Clue 1: Calculating Angles

Calculate the value of the angles marked A to I.



The solution that occurs the most will reveal a clue about who finds the umpire.

A = 65 °	B = 115°	C = 20 °
D = 65 °	E = 115°	F = 65 °
G = 20 °	H = 115°	I = 65 °

65°	20°	115°	
The player does not come	The player does not come	The player does not come	
from North America.	from Europe.	from Africa.	

Clue: The player who finds the umpire doesn't come from _____ North America





Clue 2: Arithmetic

Find a path through the maze by following the correct arithmetic calculations. You can only move horizontally or vertically.

The path will reveal a clue about the player who finds the umpire.

Start	406 - 9 = 397	36 × 4 = 144	$\frac{3}{9} + \frac{4}{9} = \frac{7}{9}$	$\frac{9}{10} - \frac{3}{10} = \frac{5}{10}$
928 - 100 = 828	1019 + 392 = 1511	11 - 6.05 = 5.5	91 ÷ 7 = 13	6 × 4 × 3 = 75
178 × 2 = 356	8.4 + 1.9 = 10.3	9.7 - 0.05 = 9.65	2508 + 3865 = 6374	90 000 - 900 = 89 100
307 376 - 7298 = 135 178	630 ÷ 9 = 7	7 ² = 49	1210 ÷ 11 = 12	1001 × 1000 = 1 001 000
5150 ÷ 5 = 1030	13.7 - 3.84 = 9.86	$7 \times 1\frac{1}{2} = 10\frac{1}{2}$	57 × 17 = 1069	$\frac{1}{3} + \frac{1}{6} = \frac{1}{2}$
(37 - 9) ÷ 4 = 7	$\frac{1}{4} \times \frac{1}{3} = \frac{1}{7}$	1.23 × 8 = 8.84	$\frac{3}{5} \div 3 = \frac{1}{5}$	20% of 140 = 28
The player's special skill is not speed or a backhand.	The player's special skill is not a backhand or slice.	The player's special skill is not speed or a slice.	The player's special skill is not a volley or backhand.	The player's special skill is not speed or a serve.

Clue: The skill of the player who finds the umpire isn't _____ speed or a backhand



Clue 3: Mean

Find the mean of each set of numbers in the left-hand column and match them with the answers on the right.

The remaining answer box will give you a clue about the player who finds the umpire.

5, 6, 8, 3, 4		4.4	purple or white
1, 7, 1, 7, 9		5	black or blue
3, 3, 6, 3, 3		5.4	green or black
07687	\land \land	4	blue or purple
7, 7, 0, 0, 7		7.4	white or black
7, 4, 2, 2, 5		5.2	areen or hlue
16272		J.2	green or blue
1, 0, 3, 7, 2		4.2	green or white
1, 10, 4, 3, 4		3.8	black or purple
3, 6, 8, 1, 9		3.6	purple or green

 Clue: The player who finds the umpire has a ______

 green

 or ______

 white

 kit.





Clue 4: Symmetry

Look at each reflection. If the shape has been reflected correctly, put a tick. If it has been reflected incorrectly, put a cross. Count the number of ticks and crosses.

If there are **more ticks than crosses**, the player who finds the umpire is **female**.

If there are **more crosses than ticks**, the player who finds the umpire is **male**.



(Circle the correct answer.) **Clue:** The player who finds the umpire is **female**/male.





Clue 5: Coordinates

On this coordinates grid, there are five quadrilaterals. The coordinates of each vertices have been written below but one of the written coordinates is incorrect.



Circle the incorrect coordinates. The column with the most incorrect answers will tell you the age of the player who finds the umpire.

Α	(3,6)	(9,6)	(9,8)	(3,9)
В	(-9,3)	(1,2)	(1,5)	(-9,5)
С	(3,-9)	(3,-3)	(-2,-3)	(-9,-2)
D	(7,0)	(2,10)	(-4,10)	(-6,7)
E	(0,-2)	(6,-2)	(8,0)	(3,0)
	19-22	23-26	27-30	31-35

(Circle the correct answer.)

Clue: The player who finds the umpire is aged **27-30**.

The player who was responsible for finding the umpire is _____ Odetta Otto

