1. Classic 15 points

Complete the grid so that each row, column and 3x3 box contains the digits 1-9.

B

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

A

2. Classic 20 points

Complete the grid so that each row, column and 3x3 box contains the digits 1-9.

B

A

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

3. Classic 30 points

Complete the grid so that each row, column and 3x3 box contains the digits 1-9.

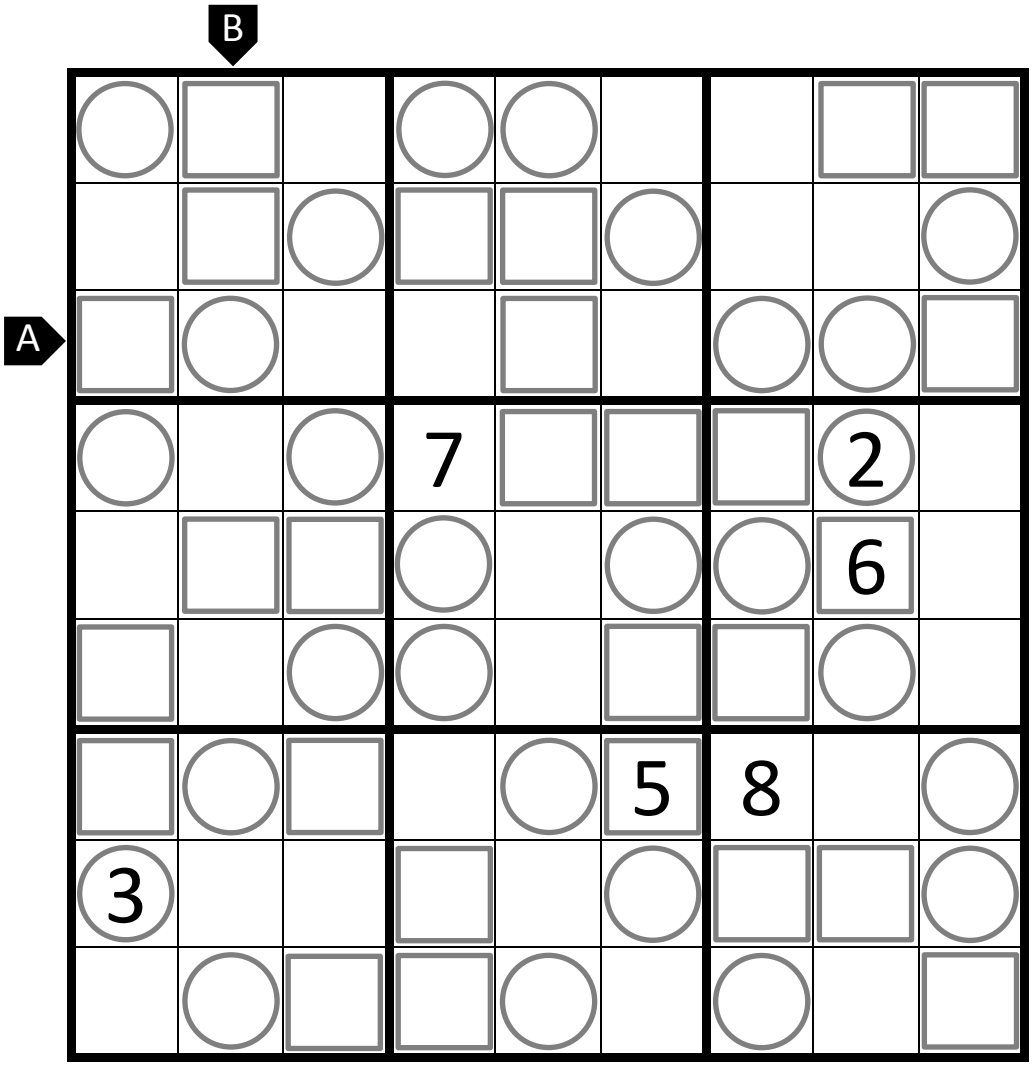
B

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

A

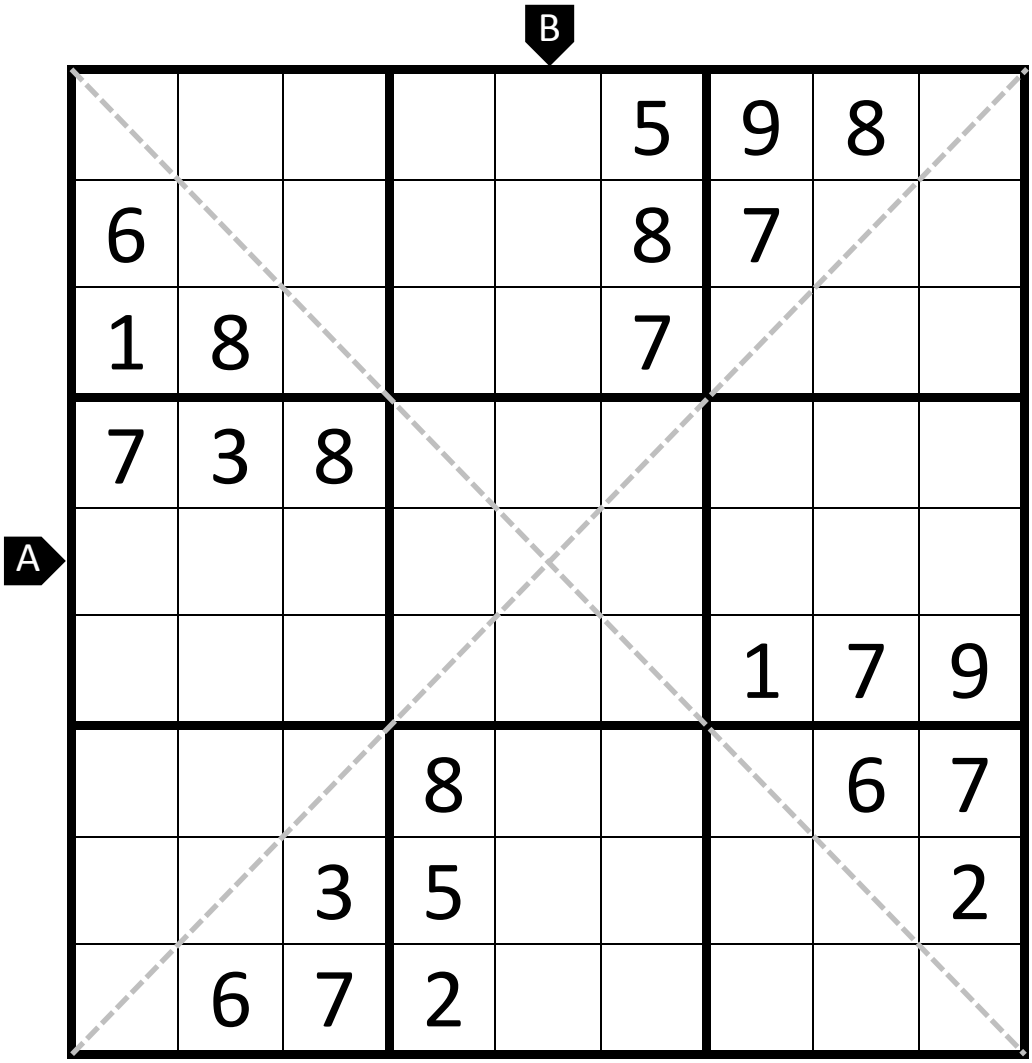
4. Trio 15 points

Complete the grid so that each row, column and 3x3 box contains the digits 1-9. In addition, each cell marked with a circle must contain one of the digits 1-3, each cell marked with a square must contain one of the digits 4-6, and each of the remaining cells must contain one of the digits 7-9.



