Re: the Locker Puzzle

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The Mathematical Intelligencer encourages comments about the material in this issue. Letters to the editor should be sent to either of the editors-in-chief, Chandler Davis or Marjorie Senechal.

Having been astonished by the Locker Puzzle and its winning strategy (Curtin and Warschauer, *Mathematical Intelligencer* 28 (2006), no. 1), I was delighted to read A. S. Landsberg's letter (*Mathematical Intelligencer* 31 (2009), no. 2) with its charming variant on the original problem. I would like to point out that Curtin and Warschauer's strategy is so impressive that, amazingly, a *third* person can be introduced into Landsberg's game without reducing the overall probability of success.

Thus there are three curtains, behind which are hidden a car, a car key, and a GPS system. Three people, the car-master, the key-master, and the GPS-master, have two attempts each to find their designated object. After each one has tried, the curtains are pulled closed again, and once they have started looking, there is no communication between them. The strategy ensures a probability of $2/3$ that all three people find their own object.

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