Name:		Points:	

UKPA Open Tournament
7th March, 2026

Round 1
Surf's Up

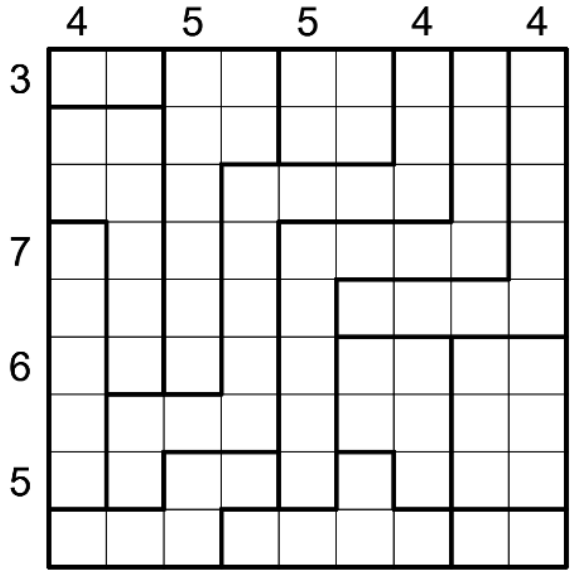
Puzzles by Anthea McMillan, Helen Arnold, James McGowan & Bram de Laat

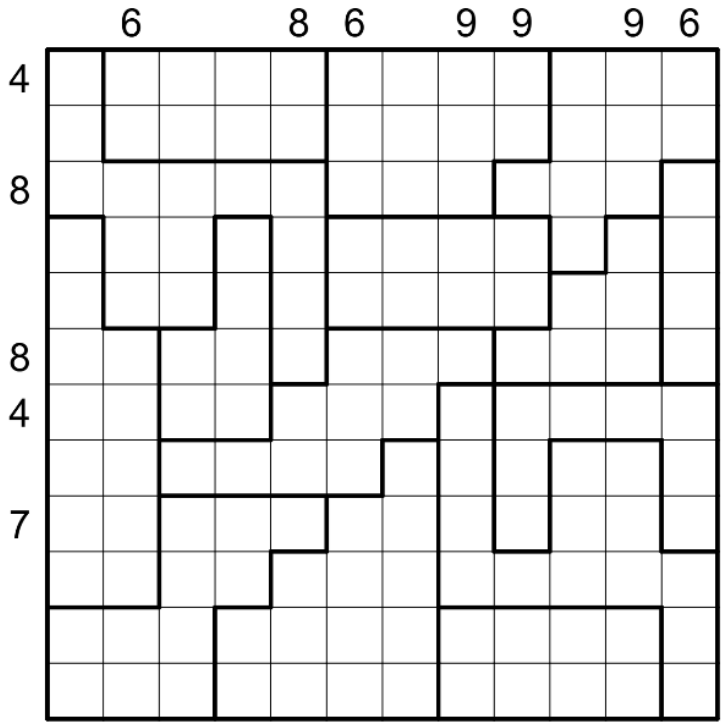
	Puzzle	Points
1 & 2	Aquarium	32 & 33
3 & 4	Creek	31 & 27
5 & 6	Oasis	44 & 31
7 & 8	Cross the Streams	45 & 80
9	Umbrellas	60
10	I Hope it's Sunny	16
11	Inner Coral	47
12	Nurikabe	25
13	Tapa Islands	28
14	Akari	23
15	Coral	39
16	Canal View	51
17	Nemo	38
	Total	**650**

Time: 75 minutes.

1 & 2 Aquarium (32 & 33)

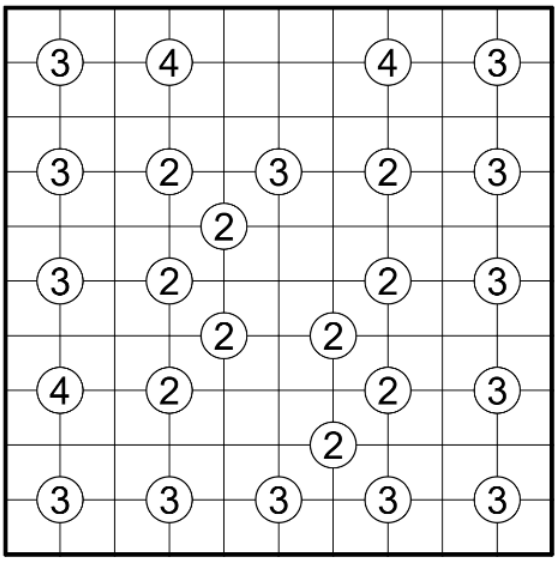
Shade some cells. A number at the edge of the grid indicates the number of black cells in the corresponding row or column. Black cells are filled with water. A region must be filled with water (I.e. black cells) from bottom to top. Water in a region must have the same surface level everywhere, unless it has an upside-down U-shape, where both legs may be at different heights until the U intersection has been reached.

