

Board	Holes / Corners	Type	shortest solution in moves to	
			the central game	any SVSS problem
<i>Diamond</i> (3)	13 / 4	corner constrained	7†	7†
<i>Diamond</i> (4)	25 / 4	edge constrained	10†	8†
Standard 33-hole	33 / 8	corner constrained	15	13
37-hole	37 / 8	corner constrained	13†	12†
<i>Diamond</i> (5)	41 / 4	edge constrained	11	11