

**5. PRVENSTVO SRBIJE U REŠAVANJU
SUDOKUA**

- 3. pripremno takmičenje -
24. JANUAR 2010.

5th SERBIAN SUDOKU CHAMPIONSHIP
- 3rd preliminary contest -
January 24th 2010.



STANDARDNI SUDOKU (CLASSIC) (8)
STANDARDNI SUDOKU (CLASSIC) (8)
STANDARDNI SUDOKU (CLASSIC) (9)
STANDARDNI SUDOKU (CLASSIC) (9)
TRILING (TRIPLET) (18)
SLOVNI 1+4 (ALPHABET 1+4) (17)
SLOVNI (ALPHABET) (11)
KROPKI SUDOKU (15)
13 MALIH KVADRATA (WINDOKU) (18)
KONJIĆEV SKOK (ANTIKNIGHT) (15)
LANAC (STRIMKO) (12)
DALJI SUSEDI (NEIGHBOURS +3) (16)
NEPRAVILNI (IRREGULAR) (15)
XV SUDOKU (14)
ZMIJICE (BIG BANDS) (15)

Set nosi ukupno 200 bodova. Vreme za rešavanje je 120 minuta.
200 points - 120 minutes

1-4. STANDARDNI SUDOKU (CLASSIC)

Ispunite mrežu brojevima od 1 do 9 tako da se u svakom redu, koloni i posebno označenom kvadratu 3x3 ne ponovi isti broj.

Write a single number from 1 to 9 in each cell such that each number appears exactly once in every row, column, and bolded 3x3 box.

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

5. TRILING (TRIPLET)

Ispunite svaku od tri mreže 9x9 brojevima od 1 do 9 tako da se u svakom redu, koloni i posebno označenom kvadratu 3x3 ne ponovi isti broj (u okviru jedne mreže)

Write a single number from 1 to 9 in each cell in all of three grids such that each number appears exactly once in every row, column (inside one grid), and bolded 3x3 box.

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

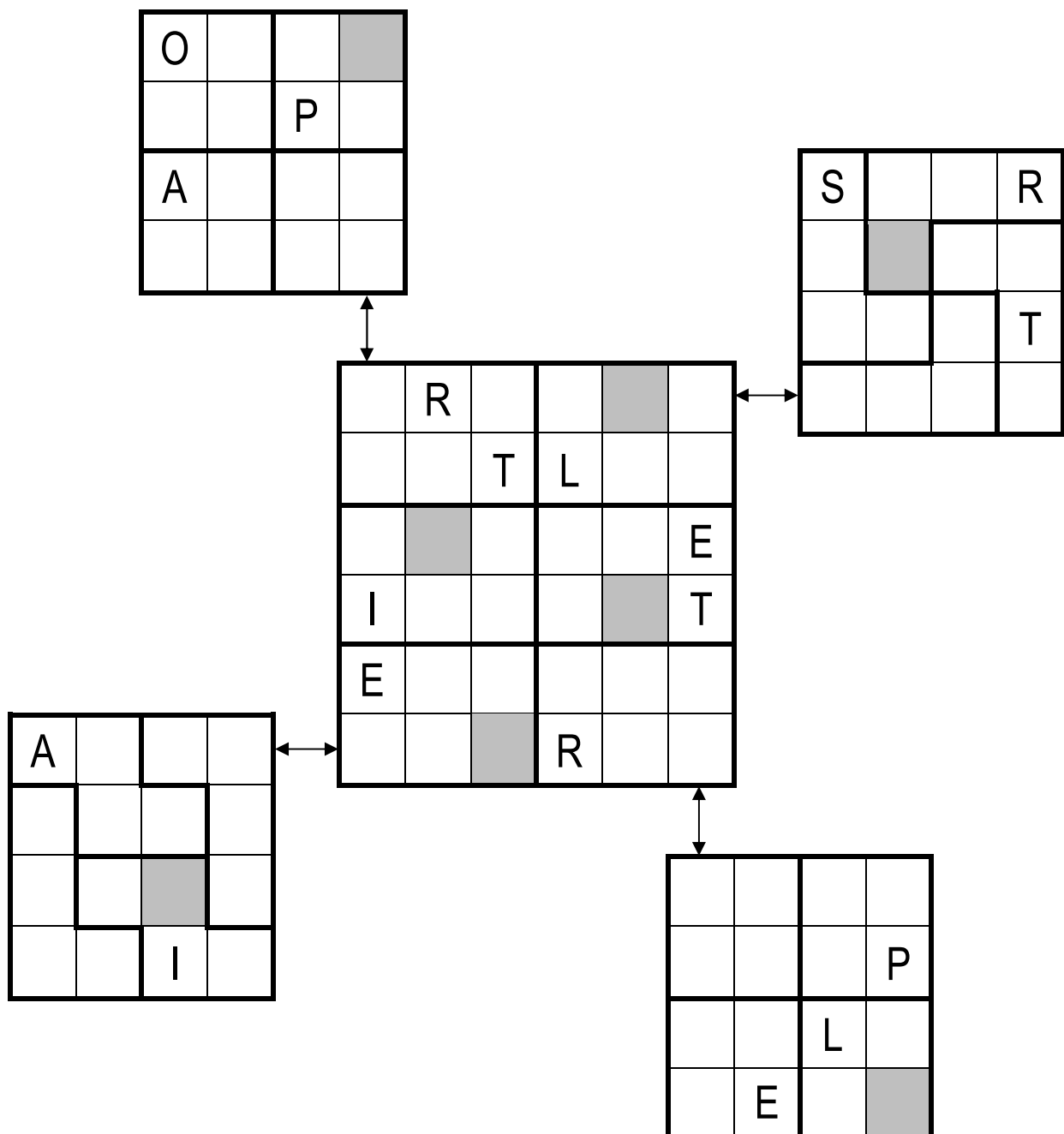
6. SLOVNI 1+4 (ALPHABET 1+4)

