

# ENSDT – Untimed version

## Dynamic spatial IQ test



**Marco Ripa'** (*Genius of the Year 2014 - Europe*)

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**This test does not require any knowledge, only pattern recognition.**

**It is an IQ test for the high range, the items are arranged roughly by difficulty (from the easiest to the hardest).**

**Do not discuss or share the questions of the test with anyone and do not use help from others.**

**Recognized scores, accepted by several High IQ Societies. 15€ or 20\$ scoring/anti-cheating fee.**

**When you have finished, please email me at [marcokrt1984@yahoo.it](mailto:marcokrt1984@yahoo.it) sending your completed test solutions and asking for my address to send the fee mentioned above.**

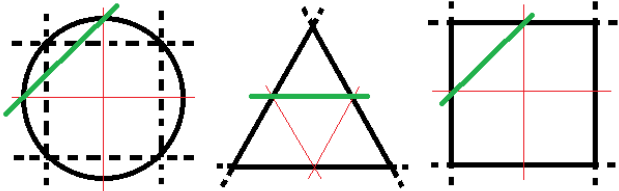
**The score report will follow within one week.**

**Norm: <http://www.scribd.com/doc/207063660/ENSDT-Prototype-Untimed-First-Norm>**

***For scoring please provide the following information (they are required to process the test): full name, date of birth, gender, all prior scores on high range and standardized IQ tests.***

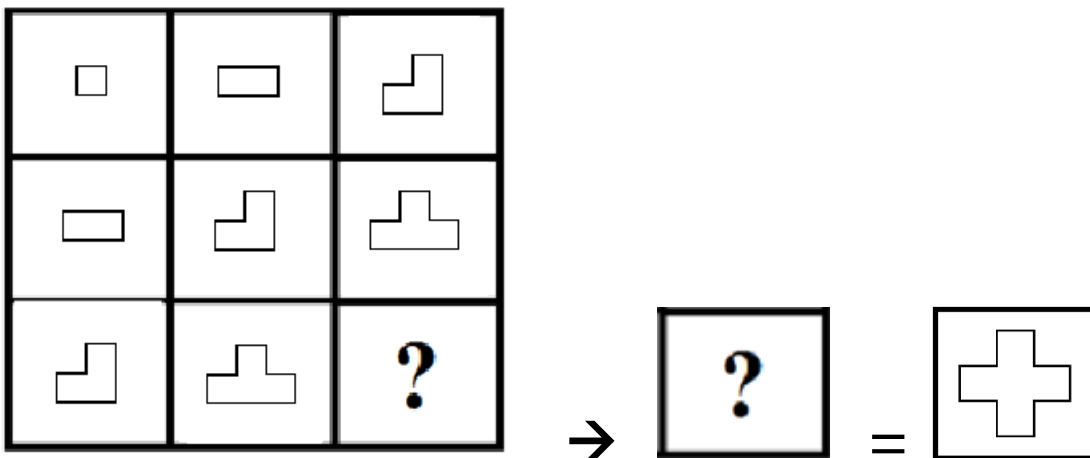
## ENSDT - Public Information

### *Basic Shapes:*

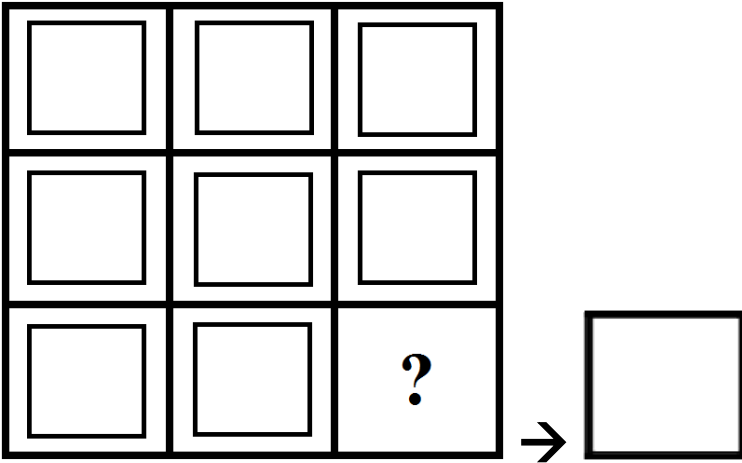


*Any shape in this test is given by the fusion of two basic shapes (Circle, Equilateral Triangle and Square) at most, through axial symmetries. There is only a single (partial) exception among items 1-29, will you be able to find which is the odd one out?*

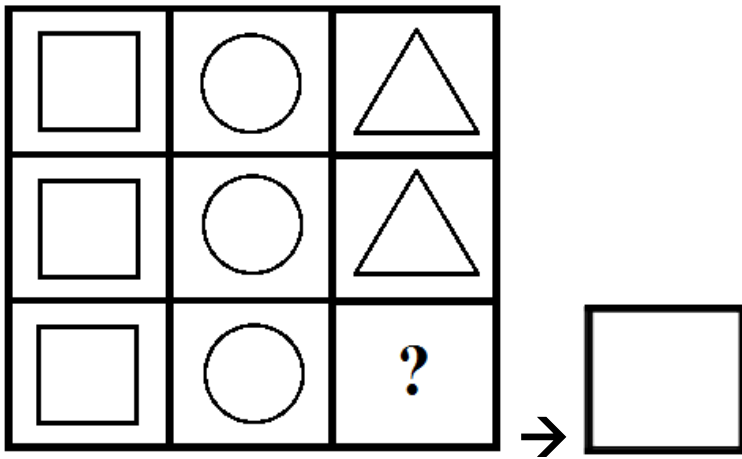
**Example (Square  $\rightarrow$  Square, Side, Outwards, 100%):**



