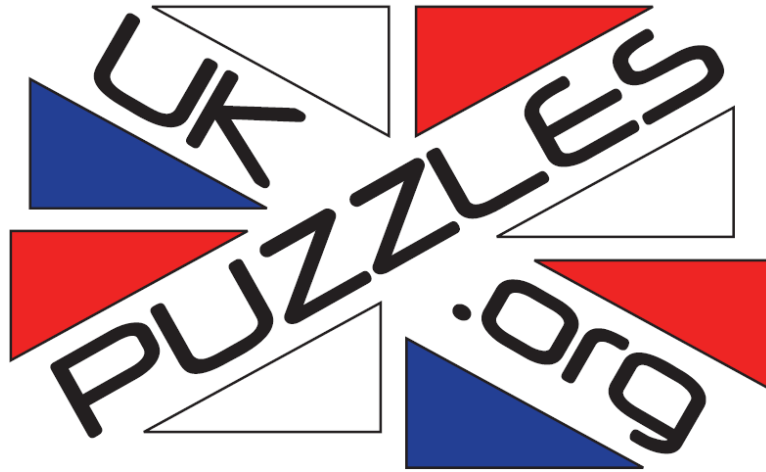




UKPA Open Tournament

24th February, 2024

Round Team
Puzzles by Clover

Time 30 minutes.

The team round is a fun round after the individual rounds have been completed, giving the competitors something to do whilst we are marking the final individual round, giving solvers the experience of working together as a team.

Competitors will be placed into teams by the organisers.

Each team member will have a puzzle to work on that will have a number of overlapping grids. Once the individual puzzle is complete, four digits will be identified that will be required to be transferred to an 8x8 Sudoku grid. The winning team will need to have completed all four grids fully (and correctly 😊).

Individual Puzzles

Normal 6x6 Sudoku rules apply within each of the overlapping 6x6 grids (that is, fill the grid with the 1-6 to that each digit appears once in each row, column and outlined 2x3 region).

Cells in overlapping areas must obey Sudoku rules for both grids.

Each individual puzzle will include four Sudoku variants: Sandwich, Arrow, Killer and Little Killer.

Some clues are given as variables: X, Y, A, B and C. Each time you see a specific variable, it refers to the same number in all puzzles. For example, if you determine that X=100, then it is always 100 in your puzzle and those of your teammates. Different variables do not necessarily refer to different numbers.

Final Puzzle: Normal 8x8 Sudoku rules apply: fill the grid with the digits 1 to 8 so that each row, column, and 2x4 outlined region contains each digit once. Each participant should copy the four digits from the marked corner of their puzzle into the corresponding corner of the 8x8 Sudoku in the same orientation.

Sandwich: Some rows and columns are marked with small horizontal or vertical arrows (in the competition puzzle, not the example). Clues adjacent to these rows or columns indicate the sum of all digits “sandwiched” between the 1 and the 6 in that row or column.
 This example indicates the sum of all digits “sandwiched” between the 1 and 9.

	14	11	22	31	5	12	27	7	5
20	9								7
22									
7									
21									
32				2					
8									
6									
14									
8	4								5

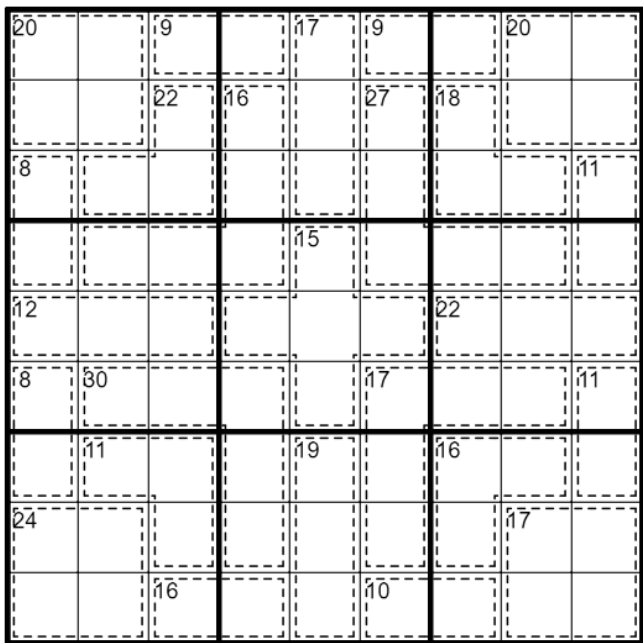
	14	11	22	31	5	12	27	7	5
20	9	5	2	4	6	3	1	8	7
22	6	4	3	1	8	7	5	2	9
7	8	7	1	2	5	9	4	6	3
21	1	8	7	6	9	4	3	5	2
32	3	9	6	5	2	8	7	4	1
8	5	2	4	7	3	1	8	9	6
6	2	3	5	8	1	6	9	7	4
14	7	6	9	3	4	5	2	1	8
8	4	1	8	9	7	2	6	3	5

Arrow: Digits along arrows sum to the value in the attached circle. Digits may repeat along arrows.

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

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

Killer: The digits in each cage must sum to the indicated totals. Digits do not repeat in cages.



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

Little Killer: Some diagonals are marked with small diagonal arrows. The digits along these diagonals sum to the indicated totals. Digits may repeat along diagonals.