Ispunite svaku od mreža slovima jedne od datih reči tako da se u svakom redu, koloni i posebno oivičenom obliku ne ponovi isto slovo. Posebno, svaka strelica povezuje jedno polje mreže 9x9 (u primeru 6x6) sa jednim poljem mreže 6x6 (u primeru 4x4) i u ova dva polja se nalaze ista slova.

Write a single letter in each cell (in all grids) such that in every row, column, and bolded region appear letters from one of given words. Additionally, every arrow connects one cell from 9x9 (6x6 in example) grid and one cell in 6x6 (4x4 in example) grid and the letters in that two cells must be the same.

Reči/Words: LEPTIR, PRST, POLA, PITA, PILE

Siva polja se koriste samo kod unosa rešenja/Grey cells are important only for solution code



7. SLOVNI SUDOKU (ALPHABET)

Ispunite mrežu tako da se u svakom redu, koloni i posebno označenom kvadratu 3x3 pojavljuju slova iz reči KATAMARAN.

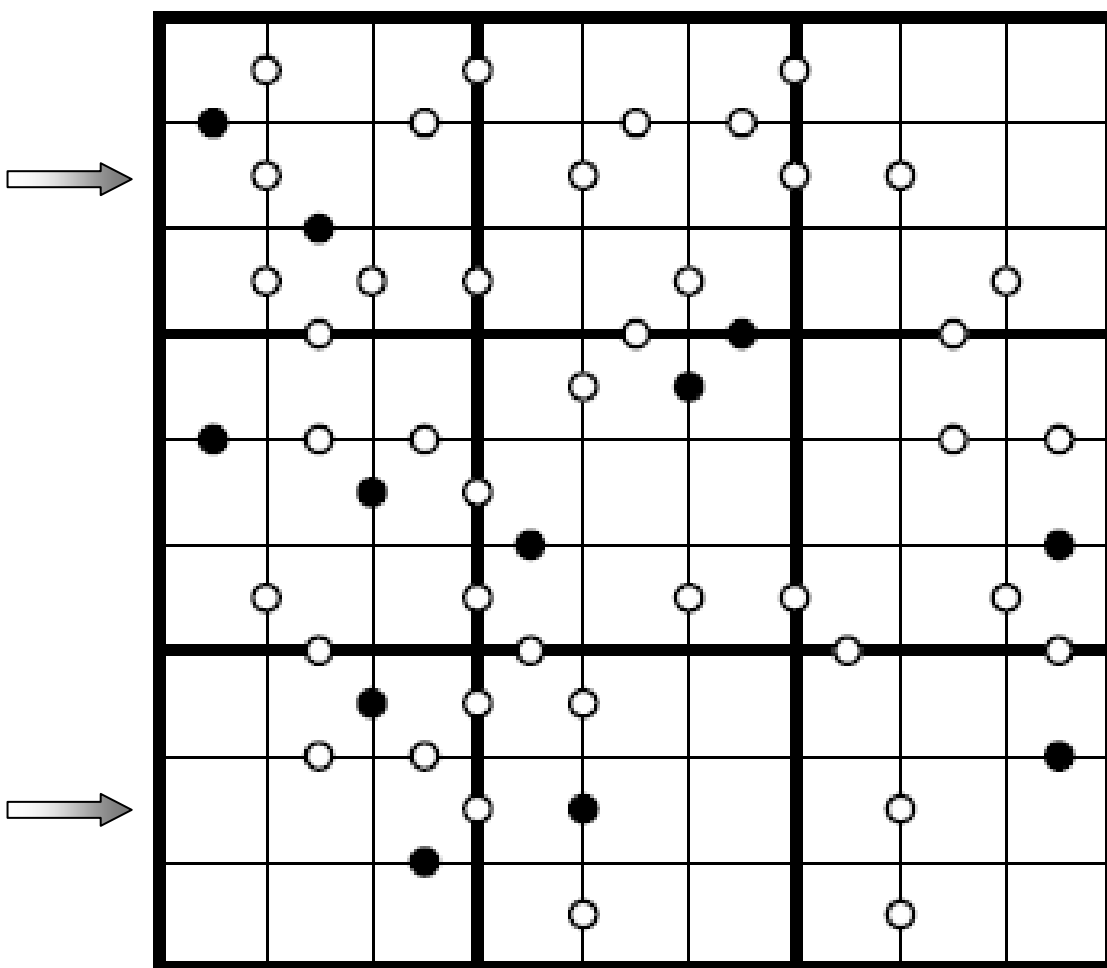
Write a single letter in each cell such that in every row, column, and bolded 3x3 box appear letters from word KATAMARAN.

→	K		M			R			
	R				A			N	
							R		
							A		
	A								
			A		A	A	N		
		R		K	A				
			T	R					M
→		M		T					K

8. KROPKI SUDOKU

Ispunite mrežu brojevima od 1 do 9 tako da se u svakom redu, koloni i posebno označenom kvadratu 3x3 ne ponovi isti broj. Belom tačkom su obeleženi susedni brojevi (razlikuju se za 1), a crnom tačkom brojevi koji su u odnosu 1:2. Brojevi 1 i 2 mogu biti spojeni i crnom i belom tačkom. Svi odnosi u mreži su obeleženi.

Write a single number from 1 to 9 in each cell such that each number appears exactly once in every row, column, and the nine outlined 3x3 regions. If absolute difference between two digits in neighbouring cells equals 1 then they're separated by white dot. If digit in the cell is a half of digit staying in the neighbouring cell then they're separated by black dot. The dot staying between "1" and "2" can have any of these colours.



9. 13 MALIH KVADRATA (WINDOKU)

Ispunite mrežu brojevima od 1 do 9 tako da se u svakom redu, svakoj koloni i svakom od 13 malih kvadrata 3x3 (9 standardnih i 4 dodatna siva) ne ponovi isti broj.

