

CNCM MATH BOWL 2020

COMPETITION RULES



CENTRAL NC
MATH GROUP

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COMPETITION STRUCTURE

There will be 2 main parts to the Math Bowl: the Individual Round and the Math Bowl Round. No calculators will be allowed in any part of the competition. Pencils, rulers, compasses, protractors, blank paper, and blank graph paper are allowed at the competition. Please bring your own supplies, as our supplies will be limited.

TEAM CREATION

Every Math Bowl Team will consist of 4 members. They may be from different schools; furthermore, each school may send multiple teams.

RULES

Violation of any of these rules may result in disqualification from the competition.

1. No electronic devices are allowed for use.
2. No one in the audience may communicate with the participants during the match
3. No external aids (notes) may be brought to the Math Bowl.
4. No communication of any sort is allowed with the opposing team during a match.
5. No match fixing or purposefully throwing a match.
6. No slandering or "trash talking" the opposing team.
7. Treat event staff with proper respect.
8. No collaboration is allowed between team members or other competitors during the individual round.

INDIVIDUAL ROUND

This will consist of a 20 question test that will be given to every participant. 40 minutes will be provided to work on this section of the competition. The first 15 problems will be multiple choice, with 5 answer choices each. Each of these problems will be worth 1 point. The last 5 problems will be free-response questions. These will be worth 2 points each. The difficulty of the first 15 problems will be comparable to the difficulty of the first 15 problems on the AMC 10, although topics from the AMC 12 may also appear in this section. The difficulty of the last 5 problems on the individual round will range from late AMC to late AIME.

TIEBREAKER ROUND

The top students with the same score on the individual round will be given a question to be solved in five minutes if the resolution of their tie could affect the top 3 placings. The students will be able to submit an answer only once, and they will be ranked according to the time when they submit a correct answer. This round will not affect team scores in any way.

MATH BOWL PRELIMINARY ROUNDS

This will be a 7 round Swiss-style tournament in which teams will compete against each other. In each round, each team will face another team according to their current record. For example, if two teams have 3 wins at the end of the 3rd round, then they may face each other during the 4th round. The preliminary matches will occur simultaneously in different classrooms.

STRUCTURE

60 seconds will be given per question. There will be 4 individual questions in which only one member from each team may answer, 6 team questions in which any member may answer and 1 tiebreaker question (which any member may answer) per round.

Teams will be given questions until the round ends. The round ends when the time period allotted for every question has elapsed.

TIEBREAKERS

Each round contains 1 tiebreaker question. These questions are only used if a score is tied at the end of a Math Bowl round.

The first team to correctly answer a tiebreaker question will be declared as the winner.

If no team correctly answers the tiebreaker question, the result of the round will be a tie, and each team will get 10 points (ie half the points allocated for the round.)

BUZZING

When a member of either team buzzes in, they will have 3 seconds to answer the question. Time is stopped for this period of time.

If the answer given is correct, the question period is over, and the next problem is shown. If it is incorrect, members of the opposing team are given what remains of the 60 second period to answer the question. No member may buzz in for any particular question if another member on their team has already done so.

SCORING

Questions on this round are worth 1 point each. The other 5 are worth 2 points each. Thus each individual can contribute 25 points to their team score. The maximum possible team score for this round is 100.

Math Bowl Rounds: Each win will be worth 20 points and each tie will be worth 10 points. There are 7 Math Bowl rounds, so the maximum possible score (here) per team is 140.

Total Score: Your team's total score is defined as the sum of the individual round score and Math Bowl score, so the maximum possible score is 240.

MATH BOWL FINAL ROUNDS

The top 4 teams as determined by the SCORING section will qualify for the semifinal round. This round will follow a format similar to that of the Math Bowl Preliminary Rounds, but will be publicly viewable. The winners of the two semifinals will face off in the finals, which will also follow such a format. The finals and semifinals will take place in the auditorium. These are the only rounds that count towards team placings for the top 4 teams.