

Y-Wing Chains

From sudokuwiki.org, the puzzle solver's site

2		
	3	6
5		7

This strategy has been deprecated. It is a clear subset of other chaining strategies and does not need to be identified uniquely

The Y-Wing strategy can be extended into chains. Remember, the Y-Wing consists of a pivot cell and two pincers. We keep the principle of the pincers exactly the same. The difference is that the pivot can be replaced by **locked pairs**.

Our pivot chain for a Y-Wing must proceed at odd numbered cells (or even number of links). A Y-Wing is simply a chain with length = 1.

In Figure 1 we have a Y-Wing Chain marked out in green cells. The 5/7 pivot consists of three pairs of 5/7. The first 5/7 (in which ever order) is connected to the last 5/7 by a third 5/7 in the middle, and by definition this is a locked pair. If the first 5/7 is a 5 then the third one must be a 5 as well. Same goes for number 7.

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

Y-Chain 1 : [Load Example](#) or : [From the Start](#)

Our pincer is based on the two green cells marked with a red border - the pairs 7/9 and 5/9. The principle of the Y-Wing says that any cells that both those can see we can eliminate the common number - in this case 9. The two cells marked with a red circle can be 'seen' by both and the 9 removed.

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