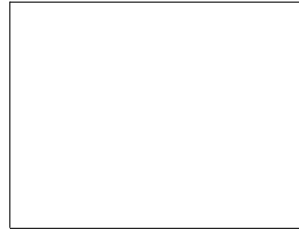
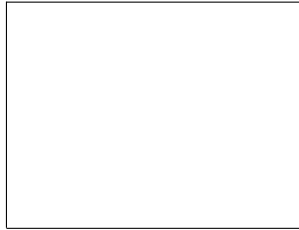


**Part 3 – Cycling – 50 minutes**

1.	Tour de France . . . . .	15
2.	Dutch Loop . . . . .	15+20
3.	Unique cycle . . . . .	25
4.	Magic bicycle . . . . .	45
5.	Yellow jersey . . . . .	65
6.	Wheels of fortune . . . . .	65

**Total: 250 points + time bonus (5 pts/minute)**

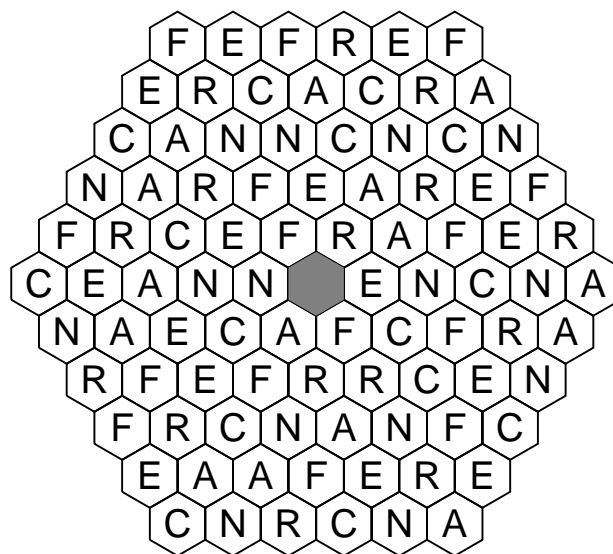


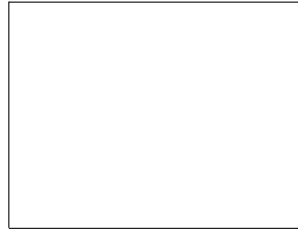
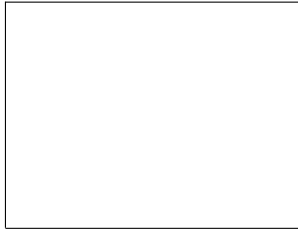


**1. Tour de France**

**(15 points)**

Draw a closed loop that passes through every cell of the grid exactly once, connecting the centers of adjacent cells (touching by a side), without crossing or touching itself. The letter sequence F-R-A-N-C-E-F-R-A-N-C-E-... repeats along the loop. The gray cells are not part of the loop.

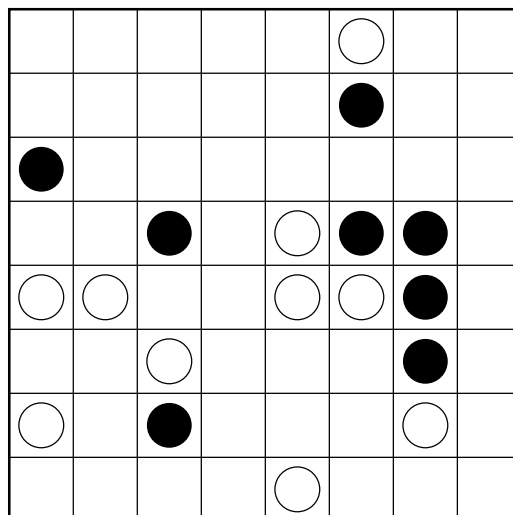
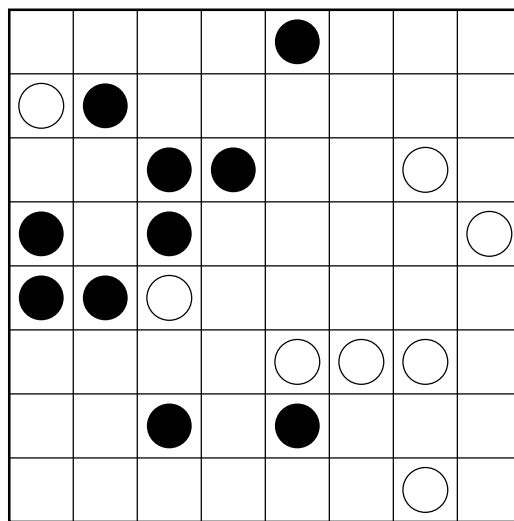




