

## Mechanics for the Regional Elimination Round of the 10<sup>th</sup> PSSC

1. Only the participants who submitted the required number of original and answered cut-outs of Sudoku Puzzle published in the Philippine Star are entitled to join the Elimination Round of the 10<sup>th</sup> Philippine Sudoku Super Challenge (PSSC). They can only participate in the category they are qualified in: Sudoku Grand Master (tertiary students/professionals), Sudoku Wizard (high school students) and Sudoku Whiz Kid (elementary pupils).
2. The elimination round is composed of three (3) rounds and a warm-up round. The warm-up, a conditioning period, enables the participants to earn points. The participants are given 90 minutes or 1 hour and 30 minutes to answer all the given puzzles which come in ascending difficulty. The participants who have answered correctly at least 40% of the puzzles in the 1<sup>st</sup> round can proceed to the 2<sup>nd</sup> round. The participants who have answered correctly at least 60 % of the puzzles in the 2<sup>nd</sup> round can proceed to the 3<sup>rd</sup> or final round. Thus, a participant is considered eliminated if he/she fails to answer correctly the required percent of the puzzles in every round.

**NOTE: The top 5 national winners of each category of the 9<sup>th</sup> PSSC are automatically qualified to be national finalists of the 10<sup>th</sup> PSSC.**

| Rounds  | Sudoku Puzzles   | Points per Puzzle | Minutes | Bonus Points               | Remarks  |
|---------|--|-------------------|---------|----------------------------|--|
| Warm-up | <b>6x6 Standard Sudoku, 6x6 Odd Sudoku, 6x6 Diagonal Sudoku, 7x7 Irregular Sudoku, 6x6 Killer Sudoku</b> | 5                 | 10      | No Bonus                   | No Elimination   |
| First   | <b>6x6 Non-Consecutive Sudoku, Standard Sudoku, Diagonal Sudoku, Irregular Sudoku, Addoku</b>            | 10                | 15      | 5 points x remaining time  | -Any puzzler in any category who finishes answering correctly all the puzzles before the allotted time get corresponding bonus points. |
| Second  | <b>8x8 Non-Consecutive Sudoku, Standard Sudoku, Odd Sudoku, Wordoku, Blackout Sudoku,</b>                | 15                | 30      | 10 points × remaining time | -Any puzzler in any category who finishes answering correctly all the puzzles before the allotted time get corresponding bonus points. |
| Third   | <b>Standard Sudoku, Non-Consecutive Sudoku, Consecutive Sudoku, Killer Sudoku, Outside Sudoku</b>        | 20                | 35      | 15 points × remaining time | -Any puzzler in any category who finishes answering correctly all the puzzles before the allotted time get corresponding bonus points. |

3. In determining the 1<sup>st</sup> placer of each category, the sum of scores in every round and warm-up round of each qualifier shall be added and ranked accordingly. Only the 1<sup>st</sup> placer shall represent the region in the National Finals. Other participants may be considered as national finalists on a case to case basis, that is, if scores are equally impressive.
4. In case of a tie, the technical committee will provide a fair and just scheme to break it.
5. The technical committee reserves the right to change or improve any part of the mechanics of the contest without prior notice to the participants for as long as the change/s will not affect the purpose or objective of the contest.
6. The first placer in every category shall receive Certificate of High Distinction and is qualified for the National Finals which will be held in SM North EDSA on **January 30, 2016**. The other participants will be presented with certificates of participation. Please log on to [www.pinoysudoku.ph](http://www.pinoysudoku.ph) on the first week of December for the complete list of the National Finalists.
7. In the event a situation arises not covered in any rules or mechanics of this contest, the members of the Technical Committee shall determine the final judgment and pronouncement.
8. The decision of the Board of Judges is final and irrevocable.