5. Anti-Diagonal 30 points

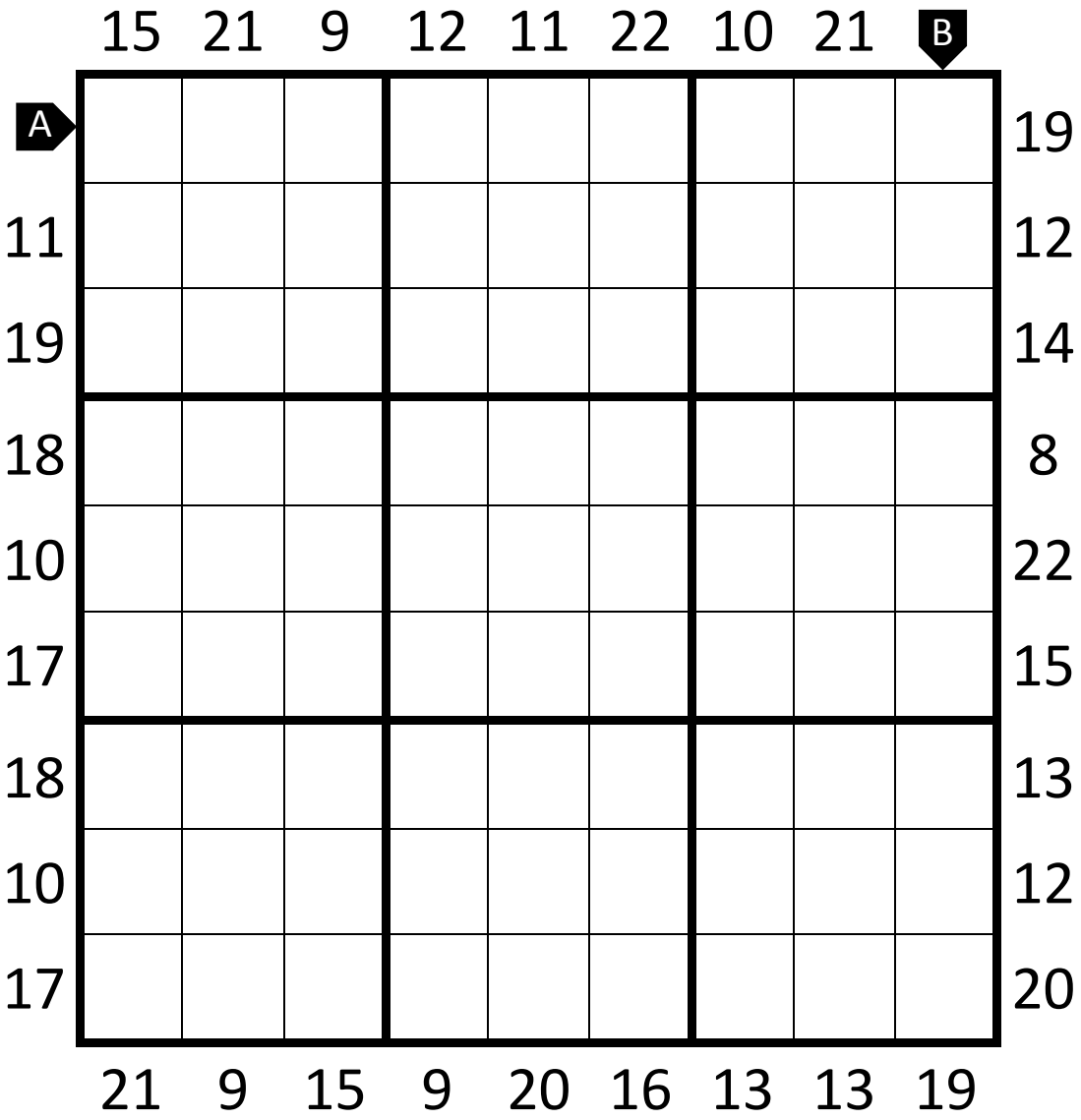
Complete the grid so that each row, column and 3x3 box contains the digits 1-9. In addition, each marked diagonal must contain only three different digits.



