



SUDOKU CHALLENGE 2024

Venue: New AVR

Date: November 8, 2024

Time: 9:00 am - 12:00 pm

I. PARTICIPANTS

1. This competition is open to all departments at UCLM. The participating departments will send two contestants and a coach per level. They must be bona fide elementary, junior high, senior high, and college students.
2. Each contestant must not be more than 13 years old for elementary, 18 years old for junior/senior high school, and 25 years old for college on the day of the competition. He/she must wear a complete uniform or departmental shirt during the contest for proper recognition.
3. Previous intramural Sudoku champions are prohibited from joining the competition.
4. Contestants must be at the venue 30 minutes before the time.

II. REGISTRATION

1. A duly accomplished Entry Form with picture gallery signed by the coach and the principal/dean must be submitted not later than November 7, 2024 during office hours at the UCLM Senior High School office (4th floor Annex 2 building).

III. SUDOKU PUZZLES

First Round	Second Round	Third Round
Mini Sudoku 6 x 6 (16 given numbers)	Palindrome 6 x 6 (12 given numbers)	Consecutive Sudoku 9 x 9 (28 given numbers)
Standard Sudoku 9 x 9 (36 given numbers)	Diagonal Sudoku 9 x 9 (32 given numbers)	Wordoku 9 x 9 (30 given letters)

		Greater or Less Than Sudoku 9 x 9 (28 given numbers)
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IV. SUDOKU MECHANICS

1. The Sudoku challenge has **three (3) rounds**, and the contestants are given **90 minutes** to answer all the given puzzles, which come in ascending difficulty. All the contestants have the chance to advance to the next level/round.
2. Contestant 1 will play during the first round, while contestant 2 will play during the second round. In the third round, the coach will decide which of the two contestants will represent their department.
3. The contestants in this challenge have the same set of various degrees of difficulty in the Sudoku puzzle.
4. In **Round I**, the contestants are given **20 minutes** to solve **two (2)** Sudoku puzzles, namely: **Mini Sudoku 6x6 and Standard Sudoku 9x9**.

Each puzzle is worth **5 points**, and the contestants can have a score of **10 points** plus whatever bonus points will be added to them.

The first three fastest puzzlers who incur no mistake in their solutions will receive a corresponding **bonus of 15, 10, and 5 points**, respectively.

5. In **Round II**, **two (2)** more challenging Sudoku puzzles are provided to be accomplished in **25 minutes**. The contestants can obtain an aggregate score of **20 points** plus whatever bonus points will be added to them.

The Sudoku puzzles worth **10 points each** are **Palindrome 6x6 and Diagonal Sudoku 9x9**.

The first three fastest puzzlers who incur no mistakes in their solutions will receive corresponding bonuses of **20, 15, and 10 points**, respectively.

6. **Round III** contains **three (3)** puzzles that must be solved in **45 minutes**. The contestants can earn a score of **45 points** plus whatever bonus points will be added to them.

The Sudoku puzzles, which contain **15 points each** in this phase, are as follows: **Consecutive Sudoku 9x9, Wordoku 9x9, and Greater/Less Than Sudoku 9x9**.

The first three fastest puzzlers who incur no mistakes in their solution will receive a bonus of **30, 20, and 10 points**, respectively.

7. In determining the Champion, First Runner Up, and Second Runner Up, the score in every round of every contestant shall be added and ranked accordingly.
8. In case of a tie-up, a tie-breaker round shall be conducted. The contestants shall be given one puzzle each, with a maximum working time of 10 minutes. However, the first to submit correct answers will be declared the winner. In the case of three consistent ties, puzzles must be checked based on the correct answers, both vertically and horizontally.

Note: For more information and inquiries, please contact
Mr. Michaelangelo Limpangog (0908 698 1096) or Ms. Jully Cuizon - Event Coordinators.

9. In the event a situation arises that is not covered by any rules or mechanics of this contest, the members of the panel of arbiters shall determine the final judgment and pronouncement.
10. The decision of the panel of arbiters is final.

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