

NATIONAL MATHEMATICS PENTATHLON® ACADEMIC TOURNAMENT HIGHLIGHT SHEETS for DIVISION III (Grades 4-5)

Highlights contain the most recent rule updates to the Mathematics Pentathlon® Tournament Rule Manual.

DIVISION III (Grades 4-5) Common Rules

ONE MINUTE TURNS	Each Pentathlete is to complete a turn within one minute. If a player exceeds this time limit, the Monitor issues a reminder to take the turn immediately. If the player does not do so, the player forfeits that turn. The third violation of this rule results in a forfeiture of the game.
FLAG CARD	A player must be in possession of the flag card while taking a turn. The player does not have to be holding the flag card when completing a turn.
SIGNING SCORE CARDS	Pentathletes are to verify the information on their score cards and sign their own score card after the game is complete. This signature means the information on the card was correctly recorded by the Monitor.
STAYING SEATED	Pentathletes are to remain seated at their game until their score cards are checked and picked up by a Game Leader.

DIVISION III (Grades 4-5) ~ CHALLENGING - OVERVIEW

NO CHALLENGE START OF GAME, PASSING OF FLAG CARD, OR TIME	Challenges can NOT be issued on the starting rules, passing of the flag card, or exceeding the one minute time limit. The Monitor oversees these issues.
ANNOUNCING A CHALLENGE	Players must challenge at the appropriate time. Time out is granted by the Game Monitor and the player must state the nature of the challenge before the Monitor rules correct, incorrect, or inappropriate (see 2nd & 3rd opinions). <u>Once play has resumed, changes of prior game rulings will NOT be considered.</u>
OPINIONS 2ND & 3RD	2nd & 3rd Opinions: After the Monitor has made a ruling, either Pentathlete “may” hold up the Opinion Card to ask for a 2nd ruling from the Game Leader. After the Game Leader has ruled, either Pentathlete may then ask for a 3rd and final opinion from the Tournament Director.
INVOLVING MORE THAN ONE RULE	If a challenge situation involves more than one rule, each challenged rule is treated as a separate challenge. Each challenge is ruled on in the order announced by the player.
CHALLENGING A DECLARED WIN	If a player challenges a declared win, the Monitor asks the player to state the nature of the challenge. If CORRECT , a win is granted to the challenger. If INCORRECT , the declared win is confirmed. This applies to declaring a win with regard to the <u>intended goal</u> of the game. EXAMPLE: Contig 60™ - Player declares a win based on placing four chips in a row and is challenged by the opponent. The opponent would be declared the winner since one of the intended goals of Contig 60 is to align five (not four) chips in a row. In contrast, if a player places a fifth chip based on an incorrect number sentence, declares a win and is challenged, the Monitor would allow play to continue after the player receives the appropriate penalty for an incorrect number sentence.
THREE “I”, “IA”, OR COMBINATION OF “I”S & “IA”, IS AN AUTOMATIC LOSS	Three incorrect and/or inappropriate challenges, whether consecutive or not, result in a forfeiture of the game. Once three have been obtained the Monitor stops the game and declares the winner. Monitors may warn Pentathletes of this rule after they receive their first and second “I” or “IA”.