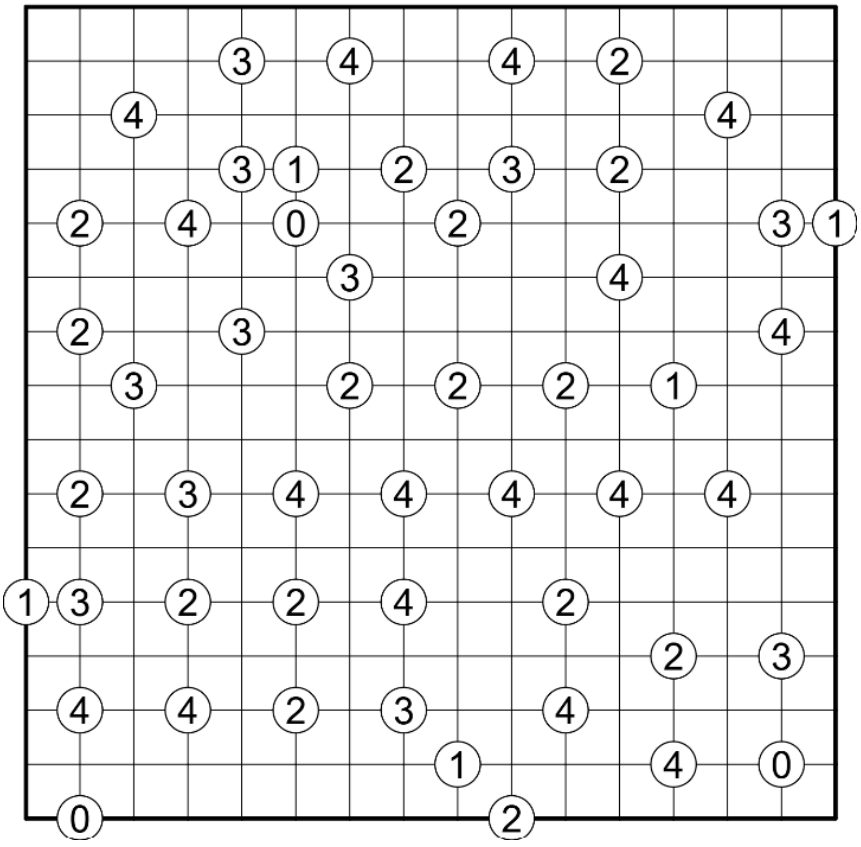




3 & 4 Creek (31 & 27)

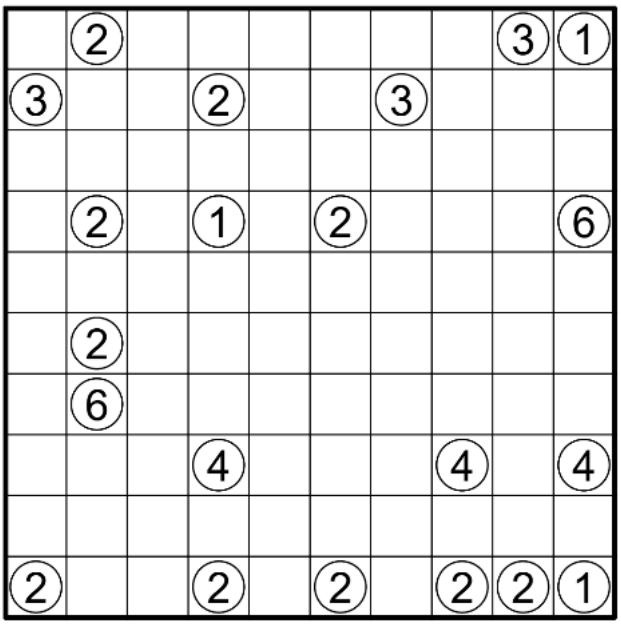
Numbers in circles identify the number of cells adjacent to that circle which have to be shaded. The remaining unshaded cells must form a single orthogonally connected area (the creek).

