



Knights of Pi Math Tournament – January 21, 2012

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	1 point per correct	40
				In Teams	Half the sum of the top 3 scores on team	60
Speed Math	50	15 min	Individually	In Teams	Average of top 3 scores on team	50
Algebra/Operations	10	15 min	In Teams	In Teams	4 points per correct	40
Geometry	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
Relays	20 (5 per person)	~30 min	Individually	In Teams	1 point per correct, 2 for final answer	20

* Note: The test formats are not final and are subject to change.

The maximum individual score is **40**. The maximum team score is **230**. The individual test counts for both team and individual scores. Relays do not count for the team score.

Individual Tiebreaker will be based on the following (in order):

- Individual Test question-by-question comparison, starting at #40 and working backwards
- Speed Math score (out of 50)
- Mental Math score (out of 5)

Team Tiebreaker will be based on the following (in order):

- Fourth team member's individual score (out of 40)
- Fourth team member's speed math score (out of 50)
- Algebra/Operations score (out of 40)

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