3.

fun fourth (L) = hd (tl (tl (tl L)));

fourth [1, 2, 3, 4, 5];  
fourth ["abc", "def", "gggg", "hhhh", "iiii", "j", "k"];

4.

fun min3 (a: int, b: int, c: int): int =

if a < b then

if a < c then a else c

else

if b < c then b else c;

5.

fun red3 (x : 'a, \_: 'b, z : 'c) : 'a \* 'c = (x, z);