

## Silicon Valley Youth Math Competition Rules and Guidelines

Please email us if you have a question that is not addressed in this section. Violation of these rules is considered fraud and will result in disqualification and possible further sanctions.

### General:

**Teams and Divisions:** Competitors must form their own teams of one to three persons. Each team member must be in grades 4 - 8 to be allowed to compete. The recommended grade levels for each division are:

Novice (4-5)

Intermediate (6-7)

Advanced (7-8)

The competition allows for teams to request to compete in the division that they feel best matches their capability. Higher divisions will receive higher prizes. All level selections will be reviewed and the final decision will be made by the competition hosts.

**Testing:** Students will take the test online. Pencils, pens, erasers, rulers, compasses, protractors, and graph/scratch paper is allowed. **Calculators are not permitted for neither the team nor the countdown round.** No communication with people outside the registered teams is allowed, including parents or other team members.

The following tests are offered at our contest:

**Team Round:** One to three team members work together for 40 minutes to answer 20 questions. There is no penalty for skipped or incorrect answers. Answers must be fully simplified and, where appropriate, given in the format asked for in the question. Units of measurement should be omitted. Each division will take a different test. Team members will be able to collaborate in their own breakout room. At the start of the team round, a pdf document containing the problems and a Google Form allowing answer submissions will be sent out to all competitors. During the test, proctors will be cycling through breakout rooms to check on students and answer any logistical questions. We require the competitors' cameras to be turned on in order to maintain a fair testing environment. Competitors may also use Zoom's "Ask for Help" feature and a proctor will join the room to help the team. After the 40 minutes have passed, a reminder to submit will be sent out and the form will close shortly afterward. Late submissions will not be accepted.

**Buzzing Round:** The buzzing round is a fast-paced individual round which allows teams to compete against each other and the clock to solve problems. All teams may compete in the buzzing round by joining the virtual buzz-in system. Competitors should join the system in a timely manner, or they risk putting themselves at a disadvantage. There are 15 buzzing questions for each division.

### Scoring:

For purposes of awards, a team's overall score is determined by their score on the team round x 10 added to the average of each individual's score on the buzzing round. Ties are broken by comparing each team's closest answer to the estimation contest. Awards are given to the 1st, 2nd, and 3rd place teams in each division. The prizes will be gift cards.

**Equipment:** Calculators are not permitted for either round. No electronics other than a laptop and a camera are permitted (e.g. cell phones may be NOT on the student's desk during testing). Cameras will be required. On the laptop, no searching the internet for any problems is allowed.

**Appeals:** Silicon Valley Youth has an appeals process in place to deal with issues such as test key errors or incorrect grading. If you believe your student or team was assigned an incorrect score due to incorrect grading or errors in the answer key, please put the issue in writing and send it to us, along with the test in question. Silicon Valley Youth will consider your appeal and respond in a timely manner.