

NATIONAL MATHEMATICS PENTATHLON® ACADEMIC TOURNAMENT HIGHLIGHT SHEETS for DIVISION III (Grades 4-5)

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

DIVISION III (Grades 4-5) 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 should complete a turn within one minute. If a player exceeds this time limit, the Monitor reminds the player to take the turn. If the player does not do so, the player forfeits that turn.
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 III (Grades 4-5) ~ 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 , a win is granted to the challenger. If INCORRECT , the declared win is confirmed. This applies to declaring a win with regard to the <u>intended goal</u> of the game. EXAMPLE: Juggle™ - Player declares a win based on completely covering the board and is challenged because two or more of like colored pentominoes are touching. The challenger would be declared the winner since the goal of the game is to completely cover the board without like colored pieces touching. NON EXAMPLE: Contig 60™ - If a player places a fifth chip based on an incorrect number sentence, declares a win and is challenged, the Monitor would allow play to continue after the player receives the appropriate penalty for an incorrect number sentence.
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".

CONTIG 60™ Tournament Highlights

GOAL	WIN BASED ON 5 IN A ROW: identify 5 chips of the player's color in a contiguous line 2 WAYS TO WIN BASED ON RUNNING SCORE IF NEITHER PLAYER GETS 5 IN A ROW: a) Scoring 0 or Less - arrive at a score of 0 or less within a turn provided the difference between the scores is 3 or greater - Pentathlete declares win; b) Depletion of Chips - at the beginning of turn, when a player has no chips and a lower Running Score (provided the difference between the two scores is 3 or greater) - Monitor awards the win.
START	Players each toss one of the die. The player with the lower toss receives Scoring Flag Card and begins.
BEGINNING OF TURN	when player receives the Scoring Flag Card
END OF TURN	when player passes the Scoring Flag Card to opponent
END OF GAME	when a player declares a win or receives the flag card and has no chips to play or acquires a score of zero or less
DECLARING A WIN	A player must announce a win while in possession of the Scoring Flag Card. If win is based on 5 In-A-Row, there is no need to Record or Announce the Running Score (see Other Rules, item 3 below).
NOT A ROUND GAME EXCEPT GAME TIME LIMIT	The first player to reach a goal of the game wins. If the game has not ended when time is called and the beginning player has placed a chip, both players are allowed to complete a turn.
GAME TIME LIMIT MONITOR DECLARES	WIN: The player with the lower score is declared the winner if difference is 3 or greater. TIE: If the difference between the two scores is equal to or less than 2, a tie is declared.
OTHER RULES ~ CONTIG 60™	
RECORDING, ANNOUNCING AND CHIP PLACEMENT	After rolling the dice, a player MUST records the 3 values on the Scoring Flag Card. If a play can be made, player must ANNOUNCE the number sentence and PLACE chip on corresponding space of Gameboard. There is no formal sequence to Recording, Announcing and Placing, but if a chip is placed, ALL 3 must be done before ending a turn.
ORDER OF OPERATIONS	Players MUST USE the Order of Operations when announcing the number sentence . Multiplication and Division precede Addition and Subtraction, e.g. if a player announced 3 plus 5 times 4 the result would be 23. For the same roll if a player wanted to cover 32, the player would need to announce 3 plus 5 equals/is 8 and 8 times 4 equals/is 32.
RECORDING & ANNOUNCING RUNNING SCORE	If the Running Score has changed on the Scoring Flag Card, a player MUST announce the new total before ending the turn.
PIECE LAID IS PLAYED	Once a player is no longer touching a placed chip, it may not be moved to another space.
CAPTURING A PASS 4 STEPS	If an opponent passes the Scoring Flag Card without placing a chip, a player can capture the pass and: 1) announce "CAPTURE" or "Challenge" before rolling the dice to take a regular turn; 2) announce the number sentence; AND 3) place the chip (NOTE: 2 and 3 can be done in any order). 4) twice the original score is subtracted, and the player begins a regular turn.
CAN NOT CLAIM A WIN ON OPPONENT'S MARKERS	A player can only claim a 5 in a row win using the player's own color of chips.
CHALLENGING ~ CONTIG 60™	
WHEN TO CHALLENGE	REGULAR CHALLENGE: upon receiving the Scoring Flag Card and before rolling the dice CAPTURED PASS CHALLENGE: before challenged player completes a regular turn. Note: Challenger is not in possession of Scoring Flag Card.
CORRECT - "C" RECORD A "C" ON THE CHALLENGE SHEET	RECORDING, ANNOUNCING, PLACING, & SCORING 1) game is restored to prior state, including score if changed; 2) challenger subtracts 2 points from running score; and 3) challenger begins a turn ~ challenger may use roll of opponent or toss for new roll CAPTURED PASS; Same as above and challenger begins a turn. OTHER: Game is restored to prior state and challenger begins a turn (e.g.: piece laid is played).
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>

