University of Dayton 21st Annual High School Math Competition
Saturday, March 11, 2017

Mechanics of the Competition:

- Teams attempt to answer questions in ten different mathematical areas. Last year's categories were algebra, counting, geometry, graph theory, history of math, logic, number theory, probability, trigonometry and a mystery category. This year's categories will be similar.
- Teams can select from an easy, medium or hard question in each category.
- Each category is in a different room, and teams move from room to room during the contest. After the team leaves one room, they may not re-enter that room nor attempt any problem from that room for the remainder of the competition.
- The team must stay together throughout the entire competition.
- No outside help or collaboration with other teams is allowed.
- The proctor in each room is there only to administer the problems and to enforce the rules, and therefore will not assist the teams concerning interpretation of the problems.
- At most 5 teams can be working in any single room at a given time. If you arrive at a room in which there are already 5 teams working, you will have to wait outside or find a different room until space clears.
- All answer sheets must have the team name written on them or they will not be accepted. No answers will be accepted after noon.
- NO CALCULATORS ALLOWED. Other illegal materials: cell phones, anything with "apps," slide rules, abacuses, sundials, protractors, and math professors.
- After the team has finished answering all of the questions, they will return to O'Leary Auditorium to clock in with the attendant there, and then return to the atrium. They must turn in this sheet at that time, and therefore cannot go back to the other rooms to try and answer questions again.
- **Scoring:**
  - For each correct answer, the team receives 25, 50, or 100 points based on the difficulty of the problem.
  - No points will be awarded for incorrect answers (i.e. no partial credit.)
  - Teams will be ranked according to point score, and the teams with the three greatest scores will receive prizes
  - In the case of a tie, the team that took less time to finish the problems will be ranked higher.