

NATIONAL MATHEMATICS PENTATHLON® ACADEMIC TOURNAMENT HIGHLIGHT SHEETS for DIVISION II (Grades 2-3)

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

DIVISION II (Grades 2-3) 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.
DON'T CLEAR PLAYING AREA	Do NOT clear the Gameboard, Pieces or Playing area until Scorecards have been collected, i.e. leave everything intact after a win is declared.
STAYING SEATED	Pentathletes are to remain seated at their game until their score cards are checked and picked up by a Game Leader.

DIVISION II (Grades 2-3) ~ 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 the 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 3 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".

FIAR™ Tournament Highlights

GOAL	To win, a player must be the first to identify 4 (or more) chips of the same color (not necessarily the player's color) along a straight line of connected circular spaces with no chip(s) of the opposite color intervening. In addition, the spaces on which the 4 chips are positioned must NOT be directly connected by a line to a space occupied by an opponent's MARKED chip (Fire Extinguisher). The 4 chips constructing the winning path do not need to be contiguous but the path cannot cross the central yellow area of the board. A player's marked chips can be used as part of a winning path.
START	Monitor puts a blue chip in one hand and red chip 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 player receives the flag card
END OF TURN	when player passes the flag card to opponent
DECLARING A WIN	A player MUST: 1) be in possession of the flag card, and 2) identify a winning path - see GOAL NOTE: A player does NOT HAVE TO MOVE A CHIP before declaring a win.
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 a chip, both players are allowed to complete a turn.
GAME TIME LIMIT	If time runs out before a win is declared, the Monitor announces a TIE.

OTHER RULES ~ FIAR

PHASE I ALTERNATE PLACEMENT	The Game Monitor is responsible to make sure each player alternates in placing all 7 chips of their designated color before moving any chip. A win can be declared during this phase.
PHASE II MOVEMENT	After each player places all 7 of their chips the movement phase begins.
LAIID IS PLAYED & MOVE-IT USE IT	Once a player places or moves a chip and releases hold of it, the chip may not be repositioned. If a player has moved a chip off of it's space, that chip must be moved to complete a turn.
WINNING WITH OPPONENT'S CHIPS	A player can claim a win using their opponent's chips when: 1) an opponent does not claim a winning path before ending a turn, or 2) the player moves a chip that results in a winning path constructed with the opponent's chips.

CHALLENGING ~ FIAR

WHEN TO CHALLENGE	upon receiving the flag card and before touching a chip
CORRECT - "C"	Challenger MAY pick up and reposition any one of the opponent's chips onto any available space. Game Monitor ensures that a win is not declared using this placement. The Game Monitor also ensures that the repositioned chip can NOT be used as part of a win on the challenger's following turn. 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>

Kwatro-Sinko™ Tournament Highlights

GOAL	To win, all of a player's chips must be on NON-NUMBERED circular spaces and the player must correctly identify a winning straight-lined path of <u>exactly 3 chips</u> , two of the same color and the third of the opposite color. The path of 3 chips does not need to be contiguous but cannot cross the middle (yellow) area of the board. Also, the result of adding the numbers on chips of like color and subtracting the number of the chip of opposite color must total 4 or 5. <u>Only 3 chips can be on the winning path.</u>
START	Each player selects a chip without looking. The player selecting the lower value is the beginning player and is assigned the even numbered chips. All chips are then placed on their corresponding numbered bases and the beginning player receives the flag card.
BEGINNING OF TURN	when player receives the flag card
END OF TURN	when player passes the flag card to opponent
DECLARING A WIN	A player MUST 1) be in possession of the flag card. 2) identify a winning path - see GOAL 3) state the corresponding number sentence. NOTE: A player does NOT HAVE TO MOVE A CHIP before declaring a win.
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 a chip, both players are allowed to complete a turn.
GAME TIME LIMIT	If time runs out before a win is declared, the Monitor announces a TIE.
OTHER RULES ~ Kwatro-Sinko™	
MOVE-IT USE IT & LAID IS PLAYED	If a player has moved a piece off of it's space, that piece must be moved to complete a turn. Once a player moves a piece and releases hold of it, the piece may not be repositioned.
CHIPS OFF THE NUMBERS	A win can NOT be declared by a player until ALL 5 of the player's chips are <u>off</u> ALL numbered spaces.
CHALLENGING ~ Kwatro-Sinko™	
WHEN TO CHALLENGE	upon receiving the flag card and before touching a chip
CORRECT - "C"	Challenger MAY pick up and reposition any one of the opponent's chips onto any available space. Game Monitor ensures that a win is not declared using this placement. The Game Monitor also ensures that the repositioned chip can NOT be used as part of a win on the challenger's following turn. 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>

PAR 55™ Tournament Highlights

GOAL	To win, a player must land exactly on Space 55 without the opposing player landing on Space 55 within the following turn. A TIE occurs if at the end of the game, neither player wins.
START	Monitor puts a blue pawn in one hand and red pawn in another out of view. 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 player receives the flag card
END OF TURN	when player passes the flag card to opponent
END OF GAME	1) when the last base has been covered by a block and player has completed turn; OR 2) after a player's marker lands on 55 and opponent has completed a final turn.
DECLARING A WIN	A player must land exactly on 55 and should announce a win before passing the flag card. After a player lands on 55, the monitor makes sure the opponent takes an additional turn to attempt to also land on 55. If in taking this turn, the opponent lands on 55, a TIE is declared by the Monitor. If not, the other player is declared the winner by the Monitor.
NOT A ROUND GAME BUT...	If either player lands on 55, the other player gets an additional turn.
GAME TIME LIMIT	If time runs out before a win is declared, the Monitor announces a TIE.
OTHER RULES ~ PAR 55™	
ANNOUNCE SCORE & PAWN MOVEMENT	Before moving a pawn, a player MUST: 1) ANNOUNCE the number of spaces to be moved (score), 2) then POINT TO EACH SPACE AND COUNT ALOUD the corresponding spaces, and 3) finally PLACE the pawn on the last space.
BUMPING	Player landing on an occupied <u>white</u> space MAY move the opponent's marker back 5 spaces. A player can NOT use the Bump Rule when the opponent's marker is occupying a numbered space on the track.
PIECE LAID IS PLAYED	A player can PICK UP a block, return it to the bank, and select another block. However, once a player is no longer touching a PLACED block, it may not be moved to another base nor returned to the bank.
PASSING 55	Once players have passed Space 55, on the following turn they may move in either direction.
CHALLENGING ~ PAR 55™	
WHEN TO CHALLENGE	upon receiving the flag card and before touching a block
CORRECT - "C"	block is returned to the bank, marker is returned to prior position, and challenger begins a 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>

RAMROD™ Tournament Highlights

GOAL	To win, a player must be the only player to completely fill or exceed the long narrow rectangle along the player's edge of the board at the end of a round. A TIE is declared if both players have filled or exceeded their goal rectangle.
START	One player selects 2 rods of different lengths. The monitor puts one in each hand out of view. The other player chooses a hand. If shorter rod is selected, the player is handed the flag card and begins play. If not, the other player begins. Circle the starting player's letter, A or B, on the Record Sheet. See - Other Rules, No Copying Beginning Players First Move.
BEGINNING OF TURN	when player receives the flag card
END OF TURN	when player passes the flag card to opponent
DECLARING A WIN	A player should announce a win before passing the flag card. If the beginning player declares a win, the Game Monitor ensures that the second player completes a turn. See goal of game for a win/tie scenario.
ROUND GAME	YES ~ consists of the beginning and second player completing a turn
GAME TIME LIMIT	If time is called, a round is completed. If neither player has filled their goal box, a tie is declared.

OTHER RULES ~ RAMROD™

NO COPYING BEGINNING PLAYER'S FIRST MOVE	A player may not copy the beginning player's first move. This includes situations where more than one of the same-color rods are attached to the same-sized rectangle in the purple-playing area. In other words, the opposing player may not move the same-color rod into the rotationally symmetric same-sized rectangle. The Monitor makes sure that the second player does not copy the beginning player's opening move. No challenges are made in this regard.
HOT ROD	A player may move any rod in the purple-playing area EXCEPT the last rod moved by the opponent. The last rod moved is considered to be "hot".
MOVE-IT USE-IT & LAID IS PLAYED	If a player has moved a piece off of it's space, that piece must be moved to complete a turn. Once a player moves a piece and releases hold of it, the piece may not be repositioned.
RECYCLING RODS	A rod in the large center rectangle may be recycled back to one of a player's start rectangles provided the start rectangle is of equal or greater size than the rod. More than one rod may be recycled into the same start rectangle as long as they all fit in the rectangle.

CHALLENGING ~ RAMROD™

WHEN TO CHALLENGE	upon receiving the flag card and before touching a rod
CORRECT - "C"	Challenger may reposition the inappropriately-moved rod to any <u>EMPTY</u> White Sum Rectangle in the Purple-Playing Area. If more than one rod is involved, each rod must be placed in different EMPTY Sum Rectangles. The challenger then begins a turn - Record "C" on Record Sheet. NOTE: Since the repositioned rod(s) are considered "just moved", they can NOT be moved by the challenger on this turn.
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>

Sum Dominoes & Dice™ Tournament Highlights

GOAL	A player who, within the first part of a turn places the last domino from a hand onto the gameboard, can declare a win. If the game ends and both players have dominoes remaining in their hands, the player with the least number of combined dots is the winner provided there is a difference of 10 or more dots between the two players. A TIE will occur if the difference is less than 10.
START	<ol style="list-style-type: none"> 1) Each player alternates drawing 7 dominoes from the bank and places them face up so both players can view them. 2) Each player rolls all 3 dice. 3) The player with the lower sum is given the Sum Flag Card, records the sum, selects a domino from the bank, places it face up in the center of the board, and begins play. 4) The first player tries to place a domino based on the sum of the lower roll. Whether or not a domino can be placed, the dice are rolled to begin the second part of turn. <p>See Turn Sequence 1 and 2 below.</p>
TURN SEQUENCE	<p>Each player's turn consists of two parts which allows for up to 2 dominoes to be played:</p> <ol style="list-style-type: none"> 1) try to play a domino using your opponent's last sum; and 2) roll the dice, compute and write the sum, and try to place a domino. <p>After completing both parts of a turn, the player draws a domino from the bank and passes the Sum Flag Card. If player forgets, Monitor reminds Pentathletes to draw a domino.</p>
BEGINNING OF TURN	when player receives the Sum Flag Card
END OF TURN	when player passes the Sum Flag Card to opponent
END OF GAME	<p>THERE ARE 5 WAYS FOR SUM DOMINOES & DICE TO END:</p> <ol style="list-style-type: none"> 1) a player places the last domino onto the board during the first part of a turn; 2) the bank is empty and a player places the last domino onto the board during the second part of turn; 3) a player gives the last domino in hand to the opponent as a penalty domino; 4) all possible places to play a domino on board have been capped; OR 5) the bank is empty and both players complete a turn with neither player being able to place a domino.
DECLARING A WIN	<p>A player must be in possession of the Sum Flag Card and one of the following must happen;</p> <ol style="list-style-type: none"> 1) within 1st part of turn, player places the last domino onto the gameboard; 2) within 2nd part of turn, player places the last domino when bank is empty; 3) player gives the last domino from hand as a penalty domino to opponent.
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 placed a domino, both players are allowed to complete a turn.
GAME TIME LIMIT: 10 OR GREATER	If the game ends and both players have dominoes in their hand, the Monitor declares a win to the player with the least number of combined dots PROVIDED the difference is 10 or greater. A TIE occurs if the difference is LESS THAN 10.
OTHER RULES ~ Sum Dominoes & Dice™	
BOARD'S EDGE	Dominoes may NOT be placed beyond the <u>physical edge</u> of the entire board.
PIECE LAID IS PLAYED	Once a player is no longer touching a placed domino, it may not be repositioned.

