## INSTRUCTIONS

Inspired by the skiing event of the same name, the goal of Slalom is to draw a single loop through all the gates on the puzzle grid-a loop that never crosses itself, branches off, or passes through the same cell twice.

1. The loop begins and ends in the cell with the open numbered circle. The number indicates how many gates the entire loop must pass through.
2. The dotted lines are the "gates." The loop must pass all gates, but a gate can only be passed once. A single gate may span multiple cells-you should only pass through it once.
3. Numbers in black cells at the ends of gates show where that gate falls
 within the path. For example, the gate marked " 1 " is first, and two more gates must be passed through before a gate marked "4." Unmarked gates can be passed through at any time.

## \#1


\#2


## \#3