✱ CONTIG 60™ ✱

Scoring Flag Card

Player A		Player B	
Name:		Name:	
Dice Values	Running Score 60	Dice Values	Running Score 60

✱ CONTIG 60™ ✱

Scoring Flag Card

Player A		Player B	
Name:		Name:	
Dice Values	Running Score 60	Dice Values	Running Score 60

JUGGLE™ Tournament Highlights

GOAL	To win a player must completely cover board with polyominoes so that pieces of the same color do not touch a common edge or vertex, and pieces do not overlap.
START	All pieces are sorted by color and shape. Each player tosses one die. The player with the lower toss begins.
BEGINNING OF TURN	when player receives the flag card
END OF TURN	when player passes the flag card to opponent
DECLARING A WIN	If beginning player declares a win, the MONITOR MAKES SURE the second player completes a turn. A player must announce a win while in possession of the flag card. NOTE: Also see Challenge Of A Win below when Monitor awards win to Challenger.
ROUND GAME	YES ~ consists of the beginning and second player completing a turn
GAME TIME LIMIT MONITOR DECLARES 3 OR GREATER	After a ROUND has been completed, the Game Monitor counts the empty spaces on each board. (also see When to Challenge - At End of Game) WIN: If the difference is 3 or greater, the player with the least number of spaces is declared the winner. TIE: If the difference of empty spaces is 2 or less a tie is declared.

OTHER RULES ~ JUGGLE™

2 METHODS TO SELECT POLYOMINOES	1) EXACT VALUE: up to 2 pieces may be selected 2) CALCULATED VALUE: only 1 piece may be selected - corresponding number sentence MUST be stated BEFORE selecting a piece.
6 IS WILD	1) EXACT VALUE: Any piece in bank may be selected. If desired piece is NOT in bank, it may be requested from the opponent's board and opponent hands the piece to player. 2) CALCULATED VALUE: Player may calculate a 6, but piece MUST come from the bank.
SELECTED PIECE MUST BE PLACED OR RETURNED	Once a piece is PICKED UP from the bank or selected from opponent's board it MUST be used. If the piece cannot be used it is returned to bank or opponent's board. No other piece may be selected for that part of turn.
PIECE LAID IS PLAYED	Once a player is no longer touching a placed piece, it can not be repositioned.
REMOVING PIECES	Players may remove one or more pieces from their board at the beginning of turn and before rolling the dice.

CHALLENGING ~ JUGGLE™

WHEN TO CHALLENGE	During the Game: upon receiving the flag card and before rolling the dice NOTE: Only placement may be challenged during subsequent turns. After Time is Called and neither player has declared a win: either player can challenge touching pieces before Monitor completes the counting of empty squares. All identified touching pieces are removed.
CORRECT - "C" RECORD A "C" ON THE CHALLENGE SHEET	SELECTION: Challenged player removes inappropriately selected piece(s), returns them to the bank or opponent's board, and challenger begin a turn . PLACEMENT: Challenged player removes indicated (touching) pieces and challenger begins a turn. OTHER: Game is restored to prior state and challenger begins a turn. CHALLENGE OF A WIN: If a player declares a win with like-colored-pieces touching, and is challenged, Game Monitor awards WIN to challenger.
INCORRECT - "I"	loss of turn - Record "T" 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>

