

NATIONAL MATHEMATICS PENTATHLON® ACADEMIC TOURNAMENT HIGHLIGHT SHEETS for DIVISION I (Grades K-1)

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

DIVISION I (Grades K-1) Common Rules

PENTATHLETE™ CODE OF CONDUCT	A Pentathlete™ is to treat adults and fellow Pentathletes with courtesy and respect and play by the rules that they know to be true. Any infraction of this Code, including intimidation of an opponent or other forms of disruptive and/or uncooperative behavior, will be handled by the Tournament Director. Such infractions can result in 0 points and/or being required to leave the tournament site.
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: THE OFFICIAL RECORD	The Score Card is THE ONLY Official Record of a Pentathlete's score. After the game is complete, Pentathletes are to verify the information on their score card and sign their own score card. This signature means the information/score on the card was correctly recorded by the Monitor. Scores are also recorded on the Star and GM Record Sheet but are NOT the Official Record.
STAYING SEATED	Pentathletes are to remain seated at their game until their score cards are checked and picked up by a Game Leader.

DIVISION I (Grades K-1) ~ CHALLENGING - OVERVIEW

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 their 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 Game 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	A player may challenge a declared win without being in possession of the flag card. In doing so, 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. The Monitor keeps record of the challenges on the Game Monitor Record Sheet. 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".

CALLA™ Tournament Highlights

GOAL	To win, a player must accumulate more cubes in the player's Calla than the opposing player's Calla by the end of game or when time is called. NOTE: If, at the end of a turn, a player accumulates 17 or more cubes in their Calla, the Monitor declares the win.
START	A player puts one cube in one hand and two cubes in another out of view. The other player chooses a hand. If one chooses the hand with one cube, that player begins. If not, the other player starts.
BEGINNING OF TURN	when player receives the flag card
END OF TURN	when player passes the flag card to opponent
END OF GAME	At the beginning of a turn or during an additional turn, if there are no cubes in any of the player's shields, the game has ended.
2 WAYS TO WIN <i>Monitor declares winner</i>	1) At the End of Game, the player with the greater number of cubes in their Calla is declared the winner by the Monitor. 2) The Monitor will declare a win if 17 or more cubes are accumulated in a player's Calla before the end of game.
NOT A ROUND GAME <i>EXCEPT GAME TIME LIMIT</i>	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 picked up a cube(s), both players are allowed to complete a turn.
GAME TIME LIMIT	The Monitor declares the WIN to the player whose Calla contains the most cubes. If both players have the same amount of cubes in their Callas, a TIE is declared by the Monitor.
OTHER RULES ~ CALLA™	
MOVE-IT USE-IT	Once a player removes any cubes from one of the five shields, those cubes must be distributed.
CAPTURE NOTE	The last cube placed in the empty shield on the player's side of the gameboard remains in that shield. No additional turn is granted.
CHALLENGING ~ CALLA™	
WHEN TO CHALLENGE	(See NOTE) upon receiving the flag card and before touching a cube NOTE: If extra turns are involved, the player must immediately challenge (without being in possession of the flag card).
CORRECT - "C"	Cubes for that part of the challenged player's turn are repositioned to their prior location and 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>

HEX-A-GONE!™ Tournament Highlights

GOAL	To win, a player must be <u>the last one</u> to place a pattern block (or blocks) onto the gameboard. NOTE: This does not imply that the gameboard will be completely covered with pattern blocks.
START	A player places a triangle in one hand and a blue rhombus in another out of view. The other player chooses a hand. If the player chooses the hand with the green triangle, that player begins. If not, the other player starts.
BEGINNING OF TURN	when player receives the flag card
END OF TURN	when player passes the flag card to opponent
3 WAYS TO WIN <i>Monitor may declare</i>	1) being the last player to place a block or blocks onto the gameboard; 2) correctly challenging an opponent's error in placing a block across a line OR placing a block out of its' designated region; 3) being unable to place all the selected blocks onto the gameboard (Monitor declares win.)
DECLARING A WIN	A player should declare a win before releasing hold of the flag card. If the player does not declare a win, the Monitor will declare the player the winner since the opponent can not make a legal move.
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 picked up a block from the bank, both players are allowed to complete a turn.
GAME TIME LIMIT	If time runs out before a win, the Monitor announces a TIE.

OTHER RULES ~ HEX-A-GONE!™

SELECT-IT USE-IT	During a player's turn, one, two, OR three DIFFERENT COLORED pattern blocks are to be selected. The player must pull out ALL desired blocks from the bank and keep them in their possession BEFORE placing the selected blocks onto the gameboard. Once a player places a block onto the gameboard, no other blocks may be selected from the bank.
SELECTED BLOCK PLACEMENT	If a player is unable to place all of the selected blocks onto the gameboard, the opposing player is declared the winner by the Monitor.
NO CROSSING LINES	Blocks may NOT be placed across a solid line.
PIECE LAID IS PLAYED	Once a player is no longer touching a placed block, it may not be moved to another location.

