

Enterprising Mathematics in Scotland

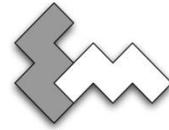
Rules and Information

November 9th 2010

University of Glasgow

9.30 – 10.30	Registration & warm-up
10.30 – 11.15	Team Round
11.25 – 12.00	Practical Round
12.10 – 12.45	Actuarial Round
Lunch break	
1.45 – 2.45	Stations Round
2.55 – 3.25	Relay Round
3.30 – 4.00	Award Ceremony

Calculators may **not** be used at **any time** during the competition.



Team Round

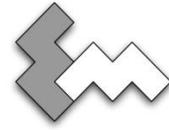
This is a 'maths miscellany' consisting of a number of questions on a variety of topics. The questions should be divided around the team by the team leader. Answers should be recorded on the answer sheet. It is unlikely that any team will complete all questions and so the team should attempt those which are their areas of strength.

Practical Round

All four members of the team collaborate to build a mathematical construction.

Actuarial Round

Our sponsor, the Institute and Faculty of Actuaries, has worked with Enterprising Maths Scotland to create this round. Teams work together to solve a selection of themed problems based on the type of work they might expect if they choose a career in Actuarial Mathematics.



Lunch break

Lunch for accompanying staff will be provided. Pupils have been instructed to bring a packed lunch. More time has been allocated to lunch to allow pupils and teachers to meet representatives from other schools.

Stations Round

There will be 6 stations to be completed in rotation as directed by the contest announcer. Accompanying teachers should familiarise themselves during morning tea/coffee with the station they have been allocated. There will be approximately 8 minutes problem-solving time for participants plus some marking time allowed at each station.

Teams must carry their answer sheet with them to each station.

At the end of this round, the completed score sheet should be handed to the stewards as instructed.



Relay Round

Supervisors sit at desks around the sides of the arena.

Teams are seated in pairs away from each other. Pair 1 collects question 1 from their supervisor and answers it at their desk before taking it to the supervisor for marking.

All questions must be attempted.

There will be a maximum of **two attempts** at a question.

Once a correct answer (or two incorrect answers) has been given the runner from pair 1 collects question 2 and delivers it to pair 2 before returning to his/her allotted desk. Only **one question per team** may be attempted at a time. The process of return of answers and collection of new questions continues until the end of the contest.

Award of Prizes

We would very much appreciate if you could take a few moments to complete the Evaluation Form issued at the end of the day.

Thank you and have fun!