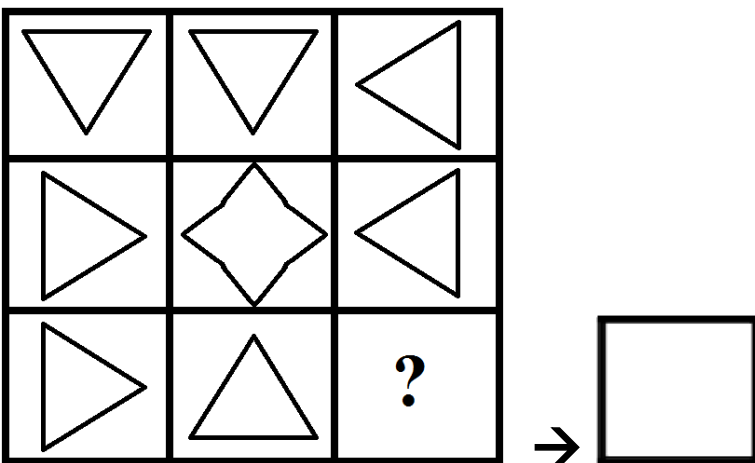
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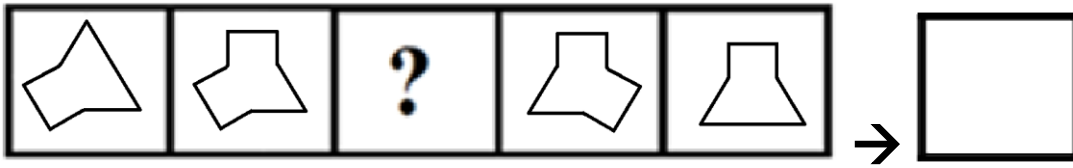
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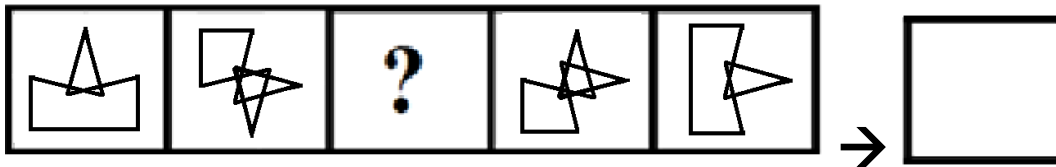
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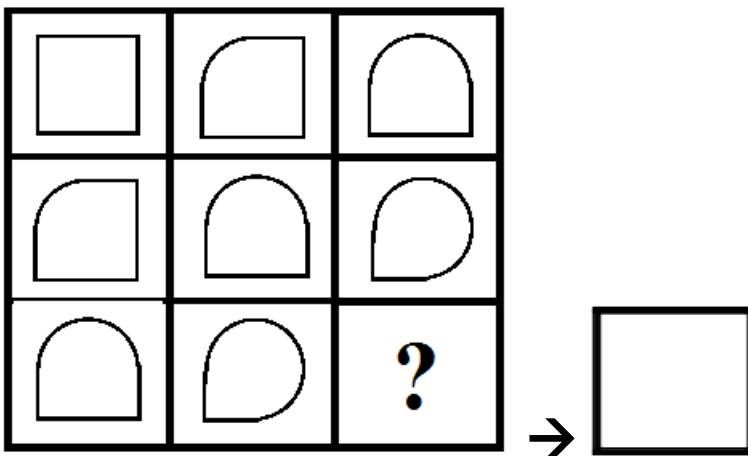
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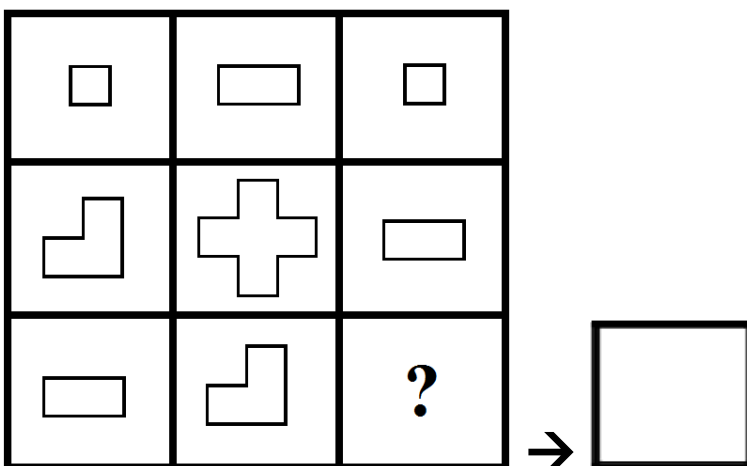
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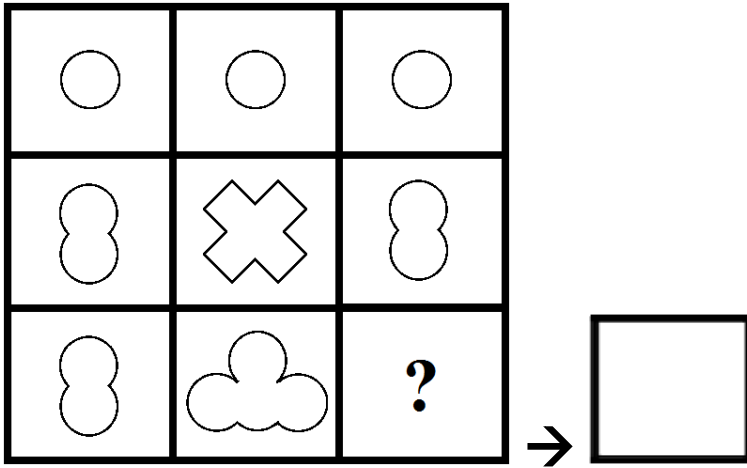
