

## **SUPERTMATIK Mental Math Challenge**

### **Guidelines to conduct intra and inter-class draws**

#### **I. Before beginning the draw, the Teacher should:**

- a) Check if the following materials are available: Draw Map, black bag, "papers" with students identification (student number) and a black or blue pen. The "papers" (one per each student) should be folded in four parts so that the students' identification is not visible;
- b) Confirm the number of present enrolled Studentses (in order to conduct the draw at least  $\frac{3}{4}$  of the Students enrolled in the contest should be present).

#### **II. The draw**

- a) The draws when the Teacher places the "papers" with the Students identification in the black bag;
- b) Next, the Teacher should retireve the first paper from the black bag. The drafted Student number will be announced and registered in the Draw Map in the corresponding position to Player 1 (P1) of game 1A (from 17 to 32 participants, Sixteenth Finals), 2A (from 9 to 16 participants, Eighth Finals), 3A (from 5 to 8 participants, Quarter Finals) or 4A (with 4 participants, Semi Finals);
- c) The draw proceeds with the previously drafted Student who retrieves a new paper. The Number of the drafted Student should be announced by the Teacher and registered in the Draw Map in the corresponding position of Player 1 (P1) of game 1B (from 17 to 32 participants, Sixteenth Finals), 2B (from 9 to 16 participants, Eighth Finals), 3B (from 5 to 8 participants, Quarter Finals) or 4B (with 4 participants, Semi Finals);
- d) The procedure should be repeated until all positions available for Player 1 are full;
- e) Once the entire column regarding Player 1 is filled up, you should begin filling the column corresponding to Player 2. This should be done by following the principles mentioned before, from top to bottom;
- f) As you approach the end of the draw, and in case the number os participants is not are reserved exactly 32, 16, 8 or 4 Students, one or more positions of P2 column (Player 2) will not be filled. In this case Players 1 qualify automatically for the next elimination round, without corresponding opponent;
- g) The Draw Map should be in placed an appropriate place, duly filled (the Teacher should keep a copy);
- h) The numbers of the winner Students should be marked in the Draw Map. After all games of a given elimination round are completed, you should proceed by filling the games of the next elimination round (check the Reference Map).

# DRAW MAP

## SUPERTMATIK Mental Math Challenge

Sixteenth Finals (from 17 a 32 participants)		Eighth Finals (from 9 a 16 participants)		Quarter Finals (from 5 a 8 participants)		Semi Finals (4 participants)		Finals	
P1	P2	P1	P2	P1	P2	P1	P2	P1	P2
1A	VS	2A	VS	3A	VS	4A	VS	FA	VS
1B	VS	2B	VS	3B	VS	A2	VS	FB	VS
1C	VS	2C	VS	3C	VS				
1D	VS	2D	VS	3D	VS				
1E	VS	2E	VS						

### REFERENCE MAP

Sixteenth Finals (from 17 a 32 participants)		Eighth Finals (from 9 a 16 participants)		Quarter Finals (from 5 a 8 participants)		Semi Finals (4 participants)		Finals									
P1	P2	P1	P2	P1	P2	P1	P2	P1	P2								
1A	VS	2A	1A	VS	1B	3A	2A	VS	2B	4A	3A	VS	3B	FA	V4A	VS	V4B
1B	VS	2B	1C	VS	1D	3B	2C	VS	2D	A2	3C	VS	3D	FB	D4A	VS	D4B
1C	VS	2C	1E	VS	1F	3C	2E	VS	2F								
1D	VS	2D	1G	VS	1H	3D	2G	VS	2H								
1E	VS	2E	1I	VS	1J												
1F	VS	2F	1L	VS	1M												
1G	VS	2G	1N	VS	1O												
1H	VS	2H	1P	VS	1Q												
1I	VS																
1J	VS																
1L	VS																
1M	VS																
1N	VS																
1O	VS																
1P	VS																
1Q	VS																

Year: \_\_\_\_\_ Class: \_\_\_\_\_ Teacher: \_\_\_\_\_