Sudoku a Day
Week 10, 2026

Monday Mar 2 '26 – Sunday Mar 8 '26

● Medium

Scan the QR code next to each puzzle to open it in the Sudoku a Day app

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Tuesday
Mar 3 '26
● Medium

Use a consistent sweep rhythm—rows, then columns, then boxes—to avoid missing easy placements. A predictable cycle makes new progress pop visually when you loop back around.
sudokuaday.com/scanning

Thursday
Mar 5 '26
● Medium

A naked single is a cell with just one candidate. They appear constantly after each elimination round—so recheck for singles frequently, even in late stages of a hard puzzle.
sudokuaday.com/naked-single

Monday
Mar 2 '26
● Medium

Start each puzzle by scanning for singles: sweep every row, column, and box to find cells that have only one possible number. A couple of clean scan passes build momentum and often unlock the entire early game.
sudokuaday.com/scanning

Wednesday
Mar 4 '26
● Medium

Pencil marks are your map. Add candidates as they become legal and clear them as soon as they're not. Fresh notes prevent phantom contradictions and reveal pairs and hidden singles at a glance.
sudokuaday.com/pencil-marks

Friday
Mar 6 '26
● Medium

A hidden single is the only place a digit can go in a row, column, or box—even if that cell lists other marks. Check each digit 1–9 per unit to uncover hidden singles efficiently.
sudokuaday.com/hidden-single

Saturday
Mar 7 '26
● Medium

Try digit-focused scanning: pick a number and sweep the grid to see where it can go. This perspective makes pointing pairs and box-line reductions much easier to spot than unit-by-unit scans.
sudokuaday.com/scanning

Sunday
Mar 8 '26
● Medium

Pointing pairs: if a digit's candidates in a box lie in a single row (or column), eliminate that digit from the rest of that row (or column) outside the box. It's a mid-game workhorse.
sudokuaday.com/pointing-pairs