Knights of Pi Math Tournament – Dec. 12, 2009

Joust! Stamp Sheet

School Name _____ Team Number _____

Team Grade _____ Team Member Names _____

Joust 1: Determination (room 1106)

π	(1st set of 5 digits)	(2nd set of 5 digits)	(3rd set of 5 digits)	(4th set of 5 digits)	(5th set of 5 digits)
e	(1st set of 5 digits)	(2nd set of 5 digits)	(3rd set of 5 digits)	(4th set of 5 digits)	(5th set of 5 digits)

Joust 2: Wit (rooms 1103, 1107)

(10 points)

Joust 3: Unity (rooms 1102, 1108)

(problem 1)	(problem 2)	(problem 3)	(problem 4)	(problem 5)

Joust 4: Precision (rooms 1101, 1109)

(10 points)

Joust 5: Valor (room 1110)

(problem 1)	(problem 2)	(problem 3)	(problem 4)	(problem 5)
(problem 6)	(problem 7)	(problem 8)	(problem 9)	(problem 10)

Joust 6: Ardor (room ???)

(Mystery activity 1 – 5 points)	(Mystery activity 2 – 5 points)

When you're done, turn in this stamp sheet to the table by the stairs outside room 1105. Finish quickly for a time bonus! You will receive points for whatever progress you have made when you turn in this sheet.

For Grading Room Use Only:

1	2	3	4	5	6	Time Elapsed	Time Bonus	Total