Challenging ~ Sum Dominoes & Dice™

CHALLENGE 1ST PART OF TURN	<p>WHEN: Challenge must be announced after a domino is released onto the gameboard during the first part of opponent's turn and before the opponent releases a domino during the second part of turn, or if a domino cannot be placed, before receiving the Sum Flag Card.</p> <p>CORRECT: The placed domino is returned to the challenged player's hand and that player gets a penalty domino (from the bank if available or challenger selects one from hand if bank is empty) - Record "C" on Record Sheet. The challenged player then completes the second part of the turn.</p>
CHALLENGE 2ND PART OF TURN	<p>WHEN: Challenge must be announced after receiving the Sum Flag Card and before picking up a domino to place or if selection isn't possible before rolling the dice.</p> <p>CORRECT: The placed domino is returned to the challenged player's hand and that player gets a penalty domino (from the bank if available or challenger selects one from hand if bank is empty) - Record "C" on Record Sheet.</p>
CHALLENGE FOR NONPLACEMENT OF A DOMINO	<p>WHEN: The appropriate timing of when to challenge for nonplacement are the same as regular timing (see 1st part of turn, and 2nd part of turn challenge) however, the outcome for Correct is different:</p> <p>CORRECT: Challenger indicates where a domino could have been placed and the Monitor places it in that position. The challenged player then gets a penalty domino (from bank if available or challenger selects one from hand if bank is empty). Record "C" on Record Sheet. NOTE: On the first part of turn challenge, the challenged player is allowed to complete the second part of turn. - Record "C" on Record Sheet.</p>
MONITOR REMINDS TO DRAW A DOMINO AFTER 2ND PART OF TURN	<p>If a player forgets to draw a domino after Second Part of turn, the Monitor reminds Pentathlete to draw a domino. If this is not done, the player can ask Game Monitor, and/or Game Leader, to remind opponent to draw a domino.</p>
ALL INCORRECT CHALLENGES "I"	<p>The challenging player draws a penalty domino. If the Bank is empty, the challenged player gives a domino (from their hand) to the challenger. - Record "I" on Record Sheet.</p> <p><i>Any combination of 3 "I"s and/or "IA"s results in a loss that is declared by the Monitor.</i></p>
ALL INAPPROPRIATE CHALLENGES "IA"	<p>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.</p> <p><i>Any combination of 3 "I"s and/or "IA"s results in a loss that is declared by the Monitor.</i></p>

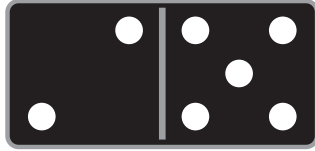
Can a player request the Game Monitor to straighten dominoes on the Gameboard? Yes, at the BEGINNING of turn.

What happens if a player forgets to take the second part of a turn? If challenged, the challenged player gets a penalty domino and the challenger uses the existing roll of the dice OR rerolls the dice to deal with the first part of the turn.

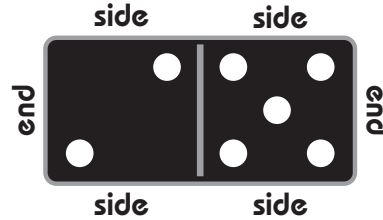
What happens if a player forgets to draw a domino after 2nd part of the turn? If a player forgets to draw a domino after Second Part of turn, the Monitor reminds Pentathlete to draw a domino. If this is not done, the player can ask Game Monitor, and/or Game Leader, to remind opponent to draw a domino.

Sum Dominoes & Dice™ Placement Illustrations

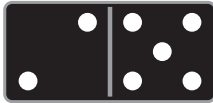
ANATOMY OF A DOMINO - 101
 A domino is made by connecting two square tiles together. Each tile is called a **FACE**. The domino below has a 2 face and a 5 face.