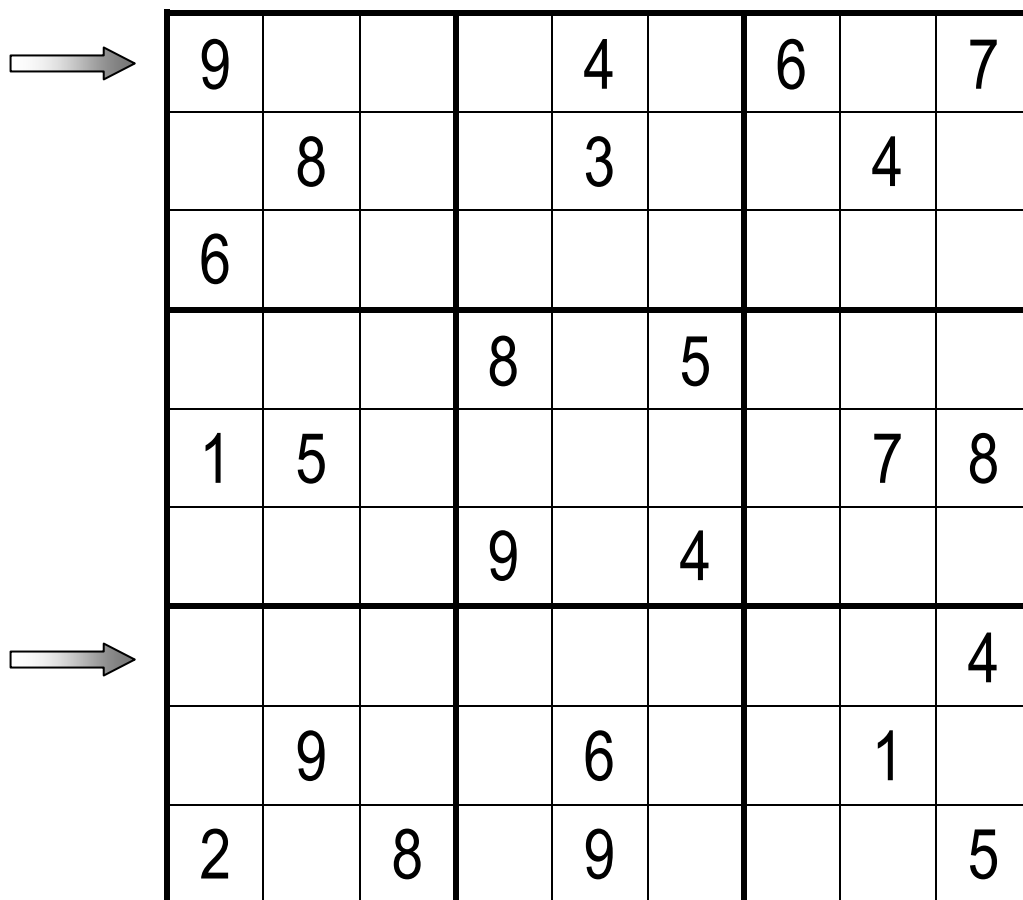
Write a single number from 1 to 9 in each cell such that each number appears exactly once in every row, column, and the nine outlined 3x3 regions. The 4 grey extra-regions must also contain each of the digits 1 to 9 exactly once.

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

10. KONJIČEV SKOK (ANTI-KNIGHT)

Ispunite mrežu brojevima od 1 do 9 tako da se u svakom redu, koloni i posebno označenom kvadratu 3x3 ne ponovi isti broj. Svaka dva polja takva da šahovski skakač može preći sa jednog na drugo moraju sadržati različite brojeve.

Write a single number from 1 to 9 in each cell such that each number appears exactly once in every row, column, and the nine outlined 3x3 regions. There are no cells that are a knight-step away one from another, that contain the same digit.

