



### Competition key dates and deadlines:

Registration of Schools: September 1, 2018 - January 31, 2019  
School Challenge: by April 30, 2019  
Register of school finalists for the Grand Final: by April 30, 2019  
Online Practise Sessions: always available  
Grand Online Final: May 1-22, 2019  
Publication of the final competition results: May 27, 2019

### 1. Objectives of the SUPERTMATIK Mental Math Challenge:

To promote interest in mental maths; to develop skills in number and calculation; to reinforce the learning of maths through play; to discover and celebrate talent in mental maths.

### 2. Who is this competition for?

The competition is aimed at pupils attending state or private schools, who come within the follow age groups:  
Category 1 - pupils born in 2012; Category 2 - pupils born in 2011; Category 3 - pupils born in 2010;  
Category 4 - pupils born in 2009; Category 5 - pupils born in 2008; Category 6 - pupils born in 2007;  
Category 7 - pupils born in 2006; Category 8 - pupils born in 2005; Category 9 - pupils born in 2003-2004.

### 3. At what level should children be playing within various age groups?

Category 1 and 2 - Level 1; Category 3 - Level 2; Category 4 and 5 - Level 3; Category 6, 7, 8 and 9 - Level 4.

### 4. Registration of Schools

Schools, represented by a teacher coordinating the activity, will be able to register online at [www.eudactica.com](http://www.eudactica.com) by filling out an electronic form, available by clicking "Competition".

### 5. Training - School Challenge

Challenge rules and game rules should be gradually explained to participating pupil groups. Classrooms must be set aside for training the pupils (it is recommended that pupils receive a minimum of five training sessions before starting competition).

### 6. School Challenge

6.1. Intra-class Tournaments: knockout rounds for students in the same class to compete against each other to select the class champions, first runners up and second runners up. The draw which will determine the matches will follow the guidelines and a list of draws made available by the Organizers to teacher coordinators:

- In each of the matches, two students and a referee will participate. The referee will deal the cards and ensure observance of the rules of the game (the role of the referee can be performed by a teacher or a student who knows the rules and has a sense of responsibility to carry out the task). The official rules of the game are available on: <https://www.youtube.com/watch?v=oaMsL0D6k3c>;
- All games contested will be to the best of 3 games (whoever wins 2 games progresses to the next knockout round), with the exception of the final games which will be a contest over 5 games (the winner is the first player to win three games).

6.2. Inter-class Tournament: this knockout round will be contested between the champions, 1st runners-up and 2nd runners-up of each class belonging to the same year group to determine the inter-class champions, 1st runners-up and 2nd runners-up. The draw and other conditions are the same described above in 6.1 (a) and (b).

6.3. Register of school finalists for the Grand Online Final: for each level of the competition, school champions, 1st runners-up and 2nd runners-up will be selected for the Grand Online Final. To participate in the Grand Final, the registration fee per student is EUR 3. To register the finalists, the teacher coordinator must send an email with a registration form for the finalists (Excel sheet), which is available from the Organizers, with proof of payment of the registration fee.

### 7. Online Practice Sessions

Students can practice their skills at any time on our website [www.supertmatik.net](http://www.supertmatik.net). A video with game instructions and The Grand Final format will be made available.



### 8. Grand Online Final

- a) Schools can choose when they want to do the Grand Final, as long as it is within the period scheduled for this event;
- b) The application will be available on: [www.supertmatik.net](http://www.supertmatik.net). Access to the game is permitted through the introduction of personal and non-transferable access details. Students should login and edit their profiles (name, school and nationality). The teacher coordinator should check that the profiles are correct and then will use the access passcode exclusive for teachers previously made available by the Organizers to let the finalists enter the game area.
- c) The online Final will record three attempts with the view of obtaining the best time on the SUPERTMATIK online. The 3 attempts must be made on the same date, with an interval of 5 -10 minutes between them. In the room in which the final will be played, only the student finalists and teacher invigilators must be present. For good performance of the online application, the latest equipment must be used and a stable link to the Internet (touch screens are allowed).
- d) Only the best result of each student will be counted for the purpose of positioning on the superTmatik Ranking.
- e) Results will be published on [www.supertmatik.net](http://www.supertmatik.net) on May 27, 2019.

### 9. Prizes

Position	Crystal star award	Offical Diploma	Official T-shirt	e-certificate	Coupon EUR 10	Coupon EUR 5	SUPERTMATIK	buddhi, IQ Puzzle
1st	✓	✓	✓				✓	✓
2nd		✓	✓				✓	✓
3rd		✓	✓				✓	✓
4th - 6th		✓			✓			
7th - 10th		✓				✓		
≥11th				✓				

Prizes will be sent to the schools by June 21, 2019. Schools are free to organise their own ceremonies to hand out prizes.



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