

ラウンド① 稲葉ラウンド

制限時間 30分 11種 × 3問 全33問

配点はすべて1問 10点 330点満点

タイトル	得点
詰め込みテトロミノ	
カバーテトロミノ	
おかたづけテトロミノ	
線対称ドッキング	
図形の足し算	
テトロミノ迷路	
りんごと重力	
ミノ虫	
ピースセンサー	
テトロミノプレース	
ひとつにしてくれ	
合計	

座席番号	名前	点数

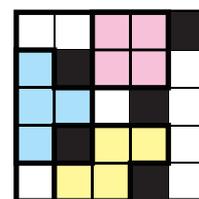
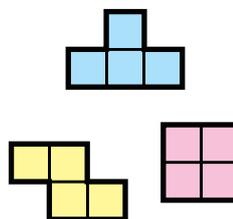
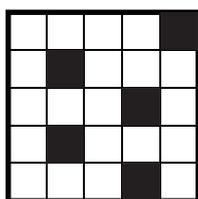
1 - 1 詰め込みテトロミノ

《ルール》

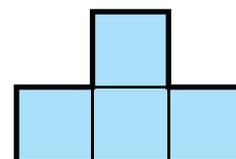
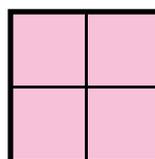
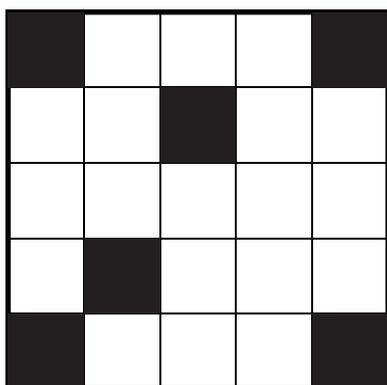
盤面にすべてのピースを置いてください。
黒マスの上にピースは置けません。

例題

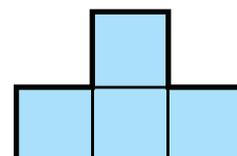
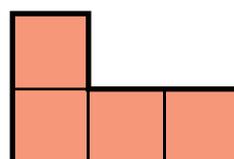
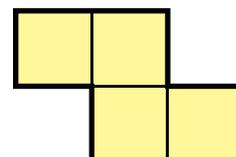
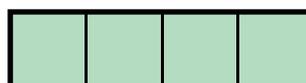
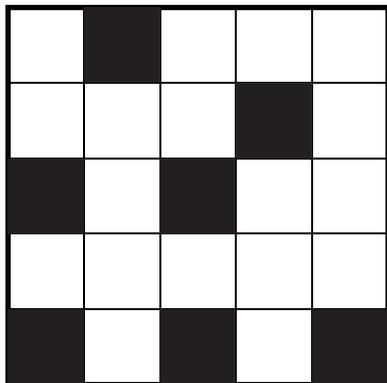
解答



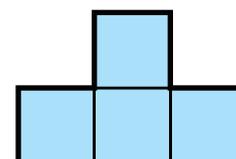
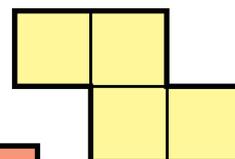
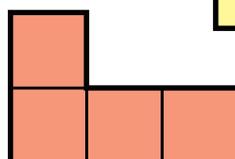
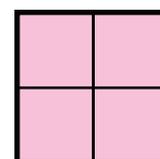
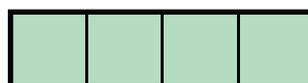
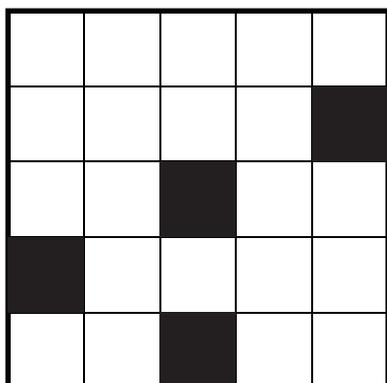
問1 (10点)



問2 (10点)



問3 (10点)



確認者

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点数

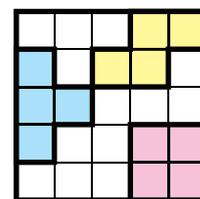
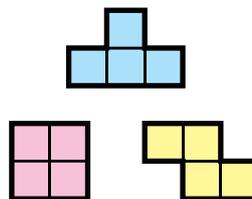
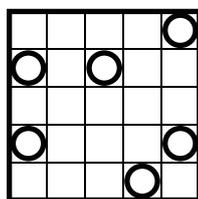
1 - 2 カバーテトロミノ

《ルール》

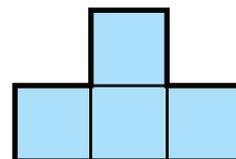
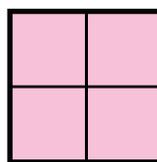
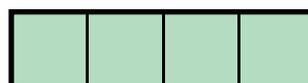
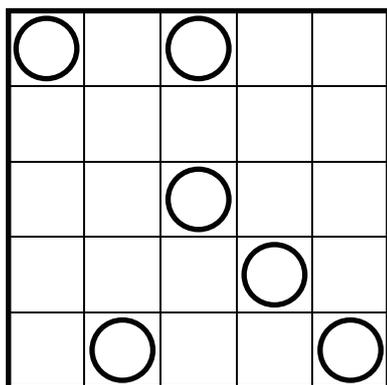
ピースですべての○を隠してください。