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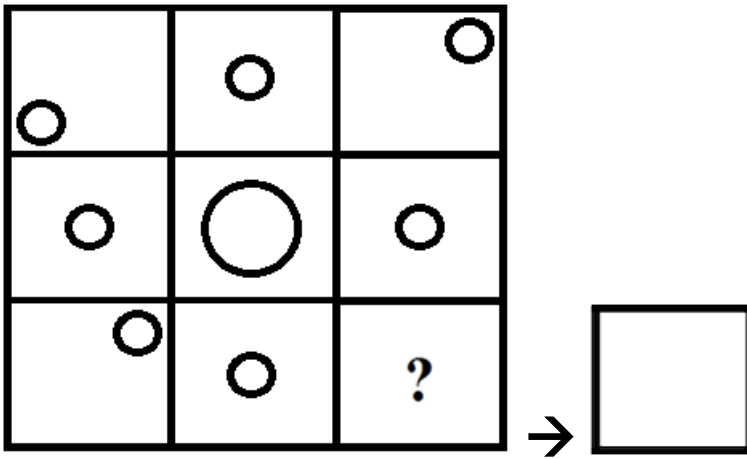
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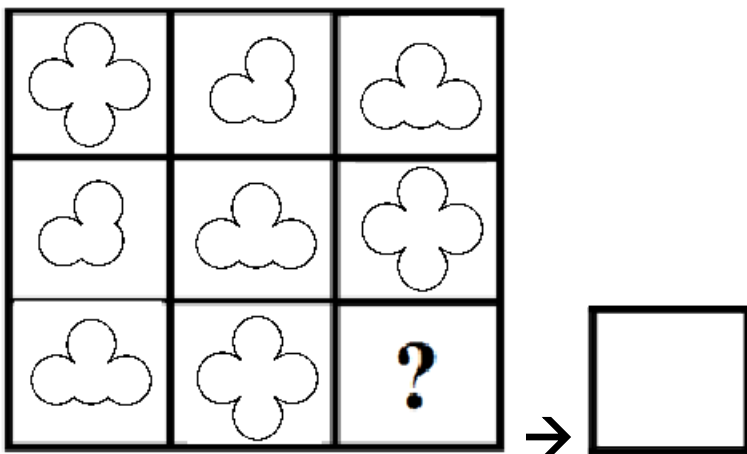
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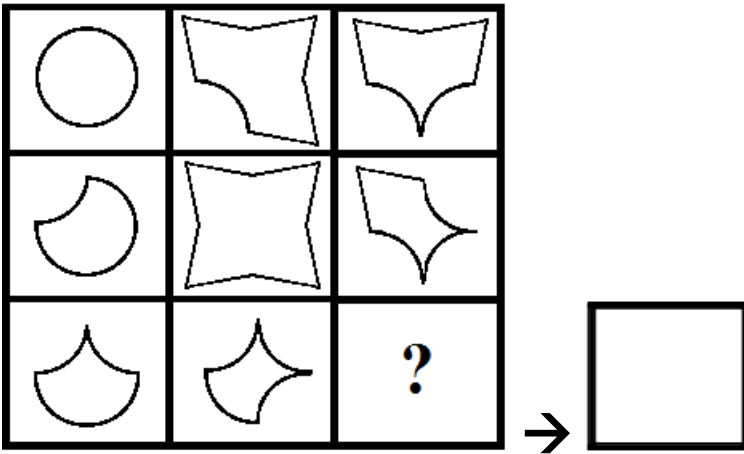
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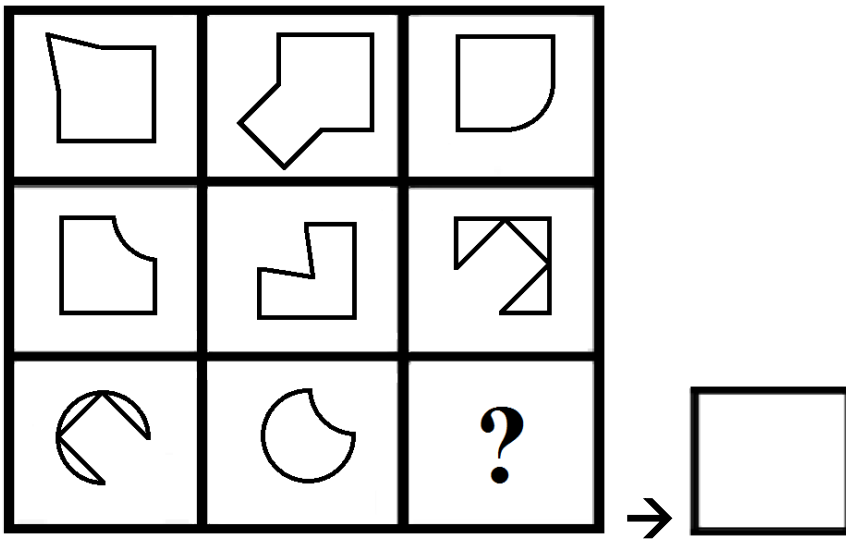
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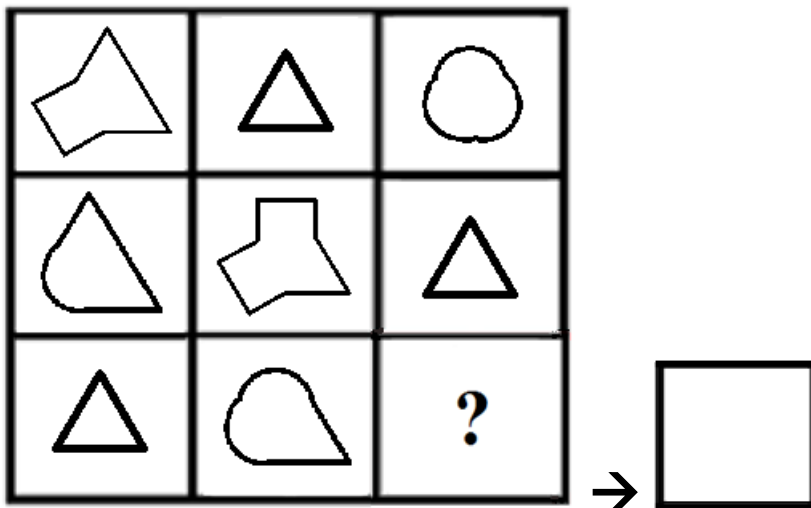
