

The STAR
is the student's
schedule for the
five games.


Scoring Practice

5

2283
Sum
Dominoes
& Dice™

4 Kwatro-Sinko™ *2294* **PAR 55™** **1**


Ryan Meyer

 **PENTATHLETE™**
National Mathematics Pentathlon Academic Tournament

B-2337

Ramrod™ *2218* **FIAR™** *2291*

3 **2**

Ramrod™	
<hr/>	<hr/>
Pentathlete™ Number	Opponent Number
<hr/>	<hr/>
Pentathlete™ Name	Monitor Initials
<hr/>	<hr/>
Points _____	Circle One: WIN TIE LOSS
 National Mathematics Pentathlon® Academic Tournament	

The back of
each point of
the STAR
is used to indicate
a win (3), tie (2)
or loss (1).


PENTATHLETES SIGN or INITIAL the
back of their Score Card before
leaving the table.

5

2328
Sum
Dominoes
& Dice™

4 Kwatro-Sinko™ *2399* **PAR 55™** **1**


Lisa Carroll

 **PENTATHLETE™**
National Mathematics Pentathlon Academic Tournament

B-2218

Ramrod™ *2337* **FIAR™** *2344*

3 **2**

Ramrod™	
<hr/>	<hr/>
Pentathlete™ Number	Opponent Number
<hr/>	<hr/>
Pentathlete™ Name	Monitor Initials
<hr/>	<hr/>
Points _____	Circle One: WIN TIE LOSS
 National Mathematics Pentathlon® Academic Tournament	

NATIONAL MATHEMATICS PENTATHLON®

ACADEMIC TOURNAMENT

VOLUNTEER OFFICIALS SESSION (VOS)

1. TOURNAMENT ORGANIZATION

- A. Physical Layout: Areas of Activity
- Pentathlete™/Official Check-In
 - Game-Playing Areas
 - Concessions/Food Eating Area
 - Observation of Pentathletes (Bleacher Area)
 - Scoring
- B. Leadership Structure
- Center Director(s)
 - Game-Leaders (for each game in a division)
 - Game-Monitors (one for every two Pentathletes)
 - National Headquarters Leadership & Staff

2. TIMETABLE

- All division games are played at the same time. Pentathletes rotate from one game to the other.
- Division Game-Playing Times
 - Division I (K-1): 15 minutes
 - Division II (2-3): 30 minutes
 - Division III (4-5): 45 minutes
 - Division IV (6-7): 60 minutes
- Use Concessions/Restroom Areas when games end before official time is called.

NOTE: Pentathletes will be scored as NO SHOWS (0 points) if they are not in the appropriate game-playing area when the game officially begins.

3. PENTATHLETE™ TOURNAMENT CHECK-IN & STAR/GAME SCHEDULING

- Arrival Time (all divisions - 8:00 am)
- Check-In Table (Pick up your star only.)
- Star/Game Scheduling (See Front Cover.)

4. OFFICIAL CHECK-IN AND TOURNAMENT PREPARATION


- Arrival Time
 - Game-Leaders: 45 minutes prior to tournament check-in
 - Game-Monitors: 20 minutes prior to tournament check-in
- Report to Game-Playing Area and sign-in with Game-Leader.
- Assist in distributing tournament materials.
- Review documents for monitoring your game.
- Meet with your Game-Leader for updates and review.

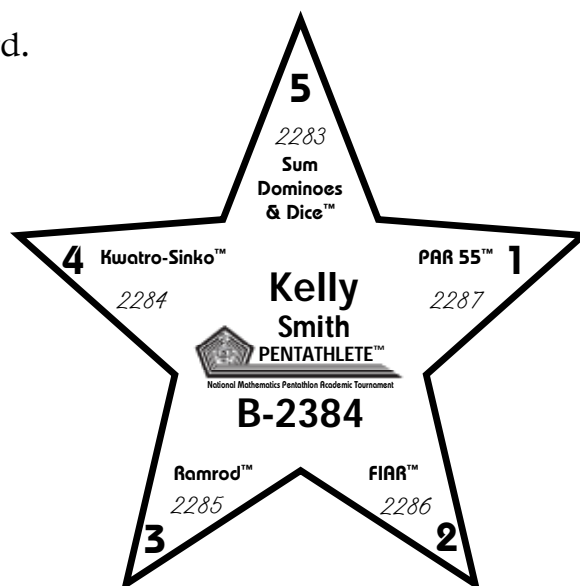
5. SCORING

- a) Scorecards (See example below.)
- 1) Game-Monitors need to complete 2 scorecards (one for each Pentathlete™) for each game they monitor. Each monitor officiates 5 games.
 - 2) Please complete each scorecard as follows. Before beginning each game print each Pentathlete's name, number, and your monitor initials. After the game ends, record 3 points for a win, 2 points for a tie, 1 point for a loss, and 3-NS for a No Show. Also, circle either WIN, TIE, or LOSS. Record 1C if game was lost on three (3) incorrect challenges. (A Pentathlete may only receive one 3-NS.)

