Instructions

- Time allowed: 20 minutes.
- Some clues can be answered without reference to any other clues. Some clues are connected so you may not be able to answer these straight away.
- You may ask your teacher to mark your crossnumber at any time even if it is not complete. However, if any digit is incorrect it will be replaced with the correct digit and you will not score any marks for that digit.
- *One* mark is given for each correct digit at the first time of being presented to your teacher.

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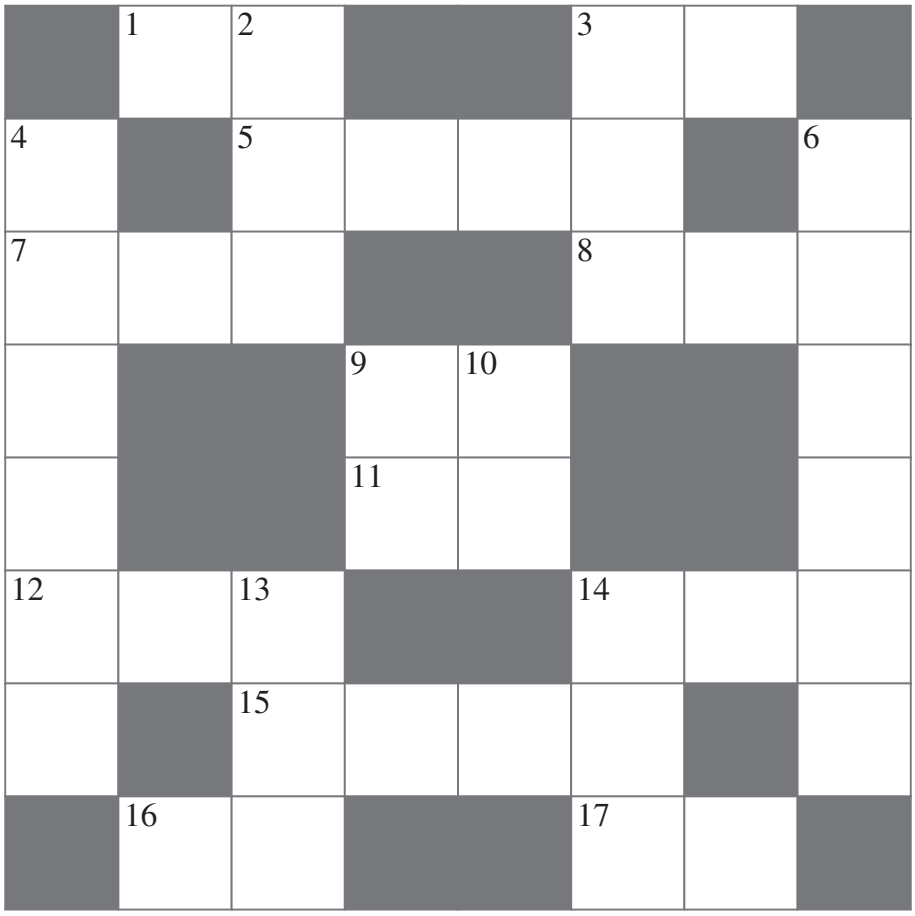
Crossnumber



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Crossnumber

Across

1. 16 Across − 9 Across (2)
3. The sum of the digits of 6 Down (2)
5. 14 Across times 1 Across (4)
7. Its digits are those of 15 Across divided by 10 when rearranged (3)
8. 293 times a prime; the sum of its digits is 24 (3)
9. A square and a cube number (2)
11. Twice 17 Across (2)
12. 9 Across + 13 Down (3)
14. One less than a square number (3)
15. (3 Down + 13 Down − 10) times 10 (4)
16. A multiple of 11 (2)
17. (7 Across − 8 Across) divided by 5 (2)

Down

2. A square number (3)
3. 12 Across + 13 Down (3)
4. 5 Across times 16 Across − 70 (6)
6. 9000 times 16 Across + 4 times 9 Across (6)
9. A multiple of 7 (2)
10. One more than 3 times 1 Across (2)
13. The difference between 14 squared and 7 squared (3)
14. The first 3 digit prime number (3)

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Crossnumber response sheet

PTMR 2017

Team number

School name

								Row totals
■	1	2	■	■	3		■	/4
4	■	5				■	6	/6
7			■	■	8			/6
	■	■	9	10	■	■		/4
	■	■	11		■	■		/4
12		13	■	■	14			/6
	■	15				■		/6
■	16		■	■	17		■	/4

Marking Instructions—a reminder

- Pupils can ask for the crossnumber to be marked at any time.
- Check each digit of an answer:
  - if it is correct, tick it and award one mark;
  - if it is wrong, cross it out and enter the correct digit;
  - the correct digit is then shown to both pairs so that they are up-to-date.
- Pupils may enter just one digit if they wish, rather than a complete answer.
- Pupils may sacrifice a square, by guessing, if they wish.

Final score /40

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