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

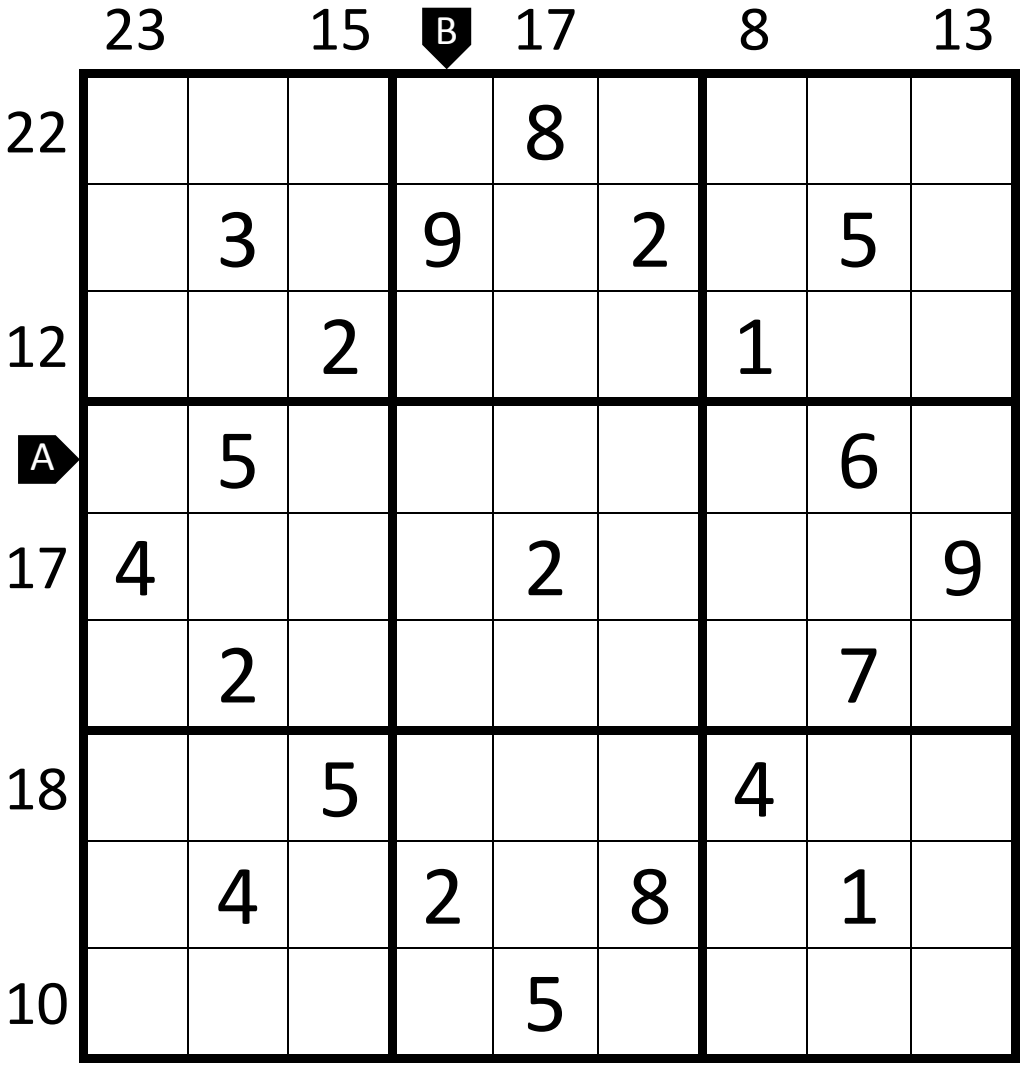
6. **Outside Sums** **70 points**

Complete the grid so that each row, column and 3x3 box contains the digits 1-9. Each clue outside the grid is the sum of the first three digits in the corresponding row or column.



