

Scoring Practice

The **STAR** is the student's record of their scores.

Write Lisa's score for the corresponding game on the back point of the star

The **SCORE CARDS** are picked up and delivered to the scoring table.

5
2283
Sum
Dominoes & Dice™

4 Kwatro-Sinko™
2294

Lisa Carroll

B-2337

National Headquarters, 4110 Glencairn Lane, Indianapolis, IN 46226

MATHEMATICS PENTATHLON®
Where Strategic Thinking Counts


Ramrod™ **FIAR™**

2218 2291

3 **2**

PAR 55™ **1**
2298

Ramrod™

Pentathlete™ Number _____	Opponent Number _____
Pentathlete™ Name _____	Supervisor Initials _____
Points _____ Circle One: WIN TIE LOSS	
 MATHEMATICS PENTATHLON® Where Strategic Thinking Counts	

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

5
2328
Sum
Dominoes & Dice™

4 Kwatro-Sinko™
2399

Ryan Meyer

B-2218

National Headquarters, 4110 Glencairn Lane, Indianapolis, IN 46226

MATHEMATICS PENTATHLON®
Where Strategic Thinking Counts


Ramrod™ **FIAR™**

2337 2344

3 **2**

PAR 55™ **1**
2335

Ramrod™

Pentathlete™ Number _____	Opponent Number _____
Pentathlete™ Name _____	Supervisor Initials _____
Points _____ Circle One: WIN TIE LOSS	
 MATHEMATICS PENTATHLON® Where Strategic Thinking Counts	

NATIONAL MATHEMATICS PENTATHLON® 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
 - Sales
 - Observation of Pentathletes (Bleacher Area)
 - Scoring
- B. Leadership Structure
- Center Director(s)/Division Director(s)
 - Game Leaders (for each game in a division)
 - Supervisors (one for every two Pentathletes)
 - National Headquarters Leadership

2. REGISTRATION

- Individual/Team Registration
- Confirmation Postcards

3. TIMETABLE

- All division games are played concurrently.
- 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.

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

- Arrival Time (all divisions - 8:00 am)
- Check-In Table (Pick up **your star only** and program.)
- Star/Game Scheduling (See page 2.)

5. OFFICIAL CHECK-IN AND TOURNAMENT PREPARATION

- Arrival Time
 - Game Leaders: 45 minutes prior to tournament check-in
 - Supervisors: 20 minutes prior to tournament check-in
- Report to Game-Playing Area and sign-in.
- Assist in distributing and checking game-playing materials.
- Review documents for supervising.
- Meet with your Game Leader for updates, reviews, and questions.


6. SCORING

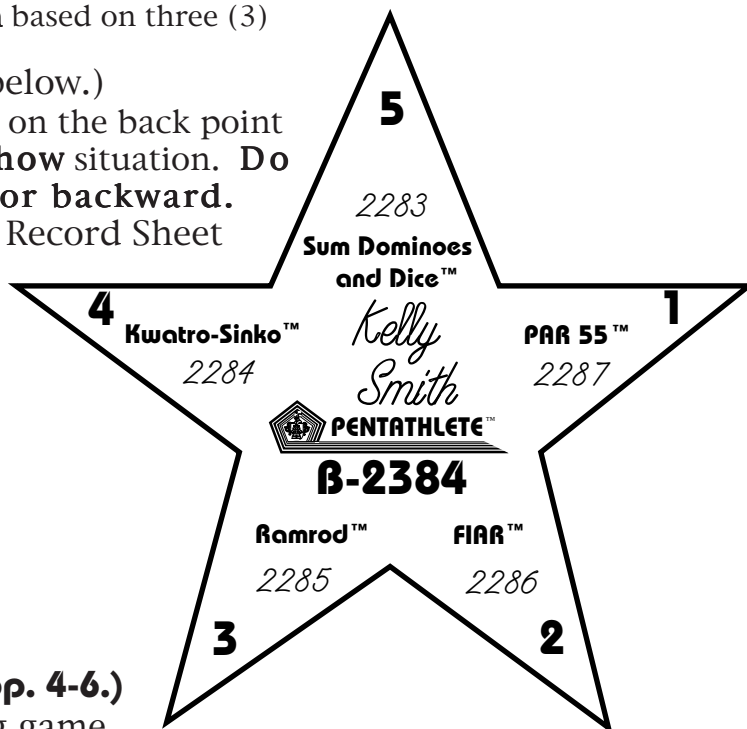
- a) Scorecards (See example below.)
- 1) Supervisors need to complete 2 scorecards (one for each Pentathlete™) for each game they supervise. Each supervisor officiates 5 games.
 - 2) Please complete each scorecard as follows. **Before** beginning each game print each Pentathlete's name, number, and your supervisor initials. **After** the game ends, record 3 points for a win, 2 points for a tie, 1 point for a loss, and 3-NS/0-NS for a No Show. Also, circle WIN, TIE, or LOSS. Record 1C if game was lost on three (3) incorrect challenges. **(A Pentathlete may only receive one 3-NS.)**