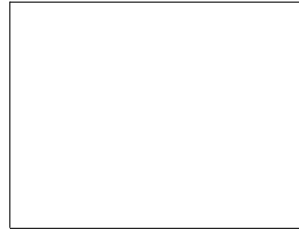
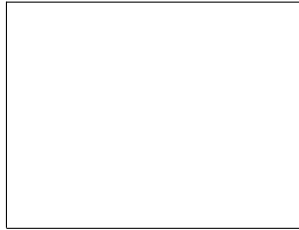
**2. Dutch Loop**

**(15+20 points)**

Draw a single closed loop in the grid, passing through each square exactly once. The loop consists of horizontal and vertical line segments, and must not intersect or overlap itself anywhere. The path must make a 90-degree turn on the black circles, and make a straight line on the white circles.



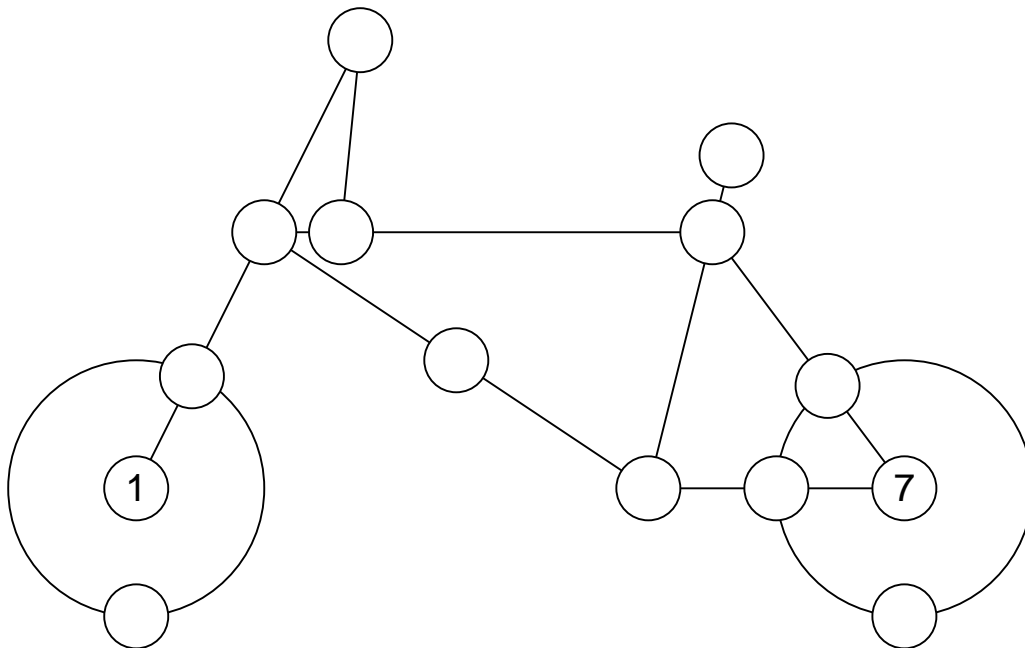




**4. Magic bicycle**

**(45 points)**

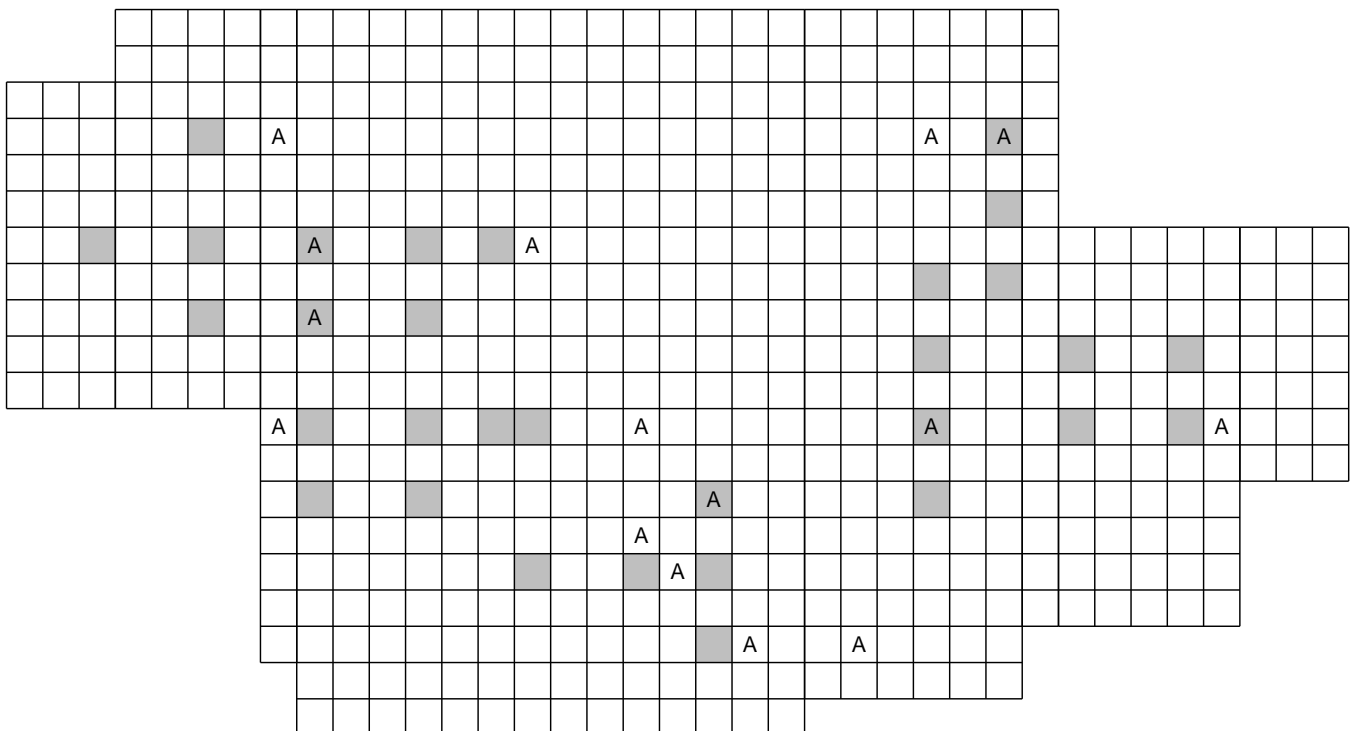
Place the numbers from 1 to 14 (each exactly once) in the circles, so that the sum of the values on a straight line or on a circle is always the same. Two numbers are already placed.



5. Yellow jersey

(65 points)

Enter the 28 names below (Tour de France winners from 1952 to 2010) into the grid. All the A's are already placed. All the cells where two words intersect are grayed. All the words are interconnected, and no word which is not in the list (not even a two-letter word) can appear.



- |           |           |         |            |
|-----------|-----------|---------|------------|
| CONTADOR  | LEMOND    | VANIMPE | ANQUETIL   |
| SASTRE    | DELGADO   | MERCKX  | NENCINI    |
| PEREIRO   | ROCHE     | OCANA   | BAHAMONTES |
| ARMSTRONG | HINAULT   | JANSSEN | GAUL       |
| PANTANI   | FIGNON    | PINGEON | WALKOWIAK  |
| ULLRICH   | ZOETEMELK | AIMAR   | BOBET      |
| INDURAIN  | THEVENET  | GIMONDI | COPPI      |

6. Wheels of fortune

(65 points)

Enter digits into the empty circles, so that each large wheel contains each digit from 1 to 8 exactly twice, and two circles containing the same digit are separated by a number of circles equal to that digit: one cell separates the two 1's, two cells separate the two 2's, etc.

