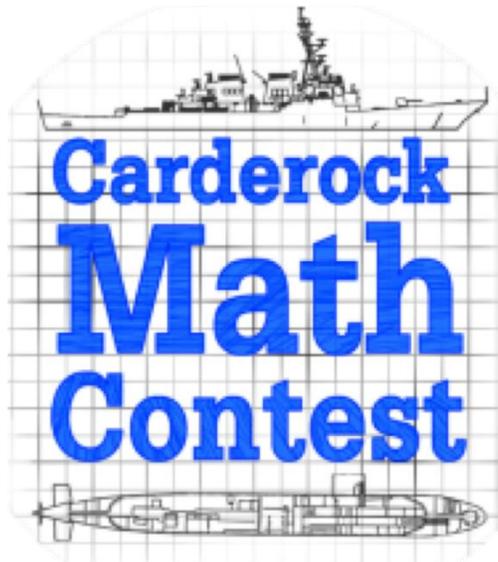


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**Carderock Math Contest
Rules and Regulations
v2.0**

MAR 2026

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Revision History

Revision	Date	Description
2.0	March, 2026	Ported language over into this document template and update language with respect to registration rules.

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1 Purpose (U)

(U) The purpose of this document is to detail the rules and regulations of the Carderock Math Contest (CMC). These are based on the MATHCOUNTS® COMPETITION SERIES Rules and Regulations but are tailored to the CMC's unique requirements.

2 Background (U)

(U) The Carderock Math Contest is held at the Naval Surface Warfare Center, Carderock Division (NSWCCD) in West Bethesda, Maryland. The competition is typically held on a Friday from 7:30AM – 2:30PM. This is a free, day-long event featuring a MATHCOUNTS®-style competition, interactive tours of the U.S. Navy's premier laboratory for ships and submarines, and a presentation aimed at encouraging middle school competitors' interest in science, technology, engineering, and mathematics (STEM) activities.

3 Definitions (U)

(U) The following terms are defined for the purposes of the CMC.

- School
An educational institution, ranging from public, charter, private, and home, designed to provide learning for competitors, generally under the direction of teachers.
- Math Club
A collection of competitors from various schools that meet regularly throughout the year for the purposes of furthering their understanding of math. (The inclusion of math clubs in the Carderock Math Contest is intended to provide competitors who attend schools that do not have their own extracurricular math opportunities to compete together as a part of a team. It is NOT intended to provide an avenue for two or more schools to collaborate in the creation of “all star” teams.)
- Competitor
An individual enrolled in the 6th, 7th or 8th grade from the District of Columbia, Maryland, and Virginia (i.e., the DMV) who plans to or will be competing in the Carderock Math Contest.
- Team
A collection of up to 4 competitors who compete together for a single school or math club.
- Teacher

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Person in charge of educating students full time in either a public, charter, private, or home school environment. This person need not be a math teacher.

- **Coach**
Leader of a school math team or other math club responsible for coaching competitors in preparation for math competitions. This person may or may not also be a teacher.
- **Chaperone**
Adult who will supervise competitors on day of contest. May be a teacher, coach, or parent volunteer.
- **Point of Contact**
One of the chaperones from a school or math club who will serve as a representative of that group on the day of contest to receive any messages from CMC organizers.

4 Registration (U)

(U) To compete in the Carderock Math Contest, a school or math club representative is required to complete a registration form. This representative can be a teacher, administrator, or parent volunteer who has received express permission from the child's school or math club administration to complete the registration process. By completing registration, the representative attests to the school administration's permission to register competitors for the Carderock Math Contest.

(U) Each school is invited to bring up to 8 competitors, 1 teacher, and 2 additional chaperones (if needed, though not required). A minimum of 1 adult for each school/club is required to attend the competition and act as the Point of Contact. No Point of Contact can be affiliated with more than one school/math club.

(U) A school or math club can register a maximum of two teams, each consisting of four competitors. If a school/club has more than eight competitors that wish to participate, a second Point of Contact for these additional competitors must be provided, and these competitors' names will be added to the waitlist. The competitors on the waitlist, with a second Point of Contact, will be selected to participate if room is available after CMC registration is closed. The schools/clubs on the waitlist will be notified as to their status soon after registration is closed.

