

NATIONAL MATHEMATICS PENTATHLON® ACADEMIC TOURNAMENT HIGHLIGHT SHEETS for DIVISION II (Grades 2-3)

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

DIVISION II (Grades 2-3) Common Rules

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| 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 II (Grades 2-3) ~ CHALLENGING - OVERVIEW

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| 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 , the Monitor implements the same results as a Correct Challenge. If INCORRECT , the declared win is confirmed. |
| 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”. |

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They are used in conjunction with the Mathematics Pentathlon® Tournament Manual and include the most recent updates.

FIAR™ Tournament Highlights

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| GOAL | To win, a player must be the first to identify 4 (or more) chips of the same color (not necessarily the player's color) along a straight line of connected circles with no chip(s) of the opposite color intervening. In addition, the circles on which the 4 markers are positioned must NOT be directly connected by a line to a circle occupied by an opponent's MARKED chip (extinguisher). The 4 chips constructing the winning path do not need to be contiguous but the path cannot cross the central yellow area of the board. A player's marked chips can be used as part of a winning path. |
| START | Monitor puts a blue chip in one hand and red chip 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 |
| PHASE I ALTERNATE PLACEMENT | The official is responsible to make sure each player alternates in placing all 7 chips before moving any chip. A win could be declared during this phase. |
| PHASE II MOVEMENT | After each player places all 7 of their chips the movement phase begins. |
| DECLARING A WIN | A player MUST: 1) be in possession of the flag card, and 2) identify a winning path - see GOAL NOTE: A player does NOT HAVE TO MOVE A CHIP before declaring a 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 chip, both players are allowed to complete a turn. |
| GAME TIME LIMIT | If time runs out before a win is declared, the Monitor announces a TIE. |
| OTHER RULES ~ FIAR | |
| PIECE LAID IS PLAYED | Once a player is no longer touching a placed chip, it may not be moved to another space. |
| 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. |
| WINNING WITH OPPONENT'S CHIPS | A player can claim a win using their opponent's chips when: 1) an opponent does not claim a winning path before ending a turn, or 2) the player moves a chip that results in a winning path constructed with the opponent's chips. |
| CHALLENGING ~ FIAR | |
| WHEN TO CHALLENGE | upon receiving the flag card and before touching a chip |
| CORRECT - "C" | Challenger may pick up and reposition any one of the opponent's chips onto any available space. A win can not be declared using this placement. The challenger then begins a regular turn. - Record "C" on Record 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> |

Kwatro-Sinko™ Tournament Highlights

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| GOAL | To win, all of a player's chips must be on NON-NUMBERED circular bases and the player must correctly identify a winning straight line path of exactly 3 chips, two of one color and the third of the opposite color. The path of 3 chips does not need to be contiguous but cannot cross the middle (yellow) area of the board. Also, the result of adding the numbers on chips of like color and subtracting the number of the chip of opposite color must total 4 or 5. <u>Only 3 chips can be on the winning path.</u> |
| START | Each player selects a chip without looking. The player selecting the lower value is the beginning player and is assigned the even numbered chips. All chips are then placed on their corresponding numbered bases and the beginning player receives the flag card. |
| 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 MUST 1) be in possession of the flag card. 2) identify a winning path - see GOAL 3) state the corresponding number sentence. NOTE: A player does NOT HAVE TO MOVE A CHIP before declaring a 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 chip, both players are allowed to complete a turn. |
| GAME TIME LIMIT | If time runs out before a win is declared, the Monitor announces a TIE. |
| OTHER RULES ~ Kwatro-Sinko™ | |
| 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. |
| CHIPS OFF THE NUMBERS | No win can be declared by a player until the player's 5 chips are <u>off</u> ALL numbered bases. |
| CHALLENGING ~ Kwatro-Sinko™ | |
| WHEN TO CHALLENGE | upon receiving the flag card and before touching a chip |
| CORRECT - "C" | Challenger may pick up and reposition any one of the opponent's chips onto any available space. A win can not be declared using this placement. The challenger then begins a regular turn - Record "C" on Record 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> |