STARS & BARS™ Tournament Highlights

GOAL 3 WAYS TO WIN	Game Monitor awards the Win under the following conditions: When a A Player IS 1) over 140 points at the end of a round and at least 15 points ahead; 2) over 40 points ahead of opponent at the end of a round; OR 3) at least 15 point ahead of opponent when time is called and a round has been completed.
START	Monitor shuffles the deck and places it face down beside the gameboard. The beginning player is determined by the first to draw a card with stars. Players alternate drawing 1 card from the deck until 4 cards are placed face up onto the Central Playing Area of the gameboard. Players continue to alternate drawing cards until each player has a total of 4 cards placed face up on the player's side of the board. These cards are referred to as the player's hand.
BEGINNING OF TURN	when player receives the Scoring Flag Card
END OF TURN	when player passes the Scoring Flag Card to opponent
END OF GAME	when BOTH players have no more cards to place onto the board, OR when at the end of a round a player is over 140 points OR is ahead by over 40 points of opponent at the end of a round.
DECLARING A WIN	Monitor awards the win. See Goal - 3 Ways to Win
ROUND GAME	YES ~ consists of the beginning and second player completing a turn
GAME TIME LIMIT MONITOR AWARDS WIN 15 OR GREATER	After a round has been completed the Game Monitor: WIN: awards the win to the player who is 15 or greater points ahead of opponent. TIE: awards a tie if the difference between the scores is less than 15 points.
CHALLENGING ~ STARS & BARS™	
WHEN TO CHALLENGE	upon receiving the Score Flag Card and before touching a card in your hand
CORRECT - "C"	CARD PLACEMENT: Challenged player subtracts points to return to prior score AND card placed onto gameboard is put in a discard pile - Record "C" on Record Sheet. SCORING ON TURNED OVER/REMOVED STACKS: If challenge only refers to points scored when turning over or removing a stack, then ONLY those points are subtracted from the Total Running Score (NOT points recorded for card placement). The card placed stays on the board.
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>

OTHER RULES ~ STARS & BARS™

CARD PLACEMENT	For each turn, whether placing in the Inner or Outer Area of the board, a player must place a card face up and score points according to the Scoring Criteria. A card must be placed even if zero points are scored. NOTE: At the beginning of a turn a player is allowed to pick up the last placed card to view the card below it.
RECORDING POINTS ON SCORING FLAG CARD	Points scored during a turn are added to the player's Running Score on the Scoring Flag Card. NOTE: Tally Marks are NOT allowed.
ANNOUNCING POINTS	Players MUST ANNOUNCE total points gained during a turn AND their accumulated total number of points (Running Score) before ending a turn.
MONITOR REMINDS TO DRAW A CARD	Each player must have 4 cards to have a complete hand. Monitor reminds Pentathlete to draw a card at end of turn if player forgets to so. THIS IS NOT CHALLENGEABLE
CARD LAID IS PLAYED	Once a player is no longer touching a placed card, it can not be changed or repositioned.
4 CARD STACKS - GAME MONITOR ALWAYS CHECKS	<ol style="list-style-type: none"> 1) A player may ask Monitor to report the number of cards in any stack. 2) After a 4 card stack is created, the player is responsible for turning the stack over and/or removing it. NO POINTS SCORED AT THIS TIME - see Scoring Points below. 3) If a 4 or more card stack has not been turned over, a player can add an additional card. Such stacks are treated like 4 Card Stacks. 4) The Monitor ALWAYS checks a turned over or removed stack. If there are less than 4 cards in the stack the stack is restored to the gameboard. This is NOT challengeable. 5) NOT Turning Over/Removing a Stack - NOT challengeable. If challenged, the challenger would receive an "IA" (inappropriate challenge).
SCORING POINTS AT THE BEGINNING OF A TURN FOR TURNING OVER OR REMOVING 4 (OR MORE) CARD STACKS	<p>UPON Receiving the Flagcard, and BEFORE Touching a Stars & Bars Card, a player MAY score points for turning over and/or removing a 4 (or more) card stack. Such points are recorded before a player touches a card in player's hand for placement.</p> <p>CENTRAL PLAYING AREA (CPA) 2 points for turning over a 4 or more card stack in the CPA 4 points for removing the four 4 stacks that are turned over in the CPA 6 points if a player does both of the above.</p> <p>OUTER PLAYING AREA (OPA) 2 points for removing a 4 or more card stack in the OPA</p>
REMOVED STACKS	Stacks of cards that are removed from the board go into a discard pile and are no longer used.
CHECKING STACKS	Game Monitor ALWAYS checks a turned over or removed stack. If there are less than 4 cards in the stack the stack is restored to the gameboard. This is NOT challengeable.
NO CARDS PLACED ON TURNED-OVER STACK	No cards can be placed onto a stack of cards that has been turned over.
DEPLETED DECK	When the deck is depleted, players continue to place cards from their hand onto the board until the last card has been placed.

