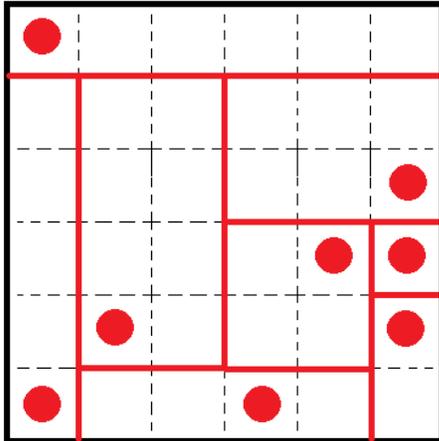


Different Rectangles – Part 1

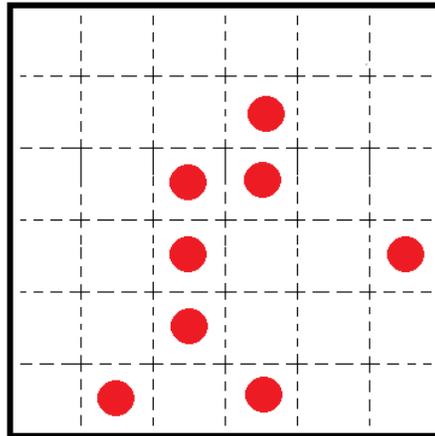
By Erich Friedman in *GAMES*

To solve these puzzles, partition the grid into rectangles, each containing exactly one dot. Each rectangle must be a different size, even when rotated, though rectangles may have the same area. An example of a solved puzzle is shown below.

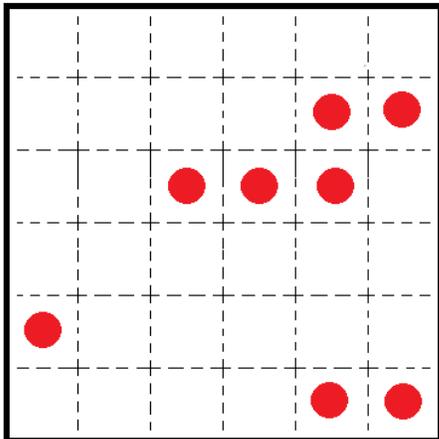
EXAMPLE:



#1:



#2:



#3:

