



Knights of Pi Math Tournament – December 12, 2009

Tests & Scoring

Each team member will participate in an individual round to determine his/her individual score. Each team will take five team tests as listed below. Competitors will take Mental Math and Speed Math individually, but the scores count towards the team score. Calculators are not allowed on any test. While there are only two versions of each test, we will only score individuals and teams against others in the same grade.

Test Name	Questions	Time	Taken	Scored	Scoring	Max Points
Individual	40	45 min	Individually	Individually In Teams	1 point per correct Average of top 3 scores on team of four	40
Algebra/Operations	10	15 min	In Teams	In Teams	4 points per correct	40
Mental Math	20 (5 per person)	~30 min	Individually	In Teams	2 points per correct	40
Geometry	10	15 min	In Teams	In Teams	4 points per correct	40
Probability/Potpourri	10	15 min	In Teams	In Teams	4 points per correct	40
Speed Math	60	15 min	Individually	In Teams	Half the average of top 3 scores on team	30
Joust!	6 Stations	~1 hour	In Teams	In Teams	10 points per station + 10 time bonus	70

The maximum individual score is **40**. The maximum team score is **300**. The individual test counts for both team and individual scores.

Individual Tiebreaker will be based on one or more of the following:

- Speed Math score (out of 60)
- Mental Math score (out of 5)
- Individual Test question-by-question comparison, starting at #40 and working backwards

Team Tiebreaker will be based on one or more of the following:

- Fourth team member's Speed Math score (out of 60)
- Fourth team member's individual score (out of 40)
- Scores on a specific team test

Note: the scoring room leader reserves the right to change the scoring, point values, and tiebreaker methods as necessary during the contest.