

NATIONAL MATHEMATICS PENTATHLON®

ACADEMIC 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
 - Observation of Pentathletes (Bleacher Area)
 - Scoring
- B. Leadership Structure
- Center Director(s)
 - Game Leaders (for each Game in a Division)
 - Game Monitors (MINIMUM of 1 for every 2 Pentathletes)
 - National Headquarters Leadership & Staff

2. TIMETABLE

- All Division Games are played at the same time. Pentathletes rotate from one Game to the other within Groups A, B, C, D, and E.
 - 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.

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

- Arrival Time (all Divisions - 7:45 am)
- Check-In Table (Pick up your Star only.)
- Star/Game Scheduling (See Front Cover.)

4. OFFICIAL CHECK-IN AND TOURNAMENT PREPARATION

- Arrival Time
 - Game Leaders: 45 minutes prior to Tournament Check-In
 - Game Monitors: 20 minutes prior to Tournament Check-In
- Report to Game-Playing Area and sign-in with Game-Leader.
- Assist in distributing Tournament Materials.
- Review documents for monitoring your Game.
- Meet with your Game Leader for instructions and updates.

DIRECTIONS FOR GAME MONITOR RECORD SHEET (on next page)

DO NOT REMOVE FROM GAME STATION

1. Record the game name, your name, initials, and Game Station 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. BEFORE each game record your name in the far right side column.
4. Once game has begun, circle the letter of the Beginning Player.
5. Use the Challenges Column 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 Game Monitor and recorded as 1C under the appropriate Win/Loss Column. (Please warn Pentathlete after issuing 2 Incorrect and/or Inappropriate Challenges.)

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 the Official Division II Rule Manual.

INAPPROPRIATE (IA) CHALLENGES: a Challenge that is: 1) made at the wrong time or 2) made about a procedure that 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 Game Monitor 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.

6. AFTER each game ends, record 3 points for a win, 2 points for a tie and 1 point for a loss under the appropriate column for each Pentathlete.

IMPORTANT TOURNAMENT PROCEDURES

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.

PENTATHLETES SIGN SCORE CARDS AFTER GAME: The Scorecards are **THE ONLY** Official Record of the Pentathlete's score. At game's conclusion, have both Pentathletes witness and agree that their scores have been correctly entered on Scorecards, Stars, and Game Monitor Record Sheet. After doing so, the Pentathletes are to initial or sign their **OWN** scorecards to indicate their agreement. Game Leaders are to check Scorecards **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 Game Monitor's ruling. Pentathletes indicate a need for another opinion by holding up the Official Opinion Card. The Game Leader and/or Center Director will offer the opinion(s). 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.

NOT ALLOWED & ALLOWED: 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.

Game Monitor (GM) Responsibilities

BEFORE GAME	DURING GAME	AFTER GAME
<ol style="list-style-type: none"> 1. Sign-in and meet with your Game Leader. 2. Make sure your game is ready. 3. Introduce yourself and the Pentathletes to each other. Create a positive cooperative atmosphere. 4. Record: (GS# is Game Station Number) Scorecards - print each Pentathlete's name, # and your initials & GS#. GM Record Sheet - print your name, GS#, and each Pentathlete's name and #. 5. Prepare for Play: Clarify game rules and ask Pentathletes if they have any questions. (This is their time to do so. Once game time begins, the GM can not answer any questions.) Remind Pentathletes: <ul style="list-style-type: none"> • It is their responsibility to make challenges. You can NOT interfere. • When to make challenges (refer to Highlight Sheet) • How to declare a win (refer to Highlight Sheet) • Passing of flag card and 1 minute time limit (GM oversees - not challengeable) • Opinion Card for 2nd and 3rd opinions on Challenges and Declared Wins is a Pentathlete's Right and they, not GM, hold up the Opinion Card. Once <u>all</u> requested Opinion Options have been acted on, the decision is FINAL. <p>NOTE: Pentathletes may NOT bring notes or information sheets.</p>	<ol style="list-style-type: none"> 1. Do NOT start game, including Starting Rules, until Official announces "Game Begins". After deciding who starts the game, circle the Starting Player's Letter (A or B) on GM Record Sheet. 2. Observe game closely, resolve challenges, monitor passing of the flag card, 1 minute time limit, and upon request, straighten-up game pieces. Otherwise, do NOT interfere. 3. If you have a question, raise your hand for help from the Game Leader. 4. Keep track of Correct, Incorrect and Inappropriate Challenges on GM Sheet. If a Pentathlete has 3 Incorrect and/or Inappropriate Challenges, you declare a win to the opponent. <i>Warn Pentathletes when they have 2 Incorrect and/or Inappropriate Challenges.</i> 5. An official time out may be requested by either player to restore game pieces to their appropriate positions. <p>NOTE: No challenges on passing of the flag card or 1 minute time limit.</p> <div data-bbox="1230 919 1461 1180" style="text-align: center;"> </div> <p style="text-align: center;">National Mathematics Pentathlon® Academic Tournament www.mathpentath.org</p>	<ol style="list-style-type: none"> 1. Students shake hands to demonstrate good sportsmanship. 2. Record Scores in 3 places: <ul style="list-style-type: none"> • Scorecards: circle Win-3, Tie-2, or Loss-1. • GM Record Sheet • Stars (on back of Point of each Pentathlete's Star) 3. Do NOT release Pentathletes until the following procedures have been completed: <ul style="list-style-type: none"> • Each Pentathlete witnesses and agrees that their scores have been correctly entered on Scorecards, Stars and GM Sheet • Sign or initial their OWN Scorecard to indicate that they were checked • GM holds up Scorecards for Game Leader to check <p>NOTE: Pentathletes have a right to challenge a declared win while GM is completing scoring paperwork, but once they leave game table, results are FINAL.</p> 4. After Pentathletes have left playing area and returned to their school group, prepare for the next game. 5. After Game 5, the final game, do NOT clean up your Game Area until the final game on the floor is complete. 6. Return all of your paperwork to your Game Leader. <p style="text-align: right;">© Copyright 2013 by Pentathlon Institute, Inc.</p>