例題

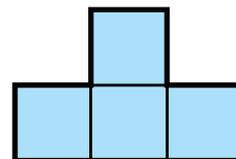
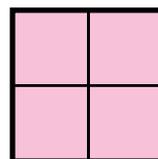
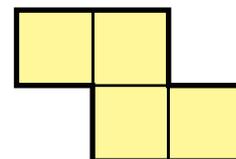
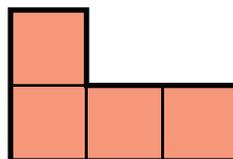
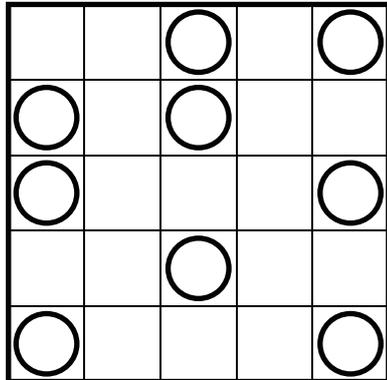
解答



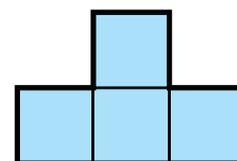
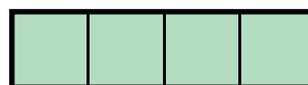
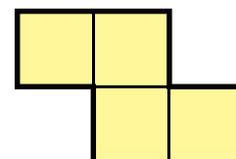
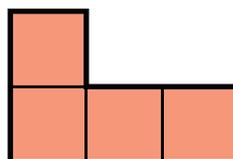
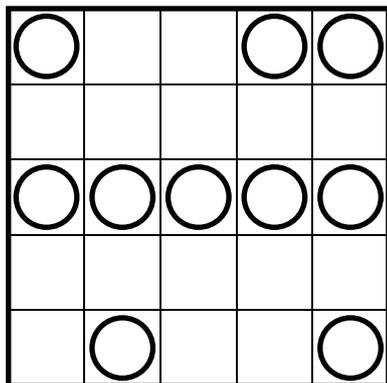
問1 (10点)



問2 (10点)



問3 (10点)



確認者

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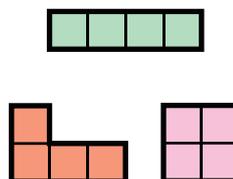
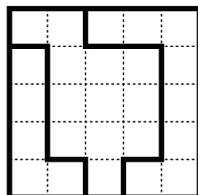
点数

1 - 3 おかたづけテトロミノ

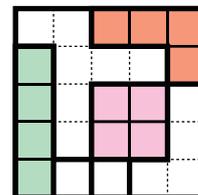
《ルール》

太線で囲まれた各部屋にピースを一つずつ入れてください。
ピースどうしはタテヨコで接してはいけません。

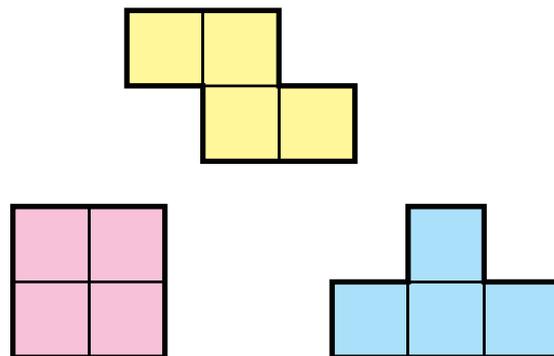
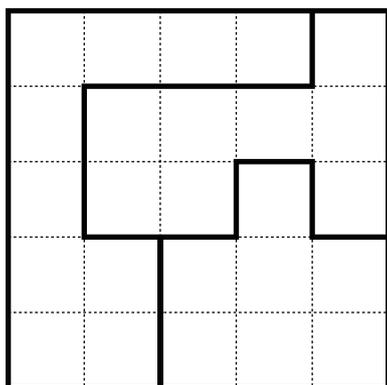
例題



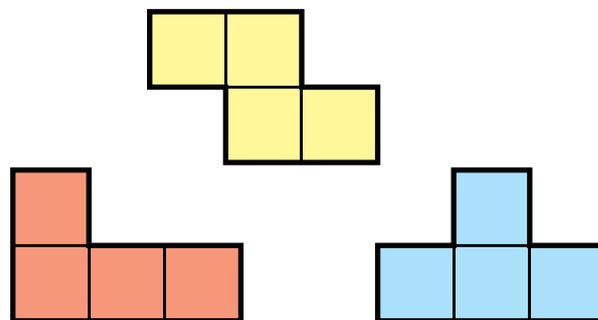
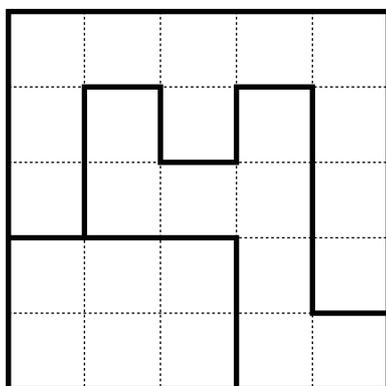
解答



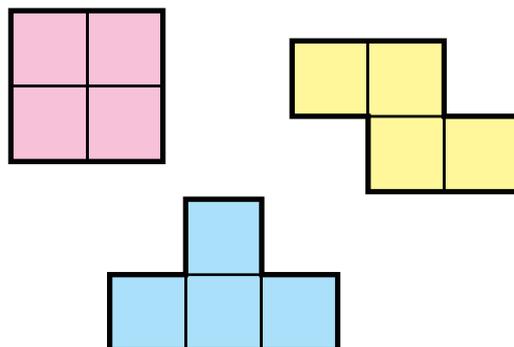
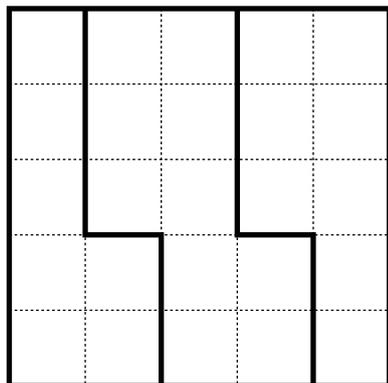
問1 (10点)