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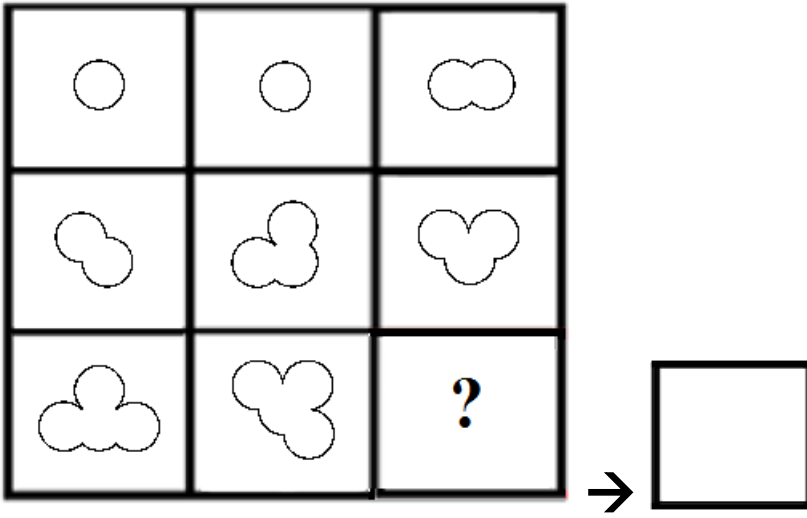
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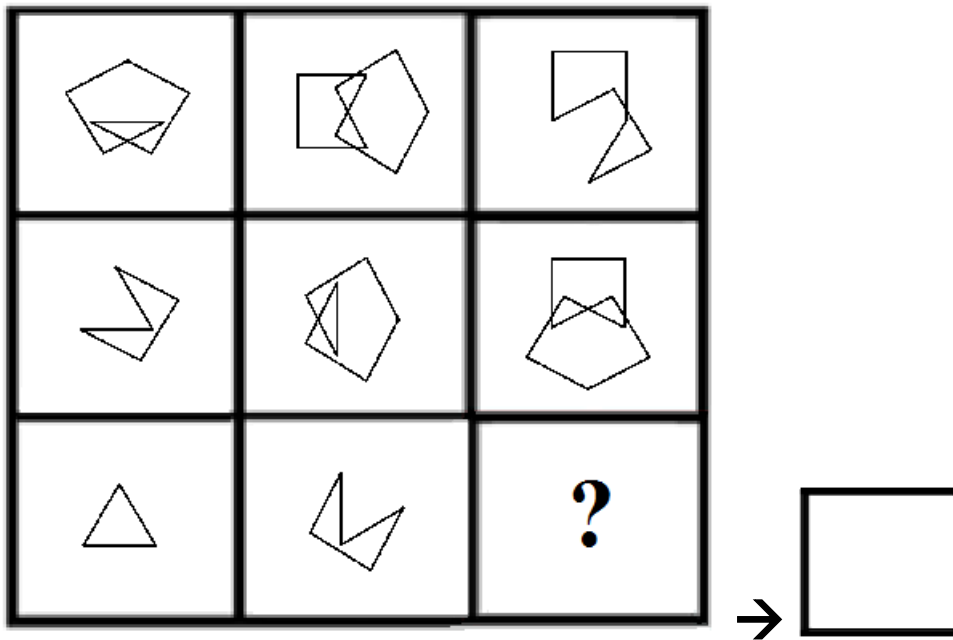
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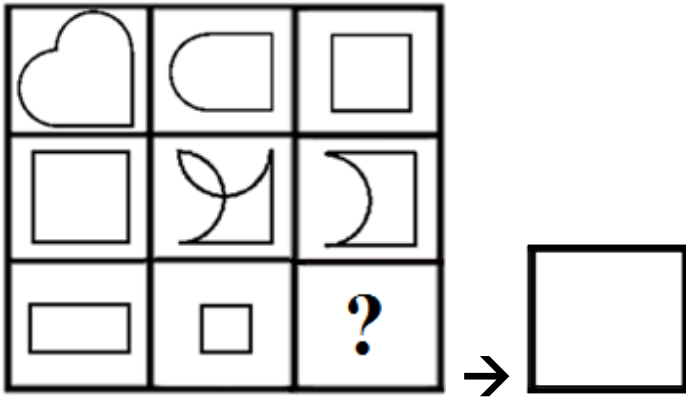
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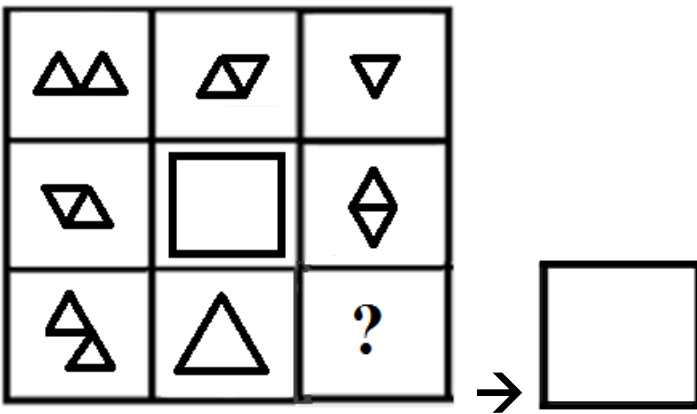
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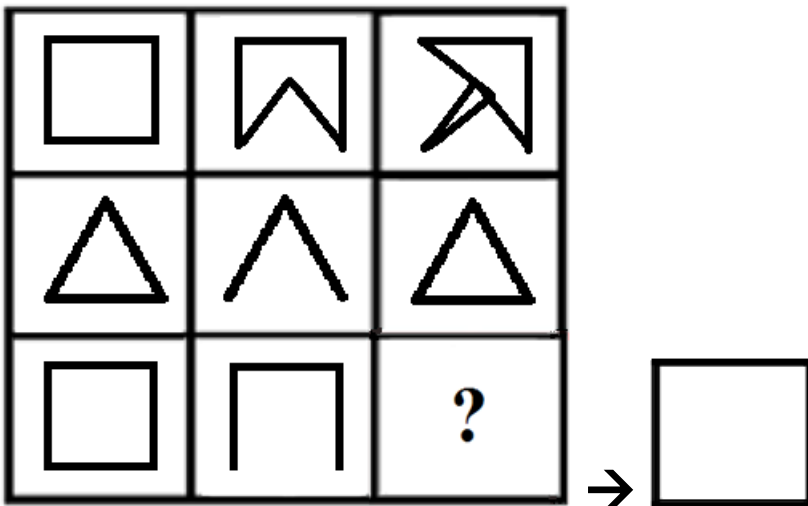
16)



17)

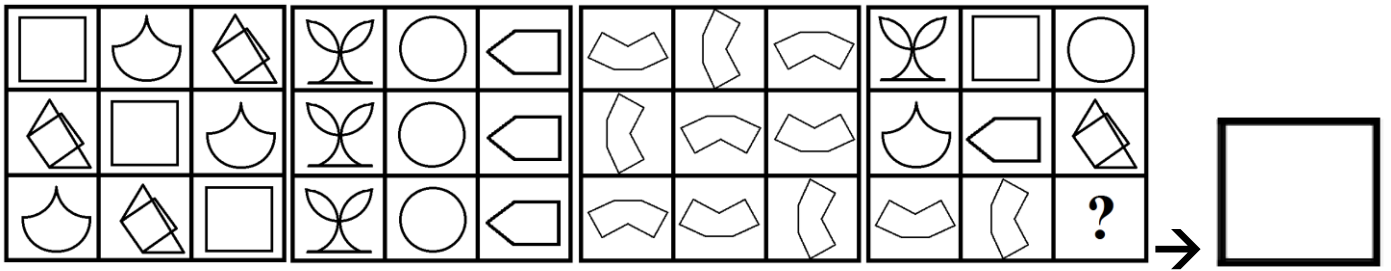


18)

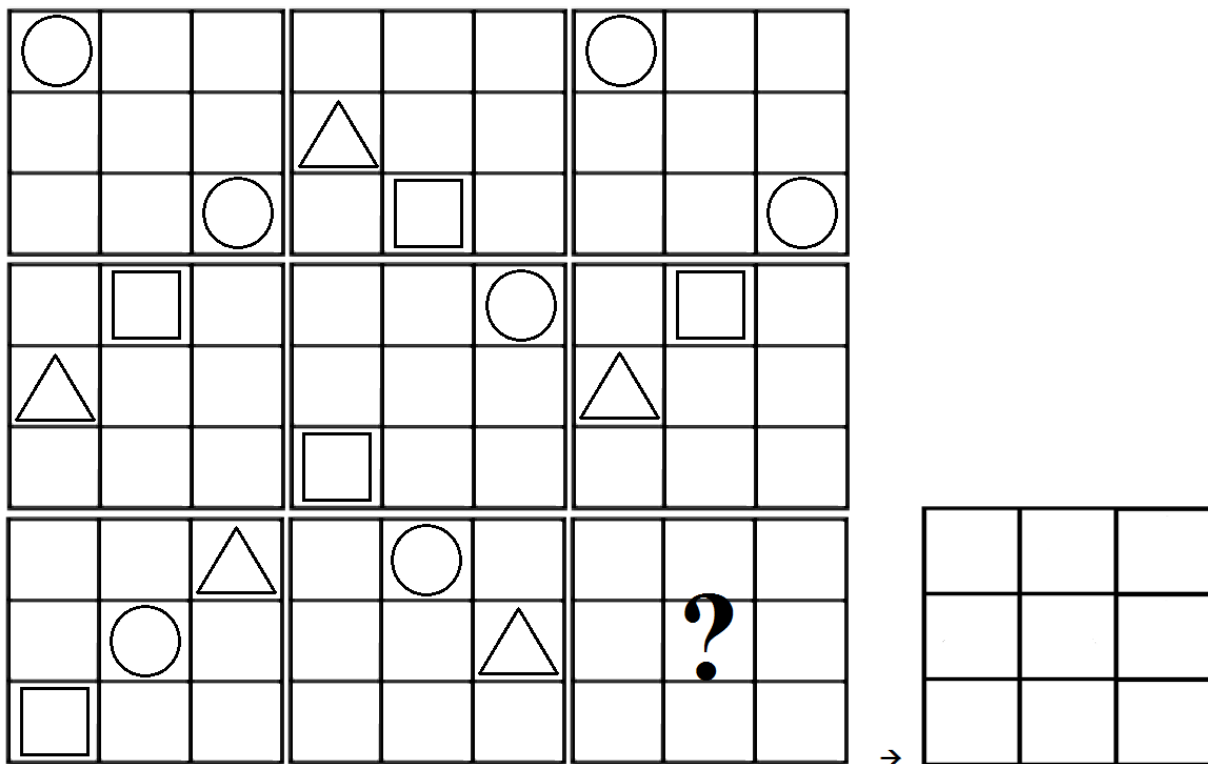




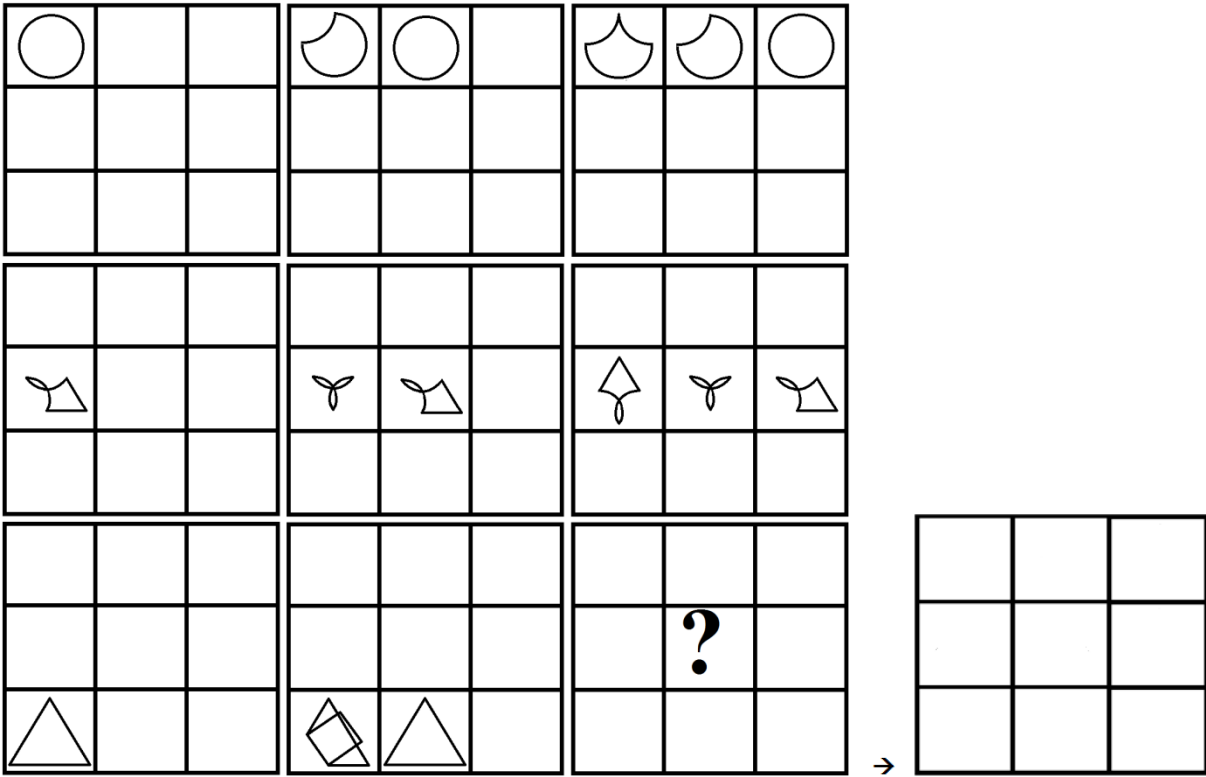
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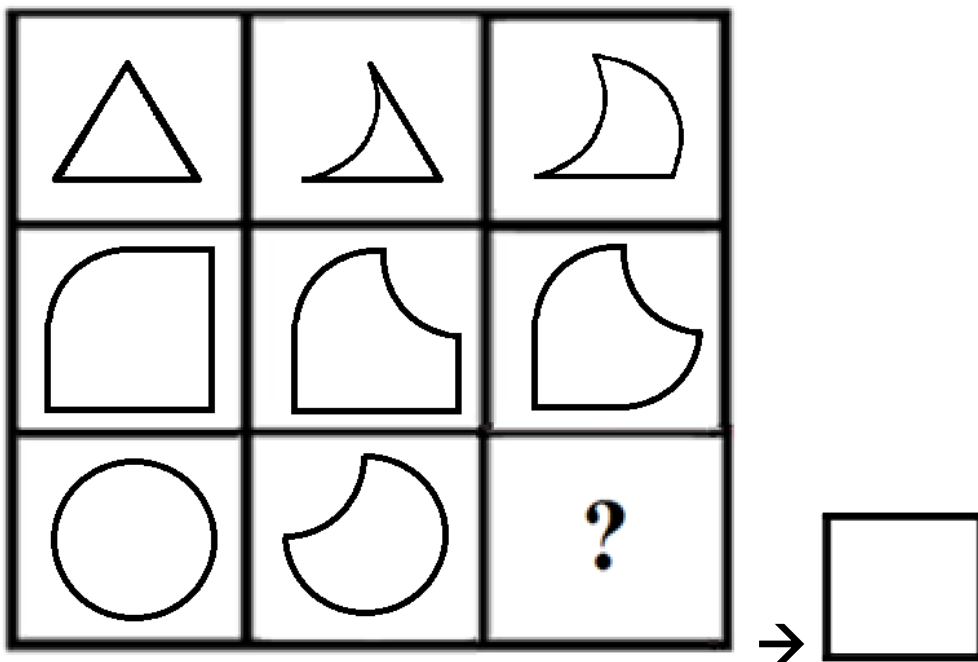