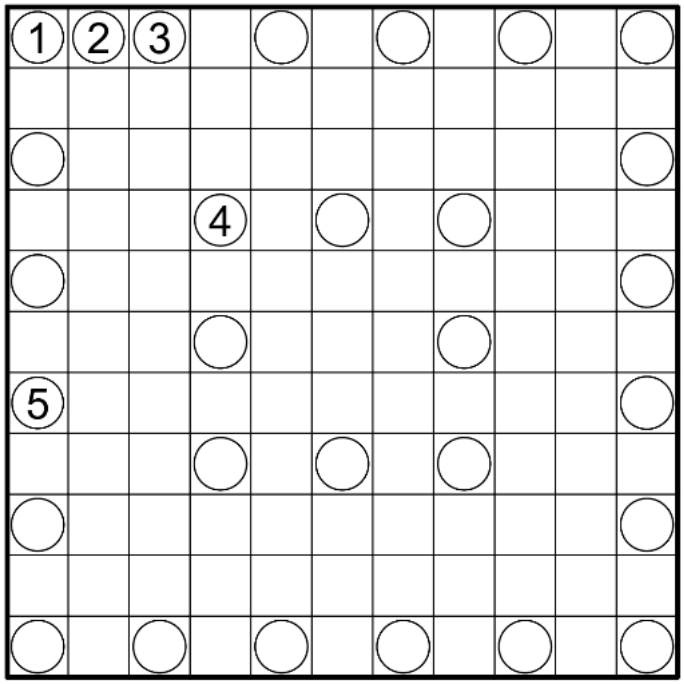




5 & 6 Oasis (44 & 31)

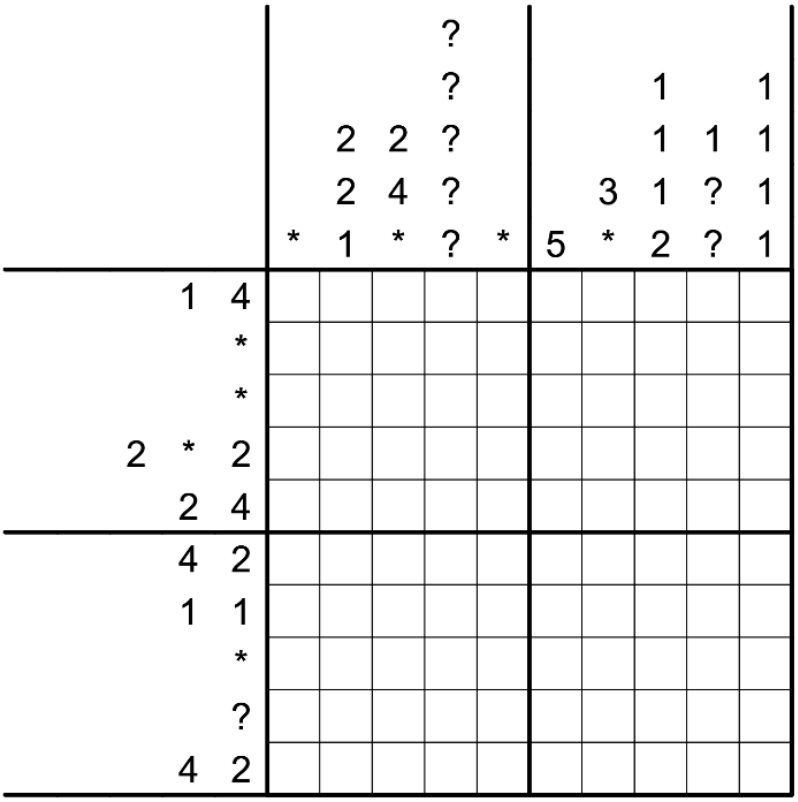
Shade some cells in the grid. Shaded cells cannot touch each other orthogonally. All unshaded cells must be orthogonally connected. Unshaded cells cannot form a 2×2 square. Cells with circles cannot be shaded. A number in a circle indicates how many other circles can be reached from that cell by passing orthogonally through empty unshaded cells (it cannot pass through a shaded cell nor a cell with a circle).

