

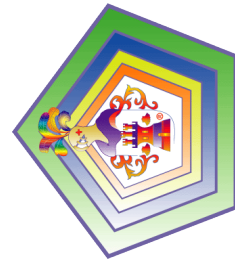
# Game Monitor (GM) Responsibilities

## BEFORE GAME

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 (see Script)**:
    - 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 2<sup>nd</sup> and 3<sup>rd</sup> Opinions on Challenges and Declared Wins is a Pentathlete's Right and they, not GM, hold up the Opinion Card. Once all requested Opinion Options have been acted on, the decision is FINAL.
- NOTE:** Pentathletes may NOT bring notes or information sheets.

## DURING GAME

1. Do NOT start game, including Starting Rules, until Official announces "Game Begins". After deciding who starts the game, circle the Beginning 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. *Warn Pentathletes when they have 2 Incorrect and/or Inappropriate Challenges.*
  5. An official time out may be requested by either player to restore game pieces to their appropriate positions.
- NOTE:** No challenges on passing of the Flag Card or 1 minute time limit.



National Mathematics Pentathlon® Academic Tournament

[www.mathpentath.org](http://www.mathpentath.org)

## AFTER GAME

- Do NOT clear the Gameboard, Pieces or Playing area until Scorecards have been collected, i.e. leave everything intact after a win is declared.
1. Students shake hands to demonstrate Good Sportsmanship.
  2. Record Scores in 3 places:
    - **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:**
    - 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

**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.
  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.

© Copyright 2020 by Pentathlon Institute, Inc.