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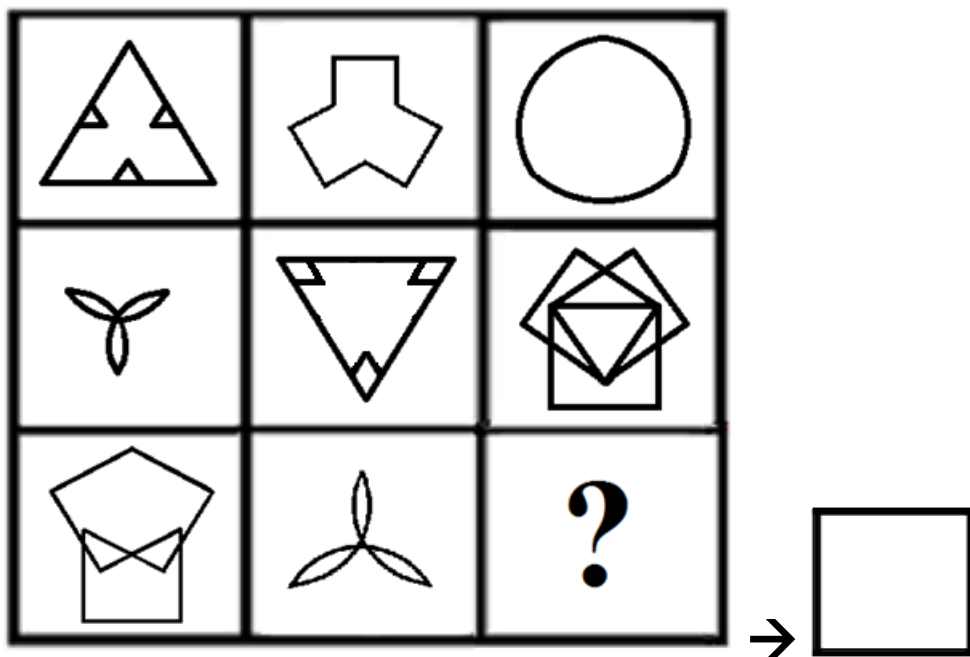
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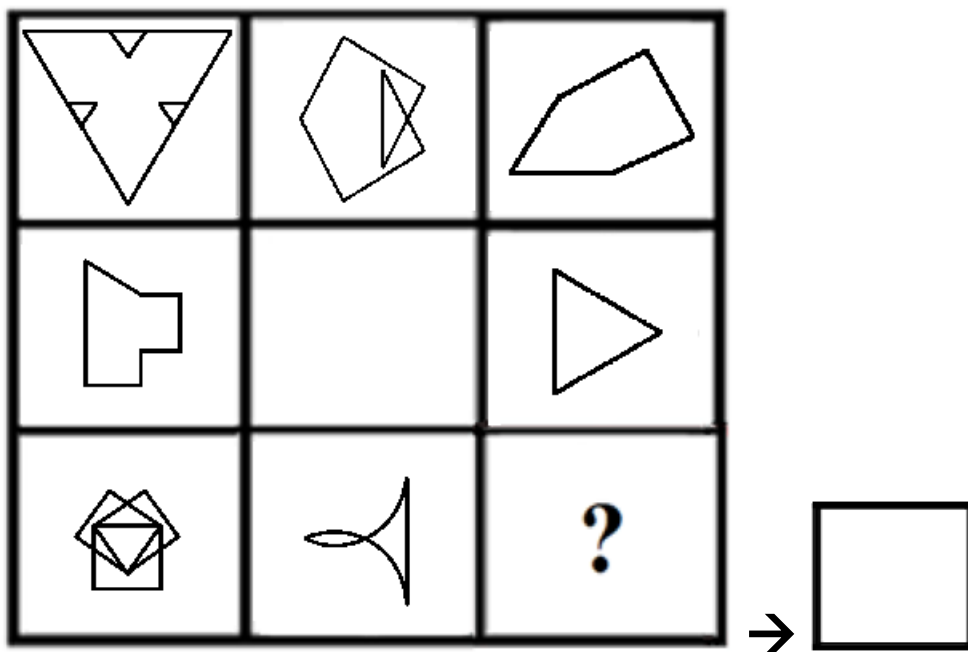