問2 (10点)



問3 (10点)



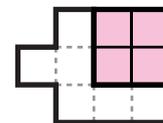
確認者 /	点数
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《ルール》

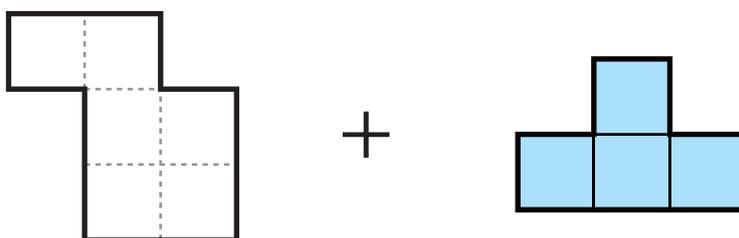
図形にピースを付け加えて線対称の図形を作ってください。

例題

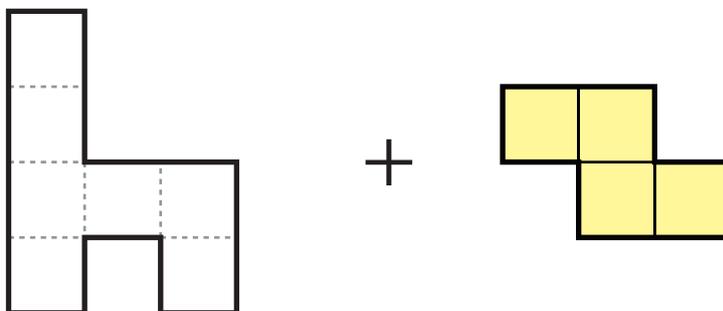
解答



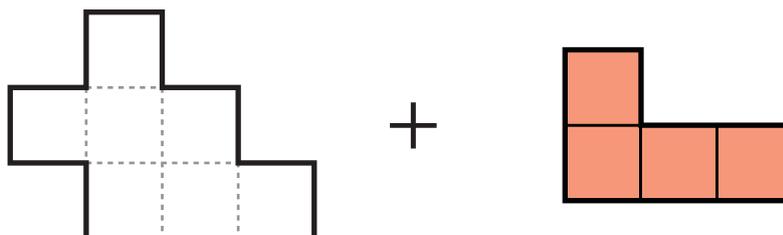
問1 (10点)



問2 (10点)



問3 (10点)

