

What is 24? 24 is a basic fact game in which the object of the game is to use multiplication, addition, subtraction, and division to get the answer of 24.

What does a proctor need to do? As a proctor, you will be responsible for playing the game with a group of 4 kids. You will also be in charge of keeping the score on their score card.

Who is playing? All 4th, 5th, and 6th graders will be participating in Round 1 and 2. The top 12 scorers will move onto the semi-final round. All remaining students will stay at their tables to compete for the Table Winner Prize. The top 4 scorers from the semi-final round will move onto the final round. All students except the top 4 scorers will stay for the final round. The top 2 scorers from the final round from 6th grade will move onto the Chester County Intermediate Unit 24 Tournament. The top scorer from 4th and 5th grade will move on to the Chester County Intermediate Unit 24 Tournament.

How is the game played?

1. The proctor places the card into the center of the mat. You will need to cup the card so that you are careful not to show the numbers to the players prior to placing the card down in the center of the table.
2. The players at the table will have their hand placed on the mat but not touching the 24 card.
3. When a student knows the answer to the card, they place no more than 3 fingertips on the card to declare they have the answer. The student gives their answer and the proctor determines if the answer is correct or incorrect.
4. The student must start their response within 3 seconds of touching the card and must finish within 15 seconds. Once they start saying their response, they cannot change it. (we will not be using timers, just use your judgment)
5. Proctors need to determine if their response is correct or not.
6. If the response is correct, that player keeps the card.
7. Round 1 and 2 will consist of 32 cards played. Round 3 and 4 will consist of 32 cards played. Rounds 3 and 4 will have a mix of single and double digits.

What if a student touches the card but cannot give an answer?

1. If a student cannot give an answer after they touch the card or if they give an incorrect response, they will receive a penalty flag.
2. Proctors will need to keep track of Penalty flags. In Rounds 1 and 2, all players are allowed 3 penalty flags and in Rounds 3 and 4, all players are allowed 2 penalty flags.
3. Penalty flags do not follow a player. All players start fresh (clean slate) at the start of a new round.

What if no one can figure out the solution?

1. After approximately 15 seconds of a card being in play, if all students are stumped, you can remove the card for later play or flip it to the other side.

How long will each round be?

All rounds will be 15 minutes long. If you finish before the 15 minutes is up, please tally up the scores and then allow the children can continue to play with the other side of the cards. You cannot give additional points though. At the end of each round, the proctors will have a few minutes to total up the scores and have the children switch to their new tables.

How do I keep score?

1. At the end of the round, you will need to collect the cards from the player. You will need to total up each player's score.

Please pay attention to the number of points each card is worth. There are 3 different difficulty levels.

2. After round 2, proctors will need to quickly total the point from Round 1 and 2 so that we can determine who moves onto the semi-finals.

