



Knights of Pi Math Tournament – Dec. 4, 2010

## Frequently Asked Questions

The following are answers to commonly asked questions about the Knights of Pi Math Tournament. We will post updates to this list if any information changes.

**Q: Where can I find more information about the contest, besides this document?**

A: More information can be found on our website at <http://www.newportmathclub.org/kpmt/>. If you cannot find what you are looking for there, please contact us at [kpmt@newportmathclub.org](mailto:kpmt@newportmathclub.org).

**Q: What is the schedule of events?**

A: A [tentative schedule](#) is available on our website.

**Q: How do I register for the contest?**

A: Registration for this contest is completed online at <http://www.newportmathclub.org/kpmt/>. Coaches must create an account and then log in to register teams. Teams do not need to be registered at the same time the coach's account is created. The normal registration deadline is November 10, with a cost of \$40 per team of four students. Late registration is due online on November 24 and will cost \$48 per team. The names and grade levels of team members must be entered online by November 24, and this information may be updated at the door on the day of the competition as necessary. More information on how to register and pay is given in the [Registration & Payment Guide](#).

**Q: What is the cost to participate in the competition? How do I pay?**

A: The cost is \$40 per team of four people for teams registered on or before November 10, and \$48 per team for teams registered after November 10. Payment can be mailed in prior to the competition or paid at the door. Further information can be found in the [Registration & Payment Guide](#).

**Q: How large is each team? What if we don't have enough people?**

A: Each team consists of four members. Teams of three are allowed and will not be penalized, except in the tiebreaker rounds. Teams of two are allowed, but will be at a significant disadvantage and therefore are not recommended. Teams of less than four members must still pay the entire \$40 or \$48 fee.

**Q: How are teams formed?**

A: Each team has up to four students. Teams may compete at the 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup>, or 8<sup>th</sup> grade level. No student on the team may be in a higher level than the team level (e.g., an eighth grader may not be on a seventh grade team), but students are welcome to compete at a higher level if they wish. Regardless of the team level, all students will compete individually in the division of their actual grade level. Students in 4<sup>th</sup> grade and below are welcome to participate in the 5<sup>th</sup> grade division, but should be prepared to be challenged.

**Q: May parents and coaches spectate during the contest?**

A: If parents and coaches wish to review the tests during test-taking times, they may do so in the coaches' room. We will have games, light refreshments, and extra copies of the tests available. Parents and coaches are also encouraged to attend the opening ceremony and the awards ceremony in the theater.

**Q: What are the tests? How are they scored?**

A: A document detailing [tests and scoring](#) is available on our website.

**Q: Are calculators allowed?**

A: Calculators are NOT allowed on any test during the competition. This makes the contest more fair and

challenging for students, since we want to test the students' ability to solve problems and not simply push buttons on their calculators.

**Q: Is there a guessing penalty?**

A: None of the tests has a guessing penalty. There is no reason to leave any question blank.

**Q: What is the format of the tests? Are there any multiple-choice problems?**

A: The problems are not multiple-choice. All problems require students to fill in the blank. Students must write their answers on an answer sheet to receive credit.

**Q: What are the answer format guidelines?**

A: Answers must be simplified and reduced as much as possible. All answers should be expressed as reduced improper fractions, unless otherwise indicated. Radicals should be reduced such that the number inside of the radical is not divisible by the square of any integer greater than one. Units, though not required on any question, must be correct if given. If a question gives specific directions, they override any conflicting guidelines given here. See the [Scoring Guidelines & Tips](#) for more details.

**Q: What are the rules for the Mental Math round?**

A: Contestants may not use any scratch paper. The only thing they may write on the answer sheet is an answer. All answers, once written, are final. Students may not erase or cross out, even if they make a mistake. Each team member will answer five questions, for a total of 20 questions per team. Each question will be read twice, but after that, the question will not be repeated. Students will have 30 seconds after the end of the second reading before the proctor reads the next question. If a team has only three members, one member may go twice. If a team has only two members, only one member may answer two sets, and one set must be left blank.

**Q: What trophies will be awarded?**

A: The top individuals in each grade level (5, 6, 7, or 8) will receive awards. The top teams in each grade level (5, 6, 7, or 8) will also receive awards. Each competitor will also receive a certificate of participation to commend them for their efforts.

**Q: Will I get copies of the tests and answer keys?**

A: A copy of each test and answer key will be included in the coaches' packets distributed at the end of the day. They will also be posted on our website shortly after the competition.

**Q: What is KPMT LIVE?**

A: KPMT LIVE is an exciting collection of activities (including Jeopardy!) that takes place in the theater before the awards ceremony. Participating students will have the opportunity to compete for awesome prizes on stage! Coaches can sign teams up for KPMT LIVE at the KPMT LIVE sign up table during registration.

**Q: What do students need to bring to the competition?**

A: Students should bring pencils and erasers to the contest. We will be able to provide scratch paper, but your students may bring their own as long as the proctor checks it before the test to verify that it is completely blank (it is probably just easier to use the paper we provide). No other notes, books, or papers will be allowed during testing.

**Q: Should we bring chaperones?**

A: Since there will be a large number of younger students, we recommend bringing at least one adult per eight kids to ensure that competitors have adequate supervision during lunch and in the theater since our volunteers will be occupied with assigned duties. We would like to ensure that students are on their best behavior so that KPMT runs smoothly, although we do not anticipate this being a significant problem.

**Q: What are the arrangements for lunch? Will food be provided?**

A: We will have pizza for sale with various toppings, as well as a concessions stand with snacks and drinks available for purchase. Whole pizzas must be pre-ordered in the morning during the registration time. Of course, students can bring their own sack lunches if they prefer.

If you have any further questions, please view our other reference documents online at [www.newportmathclub.org/kpmt](http://www.newportmathclub.org/kpmt) or contact us by email at [kpmt@newportmathclub.org](mailto:kpmt@newportmathclub.org).

See you at the competition!