



Knights of Pi Math Tournament – May 16, 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	1 point per correct	40
Algebra/Geometry	20	25 min	In Teams	In Teams	3 points per correct	60
Mental Math	20 (5 per person)	~30 min	Individually	In Teams	3 points per correct	60
Numbers/Operations (5/6 only)	20	25 min	In Teams	In Teams	3 points per correct	60
Probability/Potpourri (7/8 only)	20	25 min	In Teams	In Teams	3 points per correct	60
Speed Math	60	20 min	Individually	In Teams	Average of top 3 scores on team	60
Puzzle Round	10 + Bonus	1 hour	In Teams	In Teams	5 points per correct + 10 for correct bonus	60

The maximum individual score is **40**. The maximum team score is **300**, comprised of 60 points from each test.

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)
- Sum of top three team members' individual scores (out of 120)
- 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.