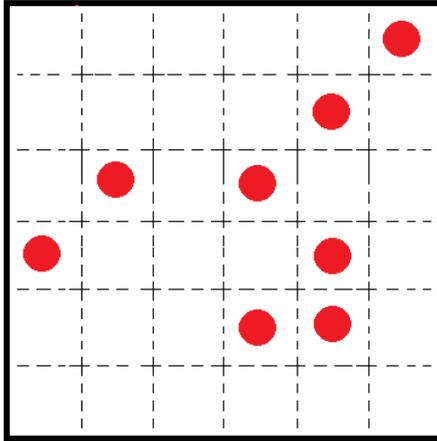


## Different Rectangles – Part 2

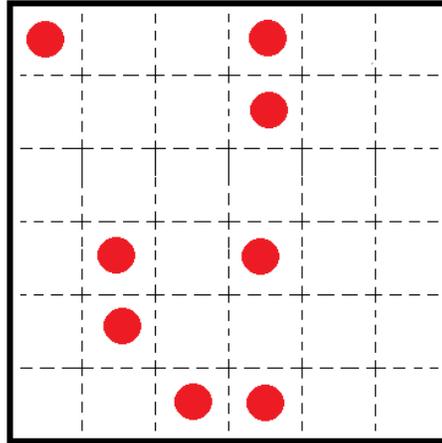
By Erich Friedman in *GAMES*

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.

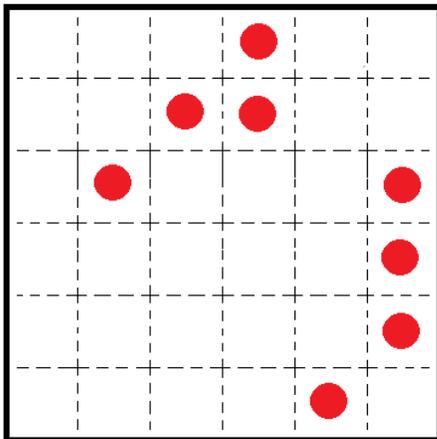
#4:



#5:



#6:



#7:

