

Camel Up — 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"/>	_____
Leg Score				_____

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Leg Score				_____

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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