

Math 24 Challenge: Tournament Rules

PROCTORS - Each table will be monitored by a proctor, who will be familiar with all tournament rules. Cards will be put into play by the proctor, who will Acup≅ the card in the palm of one hand and then withdraw the hand to reveal the numbers. At the end of each round, points will be totaled by the proctors, not by the students. Students can help by dividing their cards into 1-dot, 2-dot, and 3-dot piles. The proctor will record the number of cards and points for each player and will report this to the tab person.

REVIEW RULES - All rules will be reviewed with students prior to the beginning of Round 1.

SEATING - Students will be assigned seating for each round, with 3 students and one proctor per table.

STUDENT HAND POSITION - During play, students' fingertips must be outside of the yellow circle on the playing mat, and near the table, not in the air.

MAKING A DECLARATION - When a student has a solution in mind, he/she makes a declaration by touching the card with no more than three fingertips. Proctors are responsible for deciding which student made the first declaration. Students must wait to be acknowledged by the proctor. Once acknowledged, a student must give the final fact within 3 seconds and then give the complete solution within 15 seconds. If a student starts the solution over, he/she may not change what was initially said.

PENALTY CUBES - If a student cannot give the solution or gives an incorrect solution, he/she will earn a penalty cube. Students who earn three penalty cubes during a round will be disqualified from further play during that round. Students may keep the points they have already earned, and they may play in subsequent rounds. A student who touches the proctor's hand before it is withdrawn will receive one verbal warning and thereafter will receive a penalty cube. When a penalty cube is given, that card is taken out of play and placed into the middle of the deck to be played again later.

STUMPED CARDS - If all students at the table agree that they are stumped on a card, the proctor removes that card and places it in the deck for later play. Proctors may declare a card Astumped≅ after 30 seconds. If students are stumped on the final card, the card remains on the table for students to solve until the end of the round.

ROUNDS PLAYED - The tournament will consist of 4 rounds, each timed for 15 minutes. There will be breaks between each round while scores are reported and new

table assignments are made. If the players at a table finish early, they should sit quietly and wait for the round to end at the other tables so other students are not disturbed. In the case of a tie at the two finalists= tables in Round 4, the tied players will play an additional 5 minute round.

CARDS PLAYED - During each round, students will play for 48 cards. The decks of 96 will be divided so that during each round, all tables are playing with the same cards, although they will be played in different orders.

TABLE ASSIGNMENTS - All students will be preassigned to tables for Rounds 1, 2, and 3. Students from the same district will be separated as much as possible. Students will play with different participants during each of the 3 rounds.

ROUND 1, SET A WHITE CENTERS - All students will play for 48 cards, set A white centers. At the end of the round, proctors will count each player's points, record them, and report them to the tab person.

ROUND 2, SET A RED CENTERS - All students will change tables and will play again for 48 cards, set A red centers. At the end of the round, proctors will count each player's points, record them, and report them to the tab person.

ROUND 3, SET B WHITE CENTERS - All students will change tables and will play again for 48 cards, set B white centers. At the end of the round, proctors will count each player's points, record them, and report them to the tab person. There will be a refreshment break after this round.

ROUND 4, SET B RED CENTERS - The points from Rounds 1, 2, and 3 will be totaled. The students with the 3 highest totals will be assigned to one table for Round 4 and will be playing for 1st, 2nd, and 3rd place. The students with the next 3 highest totals will be assigned to a second table and will be playing for 4th, 5th, and 6th place. Continue to assign students to tables based on total points, with the next 3 playing together, then the next 3, and so on. (Mix up the order of tables assigned.) DO NOT announce which tables are playing for places 1-6. ALL students are still playing for highest total score from their district. All students play for 48 cards, set B red centers. At the end of the round, proctors will count each player's points, record them, and report them to the tab person. If desired, each finalist's points may be counted by a second proctor to verify the total.

AWARDS - Participation certificates and top awards will be announced by the tournament director or designee.