

ESSENTIAL REQUIRMENTS FOR PARTICIPATION

National Mathematics Pentathlon® Virtual Academic Tournaments

This year we will refer to ALL students participating as Virtual Strategists rather than Pentathletes since only 2 rather than all 5 games will be played. As always Good Sportsmanship, including treating others with courtesy and respect, is considered a key element of good game play. Unlike our In-Person MP Tournaments, this year's virtual Tournaments provide students the opportunity to compete with students from all over the country.

VIRTUAL STRATEGISTS

1. All students are known as Virtual Strategists. To be a Virtual Strategist your child must be Officially Registered to compete in the 2 tournament games selected by the Pentathlon Institute.
2. **CODE OF CONDUCT:** A Virtual Strategist is to treat adults and fellow Strategists with courtesy and respect and play by the rules that they know to be true. Any infraction can result in 0 points and/or being required to leave the Virtual Tournament Site.
3. Check-In for Virtual Strategists & Parents begins 30 minutes prior to starting time. (Arrival after the start time may result in not be able to participate in the NMPVAT.) After ALL students have checked in, announcements and directions will be made as to how the event will proceed.
4. Virtual Strategists are responsible for the following actions:
 - Directing Adult Game-Host to move pieces, roll dice, etc.
 - Making Challenges;
 - Declaring a win - Unless Official Rules request Host to do so (see Win/Tie Confirmation);
 - Passing the Flag Card;
 - Requesting a 2nd Opinion from a Hosting Director.
5. Virtual Strategists are not allowed to bring notes or information sheets to the tournament.
6. After completing each of the 2 Tournament Games, Strategists will be emailed a closing ceremony video congratulating them on their good sportsmanship and strategic thinking.

PARENTS

1. Register their Virtual Strategist by April 1 Deadline.
2. Attend Brief Mandatory Workshops Online (How to Host a Game on Zoom & Tournament Procedures)
3. Since the Virtual Tournament will take place via Zoom, parents must be able to join a Zoom meeting in order to participate.
4. Have 2 Selected Games with Virtual Set-Ups: Parents must have the 2 selected Math Pentathlon Gameboards, Materials, Set-Ups and Labels that will be used by both Strategists during the Virtual Tournament.
5. Be Present & Help Host: Parent/Guardian is REQUIRED to be present AT ALL TIMES during the Tournament, and Host/Show MP Games (via Webcam/Tablet/Phone) on Zoom with their Strategist.
6. Parent Game-Host is to move all pieces according to directions from Virtual Strategists
7. Parents are not to interfere or to advise their child in game play.
8. During each Game adhere to the Host Responsibilities found on page 4.
9. BOTH parents COMPLETE Parent Game Record Sheet and After Tournament enter data online at: <https://forms.gle/LhEtjsDjLcwVjsV7A> (Participation in Tournament and completion of the online form is necessary for your child's T-Shirt to be mailed)

Answers to FAQs

- How do I know if my child is officially registered? Online registrations will receive an email confirmation.
- Who may register for a tournament? "Any child" who is well versed in the 2 selected divisional games and has an adult willing to Host a game may participate.
- If my child can't make the Tournament, can I get a refund? Registration is Non-Refundable and Non-Transferable.

DIRECTIONS FOR PARENT GAME RECORD SHEET (on next page)

1. Record Breakout Room Number, Date and Circle the Game Names being played.
2. BEFORE each game record each Virtual Strategist's 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 Host and recorded as 1C under the appropriate Win/Loss Column. (Please warn Virtual Strategist 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 Host 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 Virtual Strategist.
7. ***ENTER YOUR CHILD'S OFFICIAL PARTICIPATION RECORD BASED ON THE PARENT GAME RECORD SHEET AT:** <https://forms.gle/LhEtjsDJLcwVjsV7A> (Participation in Tournament and completion of the online form is necessary for your child's T-Shirt to be mailed)

IMPORTANT TOURNAMENT PROCEDURES

VIRTUAL STRATEGIST'S CODE OF CONDUCT: A Virtual Strategist is to treat adults and fellow Strategists 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 Virtual Tournament.

VIRTUAL STRATEGISTS APPROVE PARENT GAME RECORD SHEET AFTER EACH GAME: The Record Sheets are **THE ONLY** Official Record of the Virtual Strategists' score. By initialling their scores, both Strategists show their agreement that their scores have been properly recorded.

