

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 Studentses (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 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).

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SUPERTMATIK, INTERNATIONAL MENTAL MATH COMPETITION

INTRA AND INTER-CLASS DRAW, GUIDELINES AND MAP

Draw 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	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										
1F	VS		2F	VS										
1G	VS		2G	VS										
1H	VS		2H	VS										
1I	VS													
1J	VS													
1K	VS													
1L	VS													
1M	VS													
1N	VS													
1O	VS													
1P	VS													
1Q	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	VS		3A	VS		4A	VS		FA	VS	
1B	VS		2B	VS		3B	VS		A2	VS		FB	VS	
1C	VS		2C	VS		3C	VS		2E	VS		2F		
1D	VS		2D	VS		3D	VS		2G	VS		2H		
1E	VS		2E	VS		1I	VS		1J					
1F	VS		2F	VS		1L	VS		1M					
1G	VS		2G	VS		1N	VS		1O					
1H	VS		2H	VS		1P	VS		1Q					
1I	VS													
1J	VS													
1K	VS													
1L	VS													
1M	VS													
1N	VS													
1O	VS													
1P	VS													
1Q	VS													

Year: Class: Teacher: