

CSU, Fresno Math Field Day

April 16, 2005

MAD HATTER MARATHON B
CONTESTANT INSTRUCTIONS

This contest is for **9th** and **10th** grades.

McLane Hall, Room 161

The Mad Hatter Marathon **will begin at 9:45 AM sharp!**

The Mad Hatter Marathon is a competition in rapid computation and solution of problems. You will find that you do not have time to solve every problem. After a few minutes, you may feel “mentally out of breath”. Do not let that discourage you. Your fellow contestants feel the same way. That is why this contest is called “Mad Hatter Marathon”.

This event is divided into two problem solving periods, lasting about 1 hour each. Between the two periods, there will be a 15-minute break.

The problems will be shown one at a time. You will have about a minute and a half for each problem, then the next problem will be shown. As soon as you solve a problem, mark your answer on the Scantron form. You do not need to move to a new question when it is called if you are still working on the previous one. You may move to a new question without solving the old one. However, each question will be shown only once.

You may use paper and pencil to do calculations, but **no calculators**.

Be sure that your answer is in the space provided for it.

Your score is the total number correct. Give the best answer that you can in the time available for each problem. Do not leave any questions unanswered. There is no penalty for guessing.

At the end of the contest, you will receive a copy of all the test questions with correct answers. Your graded tests will be returned at the end of the day.