1014-M1-861    **Phil Gustafson\*** (`pgustafs@mesastate.edu`), Mesa State College, Department of Mathematics, 1100 North Ave, Grand Junction, CO 81501. *A Maple Simulation for the 2004 Red Sox-Yankees Playoff Series.* Preliminary report.

Monte Carlo simulations provide an excellent, interactive way for students to develop their skills in modeling and statistics. However, many math students lack the programming skills needed to implement a simulation model. These same students are often familiar with computer algebra systems such as Maple. In this talk we describe how Monte Carlo methods can be used to model a baseball game, using statistics easily obtained from sites such as www.mlb.com. We also discuss how the simulation can be implemented using Maple's programming features. A Maple demonstration simulating the 2004 ALCS Playoff Games between the Red Sox and Yankees will be given. (Received September 25, 2005)