## SIXES CHALLENGE

Using exactly four sixes, add arithmetical symbols between the sixes to make each of the target numbers. You may use plus, minus, times, and divide symbols, as well as parentheses and brackets for grouping.

= 5	= 6	= 8	= 24	= 30	= 48	= 66
6	6	6	6	6	6	6
6	6	6	6	6	6	6
6	6	6	6	6	6	6
6	6	6	6	6	6	6

Source: 100 Numerical Games by Pierre Berloquin