GOATS AND WOLVES

Divide the grid into regions. Each region must contain either 'goats' (circles) or 'wolves' (squares), but not both, and must not be empty.

The border lines of the regions start and end on the edges of the grid. Lines can only turn at black dots. Lines can cross each other except at black dots. Not all black dots must be used by the border lines.

★★★☆☆   GOAT-3-013P; © SortedPuzzles