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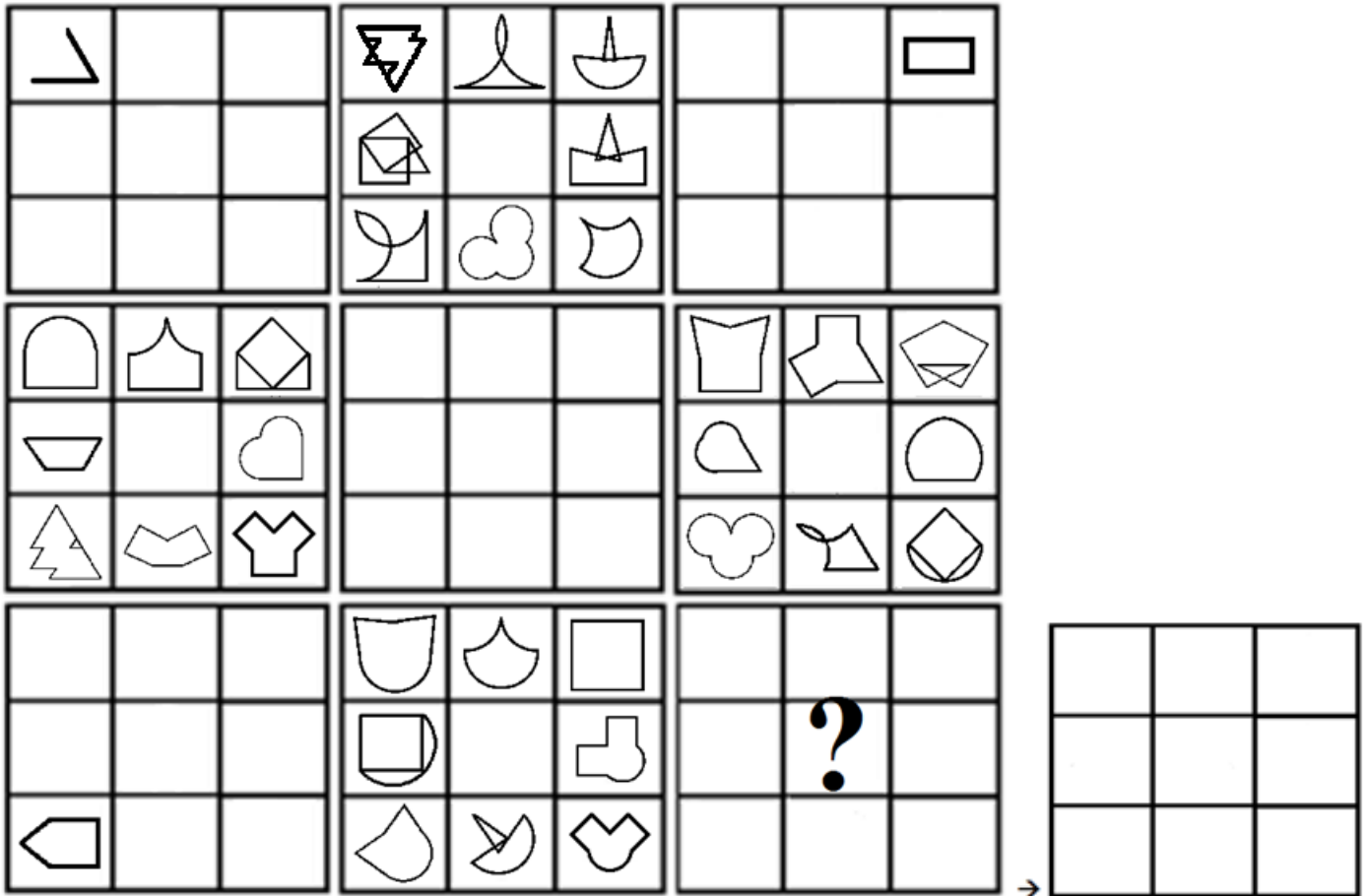
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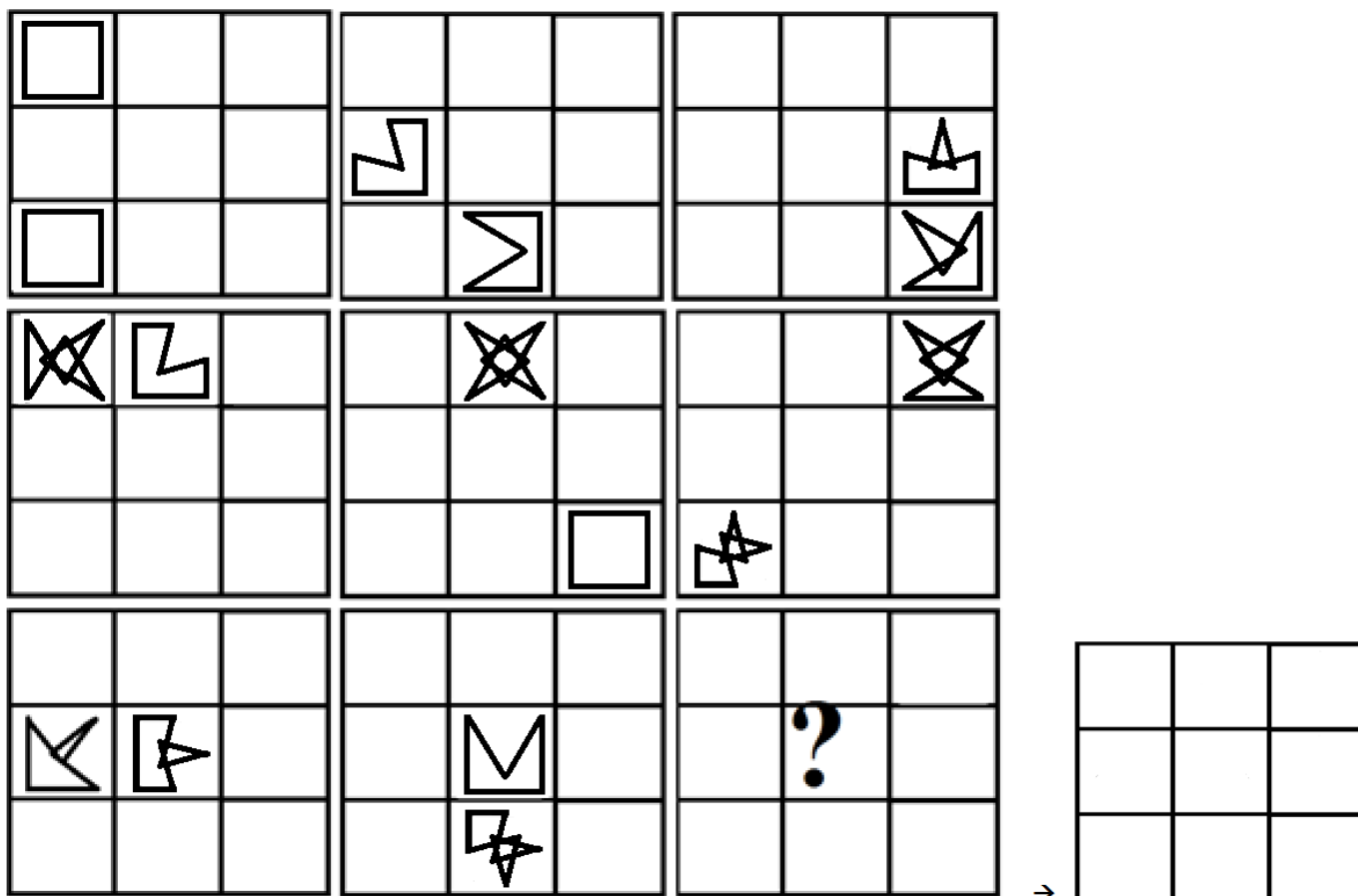
24)