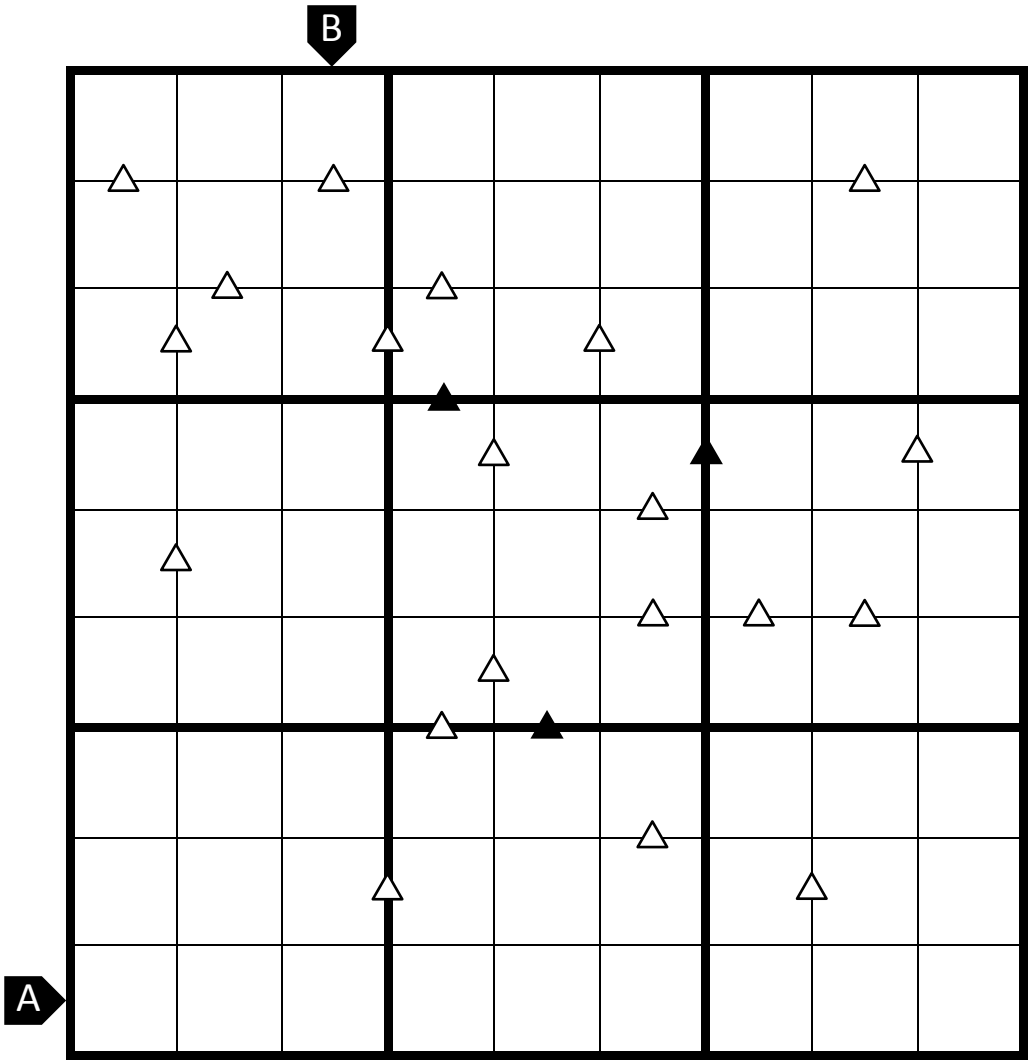
7. Max/Min Triplet Sums 80 points

Complete the grid so that each row, column and 3x3 box contains the digits 1-9. Each clue outside the grid is either the maximum or minimum sum of three consecutive digits observed in the corresponding row or column.



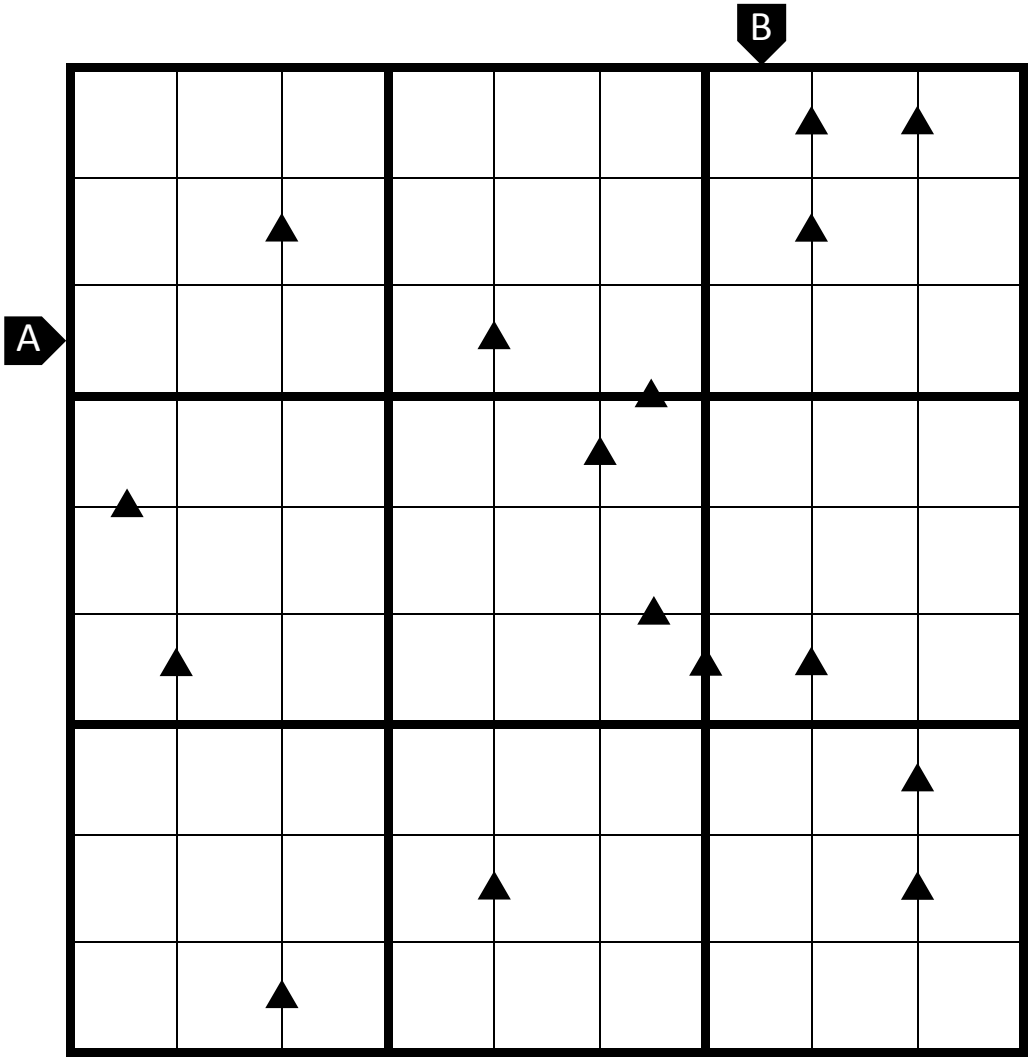
8. <u>Thropki</u> 100 points

Complete the grid so that each row, column and 3x3 box contains the digits 1-9. Neighbouring cells containing digits with a difference of 3 are marked with a white triangle. Neighbouring cells containing digits with a quotient of 3 are marked with a black triangle. All possible triangles are given.



