



# Schools Maths Olympics

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## General Rules

- Calculators, text books or mathematical tables are strictly forbidden.
- Please be polite to markers, helpers and the host.
- Please do not hinder other teams.
- Contestants must behave safely, sensibly and walk.
- Disobeying the rules will result in 'red cards' being given. If the problem becomes more serious, disqualification may be necessary.
- **HAVE FUN!**

## Questions and scoring

- There are 25 questions in increasing order of difficulty.  
There are 450 points available in total.

Questions 1 to 10 are worth 10 points each.

Questions 11 to 20 are worth 20 points each.

Questions 21 to 25 are worth 30 points each.

- Exact answers must be given – decimal approximations that are not exact will be marked as wrong. (eg. 2 not 1.414...) Moreover, if the answer is a fraction, it should be in simplest form (eg.  $\frac{1}{2}$  not  $\frac{3}{6}$ ).
- You don't lose points for mistakes, so make as many guesses as you'd like on any question.

## Competition procedure

- The competition lasts approximately 60 minutes. Teams will be notified when there are 20, 10 and 5 minutes remaining.
- Each team will be assigned a marker, who will be seated at the front of the theatre.

- Each team will be partitioned into two pairs and a Runner at all times. The two pairs sit on opposite sides of the theatre, whilst the Runner **WALKS** between the two groups.
- Just before the competition starts, the Runner stands next to one pair poised for action. The starting position for each team's Runner is indicated by the seating plan. When given the signal to start, the Runner proceeds to their marker, collects question 1, and takes it to the **OTHER** pair. There will be chaos at this stage. Marshals will be looking out for bad behaviour.
- The second pair, along with the runner, now tries to solve the question whilst the first pair is waiting.
- When the solving pair and the Runner think that they have an answer, they write it on the question sheet and the Runner takes it to the marker.
- If the answer is correct, the Runner collects the next question slip and takes it to the **OTHER** pair (the pair that was previously waiting).
- If the answer is incorrect, the runner may **EITHER**; permanently pass the question and take the next one to the waiting pair **OR** the Runner can return to the solving pair with the same question and try a different answer.
- The competition continues in this manner until one hour has elapsed.

## **Things to remember**

- The Runner **MUST** change every five questions – the Runner must swap positions with one of the seated team members. The question slips will remind you when to change. A team member may only be a Runner once.
- All answers must be written at the team's desk (not at the marker's desk).
- A question may not be passed without there being at least one attempt made on it. The Runner must return to his or her team mates every time they receive a question slip.

