

WRITTEN COMPETITION ADMINISTRATION (Sprint, Target and Team Rounds)

This section contains instructions for administering the Sprint, Target and Team Rounds of the MATHCOUNTS written competition. Before administering the test, all coordinators (and proctors) should be aware of the additional competition rules listed below. Competition rules and procedures may not be altered by chapters or states, and any proposed procedural modifications must be submitted in writing to the national office for approval at least 30 days in advance of the competition. Please be mindful that minor clarifications in competition administration instructions may occur throughout the year. If this is the case, the instructions accompanying the exam materials will take precedence over the instructions described in this section. Therefore, while it is strongly recommended that you read through the rules and procedures below carefully, it is also critical that you review them again shortly **before** the day of your competition.

Additional Rules

Coordinators should ensure that the following rules are upheld at their competition:

- All answers must be legible.
- Pencils and paper will be provided for Mathletes by competition organizers. However, students may bring their own pencils, pens and erasers if they wish. They may not use their own scratch paper.
- Use of notes or other reference materials (including dictionaries and translation dictionaries) is not permitted.
- Specific instructions stated in a given problem take precedence over any general rule or procedure.
- Communication with coaches is prohibited during rounds but is permitted during breaks. All communication between guests and Mathletes is prohibited during competition rounds. Communication between teammates is permitted only during the Team Round.
- Pagers, cell phones, iPods® and MP3 players should not be brought into the competition room. Failure to comply could result in dismissal from the competition.

Should there be a rule violation or suspicion of irregularities, the MATHCOUNTS coordinator or competition official has the obligation and authority to exercise his/her judgment regarding the situation and take appropriate action, which might include disqualification of the suspected student(s) from the competition.

On occasion, coordinators may experience situations during their competitions where input from the national office would be helpful. If such a situation arises, coordinators are encouraged to call the national office's Competition Day Hotline,

which is available on each Saturday and Sunday in February and March to help with questions regarding policy, advancement and/or other important competition components. In addition, a Competition Day FAQ will be available to download in the coordinators' section of the website (see sample X). Coordinators should read through the FAQ prior to their competition, as many of the potential issues that might arise the day of the event will have already been addressed in that document.

Sprint Round Administration

The Sprint Round (40 minutes) consists of 30 problems distributed to all competitors, whether competing as a member of a school team or competing as an individual. This round tests accuracy, with time being such that only the most capable students will complete all of the problems. Calculators are not permitted in the Sprint Round.



1. Distribute scratch paper. Students must be quiet from this point on.
2. Distribute Sprint Round Booklet, and instruct each student not to write anything on the booklet until told to do so.
3. Read the following to all students:
 Before participating in the MATHCOUNTS Competition, each student must agree to adhere to the honor pledge located on the cover of the Sprint Round. This pledge pertains to every round of competition that will be completed today. Please follow along as I read the pledge aloud. *I pledge to uphold the highest principles of honesty and integrity as a Mathlete®. I will neither give nor accept unauthorized assistance of any kind. I will not copy another's work and submit it as my own. I understand that any competitor found to be in violation of this honor pledge is subject to disqualification.*
4. Have students sign and date the honor pledge and print their name and their school's name in the spaces provided.
3. Once students have completed the honor pledge portion, read aloud instructions appearing on the front cover of the booklet while students read instructions silently.
4. Instruct students to begin. Start timing.
5. After 37 minutes, give a three-minute warning. After 40 minutes, say, **"Stop, pencils down."** Instruct students to close competition booklets. **Collect all scratch paper/booklets.**



● SAMPLE DOCUMENTS!

Please review the following documents provided in the Sample Documents section of this manual:

- Competition Day FAQSample X

Target Round Administration

The Target Round (approximately 30 minutes) consists of eight problems in four pairs (6 minutes per pair) distributed to all competitors, whether competing as a member of a school team or competing as an individual. This round features multi-step problems that engage Mathletes in mathematical reasoning and problem-solving processes. Calculators are permitted in the Target Round.

1. Distribute scratch paper. Students must be quiet from this point on.
2. Distribute the first/next pair of Target Round problems with cover sheet facing up, and instruct each student to print his/her name and other information in the spaces provided.
3. Read aloud the instructions appearing on the cover of the first pair of problems.
4. Instruct students to turn the problem sheet over and begin working. Start timing.
5. Give a ten-second warning at 5 minutes 50 seconds. After 6 minutes, say, **"Stop, pencils down." Collect all scratch paper and competition papers.**
6. Repeat steps 2, 4 and 5 for each of the next three pairs of problems.

Team Round Administration

The Team Round (20 minutes) consists of 10 problems that team members work together to solve. Team member interaction is permitted and encouraged. Calculators are permitted in the Team Round.

This round should be administered only to members of school teams. *Coordinators may opt to allow those competing as "individuals" to create a "squad" of students to take the Team Round for the experience, but the round should not be scored for these "squads" and is not considered official.*

1. Place all school teams (of up to four students each) in a room(s) adequate to accommodate the teams. It is recommended that four to six feet of unoccupied space remain between teams.
2. Distribute scratch paper.
3. Distribute Team Round Booklet to each student with cover sheet facing up, and instruct team captain to print team (school) name and team members' names on his/her booklet. This becomes the team's official answer booklet.
4. Read aloud the instructions printed on the cover of the booklet while students read the instructions silently.
5. Instruct students to begin. Start timing.
6. After 17 minutes, give a three-minute warning. After 20 minutes, say, **"Stop, pencils down."** Instruct students to close competition booklets. **Collect all scratch paper and all booklets from each team.**