

Individual Medley

Event Description:

Individuals are given a fifty question test to complete in fifty minutes. Schools may enter two individuals at each grade level (4, 5, & 6) to be tested **separately**. The winners will be determined by the most correct responses. In the case of a tie, the individual with the shortest elapsed time will be declared the winner.

Read aloud the following directions (in bold):

This room is for the Individual Medley competition only. Everyone in this room should be signed up for this event. If you feel you are in the wrong room, please raise your hand now (direct students to the correct rooms). **I will take attendance to make sure everyone is in the correct room. Raise your hand when you hear your name called** (take attendance). **If your name was not called, please raise your hand** (direct students to the correct rooms).

I will now pass out a scantron, pencil, and sheet of scratch paper to each of you (Pass out scantrons, pencils, and scratch paper). **Print your full name, event name, grade level, and school name on the front of your scantron. Refer to the large scantron for help** (Check to make sure all students have completed their scantrons correctly).

You will be given a 50 question test to complete in 50 minutes. The winners will be determined by the most correct responses. In the case of a tie, the individual with the shortest elapsed time will be declared the winner. You are not allowed to talk or look at another student's test. You may work in your test booklet, but your answers must be bubbled onto your scantron before time is up. Raise your hand if your pencil breaks. I will not provide help with any problems, and you cannot leave the room during the competition. No calculators are allowed. Once you are finished, turn in your test booklet, pencil, and scantron. You may quietly leave the room and walk to the snack area with your orange ticket to receive your cookie & drink. Other students will still be testing, so no talking is allowed as you walk through the hallway.

I will now distribute the test booklets face-down. Do not turn your booklet over until instructed to do so (Pass out the test booklets face-down). **The time is _____, you will have until _____ to complete the test. Be sure to write your first and last name at the top of your test booklet. You may now begin.**

As tests are turned in, mark down the time in which they are received (on the scantron).

Give a 10 minute warning before the end of the test.

(After 50 minutes) **Stop. Your time is up.**

Collect and return all test materials to the library.

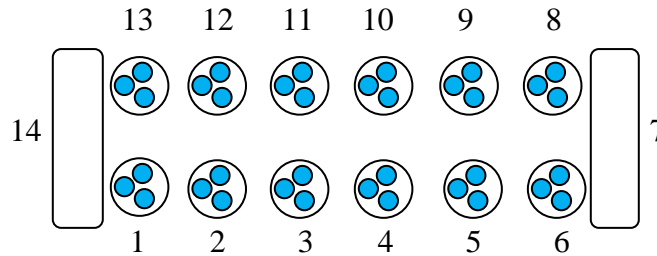
Kalah

Event Description:

This is a **single elimination tournament**. Schools may enter one individual at each grade level (4, 5, & 6) to compete **separately**. An elimination ladder will be used to determine the evolution of play.

Read aloud the following directions (in bold):

This room is for the Kalah competition only. Everyone in this room should be signed up for this event. If you feel you are in the wrong room, please raise your hand now (direct students to the correct rooms). I will take attendance to make sure everyone is in the correct room. Raise your hand when you hear your name called (take attendance). If your name was not called, please raise your hand (direct students to the correct rooms).



There are many variations of Kalah. The following guidelines and descriptions are the official rules for the Delano Union School District Math Field Day.

1. An elimination ladder will be used to determine the evolution of play. The winners and “bye” opponents of the first round will move on to the second round. The winners of the second round will move on to the third round, and so on. Positions for the ladder will be determined by lottery.
2. The six small bowls at the bottom of the board belong to Player #1; they are numbered 1 through 6. The large bowl at the right, bowl number 7, also belongs to Player #1; it is Player #1's kalah. The six small bowls at the top of the board belong to Player #2; they are numbered 8 through 13. The large bowl at the left, bowl number 14, also belongs to Player #2; it is Player #2's kalah.
3. Start with three stones/marbles in every hole on the board, except at each kalah on both ends of the board. These will act as a depository or home base where stones are collected during each pass.
4. A coin flip determines who moves first.
5. Pick up all stones from any pocket on your own side and drop one stone in each pocket as you move around to the right (counter clockwise), including one in your own kalah as you pass. Do not place a stone in your opponent's kalah as you pass.
6. If your last stone lands in your Kalah, you get an extra turn. If your last stone lands in an empty pocket on your side, you must capture that stone and the stones across from the pocket (on your opponents side), to place in your kalah. A capture ends the turn.
7. Whichever player empties his/her entire side first, captures the remaining stones on their opponent's side.
8. Each opponent will count his/her stones to determine the winner. In the event of a tie, a second game is played. The player who went first before, will now go second.
9. In the event you feel your opponent is playing incorrectly or has made an illegal move, raise your hand immediately. Do not wait until the game is over!