25)



26)



27)

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28)

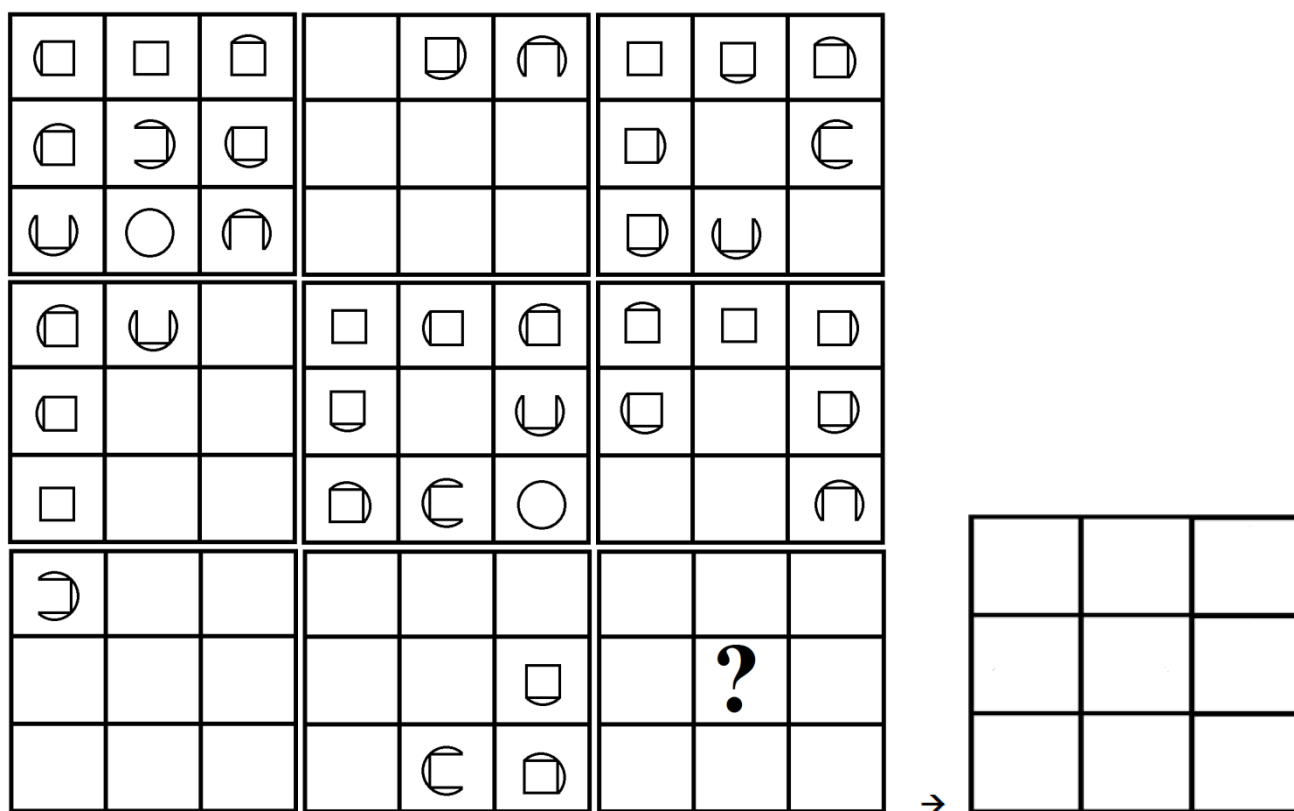

  

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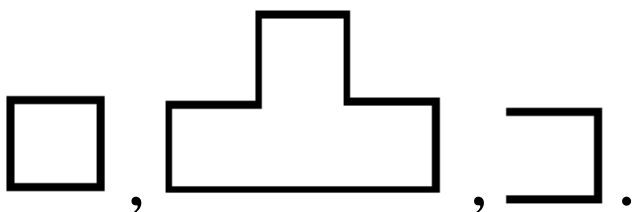

29)



30) Special Item (max row score = 2):

Let the two shapes (Square→Square) and the cut (sides) be fixed, given a 1x1 matrix, how many different items you can produce? Why?

Example given. Three items belonging to this set are as follows:



**Bonus item: What is the odd one out among items 1-29?**

***N.B.***

***This item will be scored only if your raw score is at or above 20)!***

***End of the test***