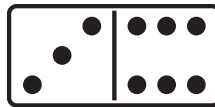
ANATOMY OF A DOMINO - 102
 Dominoes have four sides and two ends



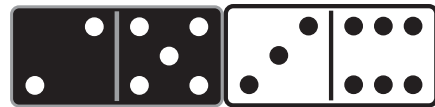
BLACK Domino is ON THE GAMBOARD



WHITE Domino is PLACED DOMINO



Sum of Dice is 8
 $5 + 3 = 8$ (add two faces touching)

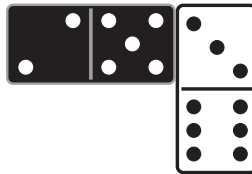


CORRECT PLACEMENTS (for Non-Double Dominoes)

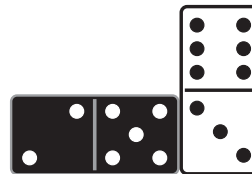
End to End Placement



End to Side Placement



End to Side Placement

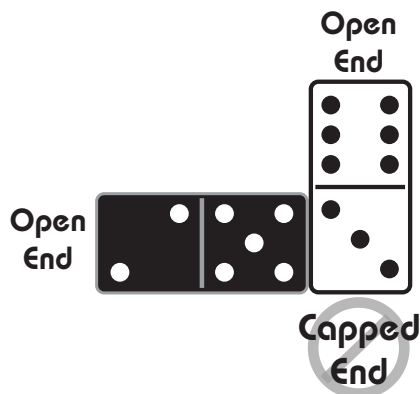
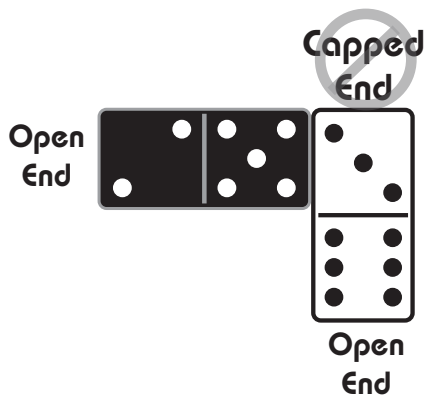


INCORRECT PLACEMENT
 Side to End



CORNER CAPPING

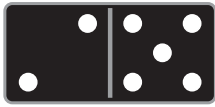
Once a domino is placed to form a "corner", the corner is capped and cannot be used for further placement of dominoes.



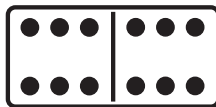
DOUBLE DOMINO PLACEMENT

CORRECT PLACEMENT (for Double Dominoes on Non-Double Dominoes)
End of Domino on the Gameboard to Middle of Double to form a "T"