4.1 Rules (U)

(U) When registering teams for the Carderock Math Contest, special consideration should be taken to the following rules:

1. A team registering as a school may consist of competitors from only that school.

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2. No competitor may compete for any school other than the one they attend.
3. No competitor who attends a school that is competing in the Carderock Math Contest may compete for any team (school or math club) other than that school.
4. If more than 2 competitors who attend a single school plan to compete at the Carderock Math Contest, they must register and compete for that school only.
5. When registering competitors as a math club, teachers must list the school that they attend.
6. A competitor must register and compete for a single team only.
7. A competitor is limited to competing in 3 Carderock Math Contests in their career. The Contests must be consecutive.

(U) The goal of these rules is not to impede participation in the CMC, but instead to foster a level playing field for all competitors. The Carderock Math Contest Planning Team may approve exceptions to these rules on an individual basis. Teachers should submit these requests with justification and supporting evidence before registering or when checking-in on the day of the contest as applicable. Any attempt to circumvent these rules when registering and/or checking-in on the day of the contest without prior approval from the Carderock Math Contest Planning Team may result in ineligibility for awards and/or competing in future Carderock Math Contests.

4.2 Deadlines (U)

(U) The registration deadline will be sent out with the notification of registration opening, typically in January of each year.

4.3 Substitution (U)

(U) Due to security concerns, base access requests for each competitor must be finalized one week prior to the competition date; no competitor substitutions will be permitted after that date.

4.4 Accommodation for Competitors with Special Needs (U)

(U) Reasonable accommodations may be made to allow competitors with special needs to participate. However, many accommodations that are employed in a classroom or teaching environment cannot be implemented in the competition setting. Accommodations that are not permissible include, but are not limited to: granting a competitor extra time during any of the competition rounds or allowing a competitor to use a calculator for the Sprint or Countdown

Rounds. A request for accommodation of special needs must be directed to the contest coordinators in writing at least three weeks in advance of the competition. This written request should include the competitor's special need as well as the desired accommodation.

4.5 Capacity (U)

(U) Due to the availability of rooms on the NSWCCD base for any given contest, the allowable capacity of competitors is subject to change. A waitlist may be utilized in order to ensure that the maximum number of competitors will be allowed to participate in the contest.

5 Contest Procedures (U)

5.1 Written Tests (U)

5.1.1 Rules (U)

- All answers on the test answer sheets must be legible.
- A pencil and scratch paper will be provided for competitors by CMC organizers. However, competitors may bring their own pencils, pens, and erasers if they wish. They may not use their own scratch paper or graph paper.
- Use of notes or other reference materials (including dictionaries and translation dictionaries) is prohibited.
- Specific instructions stated in a given problem take precedence over any general rule or procedure.
- Communication between school/club representatives and competitors is prohibited during the testing rounds but is permitted during breaks. Communication between teammates is permitted only during the Team Round.
- Calculators are not permitted in the Sprint and Countdown Rounds, but they are permitted in the Target and Team Rounds. When calculators are permitted, competitors may use any calculator (including programmable and graphing calculators) that does not contain a QWERTY (typewriter-like) keypad. Calculators that have the ability to enter letters of the alphabet but do not have a keypad in a standard typewriter arrangement are acceptable. Smart phones, laptops, tablets, iPods®, personal digital assistants (PDAs), and any other "smart" devices are not considered to be calculators and may not be used during competitions. Competitors may not use calculators to exchange information with another person or device during the competition.

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- Schools/clubs are responsible for ensuring their competitors use acceptable calculators, and competitors are responsible for providing their own calculators. CMC organizers are not responsible for providing the competitors with calculators or batteries before or during the CMC. School/club representatives are strongly advised to bring backup calculators and spare batteries to the competition for their team members in case of a malfunctioning calculator or weak or dead batteries.
- Cell phones, iPods®, and other MP3 players should not be visible in the competition room(s). Failure to comply could result in dismissal from the competition.
- Any cheating discovered during any round of the competition will result in a competitor's score for that round being zero.

5.1.2 Sprint Round (U)

(U) Consisting of 30 problems, this round tests accuracy, with the time period allowing only the most capable competitors to complete all of the problems. Calculators are not permitted.

5.1.3 Target Round (U)

(U) In this round, eight problems are presented with a purpose to engage the competitors in mathematical reasoning and problem-solving processes. Problems assume the use of calculators.

5.1.4 Team Round (U)

(U) In this round, interaction among team members is permitted and encouraged as they work together to solve ten problems. The teams consist of four competitors from the same school/club. Problems assume the use of calculators.

(U) Due to unforeseen circumstances on the day of the competition, teams may have fewer than four contestants. In such a situation, the team will still be scored as if they had a full team (total individual rounds will still be divided by 4). Schools within the same division (Port or Starboard) with incomplete teams may combine to make a full team of four contestants with express permission from the CMC organizers.

