

Competition Format

The competition consists of four rounds – Sprint, Target, Team, and Countdown Round (CDR). The Sprint round allows 40 minutes to solve 30 problems. The focus is on speed and accuracy. No calculators are allowed.

The Target round includes 8 problems, presented two at a time, with 6 minutes to solve each pair. The focus is on problem solving and mathematical reasoning. Calculators are used, but must not have a QWERTY (typewriter-like) type keyboard. Every contestant should bring a calculator.

The Team round allows 20 minutes to solve 10 problems. Calculators are used. Teams of four students solve the 10 problems working together. The focus is on problem solving and collaboration.

The Countdown Round (CDR) is done with two students at a time on the stage, and everyone else as the audience. Problems are projected on a screen. There is a 45 second time limit per problem. The first contestant to raise his/her hand over his/her head is called on to answer. If the answer is correct, a point is scored. If the answer is incorrect, then the other contestant has up to the remainder of the 45 seconds to answer. There is no second chance for either contestant to answer.

In the CDR, a total of three questions are read to the pair of students, one question at a time. The student with the highest score advances (not necessarily 2 out of 3). If there is a tie, one more question is read as a tie breaker.

The SBIMMC will use a variation of pairing for the CDR that is more like that used at the State and National level than is usually used at the Chapter level. The top 12 students from the Sprint and Target rounds compete per the following elimination tree.

