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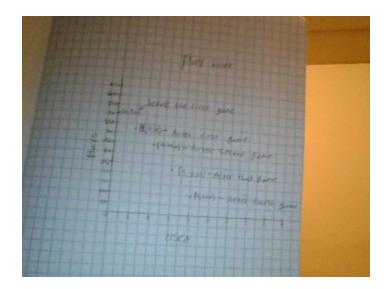
Algebra I Benchmark

Ms. Gasser

Introduction: One of the basketball players is named Tymir and he is trying to beat this game. He has these problems with his playbook in order to play. So the whole team tries to figure out a way to make a playbook in the amount of time they have before their first game that they have in 2 weeks.

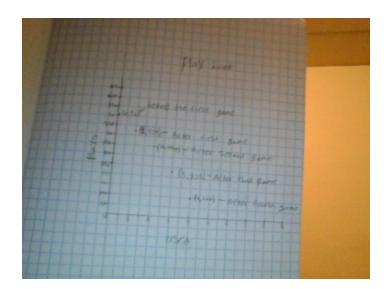
<u>Rising Action:</u> They have their playbook ready but they need new plays to cause everyone knows their whole playbook by heart. So they have 200 plays now but use 20 every game

X	Eqautaion	Y
1	500(1)-75	425
2	500(2)-75	350
3	500(3)-75	225
4	500(4)-75	100
5	500(5)-75	<u>25</u>



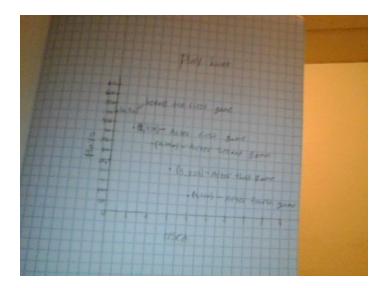
Climax: They had to come up with a new plan and a new playbook. Which made them have trouble adjusting to the new playbook. They had 200 plays in their playbook. They only used 20 every practice so far.

X	Eqautaion	Y
1	200(1)-20	180
2	200(2)-20	<u>160</u>
3	200(3)-20	140
4	200(4)-20	120
5	200(5)-20	100



<u>Falling Action:</u> They were in the middle of the game and they had used all their best plays in their playbook. So now they had 100 plays left to use. They chose 10 every game so people couldn't know their plays by heart.

X		Y
1	100(1)-10	90
2	100(2)-10	<u>80</u>
3	100(3)-10	<u>70</u>
4	100(4)-10	<u>60</u>
<u>5</u>	100(5)-10	<u>50</u>



Conclusion: They had finally used their last plays in their play book which caused them to use some of the old ones that were the best at their timeline. So they tried the plays before and they had finally won the game after their last play of the game.