Host Your Own
Julia Robinson Mathematics Festival!

A Julia Robinson Mathematics Festival is a non-competitive, extra-curricular event that brings fun, unusual, and advanced mathematics to K-12 students.

A Julia Robinson Mathematics Festival is locally organized. Pick your time, your venue, and your audience, and we will help you run a Festival.

The National JRMF organization will provide:
- Advice from experienced Festival hosts;
- Activities (puzzles, games, problems) tailored to the needs of your audience;
- Publicity and organization items: signs, banners, 'swag' available at cost from our providers;
- Free online registration system.

Our services are offered free of charge to hosts; there might be incidental costs associated to venue rental, materials, and staffing.

You will need to find:
- A suitable venue;
- Facilitators (table leaders) for each activity;
- The participants

... AND THE FUN BEGINS!

See www.jrmf.org for much more information.

Founder: Nancy Blachman
EMAIL: info@jrmf.org

Executive Director: Mark Saul
WEBSITE: www.JRMF.org

JRMF is a program of the American Institute of Mathematics (AIM).

Julia Robinson Mathematics Festival activities are designed to open doors to higher mathematics for students in grades K-12. Visit www.JRMF.org for more information about our Festivals.

Help Julia get from Start to finish: begin on the square in the upper left. Make a series of jumps that will take you to the square marked finish. The number on each square indicates how far you move—horizontally or vertically, not diagonally—when you bounce off the square.
The Julia Robinson Mathematics Festival (JRMF) acquired a No-Left-Turn maze mat (logicmazes.com/easy/maze1.html) from the Museum of Mathematics (MoMath). Since it was popular with both children and adults, we decided to create more maze mats. The color behind the name of the maze indicates its level of difficulty, green (easiest) < yellow < blue < red (difficult).

The logos and critter maze on this page was inspired by Robert Abbott. The other mazes in this book were from Robert Abbott's website logicmazes.com and from his book Mad Mazes.

Follow the maze on the path from **Start** to **Finish** without any u-turns or left turns (even at dead ends and forced turns).

Travel along the roads from **start** to **finish** to deliver a package to Julia. At each intersection follow one of the arrows. You can turn in a certain direction only when there is a curved line in that direction, and you can go straight only when there is a straight line. U-turns are not allowed.
Swim from start to finish past dots in this order: \( \text{red}, \text{yellow}, \text{red}, \text{etc.} \)

Can you find a way Julia can escape by stepping over gems, alternating \text{red}, \text{blue}, \text{red}, \text{blue}, \text{etc.}?
Travel from **start** to **finish**. When you reach a red sign ☹, you must turn left or right. You can't continue straight. U-turns aren't permitted.

Help Julia get from **Start** to **finish**: begin on the square in the upper left. Make a series of jumps that will take you to the square marked **finish**. The number on each square indicates how far you must move—horizontally or vertically, not diagonally—when you bounce off the square.

**Constructing a maze can be much more challenging than solving a maze that is well constructed. All of Robert Abbott's mazes (on the cover and on pages 2-6) have a single solution. Construct your own Jumping Julia mazes, which have at least one solution by taking a set of squares with numbers and arranging them in a square.**

- Start by laying down a grid.
- Then construct a path that will take you from the start to the finish.
- Add false starts and endings.
- Fill in the rest of the maze.
- Check your maze for unexpected answers.
- Prepare a clean copy. If your maze has more than one solution, see if you can revise your Jumping Julia maze so that it has a single solution.