Are there any questions?

(Once the positions for the ladder have been determined, assign the students to their tables) **We will now begin round 1.** (Continue the tournament until the final round is reached. The two students eliminated before the final round will tie for third place).

Leap Frog

Event Description: A two member team works together to complete one set of answers on a 50 question test within 50 minutes. Schools may enter two separate teams for each grade level (4, 5, & 6). Winners will be determined by the most correct responses. In the case of a tie, the team with the shortest elapsed time will be declared the winner.

Read aloud the following directions (in bold):

This room is for the Leap Frog competition only. Everyone in this room should be signed up for this event. If you feel you are in the wrong room, please raise your hand now (direct students to the correct rooms). I will take attendance to make sure everyone is in the correct room. Raise your hand when you hear your name called (take attendance). If your name was not called, please raise your hand (direct students to the correct rooms).

I will now pass out one scantron sheet to each team to fill out jointly, pencils, and scratch paper (Pass out scantrons, pencils, and scratch paper). Print your full name (both team members), event name, grade level, and school name on the front of your scantron. Refer to the large scantron for help (Check to make sure all students have completed their scantrons correctly).

You will receive one 50 question test booklet to complete jointly with your team member within 50 minutes. You may work together on each problem or divide the problems up, but you may not look at another team's test booklet. You may work in your test booklet, but your answers must be bubbled onto your scantron before time is up. Your answers must be placed on one scantron sheet. Winners will be determined by the most correct responses. In the case of a tie, the team with the shortest elapsed time will be declared the winner. Raise your hand if your pencil breaks. I will not provide help with any problems, and you cannot leave the room during the competition. No calculators are allowed. Once you are finished, turn in your test booklet, pencils, and scantron. You may quietly leave the room and walk to the snack area with your orange ticket to receive your cookie & drink. Other students will still be testing, so no talking is allowed as you walk through the hallway.

I will now distribute the test booklets face-down. Do not turn your booklet over until instructed to do so (Pass out the test booklets face-down). The time is _____, you will have until _____ to complete the test. Be sure to write your first and last names at the top of your test booklet. You may now begin.

As tests are turned in, mark down the time in which they are received (on the scantron).

Give a 10 minute warning before the end of the test.

(After 50 minutes) **Stop. Your time is up.**

Collect and return all test materials to the library.

Mad Hatter

Event Description:

Each student competes separately to answer 50 multiple choice questions. Questions are displayed on a screen through a document camera. **Students are given one minute to solve one uncovered problem before it is recovered.** The process is repeated until all 50 questions have been displayed. Schools may enter two individuals at each grade level (4, 5, & 6) to be tested **separately**. The winners will be determined by the most correct responses. In the case of a tie, pre-selected questions will be used to determine the winner.

Read aloud the following directions (in bold):

This room is for the Mad Hatter competition only. Everyone in this room should be signed up for this event. If you feel you are in the wrong room, please raise your hand now (direct students to the correct rooms). **I will take attendance to make sure everyone is in the correct room. Raise your hand when you hear your name called** (take attendance). **If your name was not called, please raise your hand** (direct students to the correct rooms).

I will now pass out a scantron, pencil, and scratch paper to each of you (Pass out scantrons, pencils & scratch paper). **Print your full name, event name, grade level, and school name on the front of your scantron. Refer to the large scantron for help** (Check to make sure all students have completed their scantrons correctly).

I will reveal one question at a time. You will be given exactly one minute to solve each question and mark your answer on your scantron before the problem is covered back up. Winners will be determined by the most correct responses. In the case of a tie, pre-selected questions will be used to determine the winner. You are not allowed to talk or look at another student's scantron during the competition. I will not provide help with any problems, and you cannot leave the room during the competition. No calculators are allowed. Raise your hand if your pencil breaks.

We will now begin (Reveal each problem for exactly one minute before covering it back up and proceeding to the next question).

(After revealing all 50 questions) **I will now collect your scantrons, pencils & scratch paper** (Collect scantrons, pencils & scratch paper). **You may quietly leave the room and walk to the snack area with your orange ticket to receive your cookie & drink. Other students will still be testing, so no talking is allowed as you walk through the hallway.**

Collect and return all test materials to the library.

Power Relay

Event Description:

A team of four students from each school answers four rounds of questions with four questions in each round. Schools may enter one team per grade level (4, 5, & 6). Winners will be determined by the most correct responses. In case of a tie after four rounds, the team with the shortest elapsed time will be declared the winner.