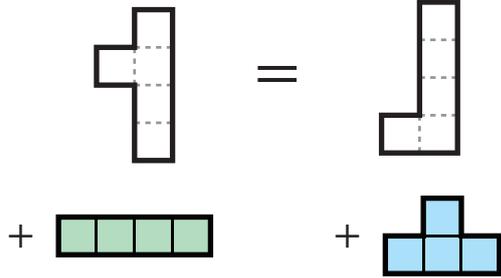


1 - 5 図形の足し算

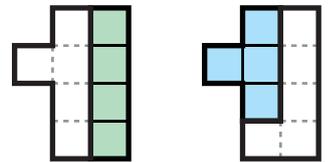
《ルール》

2つの図形にそれぞれ指定のピースを付け加えて形も向きも同じ図形にしてください。

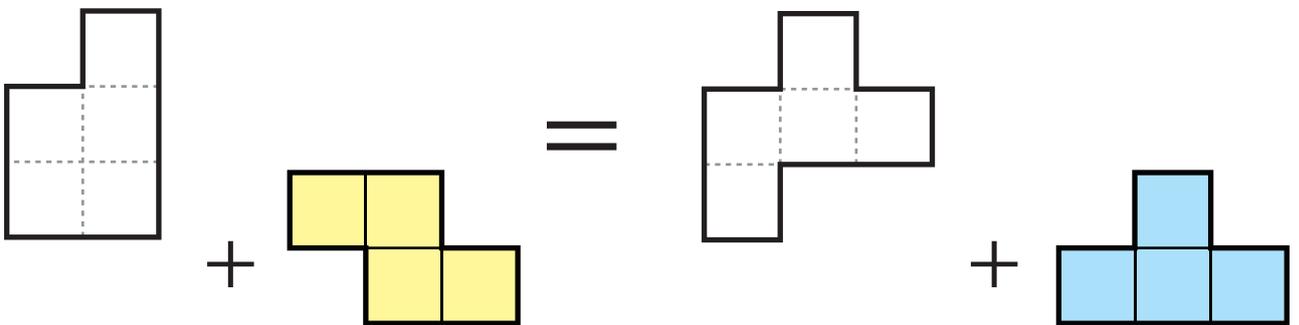
例題



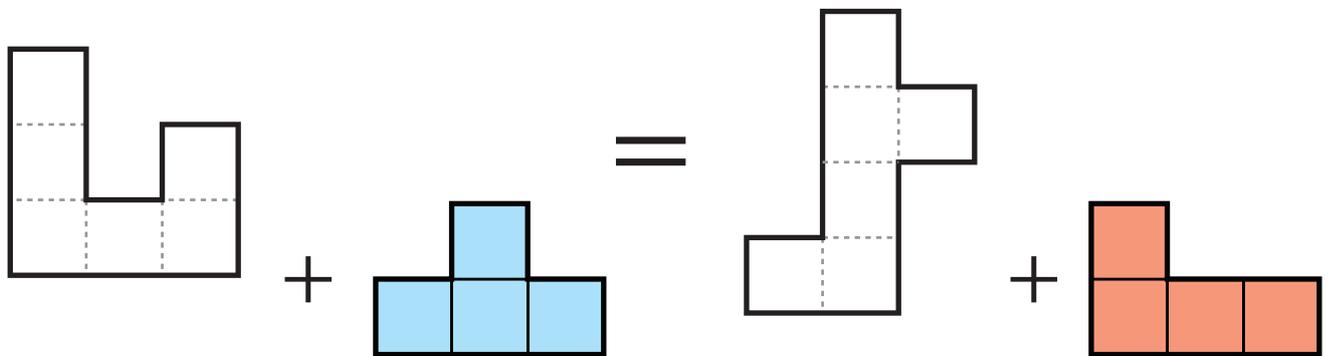
解答



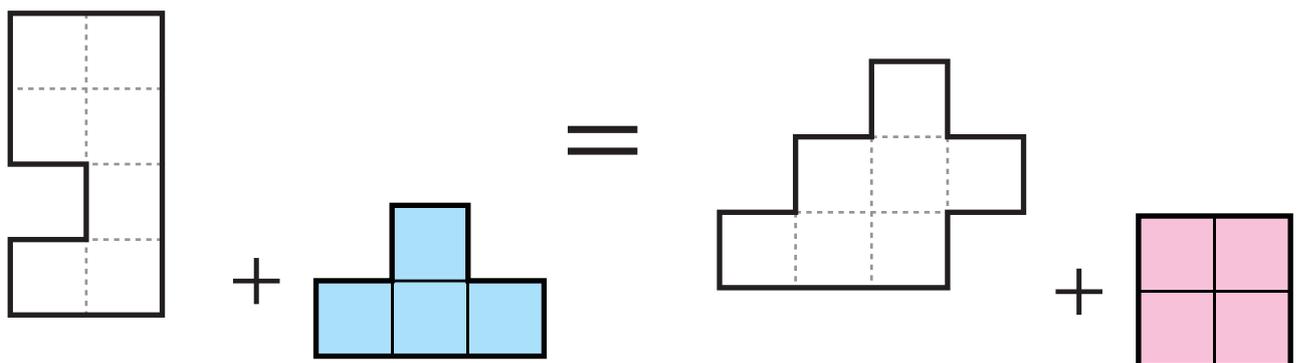
問1 (10点)



問2 (10点)



問3 (10点)



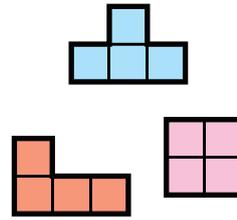
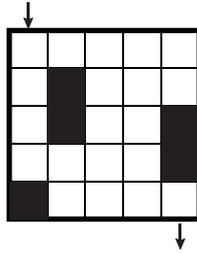
確認者 /	点数
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1 - 6 テトロミノ迷路

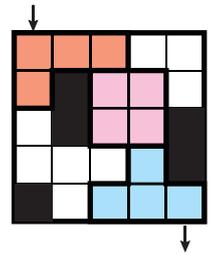
《ルール》

スタートからゴールまで縦横にピースをたどって行けるようにしてください。
黒マスの上にピースは置けません。

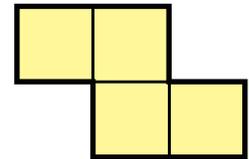
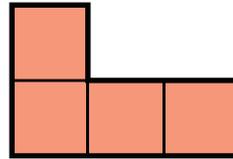
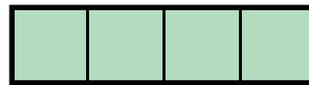
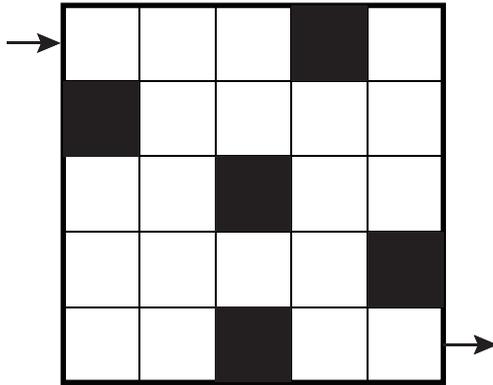
例題



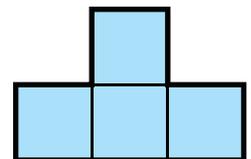
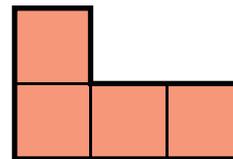
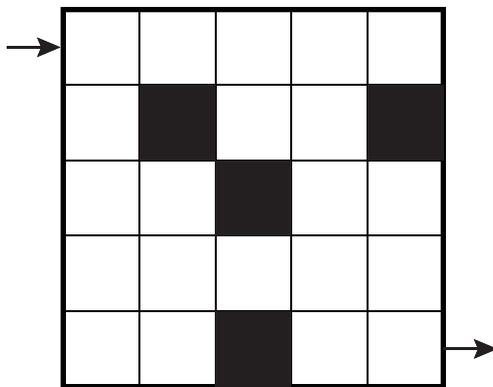
解答



