

Division Level Tournament Guidelines

SEATING

Students sit four* to a table area, by grade level. Students sit facing the circle on the table. The students may sit around the table with one side open. The proctor (sitting or standing) should be on the open side of the table. (* If there are only three players at a table, the table proctor should remove one 3 Dot Card, three 2 Dot Cards, and one 1 Dot Card from the deck to enhance equity.)

PUTTING CARDS INTO PLAY

A proctor puts a card into play by "cupping" the card in the palm of one hand. The proctor places the "cupped" card into the center of the circle and then withdraws the hand to reveal the numbers. Having the students seated towards one side insures that the proctor's arm does not obscure the vision of students seated close to the proctor.

STUDENT'S HAND POSITION

During play, students' fingertips should be no closer than the outside rim of the circle. Students should touch the card only when they know the answer. They may not touch the proctor

MAKING A DECLARATION

When a student has a solution, the student declares by touching the card. The student may touch anywhere on the card, but with no more than three fingertips. This prevents students from slapping hard with the whole hand as a way of dominating play.

The first student to make a valid declaration as determined by the proctor is allowed to give the solution. If the answer is correct, the proctor places the card in front of the student. The proctor then puts the next card into play.

If the answer is not correct, the student receives a penalty flag and the card is returned to the bottom of the deck.

At the end of the round (when all cards have been claimed) the proctor tallies all the points on the cards each student has won.

GIVING THE SOLUTION

The proctor determines the first student to touch the card. That student must begin to answer the question **within 3 seconds** of touching the card. The student may announce the pattern (last step of the solution to make 24; i.e. "3 times 8" or "15 plus 9") and complete the final solution (all three steps) **within 15 seconds**; or the student may give the first, second and third steps of his solution in order. A student may self-correct as long as the solution is completed within the 15 seconds.

PENALTY FLAGS

If a student cannot give the solution or gives an incorrect solution, the student receives a penalty flag (a post it). Students who receive **three** penalty flags in a round, during Rounds 1 and 2, are disqualified from further play during that round. Students are limited to **two** penalties during Rounds 3 and 4 for disqualification.

Disqualified students keep the points they scored up to the point of disqualification. They are eligible to play in any subsequent rounds and start without any penalty flags. When a student gets a penalty flag, the card is taken out of play and returned to the bottom deck to be played again later.

FIVE WAYS TO DRAW A PENALTY FLAG

The student:

- 1) Does not announce a pattern within 3 seconds.
- 2) Does not complete solution within 15 seconds.
- 3) Gives incorrect solution.
- 4) Touches card with more than 3 fingertips.
- 5) Touches proctor's hand before it is withdrawn.

STUMPED CARDS

If all students at the table agree that they are stumped, or if no student makes an attempt to answer a card after 15 seconds, the proctor removes that card for later play. The proctor places the card at the bottom of the deck.

NUMBER OF ROUNDS PLAYED

Tournaments are played with four rounds, each round lasting 15 minutes. If a group finishes all cards during the round before the timer sounds, the students will sit quietly until the timer sounds.

ROUND 1 – Three Penalty Max

Play for 48 cards. Take half of a 96-card deck and flip the cards so that all the red sides (color of center square on the cards) are facing up.

Shuffle the selected cards (12 one-point, 24 two-point and 12 three-point cards). You are ready to begin. Make sure that all tables are using cards with the same amount of points).

ROUND 2 – Three Penalty Max

Flip the above 48 cards over and play the white side. Students should be sorted at tables based on scores from Round 1 so that top-scoring children are not competing against one another. All students play.

SEMI-FINAL ROUND 3 – Two Penalty Max

The top 16 students play. Students should be sorted at tables based on total scores so that top-scoring children are not competing against one another. Play for another 48 cards. This third round is a "face-off" round. Only the points earned in this round are used to determine the winners. The scores from the previous rounds are disregarded. The four highest scoring students will advance to the Final Round 4 to determine the grade/section level champions. Please note the change in scoring rules if the total number of players was 16 or less. See **SCORING**.

FINAL ROUND 4 – Two Penalty Max

The top four students play. If using the same deck, flip over the above 48 cards and play the white side. As in Round 3, all previous scores are disregarded unless the

total number of students was 4 or less. See **SCORING**. The highest scoring student in this final round is the overall grade or section level champion.

SCORING

Proctors tally points at the end of each round. Remember to count points and not just the number of cards, as a difficult card may be worth three points (look for the number of dots in the card's corner to determine the point value).

A) TOTAL NUMBER OF PLAYERS IS GREATER THAN 16

Proctors enter each student's score on the student's score card. Scores from Rounds 1 & 2 will be added together. The students with the top 16 scores advance to Round 3. The four winners in Round 3 will advance to Round 4.

B) TOTAL NUMBER OF PLAYERS IS MORE THAN 4 BUT LESS THAN OR EQUAL TO 16.

Proctors enter each student's score on the student's scorecard. Scores from Rounds 1, 2, and 3 will be added together. The students with the TOP FOUR SCORES will advance to Round 4.

C) TOTAL NUMBER OF PLAYERS IS 4 OR LESS.

Proctors enter each student's score on the student's scorecard. Scores from Rounds 1 - 4 will be added together. The students with the TOP FOUR SCORES will be selected as the winners.

MISCELLANEOUS

In the case of a tie, tied players play a 5-minute round. In case of a protest, it is up to the proctor at each table to settle the protest.

To encourage mental math, we suggest that pencil and paper not be used by students during tournament play. However, some students will need to use a pencil and paper to write down the individual steps in the beginning and during practice. If a student requests a pencil and paper during tournament play, it should be allowed.

Types of Cards Used for Different Grade Levels

CARDS	GRADE 3	GRADE 4	GRADE 5
Add / Subtract			
Multiply/Divide	Round 1 Round 2		
Single Digits	Round 3 Round 4	Round 1 Round 2	Round 1 Round 2
Double Digits		Round 3 Round 4	Round 3 Round 4

