



Nova Scotia

Math League

INSTRUCTIONS

Team Questions

Before the contest begins:

- Each team should be assigned a proctor. A team's proctor cannot be their accompanying adult for the sake of impartiality. (A good way to do this with minimal fuss is to have each accompanying adult stand next to a team they don't recognize. The adult is then that team's proctor.)
- The rules of the contest (in particular, grading and timing) should be reviewed.

Timing and grading:

- The time allotment for the questions is as follows:
 - 5–7 minutes each for questions 1 through 6
 - 9–10 minutes each for questions 7 through 10

We encourage those running the games to be lenient with these times.

- Each question is worth 5 points, with no part marks unless otherwise indicated.
- Precise answers are mandatory unless otherwise indicated. (For instance, the answer 6.283 is not accepted in place of 2π .)

Running the contest:

- Each team proctor collects a copy of the current question sheet and an answer sheet for his/her team.
- The MC reminds students of the allotted time for the question and calls "BEGIN!".
- When the allotted time has expired, the MC calls for answer sheets to be collected by the proctors. (Students *must* give up their sheet when time is called; failure to do so should result in a mark of zero for the question.)
- Proctors submit their team's answer sheets for grading and collect the next set of question and answer sheets.
- The correct answer for the previous question is announced and, if possible, a successful team is called on to present their solution.
- A break should be held between the sixth and the seventh question.

Pairs Relay

Before the contest begins:

- Teams divide themselves into two pairs (or, in the case of a team of three, decide who will act as a pair), choose which questions they will handle (A/C or B/D) and sit so that they are reasonably separated.
- The rules of the contest should be reviewed for those that are new, and proctors should be reminded that it is their responsibility to call their team number immediately upon receiving a completely correct relay answer sheet from their team.

Timing and grading:

- The total time allotment for the relay is 10 minutes.
- The first team to correctly complete the relay within the 10 minute timeframe is assigned 10 points; the next team 9 points; and so on until the 5th team to finish is assigned 6 points.
- Once 5 teams have successfully completed the relay, any remaining teams to do so within the 10 minute allotted time are assigned 5 points.
- A team that does not complete the relay is awarded 1 point for each correct answer.

Running the contest:

- Proctor collect one copy of each of the relay questions, and one answer sheet.
- The MC calls "BEGIN!". Proctors hand question sheets to the appropriate pairs.
- Pairs work together on their problems but in no way communicate with the other members of their team or their proctor.
- The question sheet may be passed between the pairs but this *must* occur in a manner free of any form of communication.
- When they feel they have 4 correct answers, a team submits their answer sheet to the proctor, who either loudly announces their team number (if correct) or silently returns the answer sheet to the team member who submitted it.
- When the allotted time has expired, proctors of teams who did not complete all 4 questions submit their team's answer sheet for grading.

Individual Relay

The instructions are identical to the pairs relay except as regards dividing the teams. In the individual relay, the following rules apply:

- Teams of 4 determine which question each member will handle, and sit in a corresponding order, reasonably separated from one another.
- Teams of 3 decide which member will tackle two questions; these *must be* questions A and D.