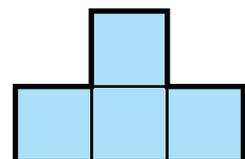
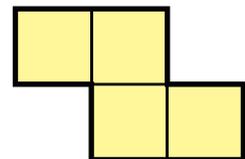
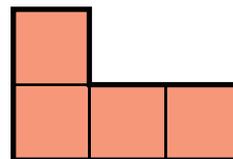
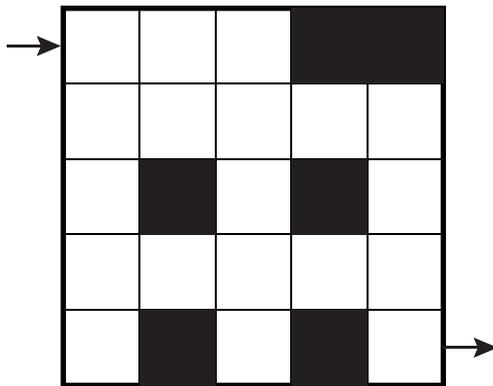
問1 (10点)



問2 (10点)



問3 (10点)



確認者 /	点数
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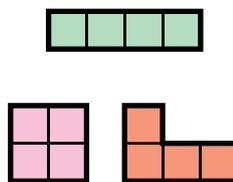
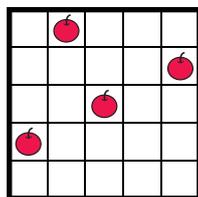
1 - 7 りんごと重力

《ルール》

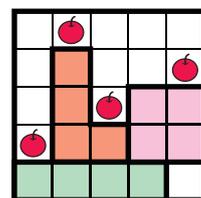
全てのりんごが落ちないようにしてください。

ピースは一番下の段か、他のピースの上にはしか置けません。

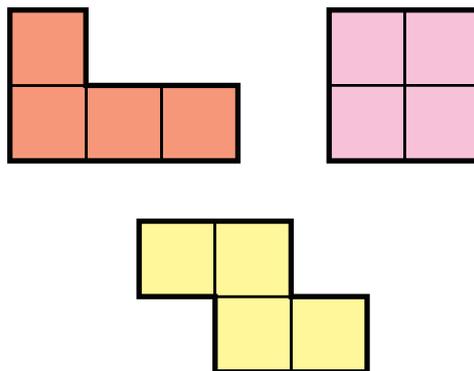
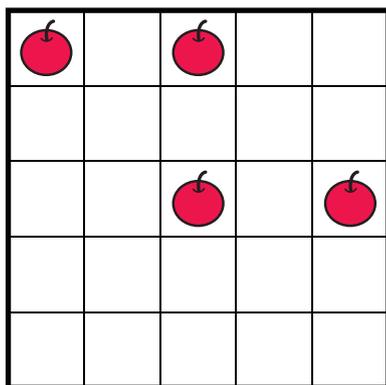
例題



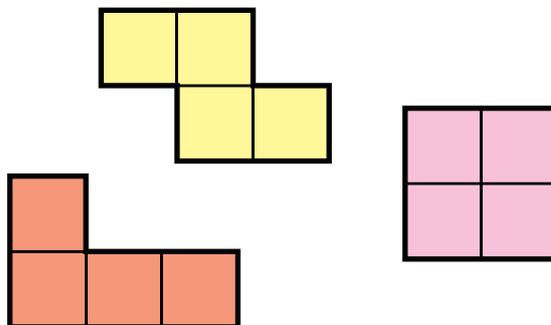
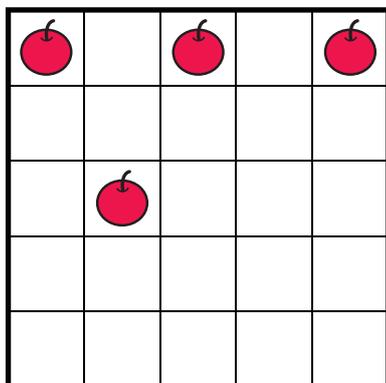
解答



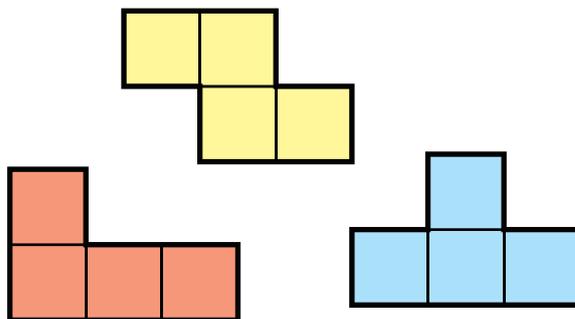
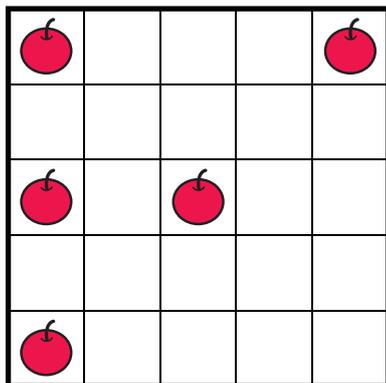
問1 (10点)



問2 (10点)



問3 (10点)



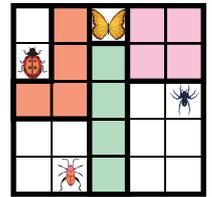
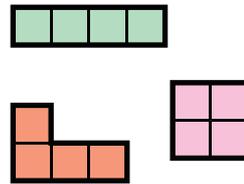
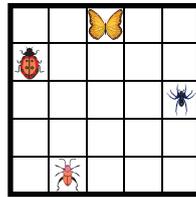
確認者 _____ / _____	点数 _____
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《ルール》

