Learners Equations® Variations 2012

GENERAL RULE FOR ALL ROUNDS: Each * (or ^) or √ that is rolled must be turned over to another operation sign (+, –, x, or ÷).

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The following variations may be chosen beginning at Round 3.

1. <u>0 wild</u> The 0 cube may represent any numeral on the cubes, but it must represent the same numeral everywhere it occurs (Goal and Solution). Each Equation-writer must specify in writing the interpretation of the 0 cube if it stands for anything other than 0 in his Solution.

2. <u>Three-operation Solution</u> Any Solution must contain at least three operation symbols. The operation symbols are +, –, x, and ÷.

3. <u>Two-digit numerals</u> Two-digit numerals are allowed in Solutions.

4. <u>Average</u> + shall not represent addition; instead it shall represent the operation of averaging *two* numbers.

5. <u>Required cube</u> The Solution must contain a ___ cube. The player picking this variation must fill in the blank in the previous sentence with a symbol from Resources.

DO NOT MARK THIS SHEET!

EQUATIONS/ON-SETS SCORING CHART

Scoring During a Shake

Situation	Correct	Incorrect
Challenge Now *or* Never	6	2
Challenged against (Last Mover)	6	2
Third Party siding with Challenger	4	2
Third Party siding with Last Mover	6	2
Write a Solution after all cubes moved	4	2

Note A student who is late or absent for a shake scores -4 for that shake.

Scoring at the End of a Match (Round)

Three-Player Match	
1st place alone	6
Two-way tie for 1st	5
Three-way tie for 1st	4
2nd place alone	4
Two-way tie for 2nd	3
Third place alone	2
Did not play	0

Two-Player Match	
1st place alone	6
Two-way tie for 1st	5
2nd place alone	4
Did not play	0