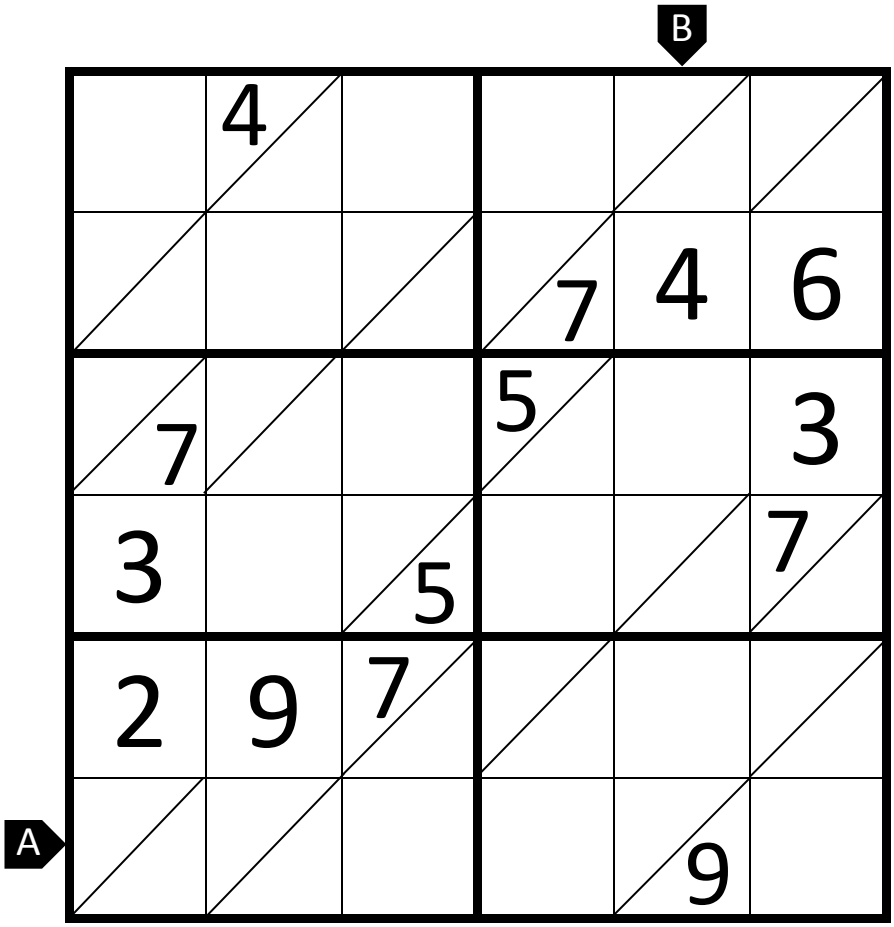
9. Thropki 80 points

Complete the grid so that each row, column and 3x3 box contains the digits 1-9. Neighbouring cells containing digits with a difference of 3 are marked with a white triangle. Neighbouring cells containing digits with a quotient of 3 are marked with a black triangle. All possible triangles are given.



