



# Texas Charter School Academic & Athletic League

## Math Olympiad

2010-11 School Year

### I. Dates & Location

- The 2010-11 TCSAAL Math Olympiad **San Antonio** Regional Qualifier will take place on October 26, 2010 at a location to be determined.
- The 2010-11 TCSAAL Math Olympiad **Dallas/Fort Worth** Regional Qualifier will take place on October 28, 2010 at a location to be determined.
- The 2010-11 TCSAAL Math Olympiad **Houston** Regional Qualifier will take place on November 2, 2010 at SER-Niños Charter School 5815 Alder St. Houston, TX 77081.
- The 2010-11 TCSAAL Math Olympiad **Austin** Regional Qualifier will take place on November 4, 2010 at a location to be determined.
- The 2010-11 TCSAAL Math Olympiad State Competition will take place on November 13, 2010. The location will be the Texas State Capitol Building in Austin, Texas.

### II. Round(s) & Division(s)

- **There will be two (2) rounds for the TCSAAL Math Olympiad Competition: i) Regional Qualifier and ii) State Competition.** In order to compete in the *ii) State Competition*, teams must qualify via their respective *i) Regional Qualifier*.
- **There will be two (2) divisions for the TCSAAL Math Olympiad Competition: i) 6<sup>th</sup> through 8<sup>th</sup> grade, and ii) 9<sup>th</sup> through 12<sup>th</sup> grade.** The two divisions are based on age/grade and abide by standard TCSAAL division practices.
- **State Qualifiers: The top 4 teams from each qualifier will advance to State; however, depending on the level of participation, more teams may be invited.**

### III. Fees

- **The cost per team entry for the 2010-11 TCSAAL Math Olympiad Season is \$150.**
- **Fees include both regional and state costs.**

#### **IV. Format**

##### **A. Entries**

1. For the 2010-11 TCSAAL Math Olympiad Competition Season, teams must be decided and submitted prior to the team's respective *i) Regional Qualifier*.
2. Schools have no requirements in regards to a maximum number of teams, but are required to adhere to a maximum participation of five (5) competing individual students and one (1) alternate student per team.
3. Team member changes may be made up until the campus' respective *i) Regional Qualifier* date, but after a team has competed in their respective *i) Regional Qualifier*, they will be unable to make changes to their team members for the duration of the competition season.
4. **Alternate(s) cannot compete unless a competing team member is unable to attend or compete.**
5. **Alternate(s) cannot play an alternate role on multiple team(s).**
6. **Each team must keep the same competing members and alternate for the duration of the season.**

##### **B. Competition Rounds**

###### **1. Written Exam**

- a. Students will individually answer 45 multiple-choice questions during a 45-minute period, with each correct answer being worth 1 point.
- b. The individual scores will be combined to create a team score.
- c. There is a maximum total of 225 points from the *1. Written Exam* round.

###### **2. Team Response**

- a. Each team will work together to answer a series of thirty (30) questions as a group.

- b. The question will be read aloud and/or displayed.
- c. The team will have thirty (30) seconds to answer the question by marking a clear, visible answer on a provided surface. (Depending on facilities, answer surfaces may include, but are not limited to, sheets of paper, dry erase boards, and chalk boards.
- d. When the thirty (30) seconds has ended, the team(s) will show their answer to the judge. Each correct answer will be worth 5 points.
- e. There is a maximum total of 150 points from the 2. *Team Response* round.

### 3. Lightning Round (Revised from 2009-10 season)

- a. Teams will compete against each other in groups of four (4). (Depending on entries, there are possible exceptions to this number of teams, see *Seeding* further in the section)
- b. A series of ten (10) questions will be read aloud and/or displayed.
- c. The teams will be given one (1) minute to signal to the judge(s). **(Depending on facilities, signaling methods may include, but is not limited to raising placards, ringing a bell, etc.)**
- d. Upon signaling, the team must place their pencil(s) down on their table or desk,
- e. After signaling, the signaling team is also not allowed to converse amongst themselves or with others.
- f. Whichever occurs first, i) the end of the one (1) minute time limit or ii) when the last of the teams to signal the judge, will end the answer period for the preceding question.
- g. The order in which the team(s) signaled the judge(s) will be recorded, and the team(s) will have their answer(s) checked in the corresponding order.
- h. The first correct answer will result in ten (10) points being awarded to the team who have provided.
- i. If no team has answered the question correctly there will be zero (0) points awarded.
- j. There is a maximum total of one hundred (100) points from the 3. *Lightning Round*.
- k. Following the 3. *Lightning Round*, teams' aggregate scores will be calculated, this time combining the team scores from the 1. *Written Exam* round, the 2. *Team Response* round, and the 3. *Lightning Round*.
- l. The top four (4) teams from all groups will advance to the 4. *Final Lightning Round*, which is detailed later in this section.

m. In the event of a tie for advancement, the *3. Lightning Round* will continue for tied teams in a ten (10) question round with the highest earning team being awarded the advancement.