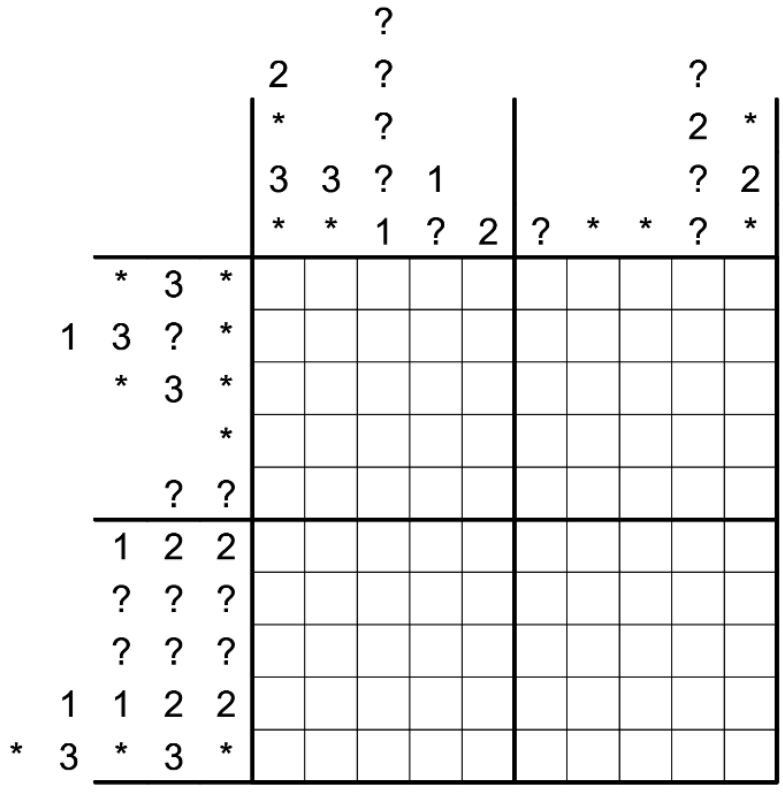




7 & 8 Cross the Streams (45 & 80)

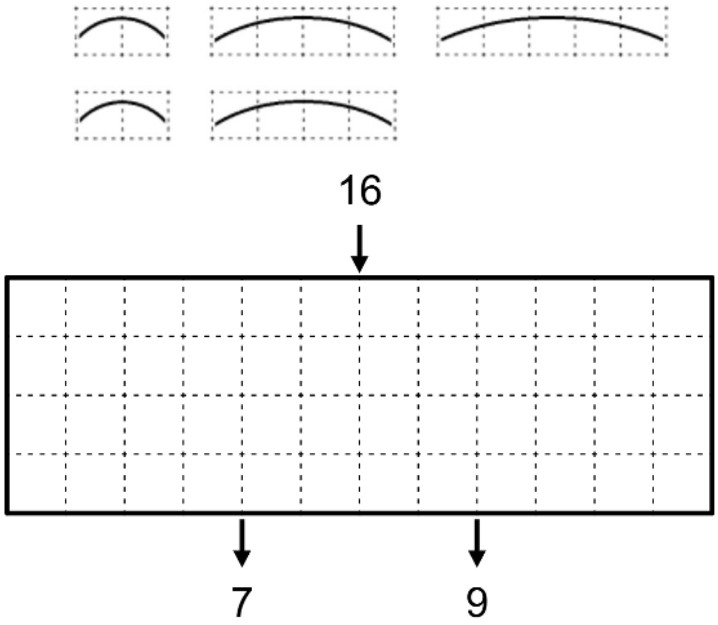
Shade some empty cells black to create a single group of black cells that are all connected to each other through their edges. No 2×2 cell area within the grid contains all black cells. Numbers to the left/top of the grid represent the groups of consecutive black cells which are in that row/column in order, either from left to right or from top to bottom. For example, a clue of “3” means the row or column has three consecutive black cells, and a clue of “3 1” means that the row or column has a group of three consecutive black cells followed by a single black cell, separated by at least one white cell. A question mark (?) represents a group of consecutive black cells whose size is unknown; an asterisk (*) represents any number of unknown groups of black cells, *including none at all*. (The bold lines dividing the grids into 5×5 blocks are to help with counting.)





