

LUCKY DRAW

Three small barrels each contain an equal number of red and blue marbles buried in sawdust. The sign over the booth gives the following information:

- 10¢ per turn;
- one turn allows you to make one lucky draw from each barrel; and
- win \$1 if you draw three marbles of the same color on the same turn.

Your classmates are not sure whether this game is a good moneymaker. They turn to you to prepare a report to the carnival committee. Your job is to decide whether it is a moneymaker. Will you recommend keeping the game or modifying it? Either way, you must support your recommendation with data and reasoning.

[Source: A Guide to K-12 Program Development in Mathematics, State of Connecticut]

A.153