IMPORTANT GUIDELINES FOR PARTICIPATION

National Mathematics Pentathlon® Academic Tournaments

1. All students are known as Pentathletes™. To be a Pentathlete your child must be registered to compete in ALL 5 games and remain at the closing ceremony until the last child receives their award. This is a full day event so please do not schedule other events for this day.
2. **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.
3. Pentathletes **MUST** be accompanied by a guardian.
4. Pentathlete check-in begins at 7:45AM. (Arrival after 8:15 may result in forfeiture of first game.) Pentathletes "Check-In" by picking up the star with their name on it at the check-in table. Then the Pentathlete joins their school group in the stands. Their Star identifies the order of the five games that each Pentathlete will play. **NOTE: Do not** pick up any other Pentathlete's Star.
5. Each school/club **MUST ASSIGN AT LEAST 1 adult volunteer Game Monitor for every 2 students participating.** Adult Game Monitors learn one game and watch that game being played during the tournament. Game Monitors should be onsite at 7:30 AM and report directly to the assigned game area to check in with the Game Leader.
6. After ALL students have checked in, announcements and directions will be made as to how the event will be run.
7. Parents not volunteering as a Game Monitor may view the tournament from the stands (like a basketball game) and will not be allowed in the game playing areas at any time.
8. Remember, Pentathletes must play all 5 games. There may be short periods between games to get a snack or use the restroom.
9. Pentathletes are encouraged to check in with their school's contact person after each game for words of encouragement, and to record scores.
10. Running in the building and playing in the stands is not allowed. Always be VERY quiet during tournament play.
11. LUNCH – Div I & II (K – 3rd grades) do not have an official lunch break but they should have ample time to eat between games. Divisions III and IV tournaments (4th – 7th Grade) will have a half hour lunch break. There will be no time to leave the facility to get food. Concessions will be available at the tournament. Although students may bring sack lunches, we appreciate your support of the service group that provides concessions at the tournament. No food or drink is allowed on the gym floor. However, Game Monitors may take a drink with a lid to their tables.
12. The closing Award Ceremony recognizes each Pentathlete with an award and certificate.
13. **Everyone is expected to stay until the last child receives his or her award.**
14. Depending on the size of the tournament the event has been known to last:
Div I (K-1) 2:00, Div II(2-3) 3:30, Div III (4-5) 4:30 Div IV (6-7) – 4:30

Answers to FAQs

- Where do I find information and maps to tournaments? www.mathpentath.org
- How do I know my child is officially registered? *Online registrations will receive a Ticket to Tournament by email. Parents need to bring the Official MPT Ticket as their proof of payment. NOTE: If your child is not on our registration listing & you do not have proof of registration a \$80 deposit will be required for your child to participate. You then will have one week to provide proof of registration or you will lose the deposit.*
- Who may register for a tournament? *"Any child" who is well versed in all five divisional games and has an adult willing to monitor a game may participate.*
- Can our school send more Game Monitors? *YES! We encourage schools and clubs to send MORE than the required number of Game Monitors.*
- *If my child can't make it can I get a refund? Registration is non-refundable and non-transferable.*