PAR 55™ Tournament Highlights

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| GOAL | To win, a player must land exactly on space 55 without the opposing player landing on space 55 within the following turn. A TIE occurs if at the end of the game, neither player wins. |
| START | Monitor puts a blue pawn in one hand and red pawn in another out of view. 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 |
| END OF GAME | 1) when the last base has been covered by a block and player has completed turn; OR 2) after a player's marker lands on 55 and opponent has completed a final turn. |
| DECLARING A WIN | A player must land exactly on 55 and is encouraged to announce a win before passing the flag card. After a player lands on 55, the monitor makes sure the opponent takes an additional turn to attempt to also land on 55. If in taking this turn, the opponent lands on 55, a TIE is declared by the Monitor. If not, the other player is declared the winner by the Monitor. |
| NOT A ROUND GAME BUT... | If either player lands on 55, the other player gets an additional turn. |
| GAME TIME LIMIT | If time runs out before a win is declared, the Monitor announces a TIE. |
| OTHER RULES ~ PAR 55™ | |
| ANNOUNCE SCORE & PAWN MOVEMENT | Before moving a pawn, a player MUST : 1) ANNOUNCE the number of spaces to be moved (score), 2) then <u>POINT TO EACH SPACE AND COUNT ALOUD</u> the corresponding spaces, and 3) finally PLACE the pawn on the last space. |
| BUMPING | Player landing on an occupied white space moves the opponent's marker back 5 spaces. |
| PIECE LAID IS PLAYED | Once a player is no longer touching a placed block, it may not be moved to another base. |
| CHALLENGING ~ PAR 55™ | |
| WHEN TO CHALLENGE | upon receiving the flag card and before touching a block |
| CORRECT - "C" | block is returned to the bank, marker is returned to prior position, and challenger begins a turn - Record "C" on Record 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> |

RAMROD™ Tournament Highlights

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| GOAL | To win, a player must be the only player to completely fill or exceed the long narrow rectangle along the player's edge of the board at the end of a round. A TIE is declared if both players have filled or exceeded their goal rectangle. |
| START | One player selects 2 rods of different lengths. The monitor puts one in each hand out of view. The other player chooses a hand. If shorter rod is selected, the player is handed the flag card and begins play. If not, the other player begins. Circle the starting player's letter, A or B, on the Record Sheet. See - Other Rules, No Copying Beginning Players First Move. |
| BEGINNING OF TURN | when player receives the flag card |
| END OF TURN | when player passes the flag card to opponent |
| DECLARING A WIN | A win must be announced while in possession of the flag card. If the beginning player declares a win, the Monitor allows the second player to complete a turn, in which a tie game may be declared. |
| ROUND GAME | YES ~ consists of the beginning and second player completing a turn |
| GAME TIME LIMIT | If time is called, a round is completed. If neither player has filled their goal box, a tie is declared. |

OTHER RULES ~ RAMROD™

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| NO COPYING BEGINNING PLAYER'S FIRST MOVE | A player may not copy the beginning player's first move. This includes situations where more than one of the same-color rods are attached to the same-sized rectangle in the purple-playing area. In other words, the opposing player may not move the same-color rod into the rotationally symmetric same-sized rectangle. The official makes sure that the second player does not copy the beginning player's opening move. No challenges are made in this regard. |
| HOT ROD | A player may move any rod in the purple-playing area EXCEPT the last rod moved by the opponent. |
| MOVE-IT USE-IT | If a player has moved a rod off of it's space, that rod must be moved to complete a turn. |
| RECYCLING RODS | A rod in the large center rectangle may be recycled back to one of a player's start rectangles provided the start rectangle is of equal or greater size than the rod. More than one rod may be recycled into the same start rectangle as long as they all fit in the rectangle. |

CHALLENGING ~ RAMROD™

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| WHEN TO CHALLENGE | upon receiving the flag card and before touching a rod |
| CORRECT - "C" | Challenger may reposition the inappropriately-moved rod (or rods in a capture situation) to any <u>EMPTY</u> rectangle(s) in the purple-playing area. The challenger then begins a turn - Record "C" on Record Sheet. NOTE: Since the repositioned rod(s) are considered "just moved", they can NOT be moved by the challenger on this 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> |