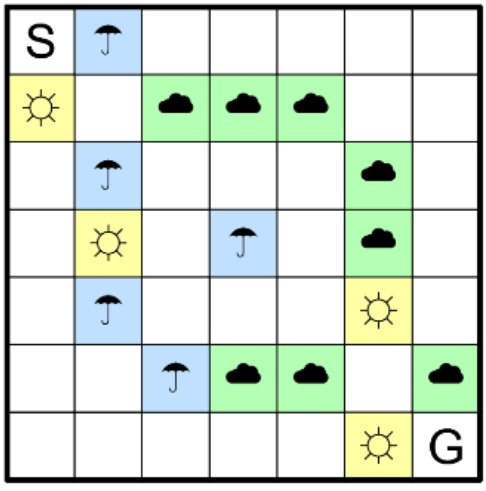
9 Umbrellas (60)

Place all of the given 1xN umbrella shapes into the grid, without rotating or overlapping. 16 units of water fall into the grid at the given location. If water lands on an umbrella it flows to the nearest edge and then keeps falling. If water lands at the centre of an umbrella, half flows to the left edge and half flows to the right edge. Numbers below the grid show how many units of water exit at each location.



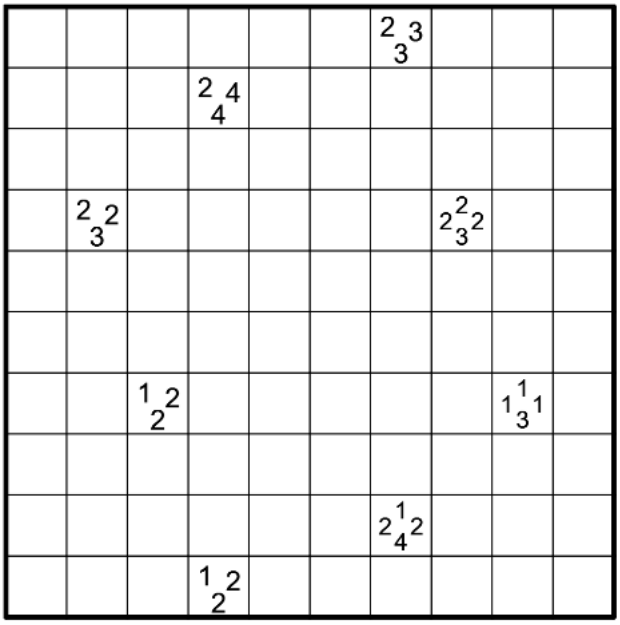
10 I Hope it's Sunny (16)

Draw a path from the top left cell (S) to the bottom right cell (G) that passes through every cell once. The path cannot go directly from an umbrella to a sun or vice-versa (i.e. no sudden changes in weather). The path cannot go through 3 identical symbols in a row (i.e. no prolonged rain, clouds or drought) even with blank cells between them. Note S & G not marked in the example puzzle.



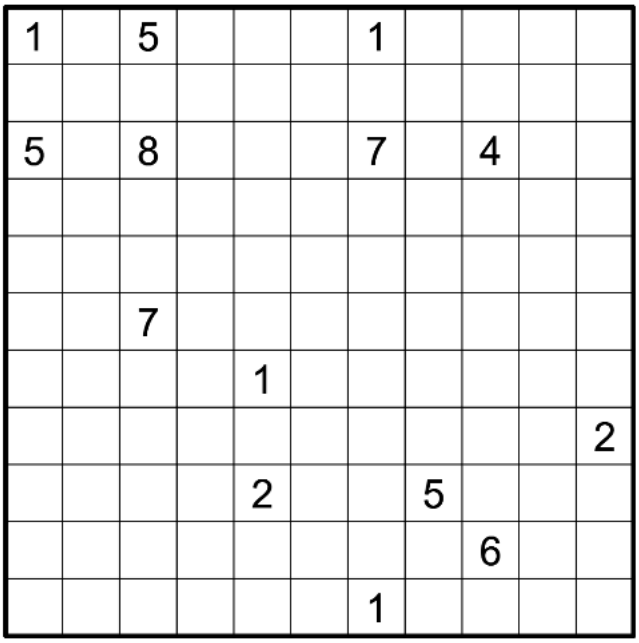
11 Inner Coral (47)

Shade some cells to create a single connected wall (the coral). Shaded cells cannot form a 2x2 square anywhere in the grid. All unshaded cells (including clue cells) must be connected orthogonally to an edge of the grid. Clue cells indicate the lengths of the first shaded segments visible from the clue cell in all four directions (clues are given in ascending order). Clue cells cannot be shaded. For clarity, when considering the first shaded segment in a direction, clue cells see through all empty cells including other clue cells to the edge of the grid to the nearest segment.



