



**Delano Union School District**  
Rosalina C. Rivera, Superintendent  
Rosa A. Montes, Asst. Superintendent of Ed. Services



## **District Math Field Day**

To Principals, Vice Principals, Resource Teachers, and 4<sup>th</sup>-6<sup>th</sup> Grade Math Field Day Coaches:

The Delano Union School District Math Field Day Competition for 4<sup>th</sup>-6<sup>th</sup> grade students will be held on **Tuesday, May 19, 2020** at Pioneer School. Check-in begins at 1:45 p.m. and the events start at 2:35 p.m. The awards ceremony will begin once the events have ended and the winners have been determined. We expect to finish by 5:30 p.m.

**Please make sure students are brought to the Pioneer School gym upon arrival and are chaperoned at all times.** Pioneer students will still be vacating the campus as competitors arrive.

Coaches may delete students and make substitutions during the check-in period, but coaches will not be allowed to add students to events that were previously left unfilled. Certificates will be given to the coaches at check-in. Entries from each school are limited to 17 students per grade level.

Tests will not be given to coaches. **Coaches will not be allowed to supervise students during testing, except for their assistance with the Power Relay.** At no time is a coach or adult to render any information, strategy, or clue to a competitor that may assist or hinder the outcome of the competition. Doing so will be grounds for automatic disqualification. Students competing in events with time limits will not receive extra time. Test booklets and scantrons will be collected immediately upon time running out. Please demonstrate to your students how to mark their answers on a Form 889 Scantron (attached). Scantrons will not be corrected or cleaned up once they are collected.

The rules for our events are closely aligned to the rules put out by the KCSOS for the 6<sup>th</sup>-8<sup>th</sup> grade County Math Field Day Competition. This way we are consistent with event rules that our students may encounter in future competitions.

Students will be allowed to leave their testing room once the competition is complete. Please advise students that due to ongoing testing, no talking is allowed until they reach the designated snack area.

The following six events run concurrently, so each student may enter only one event:

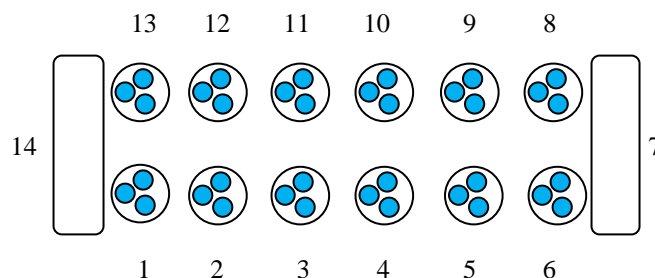
**Mad Hatter:** Two students from each school and grade level may enter. Each student competes separately to answer 50 multiple choice questions. Questions are displayed on a screen through a document camera. Students are given one minute to solve one uncovered problem before it is recovered. The process is repeated until all 50 questions have been displayed. The winner will be determined by the number of correct responses. In the case of a tie, pre-selected questions will be used to determine the winner. If all 50 questions are correct, or the same questions are answered incorrectly, it will be presumed a tie.

**School Wide Problem Solving:** A team of four students from each school and grade level cooperate together to answer a set of twelve difficult questions. Team members can divide the questions up and answer them separately or work on them cooperatively. Answers are placed on one sheet. Fifty minutes are given, but the first team to finish with the highest number of best solutions is declared the winner.

**Power Relay:** Teams of 4 students from each school and grade level may enter. There are four rounds of questions, with four questions in each round. The four students line up approximately 50 feet from a chair. They may use the chair as a desk or to sit on as they do their computation. Team members must stay in the same order throughout the relay or face disqualification. Each student hurries to a designated chair and chooses a question to answer. The student must place an answer on the space provided or an X if they cannot provide an answer. Each question may only be attempted once. Rounds 2, 3, and 4 will proceed in the same manner. The winner will be determined by the most correct responses. In the case of a tie after 4 rounds, the team with the shortest elapsed time will be declared the winner.

**Kalah:** This is a single elimination tournament. One participant from each school and grade level is allowed to compete. 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!



**Leap Frog:** A two member team works together for one set of answers on a 50 question test. Each school may enter two separate teams for each grade level. There is a fifty minute limit. 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.

**Individual Medley:** Individuals are given a fifty question test to complete in fifty minutes. Schools may enter two students at each grade level. The winner 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.

Please submit the names of your site coaches on the attached Coach Form by Tuesday, February 11, 2020. As in the past, **each participating school is required to supply three helpers** (cannot be coaches) who will serve as facilitators in the competition rooms. Their names must be returned on the attached Volunteer/Facilitator Form by Tuesday, May 5, 2020. Student Entry Forms must also be submitted by Tuesday, May 5, 2020.

Tuesday, Feb. 11	Coach Form due
Tuesday, May 5	Volunteer/Facilitator Form due
Tuesday, May 5	Student Entry Forms due
Tuesday, May 19	DUSD Math Field Day 1:30 p.m. - Facilitators/Volunteers meet in the Parent Center- lunch provided 1:45 p.m. - Check-in begins for students and coaches in the Pioneer Gym 2:35 p.m. - Competitions begin in the event rooms 4.30 p.m. - Awards Ceremony begins in the Pioneer Gym

**Contact/Questions/Forms to:**

Lea Cantu/Ed. Services - lcantu@duesd.org 721-5000 ext. 00109  
Mail: 1405 12th Avenue, Delano, CA 93215  
Fax: 721-3099

**Attachments:**

1. Coach Form
2. Volunteer/Facilitator Form
3. Student Entry Forms
4. 2019-2020 Math Field Day Scripted Directions