



24 Challenge® Trumbull County Tournament Rules

SEATING - Students sit three or four to a table, by grade level or section level (i.e. 4th grade, 5th grade, 6th grade and 7th&8th grades combined) with one proctor per four students.

NUMBER OF ROUNDS PLAYED - Each round lasts 15 minutes. Points won by each student in Rounds 1 and 2 are added to determine who advances to the Semi-final Round 3. Semi-final Round 3 is a face off round with the highest scoring student at each table advancing forward to Round 4. Students are given a break between rounds. If the players at a table finish early, they should sit and wait for the round to end at other tables, so as to not disturb other students.

NUMBER OF CARDS PLAYED - A fixed number of cards are played in each round. This approach is preferred over a "timed round" because it is not dependent upon the speed with which proctors put the cards into play and does not put a table with a "slow" proctor at a disadvantage.

PROCTORS - You will need one proctor per table. Review the Rules of Play with all the proctors 30 minutes before the tournament.

Rules of Play

PUTTING CARDS INTO PLAY - A proctor puts a card into play by "cupping" the card in the palm of one hand. The proctor places the "cupped" card into the center of the table and then withdraws the hand to reveal the numbers.

STUDENTS' HAND POSITION - During play, students' finger tips should be on the blue area only of the tournament playing mat, or for practice, about 4 inches from the edge of the card in play.

MAKING A DECLARATION - When a student has a solution, he/she declares by touching the card. The student may touch anywhere on the card but with no more than three finger tips. This prevents students from slapping hard with the whole hand as a way of dominating play. The first student to touch the card is allowed to give the solution. If the answer is correct, the student takes the card and places it in front of him. The proctor then puts the next card into play.

GIVING THE SOLUTION - The proctor determines first student to touch the card. That student must announce the pattern, **stating last step of the solution first**, to make 24; i.e. "3 times 8" or "15 plus 9" within 3 seconds of touching the card. The complete solution (all three steps) must be completed within 15 seconds. A student cannot change the pattern that he states within the first 3 seconds, and must complete his solution using this same pattern. A student may correct himself and change the first and second steps of his solution until he "fixes" the solution by saying "equals, makes or is 24".

24 Challenge® Trumbull County Tournament Rules - Page 2

PENALTY FLAGS - If a student cannot give the solution or gives an incorrect solution, he/she receives a penalty flag (we use post-it notes). Students who receive three penalty flags in a round, during rounds 1 and 2, are disqualified from further play during that round. Students are allowed only two penalty flags in a round during Rounds 3 and 4. Disqualified students keep the points they scored up to the point of disqualification. Penalty flags do not follow a player. All players start with a clean slate at the beginning of each round. [NOTE: In their eagerness to win, students sometimes touch the card first and then try to solve it, creating a "slapping match". Penalty flags discourage students who continue this approach.] When a student gets a penalty flag, the card is taken out of play and put into the middle of the deck to be played again later.

FIVE WAYS TO DRAW A PENALTY FLAG:

- 1) Does not announce a pattern within three seconds.
- 2) Does not complete solution within 15 seconds.
- 3) Solution given is incorrect.
- 4) Touches card with more than 3 finger tips.
- 5) Student touches proctor's hand before it is withdrawn.

STUMPED CARDS - If all students at the table agree that they are stumped, or if no student makes an attempt to answer a card after 15 seconds, the proctor removes that card for later play.

Rounds of Play

Tournament decks of cards are used in tournament play. These are special decks which include several cards that CANNOT be solved. This also discourages "slapping matches" as mentioned in the penalty flag section of the rules.

ROUND 1 - Following the direction of the tournament director, the cards are turned so that all of the stated color (red or white; color of center square on the cards) are facing up. Shuffle the cards and you are ready to begin. All students play. At the end of the round, students proceed to the next table as directed.

ROUND 2 - Following the direction of the tournament director, the cards are turned so that all of the stated color (red or white; color of center square on the cards) are facing up. Shuffle the cards and you are ready to begin. All students play. At the end of the round there is a break as the scoring is tabulated and Round 3 participants are determined.

SCORING - Proctors tally points at the end of each round. Remember to count points and not the number of cards, as a card may be worth three points (look for the number of dots in the card's corner to determine the point value). Proctors enter each student's score on his/her score card. Scores from Rounds 1 & 2 will be added together. The sixteen highest scores from each grade or section level advance to the Semi-final Round 3 and receive a medal.

- 1 Dot cards are worth one point
- 2 Dot cards are worth two points
- 3 Dot cards are worth three points
- Variable cards are worth four points
- Pocket cards are worth five points

24 Challenge® Trumbull County Tournament Rules - Page 3

CARDS IN PLAY - All students will use single digit cards in Rounds 1 and 2. Students in Round 3 in Grades 4-6 will use Double Digit, Pocket and Variable cards. Students in Round 3 in 7th&8th grade will use Double Digit, Variable, Pocket, Fractions/Decimals, Integers and Algebra/Exponents. Round 4 will challenge the students and those cards are not revealed. *Remember*, in a tournament playing deck, some cards CAN-NOT be solved.

SEMI-FINAL ROUND 3 - Following the direction of the tournament director, the cards are turned so that all of the stated color (red or white; color of center square on the cards) are facing up. Shuffle the cards and you are ready to begin. This third round is a “face-off” round. Only the points earned in this round are used to determine the winners, the scores from the previous rounds are disregarded. The highest scoring student at each semi-final table advances to the Final Round 4 to determine the grade/section level champions.

FINAL ROUND 4 - Following the direction of the tournament director, the cards are turned so that all of the stated color (red or white; color of center square on the cards) are facing up. At the end of this round each student will receive a trophy. The highest scoring student in this final round is the overall grade or section level champion.

MISCELLANEOUS - In the case of a tie for the player with the 16th highest total score after round 2, tied players play a three minute round. Ties in round 3 and round 4 are broken with a variety of cards as determined by the tournament director. To encourage mental math, pencil and paper are not be used by students during play.

Additional Notes

Tournament Conduct. When a student has a solution in mind, he/she makes a declaration by touching the card. The student may touch anywhere on the card but with no more than three finger tips. This rule prevents students from slapping the card hard with the whole hand as a way of dominating play. The first student to make a valid declaration will be allowed to give the solution. In their eagerness to win, some students touch the card before having a solution in mind. They then stall for time as they try to figure out a solution. To encourage students to have the solution in mind before making a declaration, the student must announce the pattern (last step of the solution first, to make 24; i.e. “3 times 8” or “15 plus 9”) within 3 seconds of touching the card. The complete solution (all three steps) must be announced within 15 seconds. The student must complete his solution using the same pattern that was used to make the declaration. Remember, in a tournament playing deck, some cards CANNOT be solved.