

Camel Racing — Class Scorecard (Seven Legs)

For EACH roll (1–5), choose ONE: either circle a bet amount and write the camel colour, or check “\$1 for roll”. Use the **Total** column to record your points for that roll (e.g., -1 if your camel finishes worse than 2nd, per your class rules). After the 5th roll, tally your Leg Score.

Name: _____ Team: _____ Date: _____ Leg #: _____

| Roll | Bet on Camel (circle one) | Camel | \$1 for roll | Total |
|-----------|---------------------------|-------|--------------------------|-------|
| 1 | \$5 \$3 \$2 \$2 | _____ | <input type="checkbox"/> | _____ |
| 2 | \$5 \$3 \$2 \$2 | _____ | <input type="checkbox"/> | _____ |
| 3 | \$5 \$3 \$2 \$2 | _____ | <input type="checkbox"/> | _____ |
| 4 | \$5 \$3 \$2 \$2 | _____ | <input type="checkbox"/> | _____ |
| 5 | \$5 \$3 \$2 \$2 | _____ | <input type="checkbox"/> | _____ |
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How to use: Show starting positions. Students mark Roll 1. After each die is rolled, pause and have students mark Roll 2, then Roll 3, etc. After Roll 5 (end of leg), students compute the Leg Score. Optionally keep a separate running total across legs.

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