

MOAA 2021 The Fourth Annual Math Open At Andover

A MIDDLE SCHOOL MATH COMPETITION AT PHILLIPS ACADEMY ANDOVER

https://andovermathopen.com

OCTOBER 16TH, 2021

Schedule of Events

Time (in ET)	Event	Zoom Location
10:30-11:00	Opening Ceremony	Livestream Link
11:00-12:15	Speed & Accuracy Round	Livestream Link
12:30-13:15	Team Round	Livestream Link
13:00-14:00	Talk with Po-Shen Loh (for parents)	Po-Shen Loh Zoom Link
13:15-14:00	Lunch Break	N/A
14:00-16:30	Speakers Session	<u>Livestream Link</u>
16:30-17:30	Gunga Bowl	<u>Livestream Link</u>
18:30-19:00	Closing Ceremony	<u>Livestream Link</u>

Please come to the **help desk** with any questions or difficulties:

https://andover.zoom.us/j/5684700155

Meeting ID: 568 470 0155

Competition Format

The competition will consist of four rounds: two individual rounds and two team rounds. In individual rounds, team members may not collaborate with anyone else, including members of their team. In team rounds, team members may freely collaborate with the members of their team, but not the members of any other team. The problems on each round can be solved using only middle school mathematical techniques and every problem is computationally feasible without calculators. The use of any external source or aid, including calculators, online resources, computer programs, dictionaries, notes, or coaches is prohibited. All answers are non-negative integers and no answer will have a value greater than 1,000,000.

Speed Round

An individual competition, the Speed Round is a 10 question test to be completed in 20 minutes.

Accuracy Round

An individual competition, the Accuracy Round is a 10 question test to be completed in 45 minutes.

Team round

A team competition, the Team Round is a 20 question test to be completed in 45 minutes with your team member

Gunga Bowl

Inspired by the Harvard MIT Mathematics Tournament's Guts Round, the Gunga Bowl is a fast-paced race between teams - with a live scoreboard and timer. The Gunga Bowl is composed of 9 rounds of 3 problems (with point values) each, to be completed in 60 minutes. Each round can only be accessed after completing the previous round, with the goal to get as many points as possible by solving problems correctly.

Competition Rules

No electronic devices or calculation aids (including calculators, phones, online resources, and computer programs) are permitted on any portion of the MOAA.

No mathematical texts or notes of any kind are permitted. Rely on your brain! Compasses, protractors, rulers, straightedges, graph paper, blank scratch paper, and writing implements are generally permitted, so long as they are not designed to give an unfair advantage.

Integrity is of the utmost importance in any competitive event. Any team discovered to be providing or receiving unauthorized aid by any means in any portion of the competition will be immediately disqualified and permanently banned from future editions of MOAA.

Contest Submission Format

Google Forms links containing password-protected PDFs will be posted on the website before the competition begins. Competitors will **need their team IDs** to submit.

During the Speed and Accuracy Rounds, the passwords to the PDFs will be displayed on the livestream. A timer will be displayed on the screen, and answer submissions should be received before the timer runs out. There will be a short grace period after the timer ends.

During the Team Round and Gunga Bowl, teams should use their own methods to communicate with their team members (e.g. Zoom, Discord). The Team Round will operate in a similar manner to the Speed and Accuracy Rounds, with the distribution of the password during the livestream. Only one member of the team should submit for the Team Round.

The Gunga Bowl problems will be distributed through the Google Forms. Once each round is submitted, a link to the next round will be provided. Only one member of the team should submit for the Gunga Bowl.

Discord Hub

Students are able to interact with other participants online using our Discord server found at https://discord.gg/f87E8Jt.

MOAA Contributors

Tournament Directors: Arnav Bhakta, Jessica He, Jeffrey Shi, Nathan Xiong, William Yue

Associate Board: Jessica Guo (Director of Registration), Andrew Wen (Director of Registration), Jaeyong Shim (Director of Outreach), Patrick Chen (Webmaster)

Faculty Advisor: Mr. Khiem DoBa

Invited Speakers: Kevin Graber (Senior Associate Director of Admissions at Phillips Academy), Po-Shen Loh (USA IMO Coach; Founder of Expii), Sue Graham Johnston (VP/GM at Juniper Networks, Former President at 128 Technology), Kevin Wang (Director of Areteem Institute), Anna Parfenov (Principal, RSM Andover)

Problem Contributors: Nathan Xiong, William Yue, Andrew Wen, Andy Xu, Raina Yang, Yifan Kang, Jaeho Lee, Jeffrey Shi

Website Programming & Design: Jeffrey Shi, Patrick Chen

Acknowledgments

The Math Open at Andover is made possible by a generous grant from the Abbot Academy Fund, continuing Abbot's tradition of boldness, innovation, and caring.

Additional thanks to the Phillips Academy Information Technology and Math Departments.

Photo Attribution: Sam Phil. http://www.robertdelaus.org/#robert-delaus, Robert DeLaus, static1.squarespace.com/static/. Accessed 1 May 2018.

Photo Attribution: Andover Campus. eNews, enews.andover.edu/brand/download/campus/1/AndoverCampus__1920x1200.jpg. Accessed 1 May 2018.

Sponsors



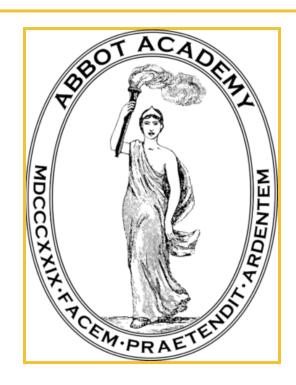




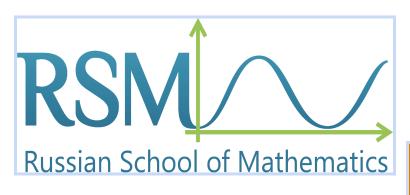






















Art of Problem Solving



