

2-PERSON TEAM COMPETITIONS - EVENT SUMMARY

Freshman-Sophomore 2 Person Team

Team Make-up: maximum 2 students, freshmen and sophomores only in any combination

Questions: 10 (initial competition)

For state finals: additional questions are available for tie-breakers, to replace questions with upheld appeals or for use in case of procedural issues with any of the initial questions

Time: 3 minutes per question

Format: Team members work together and submit one answer sheet

Questions 1-5: NO Calculators permitted

Questions 6-10: All battery operated calculators permitted, including CAS-type

Questions 11-15 (if needed): All battery operated calculators permitted, including CAS-type

Answers must be legible

Answers must be **exact** unless otherwise indicated in the question

Scoring: Correct answers submitted in the 1st minute are worth 6 points; correct answers submitted in the 2nd minute are worth 4 points; correct answers submitted in the 3rd minute are worth 3 points; the first team with the correct answer to each question earns a 2 point bonus.

Junior-Senior 2 Person Team

Team Make-up: maximum 2 students, any grade levels

Questions: 10 (initial competition)

For state finals: ties are broken, if possible, by the number of “first correct” answers. If there are still ties, additional questions are available for tie-breakers, to replace questions with upheld appeals or for use in case of procedural issues with any of the initial questions

Time: 3 minutes per question

Format: Team members work together and submit one answer sheet

Questions 1-5: NO Calculators permitted

Questions 6-10: All battery operated calculators permitted, including CAS-type

Questions 11-15 (if needed): All battery operated calculators permitted, including CAS-type

Answers must be legible

Answers must be **exact** unless otherwise indicated in the question

Scoring: Correct answers submitted in the 1st minute are worth 6 points; correct answers submitted in the 2nd minute are worth 4 points; correct answers submitted in the 3rd minute are worth 3 points; the first team with the correct answer to each question earns a 2 point bonus.

GENERAL PROCTOR INSTRUCTIONS

The proctors are responsible for knowing all rules for their competition.

Proctors must be alert to the entire room. Proctors must not:

leave the room unless relieved,

discuss answers with each other,

distract any student unnecessarily, including watching a particular student working out the problem.

If there is an issue (cheating, cell phone use, etc) where a paper or papers should be disqualified, the proctor should make a note of the reason and the time the incident occurred, as well as informing all students involved of the decision. If another proctor is in the room, verify the situation with the other proctor. The proctor's name, school and cell phone number should be written on the top of the paper(s) involved and those papers should be returned separately to contest headquarters. Please be sure of the behavior leading to a disqualification before making this decision.

SPECIFIC RULES FOR 2-PERSON TEAM COMPETITIONS - STATE

Proctors will read the prepared statement.

Proctors will pass out scratch paper and answer sheets. Students must be quiet from this point on.

Students will print their names and school on the answer sheet.

At the beginning of the competition, the head proctor should make sure that all teams and proctors are aware of the method of determining if an answer has been submitted in a given minute, as described in the prepared statement. Please note that **if a team begins to raise their answer sheet as you begin to announce the time, the answer should be considered as submitted in the earlier minute.** The paper should be up when the head proctor finishes announcing the time.

Proctors may not answer questions regarding interpretation of questions.

When all is ready, the head proctor will project the first question, tell students to begin, and start timing. Proctors should be aware of the order in which students raise their papers, as the first team with a correct answer for each question will receive bonus points.

For each question, the head proctor will announce the time at 1 minute, at 2 minutes, and when 15 seconds remain.

Proctors will grade each paper after each question as the teams submit their answer. When the first correct answer on each question has been given, announce "FIRST". Give points according to the scale given on the answer sheet.

When the head proctor announces "Stop" students must stop writing and those teams who have not already submitted an answer must immediately hold their answer sheets high in the air. Any student who writes an answer after the command to stop may have his/her paper disqualified.

At the end of the regular competition (questions 1-10), ask if any teams wish to file an appeal. **Do not dismiss students or pass out question and answer sets at this time.** If any teams are filing an appeal, have them bring their appeal to the appeals judge, who will then rule on the appeal. This should be done before any teams are dismissed. If an appeal is upheld in any room, all teams will compete using a replacement question. (Note: The appeals judge will have transparencies and answer sheets for the additional questions and will distribute them as needed.) Scores on the question(s) for which an appeal is upheld should be eliminated from all team scores and the score on any replacement question(s) should be included in the team score.

After all appeals have been ruled on, all answer sheets should be collected and a final score for each team should be determined. Bring all graded papers with their final score to the appeals judge for your division.

Do not dismiss teams until after the appeals judge has determined which, if any, teams should remain for tie-breakers. At this time, question and answer sets (containing only questions 1-10) should be distributed to all teams. After tied teams have been determined and moved to a single room, other teams may be dismissed.

One set of proctors should remain to run the tie-breaking rounds. Use the same answer sheets as the team used before, but do not include points earned in the tie-breaker rounds in the team total. The appeals judge will determine which teams should compete against each other and will have the transparencies for the tie-breaker questions.

At the end of the tie-breakers, please return all answer sheets to the appeals judge, who will arrange for them to be delivered to the data entry room.

REMINDER: At both levels, the top 4 teams at both the Fr/So level and the Jr/Sr level will be involved in a playoff competition to determine the 1st through 4th place finishes. Proctors should announce to their room the competing teams, the time and location of the playoffs, and that all students are welcome (and encouraged) to be a part of the audience for this competition. The top 4 teams should go directly to the playoff room.

