

2007 TOURNAMENT RULES

Please read and discuss with your students the following tournament rules. They have been revised from previous years' tournaments to minimize difficulties that judges experienced and to re-emphasize team play. Note that under the new rules it is not necessary to say "Krypto."

SEQUENCE OF PLAY

As shown below, one team is designated with players 1A and 1B, while the other players are 2A and 2B.

2B	2A
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1B	1A
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- Play begins with player 1A.
- Five cards are dealt and a Krypto or common objective card is also turned up. The objective of player 1A is to use the numbers on each card to equal the Krypto card by simple addition, subtraction, division and multiplication and any combinations thereof. Fractions, negatives, square roots, and exponents are not allowed. Each card must be used once, and once only.
- If player 1A accurately states the complete solution within 20 seconds (time beginning after the sixth card is dealt), team 1 receives two points. If the correct answer is completely given between 20 and 40 seconds, only one point is awarded (20.00 is worth 1 point). During player 1A's turn, player 1B must remain quiet.
- The other team can challenge the solution after player 1A has finished. A player who challenges need not know the correct solution, he/she just has to know that the solution being offered is incorrect and state the reason why. If the challenge is successful, the other team receives one point. Either player on the team may challenge the solution.
- If player 1A cannot provide a correct solution within 40 seconds, the timer says, "Steal," and the first player to speak on the other team has up to 20 seconds to completely state the correct solution and receive one point. The other player on the team may not speak during this time. If the solution is incorrect, the first team can challenge and receive one point. If no solution is found, one more hand is dealt to player 1A using the same

rules as above. If no solution is found again, play continues to the next player.

- The above process continues for players 2A, 1B and 2B. A round consists of all players having one turn.
- Each of the preliminary games will consist of five complete rounds. Semifinal games and Final games will consist of 7 and 10 rounds, respectively.
- In the case of a tie, players 1A and 2A will both receive an additional turn. If a tie continues, players 1B and 2B shall receive a turn. Play continues in this sequence until there is no tie.
- Teams from the same school should not play against each other unless they both qualify for the Winner's Circle.

WINNER'S CIRCLE

Teams will be placed into groupings. The top team(s) from each group will qualify for Winner's Circle play. If need be, teams with the most overall wins may receive a bye to the second semifinal round. Ties in rankings will be broken by 1) head-to-head, 2) total points, 3) coin flip. The remaining teams will be chosen randomly for the first pairing. The winners of these games will move to the second semifinal round. Each of these four teams will then play two games in an elimination format to determine 1st through 4th place. This format may be modified due to number of entrants.

STUDENT BEHAVIOR

The scorekeeper may deduct a point for any participant who disrupts or makes unnecessary noise. The participant will be warned once prior to the penalty.

At no time are student teams to be up and wandering about. They may not leave their seats to watch other teams play, or to go outside. If there are students on the BYE they must remain at their assigned table. Coaches, please emphasize this to your students. Disruptive conduct may result in disqualification of the team.