CONTIG 60™ Tournament Highlights

GOAL 2 WAYS TO WIN	1) identify 5 chips of the player's color in a contiguous line; 2) arrive at a score of zero or less within a turn provided the difference between the scores is 3 or greater (if 2 or less a tie is declared); OR have a lower score at the beginning of a turn when a player has no more chips to place on the board provided the difference between the two scores is 3 or greater (if 2 or less a tie is declared)
START	Players each toss one of the die. The player with the lower toss begins.
BEGINNING OF TURN	when player receives the flag/score card
END OF TURN	when player passes the flag/score card to opponent
END OF GAME	when a player declares a win or receives the flag card and has no chips to play
DECLARING A WIN	A player must announce a win while in possession of the flag/score card.
NOT A ROUND GAME EXCEPT GAME TIME LIMIT	The first player to reach the goal of game wins. If the game has not ended when time is called and the beginning player has touched the dice, both players are allowed to complete a turn.
GAME TIME LIMIT MONITOR DECLARES	WIN: The player with the lower score is declared the winner if difference is greater than 2. TIE: If the difference between the two scores is equal to or less than 2, a tie is declared.
OTHER RULES ~ CONTIG 60™	
DICE VALUES ARE RECORDED	After rolling the dice, a player records the 3 values on the Flag/Score Card. This allows players to pass the dice as a courtesy to their opponents.
ANNOUNCING NUMBER SENTENCE	Before ending a turn the player MUST ANNOUNCE the number sentence that corresponds with chip placement. It is NOT required to write number sentence.
ANNOUNCING & RECORDING RUNNING SCORE	If the running score has changed, a player MUST announce the new total before ending the turn.
PIECE LAID IS PLAYED	Once a player is no longer touching a placed chip, it may not be moved to another space.
CAPTURING A PASS 4 STEPS	If a player passes the flag/score card without placing a chip, the opponent can capture the pass and: 1) announce "CAPTURE" or "Challenge" 2) record the 3 values of the dice; 3) announce the correct number sentence; AND 4) place the chip (NOTE: 2-4 can be done in any order) <i>Twice the original score is obtained and subtracted, and the player also completes a regular turn.</i>
CAN NOT CLAIM A WIN ON OPPONENT'S MARKERS	If a player does not identify a winning path before ending a turn, the opponent may remove one of 5 chips on the path and return it BEFORE touching the dice to begin a turn.
CHALLENGING ~ CONTIG 60™	
WHEN TO CHALLENGE	REGULAR CHALLENGE: upon receiving the flag card and before touching the dice CAPTURED PASS CHALLENGE: before challenged player completes a regular turn. Note: Challenger is not in possession of flag/score card.
CORRECT - "C" RECORD A "C" ON THE CHALLENGE SHEET	ARITHMETIC SENTENCE (Including not announcing or incorrectly stating), INCORRECT SCORING, or CHIP PLACEMENT; 1) game is restored to prior state, including score if changed; 2) challenger subtracts 2 points from running score; and 3) challenger begins a turn ~ challenger may use roll of opponent or toss for new roll CAPTURED PASS: Same as above but 3 points are subtracted from running score and challenger begins a turn. OTHER: Game is restored to prior state and challenger begins a turn (eg: piece laid, not recording dice value).
INCORRECT - "I"	loss of turn - Record "I" on Record Sheet. <i>Any combination of 3 "I"s and/or "IA"s results in a loss that is declared by the Monitor.</i>
INAPPROPRIATE - "IA"	An Inappropriate Challenge is one that is made at the wrong time or is about a procedure that is not a tournament rule. Such a challenge DOES NOT result in loss of turn, but is recorded as an "IA" on the Record Sheet. <i>Any combination of 3 "I"s and/or "IA"s results in a loss that is declared by the Monitor.</i>



Contig 60™



Scoring Flag Card

Player A		Player B	
Name:		Name:	
Score 60	Dice Values _ _ _	Score 60	Dice Values _ _ _



Contig 60™



Scoring Flag Card

Player A		Player B	
Name:		Name:	
Score 60	Dice Values _ _ _	Score 60	Dice Values _ _ _

FAB-A-DIFFY™ Tournament Highlights

GOAL	BEST 2 OUT OF 3 GAMES - Unless time is called (see Game Time Limit)- to acquire the greater number of 3-strip tricks for each game. 2 WAYS TO WIN - Win 2 out of 3 games, OR win 1 game and tie 2 games.
REMOVE	Zero-twelfths & zero-sixths strips have been eliminated to make this a more challenging game.
START	Both players draw a strip from the deck. Lower value begins. Beginning player shuffles then puts 3 strips in starred rectangles and one in the show box. Players alternate being the beginning player in sequential games.
BEGINNING OF TURN	when player receives the flag card NOTE: For a CAPTURE, a player's regular turn begins when the player draws a strip from the Deck and places it onto the Show Box.
END OF TURN	when player passes the flag card to opponent
END OF GAME	For each game: when Deck is empty at the beginning of a player's turn
DECLARING A WIN	Monitor declares a win or tie after each game and the overall win/tie.
NOT A ROUND GAME EXCEPT GAME TIME LIMIT	The first player to reach the goal of game wins. If the game has not ended when time is called and the beginning player has touched a strip from the deck, both players are allowed to complete a turn.
GAME TIME LIMIT MONITOR DECLARES	Note: If a game has not been completed, the player in possession of the most tricks wins the game WIN: Monitor declares win if a player wins 2 out of 3 games OR wins 1 and ties 2. TIE: If neither player has won 2 games or won 1 and tied 2 when time is called, the Monitor declares a tie.

