

Puzzles Round 1

U-15 Category

Name:

Contact No:


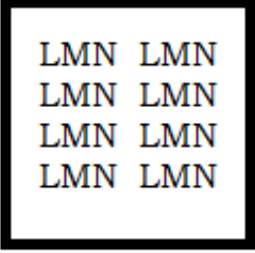
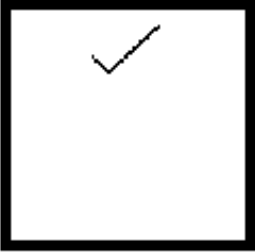
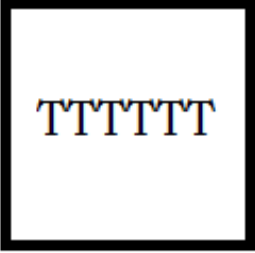

Instructions

1. Please write your name and contact number in the space provided.
2. Each Puzzle is assigned certain amount of points, based on the difficulty. Points will be awarded only if it is completely correct. There is no partial marking.
3. You may use pen or/and pencil for solving. But make sure the digits are readable.
4. External help of any kind is NOT permitted.
5. Read the puzzle instructions carefully before solving the puzzle.
6. U-15s are eligible for partial points for solving a portion of the puzzle correctly. The partial points will usually be at 50% of the puzzle points, other than exceptional cases.

Puzzle Type		No. of puzzles	Points per puzzle
Rebus		5	3
Dissection		5	6
Math	Kakuro	2	8
	Arithmetic Box	2	4
Loop	Loop Finder	2	5
	Slitherlink	2	6
Assorted	Akari	2	4
Total			99

Rebus Puzzles (3 points each)

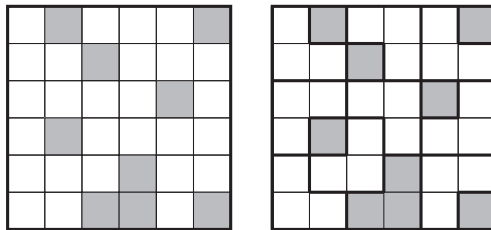
Rules – Write the word or phrase that the image depicts.

1.  Answer: _____
2.  Answer: _____
3.  Answer: _____
4.  Answer: _____
5.  Answer: _____

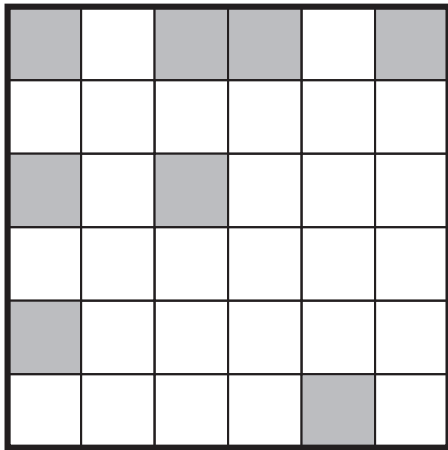
Dissection Puzzles (6 points each)

Divide the grid into many different parts. Each part will consist of the same shape (rotated/reflected will still count as the same shape). Every cell except gray cells must be part of exactly one shape. The shapes used below must all be of size 4 (example shows size 3).