5.1.5 Scoring (U)

(U) Individual scores are calculated by taking the sum of the number of Sprint Round questions answered correctly and twice the number of Target Round questions answered correctly. There are 30 questions in the Sprint Round and eight questions in the Target Round, so the maximum possible Individual Score is $30 + 2(8) = 46$.

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(U) Team scores are calculated by dividing the sum of the team members' Individual Scores by four (*even if the team has fewer than four members*) and adding twice the number of Team Round questions answered correctly. The highest possible Individual Score is 46. Four competitors may compete on a team, and there are 10 questions in the Team Round. Therefore, the maximum possible Team Score is $((46 + 46 + 46 + 46) \div 4) + 2(10) = 66$.

5.2 Countdown Round (U)

5.2.1 Rules (U)

- For each question throughout the round, competitors will have a maximum of 45 seconds to try to be the first to correctly answer each question.
- *First Round* (16 competitors – 4 groups of 4): Four (4) competitors are on-stage at a time within the grouping based on their seed. The first two (2) competitors to answer two (2) questions correctly will advance to the next round, with the others eliminated from competition.
- *Quarter-Final Round* (8 competitors – 2 groups of 4): Two (2) competitors out of four (4) need to correctly answer two (2) questions in order to advance, with the others eliminated from competition.
- *Semi-Final Round* (4 competitors): Competitors must answer three (3) questions to advance. The first two (2) competitors to answer three (3) questions correctly will move on to the Championship Round.
- *Consolation Round* (2 competitors): The non-advancing competitors from the Semi-Final Round will compete, head-to head, with the first competitor answering three (3) questions correctly being awarded 3rd place.
- *Championship Round* (2 competitors): The advancing competitors from the Semi-Final Round will compete, head-to head, with the first competitor answering three (3) questions correctly being awarded 1st place, and thus overall CMC Champion. The remaining competitor will be awarded 2nd place.

5.2.2 Ranking (U)

(U) Individual and team winners are chosen by sorting their respective scores from highest to lowest.

In the event of a tie between two individuals, the tie is broken using Sprint Round results starting with Question 30 and moving backwards. The individual who answered Question 30 correctly is given the higher ranking. If both or neither of the tied individuals correctly answered Question 30 then the same procedure is used for Question 29 and so on until separation can be found. If the tie remains after examining the Sprint Round, the Target Round will be used in the same manner starting from Question 8 and moving backwards. If the tie still remains after using the Target Round, the tie will stand and a coin will be flipped to determine Countdown Round seeds. If more than two individuals are tied, the same procedure can be used to break the ties progressively.

(U) In the event of a tie between two teams, the tie is broken using Team Round results starting with Question 10 and moving backwards. The team that answered Question 10 correctly is given the higher ranking. If both or neither of the tied teams correctly answered Question 10 then the same procedure is used for Question 9 and so on until separation can be found. If the tie remains after examining the Team Round, the Sprint Round will be used in a similar manner as the tie-breaking procedure for Individuals, using the percentage of correct answers amongst the team members for each question. If the tie remains after examining the Sprint Round, the Target Round will be used in the same manner starting from Question 8 and moving backwards. If the tie still remains after using the Target Round, the tie will stand. If more than two teams are tied, the same procedure can be used to break the ties progressively.

6 Security

6.1 Background Checks (U)

(U) All participants – competitors, teachers, and chaperones – will be required to submit for a background check in accordance with NSWCCD policy. Specific guidelines regarding visitor access to NSWCCD will be distributed after registration for the event.

6.2 Citizenship (U)

(U) Due to NSWCCD foreign-visitor requirements, the additional chaperone(s) may not be a foreign national. However, the main Point of Contact bringing the competitors to base, be it teacher or math club representative, may be a foreign national if the CMC organizers are made aware prior to the registration deadline. Additionally, competitors who are foreign nationals are allowed to participate.

6.3 Pictures (U)

(U) **ABSOLUTELY NO PICTURE TAKING IS ALLOWED AT THE CMC. As this competition is held on a U.S. Navy base, NO ONE (teachers, chaperones, or competitors) is authorized to take any pictures during the day.** CMC organizers have scheduled a base photographer to take pictures during the day, as well as during the awards ceremony. A link to these pictures will be provided in the registration packet given to the school/club representative at the competition.

6.4 Personal Electronic Devices (U)

(U) In accordance with NSWCCD policy, NO ONE (teachers, chaperones, or competitors) is permitted to bring laptops or tablets on base.