Read aloud the following directions (in bold):

This room is for the Power Relay competition only. Everyone in this room should be signed up for this event. If you feel you are in the wrong room, please raise your hand now (direct students to the correct rooms). Parents and coaches please turn off your cell phones and remember to be respectful during the competition.

For this competition, a team of four students from each school answers four rounds of questions with four questions in each round. The four students line up behind the designated line, approximately 50 feet from a chair. They take turns running to the chair. Once they reach the chair, they choose a question to answer. The student must place an answer on one of the lines. If the student cannot answer a question, an X must be written on one of the lines to indicate that he/she could not come up with an answer. Each question may only be attempted once! After the first four questions have been attempted, rounds 2, 3, and 4 will proceed, without stopping, in the same manner. After the fourth page is completed by a team, the proctor will immediately take the test to the Intake Table to be scored. The winner will be determined by the most correct responses. In the case of a tie, the team with the shortest elapsed time will be declared the winner. In the event one or more teams have not finished after 60 minutes, the test booklets will be collected and scored as is.

Students remember: You must write your first name and answer on the lines at the bottom of each page that correspond with the problem you answered. The first student must write the school name on the designated line on the first page. Points will not be given for answers that are not transferred to the bottom of the page or for answers that are missing a name. A point will be deducted if the first student fails to write the school name. Do not cross the line until you have been tagged by your returning team mate. You must stay in the same order throughout the relay. Absolutely no talking is allowed during the competition. These rules must be followed, or teams may face point deductions or disqualification.

All coaches have been assigned to proctor this competition. Proctors may not provide any information or coaching to the students. You must remain quiet during the competition. Your job is to make sure students do not talk during the competition, stay in their original order, and do not cross over the line until their turn. If your assigned team is not following any of these rules, please raise your hand to alert the event facilitator. Do not stop the students from competing. The event facilitator will make all final decisions. Proctors, please turn the page for the students once all four problems in a round are complete and take the test to the intake table to be stamped and scored immediately after the students have completed the fourth round of problems. You may not proctor for your own school. At this time I need all coaches to stand next to the chair with your name on it.

I will take attendance to make sure all students are in the correct room. Quietly line up on the line in front of your grade level and school when you hear your name called (take attendance). (Once all students are lined up) Once your team finishes, remain quietly in line (sit or stand). All teams will be dismissed at the conclusion of the event. Are there any questions? The time is _____. Incomplete test booklets will be collected at _____. Students get ready, begin. (Once all tests have been turned in) You may now leave the building and walk to the snack area with your snack ticket to receive your cookie & drink.

School Wide Problem Solving

Event Description:

A team of four students from each school cooperate together to answer a set of twelve difficult questions within 50 minutes. Schools may enter one team per grade level (4, 5, & 6). Winners will be determined by the most correct responses. In case of a tie, the team with the shortest elapsed time will be declared the winner.

Read aloud the following directions (in bold):

This room is for the School Wide Problem Solving competition only. Everyone in this room should be signed up for this event. If you feel you are in the wrong room, please raise your hand now (direct students to the correct rooms). I will take attendance to make sure everyone is in the correct room. Raise your hand when you hear your name called (take attendance). If your name was not called, please raise your hand (direct students to the correct rooms).

I will now pass out a sheet of scratch paper and a pencil to each team member (Pass out scratch paper and pencils). Write your name, school, and grade at the top of your scratch paper. If scratch paper is used, number your scratch paper to correspond with the test question you are solving.

You will receive one 12 question test booklet to complete jointly with your team members within 50 minutes. You may work together on each problem or divide the problems up, but you may not look at another team's test booklet. Winners will be determined by the most correct responses. In the case of a tie, the team with the shortest elapsed time will be declared the winner. Raise your hand if your pencil breaks. I will not provide help with any problems, and you cannot leave the room during the competition. No calculators are allowed. Once you are finished, turn in your test booklet, pencils, and scratch paper. You may quietly leave the room and walk to the snack area with your orange ticket to receive your cookie & drink. Other students will still be testing, so no talking is allowed as you walk through the hallway.

I will now distribute the test booklets face-down. Once I say "begin", each team member must write their first and last name on the lines provided. One student must write the school name. Do not turn your booklet over until instructed to do so (Pass out the test booklets face-down). The time is _____, you will have until _____ to complete the test. Be sure to write your first and last names at the top of your test booklet. You may now begin.

As tests are turned in, mark down the time in which they are received.

Give a 10 minute warning before the end of the test.

(After 50 minutes) **Stop. Your time is up.**

Collect and return all test materials to the library.