

Math Day 3-Person Quiz Bowl Team Competition Rules

A no-show or being late for a competition will result in a loss. If a team competes in the wrong room or at the wrong time, they will lose that round.

During the team competition, no calculators, no video, and no audio taping. Photos are allowed.

The members of each team are specified on the team registration card at the beginning of the competition. Each team must have at least three students, though there is no maximum number of students allowed per team. Each student can be on only one team; students may NOT switch teams at any time. For teams with more than three students, at the beginning of each round, the advisor and/or students will select the three students who will compete for that round. No substitution is permitted during rounds. The moderators and/or Math Day organizers may check the competitors' names against the team's registration card at any time; the penalty for mismatches is team disqualification.

Teams will be provided with scratch paper and pencils for the competition. This paper should not be written on until the first question of the round has begun. This event is considered a team competition, so members of the team may converse with one another. Teams need to converse before buzzing in with their answer; once a team indicates they have an answer, the team member who buzzed in must answer immediately. If there is hesitation, the question is offered to the other team. Each team has only one chance to answer the question, regardless of the time remaining. If both teams have answered incorrectly, or no team buzzed in during the allowed time, the moderator will give the answer and go on to the next question.

The total time allowed after the reading of each question will be 30 seconds. The assistant will call out "five" when 5 seconds remain. Time used by an incorrect answer is not part of the total time allowed for the other team.

The moderator will read each question once. It may be repeated once if requested by either team. If a player interrupts a question before it is read completely and then does not answer correctly, the moderator will finish reading the question for the opposing team. If a question is misread, ill posed or the printed answer is incorrect, the moderator (at his/her sole discretion) may replace the question with one of the backup questions provided in the moderator's notebook.

Challenges to a moderator decision cannot be made after the next question has begun. Challenges can only be made by members of the competing teams

If a question has a numerical answer, the number itself must be given, rather than an expression for the number. Thus, "676" is acceptable, while " 26^2 " is not. " $2\sqrt{5}$ " is acceptable while " $\sqrt{20}$ " is not. " $\sqrt{2}/2$ " is acceptable while " $1/\sqrt{2}$ " is not. " $(3-\sqrt{2})/5$ " is acceptable while " $1/(3+\sqrt{2})$ " is not. The constant pi is recognized as a number and must be used when necessary, as in the answer "2 pi" being the circumference of a unit circle. If units (inches, feet) are given in the question, they need NOT be given in the answer, but if units are given in the answer they MUST be given correctly. The moderator is not obligated to accept any answer that is not printed in the moderator's notebook, and a decision of the moderator to accept or reject an answer not on the test sheet is final. Fractions should be in reduced form. For example " $3/4$ " is acceptable but " $6/8$ " is not. Improper fractions are ok. For example, " $7/2$ " or " $3 \frac{1}{2}$ " are both acceptable.

Each correct answer earns one point. The team with the most points at the end of the match is the winner. If the score is tied after those questions, the first team to answer a tie-breaker question correctly will be the winner.