

MATH 24 RULES TO REVIEW WITH STUDENTS AND PROCTORS

2009-10 These rules may not be changed by the host school.

PUTTING CARDS INTO PLAY - Cards will be put into play by the proctor, who will cup the card in the palm of one hand, set the card in the center of the mat, and then withdraw the hand to reveal the numbers.

STUDENT PLAYING POSITION - During play, students' fingertips must be outside of the yellow circle on the playing mat, and near the table, NOT high up in the air. Bottoms should be on the seat.

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 should wait to be acknowledged by the proctor. Once acknowledged, a student must give the final fact within about 3 seconds and then give the complete solution within about 15 seconds. (Times are estimates; do not watch the clock.) If a student starts the solution over, he/she may not change what was initially said. A student may fix a mistake if the fix is made immediately and quickly, but a student may not continue on and then try to go back and change something. (Information on how the "final fact" statement differs for some card decks will be sent later.)

PENALTY CUBES - If a student makes a declaration but 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 A student who touches the proctor's hand before it is withdrawn will receive one verbal warning and thereafter will receive a penalty cube.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 a card has not been solved within about 30 seconds, the PROCTOR, NOT A STUDENT, may ask if the students are stumped. If all students at the table agree that they are stumped, the proctor removes that card and places it in the deck for later play. If a student wants to continue with the card, the proctor may allow another 10 seconds or so but should then declare the card stumped. If students are stumped on the final card, the card remains on the table for students to solve until the end of the round.

END OF ROUND - 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 the number of points for each card level for each player, and should verify the scores with each student. Students should sign their initials by their score to verify it is correct. The proctor will then turn in the score sheet. 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.

DISTRIBUTING TOKENS – Proctors will distribute a token to each player at the end of each round, based on the points earned. The student with the highest score receives a blue token, then red, then white. If there is a tie for the highest score, those two students receive a blue token and the other student receives a white. If there is a tie for second place, the student with the high score receives a blue token and the other two receive red tokens.

PARENT PROCTORS – No parents should proctor a table with their own child. If this happens, notify the tournament host so you can be switched to a different table.