

Tips on implementing your own Amazing Mathematical Race

- Have a list of teams for each challenge captain so they can keep track of the teams that have gone through their challenge location.
- Have one volunteer who is the race leader. This is someone who can walk around during the race to the different challenge locations and make sure everyone is doing okay.
- If necessary, you can have one challenge captain in charge of more than one challenge. This is not ideal, but we have done it and it worked out okay.
- Have a prize. It's always nice at the end of the race for the winners to walk away with something.
- Have a sign-up deadline. In order to get packets together for participants and challenge captains, it is necessary to know how many teams will be racing. This also is necessary to plan which teams start at each challenge.
- Have a meeting with the challenge captains prior to the race to let them know their duties.
- All challenge captains should have their cell phones and the race leader should have all of their numbers. The challenge captains should have the cell phone number of the race leader.
- Allow the challenge captains to give hints. While the race is competitive, remember it's also designed for people who do not consider themselves "math people." We do not want to scare them off.
- The short cut is optional. We have done the race with the short cut and without.

Additional Information

For sample participant instructions, passports, and challenge ideas, please visit the following website:

<http://www.kctm.org/TAMR>.

Details about planning and implementing your own Amazing Mathematical Race can be found in "The Amazing Mathematical Race," published in the September 2011 issue of *Mathematics Teacher* published by NCTM.

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If you plan an Amazing Mathematical Race,
we would love to hear from you!

 DEPARTMENT OF
Mathematics & Statistics



Amazing Race At-A-Glance

The Amazing Race begins and ends at the same location and lasts for exactly two hours. After two hours, all teams are to return to the end location. The race consists of ten challenges spread throughout campus. At the start of the race participants will receive information about the location of their first challenge. Each team will start at a different challenge location and will proceed through the challenges in the same order. This will lessen the likelihood of extreme back up at a single challenge location.

Once a team arrives at a challenge location, the challenge captain will check their passport to determine that they are at the correct challenge and that their passport has been marked from the previous challenge. Teams will not be permitted to begin the next challenge until their passport has been marked.

The challenge captain will then give them details of the challenge. There is no time limit on a challenge. Once a team successfully completes the challenge, the challenge captain will mark the team's passport with a check mark and they will be given a clue for the location of the next challenge. Teams then proceed to that location, where the challenge process will be repeated.

If a team does not successfully complete the challenge the challenge captain will mark their passport with an X. A team may also choose to accept an X on a challenge if they believe that the time spent on the challenge will be a detriment to their ability to successfully complete other challenges. If a team gets an X on a challenge, the challenge captain will give them their clue for the location of the next challenge. Teams then proceed to that location, where the challenge process will be repeated.

There is one way to avoid getting an X on a passport. At any point after arriving at a challenge a team may choose to take a short cut which allows them to skip the challenge. If they choose to do so, they must get a short cut pass from the challenge captain. Once the team arrives at the short cut location, their passport will be marked and they will receive details on their next location. A team may ONLY take ONE short cut during the race. A short cut location may have a challenge associated with it, or it may just have a short cut captain there to mark passports without having the teams complete a challenge.

After completing the tenth and final challenge, teams race to the predetermined finish location.

The first team to arrive at the finish with the greatest number of challenges successfully completed WINS!

What each challenge captain needs in his/her race packet:

1. Enough copies of the challenge for each team participating.
 - a. Any supplies needed for the challenge (this includes paper and pencil, if necessary for the challenge).
 - b. A possible hint for the challenge.
 - c. A solution to the challenge.
2. Enough copies of the clues for the next challenge location for each team.
3. A marker to mark passports.
4. Copies of the short cut location clue. (A challenge captain probably does not need many of these.)
5. The race leader's cell phone number.

What the short cut captain needs in his/her race packet:

1. Enough copies of the short cut challenge, if necessary.
 - a. Any supplies needed for the challenge (this includes paper and pencil, if necessary for the challenge).
 - b. A possible hint for the challenge.
 - c. A solution to the challenge.
2. A few copies of EACH location clue. Remember, a team may take the short cut at any time. Therefore, the short cut captain will need to be prepared to send a team on to their next challenge, wherever it may be.
3. A marker to mark passports.
4. The race leader's cell phone number.

What each team participating needs:

1. A race passport.
2. A copy of the participant instructions (if you prefer).
3. A campus map (if necessary).