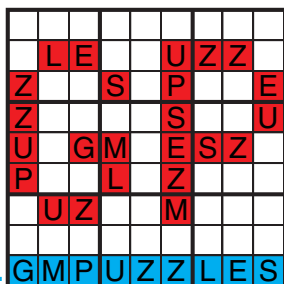




ROUND TRIP

- Prasanna Seshadri Round Trip
- Grant Fikes Round Trip
- Thomas Snyder Round Trip
- Bryce Herdt Round Trip
- Ashish Kumar Round Trip
- JinHoo Ahn Round Trip

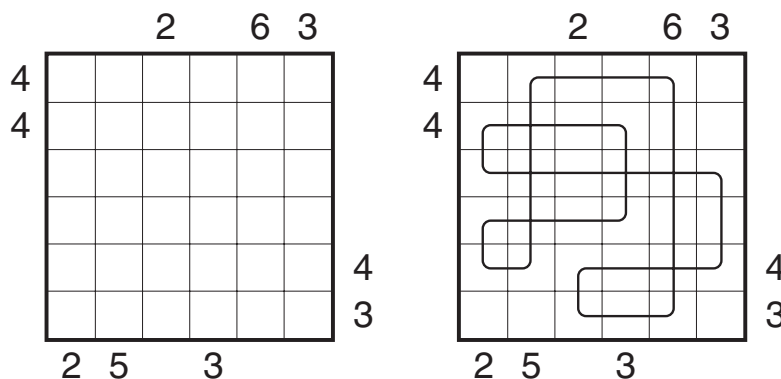
GRANDMASTER PUZZLES



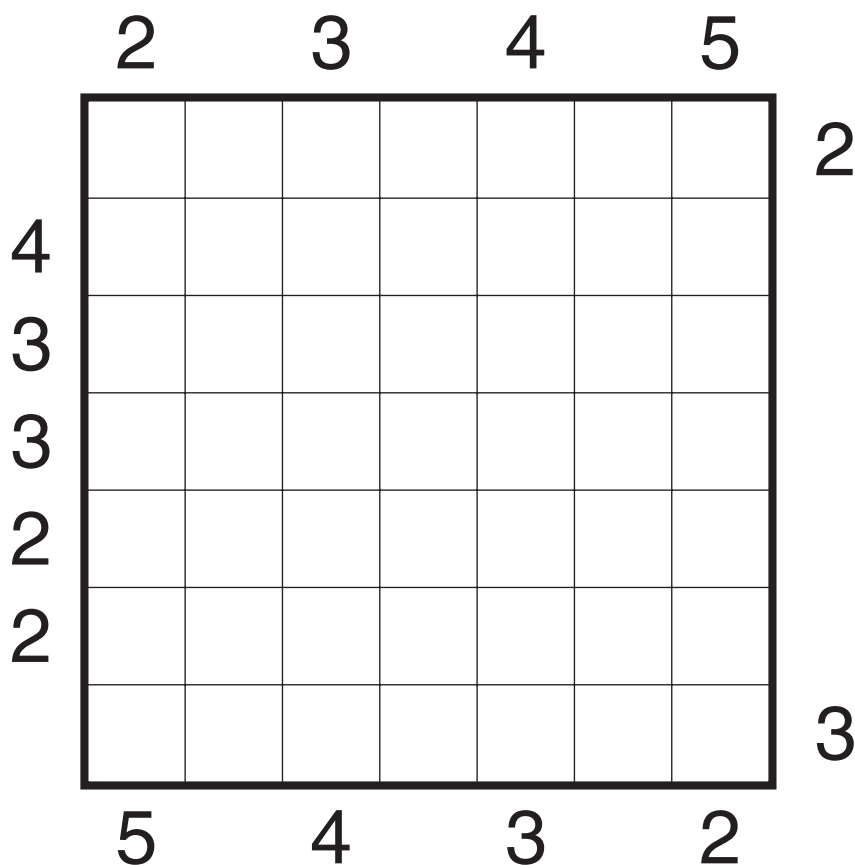
Round Trip by Prasanna Seshadri

Rules: Draw a single loop in the grid which may cross itself orthogonally, but otherwise does not touch or retrace itself.

