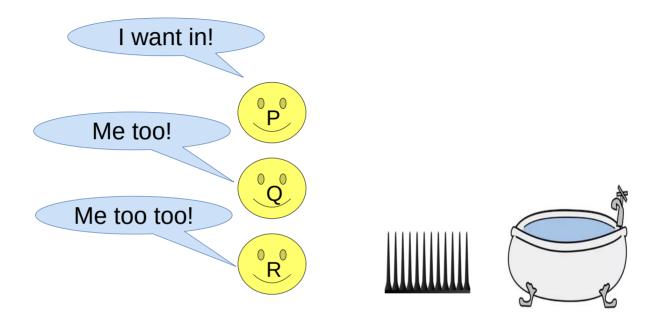
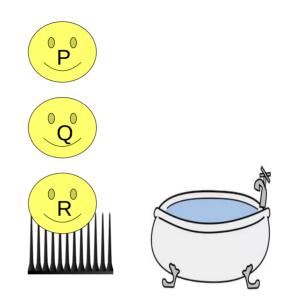
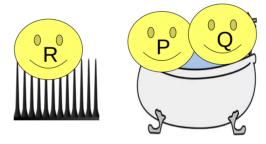


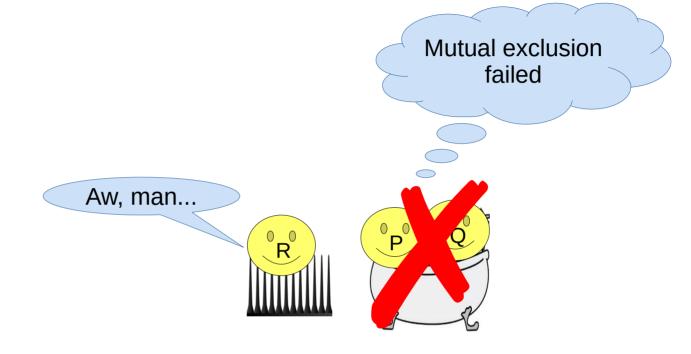
Spike trap holds one person.

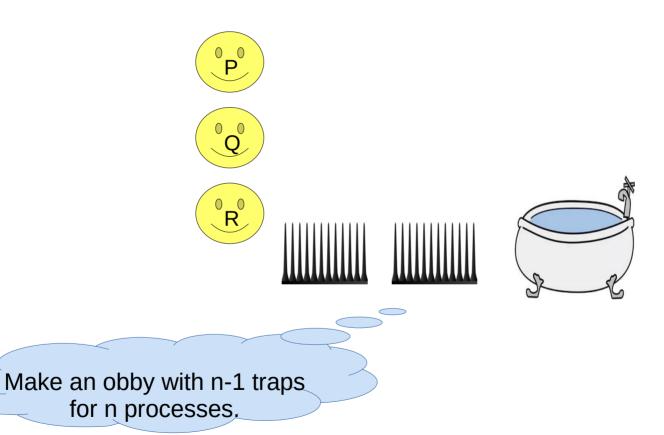
If >2 people try to pass,
last one in gets caught