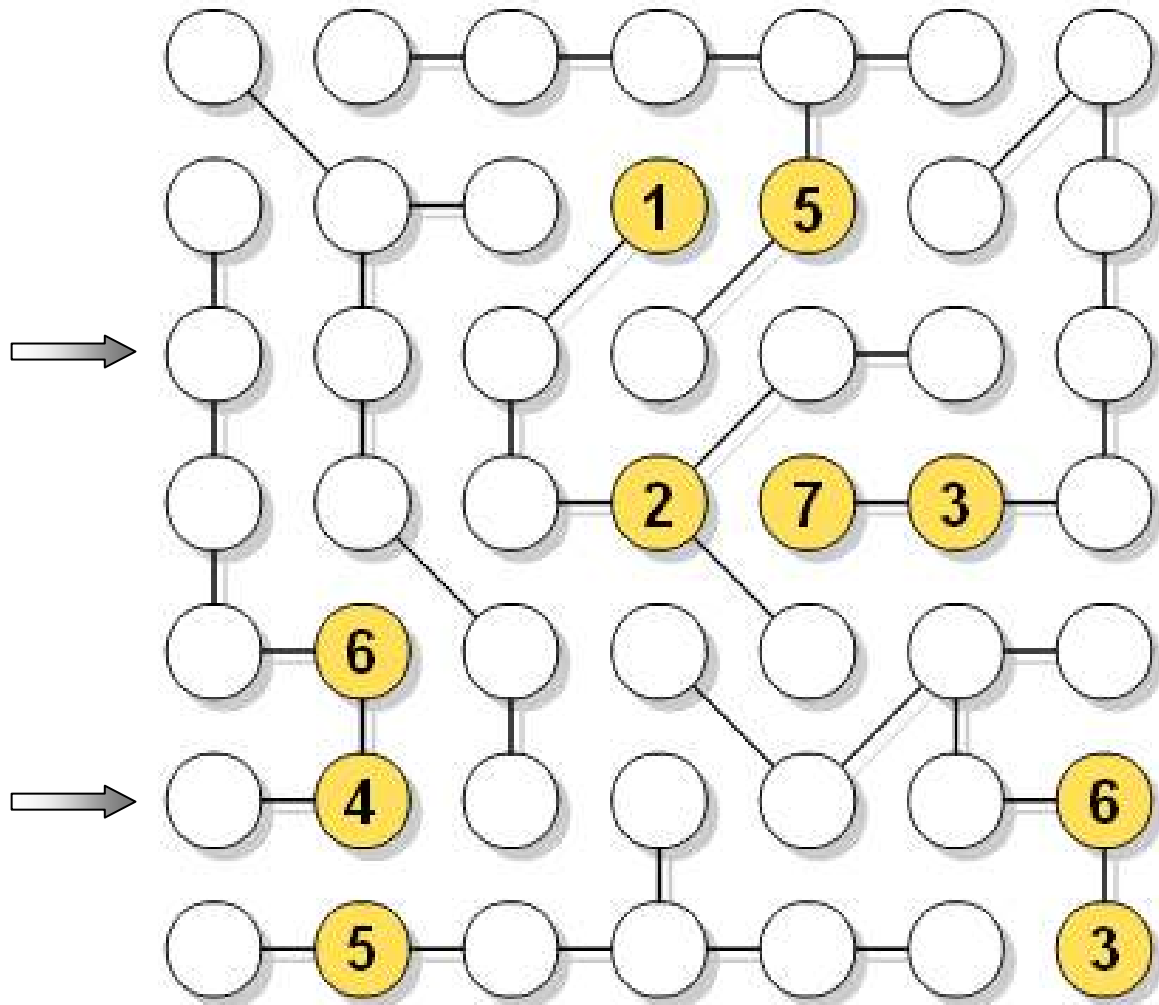


9				4		6		7
	8			3			4	
6								
			8		5			
1	5						7	8
			9		4			
								4
	9			6			1	
2		8		9				5

11. LANAC (STRIMKO)

Ispunite mrežu brojevima od 1 do 7 tako da se u svakom redu, koloni i lancu ne ponovi isti broj.