The clue numbers to the left/right of the rows indicate the number of squares visited by the nearest section of the loop that travels horizontally in the rows. The clue numbers to the top/bottom of the columns indicate the number of squares visited by the nearest section of the loop that travels vertically in the columns.



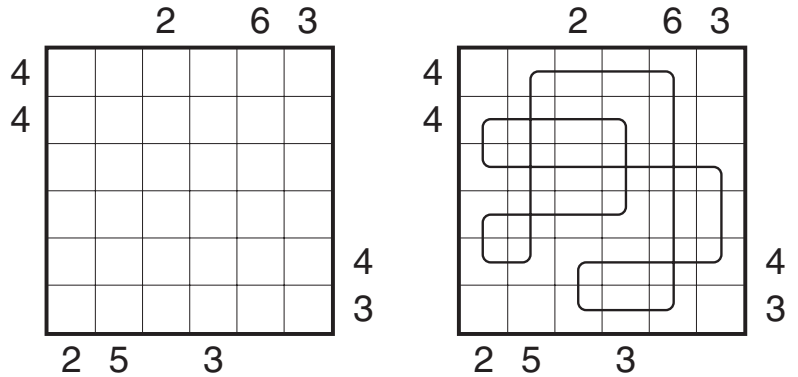
Example by Serkan Yürekli



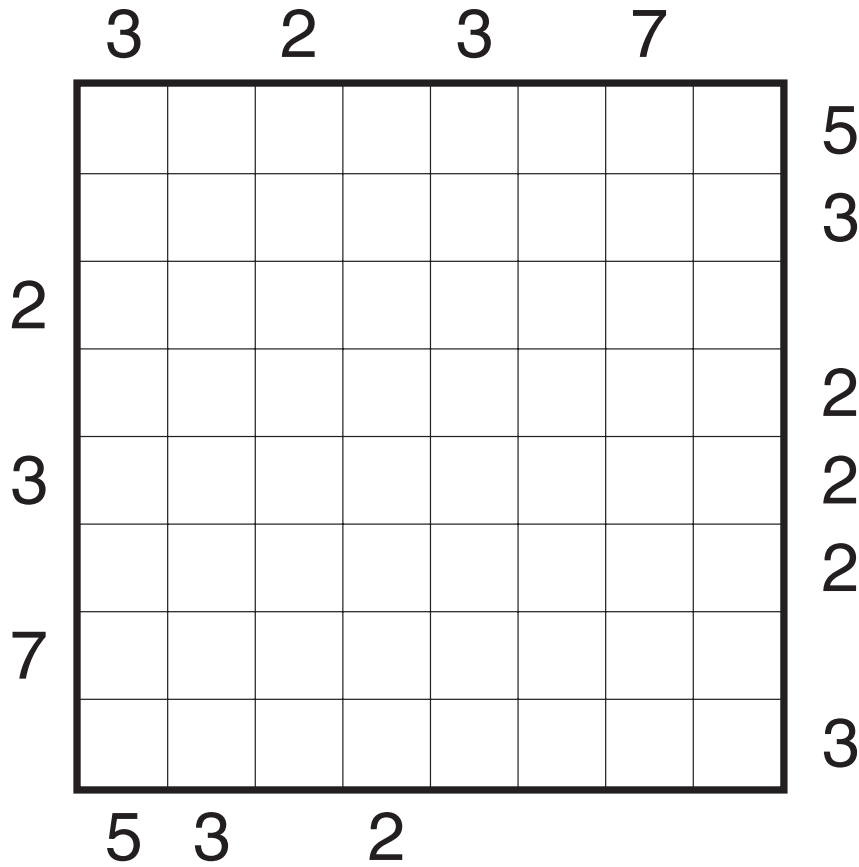
Number Series

Round Trip by Grant Fikes

Rules: Draw a single loop in the grid which may cross itself orthogonally, but otherwise does not touch or retrace itself. The clue numbers to the left/right of the rows indicate the number of squares visited by the nearest section of the loop that travels horizontally in the rows. The clue numbers to the top/bottom of the columns indicate the number of squares visited by the nearest section of the loop that travels vertically in the columns.



