



**APRIL-MAY 2018**

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## *Coaches' Bulletin*

# Q&A

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### **Equations**

**Q1** Percent variation: It is stated that in the Goal or Solution, *A* and or *B* may be a two-digit numeral. Does this mean that, even if the Two-digit variation is not called/available, we can still use two digits for *A* and/or *B* in the Solution? So can this be a Solution? 25%4? (Senay Tascioglu, Michigan)

**A1** The Percent variation allows two-digit numbers only on either or both sides of the % sign (↔). So you may *not* write a Solution like this: 25%4 + 16.

**Q2** If Factorial is called, can your Solution just be one number? For example, if the Goal is 6, can your Solution be 3!? (Libby Michalik, Pennsylvania)

**A2** No, it may not. The rules state that the Solution must contain at least two *cubes*. ! is not a cube.

**Q3** Coaches were discussing ambiguity and the root symbol in *Equations*. Consider the following Solutions for a Goal of 3 (with no variations that would affect the basic point)

- A.  $\sqrt{1+2} = 3$
- B.  $2\sqrt{4+1} = 3$
- C.  $2+1\sqrt{1} = 3$

Under the existing rule, it appears only C is ambiguous -- a checker could put parentheses around 2+1 making the Solution equal 1 rather than 3. The other two are protected by the rule that you can't break up the radical symbol from the numbers behind it.

There was some feeling that it was meant to only protect Solution A in which the radical is a unary operator -- which is protected from ambiguity in other cases like the factorial and the prime in *On-Sets*. There was also a feeling that perhaps all three were meant to be unambiguous. (Lee Redding, Michigan)

**A3** Only C is ambiguous. The intention was to make *Equations* rules more in line (where we can) with conventions followed in math texts where  $\sqrt{4+3}$  means  $(\sqrt{4})+3$  even without ( ).

### **On-Sets**

**Q4** An On-Sets situation from our State tournament: In Middle, five cubes are left in Resources. Someone bonuses, puts a blue cube into Forbidden, and then an = in Forbidden. Everyone thinks the blue hit first. Is that a valid move? When the move started, there were five cubes in Resources, but arguably before the = hit Forbidden, there were only four left, so the move would be valid. (Steve Wright, Michigan)

**A4** As soon as the blue cube touched the mat in Forbidden, there were only four cubes left in Resources. Therefore, the second move is valid. The other way around would not have been valid, and the = would have been returned to Resources and the player is not penalized a point unless they do not correct the move in time. A sticky point would be if both cubes touched the mat in Forbidden at the same time. (I'll let you think about that situation.)

### **Propaganda**

**Q5** A local Propaganda example was this: "Ronald McDonald recommends that you buy Keds shoes because they fit your feet best." Panel's Opinion: 5 Status  
Ronald McDonald isn't a real person. So why is this Status?

**A5** The *Propaganda Guide* defines Status like this: "Persons or objects for which we have a strong sentiment of respect and esteem -- or which at least possess some degree of fame or prestige -- are introduced into the argument as endorsing that which we are asked to buy or believe." Ronald McDonald is real to millions of kids and therefore his *name* carries weight when recommending shoes for kids. The answer is not No Technique because Ronald doesn't really know any more about shoes than you or me.

Coaches attending the National Tournament in Knoxville should attend the Rules Meeting for their subject area -- Math, LinguisHTIK, or Social Studies -- unless occupied with other duties. Even if you're not a certified judge in a cube game, you can participate in the discussion of rules proposals.