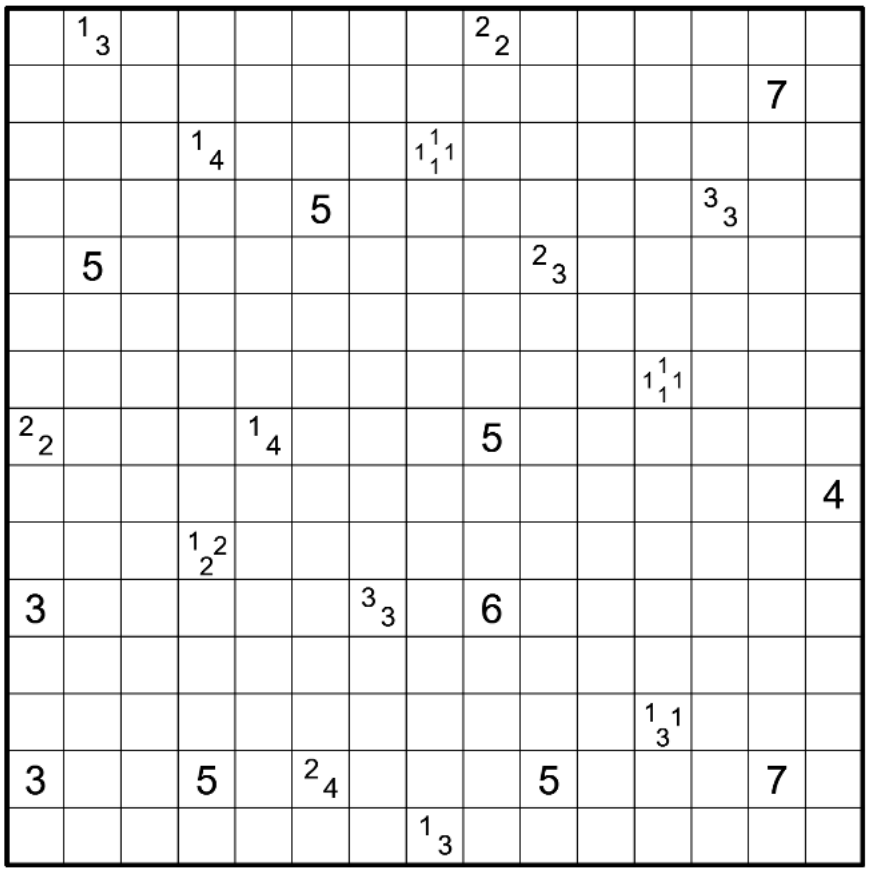
12 Nurikabe (25)

Shade some cells to form a single connected wall. This wall cannot occupy a 2x2 area anywhere in the grid. Each number in the grid is part of a separate unshaded area, with the number indicating the number of cells in that area. Unshaded areas cannot touch each other by a side. Each unshaded area (islands) must contain exactly one number.



