

SUPERTMATIK, INTERNATIONAL MENTAL MATH COMPETITION INTRA AND INTER-CLASS DRAW, GUIDELINES AND MAP

Guidelines to conduct intra and inter-class draws

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 Students (in order to conduct the draw at least $\frac{3}{4}$ of the Students enrolled in the contest should be present).

THE DRAW

- a) The draws when the Teacher places the "papers" with the Students identification in the black bag;
- b) Next, the Teacher should retrieve 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 of participants is not 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 placed in 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).

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Draw Map