

## Camel Racing — Class Scorecard (Seven Legs)

For EACH roll (1–5), choose ONE: either take a betting ticket and write the camel colour, or check “\$1 for roll”. Use the **Total** column to record your points for that roll (e.g., -\$8 if your camel finishes worse than 1st, \$10 if a camel finishes first). After 5 rolls, tally your score.

Roll	Take \$10 ticket	Camel	\$1 for roll	Total
1	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
2	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
3	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
4	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
5				
Leg Score				_____

Roll	Bet \$10 on Camel	Camel	\$1 for roll	Total
1	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
2	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
3	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____
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Leg Score				_____

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5				
Leg Score				_____

**How to use:** Show starting positions. Students select choices for Roll 1. After each die is rolled, pause and have students select choices for 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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For EACH roll (1–5), choose ONE: either take a betting ticket and write the camel colour, or check “\$1 for roll”. Use the **Total** column to record your points for that roll (e.g., -\$8 if your camel finishes worse than 1st, \$10 if a camel finishes first). After 5 rolls, tally your score.

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**How to use:** Show starting positions. Students select choices for Roll 1. After each die is rolled, pause and have students select choices for 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.