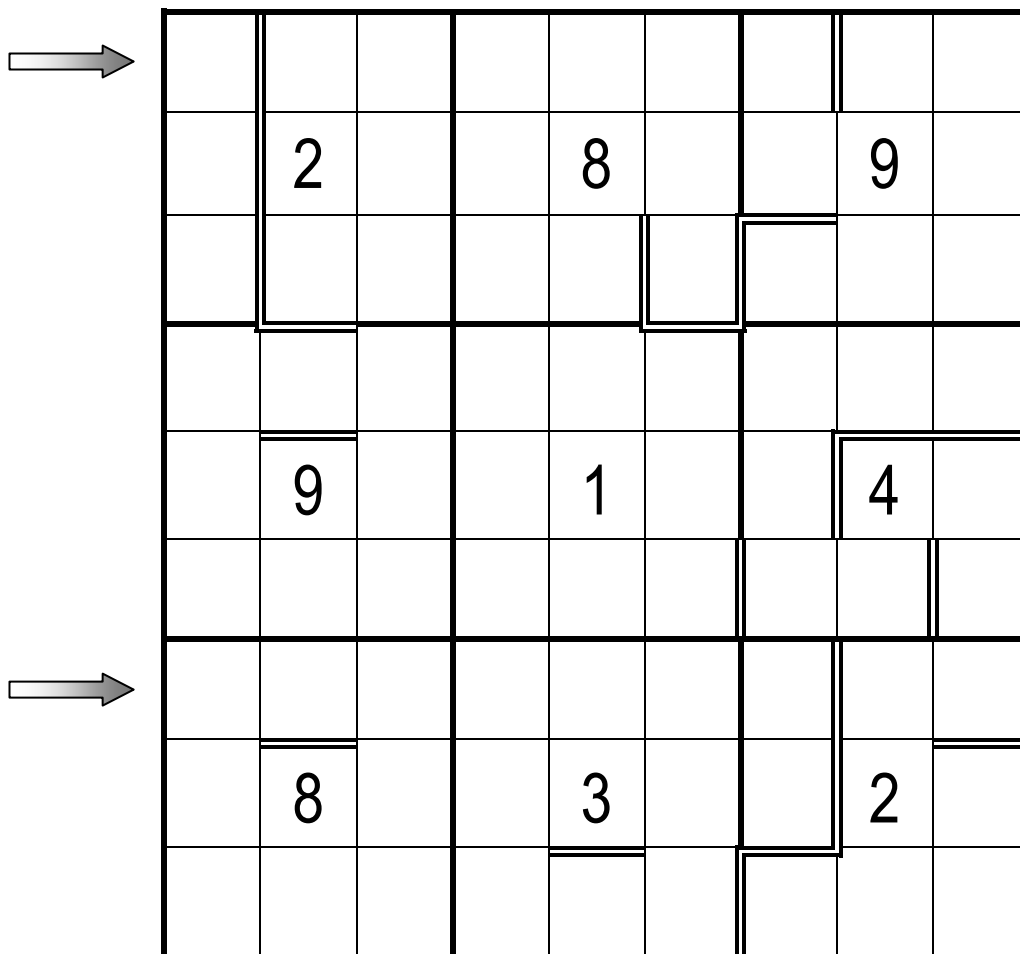
Write a single number from 1 to 7 to empty circles so that each number appear exactly once in each row, column and chain.



12. DALJI SUSEDI (NEIGHBOURS +3)

Ispunite mrežu brojevima od 1 do 9 tako da se u svakom redu, koloni i posebno označenom kvadratu 3x3 ne ponovi isti broj. Duplom linijom su obeleženi svi brojevi u susednim poljima koji se razlikuju za 3.

