

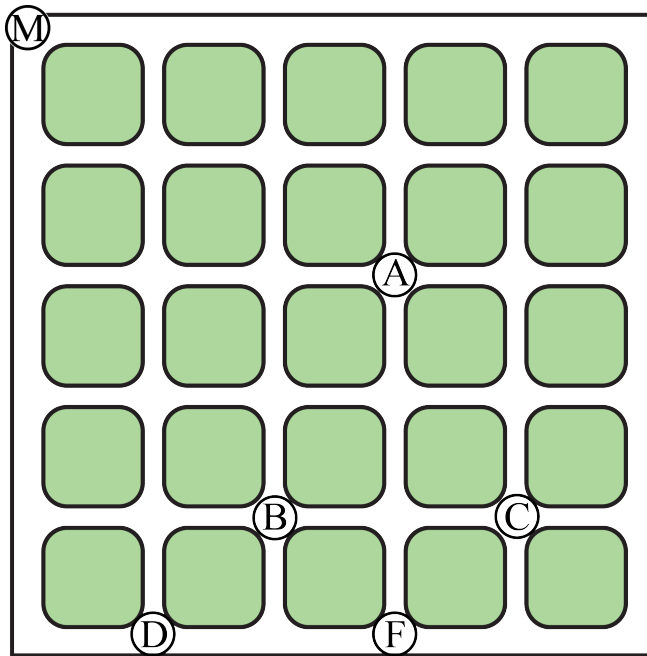


Problem of the Week

Problem B

For Your Amusement

The map of an amusement park looks like a grid with six horizontal paths and six vertical paths. The main gate and five rides are marked with letters, as shown.



M: Main Gate
A: Airplanes
B: Bumper Cars
C: Carousel
D: Drop Time
F: Ferris Wheel

All visitors must walk on the paths. It takes 1 minute for Anton to walk along a path from one intersection to the next, and 5 minutes to go on any ride.

- Anton arrives at the main gate and wants to go on two rides before returning to the main gate for lunch in 25 minutes. Which two rides could he choose?
- Starting at the main gate, Anton wants to go on the Ferris Wheel, the Airplanes, and the Bumper Cars, and then back to the main gate to meet a friend. In which order should Anton go on the three rides if he wants to be back at the main gate as quickly as possible?