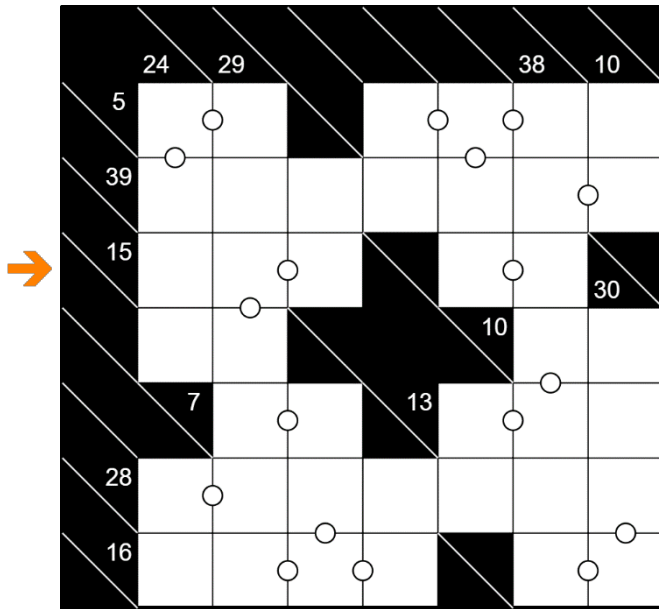
penpa-link: <https://tinyurl.com/2xju7eas>

Puzzle examples

KAKURO – CONSECUTIVE PAIRS

PUZZLE 7; 69 POINTS

Place digits 1-9 in all white cells, where each set (of connected white cells) can only contain **different** digits. The clues in the grey cells indicates the sum of a set. A clue above a diagonal refers to the set of digits to its right. A clue beneath a diagonal refers to the set of digits below it. A circle between two adjacent cells indicates that the digits are consecutive. Not all circles are necessarily given.



8	4	3	7	8
---	---	---	---	---

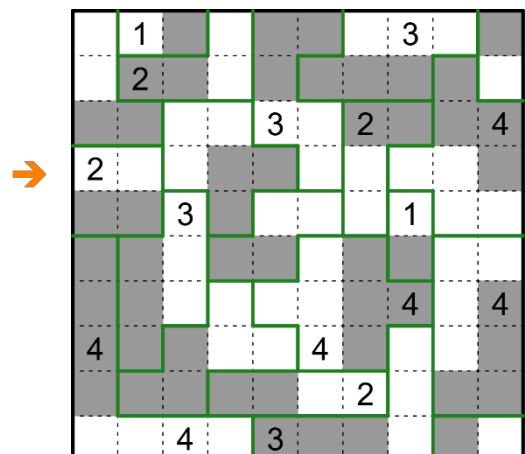
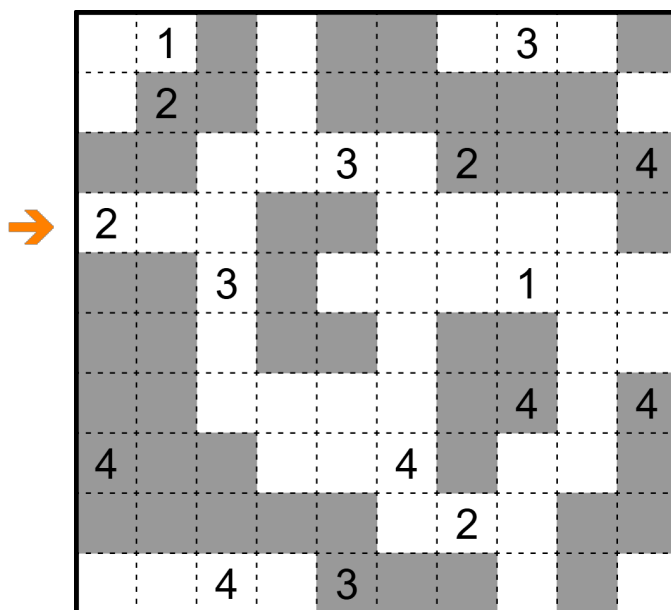
indicate the digit for each cell in the *indicated rows*; ignore black cells.

penpa-link: <https://tinyurl.com/27xhx08k>

DOUBLE CHOCO

PUZZLE 8; 80 POINTS

Divide the whole grid into regions by drawing in the edges on the dotted lines, such that each region consists of one white and one shaded part, with exactly the same shape (where these shapes can be rotated or mirrored images of each other). Clues inside the grid indicate the number of cells in that region that have the corresponding colour (and hence indicate half the size of the total region). A region may contain none, one, or multiple clues.



5

indicate for the *indicated rows* the number of different areas.

