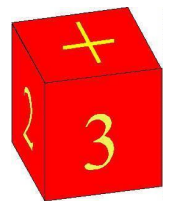




Equations Practice Session

For beginning Teams, Parents and Teachers

- Learn the procedures of the Equations competitions as offered by the Gifted Resource Council (GRC) Academic Challenge Cup and the University City Equations Open
- Practice playing the game with other first-time players
- Learn about competition scoring and playing in rounds



When: Saturday, December 7th 2024, 9:00 – 11:00 AM

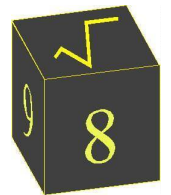
Where: University City High School Library

[7401 Balson Ave](#)

Who: First-time Equations teams from 3rd, 4th and 5th grades, their parents and teachers. Individuals should have some experience playing the game before arriving at the practice session. Bring your questions.

Costs: \$1.00 per player

Checks payable to **UCHS PTO** <or> cash at the door



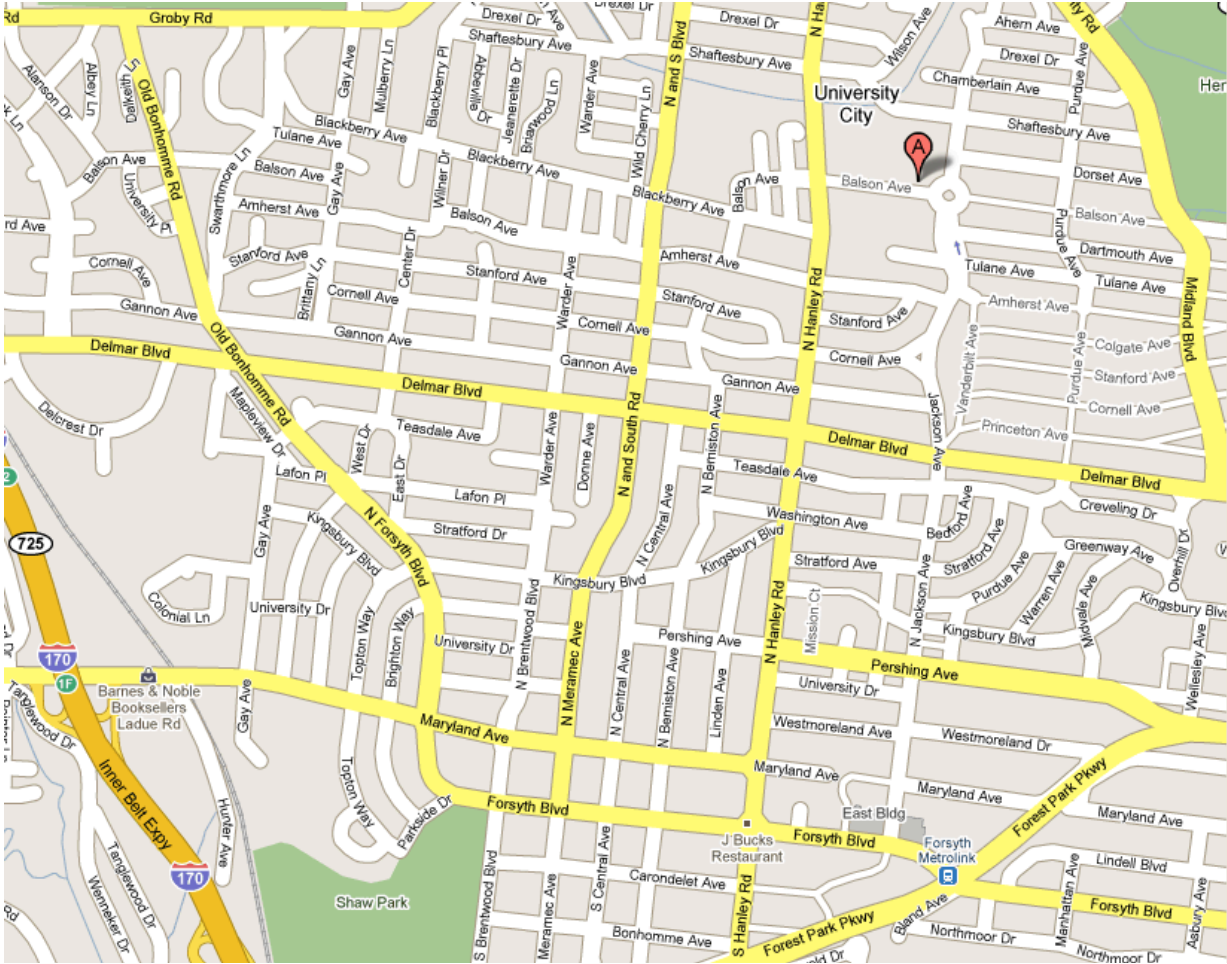
Please arrive by 9:00 AM. We will have some instructional time to explain the competition rounds and rotations and to set up ad-hoc teams. To expedite setup, pre-registration is required. We will play some practice rounds and answer any questions regarding the rules and procedures. No results will be tallied, nor prizes presented.