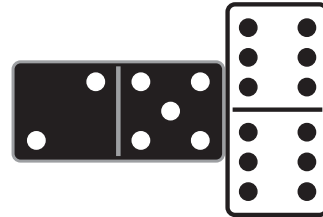
BLACK Domino is ON THE GAMEBOARD



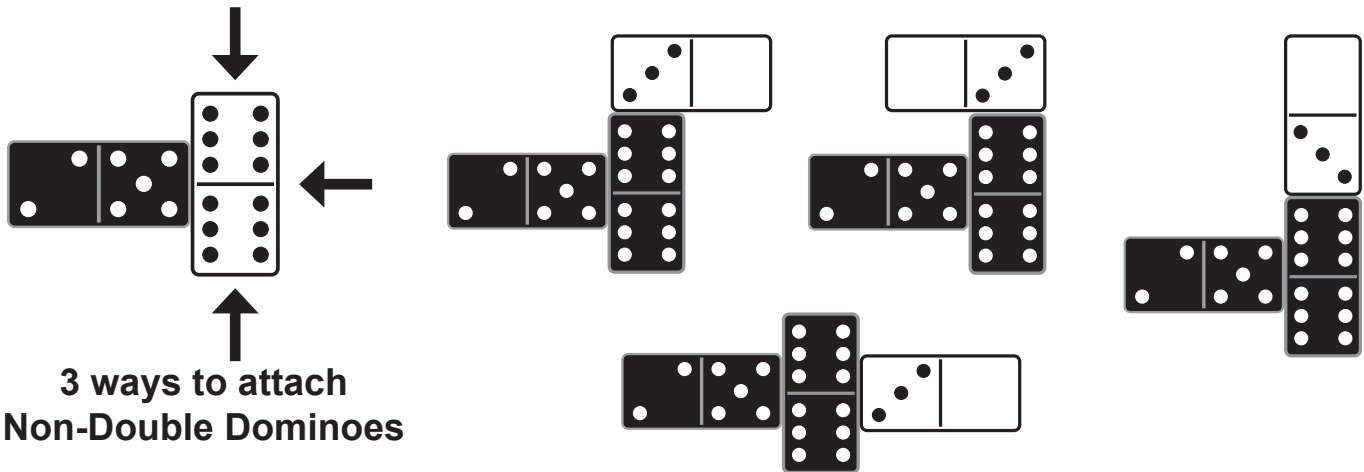
WHITE Double Domino is PLACED DOMINO



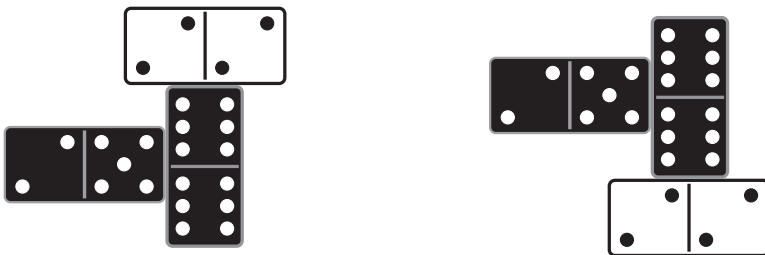
Sum of Dice is 11
 $5 + 6 = 11$ (note: Not $5 + 12$)



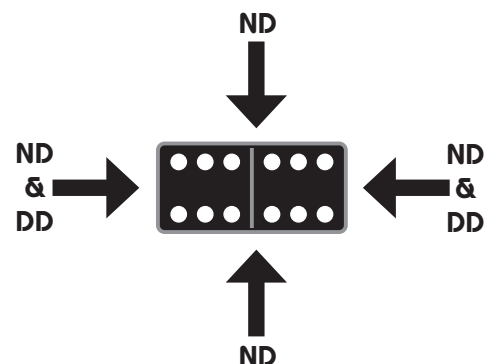
CORRECT PLACEMENT (for Non-Double Dominoes on Double Dominoes)



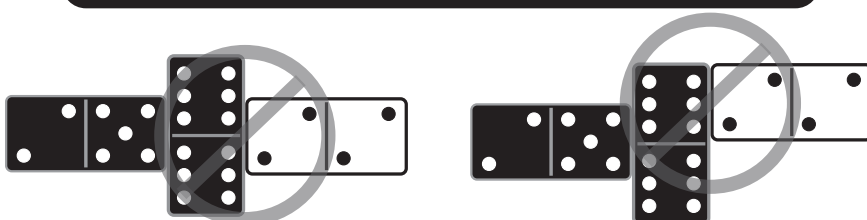
CORRECT PLACEMENT (for Double Dominoes on Double Dominoes)
End of Double Domino on the Gameboard to Middle of Double placed



If the Beginning Domino is a Double, there are 4 ways to attach Non-Double Dominoes and 2 ways to attach Double Dominoes



INCORRECT PLACEMENTS ARE ILLUSTRATED BELOW





SUM DOMINOES™

Sum Flag Card



Player A Name:	Player B Name:



SUM DOMINOES™

Sum Flag Card



Player A Name:	Player B Name: