

You randomly choose one game piece. (a) Find the number of ways the event can occur. (b) Find the favorable outcomes of the event.

1. Choosing green
2. Choosing *not* yellow

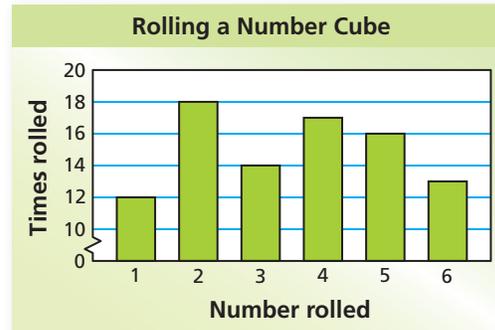


The spinner is spun. Determine if the game is fair. If it is *not* fair, who has the greater probability of winning?

3. You win if the number is odd. Your friend wins if the number is even.
4. You win if the number is less than 5. Your friend wins if the number is greater than 5. If the number is 5, nobody wins.

Use the bar graph to find the experimental probability of the event.

5. Rolling a 1 or a 2
6. Rolling an odd number
7. *Not* rolling a 5



You randomly choose one chess piece. Without replacing the first piece, you choose a second piece. Find the probability of choosing the first piece, then the second piece.

8. Bishop and bishop
9. King and queen
10. King and pawn
11. King and *not* pawn



12. **MINTS** You have a bag of 60 assorted mints. You randomly choose six mints. Two of the mints you choose are peppermints. How many of the 60 mints would you expect to be peppermints?
13. **NAMES** The names of 49 middle school students are placed in a hat. The probability of randomly drawing the name of a seventh-grade student is  $\frac{3}{7}$ . How many seventh-grade students' names are in the hat?
14. **BEADS** Thirty percent of the beads in a bag are blue. One bead is randomly chosen and replaced. Then a second bead is chosen. What is the probability that *neither* bead is blue?