Example by Serkan Yürekli

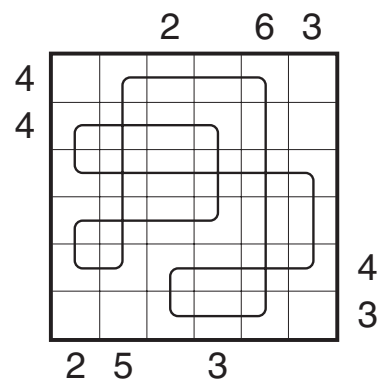
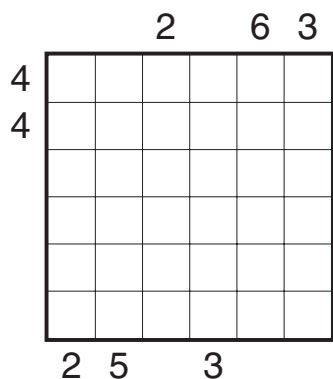


Prime Time

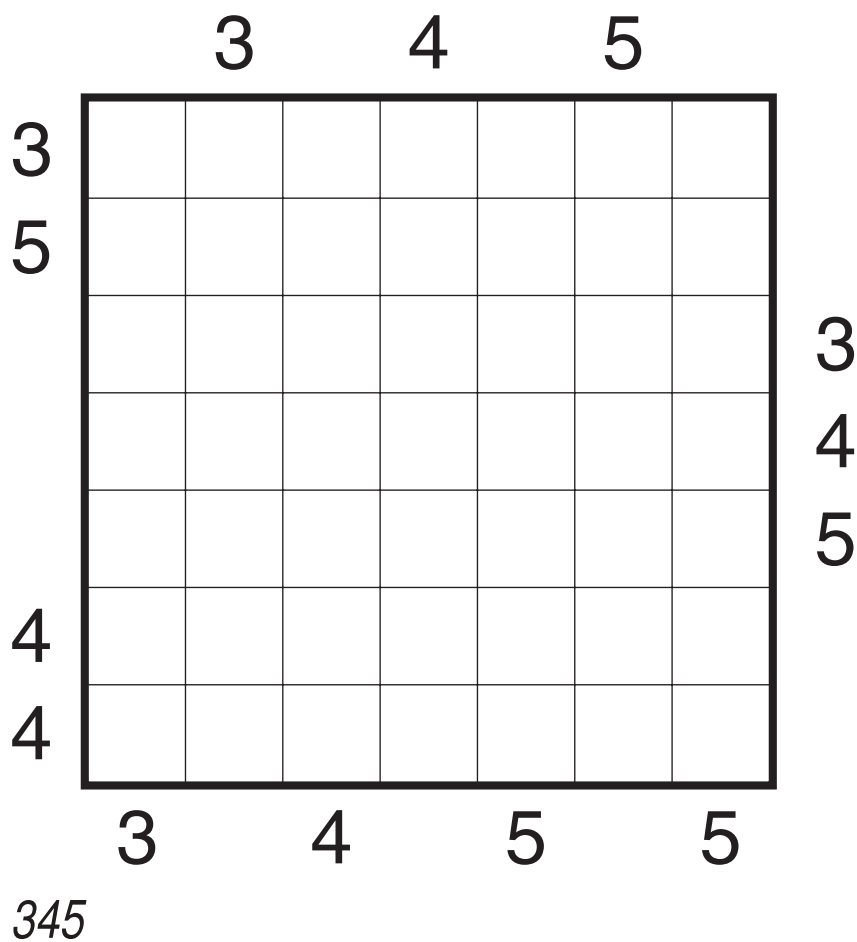
Round Trip by Thomas Snyder

Rules: Draw a single loop in the grid which may cross itself orthogonally, but otherwise does not touch or retrace itself.

The clue numbers to the left/right of the rows indicate the number of squares visited by the nearest section of the loop that travels horizontally in the rows. The clue numbers to the top/bottom of the columns indicate the number of squares visited by the nearest section of the loop that travels vertically in the columns.