NOTE: Pentathletes may not win based on three (3) correct challenges.

- b) Pentathlete™ Stars (See example below.)
Please record the number of points on the back point of star.
Write NS if there is a No Show situation.
Do not fold point of star forward or backward.
- c) Game-Monitor Record Sheet
(See pages 4 and 5.)

PAR 55™	
<u>B-2384</u>	<u>B-2287</u>
Pentathlete™ Number	Opponent Number
<u>Kelly Smith</u>	<u>M. E. C.</u>
Pentathlete™ Name	Supervisor Initials
Points <u>3</u> Circle One: <input checked="" type="radio"/> WIN <input type="radio"/> TIE <input type="radio"/> LOSS	
 National Mathematics Pentathlon® Academic Tournament	



6. GAME-MONITOR RESPONSIBILITIES (See page 6.)

- a) Know how to start your game. Start rules may not be challenged. Wait for signal to begin play, which includes who will be starting player. Circle Starting Player's letter, A or B, on Game-Monitor Record Sheet when play begins.
- _____ b) Know game thoroughly, observe each game closely, and watch one-minute time limit.
- c) Know how to respond to CHALLENGE SITUATIONS. Pentathletes have a right to a second and/or third opinion on a Game-Monitor's ruling. Pentathletes indicate a need for another opinion by holding up the Official Opinion Card. Second and third opinions on rulings to challenges must be made immediately. Once game playing has resumed, no changes of prior challenge rulings will be considered.
- d) Review pages 4 and 5 on how to record on Game Monitor Record Sheet. Also become comfortable with other important tournament procedures listed on page 5.

7. GAME LEADER RESPONSIBILITIES (See page 8.)

8. VOLUNTEER HIGHLIGHTS & GAME SIGN-UP

GAME MONITOR RECORD SHEET

NATIONAL MATHEMATICS PENTATHLON® ACADEMIC TOURNAMENT

Game Name _____ Your Name _____ Initials _____

PENTATHLETE™ NAME	NUMBER	CHALLENGES <small>Legend at bottom of the page</small>	WIN 3pts	TIE 2pts	LOSS 1pt	COMMENTS <small>May also use back of page</small>
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GAME # 1 <i>(circle letter of beginning player)</i>						GAME # 1
A. _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
B. _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
GAME # 2 <i>(circle letter of beginning player)</i>						GAME # 2
A. _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
B. _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
GAME # 3 <i>(circle letter of beginning player)</i>						GAME # 3
A. _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
B. _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
GAME # 4 <i>(circle letter of beginning player)</i>						GAME # 4
A. _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
B. _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
GAME # 5 <i>(circle letter of beginning player)</i>						GAME # 5
A. _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____
B. _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____

CHALLENGE CODES: C - Correct / I - Incorrect Challenge / IA - Inappropriate Challenge
 Three I's, IA's, or combo of I's and IA's is an automatic loss of game ~ Please warn Pentathlete after two.
NOTE: IA - challenge at wrong time or about a rule that does **not** exist ~ **NO ACTION IS TAKEN.**

SCORING CODES: WIN(3) TIE(2) LOSS(1)
 NS - No Show IC - Loss Based on I or IA Challenges

DIRECTIONS FOR GAME-MONITOR RECORD SHEET

(DO NOT REMOVE FROM GAME TABLE!!!)

1. Record the game name, your name and initials on the indicated lines at the top of the sheet.
2. **BEFORE** each game record each Pentathlete™ name and number under the appropriate column.
3. Once game has begun, circle the letter of the beginning player.
4. **AFTER** each game ends, record 3 points for a win, 2 points for a tie and 1 point for a loss under the appropriate column for each Pentathlete.
5. Use the Challenge Record part of the sheet to record correct (C), incorrect (I), or inappropriate (IA) challenges. Three incorrect and/or inappropriate challenges, whether consecutive or not, result in a loss to the challenging player. Such a loss is declared by the Game-Monitor and recorded as 1C under the appropriate Win/Loss column. (Please warn Pentathlete after issuing two incorrect and/or inappropriate challenges.)

INCORRECT (I) CHALLENGES: a challenge for which there is a rule but the rule was not broken. For example, FIAR: A player moves a chip on a straight line across several unoccupied spaces before stopping. The opponent challenges stating that the player can only move one space at a time. The challenge would be ruled as incorrect according to the Official Division II Rule Manual.