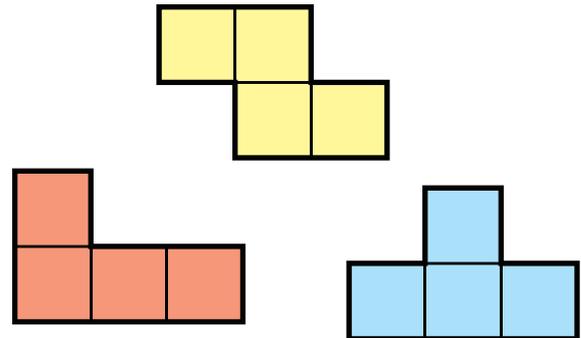
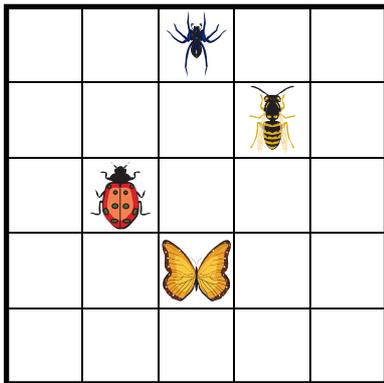
ピースの壁を置いて盤面を仕切り
虫が別々の部屋に入るようにして
ください。

例題

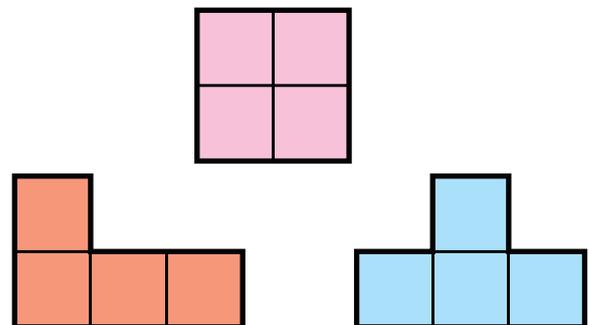
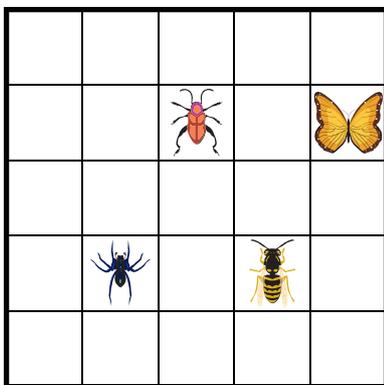
解答



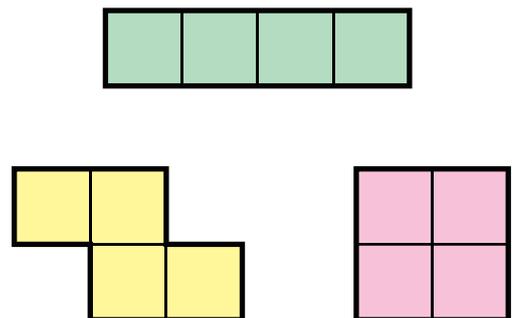
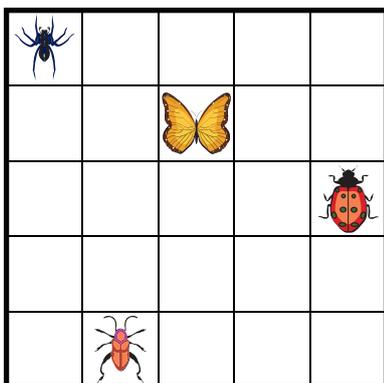
問1 (10点)



問2 (10点)



問3 (10点)



確認者

/

点数

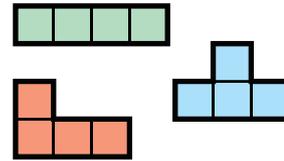
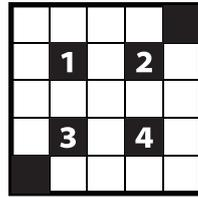
1 - 9 ピースセンサー

《ルール》

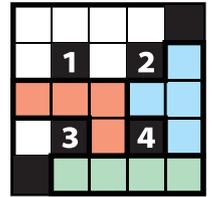
数字はそのマスに辺で接するマスのうち、ピースが置かれるマスの数を表します。

黒マスの上にピースは置けません。

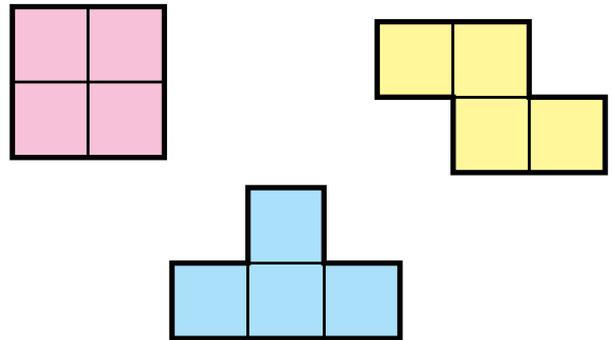
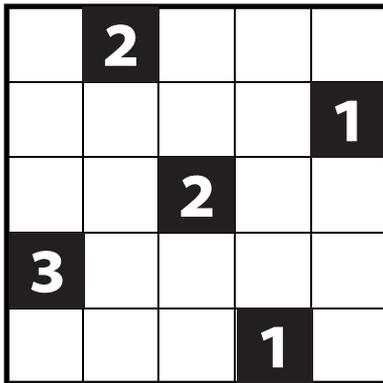
例題



