



26 June 2013

Dear Year 5 and 6 parents,

**Mathematics Relay 2013**

**Fahan School**  
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CRICOS No. 00476G  
ABN 69 009 575 517

The Mathematical Association of Tasmania will hold its annual relay competitions on **Sunday 4 August 2013** at Rosny College, Rosny.

Your daughter has been invited to attend. Your daughter will need to arrive at 1:00 pm to register. The 5/6 competition commences at 1.20pm sharp. The quiz is scheduled to last 45 minutes and your daughter can be collected at 2:05pm.

Fahan has entered the maximum number of two teams of four students in the Primary division (grades 5, 6). The tasks are challenging. Your daughter has been selected by her teacher. The relay promises to be an enjoyable challenge.

I will be present at the relay to supervise the girls but would appreciate another helper. If you can help please jot a note in the diary. I have enclosed a copy of the rules to further help familiarise the girls with the competition. The dress for the competition is the sport's uniform. The girls are to bring scrap paper, pencil and erasers.

Regards,

*Amanda Evans*

**Amanda Evans**  
Head of Junior School

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**Mathematics Relay 2013**

I give permission for my daughter \_\_\_\_\_ to attend the 2013 Mathematics Relay on Sunday 4 August 2013

Signed: \_\_\_\_\_ Date : \_\_\_\_\_  
(Parent/Guardian)

The competition rules are as follows:

1. Teams to consist of four students.
2. Each team is accompanied by a Marker who will be given a bundle of problems and a list of answers. The Marker will be a teacher or parent provided by the school.
3. The Marker must take care that the **ANSWER SHEET REMAINS OUT OF VIEW** of competitors in front, behind and beside as the case may be.
4. For **each** problem, one of the four students is the Runner, who stands next to the Marker while the other three students tackle the problem. The position of Runner is taken in turn by each member of the team.
5. When a team solves a problem the assigned Runner collects the solution and returns it to the Marker.
6. If the answer is correct, the Runner returns to the team with the new problem and joins the group. A new Runner then moves next to the Marker. If the answer is incorrect, the Runner returns and tells the group. The group decides whether or not to have another attempt at the problem or to 'pass' on that question.
7. Each team tackles the problems in order until they are either completed or the time (45 minutes) expires. **Once a question is passed, the team may not return to that question.**
8. The winning team is the one with the most number of points. Should there be a tie, the winner is the team that has completed the questions in the least time.
9. **CALCULATORS ARE NOT ALLOWED.**