After you place a card, can you turn over a four card stack(s) somewhere else on the board? Yes, but no points are scored for turning over the stack(s).

★ STARS & BARS™ ★
Scoring Flag Card

Player A	Player B
Name:	Name:
Running Score	Running Score

★ STARS & BARS™ ★
Scoring Flag Card

Player A	Player B
Name:	Name:
Running Score	Running Score

FAB-A-DIFFY™ Tournament Highlights

GOAL	BEST 2 OUT OF 3 GAMES - to acquire the greater number of 3-strip tricks for each game. 2 WAYS TO WIN - Win 2 out of 3 games, OR win 1 game and tie 2 games.
REMOVE	Zero-twelfths & zero-sixths strips have been eliminated to make this a more challenging game.
START	Both players draw a strip from the deck. Lower value begins. Strips are inserted back into the DECK, then the starting player puts 3 strips in center rectangles and one in the SHOW BOX. Players alternate being the beginning player in sequential games.
BEGINNING OF TURN	when player receives the flag card NOTE: After a CAPTURE, a player's regular turn begins when the player draws a strip from the Deck and places it onto the Show Box.
END OF TURN	when player passes the flag card to opponent
END OF EACH GAME	when a player is unable to place a strip into the SHOW BOX at the beginning of a turn
DECLARING A WIN	Monitor awards a win or tie after each game and the overall win/tie.
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 strip in the SHOW BOX, both players are allowed to complete a turn.
GAME TIME LIMIT MONITOR DECLARES	If a game has not been completed, the player in possession of the most tricks wins the game WIN: Monitor declares win if a player wins 2 out of 3 games OR wins 1 and ties 2. TIE: If each player has won 1 game and tied 1 game OR tied all 3 games, the Monitor declares a tie.

OTHER RULES ~ FAB-A-DIFFY™

NO PAPER OR PENCIL	No paper/pencil may be used for calculation purposes.
TOUCH & ANNOUNCE BEFORE PICKING UP	Player MUST do this in the following order: 1) announce the arithmetic sentence EITHER after the 2 strips are touched OR while the 2 strips are being touched. 2) pick up the 3 strips that form the trick and place them off the gameboard near the player.
EQUIVALENT FRACTIONS	Equivalent expressions for the fractions strips may be used, but are limited to the partitions of the fractions strips used in the game. For example, the $\frac{2}{6}$ strip could also be referred to as $\frac{1}{3}$ or $\frac{4}{12}$. The terms one, & zero may be used.
TOUCH-TAKE	Once a strip on the gameboard has been touched it must be used to form a trick. If touched strip can not be used to form a trick, the player moves the strip from the SHOW BOX to one of the empty rectangles.
ALWAYS 3 STRIPS FACE UP	If a player has less than 3 strips face up after receiving the flag card the Monitor makes sure the player replenishes the number from the deck to EXACTLY 3, then places a strip in the SHOW BOX to begin a turn. This is NOT CHALLENGEABLE.
CAPTURE	Within 10 seconds after receiving the flag card and before touching a strip to be placed in the Show Box, a player may announce "Capture" or "Challenge" and capture a trick the opponent did not take. Player must then, touch the 2 strips which equal the strip in Show Box AND announce the arithmetic sentence BEFORE picking up the 3 strips. Player may then take a regular turn.

