

Kangaroo Speed Competition

– Rules –

Why?

Simple formula: Kangaroo Problems + Communication + Speed = Fun

Who?

One team consists of 4 competitors of mixed nationality. They have a team code (team A, team B, team C...) and a supervisor (Miriam, Julian, Josef,...). The supervisors are neutral, they will not help the team.

Where?

Each team has a small table with pen and paper. All teams are together in one room.

What?

Each team has to solve 30 Kangaroo problems of different level. Easy, medium and difficult problems are mixed. Exactly one of the five given answers is correct. Each team has the same problems.

How?

When the competition ($i=1$) starts the supervisor gives each team the first ($=i$) problem. The team solves the problem and writes down the letter they think is the correct answer.

1) If the answer is correct, the team is given a point and receives the second ($i:=i+1$) problem.

2) If the answer is incorrect, the team is given a second chance.

2a) = 1)

2b) If the answer is incorrect, the team receives the second ($i:=i+1$) problem without getting a point.

Repeat until $i=30$.

The scores are displayed on a blackboard or on a big paper that everyone can see. The supervisors signal with a small card (with the team code on it) when their team receives a point.

Finish?

When the first team is finished with all problems correct the competition is over. If the first team has x problems wrong, then the other teams get (x times 2,5) minutes extra time. When this time is over, the competition is over.

Winner?

When the competition is over the team with the highest score is the winner. The second highest score is second, the third highest score is third,...

Tips?

Be fast, be correct! Caution: The team who finishes first does not need to win...

