(D) Let's Roll! (1/1) [10 points]

Tavla is a variant of backgammon played in Turkey. In the game, two six-sided dice are thrown, resulting in two random numbers between 1 and 6. Each possible outcome has a name, and these names consist of a curious mixture of Persian and Turkish. Some letters used to write these languages are not used to write English, such as *ü*, *ş*, and *ı*, but you do not need to know how these are pronounced to solve this problem. The table on the left lists some of the possible outcomes, while the table on the right lists the names of those outcomes, but the outcomes and their names are not given in the same order. Answer these questions in the Answer Sheets.

D1. Match up which name goes with which outcome. Write your answers in the Answer Sheets (that is, next to each outcome in the Answer Sheet, write the letter corresponding to that outcome's name). Note that the order of the dice does not matter for the naming scheme: For example, 2-6 and 6-2 have the same name.

	Outcomes			Names
a.	1-3		(A)	pencü yek
b.	4-6		(B)	pencü se
c.	1-5		(C)	şeşi yek
d.	3-5		(D)	şeş cıhar
e.	1-4		(E)	se yek
f.	1-6		(F)	şeşi dü
g.	2-6		(G)	cıharı yek

a. ☐　　b. ☐　　c. ☐　　d. ☐　　e. ☐　　f. ☐　　g. ☐

For Questions **D2** through **D4**, your answer should be an element from the following list of possible outcomes: 1-1, 1-2, 1-3, 1-4, 1-5, 1-6, 2-2, 2-3, 2-4, 2-5, 2-6, 3-3, 3-4, 3-5, 3-6, 4-4, 4-5, 4-6, 5-5, 5-6, 6-6

D2. What outcome has the name "pencü dü"?

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D3. What outcome has the name "cıhari se"?

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D4. What outcome has the name "düşeş"?

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NOTE: There is significant variation in the exact names used across different Tavla players from different regions. Therefore, some Tavla players use different sets of names than the ones given in this problem.

n → a → c → l → o