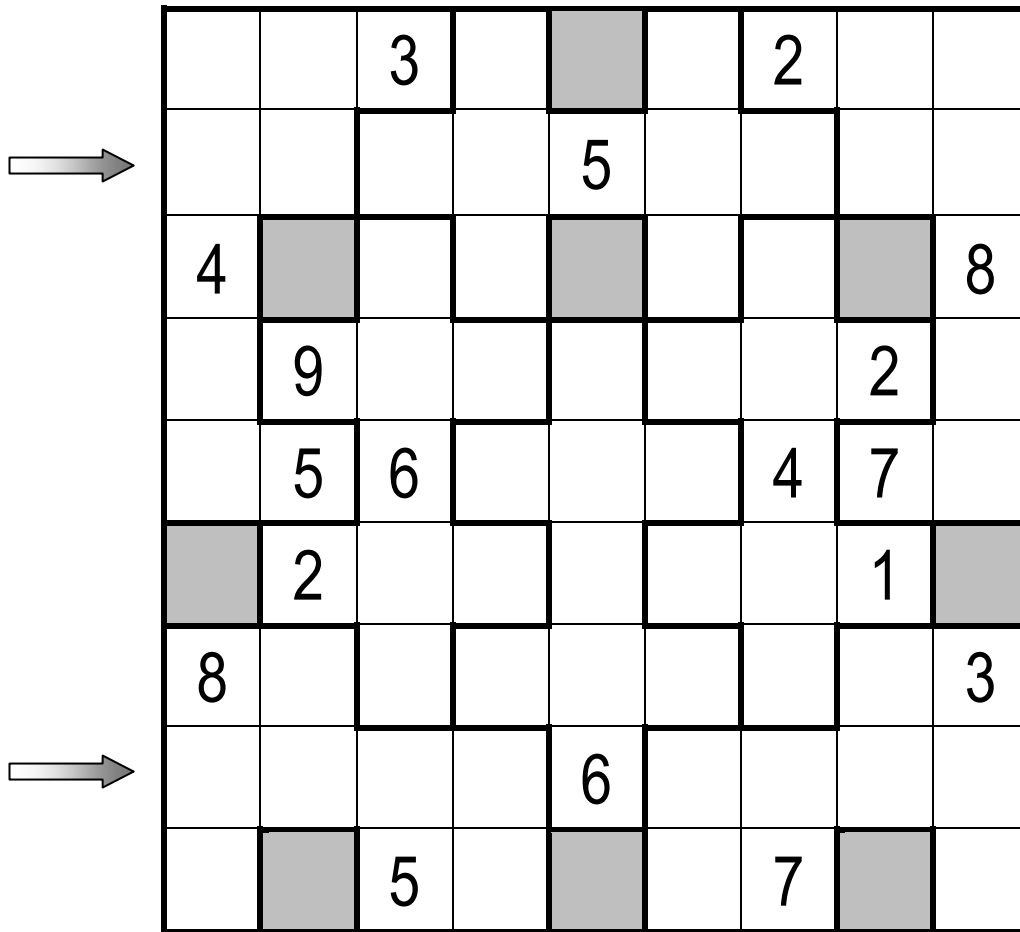
Write a single number from 1 to 9 in each cell such that each number appears exactly once in every row, column, and the nine outlined 3x3 regions. In each and every case where vertically or horizontally adjacent cells contain digits that differ by 3 (such as 2 and 5), a double line is drawn on the edge between those cells.