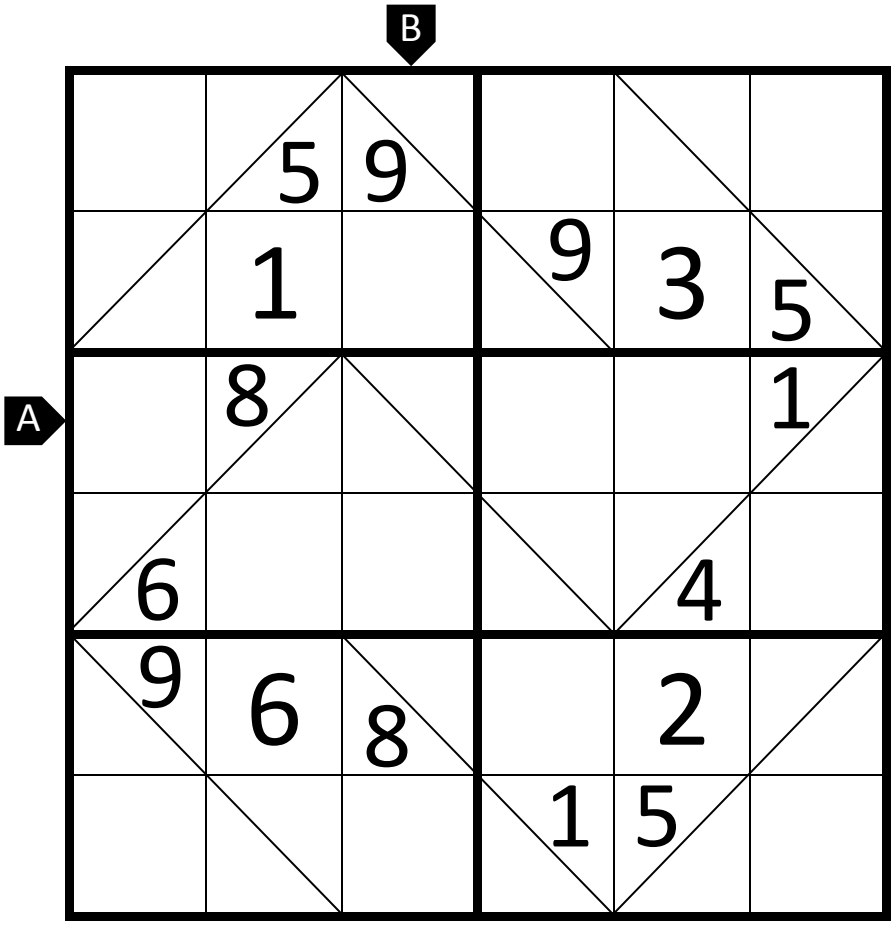
10. Tight Fit 35 points

Complete the grid so that each row, column and 2x3 box contains the digits 1-9. In addition, within each square which is subdivided into two triangles, the smaller digit must lie above the larger digit.



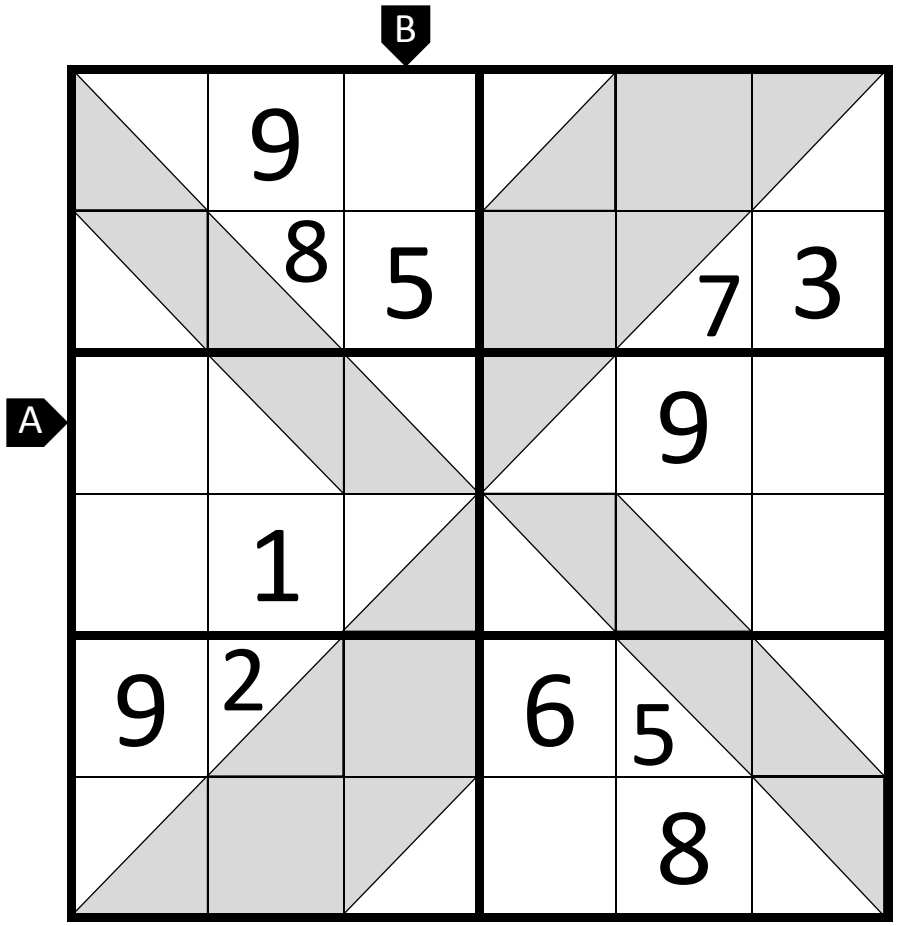
11. Non-Consecutive Squeeze 25 points

Complete the grid so that each row, column and 2x3 box contains the digits 1-9. In addition, cells sharing an edge must not contain consecutive digits. The Tight Fit constraint about smaller digits having to lie above larger digits in split squares does not apply.



