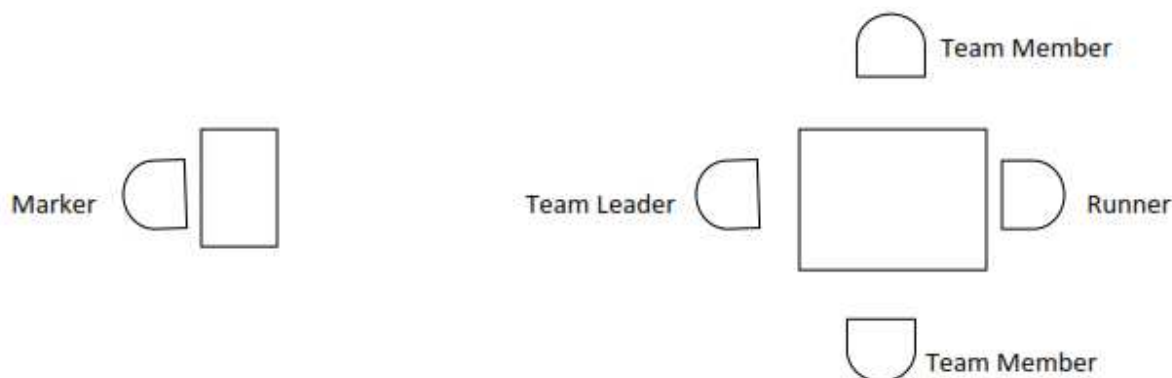


FIJI MATHEMATICS ASSOCIATION

Team Maths Competition – Procedure & Regulations

- ✓ There are 4 members in a team. Out of the 4, one is elected team leader and a runner.



- ✓ Participating schools register one team of 4 members for each level (Year 5-13). The registration form must be signed by the Principal or Head Teacher to verify the correct year level of the participants.
- ✓ The 4 members work together to solve the problems. One member is elected the team leader who is responsible to make the final decisions.
- ✓ Another member is selected as the runner who should be sitting furthestmost from the marker and his/her job is to submit the answers to the marker. Before submitting another answer the runner should take the question back to the team. Any answer should be written at the team's table.
- ✓ The competition is a test of speed, finesse, accuracy and teamwork. No calculators are allowed. Working paper will be provided. Team members are only to take their pen in the competition hall. Organisers reserve the right to check participants.
- ✓ No oral communication transpires between the runner and the marker. The marker places a tick or a cross.
- ✓ Marker memorises the answers to preserve time and to keep the answer sheet out of sight of the runner.
- ✓ Marker for a particular school should have no affiliation to that school whatsoever.
- ✓ Markers to check the scores on the board to tally with his/her own. All portions of the answer sheet to be completed by marker and should be legible. The notice board does not indicate the final score until the verifiers entertain all queries and they attest to the scores.
- ✓ The duration for the competition is 40 minutes, regardless of any team completing the questions before hand. If a team attains 200 points before the 40th minute, they are declared winners after verification.
- ✓ Questions will be issued in the numerical order of 1 to 20.
- ✓ 5 attempts are allowed for each question, and then it should be passed. A question may be passed before the 5th attempt.

- ✓ Teams can re-visit the questions that were passed earlier after attempting the final (20th) question.
- ✓ Unless or otherwise stated units are not required to be written down with the answers.
- ✓ Answers should be reported in their specific forms as required in the question.
- ✓ At the end of the competition, the team leader can verify the answers and the scores with the marker.
- ✓ The decision of the Verifiers is final. Any complaint should be lodged in writing within 10 minutes after the completion of the competition. Verifiers are the FMA officials.
- ✓ A team begins with 100 points. 5 points are added if a correct answer is given. 5 points are deducted for quitting a question or after 5 unsuccessful attempts for each question. The marker indicates this to the score keeper using the cards provided and also records the score on the sheet provided.
- ✓ A team must have a score of 105 or above to be considered for ranking.
- ✓ First, second and third placed teams in each category are awarded respective certificates and the first and second place getters secure a place to participate in the National Finals. Other participants are awarded participating certificates.
- ✓ In-case of a tie in scores and average number of attempts, tie –breaker questions will be utilised to determine places.
- ✓ The competition commences on the signal of the timekeeper, when the runner runs to the marker for the first question. At the final bell, only if the runner is giving an answer to the marker or is with the marker, the answer would be accepted and alterations made to the score. Do not run with the answers to the marker after the bell. The timekeeper will give a warning at the 39th minute.
- ✓ Once the competition commences, there will be no changes made to the team. If there are complications, member(s) of the team can leave the competition but cannot re-enter. The team can continue with the competition even with a single member.
- ✓ Failure to comply with any of the regulations will result in the disqualification of the team.
- ✓ Any reported case of malpractice by the marker or the members of the team during the competition can lead to disqualification in the level concerned. The name of the teacher /students shall be forwarded to School Head/ MoE for further disciplinary action. Such a disqualification is made by the executive of FMA within reasonable time after careful consideration of the evidence provided by the organisers. For transparency findings/decision to be conveyed to the participating schools.
- ✓ The FMA withholds the rights to change or interpolate the regulations.

GUIDELINES FOR THE TEAM MATHEMATICS COMPETITION (TMC)

- Competition begins at 9.00am with Year 5 and Year 9 running parallel, followed by Year 6 and Year 10, Year 7 and Year 11, Year 8 and Year 12 and finish with Year 13 at about 2.00pm.
- Schools are to make their own travelling arrangements and to report to the venue 15 minutes before the competition.
- To facilitate traveling, all schools in Fiji are divided into four zones namely: North West, South West, Central and Northern.
- The Team Mathematics Competition will be conducted in two phases: Zonal and National.
- Year 5 to Year 13 students are eligible to participate. Entry fee is \$25 per team.
- A team will comprises of a maximum of 4 students from a particular level who will work together to answer questions. Registration form is to be filled and signed by the head teacher/principal and school stamp is to be placed on the form. The form is to be submitted to the zone coordinator before the competition with the entry fees.
- Each TEAM will be allocated a NEUTRAL Marker appointed by the officials of FMA.
- Schools can enter only one team in each level. For each level entered, the school is required to provide a MARKER. Failing to do this, the school will have to pay \$10 penalty on the spot for a replacement-marker.
- Teams shall appoint a LEADER (to make decisions if or not to pass a question), and a RUNNER who sits opposite the Marker (to receive questions from and submit answers to the Marker).
- There will be 20 questions to be solved within 40 minutes. Questions will be released one at a time to the Runner.
- Questions will appear on a sheet of paper with 5 answer spaces.
- The competition will start with an initial score of 100.
- After solving a problem, the runner will take the answer to the MARKER. The MARKER will say either "CORRECT" or "INCORRECT". If the answer is correct, the MARKER will release another question and enter +5 in the cumulative score column of the answer sheet. If the answer is incorrect, the question will be returned for another attempt.

- A maximum of five attempts ONLY will be allowed. If the final answer is incorrect, 5 marks will be deducted from the cumulative score.
- A team may PASS a question only after few attempts if they so wish thus losing 5 points which will be subtracted from the cumulative total on the answer sheet.
- The first team who answers all questions correctly will be declared the winner whilst the competition continues.
- At the end of 40 minutes, the competition stops. The runner then produces his/her last answer to the Marker who gives +5 if it is correct. No marks are deducted for an incorrect answer at this point.
- Team which attempted all 20 questions and passed few will be given another chance to revisit those incorrect questions within the 40 minutes with no penalty. 5 marks will be added to the total for a correct response.
- Marks displayed on the Score Table on the board only shows the progress of individual team at any point of time.
- At the end of the competition, Mark Sheets will be collected from the Markers, checked before the OFFICIAL results are announced. Scoreboard mark is not the official result.
- In case of a tie, the team with lesser number of attempts on the answer sheet will be declared the winner. If the tie still exists, a tie-breaker question will be used.
- Any protests must to be lodged within 10 minutes of the competition. No protests will be entertained thereafter.
- All teams other than the first, second and third are required to collect their Participation Certificates before leaving the competition venue. No teachers are allowed near the Officials Table.