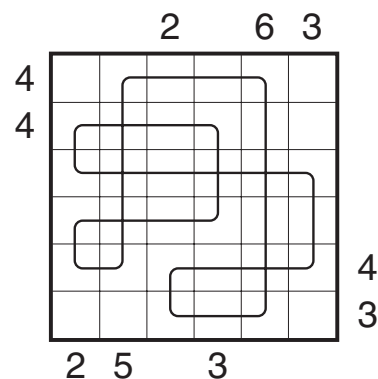
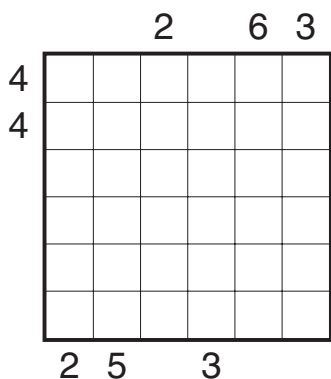
Example by Serkan Yürekli



Round Trip by Bryce Herdt

Rules: Draw a single loop in the grid which may cross itself orthogonally, but otherwise does not touch or retrace itself.

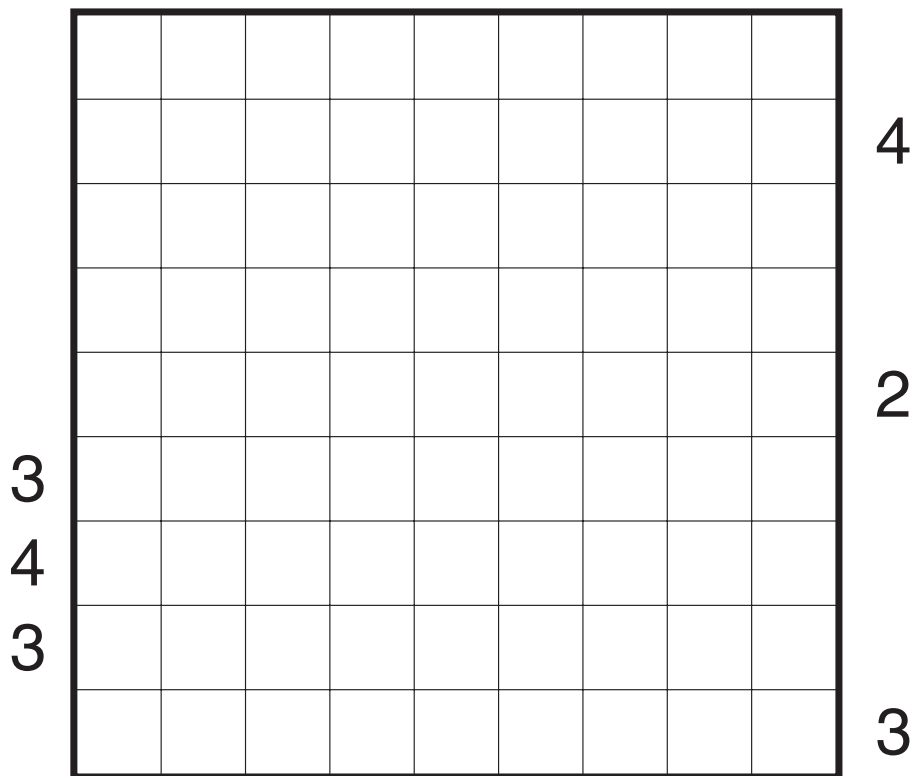
The clue numbers to the left/right of the rows indicate the number of squares visited by the nearest section of the loop that travels horizontally in the rows. The clue numbers to the top/bottom of the columns indicate the number of squares visited by the nearest section of the loop that travels vertically in the columns.