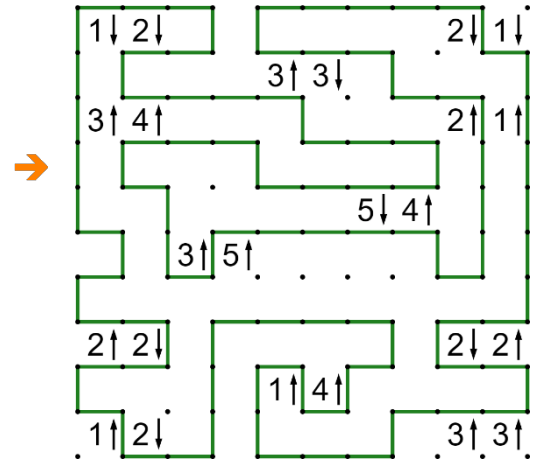
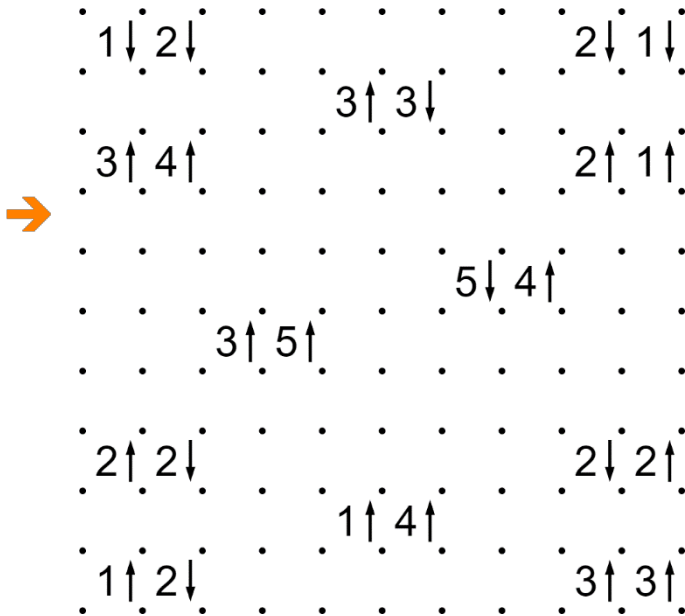
penpa-link: <http://tinyurl.com/ysr3cfp3>

Puzzle examples

LINE OF SIGHT

PUZZLE 9; 87 POINTS

Draw a single closed loop into the grid by connecting the dots horizontally or vertically. The loop cannot touch itself, not even diagonally. A clue indicates the length of the first line segment that you come across in the direction of the corresponding arrow, and that hence lies perpendicular to that direction.



i	o	o	o	i	i	i	i	o	i
---	---	---	---	---	---	---	---	---	---

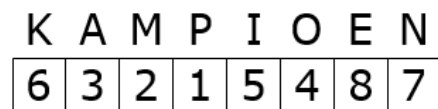
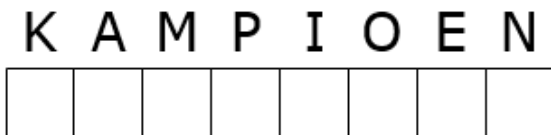
indicate for each cell in the indicated rows if the cell is inside (i) or outside (o) the loop.

penpa-link: <http://tinyurl.com/2bz63xxa>

LETTER WEIGHTS

PUZZLE 10; 90 POINTS

Attach a different value (1-8) to each letter, such that the numbers behind the given words indicate the sum of all letters' values in that word.



Reeks: 1~8

- | | |
|--------|----|
| KIP | 12 |
| MAKAAK | 23 |
| MAKI | 16 |
| OKAPI | 19 |
| POEMA | 18 |

A	E	I	K	M	N	O	P
3	8	5	6	2	7	4	1

indicate the number of points of every letter in alphabetical order.

Sudoku examples

SUDOKU - CLASSIC

PUZZLE 1 - 3; 25, 25, 58 POINTS

Place the digits 1-9 exactly once in each row, column and 3x3 block.

→

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

→

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

→

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

penpa-link: <https://tinyurl.com/28s2y4xh>

SUDOKU - CONSECUTIVE

PUZZLE 4; 47 POINTS

Place the digits 1-9 exactly once in each row, column and 3x3 block. **All** two adjacent cells with consecutive digits are marked with a circle.

→

1		2		3		4		5
		6		7		8		9

→

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

→

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

penpa-link: <https://tinyurl.com/2yzvw73x>

Sudoku examples

SUDOKU - SANDWICH

PUZZLE 5; 64 POINTS

Place the digits 1-9 exactly once in each row, column and 3x3 block. Clues outside the grid indicate the sum of the digits that have to be placed between the digit 1 and the digit 9 in that row or column.

			12	10	23	3	3	14	3
8									
28									
9		1							
→ 11			3						
18				5					
8					7				
8							9		
8									

penpa-link: <https://tinyurl.com/27m6823c>

			12	10	23	3	3	14	3
8	2	4	3	5	6	1	8	9	7
28	7	9	6	8	4	3	5	2	1
9	5	8	1	7	2	9	6	4	3
→ 11	6	7	8	3	1	2	4	5	9
18	1	2	4	9	5	6	7	3	8
8	3	5	9	4	8	7	2	1	6
8	8	1	5	6	3	4	9	7	2
8	9	6	2	1	7	5	3	8	4
8	4	3	7	2	9	8	1	6	5

→

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

SUDOKU - EXTRA REGIONS

PUZZLE 6; 69 POINTS

Place the digits 1-9 exactly once in each row, column, 3x3 block as well as each shaded region.

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

penpa-link: <https://tinyurl.com/2d7arq3g>

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

→

8	3	1	5	4	2	6	7	9
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Sudoku examples

SUDOKU - DIAGONAL

PUZZLE 7; 71POINTS

Place the digits 1-9 exactly once in each row, column, 3x3 block as well as both marked diagonals.

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



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



3	8	5	9	6	4	7	1	2
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penpa-link: <https://tinyurl.com/23rnzrce>

SUDOKU - OUTSIDE

PUZZLE 8; 72 POINTS

Place the digits 1-9 exactly once in each row, column and 3x3 block. Digits outside the grid have to be placed in one of the first three cells from that side.

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



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



4	9	6	3	2	7	8	5	1
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penpa-link: <https://tinyurl.com/288pcnxg>