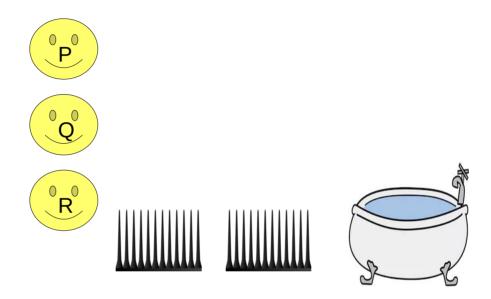


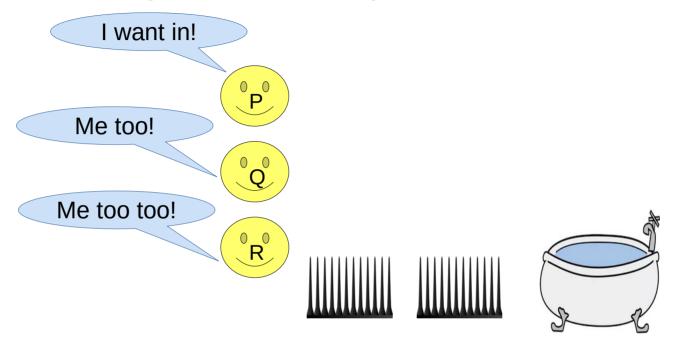


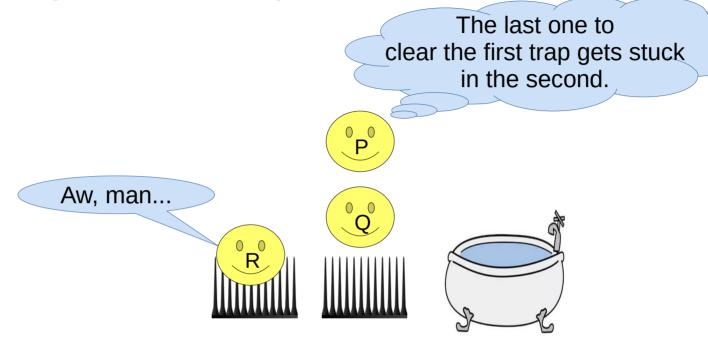


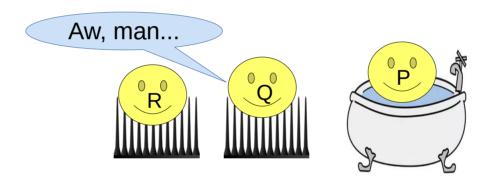


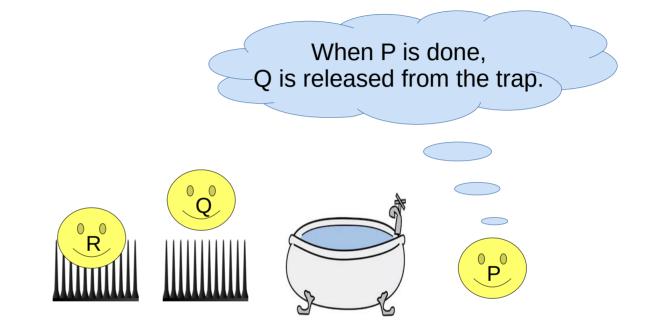


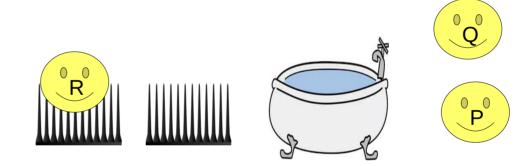


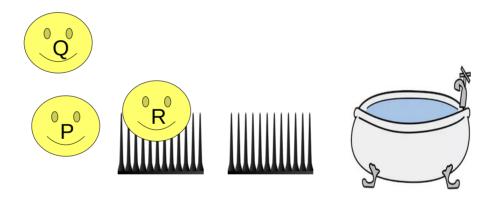


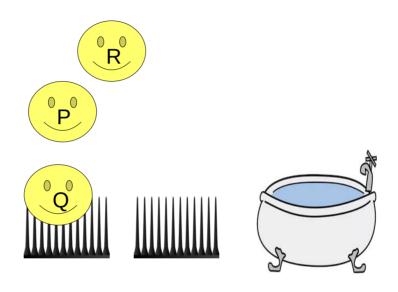




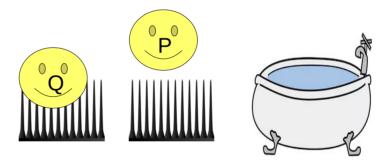












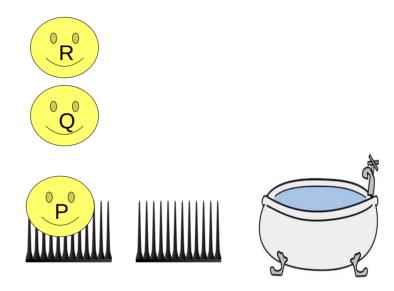












By weak fairness, R will eventually move to the next trap.

But we can't give a bound on How many baths by P,Q that'll take:

Hence: eventual entry, But not bounded wait







