## **SENIOR** EQUATIONS 2016-17

## SHAKE ANNOUNCE AND CIRCLE YOUR VARIATION SELECTION

1	Wild	Powers of Base	Base	Multiple of	Multiple Ops.
I	Factorial	# Factors	Exponent	Imaginary De	ec. in Goal Log
2	Wild	Powers of Base	Base	_ Multiple of	Multiple Ops.
	Factorial	# Factors	Exponent	Imaginary De	ec. in Goal Log
3	Wild	Powers of Base	Base	Multiple of	Multiple Ops.
	Factorial	# Factors	Exponent	Imaginary De	ec. in Goal Log
4	Wild	Powers of Base	Base	_ Multiple of	Multiple Ops.
	Factorial	# Factors	Exponent	Imaginary De	ec. in Goal Log
5	Wild	Powers of Base	Base	_ Multiple of	Multiple Ops.
	Factorial	# Factors	Exponent	Imaginary De	ec. in Goal Log
6	Wild	Powers of Base	Base	_ Multiple of	Multiple Ops.
	Factorial	# Factors	Exponent	Imaginary De	ec. in Goal Log
7	Wild	Powers of Base	Base	_ Multiple of	Multiple Ops.
	Factorial	# Factors	Exponent	Imaginary De	ec. in Goal Log
8	Wild	Powers of Base	Base	Multiple of	Multiple Ops.
	Factorial	# Factors	Exponent	Imaginary De	ec. in Goal Log

## **SENIOR** EQUATIONS 2016-17

## SHAKE ANNOUNCE AND CIRCLE YOUR VARIATION SELECTION

OTHER PROPERTY OF THE PROPERTY							
1	Wild	Powers of Base	Base	_ Multiple of	Multiple Ops.		
	Factorial	# Factors	Exponent	Imaginary De	ec. in Goal Log		
2	Wild	Powers of Base	Base	_ Multiple of	Multiple Ops.		
	Factorial	# Factors	Exponent	Imaginary De	ec. in Goal Log		
3	Wild	Powers of Base	Base	_ Multiple of	Multiple Ops.		
	Factorial	# Factors	Exponent	Imaginary De	ec. in Goal Log		
4	Wild	Powers of Base	Base	_ Multiple of	Multiple Ops.		
	Factorial	# Factors	Exponent	Imaginary De	ec. in Goal Log		
5	Wild	Powers of Base	Base	_ Multiple of	Multiple Ops.		
	Factorial	# Factors	Exponent	Imaginary De	ec. in Goal Log		
6	Wild	Powers of Base	Base	_ Multiple of	Multiple Ops.		
	Factorial	# Factors	Exponent	Imaginary De	ec. in Goal Log		
7	Wild	Powers of Base	Base	_ Multiple of	Multiple Ops.		
	Factorial	# Factors	Exponent	Imaginary De	ec. in Goal Log		
8	Wild	Powers of Base	Base	Multiple of	Multiple Ops.		
	Factorial	# Factors	Exponent	Imaginary De	ec. in Goal Log		