

The Penny Sikes-Morris Bank

Fifth and Sixth Grade

Mathematics Tournament

GENERAL INFORMATION, RULES, & PROCEDURES

1) Each school is allowed to bring a maximum of 12 students. If a school chooses to bring alternates, they must stay with the coach at all times.

2) The tournament is divided into two sections:

A. Individual Written Test:

Students will have 60 minutes to complete the 50-question test. The test for each grade is written specifically for that grade. Since all of the participating students are exceptional math students, some, but not all, questions may be at a higher level of difficulty or may require thinking beyond what would be required in a traditional classroom setting. Please make sure your students realize that they are not necessarily expected to know everything on the test.

- **CALCULATORS ARE NOT ALLOWED!!!**
- No electronic devices are allowed. Students for whom English is a second language are allowed to have paperback translation dictionaries but NO electronic dictionaries. Coaches need to inform the tournament coordinators if this applies to any participants.
- Individual awards will be determined by students' scores on this test. Each correct answer will be worth 1 point (maximum score - 50).
- If individuals have the same written test score, ties will be broken by determining which students gave correct answers to the most difficult item(s) on the test.

B. Team Ciphering

There will be two ciphering rounds with four participants from each school and grade per round. There will be a total of 16 problems (8 problems/round).

- If a school has only 1 team, they will work all 16 problems.
- **CALCULATORS ARE NOT ALLOWED!!!**

- **SCORING:** Participants will be given two minutes to answer each question. If the ciphering team answers the question correctly within one minute, they will receive 10 points. If the team answers after the one minute limit but before the end of the two-minute period, they will receive 5 points.
- Teams will be given a 10 second warning before the end of the one minute and two minute time period. At that point, answers should be lifted into the air for the runner to take in order for the team to get credit. Answers which are raised while the moderator is saying "one minute" will be given credit for a one minute answer. Only the first answer lifted into the air will be accepted for each team.
- ****Each team must write the school code and their grade on each ciphering question to receive credit.**
- The school ciphering score will be the sum of the points received from the 16 problems .

NOTE: A school may choose to allow 1 team to answer all 16 ciphering questions. However, we believe a better strategy would be to place two strong participants on each team and allow as many students as possible to gain experience in ciphering.

Awards

- We will recognize the top 10 individuals in each grade level with the highest scores on the written test. 1st - 3rd place will receive a trophy and 4th - 10th will receive a medal.
- 1st, 2nd, and 3rd place trophies will be given to the 5th and 6th grade teams with the highest ciphering scores.
- There will be an overall team award for both 5th and 6th grade - 1st, 2nd, and 3rd place teams will receive a trophy.
 - The 4 highest individual test scores plus school ciphering score will determine winners for this category.
 - In the event of a tie, the school with the highest score for the 5th highest student will win the tiebreaker. If 5th students are tied, then we will look at 6th students, etc.
- All participating students will receive a certificate.