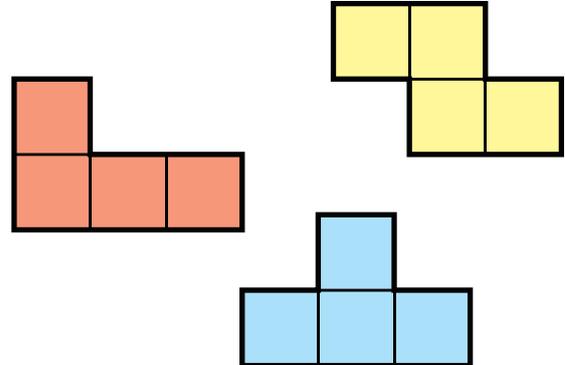
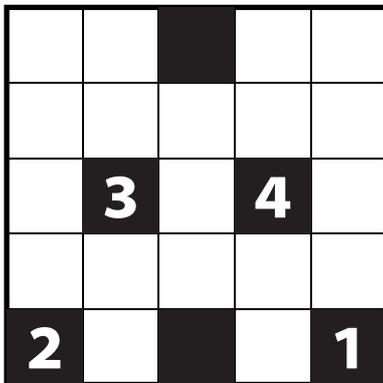
解答



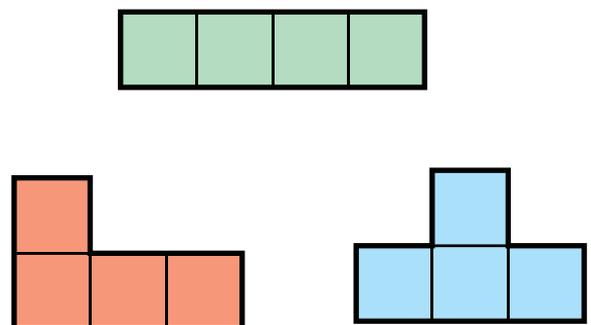
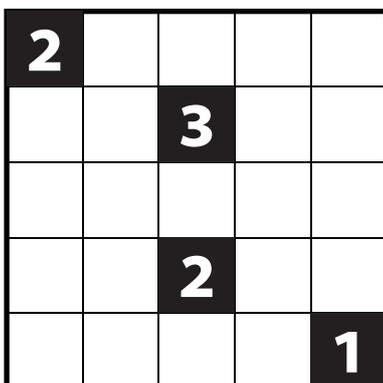
問1 (10点)



問2 (10点)



問3 (10点)

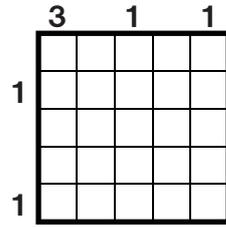


確認者 _____ / _____	点数 _____
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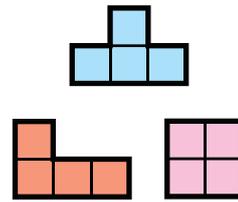
1 - 10 テトロミノスペース

《ルール》

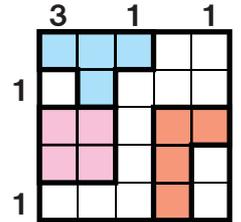
周囲の数字は、その列にピースが置かれるマスがいくつあるかを表します。



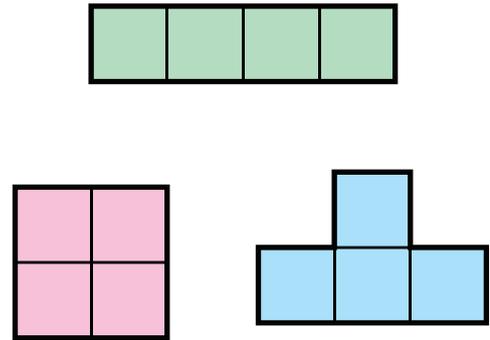
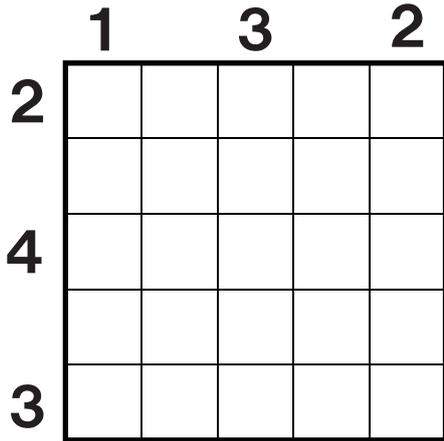
例題



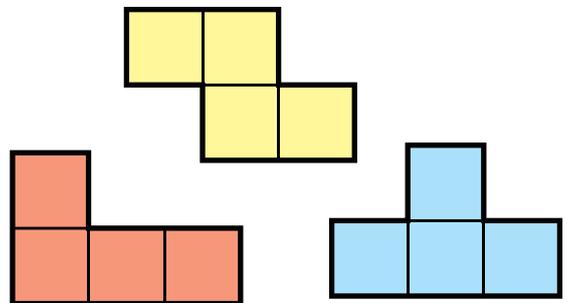
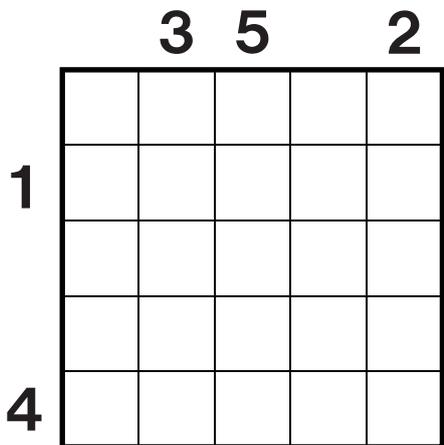
解答



