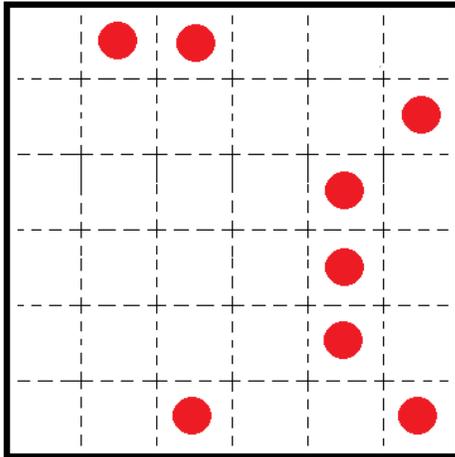


Different Rectangles – Part 3

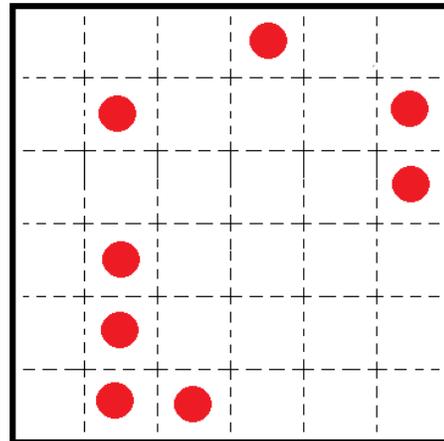
By Erich Friedman in *GAMES*

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

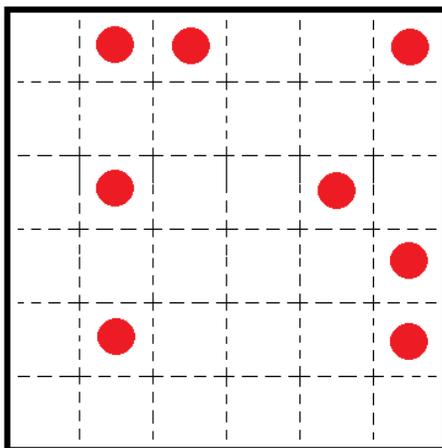
#8:



#9:



#10:



#11:

