

Predicted Complexity \ Method Holder	#	↑	O	-----	%	✓	□ □
	Ranking	Oversized	Number Of Circles	Number Of Lines	Percentage Of Accuracy	Verified	Link To Method
	15	↑					
	14	↑					
	13	↑					
	12	↑					
	11	↑					
	10	↑					
	9	↑					
Edward James Gordon	8	↑	1	20	99.117	Verified	https://www.geogebra.org/geometry/n2gbkesm
Edward James Gordon	7	↑	21	7	99.139	Verified	https://www.geogebra.org/geometry/gqncwvc3
Edward James Gordon	6	↑	13	13	99.253	Verified	https://www.geogebra.org/geometry/dvnhfe3u
Edward James Gordon	5	↑	13	17	99.356	Verified	https://www.geogebra.org/geometry/mgpgm6gk
Edward James Gordon	4	↑	13	25	99.563	Verified	https://www.geogebra.org/geometry/pfzqcwgu
Edward James Gordon	3	↑	25	8	99.703	Verified	https://www.geogebra.org/geometry/dxrt3svk
Edward James Gordon	2	↑	13	37	99.816	Verified	https://www.geogebra.org/geometry/jb6rgjfa
Srinivasa Ramanujan	1	↑	9	13	99.999	Verified	https://www.geogebra.org/geometry/f9sfp9mg
Perfection	0	Perfect	N/A	N/A	100.00%	Unverified	N/A
Edward James Gordon	1	↓	13	29	99.929	Verified	https://www.geogebra.org/geometry/aw4nggwg
Edward James Gordon	2	↓	21	11	99.644	Verified	https://www.geogebra.org/geometry/p2ast9yw
Edward James Gordon	3	↓	13	17	99.253	Verified	https://www.geogebra.org/geometry/anbgnhsq
Edward James Gordon	4	↓	13	20	99.164	Verified	https://www.geogebra.org/geometry/ajpnpmwa
Edward James Gordon	5	↓	13	11	99.009	Verified	https://www.geogebra.org/geometry/sjdede5r
	6	↓					
	7	↓					
	8	↓					
	9	↓					
	10	↓					
	11	↓					
	12	↓					
	13	↓					
	14	↓					
@ ~ Edward James Gordon	15	↓	7	6	95.492	Verified	https://www.geogebra.org/geometry/jyyqe7rj
Method Holder	Ranking	Undersized	Number Of Circles	Number Of Lines	Percentage Of Accuracy	Verified	Link To Method
Predicted Complexity /	#	↓	O	-----	%	✓	□ □

Base Ruleset
25 Circles Maximum
40 Lines Maximum

Extended Ruleset
49 Circles Maximum
80 Lines Maximum

Key
~ = Contested
@ = Too Simple

Verification
Unverified
Verified

Min/Max
95% Minimum
100% Maximum

Counting
Circles
Lines

Not Counting
Square Lines