13. NEPRAVILNI (IRREGULAR)

Ispunite mrežu brojevima od 1 do 9 tako da se u svakom redu, koloni, posebno ovičenom obliku i sivim poljima ne ponovi isti broj.

Write a single number from 1 to 9 in each cell such that each number appears exactly once in every row, column, bolded region and nine grey cells.



14. XV SUDOKU

Ispunite mrežu brojevima od 1 do 9 tako da se u u svakom redu, koloni i posebno označenom kvadratu 3x3 ne ponovi isti broj. Zbir polja između kojih je znak X je 10, a zbir polja između kojih je znak V je 5. Obeležena su sva mesta u mreži na kojima je zbir susednih polja 5 ili 10.

Write a single number from 1 to 9 in each cell such that each number appears exactly once in every row, column, and the nine outlined 3x3 regions.

All horizontally and vertically neighbouring digits with the sum 10 are marked with X, all horizontally and vertically neighbouring digits with the sum 5 are marked with V.

				V				
			X	X	X			
		4		X		V	X	
X			X	V				
		X		V	X	X		X
					X	2		
X		V				X	V	
				V		X		
				V		V		
X	9		2	X				

15. ZMIJICE (BIG BANDS)

Ispunite mrežu brojevima od 1 do 9 tako da se u svakom redu, svakoj koloni i svakom posebno označenom kvadratu 3x3 ne ponovi isti broj. Rasporediti 6 nizova brojeva datih sa strane u siva polja, pa nakon toga rešiti zadatak.

Write a single number from 1 to 9 in each cell such that each number appears exactly once in every row, column, and the nine outlined 3x3 regions.

There are six grey twisty bands 7 cells long in the sudoku grid and 7 digits long numbers. Put the numbers in the respective bands and all others digits in the grid.

→

→

7524785

8916918

9584517

7652174

7646974

3871623

Rešenja/Solution codes

U svim zadacima osim 6-og unose se redovi obeleženi strelicama sleva na desno razdvojeni zarezom. U 6. zadatku unose se redom sleva na desno, odozgo na dole brojevi u sivim poljima.

In all tasks except 6th, solution codes consists of two marked rows from left to right separated by comma. In 6th tasks solution code consists of all the digits in grey cells, from left to right, from top to bottom.

1-4. 269147835,187439562

5. 647529183746,489316725

6. ASTTRLAI

7. KNMATRAAAA,AMNTAAARK

8. 439126785,573241896

9. 354612978,638795412

10. 931542687,367158924

11. 2376451,7453216

12. 478291635,957842361

13. 719452836,372964185

14. 935418762,586149327

15. 574238196,789562314