

OFFICIAL CONTIG RULES

PURPOSE:

CONTIG is a math game for 2, 3, or 4 players utilizing a game board and 3 dice. For our contest, we will play with 2 players. It provides practice in the four basic math operations for the numbers 1 to 8 or 0 to 9. It also develops a better understanding of the commutative, associative, and distributive properties and enhances the ability to manipulate equations.

RULES:

- 1) The 4th grade will use the game board marked from 1 to 216 and play with 3 six-sided dice. The 5th grade will use the game board marked from 0 to 180 and play with 3 six-sided dice. The 6th grade will use the game board marked from 0 to 180 and play with 3 **ten-sided** dice.
- 2) To begin play, each player rolls one die. The player with the smallest number, begins play.
- 3) The player rolls the 3 dice, applies any operation(s) to generate an answer for any unmarked number on the board and marks the answer with an **X**.
- 4) The player **MUST** tell aloud the operation(s) that were used on the 3 numbers to generate his/her answer.

a. $\underline{6} - \underline{5} = 1$	b. $\underline{6} + \underline{3} = 9$	c. $\underline{5} \times \underline{3} = 15$	d. $\underline{6} \div \underline{3} = 2$
$1 + \underline{3} = 4$	$9 + \underline{5} = 14$	$15 + \underline{6} = 21$	$\underline{5} - 2 = 3$

- 5) The scores for each round are added together **ONLY** at the conclusion of the game or partial game. The totals of each game are added together **ONLY** at the conclusion of the final game or partial game. The player with the most **TOTAL** points **WINS**. (Not how many single games the player has won.)

SCORING:

- 1) Each numbered square newly marked is worth one point.
- 2) Additional points are awarded for adjacent (vertical, horizontal, or diagonal) squares that have been previously marked regardless of who has marked them.
- 3) If a player is unable to play, that player records a "0" for that round.

Example:

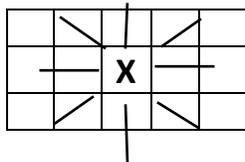
Previously marked: 1, 4, 7, 10, 12, 16, 22, 23, 32

If #3 is marked, you get 4 points (3, 4, 12, 10)

If #15 is marked, you get 5 points (15, 7, 16, 23, 22)

If #21 is marked, you get 3 points (21, 22, 12)

If #27 is marked, you get 1 point (27)



X	2	3	X	5	6	X	8
9	X	11	X	13	14	15	X
17	18	19	20	21	X	X	24
25	26	27	28	29	30	31	X
33	34	35	36	37	38	39	40
41	42	44	45	48	50	54	55
60	64	66	72	75	80	90	96

CHALLENGES:

- 1) Once a number is marked, it cannot be changed or erased, but it can be challenged.
- 2) Challenge Points may occur any time after the game board has been marked and before the next roll.
- 3) If the challenged player can prove how his/her answer was generated, then normal play continues.
- 4) If the challenged play cannot prove how his/her answer was generated, the points for that round are awarded to the challenger and are placed in the small box in that round and the player being challenged must record a 0 for that round.

6th GRADE ONLY: The color of the "X" is changed to the challenger's color and a judge must initial that change.

BONUS POINTS (For 6th Grade Only)

- 1) 5 bonus points for 5 of your color in a row, horizontally or vertically.
- 2) 10 bonus points for 5 of your color in a row, diagonally.
- 3) Only **one** set of bonus points per each row, column, or diagonal per game.
- 4) Any square may be used in collecting bonus points for more than one direction.

5TH & 6TH Grade Game Board

0	1	2	3	4	5	6	7	5 points
27	28	29	30	31	32	33	34	← 8
26	54	55	60	64	65	34	9	
25	50	120	125	144	72	35	10	
24	48	108	180	150	75	36	11	← 11
23	45	100	96	90	80	37	12	10 points
60	64	66	72	75	80	90	96	

5 points →

AT THE TOURNAMENT:

- 1) Each player is allowed 30 seconds to play. Once the dice have been rolled, **DO NOT PICK THEM UP AGAIN** until the judge tells the next player to "pick up." You **may slide** the dice together using only a pen or pencil, **no fingers**.
- 2) When dice fall off the table, land stacked, or on a slant between edges of 2 tables, **ALL 3 dice** are rolled again. Re-rolls are part of that player's 30 second time frame.
- 3) The player **MUST** tell aloud the operations that were used on the three numbers to generate his/her answer.
- 4) If you are involved in a challenge, please raise your hand so play does not continue until the challenge is resolved. A judge will assist in any way needed.

- 5) Each player must record his/her own score **AND** his/her partner's score for each round. At the end of each game, each player adds both scores. Upon agreement of those scores, each player must sign his/her partner's score sheet at the bottom of that game.
- 6) The scores for **each round** are added together **ONLY** at the conclusion of the game or partial game.
- 7) The **TOTAL** scores for each **game** are added together **ONLY** at the conclusion of the final game.
- 8) The player with the **most TOTAL points wins**.