# Math Open at Andover 2023 Statistics 

The MOAA Team
7 October 2023

## Speed Round

The Speed Round was a 10-problem, 20-minute exam. Problem weights are listed below.

| Problem | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Weight | 2 | 2 | 2 | 3 | 3 | 4 | 5 | 6 | 6 | 7 |

## In-Person

Mean: 6.5
First Quartile: 2.3
Median: 6
Third Quartile: 9

Minimum: 0
Maximum: 27
Mode: 2
Standard Deviation: 4.8


## Virtual

Mean: 7.5
First Quartile: 4
Median: 6
Third Quartile: 10

Minimum: 0
Maximum: 33
Mode: 4
Standard Deviation: 5.3


## Accuracy Round

The Accuracy Round was a 10 -problem, 45 -minute exam. Problem weights are listed below.

| Problem | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Weight | 3 | 3 | 4 | 4 | 5 | 6 | 8 | 8 | 9 | 10 |

## In-Person

Mean: 7.3
First Quartile: 3
Median: 6
Third Quartile: 10.3

Minimum: 0
Maximum: 28
Mode: 0
Standard Deviation: 6.7


## Virtual

Mean: 8.3
First Quartile: 3
Median: 7
Third Quartile: 11.8

Minimum: 0
Maximum: 25
Mode: 3
Standard Deviation: 6.6


## Individual Total

The Individual Total score for each competitor is the sum of speed and accuracy scores.

In-Person

Mean: 12.3
First Quartile: 4
Median: 9
Third Quartile: 17

Minimum: 0
Maximum: 55
Mode: 2
Standard Deviation: 10.7


## Virtual

Mean: 14.9
First Quartile: 7
Median: 13
Third Quartile: 21

Minimum: 0
Maximum: 55
Mode: 7
Standard Deviation: 10.7


## Team Round

The Team Round was a 15 -problem, 40 -minute exam. Problem weights are listed below.

| Problem | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Weight | 5 | 10 | 10 | 15 | 15 | 20 | 20 | 25 | 30 | 35 | 35 | 40 | 45 | 45 | 50 |

## In-Person

Mean: 47.7
First Quartile: 22.5
Median: 40
Third Quartile: 58.8

Minimum: 10
Maximum: 145
Mode: 40
Standard Deviation: 34.4


## Virtual

Mean: 50.4
First Quartile: 25
Median: 40
Third Quartile: 75

Minimum: 0
Maximum: 195
Mode: 55
Standard Deviation: 40.0


## Gunga Bowl

The Gunga Bowl was a 27 -problem ( 9 rounds of 3 problems each), 60 -minute exam.
Problem weights are listed below.

| Round | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Weight | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 30 |

In-Person

Mean: 88.1
First Quartile: 61.5
Median: 71
Third Quartile: 120

Minimum: 35
Maximum: 206
Mode: 74
Standard Deviation: 42.8


Virtual

Mean: 79.2
First Quartile: 38
Median: 69
Third Quartile: 106

Minimum: 0
Maximum: 247
Mode: 0
Standard Deviation: 57.8


## Team Sweepstakes

The Team Sweepstakes score is the sum of each team's Individual Total scores, the Team Round score, and the Gunga Bowl score.

## In-Person

Mean: 188.2
First Quartile: 118.8
Median: 158.5
Third Quartile: 239

Minimum: 60
Maximum: 468
Mode: N/A
Standard Deviation: 103.2


## Virtual

Mean: 162.6
First Quartile: 79
Median: 130
Third Quartile: 219

Minimum: 5
Maximum: 589
Mode: 109
Standard Deviation: 117.7