(Rarely, a game involves a "technical" - record 3T, 2T, or 1T. A "technical" is the result of some action which disrupts the full completion of a game under existing rules. A player receives a 0T for poor sportsmanship. (Consult with Director if such a situation occurs.)

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) Supervisor's Scoring & Challenge Record Sheet
(See pages 4 and 5.)

<i>B-2384</i>	PAR 55™	<i>B-2287</i>
<small>Pentathlete™ Number</small>		<small>Opponent Number</small>
<i>Kelly Smith</i>		<i>M. E. G.</i>
<small>Pentathlete™ Name</small>		<small>Supervisor Initials</small>
Points <u>3</u>	Circle One:	<input checked="" type="radio"/> WIN <input type="radio"/> TIE <input type="radio"/> LOSS
 MATHEMATICS PENTATHLON® <small>Where Strategic Thinking Counts</small>		



7. SUPERVISOR RESPONSIBILITIES (See pp. 4-6.)

- a) Know game thoroughly and bring game rules and guidelines included in this packet.
- b) 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 Supervisor's Scoring & Challenge Record Sheet when play begins.
- c) Know how to respond to CHALLENGE SITUATIONS. Pentathletes have a right to a second and/or third opinion on a supervisor's ruling and indicate this 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 Supervisor's Scoring & Challenge Record Sheet. Also become comfortable with other tournament procedures listed on page 6.

8. GAME LEADER RESPONSIBILITIES (See separate sheet.)

9. VOLUNTEER SIGN-UP (supervisors, registration, scoring)

Name of Game _____ Supervisor Name / Initials _____ / _____

SUPERVISOR'S SCORING & CHALLENGE RECORD SHEET (SSCRS)

SCORING FOR GAMES **RECORD OF CHALLENGES**

PENTATHLETE™ NAME NUMBER WIN TIE LOSS CHALLENGES COMMENTS

GAME #1 (once game has begun circle letter of beginning player)

A. _____ _____ _____ _____ _____

--	--	--	--	--	--	--	--

B. _____ _____ _____ _____ _____

--	--	--	--	--	--	--	--

GAME #2 (once game has begun circle letter of beginning player)

A. _____ _____ _____ _____ _____

--	--	--	--	--	--	--	--

B. _____ _____ _____ _____ _____

--	--	--	--	--	--	--	--

GAME #3 (once game has begun circle letter of beginning player)

A. _____ _____ _____ _____ _____

--	--	--	--	--	--	--	--

B. _____ _____ _____ _____ _____

--	--	--	--	--	--	--	--

GAME #4 (once game has begun circle letter of beginning player)

A. _____ _____ _____ _____ _____

--	--	--	--	--	--	--	--

B. _____ _____ _____ _____ _____

--	--	--	--	--	--	--	--

GAME #5 (once game has begun circle letter of beginning player)

A. _____ _____ _____ _____ _____

--	--	--	--	--	--	--	--

B. _____ _____ _____ _____ _____

--	--	--	--	--	--	--	--

SCORING CODES:

NS - No Show IC - Loss Based on Challenges T - Technical (Issued only by Director)

C - Correct

I - Incorrect Challenge

IA - Inappropriate Challenge

CHALLENGE CODES:

DIRECTIONS FOR SUPERVISOR'S SCORING & CHALLENGE RECORD SHEET (DO NOT REMOVE FROM GAME TABLE!!!)

