

January 26, 2020



ВЫХОД ЕСТЬ!

КОНКУРС ПО РЕШЕНИЮ ГОЛОВОЛОМОК

League 1

- | | |
|-----------------------------|-------|
| 1. Going to Winnie the Pooh | 10 |
| 2. Simple loop | 1+2+4 |
| 3. Grasshopper | 2+2+5 |
| 4. Touching points | 2+3+5 |
| 5. One cell | |

Participant

First Name, Family Name

School

Class

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1. Going to Winnie the Pooh

Score – 10 points

Which characters can reach Winnie the Pooh following the maze?

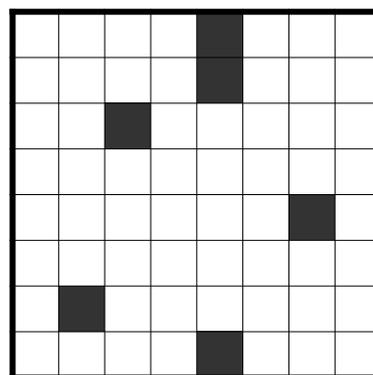
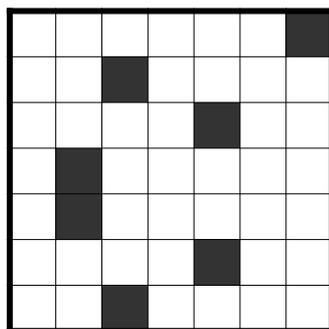
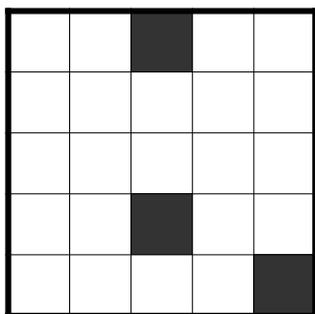


Write here the name of the characters who can reach Winnie the Pooh:

2. Simple loop

Score – 1 + 2 + 4 points

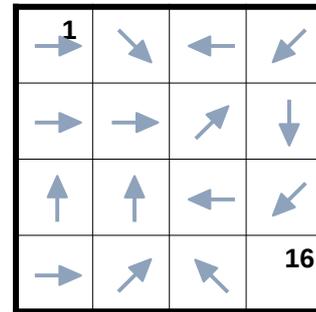
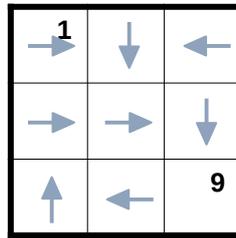
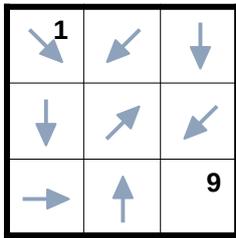
Draw a single closed loop which passes through all white cells exactly once. You can go vertically or horizontally from one cell to another, diagonal moves are not allowed.



3. Grasshopper

Score – 2 + 2 + 5 points

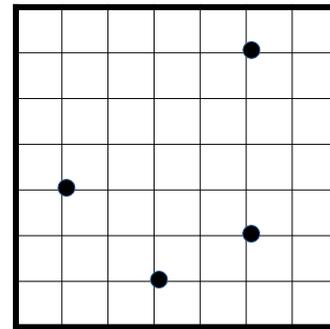
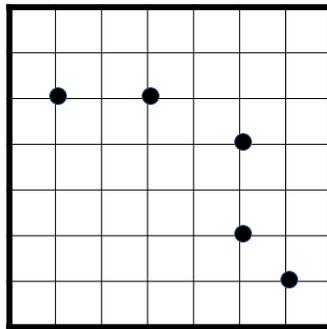
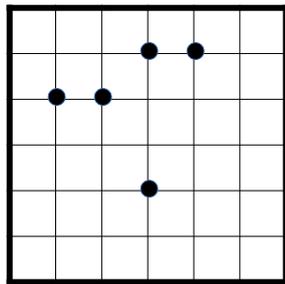
Starting from the top left corner the grasshopper has to visit all cells exactly once and finish at the bottom right cell. From any cell the grasshopper can jump to any distance in the direction showed by the arrow.



4. Touching points

Score – 2 + 3 + 5 points

Place all the given shapes into the grid. The shapes cannot overlap and have common segments of the edges. Touching by the corner is allowed. All points where two shapes touch each other are shown. The shapes can be rotated and mirrored.



5. One cell

Score – number of visited squares

Draw a path from top the left to the bottom right corner. The path can go from one cell to another horizontally or vertically. Path can't visit any cell more than one time. Only one cell of any gray square can be visited. Try to visit as many gray square as possible.