Example by Serkan Yürekli



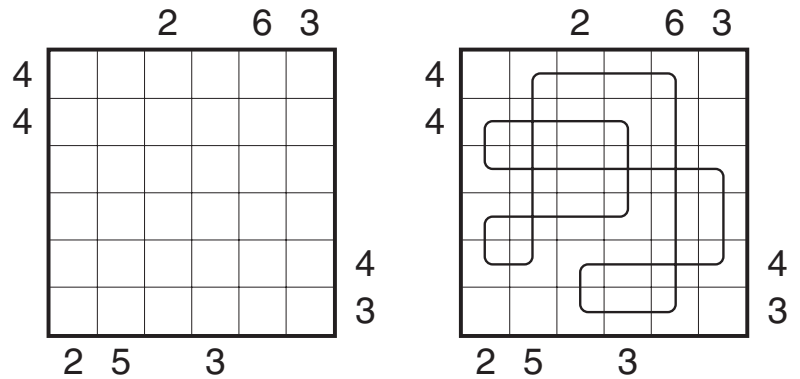
2 9 9 7 9 2 4 5 8



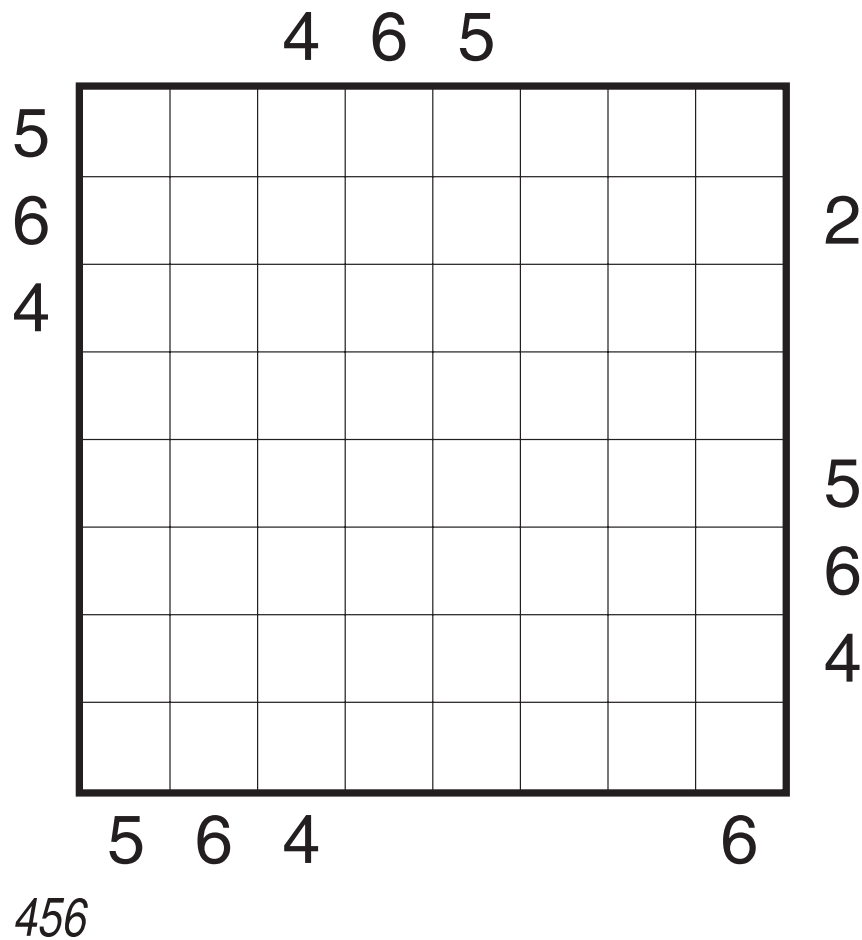
Speed of Light and Speed of Sound

Round Trip by Ashish Kumar

Rules: Draw a single loop in the grid which may cross itself orthogonally, but otherwise does not touch or retrace itself. The clue numbers to the left/right of the rows indicate the number of squares visited by the nearest section of the loop that travels horizontally in the rows. The clue numbers to the top/bottom of the columns indicate the number of squares visited by the nearest section of the loop that travels vertically in the columns.