1. Record your name and the name of the game you are supervising 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, 1 point for a loss, and 0-NS for a No Show under the appropriate column for each Pentathlete.
Rarely Needed: If a Pentathlete has received a technical, record a T after the point value under the appropriate column, eg. 3T, 2T, 1T. If a player receives a technical for poor sportsmanship, record a OT under the **LOSS** column. Please write a statement explaining why the technical was assigned. If such situations occur, please consult with your Game Leader and tournament director.
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 supervisor and recorded as 1C under the appropriate Win/Loss column. (If a player has issued two incorrect and/or inappropriate challenges, it is helpful to give the Pentathlete a warning that the next such incorrect/inappropriate challenge will result in loss of game.)
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 Rule #3, page 43, Division II Rule Manual.
INAPPROPRIATE (IA) CHALLENGES: a challenge that is made at the wrong time or is made about a procedure which 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 supervisor 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 upon scores entered on both stars as well as the score cards. After doing so, the Pentathletes are to initial or sign the back of **their own** scorecards to indicate their agreement with game results. 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 supervisor's ruling. **Pentathletes indicate a need for another opinion by holding up the opinion card after the last ruling was made.** 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 zero-technical (OT) will be recorded under the loss column. Poor sportsmanship includes disrespect toward supervisors, gameleaders, and other tournament leadership, intimidation of an opponent, or other forms of disruptive and/or uncooperative behavior. Only a tournament director will make decisions concerning such behavior.

SUPERVISOR 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 SUPERVISE 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 and number on the scorecards and Supervisor Scoring and Challenge 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. Also, 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 division/center director. **Stress that after they have left the game-playing area, they may no longer challenge.**
8. 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. Resolve challenge situations and watch the time. 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 - Please give to Game Leader as soon as possible.
 - PENTATHLETE'S STAR (behind point of star)
 - SUPERVISOR SCORING AND CHALLENGE RECORD SHEET - Please give to Game Leader after final game.**NOTE:** A Pentathlete™ has the opportunity to challenge a win while the supervisor 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 supervisor. (Players may not win based on correct challenges.)
4. **At game's conclusion, have both Pentathletes witness and agree upon score entered on both stars as well as the scorecards. After doing so, the Pentathletes are to initial the back of their 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 supervisor is to facilitate this process.
2. After a supervisor has made a ruling a Pentathlete may ask for a second or third opinion from a Game Leader (first) and a Director (second) by holding up the 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 supervisor 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 supervisor 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 supervisor 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 an official 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 supervisors 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 supervisor 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 supervisors regarding their game assignment, date, time, and place of tournament as directed by the Pentathlon Institute.
3. Assist with Volunteer Orientation Sessions (VOSs).
4. Assist with tournament set-up (setting up tables/chairs and game materials the **day prior** to the tournament).

GAME LEADER RESPONSIBILITIES THE DAY OF TOURNAMENT

1. Report to game-playing area 45 minutes prior to Pentathlete™ Check-In to greet/sign-in supervisors.
2. Assist in checking and distributing all game-playing materials for the game you are leading. If game pieces are missing, secure necessary materials to complete a game set from Director.
3. Before the tournament begins, review official Supervisor Responsibilities and General Rules sheets with supervisors and answer any questions they may have.
Also, inform them of matching process.
4. After **FIRST CALL**, direct Pentathletes to their appropriate game event areas and assist supervisors 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...**
5. If there is a **NO SHOW** situation, **consult with Pentathlon leadership/scoring table about rematching.** **NEVER** rectify NO SHOW situations by matching two students who were originally scheduled in different games.
6. Assist in resolving challenge situations when called upon by a supervisor 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.**
7. If you observe an incorrect/inappropriate supervisor action, inform the supervisor of how future situations of a similar nature might be dealt with. (Do this during non-game-playing intervals.)
8. Assist in keeping noise volume to a reasonable level throughout the day.
9. 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.**
10. Assist supervisors in beginning and ending the games on time.
11. Assist supervisors in clearing Pentathletes from the game-playing area once games have been completed.
12. Assist supervisors in cleaning up game-playing area once the **final game** has been completed.
13. Throughout the day, encourage good sportsmanship on the part of Pentathletes and a cooperative atmosphere on the part of supervisors/parents/coaches.
14. Please complete Mathematics Pentathlon Evaluation Form and **THANK YOU** for assisting as a Game Leader!!!

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