INAPPROPRIATE (IA) CHALLENGES: a challenge that is: 1) made at the wrong time or 2) made about a procedure that is NOT a tournament rule. For example, CONTIG 60: The opponent challenges that a player did not write the number sentence. This is inappropriate since such a rule does not exist. The Game-Monitor will inform the player that the challenge is inappropriate and explain why it is so considered. Unlike incorrect challenges, inappropriate challenges have no game penalties but are recorded as IA on sheet.

IMPORTANT PROCEDURES

PENTATHLETES SIGN SCORE CARDS AFTER GAME: At game's conclusion, have both pentathletes witness and agree that their scores have been correctly entered on scorecards, stars, and Game-Monitor Record Sheet. After doing so, the Pentathletes are to initial or sign the back of their **OWN** scorecards to indicate their agreement. Game Leaders are to check score cards **BEFORE** Pentathletes leave the table.

OPINION CARDS FOR SECOND AND/OR THIRD OPINIONS: Pentathletes have a right to a second and/or third opinion on a Game-Monitor's ruling. Pentathletes indicate a need for another opinion by holding up the Official Opinion Card. The Game-Leader and/or Center Director will offer the opinion(s). Second/third opinions on rulings to challenges must be made immediately. Once game playing has resumed, no changes of prior challenge rulings will be considered.

POOR SPORTSMANSHIP: If a player demonstrates poor sportsmanship, a 0 will be recorded under the loss column. Poor sportsmanship includes disrespect toward Game-Monitors, Game-Leaders, and other tournament leadership, intimidation of an opponent, or other forms of disruptive and/or uncooperative behavior. Only the Center Director will make decisions concerning such behavior.

GAME-MONITOR RESPONSIBILITIES

BEFORE PLAY BEGINS . . .

1. Report to game-playing area and sign-in with Game-Leader.
2. Set up game materials before each game begins. Make sure that all necessary materials are available.
3. After FIRST CALL, match Pentathletes. Make sure that Pentathletes with the same letter are in the same area. **Refer No Show situations to Game-Leaders. (DO NOT MONITOR YOUR OWN STUDENT OR CHILD.)**
4. After seating them, create a cooperative atmosphere by introducing yourself and asking Pentathletes to introduce themselves and shake hands.
5. Record each Pentathlete's name, number, and your initials on the scorecards and Game-Monitor Record Sheet.
6. Clarify game rules before starting the game and ask Pentathletes if they have any questions. **Explain that once the game begins you may not answer questions concerning rules.**
7. Remind Pentathletes that it is their responsibility to challenge. It is also their responsibility to declare a win (except for Calla, FAB-A-DIFFY, Frac Fact, and Remainder Islands) or challenge a declared win. Stress that after they have left the game-playing area, they may no longer challenge a declared win.
8. Remind them that after a ruling has been made they have a right to a second and/or third opinion by a Game-Leader and/or Center Director. **A Pentathlete indicates this by holding up the official Opinion Card.**
9. Wait for signal from timekeeper to begin official tournament play. This includes the Start Rules which determine who will be the beginning player.

DURING PLAY, CHALLENGES, & SCORING . . .

1. Observe each game closely, resolve challenge situations and watch the one-minute time limit. Otherwise, do not interfere with an ongoing game. (If asked, you may straighten game pieces on the gameboard.)
NOTE: If during game play you have a question, please raise your hand and wait for a Game-Leader to respond.
2. Record each Pentathlete's score in 3 places:
 - SCORECARD
 - PENTATHLETE'S STAR (behind point of star)
 - GAME-MONITOR RECORD SHEET - Please give to Game-Leader after final game.NOTE: A Pentathlete™ has the right to challenge a win while the monitor is filling out the scorecards, stars, or scoresheets. Once the Pentathlete has left the game-playing area, the opportunity to challenge the declared win is over.
3. Use the Challenge Record part of the sheet to record correct (C), incorrect (IC), or inappropriate (IA) challenges. Three incorrect and/or inappropriate challenges, whether consecutive or not, result in a loss to the challenging player and is declared by the Monitor. (Players may not win based on correct challenges.)
4. At game's conclusion, have both Pentathletes witness and agree that their scores have been correctly entered on scorecards, stars, and Game-Monitor Record Sheet. After doing so, the Pentathletes are to initial or sign the back of their **OWN** scorecards to indicate their agreement. Game-Leaders are to check scorecards **BEFORE** Pentathletes leave the table.

AFTER EACH GAME . . .