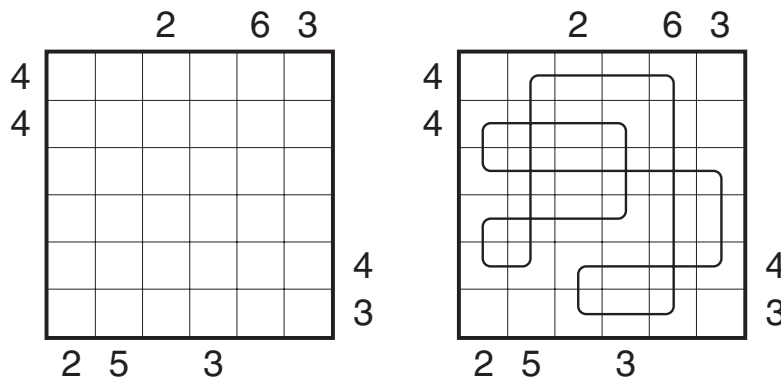


Example by Serkan Yürekli

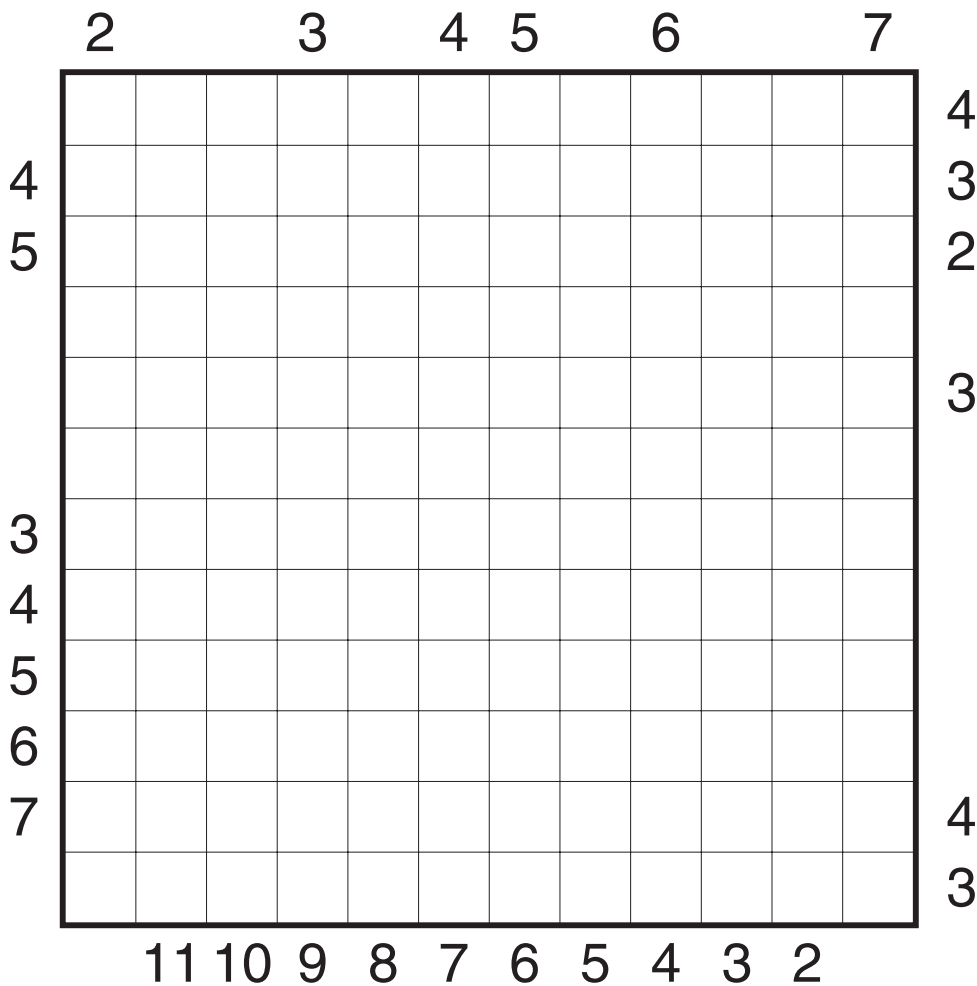


Round Trip by JinHoo Ahn

Rules: Draw a single loop in the grid which may cross itself orthogonally, but otherwise does not touch or retrace itself. The clue numbers to the left/right of the rows indicate the number of squares visited by the nearest section of the loop that travels horizontally in the rows. The clue numbers to the top/bottom of the columns indicate the number of squares visited by the nearest section of the loop that travels vertically in the columns.



Example by Serkan Yürekli



Sequential Logic