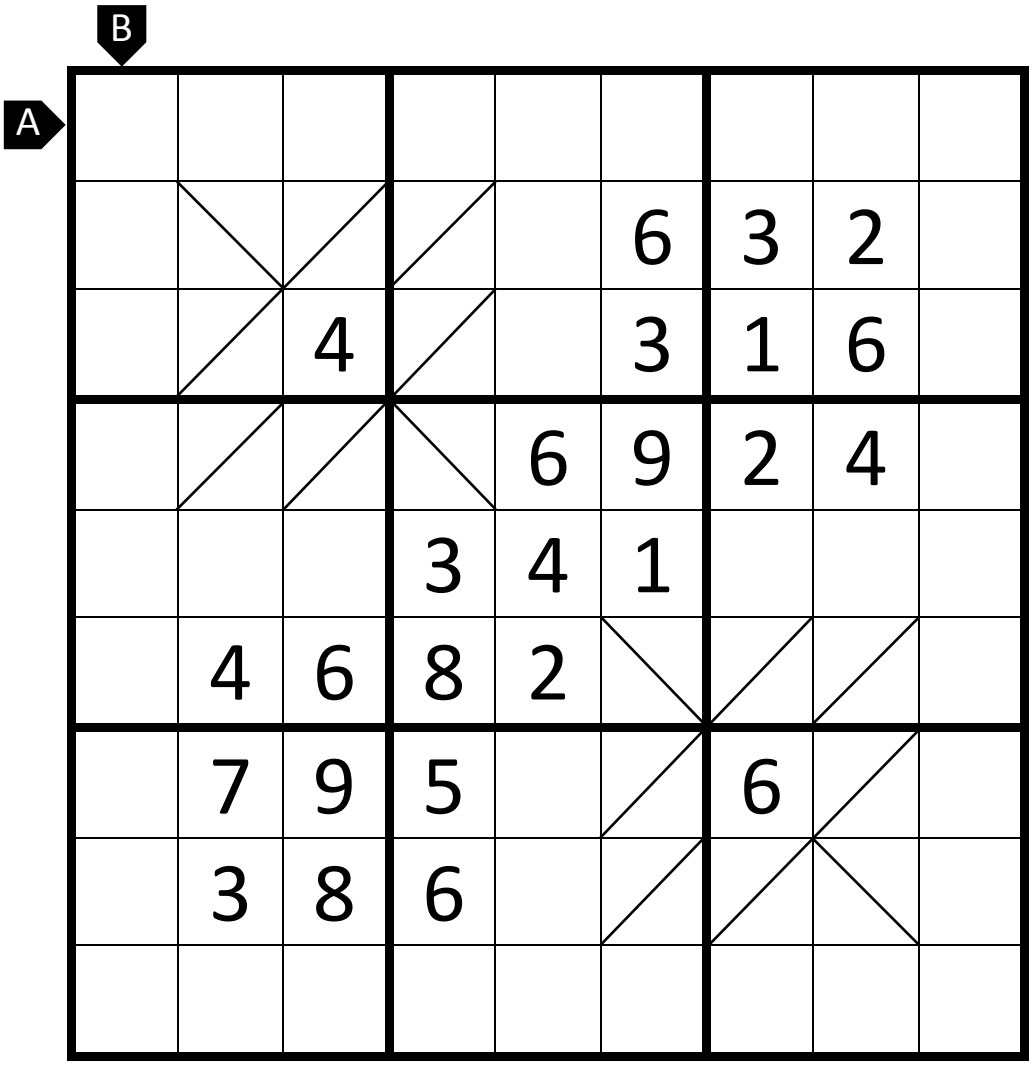
12. Renban Squeeze 30 points

Complete the grid so that each row, column and 2x3 box contains the digits 1-9. In addition, each shaded region must contain a set of consecutive digits. The Tight Fit constraint about smaller digits having to lie above larger digits in split squares does not apply.



13. Triangular Sums 75 points

Complete the grid so that each row, column and 3x3 box contains the digits 1-9. In addition, within a square which is split diagonally, one of the triangles must be coloured black. Two black triangles may not share an edge, nor may a black triangle share an edge with the grid boundary. The three digits in the cells surrounding each of the black triangles must add up to a triangular number. The only triangular numbers possible are 6, 10, 15 and 21.



14. <u>Arrowhead</u> 45 points

Complete the grid so that each row, column and 3x3 box contains the digits 1-9. In addition, within a square which is split diagonally, one of the triangles must be coloured black. This triangle acts as a symmetrical arrowhead. The digit placed in the other triangle must equal the sum of the first two digits pointed at by the corresponding arrowhead.