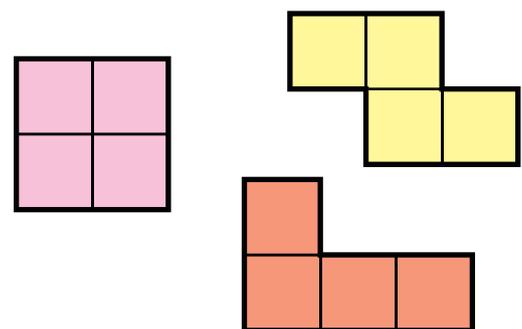
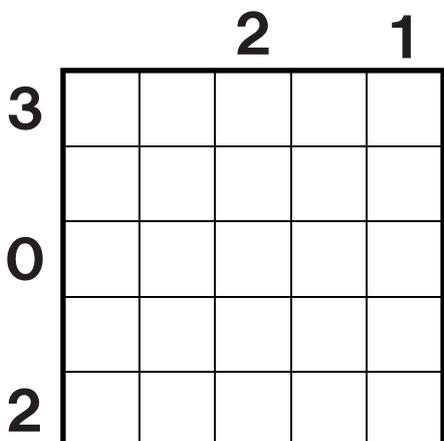
問1 (10点)



問2 (10点)



問3 (10点)



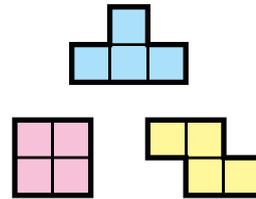
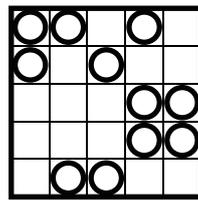
確認者 /	点数
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1 - 11 ひとつにしてくれ

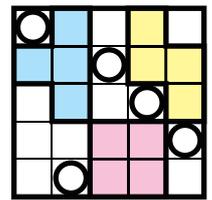
《ルール》

ピースで○を隠し、タテヨコのすべての列に○が一つずつのこるようにしてください。

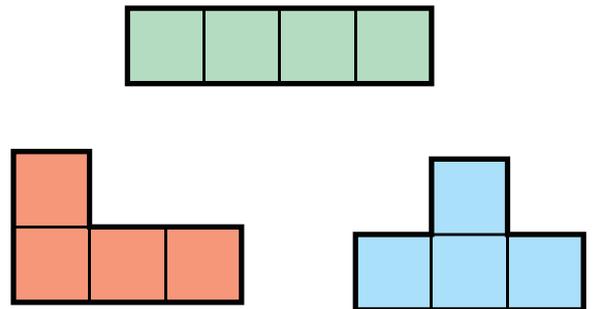
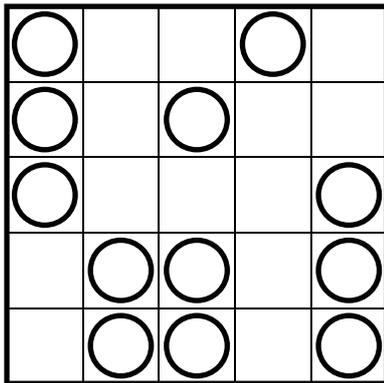
例題



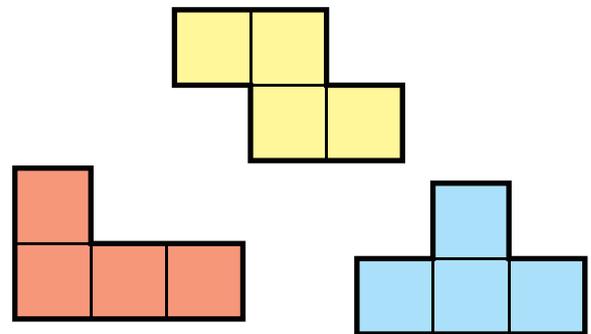
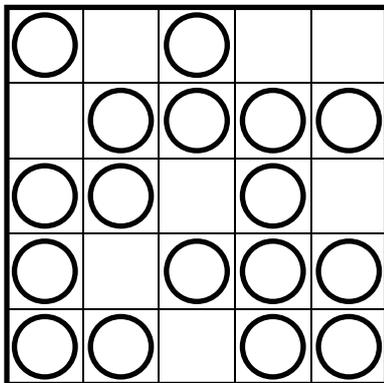
解答



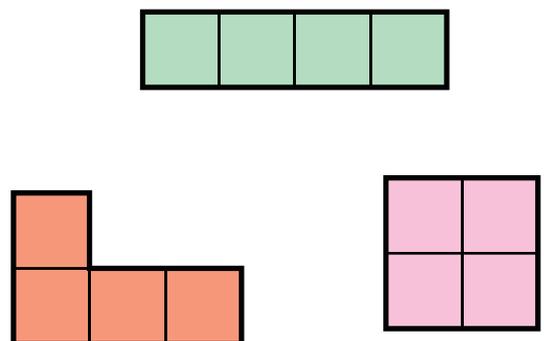
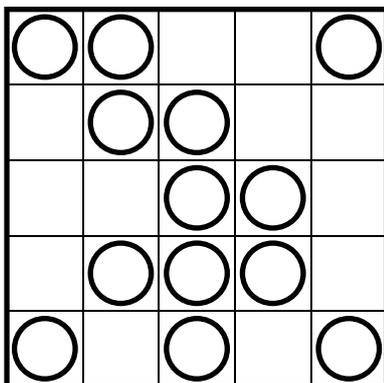
問1 (10点)



問2 (10点)



問3 (10点)



確認者 /	点数
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