OTHER RULES ~ FAB-A-DIFFY™

NO PAPER OR PENCIL	No paper/pencil may be used for calculation purposes.
TOUCH THEN ANNOUNCE	Player MUST do this in the following order: 1) touch 2 fraction strips that equal the Show Box, 2) announce the number sentence, AND 3) pick up the 3 strips that form the trick and place them off the gameboard near the player.
EQUIVALENT FRACTIONS	Equivalent expressions for the fractions strips may be used, but are limited to the partitions of the fractions strips used in the game. For example, the $\frac{2}{6}$ strip could also be referred to as $\frac{1}{3}$ or $\frac{4}{12}$.
TOUCH-TAKE	Once a strip on the gameboard has been touched it must be used to form a trick. If touched strip can not be used, then the strip in the Show Box must be moved to an available space and opponent begins a turn.
ALWAYS 3 STRIPS FACE UP	If a player has less than 3 strips face up at the beginning of a turn, the player should replenish the number from the deck to 3, then complete the turn. This is NOT CHANGEABLE - Monitor makes sure this rule is applied.
CAPTURE	Within 10 seconds after receiving the flag card and before touching a strip to be placed in the Show Box a player may announce "Capture" or "Challenge" and capture a trick the opponent did not take. Player must then, touch the 2 strips which equal the strip in Show Box THEN announce the arithmetic sentence before picking up the 3 strips. Player may then take a regular turn.

CHALLENGING ~ FAB-A-DIFFY™

WHEN TO CHALLENGE	upon receiving the flag card and before touching a fraction strip. Exception: CAPTURE CHALLENGE - must be stated before challenged player completes a regular turn.
CORRECT - "C"	<i>For correct challenges record a "C" on the Record Sheet:</i> <u>REGULAR CHALLENGE</u> : 3 strips forming trick are awarded to challenger and challenger begins a regular turn. NOTE: Challenger does NOT have to state correct number sentence when challenging an incorrect sentence <u>CHALLENGING A CAPTURE</u> : challenger gets trick and challenger begins a regular turn <u>CHALLENGE NOT INVOLVING A TRICK</u> : challenger receives an additional turn (example: Touch-Take rule)
INCORRECT - "I"	The Challenger forfeits a turn. Record "I" on Record Sheet. <i>Any combination of 3 "I"s and/or "IA"s results in a loss that is declared by the Monitor.</i>
INAPPROPRIATE - "IA"	An Inappropriate Challenge is one that is made at the wrong time or is about a procedure that is not a tournament rule. Such a challenge DOES NOT result in loss of turn, but is recorded as an "IA" on the Record Sheet. <i>Any combination of 3 "I"s and/or "IA"s results in a loss that is declared by the Monitor.</i>

JUGGLE™ Tournament Highlights

GOAL	A player must completely cover board with polyominoes so that pieces of the same color do not touch a common edge or vertex to win the game.
START	Each player tosses one die. The player with the lower toss begins.
BEGINNING OF TURN	when player receives the flag card
END OF TURN	when player passes the flag card to opponent
DECLARING A WIN	If beginning player declares a win, the MONITOR MAKES SURE the second player completes a turn. A player must announce a win while in possession of the flag card.
ROUND GAME	YES ~ consists of the beginning and second player completing a turn
GAME TIME LIMIT MONITOR DECLARES	After a ROUND has been completed, the official removes all pieces that violate touch rules and then counts the empty spaces on each board. WIN: If the difference is 3 or greater, the player with the least number of spaces is declared the winner. TIE: If the difference of empty spaces is 2 or less a tie is declared.
OTHER RULES ~ JUGGLE™	
2 METHODS TO SELECT POLYOMINOES	1) EXACT VALUE: 1 or 2 pieces may be selected 2) CALCULATED VALUE: only 1 piece may be selected - corresponding number sentence MUST be stated
6 IS WILD	1) EXACT VALUE: A piece in bank may be selected. If desired piece is not in bank, player tells opponent which piece they want from board and opponent hands piece to player. 2) CALCULATED VALUE: Player may calculate a 6, but piece MUST come from the bank.
PIECE LAID IS PLAYED	Once a player is no longer touching a placed piece, it can not be repositioned.
SELECTED PIECE MUST BE PLACED OR RETURNED	Once a piece is picked up from the bank or selected from opponent's board it MUST be used. If the piece cannot be used it is returned to bank or opponent's board. No other piece may be selected for that part of turn.
REMOVING PIECES	Players may remove one or more pieces from their board at the beginning of turn and before touching dice.
CHALLENGING ~ JUGGLE™	
WHEN TO CHALLENGE	upon receiving the flag card and before touching the dice NOTE: Only placement may be challenged during subsequent turns.
CORRECT - "C" RECORD A "C" ON THE CHALLENGE SHEET	PLACEMENT: Challenged player removes indicated (touching) pieces and challenger begins a turn SELECTION: Challenged player removes inappropriately selected piece(s) and challenger begin a turn (eg: rolls a 5 and picks up a 4) OTHER: Game is restored to prior state and challenger begins a turn
INCORRECT - "I"	loss of turn - Record "I" on Record Sheet. <i>Any combination of 3 "I"s and/or "IA"s results in a loss that is declared by the Monitor.</i>
INAPPROPRIATE - "IA"	An Inappropriate Challenge is one that is made at the wrong time or is about a procedure that is not a tournament rule. Such a challenge DOES NOT result in loss of turn, but is recorded as an "IA" on the Record Sheet. <i>Any combination of 3 "I"s and/or "IA"s results in a loss that is declared by the Monitor.</i>