CHALLENGING ~ FAB-A-DIFFY™

WHEN TO CHALLENGE	upon receiving the flag card and before touching a fraction strip. Exception: CAPTURE CHALLENGE - must be stated before challenged player completes a regular turn.
CORRECT - "C"	<i>For correct challenges record a "C" on the Record Sheet:</i> REGULAR CHALLENGE: 3 strips forming trick are awarded to challenger and challenger begins a regular turn. NOTE: Challenger does NOT have to state correct number sentence when challenging an incorrect sentence CHALLENGING A CAPTURE: challenger gets trick and challenger begins a regular turn CHALLENGE NOT INVOLVING A TRICK: challenger receives an additional turn (example: Not moving the fraction strip from the SHOW BOX at the end of a turn, OR touches a strip but doesn't form a trick.)
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 for up to 3 games that are allowed to be played in this event. (declared by 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 for up to 3 games that are allowed to be played in this event. (declared by Monitor)</i>

QUEENS & GUARDS™ Tournament Highlights

GOAL	Player must be the first to position the Queen on the center hexagon and have it completely surrounded by the player's 6 guards. A TIE occurs when both players agree that a player can not move without violating one of the game rules or when all 6 guards are around the center space without the Queen in the middle.
START	Monitor puts a chip of one color in one hand and chip of different color 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 should announce a win. If player does not announce the win, the Monitor stops the game and declares the win to the player who constructed the 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 moved a piece, both players are allowed to complete a turn.
GAME TIME LIMIT MONITOR DECLARES	If neither player has won, a tie is declared by the Monitor.

OTHER RULES ~ QUEENS & GUARDS™

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.
QUEEN'S CROWN & THRONE	Only the Queen may occupy the Starting Position and the center Queen's Throne.
TRAPS & MULTIPLE TRAPS	GUARDS - move back one space Note: If a trapped guard is blocked and can not be moved, a player may move another piece. QUEEN - moves back to her Start Position MULTIPLE TRAPS - If a Queen and Guard are trapped simultaneously, the Queen must be moved back first to her Start Position. If more than one Guard is trapped, the trapped player may choose which Guard to move back first.
MOVING INTO A TRAP, BACKWARDS, ON THE THRONE OR CENTER HEXAGON	If a player moves 1) either a Queen or Guard into a trap or backwards OR 2) a Guard on the Throne or Center Hexagon, the opponent may pick up the piece and place it onto a space along the outermost band. This is NOT a challengeable situation and not recorded on Challenge Record Sheet. The opponent then completes a regular turn.
2 WAYS TO ANNOUNCE TRAP WHILE IN POSSESSION OF THE FLAG CARD	a) After forming the trap and before passing the flag card to end the turn In this case, the player passes the flag card to the opponent and A trapped piece is moved out of trap by the opponent for the turn. b) At the beginning of a turn and before touching a piece (not at the time of the trap's construction) In this instance, the opponent returns the last piece moved to its prior position while <u>not</u> in possession of the flag card, and the player completes a turn. On the subsequent turn, the opponent MUST use the turn to move back A trapped piece (if still trapped or not blocked). Note: While being in trap a player can NOT create OR announce "Trap" to the opponent unless blocked OR moving out of a trap.
STATING TRAP AT THE WRONG TIME	<u>If a player says trap when not in possession of the flag card</u> , the opponent must move trapped piece out of trap and then gets to take a regular turn. Or if the opponent moves the trapped piece incorrectly, then the opponent must move the trapped piece back to it's prior position, then move the trapped piece out of the trap which ends the turn.
STATING "TRAP" RATHER THAN "CHALLENGE"	If a player states "challenge" rather than trap ask the player to state the nature of the challenge, remind them that "Trap" is the more appropriate term, DO NOT issue penalty or make any record of Challenge on Record Sheet.