Play governed by Gifted Resource Council; rules available at www.giftedresourcecouncil.org

Mail registrations to: Greg Rhoades, 7120 Waterman Ave, University City, MO 63130
Questions: contact Greg at 314-757-0174 equations@ucityschools.org

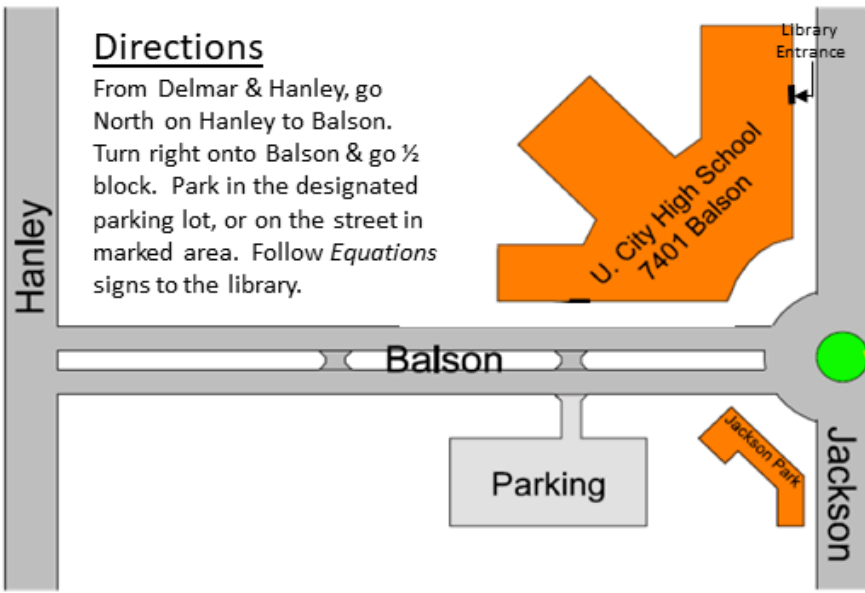
Equations Practice Session

Saturday, December 7th 2024 9:00 AM



Directions

From Delmar & Hanley, go North on Hanley to Balson. Turn right onto Balson & go $\frac{1}{2}$ block. Park in the designated parking lot, or on the street in marked area. Follow *Equations* signs to the library.





University City Equations Practice Session Registration Form

(Please print legibly)

School/Organization Name: _____

Name of Team: _____

Participants:

	Name	Grade
1.		
2.		
3.		
4.		
5.		
6.		
7.		

Coach: _____

Phone: _____

Email: _____

- Pre-registration required
- Mail form along with \$1.00 per player (checks payable to University City High School PTO or UCHS PTO) to Greg Rhoades, 7120 Waterman Ave, University City, MO 63130 (e-mail: equations@ucityschools.org)

This is a fun opportunity to get some practice playing before the University City **Equations Open** in January and the Gifted Resource Council's [Academic Challenge Cup](#) in February. Hope to see you there!



Table Scoresheet

University City Equations Open

Sample Event and Practice Sheet

Table 03

Round 02

Player	Game 1	Game 2	Game 3	Game 4	Game 5	Total	Player Initials
Suzie Subtraction	2	1	1	1	—	5	SS
Mark Mathfacts							
Danny Division	0	1	2	1	—	4	DD
Frederika Factorial Player 5 of the Calculators	1	0	1	1	—	3	FF
Paula Polynomial	1	2	0	0	—	3	PP

Games Played	Scorekeeper Initials
4	PP

Before the round begins:

The last player listed on this scoresheet is designated the scorekeeper for this round. The player to the left of the scorekeeper is the first goal setter. The scorekeeper checks the names of the players present and updates player names on the table scoresheet as necessary, crossing through all boxes for players who are absent.

During the round:

After each game the points of each player are verified with their Player Scoresheet and initialed by the score-keeper and then entered onto this Scoresheet.

After the round ends:

When the round is over, individual scores are totaled. The scorekeeper also writes the number of games played in the Games Played box. Players should verify that the Total values from the Player Scoresheets agree with the Table Scoresheet, and then initial their rows. The scorekeeper also initials the Games Played box as correct. When the scoresheet is complete and initialed by all players for this round, the scorekeeper raises the scoresheet overhead. An official will then pick up the scoresheet. All players remain seated until instructions are given to move to places for the next round.

Scoring Games:

Points are tallied after each game:	Challenger correct	2 points
	Player siding with Challenger correct	1 point
	Force Out/Cleanup - player with correct solution	1 point
	Mover correct	1 point
	Player siding with Mover correct	1 point