QUEENS & GUARDS™ Tournament Highlights

GOAL	Player must be the first to position the Queen on the center hexagon and have it completely surrounded by the player's 6 guards. A TIE occurs when a player is unable to move without violating one of the game rules or when all 6 guards are around the center space without the Queen in the middle.
START	Monitor puts a chip of one color in one hand and chip of different color in another. Ask one player to determine what the starting color will be and ask the other player to pick a hand. Player who has starting color receives the flag card and play begins.
BEGINNING OF TURN	when player receives the flag card
END OF TURN	when player passes the flag card to opponent
DECLARING A WIN	A player should announce a win. If player does not announce the win, the Monitor stops the game and declares the win to the player who constructed the win.
NOT A ROUND GAME EXCEPT GAME TIME LIMIT	The first player to reach the goal of game wins. If the game has not ended when time is called and the beginning player has touched a piece, both players are allowed to complete a turn.
GAME TIME LIMIT MONITOR DECLARES	If neither player has won, a tie is declared by the monitor.

OTHER RULES ~ QUEENS & GUARDS™

MOVE-IT USE-IT	If a player has moved a chip off its space, that chip must be moved to complete a turn. This allows a player to touch a chip, not move it, and select another chip.
QUEEN'S CROWN & THRONE	Only the Queen may occupy the starting position and the center Throne.
TRAPS & MULTIPLE TARPS	GUARDS - move back one space Note: If a trapped guard is blocked and can not be moved, a player may move another piece. QUEEN - moves back to her thrown MULTIPLE TRAPS - If a Queen and Guard are trapped simultaneously, the Queen must be moved back first to her thrown. If more than one Guard is trapped, the trapped player may choose which Guard to move back first.
MOVING INTO A TRAP	If a player moves either a Queen OR Guard into a trap, the opponent may pick up the trapped piece and place it onto a space along the outermost band. The opponent then completes a regular turn.
WHEN TO ANNOUNCE TRAP	“Once a player has announced “Trap,” the trapped player must move back the trapped piece according to game rules. This can not be challenged. The official makes sure this is carried out. 1) <u>AFTER PLAYER FORMS TRAP and before passing the flag card</u> - The trapped piece is moved out of trap by the opponent for the turn. 2) <u>AT THE BEGINNING OF A TURN and before touching a piece</u> (in this case, the player did not announce trap at the time of it's construction) - The piece moved by the opponent is returned to its prior position, and player continues with turn. On the subsequent turn, the opponent must use the turn to move back the trapped piece (if still trapped or not blocked). 3) <u>If a player says trap when not in possession of the flag card</u> , the opponent gets to take a regular turn and must move trapped piece out of trap. If the opponent moves the trapped piece incorrectly, then the opponent must move the trapped piece back to it's prior position, then move the trapped piece out of the trap which ends the turn.
STATING “TRAP” RATHER THAN “CHALLENGE”	If a player states “challenge” rather than trap ask the player to state the nature of the challenge, remind them that “Trap” is the more appropriate term, DO NOT issue penalty or make any record of Challenge on Record Sheet.

CHALLENGING ~ QUEENS & GUARDS™

WHEN TO CHALLENGE	upon receiving the flag card and before touching a piece
CORRECT - “C”	Monitor restores board to prior state and challenger begins a turn - Record “C” on Challenge Sheet
INCORRECT - “I”	loss of turn - Record “I” on Record Sheet. <i>Any combination of 3 “I”s and/or “IA”s results in a loss that is declared by the Monitor.</i>
INAPPROPRIATE - “IA”	An Inappropriate Challenge is one that is made at the wrong time or is about a procedure that is not a tournament rule. Such a challenge DOES NOT result in loss of turn, but is recorded as an “IA” on the Record Sheet. <i>Any combination of 3 “I”s and/or “IA”s results in a loss that is declared by the Monitor.</i>