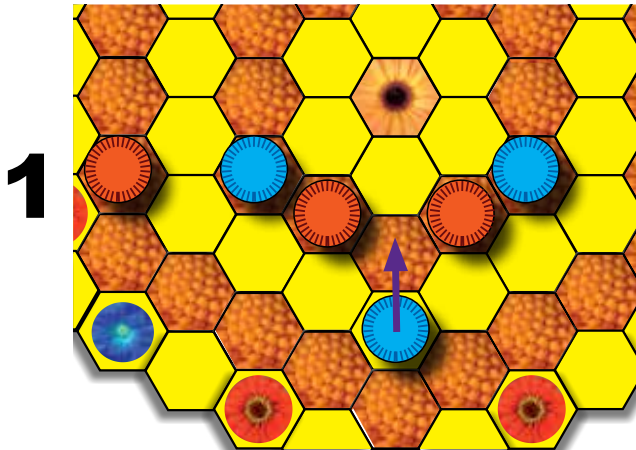
CHALLENGING ~ QUEENS & GUARDS™

WHEN TO CHALLENGE	upon receiving the flag card and before touching a piece
CORRECT - "C"	Monitor restores board to prior state and challenger begins a turn - Record "C" on Challenge 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>

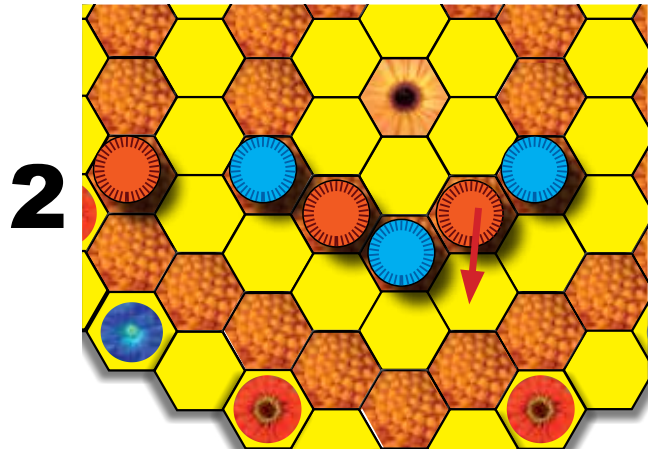
TRAP CLARIFICATION

A player **MUST** move out of Trap. They can form a trap with the piece moved out of a trap.

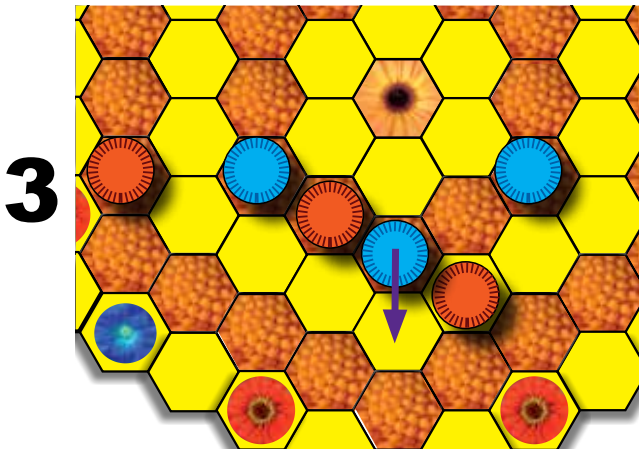
Blue's Turn: Blue moves up forming a double trap.