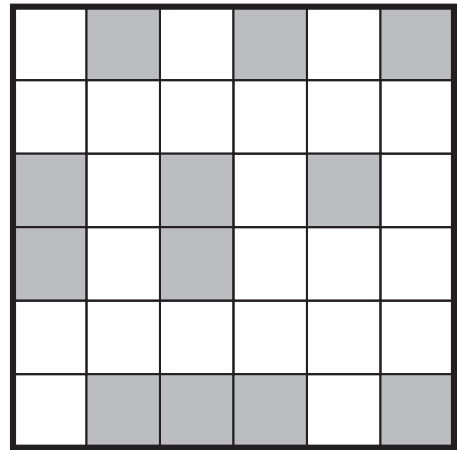
Example –



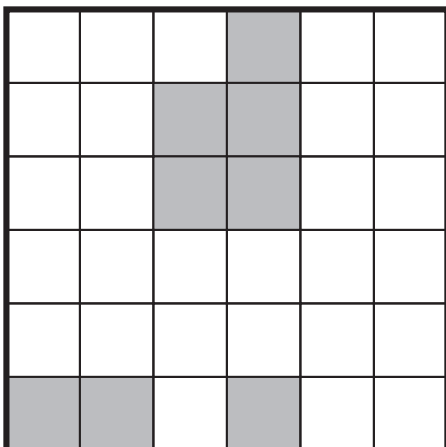
1.



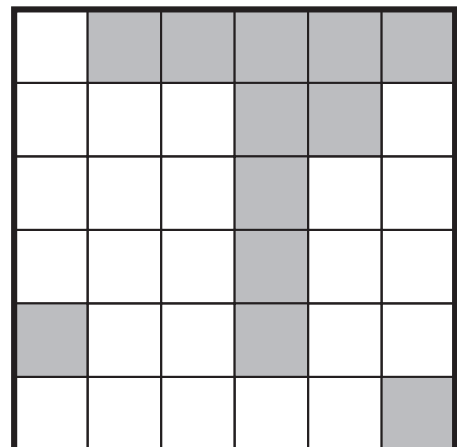
2.

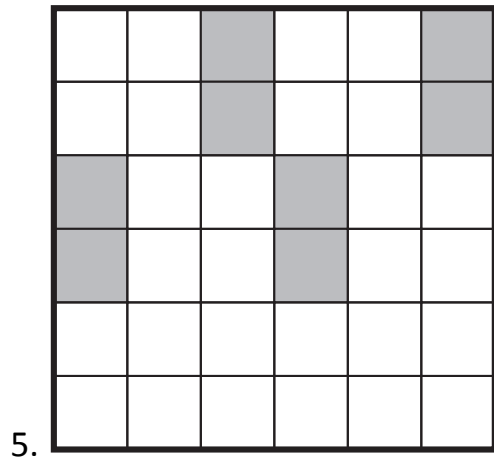


3.



4.

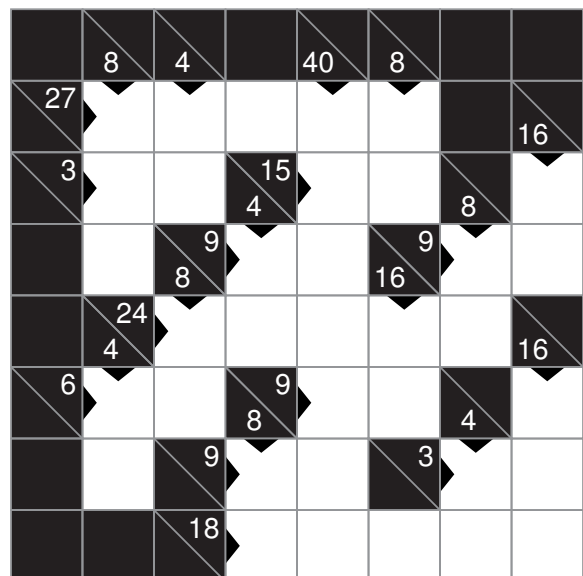
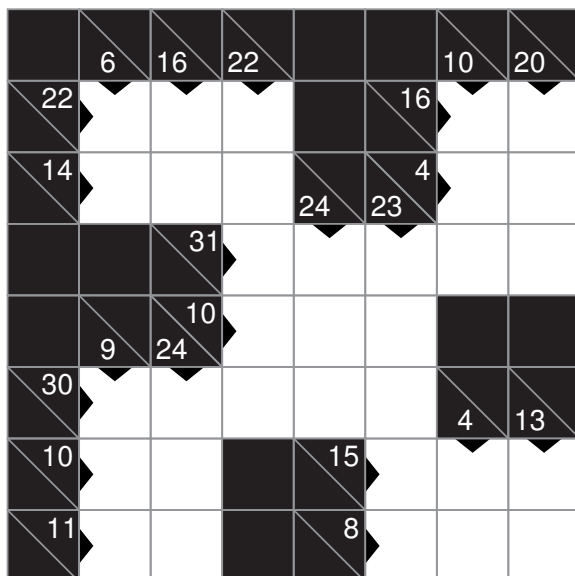