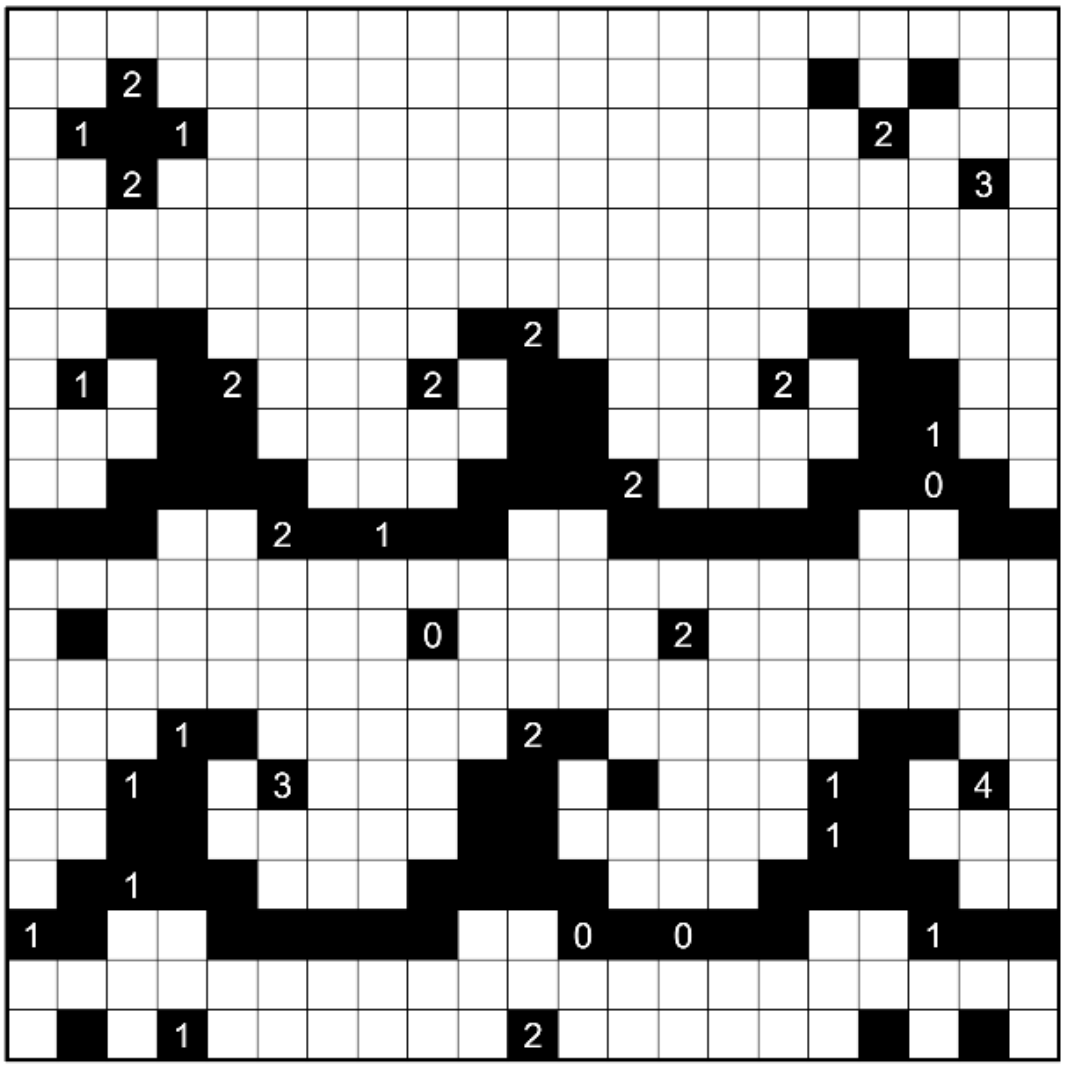
13 Tapa Islands (28)

Shade some cells to form a single orthogonally connected wall. Numbers in a cell indicate the length of consecutive shaded blocks in the 8 cells surrounding the cell. No 2x2 regions can be completely shaded. Additionally, each clue cell is part of a group of white cells or islands. The size of each island must be one of the numbers in the tapa clue. It is possible to have islands with no clue numbers given.