CHALLENGING ~ HEX-A-GONE!™

WHEN TO CHALLENGE	upon receiving the flag card and before touching a block
CORRECT - "C"	Challenger removes all, some, or none of the blocks placed by the challenged player within that turn and the challenger begins a turn (same for challenge to a win). NOTE: See "WIN #2" for winning on a challenge) - 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>

KINGS & QUADRAPHAGES™ Tournament Highlights

GOAL	To win, a player must succeed in trapping the opponent's king so that at the beginning of a turn it can not move horizontally, vertically, or diagonally into an adjoining square. A TIE is declared if neither player wins.
START	Monitor places blue pawn in one hand and a red pawn 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 the starting color receives the flag card and play begins.
BEGINNING OF TURN	when a player receives the flag card
END OF TURN	when player passes the flag card to opponent
END OF GAME	The game has ended when a player has trapped the opponent's king or when a player has no more chips to place onto the gameboard at the beginning of a turn.
DECLARING A WIN	A player should declare a win before releasing hold of the flag card. If the player does not declare a win, the Monitor will declare the player the winner since the opponent can not make a legal move.
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 or moved the king, both players are allowed to complete a turn.
GAME TIME LIMIT	If time runs out before a win, the Monitor announces a TIE.
OTHER RULES ~ KINGS & QUADRAPHAGES™	
KING THEN CHIP	Player must first move the king one space THEN place a chip.
PIECE MOVED OR LAID IS PLAYED	Once a player is no longer touching a piece, it may not be moved to another space.
CREST-MARKED SQUARES	Players may move into or place chips upon crest-marked boxes during play.
CHALLENGING ~ KINGS & QUADRAPHAGES™	
WHEN TO CHALLENGE	upon receiving the flag card and before touching the King
CORRECT - "C"	The king is returned to its prior position by the Monitor and the challenger can remove one of the opponent's chips from the gameboard (the removed chip is placed into a discard pile and is no longer used for play). The challenger then begins a regular turn (same for challenge to a win) - 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>

SHAPE-UP™ Tournament Highlights

GOAL	BEST 2 OUT OF 3 GAMES - Unless time is called (see Game Time Limit) A player can win, if both chips of the same color are on spaces containing the same shape but with one being a large version and the other a small version of that same shape.
START	The player with the lower roll of the die selects chip color and begins play. Players alternate being the beginning player in sequential games.
BEGINNING OF TURN	when player receives the flag card
END OF TURN	when player passes the flag card to opponent
3 WAYS TO WIN	1) See GOAL 2) Player rolls a one and creates a win with the opponent's chips. 3) If a player does not identify the winning position BEFORE ending a turn, the opponent can identify the win before ending a turn.
DECLARING A WIN	Player MUST declare a win while in possession of the flag card for each game. Player who wins the best 2 out of 3 games is declared the winner by the Monitor. NOTE: A player can declare a win on <u>either color</u> within a turn.
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 picked up the die, both players are allowed to complete a turn.
GAME TIME LIMIT	WIN: Monitor declares win if a player wins 2 out of 3 games OR wins 1 game and the second game is not completed. TIE: Monitor declares tie if both players win 1 game and have not completed a third game.

OTHER RULES ~ SHAPE-UP™

START SPACE	The Start Space is treated as one space. Chips can move into or through the Start Space.
ROLL OF ONE	On a roll of 1, the player <u>must</u> move one of their <u>opponent's</u> chip one space.
MOVE-IT USE-IT	If a player has moved a chip off of it's space, that chip must be used to complete a turn.
NO BACK TRACKING	During a turn, a player may not change the direction of a chip's movement.
3 WAYS TO BUMP BACK AN OPPONENT'S CHIP TO START	1) moving a chip onto a space occupied by the opponent's chip - opponent's chip MUST be moved back to Start ; 2) moving a chip onto a space containing a figure of the same shape and same size onto which an opponent's chip(s) is positioned - opponent's chip(s) MAY be moved back to Start ; 3) ON A ROLL OF 1 , moving an opponent's chip to a space containing a figure of the same shape and <u>same size</u> onto which <u>an opponent's other chip</u> is positioned - Both chips MAY be moved back to Start .

CHALLENGING ~ SHAPE-UP™

WHEN TO CHALLENGE	upon receiving the flag card and before rolling the die
CORRECT - "C"	The Monitor moves both of the challenged player's chips back to the Start Space and the challenger begins a regular turn (same for challenge to a win) - 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>

STAR TRACK™ Tournament Highlights

GOAL	To win a player must reach the last pentagon space when a round has been completed. A player does not have to exactly land on the last space and may go beyond it.
START	Monitor puts blue pawn in one hand and a red pawn 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 a player receives the flag card
END OF TURN	when player passes the selected chain and flag card to opponent
DECLARING A WIN	A player may declare a win after landing on or going beyond the final pentagon space. However, the Monitor allows a round to be completed. If both players succeed in reaching or going beyond the last pentagon space, a TIE is declared.
ROUND GAME	YES ~ consists of the beginning and second player completing a turn
GAME TIME LIMIT MORE THAN 5	If time is called, a round is completed. The Monitor declares the WIN if one player's pawn is MORE than 5 spaces ahead of the other. If not, the Monitor will declare the game a TIE.

OTHER RULES ~ STAR TRACK™

CHAIN SELECTION	1) draw TWO chains from the container; 2) select one of the chains and place the unused chain back into the container; 3) announce the number of links in the selected chain.
PAWN MOVEMENT	1) move the marker to correspond with the selected chain; 2) hand the selected chain and the flag card to the opponent; 3) opponent checks the number of links in the chain and then places it into a discard pile.
REUSE OF CHAINS	If all chains have been placed into the discard pile and neither player has won/tied, the discard pile of chains is placed back into the container and play continues.
BUMPING	If an opponent's marker is bumped back two spaces and this results in the marker landing on a numbered or starred space, no further action is taken.
PASSING CHAIN WITH FLAG CARD	A player passes the flag card with the chain to end each turn.

CHALLENGING ~ STAR TRACK™

WHEN TO CHALLENGE	upon receiving the flag card and before placing the opponent's chain into the discard pile.
CORRECT - "C"	The challenged player's marker is returned to its prior position and the challenger then begins a regular turn (same for challenge to a win) - 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>