EQUATIONS WORKSHEET

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SCORING AFTER A CHALLENGE

PRINCIPLES

NAME

- 1. After a challenge, a player is *correct* if
- a. that player had to write a correct Solution and did so, or b. that player did not have to write a correct Solution (someone else did) and no one
- wrote a correct Solution. 2. After a challenge, points are awarded as follows.
 - a. Any player who is not correct scores 2.
 - **b.** Any player who is correct scores **6**, unless that player sided with the Challenger, in
- which case the score is 4. Special rule: In a three-player match, a player who does not present a Solution for a shake

scores 2 if he accepts another player's Solution as correct even if the other checker later proves the Solution wrong.

EXERCISES

write a correct Solution.

Give the scoring (6, 4, or 2) for each player in each situation.

X challenges Never against Y. Z sides with X. Y does not

	present a correct Solution.	
2.	X challenges Never against Y. Z sides with X. Y writes a	
	correct Solution.	
3.	X challenges Never against Y. Z sides with Y. Y writes a	

- correct Solution but Z does not.
- 4. X challenges Never against Y. Z sides with Y. Both Y and Z
- write correct Solutions. 5. X challenges Never against Y. Z sides with Y. Z writes a
- correct Solution but not Y. X challenges Never against Y. Z sides with Y. Neither Y nor 6. Z presents a correct Solution.
- 7. X challenges Now against Y. Z sides with X. Both X and Z write correct Solutions.
- 8. X challenges Now against Y. Z sides with X. X writes a correct Solution but Z does not.
- X challenges Now against Y. Z sides with X. Z writes a 9. correct Solution but X does not.
- **10.** X challenges Now against Y. Z sides with X. Neither X nor Z writes a correct Solutions.
- 11. X challenges Now against Y. Z sides with Y. X writes a correct Solution. 12. X challenges Now against Y. Z sides with Y. X does not