



	1	0			1			0			1		
1	0	0			0	1					1		1
0						1		1					
					1	0		0		1			
1	0			0		1		0			1		0
	0			0									
		0		1			1				0		1
								1				1	0
			0	1	0			1				1	0
1			1				1		0				
0		1	1										
0													
1	1	0	0					1			1		
				0	0					1			0



2 Binair (60)

1					1		0					0	0
						0	1	0	0		0		1
1		0			0				1		0	1	0
0	0			0	0		0		0				
0					1		1						
1	1			1	1			0	1				
					0			0			1		1
		1	0					1			0		
	1		1		0				1				
		0			1		0	1					
	0												
0			1		0			0					
1	1											1	
0		1	0										



3 Binair (60)

		0		1					0		0	0	
1				0		1	1	0					1
0							0						0
0	1		0	1	0					0	1		
	0			1			1	0	0	1	0		
	1				1						1		
				1		0							
			0	0				0	1				0
	0		0		1				0		1		
						1						0	
1						0						1	0
	0		0				1	0		1	0		
					0		1				0		
					0						1		



4 Binair (60)

	0						0		0	1			
				1	0		1			0		0	
1				1	0		0		1				
	1												
			1			0	1			1			
1		0									1	1	
1	0								0			0	
0		0					0	0				1	1
				0		1	0	1		0		0	
								0	0				1
		0			1	0	1					1	
		0		1					1		0		
		1			0				0	1		0	
0			0				1						1



1 Binair Oplossing (60)

0	1	0	0	1	1	0	1	0	1	0	1	1	0
1	0	0	1	1	0	1	0	1	0	0	1	0	1
0	1	1	0	0	1	1	0	1	0	1	0	0	1
0	1	0	0	1	1	0	1	0	1	1	0	1	0
1	0	1	1	0	0	1	0	0	1	0	1	1	0
1	0	1	0	0	1	0	0	1	0	1	1	0	1
0	1	0	1	1	0	0	1	0	1	1	0	0	1
1	0	0	1	0	1	1	0	1	1	0	0	1	0
0	1	1	0	1	0	0	1	1	0	0	1	1	0
1	0	0	1	1	0	1	1	0	0	1	0	0	1
0	0	1	1	0	1	1	0	0	1	1	0	1	0
0	1	1	0	0	1	0	0	1	1	0	1	0	1
1	1	0	0	1	0	0	1	1	0	0	1	0	1
1	0	1	1	0	0	1	1	0	0	1	0	1	0



## 2 Binair Oplossing (60)

1	0	1	0	0	1	1	0	1	1	0	1	0	0
0	1	0	0	1	1	0	1	0	0	1	0	1	1
1	1	0	1	1	0	1	0	0	1	0	0	1	0
0	0	1	1	0	0	1	0	1	0	1	1	0	1
0	1	1	0	0	1	0	1	1	0	1	0	0	1
1	1	0	0	1	1	0	1	0	1	0	0	1	0
1	0	1	1	0	0	1	0	0	1	0	1	0	1
0	0	1	0	1	1	0	0	1	0	1	0	1	1
0	1	0	1	0	0	1	1	0	1	1	0	1	0
1	0	0	1	0	1	1	0	1	1	0	1	0	0
1	0	1	0	1	0	0	1	0	0	1	1	0	1
0	1	0	1	1	0	1	1	0	1	0	0	1	0
1	1	0	1	0	1	0	0	1	0	0	1	1	0
0	0	1	0	1	0	0	1	1	0	1	1	0	1



### 3 Binair Oplossing (60)

1	1	0	0	1	1	0	0	1	0	1	0	0	1
1	0	0	1	0	0	1	1	0	1	1	0	0	1
0	0	1	1	0	1	0	0	1	1	0	1	1	0
0	1	1	0	1	0	0	1	1	0	0	1	0	1
1	0	0	1	1	0	1	1	0	0	1	0	1	0
0	1	1	0	0	1	1	0	0	1	0	1	1	0
0	1	0	1	1	0	0	1	1	0	0	1	0	1
1	0	1	0	0	1	1	0	0	1	1	0	1	0
0	0	1	0	1	1	0	1	1	0	0	1	1	0
0	1	0	1	1	0	1	0	0	1	1	0	0	1
1	0	1	1	0	1	0	0	1	0	0	1	1	0
1	0	1	0	0	1	0	1	0	1	1	0	0	1
0	1	0	0	1	0	1	1	0	1	0	0	1	1
1	1	0	1	0	0	1	0	1	0	1	1	0	0



#### 4 Binair Oplossing (60)

1	0	1	0	0	1	1	0	0	1	0	1	1	0
0	1	1	0	1	0	0	1	1	0	0	1	0	1
1	0	0	1	1	0	1	0	0	1	1	0	1	0
0	1	1	0	0	1	0	1	1	0	0	1	1	0
0	1	0	1	1	0	0	1	0	1	1	0	0	1
1	0	0	1	0	1	1	0	1	0	0	1	1	0
1	0	1	0	0	1	0	1	1	0	1	0	0	1
0	1	0	1	1	0	1	0	0	1	0	0	1	1
1	1	0	1	0	0	1	0	1	1	0	1	0	0
1	0	1	0	0	1	0	1	0	0	1	1	0	1
0	1	0	0	1	1	0	1	0	1	1	0	1	0
1	0	0	1	1	0	1	0	1	1	0	0	1	0
0	0	1	1	0	0	1	0	1	0	1	1	0	1
0	1	1	0	1	1	0	1	0	0	1	0	0	1