



## **Rules and Regulations for PEO Scarborough Chapter Mathletics 2006**

### **Date & Venue**

DATE: Saturday, January 28, 2006 12:30pm to 4:00pm  
VENUE: Scarborough Civic Centre 150 Borough Drive, Scarborough ON

### **Competition Summary**

- Mathletics 2006 is a competition designed to challenge students in the subject of mathematics.
- The contest will be conducted in English.
- Questions are presented to each student to test their problem solving skills and their ability to reason under time constraints. The questions are designed around mathematics principles, which are a necessary knowledge foundation for the practice of engineering. The questions are intended to make the student think about the way that actual work problems are solved.
- The competition is aimed at students in Grades 5 and 6 under the Ontario curriculum
- Competition is carried out between teams, and each team consist of 3 students
- The coach of each team should be a teacher from the school
- As this is the first year that PEO Scarborough Chapter is hosting the Mathletics competition, it is the intention that the competition will be kept simple having a limited number of teams.

### **Basic Requirements**

- Questions are designed in accordance with the Ontario Curriculum in consultation with teachers.

### **Competition Prizes**

- Prizes will be awarded to the top 5 teams
- Certificates of participation will be presented to all participants

## **Competition Logistics**

### **Participants**

Targeted at schools in the Scarborough area, specifically at students in Grades 5 & 6

- Each targeted school will be permitted to enter up to a maximum of 2 teams.
- Each entered team must comprise of 3 students.
- Each of 3 students that comprise a team must be at the Grade 5 or Grade 6 level under the Ontario Curriculum.
- Within each team, there are no age or Grade 5/6-mix requirements. (Teams can be made up of all Grade 5s, all Grade 6s, or a mix of Grade 5 and 6s). No special conciliation will be made for teams with a higher or lower mix-ratio of Grade 5 and 6s.
- Prior to the competition, the school shall decide which students will represent their school
- Mathletics 2006 is a team competition
- The competition is targeted at a participation rate of 24 teams for a total of 72 competitors (24 teams x 3 students/team)
- Each student is allowed a maximum of 2 guests on the day of the event during Round 2 of the competition.

### **Entering the Competition Procedures**

- All targeted schools will be contacted by the Mathletics 2006 organizing committee
- Entrance to the competition will be on a first-come first-serve basis.
- Entrance forms must be e-mailed to the Mathletics 2006 event coordinator, Gordana Nikolic at [math2006@tfnet.ca](mailto:math2006@tfnet.ca) by January 9, 2006.
- Each school will be permitted to enter up to 2 teams.
- The first 24 teams will be registered into the competition and notified. Any additional teams will be placed on a wait-list. However, even if wait-listed, no school will be permitted to have more than 2 teams participating on the day of competition.

## Competition Format

The Competition consists of 2 rounds:

**12:30PM – 1:30PM**

**ROUND 1 – TEAM COMPETITION – MULTIPLE CHOICE – 50 QUESTIONS**

**TIME INTERVAL - 60 MINUTES**

- i. Round 1 is a team competition based on a concept of a written multiple-choice examination paper.
- ii. Round 1 consists of one session on a variety of mathematical subjects. All teams will be organized into stations, one station per team. Each team will be provided an examination paper and a blank multiple-choice answer sheet.
- iii. Teams must be at their assigned station at the announced time for the start of the competition.
- iv. All teams will be allotted the time interval after the announced start of the competition to complete the examination paper. Each team will have assigned one verifier. The examination paper must be collected by the verifier and submitted to the judges at the end of the examination period.
- v. Teams must be at their assigned station at the announced time for the start of the competition. Any team that is late arriving at their station will not be granted additional time to complete their examination paper. All examination papers must be submitted at the end of the competition. Verifier will enter his/her team's completion time.
- vi. Teams should quietly work amongst themselves to select the appropriate multiple-choice answers to all questions within the allotted time interval. Teams can answer questions in any order, and re-visit questions at any time within the time interval.
- vii. Select only one answer for each question by completely shading the corresponding answer-circle, within circle boundaries, on the answer sheet. No conciliation will be made for incorrect grading due to incorrectly or incompletely filled answer-circles.
- viii. No collaboration between competing teams, even from the same school, will be permitted.
- ix. Points will be awarded as follows:
  - Every correct answer to a question is worth 2 points
  - The answer for any question will either be right or wrong
  - No points will be awarded or deducted for wrong answers or no-answers
- x. At the end of the round, verifiers will collect the answer sheets from each team and record the time.
- xi. Once the judges have collected the answer sheets from all teams, the competing teams will be provided with a 30-minute break while the answer sheets are graded.
- xii. The teams with the top 10 scores will proceed to Round 2 of the competition. Should any teams tie, the judges will decide who will progress to Round 2, based on the questions answered and the time the tied team submit their answer sheets.

