

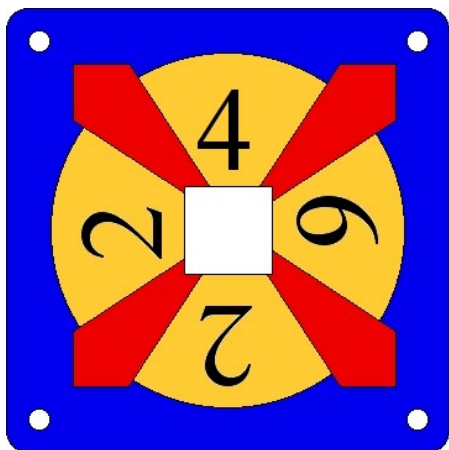
## Did you know?

The 24 Challenge<sup>®</sup> Tournament in Augusta County began as an extension of the popular 24 Game<sup>®</sup>, an instructional tool used in elementary math classrooms. The competition has grown to include over 100 students representing our eleven elementary schools.

### Do you see 24?

Using the numbers below, can you create a mathematical expression that equals 24?

Remember, you must use each number once!



## Regional Competition

The top four mathletes from each elementary school will compete against the best and brightest from school divisions throughout the Shenandoah Valley.

# V<sup>2</sup>CTM

Valley of Virginia Council of  
Teachers of Mathematics

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#### Non-Discrimination Notice

The Augusta County School board does not discriminate on the basis of race, color, national origin, religion, age, disability, or gender in its programs and activities. The following persons have designated to handle inquiries regarding non-discrimination policies:

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## Calling all Mathletes!

It's time for the  
**REGIONAL**

# 24 Challenge<sup>®</sup> Tournament



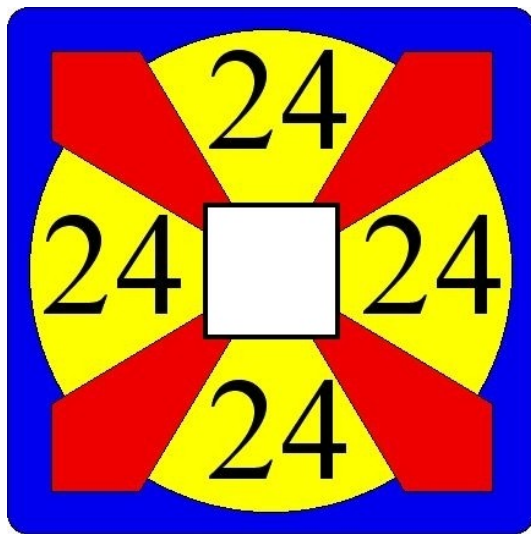
## APRIL 19, 2018

### Wilson

### Middle School

### Gymnasium

### 6:00 PM



## Before coming to the Regional 24 Challenge® Tournament

Each elementary school may send up to 4 participants. Whenever possible, the school should select the participants through tournament competition. Schools are responsible for providing a game proctor for every 4 participants.

If possible, try to enlist proctors that have knowledge of the game and how the tournament works. Proctor training will be offered just prior to the start of the tournament for those who have not proctored before.

## RULES OF PLAY

**PUTTING CARDS INTO PLAY**—A proctor puts a card into play by turning the card over and placing it in the middle of the game mat. The proctor should withdraw his/her hand as quickly as possible to reveal the card at the same time to all of the students.

**STUDENTS' HAND POSITION**—During play, students' finger tips should be no closer than 8 inches from the center of the table—where cards are placed. If a playing mat is used, students must keep their hands on the edge of the mat.

**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 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, determined by the proctor, is allowed to give the solution. If the answer is correct, the student takes the card and places it in front of him. If the card is not answered correctly by this student the card is removed and placed at the bottom of the deck making sure the correct color side is like the rest of the cards in the deck. The proctor then puts the next card into play.

**GIVING THE SOLUTION**—That student must announce the math sentence within 3 seconds of touching the card. The solution must be completed within 15 seconds. A student cannot change the pattern that he/she starts within the first 3 seconds, and must complete his solution using this same pattern.

**PENALTY FLAG**—If a student cannot give the solution or gives an incorrect solution, he/she receives a penalty flag (use slips of paper or tokens). Students who receive **three (3)** penalty flags in a round are disqualified for that round only. 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. 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.

**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) Student changes pattern after starting. (5) Touches card with more than 3 finger tips. (6) Student touches proctor's hand before it is withdrawn. (7) Rude or disruptive behavior at a table or game.

**STUMPED CARDS**—If no student makes an attempt to answer a card after 15 seconds, the proctor removes that card and places it at the bottom of the deck for later play.

**ROUND 1**—Play for 10 minutes (or less) or until all of the cards are taken. Make sure the cards have the red side up and that all tables are using the same point of value of cards. All students play.

**ROUND 2** Collect all the cards from round 1 and this time sort with the white side up. Students change tables to get a chance to play with different players in their own grade or section level. All students play.

**SCORING**—Proctors tally points at the end of each round. Remember to count points and not just the number of cards, as a card may be worth one, two or 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 Semifinal Round 3. Semifinalists are seated four to a table.

**SEMIFINAL ROUND 3**—Play for a different set of cards, red side up. 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 semifinal table advances to the Final Round 4 to determine the grade/section level champion.

**FINAL ROUND 4**—The final round will be presented electronically with cards being displayed via projector and students using a response system. The highest scoring student in this final round is the overall grade or section level champion. As in Round 3, all previous scores are disregarded.

**TIES**—Ties to advance to the semifinal round will be broken by first checking who had the highest total in Round 2. If there is still a tie then an overtime game will be played with the first student to get two cards correct advancing. Ties in the semifinal and final round will be determined by an overtime game with the first person to get 2 cards being the winner.

**PROTESTS**—Protests will be settled by the proctor at the table with the assistance of the tournament director.