▪ **Seeding:**

1. Seeding for the *3. Lightning Round* will be based on aggregate team scores having combined the *1. Written Exam* round and *2. Team Response* round subtotals.
2. Teams will be paired Gauss-style, with the highest ranking team being paired against the lowest ranking team, the second-highest ranking team being paired against the second-lowest ranking team, etc.
3. The number of groups will be based on the number of entries, grouping ideally four (4) teams together. In the event that after grouping there is one (1) remaining team, the team will always be grouped with the group whose highest ranking seed is the lowest in regards to the other groups.

Ex: Group 1: Seeds 1, 5, 7, 9.

Group 2: Seeds 2, 3, 4, 6, 8.

4. In the event that after grouping there is two (2) remaining teams, the remaining teams will be placed in the two groups whose top seed is the lowest in regards to the other groups.

Ex: Group 1: Seeds 1, 8, 11, 14.

Group 2: Seeds 2, 5, 7, 10, 13.

Group 3: Seeds 3, 4, 6, 9, 12.

In the event that there are only enough teams for two (2) and two (2) remaining teams, the remaining teams will be placed in their respective groups corresponding to the previously used methods of seeding.

Ex: Group 1: Seeds 1, 4, 6, 8, 10.

Group 2: Seeds 2, 3, 5, 7, 9.

5. In the event that after grouping there are three (3) remaining teams, the remaining teams will be

placed in the three groups whose top seed is the lowest in regards to the other groups.

Ex: Group 1: Seeds 1, 11, 15, 19.

Group 2: Seeds 2, 7, 10, 14, 18.

Group 3: Seeds 3, 6, 9, 13, 17.

Group 4: Seeds 4, 5, 8, 12, 16.

In the event that there are only enough teams for three (3) groups and three (3) teams, the remaining teams will be placed in their respective groups corresponding to the previously used methods of seeding.

Ex: Group 1: Seeds 1, 6, 9, 12, 15.

Group 2: Seeds 2, 5, 8, 11, 14.

Group 3: Seeds 3, 4, 7, 10, 13.

6. In the event of a tie for seeding, seeds will be determined by coin toss.

#### 4. Final Lightning Round

- a. The 4. *Final Lightning Round* will consist of four (4) teams with the highest cumulative scores after combining totals from the 1. *Written Exam* round, the 2. *Team Response* round, and the 3. *Lightning Round*.
- b. A series of ten (10) questions will be read aloud and/or displayed.
- c. The teams will be given one (1) minute to signal to the judge(s). **(Depending on facilities, signaling methods may include, but is not limited to raising placards, ringing a bell, etc.)**
- d. Upon signaling, the team must place their pencil(s) down on their table or desk,
- e. After signaling, the signaling team is also not allowed to converse amongst themselves or with others.
- f. Whichever occurs first, i) the end of the one (1) minute time limit or ii) when the last of the teams to signal the judge, will end the answer period for the preceding question.
- g. The order in which the team(s) signaled the judge(s) will be recorded, and the team(s) will have their answer(s) checked in the corresponding order.
- h. The first correct answer will result in ten (10) points being awarded to the team who have provided.
- i. If no team has answered the question correctly there will be zero (0) points awarded.

- j. There is a maximum total of one hundred (100) points from the *4. Final Lightning Round*.
- k. Following the *4. Final Lightning Round*, teams' aggregate scores will be calculated, this time combining the team scores from the *1. Written Exam* round, the *2. Team Response* round, the *3. Lightning Round*, and the *4. Final Lightning Round*.
- l. These combined scores will be used to determine ranking.
- m. In the event of a tie for ranking (1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup>), the *4. Final Lightning Round* will continue for tied teams in a ten (10) question round with the highest earning team being awarded the ranking.

### **C. Awards**

- 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place awards will be provided to the three (3) teams from each division who have earned the highest aggregate scores, having combined subtotals from the *1. Written Exam* round, the *2. Team Response* round, *3. Lightning Round* and *4. The final lightning round*.
- In the event of a tie for ranking (1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup>), the *4. Final Lightning Round* will continue for tied teams in a ten (10) question round with the highest earning team being awarded the ranking.

### **V. Upcoming Changes**

- The exact locations for regional qualifiers are to be determined and finalized.