STARS & BARS™ Tournament Highlights

GOAL 3 WAYS TO WIN	A Player MUST 1) be over 200 points at the end of a round and at least 15 points ahead ; 2) be over 50 points ahead of opponent at end of a round (Monitor declares this win); OR 3) at least 15 point ahead of opponent at end of game (Monitor declares this win)
START	Monitor shuffles the deck and places face down beside the gameboard. Players alternate drawing one card from the top of deck. The first cards drawn are placed face up onto the central rectangular region of the gameboard so that each rectangle contains 1 card. In this process, the first player to draw a starred card is the beginning player. Players continue to alternate drawing cards until the central region is filled and each player has a total of 4 cards placed face up.
BEGINNING OF TURN	when player receives the flag card
END OF TURN	when player passes the flag card to opponent
END OF GAME	when BOTH players have no more cards to place onto the board, OR when at the end of a round a player is ahead by 50 or more points.
DECLARING A WIN	If beginning player declares a win, the MONITOR MAKES SURE the second player completes a turn. A player must announce a win while in possession of the flag card
TIE	Monitor declares if: 1) both players score over 200 points at the end of a round and the difference is less than 15; OR 2) the difference between scores is less than 15 at the end of game (end of round).
ROUND GAME	YES ~ consists of the beginning and second player completing a turn
GAME TIME LIMIT MONITOR DECLARES	WIN: At end of a round, Monitor declares the win to the player who is 15 or more points ahead of opponent. TIE: If after a round neither Pentathlete has won, the Monitor declares a tie.

CHALLENGING ~ STARS & BARS™

WHEN TO CHALLENGE	upon receiving the flag card and before touching a card
CORRECT - "C"	Challenged player subtracts points to return to prior score AND challenger gets 3 points. Cards placed onto gameboard are left where they were placed - Record "C" on Record Sheet.
INCORRECT - "I"	3 points are subtracted from challenger's score AND loss of turn - Record "I" on Record Sheet. <i>Any combination of 3 "I"s and/or "IA"s results in a loss that is declared by the Monitor.</i>
INAPPROPRIATE - "IA"	An Inappropriate Challenge is one that is made at the wrong time or is about a procedure that is not a tournament rule. Such a challenge DOES NOT result in loss of turn, but is recorded as an "IA" on the Record Sheet. <i>Any combination of 3 "I"s and/or "IA"s results in a loss that is declared by the Monitor.</i>

OTHER RULES ~ STARS & BARS™

MONITOR REMINDS *DRAW A CARD *PASS THE FLAG CARD	If player forgets, Monitor reminds Pentathletes to draw a card and pass the flag card. Each player must have 4 cards to have a complete hand. If player starts a turn without the flag card, Monitor reminds the player that the opponent is still taking a turn. Do NOT deal with these as challenge situations, rather, time issues.
ANNOUNCING POINTS	Players MUST ANNOUNCE total points gained AND their running score before passing flag card.
CARD LAID IS PLAYED	Once a player is no longer touching a placed card, it can not be changed or repositioned.
CARD PLACEMENT	Either player is allowed to pick up a placed card to view the card below.
4 CARD STACKS	<ol style="list-style-type: none"> 1) A player may ask Monitor to report the number of cards in any stack. 2) If a stack is turned over or removed, the Monitor makes sure there are at least 4 cards in the stack. This type of error by a player may not be challenged. 3) On any turn the player creating a 4-card stack is responsible for turning it over and/or removing it (during this turn, there is NO SCORE for the person who created the 4-card stack). However, on a subsequent turn, either player may score points at the beginning of turn for turning over or removing a 4-card stack. <p>* NOT TURNING OVER/REMOVING 4 CARD STACK - A player can not challenge an opponent for not removing or turning over a 4 card stack. If such a challenge occurs, the challenger would receive an "IA" (inappropriate challenge).</p>
SCORING POINTS FOR TURNING OVER OR REMOVING 4 (OR MORE) CARD STACKS	<p>At the beginning of a turn and before touching a card, if there is a 4 (or more) card stack on the board a player can score:</p> <p style="margin-left: 40px;"><u>CENTRAL PLAYING AREA</u> 2 points for turning over a 4 (or more) card stack(s) 4 points for removing the four 4-card stacks that are turned over in the central playing area 6 points for turning over the 4 (or more) cards in the fourth stack and removing the 4 stacks</p> <p style="margin-left: 40px;"><u>OUTER PLAYING AREA</u> 2 points for removing a 4 (or more) card stack</p>
REMOVED STACKS	Stacks of cards that are removed from the board go into a discard pile and are no longer used.
NO CARDS PLACED ON TURNED-OVER STACK	If a player places a card on a turned-over stack and is challenged, the challenger gets 3 points, the card is placed face down upon the stack, and the score is returned to its prior state.
DEPLETED DECK	When the deck is depleted, players continue to place cards from their hand onto the board until the last card has been placed.