Sum Dominoes & Dice™ Tournament Highlights

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| GOAL | A player who, within the first part of a turn places the last domino from a hand onto the gameboard, can declare a win. If the game ends and both players have dominoes remaining in their hands, the player with the least number of combined dots is the winner provided there is a difference of 10 or more dots between the two players. A TIE will occur if the difference is less than 10. |
| START | <ol style="list-style-type: none"> 1) Each player alternates drawing 7 dominoes from the bank and places them face up so both players can view them. 2) Each player rolls all 3 dice and records their sum. 3) The player with the lower sum is given the Sum Flag Card, selects a domino from the bank and places it face up in the center of the board, and begins play. 4) The first player tries to place a domino based on the sum of the lower roll. Whether or not a domino can be placed, the dice are rolled to begin the second part of turn. <p>See Turn Sequence 1 and 2 below.</p> |
| TURN SEQUENCE | <p>Each player's turn consists of two parts which allows for up to 2 dominoes to be played:</p> <ol style="list-style-type: none"> 1) try to play a domino using your opponent's last sum; and 2) roll the dice, compute and write the sum, and try to place a domino. <p>After completing both parts of a turn, the player draws a domino from the bank and passes the Sum Flag Card.</p> |
| BEGINNING OF TURN | when player receives the Sum Flag Card |
| END OF TURN | when player passes the Sum Flag Card to opponent |
| END OF GAME | <p>THERE ARE FIVE WAYS FOR SUM DOMINOES & DICE TO END</p> <ol style="list-style-type: none"> 1) a player places the last domino onto the board during the first part of a turn; 2) the bank is empty and a player places the last domino onto the board during the second part of turn; 3) a player gives the last domino in hand to the opponent as a penalty domino; 4) all exposed ends of dominoes on board have been capped; OR 5) the bank is empty and both players complete a turn with neither player being able to place a domino. |
| DECLARING A WIN | <p>A player must be in possession of the Sum Flag Card and one of the following must happen;</p> <ol style="list-style-type: none"> 1) within 1st part of turn, player places the last domino onto the gameboard; 2) within 2nd part of turn, player places the last domino when bank is empty; 3) player gives the last domino from hand as a penalty domino to opponent. |
| 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 placed a domino, both players are allowed to complete a turn. |
| GAME TIME LIMIT | If the game ends and both players have dominoes in their hand, the Monitor declares a win to the player with the least number of combined dots PROVIDED the difference is 10 or greater. A TIE occurs if the difference is LESS THAN 10. |
| OTHER RULES ~ Sum Dominoes & Dice™ | |
| BOARD'S EDGE | Dominoes may NOT be placed beyond the <u>physical edge</u> of the entire board. |
| PIECE LAID IS PLAYED | Once a player is no longer touching a placed domino, it may not be repositioned. |

Challenging ~ Sum Dominoes & Dice™

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| CHALLENGE 1ST PART OF TURN PLACEMENT | <p>WHEN: Challenge must be announced after a domino is released onto the gameboard during the first part of opponent's turn and before the opponent releases a domino during the second part of turn, or if a domino cannot be placed, before receiving the Sum Flag Card.</p> <p>CORRECT: The placed domino is returned to the challenged player's hand and that player gets a penalty domino (from the bank if available or challenger selects one from hand if bank is empty) - Record "C" on Record Sheet. The challenged player then completes the second part of the turn.</p> |
| CHALLENGE 2ND PART OF TURN PLACEMENT | <p>WHEN: Challenge must be announced after receiving the Sum Flag Card and before picking up a domino to place or if selection isn't possible before touching the dice.</p> <p>CORRECT: The placed domino is returned to the challenged player's hand and that player gets a penalty domino (from the bank if available or challenger selects one from hand if bank is empty) - Record "C" on Record Sheet.</p> |
| CHALLENGE FOR NONPLACEMENT OF A DOMINO | <p>WHEN: The appropriate timing of challenges for nonplacement are the same as regular timing (see 1st part of turn, and 2nd part of turn challenge) however, the outcome for Correct is different:</p> <p>CORRECT: Challenger indicates where a domino could have been placed and the monitor places it in that position. The challenged player then gets a penalty domino (from bank if available or challenger selects one from hand if bank is empty). Record "C" on Record Sheet. NOTE: On the first part of turn challenge, the challenged player is allowed to complete the second part of turn. - Record "C" on Record Sheet</p> |
| CHALLENGE FOR NOT DRAWING A DOMINO AT THE END OF A TURN | <p>WHEN: Challenge must be announced after receiving the Sum Flag Card and before picking up a domino to place or if selection isn't possible before touching the dice.</p> <p>CORRECT: The challenged player would draw 2 dominoes from the bank: 1 for a penalty and 1 to end their turn. Record a "C" on the Record Sheet</p> |
| ALL INCORRECT CHALLENGES "I" | <p>the challenging player draws a penalty domino - 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></p> |
| ALL INAPPROPRIATE CHALLENGES "IA" | <p>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></p> |
| <p>What happens if a player forgets to take the second part of a turn? If challenged, the challenged player gets a penalty domino and the challenger uses the existing roll of the dice OR rerolls the dice to deal with the first part of the turn.</p> | |



Sum Dominoes™



Sum Flag Card

| Player A | Player B |
|----------|----------|
| Name: | Name: |
| | |



Sum Dominoes™



Sum Flag Card

| Player A | Player B |
|----------|----------|
| Name: | Name: |
| | |