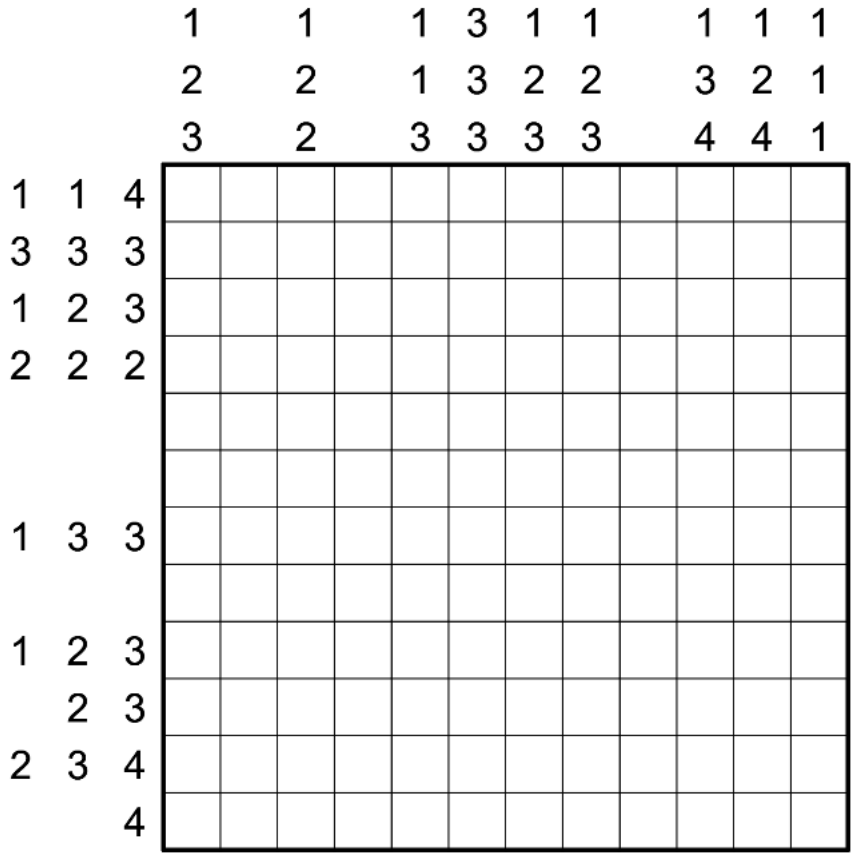
14 Akari (23)

Place light bulbs in some white cells in the grid so that every white cell is illuminated. A cell is illuminated by a light bulb if they are in the same row or column, and if there are no black cells between them. No light bulb may illuminate another light bulb, (i.e two bulbs cannot be in the same row or column unless separated by a black cell). A number in a black cell indicates the number of light bulbs sharing an edge with that cell.



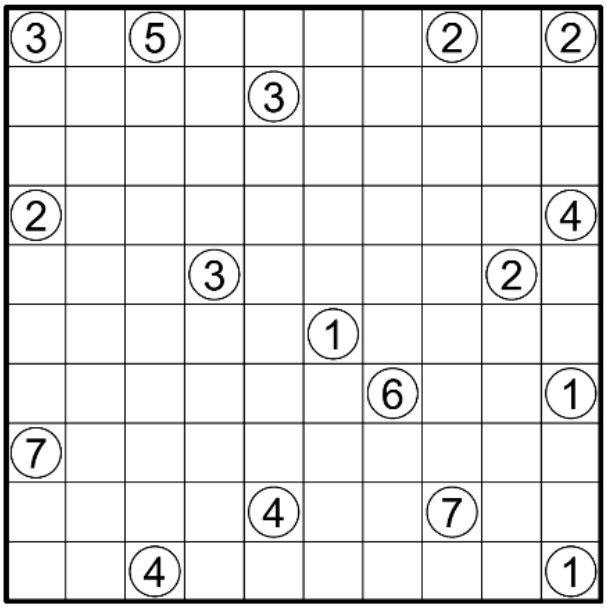
15 Coral (39)

Shade some cells such that all shaded cells are connected orthogonally into a single region. All non-shaded cells must be connected orthogonally (through other non-shaded cells) to the edge of the grid. No 2×2 group of cells can be entirely shaded. The numbers to the left of (and above) the main grid represent the lengths of contiguous shaded cell blocks in the corresponding row (or column). The lengths are not necessarily given in order from left to right (or top to bottom), and cell blocks must contain at least one unshaded cell between them. As a special case, if the single clue "0" is given, it means there must be no shaded cells in that row (or column). It is possible that not all rows and columns have given numbers.



16 Canal View (51)

Shade some cells so that all shaded cells form one orthogonally connected area. Clues cannot be shaded and represent the number of shaded cells connected in a straight line horizontally or vertically to the clue. No 2x2 region may be entirely shaded.



17 Nemo (38)

Place a number from 1-5 into some cells so that each row and column contains every number from that range with no repeats, and shade all of the remaining cells. Cells with arrows must contain a number that represents the distance to the first shaded cell appearing in the indicated direction.