2nd OPINION: Virtual Strategists have a right to a Second Opinion by a Tournament Director. Second Opinions on rulings 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 Strategists. Calculators may only be used in Division IV provided BOTH Virtual Strategists bring and use their own calculators. Programmable calculators are not allowed.

PARENT GAME RECORD SHEET for NATIONAL VIRTUAL MATHEMATICS PENTATHLON ACADEMIC TOURNAMENT

After participating in the 2021 National Mathematics Pentathlon Virtual Academic Tournament, each parent is responsible for completing the Official Online-Form to ensure their Virtual Strategist receives credit for participation. Each Virtual Strategist will be mailed the Official T-Shirt upon completion of THE ONLINE FORM. We would like to congratulate you and your child for being involved in this one-of-a-kind virtual experience.

***ENTER YOUR CHILD'S PARTICIPATION RECORD INFORMATION AT:** <https://forms.gle/LhEtjsDJLcwVjsV7A>

You may also send a backup photo copy to: mathpentathpatricia@gmail.com

Breakout Room Number _____ **Date:** ____ / ____ / ____

1 st GAME NAME (circle one) Shape-Up (40min) / FIAR (45min) / Queens & Guards (60 min) / Fraction Pinball (75 min)		SCORE / Initial Win-3 Tie-2 Loss-1		Game Hosts: Print First & Last Names
NAME (First & Last) Number		CHALLENGES <small>Legend at bottom of the page</small>		
GAME # 1				
A. _____	_____	GAME #1	_____	
B. _____	_____	_____	_____	
		_____	_____	
2 nd GAME NAME (circle one) Kings & Quads (40min) / Sum Doms & Dice (60 min) / Contig 60 (60 min) / Prime Gold (90 min)		SCORE / Initial Win-3 Tie-2 Loss-1		Game Hosts: Print First & Last Names
NAME (First & Last) Number		CHALLENGES <small>Legend at bottom of the page</small>		
GAME # 2				
A. _____	_____	GAME #2	_____	
B. _____	_____	_____	_____	
		_____	_____	

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 Virtual Strategist 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

Co-Parent Monitoring (GM) Responsibilities

BEFORE GAME

1. Make sure your game is ready.
2. Decide who will Virtually Host each Game and keep time.
3. Introduce yourself and the Virtual Strategists to each other. Create a positive cooperative atmosphere.
4. Record: (Name of 1st & 2nd Game)
HOST Record Sheet
Print each Virtual Strategist's Name and Number.
5. Clarify game rules and ask Strategists if they have any questions. (This is their time to do so. Once game time begins, the Host can not answer any questions.)
6. **SCRIPT: Read to Virtual Strategists:**
 - During Game Play, I can NOT interfere nor give advice.
 - It is your responsibility to make challenges at the proper time. (Refer to Virtual Rules)
 - If you disagree with my ruling on the challenge, you can ask for a Second Opinion. Challenges on Rules and Declared Wins are a Virtual Strategist's Right and you, not I, make the request.
 - Please ask me to Pass the Flag Card at the end of your turn. I oversee the 1 minute time limit - NOT challengeable.

NOTE: Virtual Strategists may NOT bring notes or information sheets nor ask for help from their parent.

DURING GAME

1. Start the game when both players are ready and after answering any questions. 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, request Help from the Tournament Director.
4. Keep track of Correct, Incorrect and Inappropriate Challenges on GM Record Sheet. If a Strategist has 3 Incorrect and/or Inappropriate Challenges, you declare a win to the Opponent. *Warn Strategists 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 Virtual Mathematics Pentathlon® Academic Tournaments

www.mathpentath.org

AFTER GAME

- Do NOT clear the Gameboard, Pieces or Playing area until Strategists agree game is over.
1. Students congratulate each other on Good Sportsmanship and Game Play.
 2. Record Scores:
 - **Host Record Sheet**
 3. **After recording the scores, have the Strategists agree and initial that scores written on Host Record Sheet are correct.**

NOTE: Strategists have a right to challenge a declared win while Host is completing scoring paperwork, but once they begin next game, results are FINAL.

4. Parent makes sure to enter all data on line for the Virtual Strategists Records.
<https://forms.gle/LhEtjsDILcwVjsV7A>

