

# NATIONAL MATHEMATICS PENTATHLON®

## ACADEMIC TOURNAMENTS

### GAME MONITOR TRAINING PACKET

#### 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 to begin next game.
- 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
  - Pentathletes - 7:45
  - Game Monitors - 7:25
- Check-In Table (Pentathletes pick up their Star ONLY)

#### 4. GAME MONITOR & GAME LEADER TOURNAMENT CHECK-IN AND PREPARATION

- Arrival Time
  - Game Monitors: 20 minutes prior to Check-In
  - Game Leaders: 45 minutes prior to 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.

**5. SCORING**

- a) **SCORECARDS - The Official Record of Pentathlete's Score** (See example below.)
- i. Game Monitors need to complete 2 Scorecards (one for each Pentathlete™) for each game they monitor. Each monitor officiates 5 games.
  - ii. Please complete each Scorecard as follows. Before beginning each game print each Pentathlete's Number, Name, Game Station Number, and your Monitor Initials. After the game ends, circle WIN-3 for a win, TIE-2 for a tie, or LOSS-1 for a loss. Record 1C if game was lost on 3 Incorrect Challenges. Tournament Director with assistance of the Game Leaders deal with 3NS (No Show) situations. A Pentathlete may only receive one 3-NS and the 3-NS MUST be approved by Tournament Director.

**NOTE:** Pentathletes do NOT win based on 3 correct challenges.

- b) **PENTATHLETE™ STARS** (See examples below.)  
Please record the number of points on the back point of Star. Do not fold point of Star forward or backward.
- c) **GAME MONITOR RECORD SHEET** (See pages 3 and 4.)  
**NOTE:** Scores are recorded on b and c but are NOT the Official Record of the Pentathlete's Score.

The **STAR** is the Pentathlete's™ schedule for the 5 games.

**5**  
Sum  
Dominoes  
& Dice™  
GS - 35

**4** GS - 31  
Kwatro-Sinko™

**1** GS - 34  
PAR 55™

**Lisa Carroll**  
PENTATHLETE™  
National Mathematics Pentathlon Academic Tournament

**B-2216**

write **3** behind PAR 55

**3** GS - 32  
Ramrod™

**2** GS - 33  
FIAR™

**PAR 55™** Game Station # 34

Number	Name of Pentathlete™
<b>B-2216</b>	<b>Lisa Carroll</b>

Opponent's Number: **B-2354**

Circle Outcome or write 1C or 3ns  
 WIN-3     TIE-2     LOSS-1    Other: \_\_\_\_\_

*TM* X Lisa  
 Monitor's Initials                      Pentathlete's Signature

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The back of each point of the STAR is used to indicate a win (3), tie (2) or loss (1).

**5**  
Sum  
Dominoes  
& Dice™  
GS - 33

**4** GS - 37  
Kwatro-Sinko™

**1** GS - 34  
PAR 55™

**Ryan Meyer**  
PENTATHLETE™  
National Mathematics Pentathlon Academic Tournament

**BB-2354**

write **1** behind PAR 55

**3** GS - 36  
Ramrod™

**2** GS - 35  
FIAR™

**PENTATHLETES SIGN or INITIAL their Scorecard. They are NOT to leave the table until the Game Leader has checked the Scorecards.**

**PAR 55™** Game Station # 34

Number	Name of Pentathlete™
<b>B-2354</b>	<b>Ryan Meyer</b>

Opponent's Number: **B-2216**

Circle Outcome or write 1C or 3ns  
 WIN-3    TIE-2     LOSS-1    Other: \_\_\_\_\_

*TM* X Ryan  
 Monitor's Initials                      Pentathlete's Signature

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## 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 SCORECARDS 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 Tournament 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 RECORD SHEET - Remains at Game Station # \_\_\_\_\_

## NATIONAL MATHEMATICS PENTATHLON® ACADEMIC TOURNAMENT

GAME NAME \_\_\_\_\_

PENTATHLETE™ NAME		NUMBER	CHALLENGES <i>Legend at bottom of the page</i>	SCORING	Game Monitor: Print Name & Initial for EACH game monitored																				
				Win-3 Tie-2 Loss-1																					
<b>GAME #1</b>	<i>(circle letter of Beginning Player)</i>		<b>GAME #1</b> <table border="1" style="width:100%; height:100%;"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table>																						
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<b>GAME #3</b>	<i>(circle letter of Beginning Player)</i>		<b>GAME #3</b> <table border="1" style="width:100%; height:100%;"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table>																						
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<b>GAME #4</b>	<i>(circle letter of Beginning Player)</i>		<b>GAME #4</b> <table border="1" style="width:100%; height:100%;"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table>																						
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A. _____																									
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**CHALLENGE CODES:** C - Correct / I - Incorrect Challenge / IA - Inappropriate Challenge  
 \*Three I's, IA's, or combo of I's and IA's is an automatic loss of game ~ Please warn Pentathlete after two.  
 NOTE: IA - challenge at wrong time or about a rule that does not exist ~ NO ACTION IS TAKEN.

**SCORING CODES:** WIN(3) TIE(2) LOSS(1)  
 1C - Loss Based on I or IA Challenges: see \* to left  
 3NS - No Show - DIRECTOR MUST approve ALL No Shows

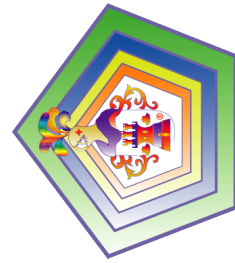
# Game Monitor (GM) Responsibilities

## 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.

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# IMPORTANT GUIDELINES FOR PARTICIPATION

## National Mathematics Pentathlon® Academic Tournaments

1. All students are known as Pentathletes™. To be a Pentathlete your child must be Officially Registered to compete in ALL 5 games and remain at the Closing Awards 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 Parent or 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. The Pentathlete's Star identifies the order of the 5 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 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 no later than 7:25 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 in Tournament Game-Playing Areas.
11. LUNCH – Div I & II (K – 3<sup>rd</sup> grades) do not have an official lunch break but they should have ample time to eat between games. Divisions III and IV tournaments (4<sup>th</sup> – 7<sup>th</sup> 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 Pentathlete receives his or her award.**
14. Depending on the size of the tournament the event has been known to last until:  
Div I (K-1) 2:00 pm ~ Div II(2-3) 3:30 pm ~ Div III (4-5) 4:30 pm ~ Div IV (6-7) – 4:30 pm

### Answers to FAQs

- Where do I find information and maps to tournaments? [www.mathpentath.org](http://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 the Tournament, can I get a refund? Registration is Non-Refundable and Non-Transferable.

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