Math Puzzles (8 + 8 + 4 + 4 points)

Kakuro

Place one digit from 1 to 9 in each empty square so that the sum of the digits in each set of consecutive white squares (horizontal or vertical) is the number appearing to the left of a set or above the set. No number may appear more than once in any set of consecutive white squares. **Example -**



Arithmetic box

Place one digit from 1 to 9 in each empty square so that all 9 digits are used and the arithmetic equations are satisfied. The arithmetic equations are read from left to right or top to bottom, disregarding the BODMAS rules. **Example -**

	+		+		=	24
+		X		-		
	-		/		=	2
-		X		-		
	+		/		=	5
=		=		=		
7		84		6		

8	+	7	+	9	=	24
+		X		-		
5	-	3	/	1	=	2
-		X		-		
6	+	4	/	2	=	5
=		=		=		
7		84		6		

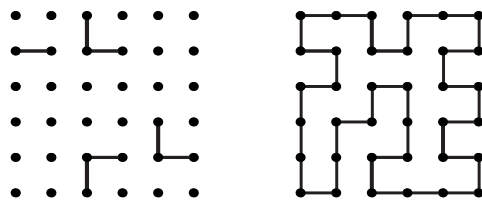
	+		-		=	12
+		-		+		
	X		+		=	26
+		/		/		
	-		X		=	7
=		=		=		
21		2		9		

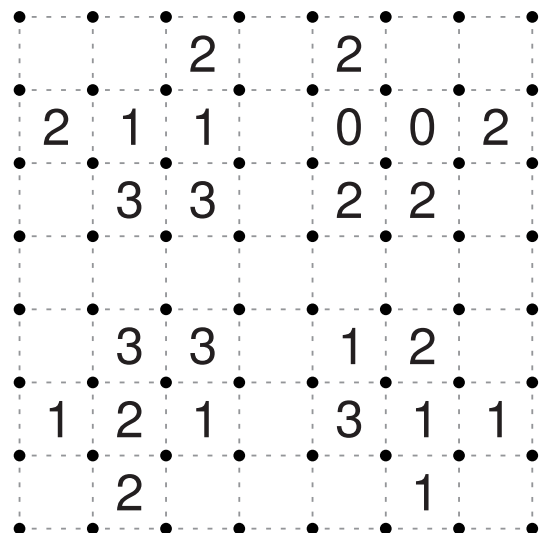
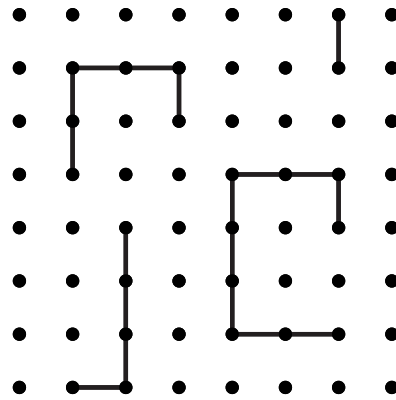
	/		/		=	1
-		-		+		
	+		+		=	22
-		+		-		
	X		X		=	15
=		=		=		
0		0		5		

Loop Puzzles (6 points each)

Loop Finder

Draw a single continuous loop that visits all dots. The loop has only horizontal and vertical line segments. Some line segments are already drawn.





Assorted Puzzle – Light Bulbs (4+4 Points)

Light Bulbs

Place a number of light bulbs in the grid, so that every cell is lit by at least one light bulb. Light bulbs illuminate all cells it can see horizontally and vertically. Black cells block its view. No two light bulbs are allowed to see each other. The numbers in the grid indicate the amount of light bulbs that touch that cell horizontally and vertically.