**1:30PM – 2:00PM**

**BREAK**

**TIME INTERVAL - 30 MINUTES**

- i. During the 30 minute break, each team's answer sheet shall be graded
- ii. During the grading break the team representative may come to the microphone. Each representative will have only 1 min. time.

**2:00PM – 3:30PM**

**ROUND 2 – TEAM COMPETITION – LIGHTNING ROUND AMONGST TOP 10 TEAMS**

**TIME INTERVAL - 90 MINUTES**

- i. The top 10 teams from Round 1 will compete in the Team Lightning Round of the competition
- ii. Round 2 is a team competition based on a concept of first team to correctly answer a multiple-choice question to a mathematical problem will be awarded points. Points will only be awarded to the team that present the correct answer first.
- iii. Round 2 consists of one session on a variety of mathematical subjects. All 10 teams will be organized into stations, one station per team.
- iv. Round 2 consists of up to 10 mathematical problems. Each problem will be displayed one problem at a time on an overhead screen, projected from a laptop. All 10 teams will work on the same problem at the same time.
- v. Once the question is presented, the participants can work amongst their fellow teammates to come up with the appropriate multiple-choice answer to the mathematical problem.
- vi. Once a team has selected their final answer, the team captain indicates to the judges that they are ready to respond. The method by which contestants will indicate readiness to answer will be provided on the day of the competition.
- vii. It is important that teams "demonstrate their work" and understand how they arrived at a particular answer rather than guessing at the answer.
- viii. The team that selects the correct answer, in the fastest time, will be awarded 1 point
- ix. Upon the completion of all 10 problems, the 3 teams with the most number of points will be awarded First, Second and Third Prize accordingly.
- x. Should any teams be tied for first, second or third place, additional mathematical problems, of increased difficulty will be presented to the tied teams, using the same competition format, to break the tie.

## Competition Rules

### **School Accreditation**

To compete in Mathletics 2006, all competitors shall attend a school accredited by the Province of ON.

### **Grade level Eligibility**

Mathletics 2006 will be open to students in Ontario Grades 5 & 6 only

### **Team Participants**

Each school will be able to send up to a maximum of 2 teams, each team with 3 student participants from Grades 5 & 6, to Mathletics 2006

### **How do I register for the competition?**

Each school must send a list of names of their 2 teams, and the names of the 3 student participants per team to the Mathletics 2006 Event Co-ordinator by January 9, 2006.

### **Can a school register additional team(s) on the day of competition?**

Registration will NOT be accepted on the day of competition.

### **Will registration be accepted for individuals?**

No individuals will be registered. All students must be part of a school team

**Mathletics 2006 reserves the right to disqualify** any team containing a member who is ineligible to compete in the division in which that team is registered or is not following rules.

### **Instructions on the day of the competition**

Instructions shall have the same force as rules, and may be published or announced before and during the competitions

### **Judges Decisions**

All decisions from the Mathletics 2006 Judging Committee will be final. In the interest of fair competition, neither arbitration process nor disputes with the Mathletics 2006 Judging Committee will be permitted.

### **No Calculators are Permitted**

### **Disclaimer**

The sole responsibility of the organizers and directors is for establishing and conducting the match itself. Parents, coaches, and guardians are responsible for the conduct of the players. By agreeing to participate, the competitors, their parents, guardians and theirs shall hold harmless the organizers, directors, and volunteers of PEO Scarborough Chapter or PEO Scarborough Education Committee, or Mathletics 2005 from any consequences of misbehaviour on the part of the participants and from any damage to property or injury whatsoever to persons attending this event.