1. Support both Pentathletes by encouraging them to shake hands and congratulating each other on playing their best and being good sports.
2. Be sure that the Pentathletes understand the results of the game and answer any questions they have.
3. Clear game area of participants and prepare for the next game.
4. Do not clean up game area until the final game on the floor is completed.
5. After final game, please inventory game materials and complete evaluation form.

MATHEMATICS PENTATHLON®

GENERAL RULES FOR DIVISIONS I, II, III, AND IV

1. No challenges may be made regarding the starting rules of the game. The Game-Monitor is to facilitate this process.
2. After a Game-Monitor has made a ruling a Pentathlete may ask for a second or third opinion from a Game-Leader (first) and a Center Director (second) by holding up the Official Opinion Card. Second/third opinions on rulings to challenges must be made immediately. Once game playing has resumed, changes of prior challenge rulings will not be considered.
3. If a challenge involves more than one rule, each challenged rule is treated as a separate challenge.
4. With the exception of games which specify that the Game-Monitor declare a win (Calla™, FAB-A-DIFFY™, Frac Fact™, and Remainder Islands™), it is the responsibility of each Pentathlete™ to declare a win. With such games the Game-Monitor is not to declare a win unless the win is incorrectly challenged. To announce a win a Pentathlete may state the name of the Mathematics Pentathlon game, "I WIN", or words to that effect.
5. A Pentathlete has the opportunity to challenge a declared win while the Game-Monitor is filling out the scorecards, stars, or scoresheets. Once the Pentathlete has left the game-playing area, the opportunity to challenge the declared win is over.
6. Any notes, game rules, or information sheets are not allowed to be used in the tournament game-playing area by Pentathletes. Calculators may only be used in Division IV provided BOTH Pentathletes bring and use their own calculators. Programmable calculators are not allowed.
7. A Pentathlete must complete a turn within one minute. Pentathletes may request that the Game-Monitor watch the time, but they may not make challenges regarding time constraints. (Such a challenge would be considered inappropriate.)
NOTE: Players are not to challenge on passing of the flag card. Passing of the flag card should be monitored by the Game-Monitor since this relates to time constraints.
8. An official time out may be requested by either player to restore game pieces to their appropriate positions.

DIVISIONS III & IV ONLY

If a Pentathlete declares a win as it applies to the intended goal of the game and is correctly challenged, the challenger wins the game. For example, CONTIG 60: A player declares a win based on 4 chips in a row and opponent challenges. The challenger would be declared the winner by the Game-Monitor since the goal is to align 5 chips in a row.

GAME-LEADER RESPONSIBILITIES PRIOR TO TOURNAMENT

1. Be well-versed on the basic rules and tournament rules for your designated game.
2. Contact your Game-Monitors regarding their game assignment, date, time, and place of tournament as directed by the Pentathlon Institute.
3. Attend Game-Leader meeting on the Friday before the Saturday tournament at the tournament site. Become familiar with matching, tournament procedures and related materials. Assist with distributing these materials.

GAME-LEADER RESPONSIBILITIES THE DAY OF TOURNAMENT

1. Report to game-playing area 45 minutes prior to Pentathlete™ Check-In to greet/sign-in Game-Monitors.
2. Before the tournament begins, review official Game-Monitor Responsibilities sheet with Game-Monitors and describe the Matching Process.
3. After FIRST CALL, direct Pentathletes to their appropriate game event areas and assist Game-Monitors in matching them. Make sure that Pentathletes with the same letter are in the same area and are matched as directed, e.g. odd, even, etc...
4. If there is a NO SHOW situation, consult with Pentathlon leadership/scoring table about re-matching. NEVER rectify NO SHOW situations by matching two students who were originally scheduled in different games.
5. Assist in resolving challenge situations when called upon by a Game-Monitor who is unclear about a proper ruling. (A supervisor's raised hand indicates a need for assistance.) Also, deal with students who are in need of second/third opinions. Students indicate such needs by holding up an official opinion card.
6. If you observe an incorrect/inappropriate Game-Monitor action, inform the monitor of how future situations of a similar nature might be dealt with. (Do this during non-game-playing intervals.)
7. Collect SCORECARDS from supervisors in a timely manner and deliver these to the appropriate scorekeeper station. Check scorecards as you collect them to assure that they have been completed properly and initialed by Pentathletes on backs of cards.
8. Assist supervisors in clearing Pentathletes from the game-playing area once games have been completed.
9. Assist supervisors in cleaning up game-playing area once the final game has been completed.
10. Throughout the day, create a cooperative atmosphere and encourage good sportsmanship on the part of Pentathletes.
11. Help arrange awards and assist with Awards Ceremony.