

Four Dice: 2 0 2 3

Allowable operations: $+$, $-$, \times , \div , factorial, square roots, exponentiation, negation.

Scoring: 3 points for a solution. You may use glueing (e.g. to make 20) and decimals (e.g. to make .2), but each use subtracts 1 point from your score.

Brackets are allowed. **Digits must be in the order: 2, 0, 2, 3.**

0 =	7 =	14 =
1 =	8 =	15 =
2 =	9 =	16 =
3 =	10 =	17 =
4 =	11 =	18 =
5 =	12 =	19 =
6 =	13 =	20 =