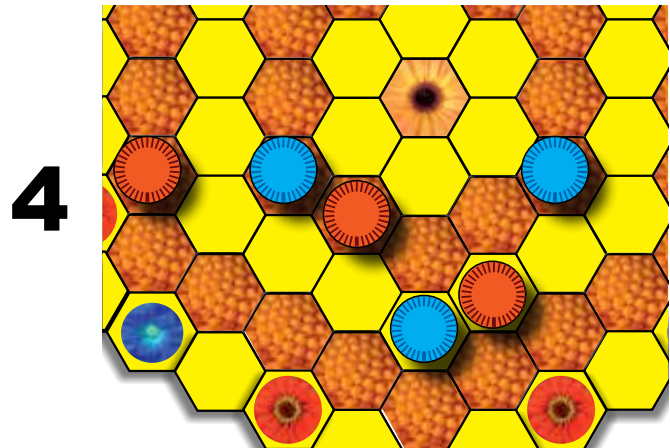
Red's Turn: Red is in a double trap so may choose which chip to move out of trap. Red forms a trap on Blue forcing them to move out of trap.



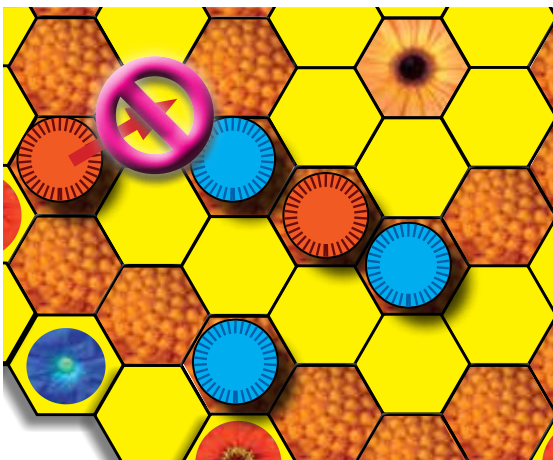
Blue's Turn: Blue moves out of trap.



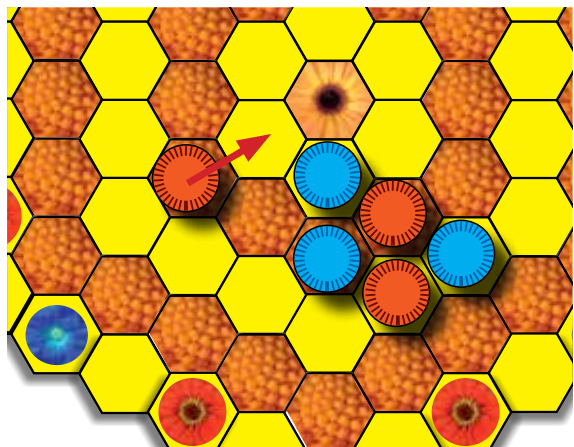
Red's Turn: Now the other red piece that was in trap is no longer in trap so Red may choose to move any red piece.



Red's Turn: While in a trap Red **CAN NOT MOVE** an untrapped piece (unless the trapped piece is frozen). When Red moves out of trap they are forced to move into a trap. Since Red moved into a trap Blue gets to move Red's trapped piece to the outer rim. Then Blue takes a turn.



Red's Turn: Since Red is frozen and can not move out of trap, Red may move another red piece. In this case a red chip was moved to form a Trap on Blue. Blue must move out of trap on the next turn.



NATIONAL MATHEMATICS PENTATHLON® ACADEMIC TOURNAMENT HIGHLIGHT SHEETS for DIVISION IV (Grades 6-7)

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

DIVISION IV (Grades 6-7) 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 should complete a turn within one minute. If a player exceeds this time limit, the Monitor reminds the player to take the turn. If the player does not do so, the player forfeits the turn in all games except Pent'Em In.
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.
SCRATCH PAPER	Scratch paper is provided for ALL games

DIVISION IV (Grades 6-7) ~ 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 , a win is granted to the challenger. If INCORRECT , the declared win is confirmed. This applies to declaring a win with regard to the <u>intended goal</u> of the game. EXAMPLE: Prime Gold - Player declares a win based on 3 veins of Prime Gold and is challenged by the opponent, the opponent would be declared the winner. IN CONTRAST: If a player places a chip to construct the fourth vein based on an incorrect number sentence that results in what looks to be a winning situation, declares a win and is challenged, the official would allow play to continue after ruling a correct challenge to an incorrect number sentence and assessing penalty.
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 three 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".