

## MATH MATCH RULES

### We need:

1. Two “fairly balanced” teams - **team A and team B**. “Fairly balanced” means - the same number of members; a similar level of knowledge, skills, experience in each team.
2. **A captain** of each team. Some of the captain’s responsibilities are as follows: speaking for the team; representing the decisions of the team; coordinating the team’s work; keeping order in the group; having the final voice in choosing the appropriate strategy of the team.
3. Even number of **Math Problems**. Problems should be challenging but should not require any extra theoretical knowledge than what was already taught.
4. A teacher(s) as a **judge**. Some of the judge’s responsibilities are: implementing the Math Match rules; having a final decision as to distributing the points, accepting the solution; keeping the order; keeping the record.
5. **Preparation time and place** to solve the problems before the starting of the match. The length of the preparation time as well as the place of the preparation should be negotiated between the judge and the captains.

### Description of rules:

1. First, the starting team needs to be determined. For that reason we may use the “flip the coin” rule. The determined team will be called team A.
2. Each presentation of the solution of a problem from the Math Problem list may earn from **0 to 10 points**.
3. The **captain of team A** calls **team B** to present one of the problems from the Math Problem list, for example problem #2.
4. The captain of the team B either **accepts** the challenge and sends one of the team’s members to present the solution of the problem, or **refuses** to solve the problem (for example, if nobody from the team has solved it).
5. After the member of the team B has completed his or her presentation, **team A** is allowed to **question the presented solution**. The more of weak points will be pointed out in the presented solution the lower the mark will be granted to team B.
6. Team A or the judge is allowed to present a different solution to the problem if this solution is to be considered interesting or more “elegant”; however, team A would not score any extra points by doing so.
7. If the captain of the team B (as in point 3) refuses to present a solution, **team A should present a solution** to problem called for. Team A may score up to **10 points** as long as the solution is correct. In case when team A doesn’t have a solution, or the solution is incorrect, team A would score **negative 10 points**.
8. In the next turn, the captain of **team B calls team A** to solve another problem from the given list, for example problem # 5. This process lasts until all the problems from the given list are solved.
9. **The winning team** is the one with **the higher score**.

**Remarks:**

- C Look for the most “elegant” solutions. “Elegant” means short, easy to understand and to present, maybe nonstandard, interesting, clearly written solutions.
- C Show different ways of solving if there are more than one ways to solve the problem.
- C Listen carefully to the presented solution and look for any inconsistency or weak points in it. By pointing these out you may lower the opponent team’s score and increase the chance of your team’s winning.
- C **Be fair and respect others if you want to be respected.** Talk when is your turn - never when somebody else is talking.
- C Make sure that you do not cover the solution by your body while writing.
- C Have fun.