TWO-PERSON COMPETITION

ASSISTANT PROCTOR INSTRUCTIONS

Your assignment is to be one of two or three assistant proctors in the 2-person event. The 2-person event is a fast-paced competition which will require your close attention to determine which pair of students is first with its answer in each round. There will be 7-12 pairs of students in your room. The teams will work on a set of 10 questions, presented one at a time on the overhead screen. The time limit for each question is 3 minutes. A team may submit only one answer per question. Calculators are NOT allowed in questions 1-5. Calculators may be used on questions 6-10 and on the tie-breaking questions 11-15.

Here is the scoring instructions:

- Correct in the 1st minute: 6 points
- Correct in the 2nd minute: 4 points
- Correct in the 3rd minute: 3 points
- PLUS a **bonus** of 2 points for being the first in the round with the correct answer

The head proctor will announce the time after 1 minute, after 2 minutes, when 15 seconds remain, and at 3 minutes.

Your job is to go around the room as teams raise their answer sheets and check their answers. If a team has the correct answer and is the first to get it, announce loudly "FIRST." Say nothing if an answer is wrong or if it is correct but not first. In any event, collect the raised answer sheet and mark it in ink, with **X** for wrong, **C** for correct and the appropriate number of points. If there is a tie for first with the correct answer, award the 2 bonus points to both teams. **Be sure to mark the points for the questions and the bonus points separately**, as this is what will be used as a first tie-breaker.

Be sure to keep your own correct answer sheet hidden from the view of students. If you are in doubt as to the correctness of a team's answer, consult the head proctor in the room.

At the end of each round, collect and score all answer sheets that are still out. When all are scored, the head proctor will instruct you to return them to the teams for the next round. At the end of ten rounds, the head proctors from the rooms involved will confer to see if extra rounds are needed to break ties. Your help may be needed in this. Students should not be dismissed until it is certain that no extra rounds will be needed and until the 4 teams who are to report to the 2-person playoff are determined and notified.

As students are dismissed, distribute copies of the questions and answers to them.

Thank you for your help.

PREPARED STATEMENT FOR TWO PERSON TEAM COMPETITIONS (pg 1) - STATE

Proctor: Please read this statement aloud when students are seated at the beginning of the official starting time for the competition. You may admit latecomers, but each team must turn in their answer sheets at the signal for everyone to stop.

This is the Two Person team competition at the (Fr/So, Jr/Sr) level. You should have nothing on your desk except pens, pencils, erasers, rulers, protractors and compasses. Please clear your desk of all other items. **No calculators may be used for the first 5 questions in this competition.**

I am not permitted to answer questions about interpretation of the questions.
You may talk with your own team member, but do not try to eavesdrop on other teams.

Please turn off and put away all cell phones, pagers, PDAs, watches and other transmitting devices or items with audible tones now. (*Allow students time to be sure that these items are turned off and put away.*)

Ten questions will be shown on the screen, one at a time, with a limit of three minutes for each question. Team members may work together on the questions. When your team has an answer, write it legibly in the correct blank on the answer sheet, making sure it is in simplified form as specified in the Contest Manual. Fold your answer sheet and hold it high in the air so that a proctor can pick it up. The first correct answer will be signaled by announcing "FIRST." Each team has only one chance to answer for each question.

The time limit for each question is 3 minutes. I will give warnings at the end of each minute and at 15 seconds before time is up. Proctors will collect all answer sheets at the end of each round, score the sheets, and return them to the teams for the next round.

We will now distribute scratch paper and one answer sheet to each team. Please print your school name and team members' names on the answer sheet. Please be sure to use your full school name – papers with only school abbreviations will be disqualified.

(After students have written their school name and team members' names on their answer sheet, uncover the first problem, announce "BEGIN" and start timing the first question. Be careful to note the order in which answer sheets are raised to determine first place for that question.)

When the first correct answer is received, announce "First."

After 1 minute, announce "1 minute."

After 2 minutes, announce "2 minutes."

After 2 minutes, 45 seconds (when 15 seconds are remaining), announce "15 seconds."

After 3 minutes, announce "STOP."

(If a team begins to raise their paper immediately as you call the time, they should be considered to have answered in that time period. At the end of each round, collect all unscored answer sheets and score them. You may then announce the correct answer for that round. Return answer sheets to the team for the next round.)

After the 5th round (before the 6th question), announce: If you wish to use calculators for the remaining questions, please take them out now.

Continue for the remaining rounds. At the end of the tenth round, collect and total the answer sheets. DO NOT dismiss students until the appeals judge releases them.

PREPARED STATEMENT FOR TWO PERSON TEAM COMPETITIONS (pg 2) - STATE

At the end of the first 10 questions, ask “Are there any appeals?” If there are, direct the student(s) to the appeals judge to explain their appeal(s). If an appeal is upheld in any room, all teams will compete using a replacement question. The appeals judge will give you the transparencies and answers necessary for this.

Scores for the question(s) for which an appeal is upheld should be eliminated from all team scores and the score on any replacement question(s) should be included in the team score.

Give all graded student papers to the appeals judge to determine any ties that need to be broken. If there are ties, the appeals judge will let you know which teams should report to the tie-breaker room as well as which teams will be involved in the playoffs.

Announce: “Teams from (schools in top four places) will be involved in the playoff. Those teams should report to the playoff room” Give the location of the correct playoff room for your division:

Division 1A/2A Playoff:

Division 3AA/4AA Playoff:

Once all tie-breaker teams and top teams have been informed, questions may be distributed to the teams and the remaining teams may be dismissed. The appeals judge will arrange for all answer sheets to be delivered to the data entry room.