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Coaches' Bulletin

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Presidents Groups/Themes 2021-22

Elementary/Middle plays Group **C** (#28-46).

Group **C** for Elementary/Middle is subdivided into 28-37 for the first round and 38-46 second round.

Junior/Senior plays Groups **A** (1-17) and **C** (28-46).

The theme for all Divisions is Presidential Firsts. The additional theme for Jr/Sr is Economics.

Q&A

Submit questions to:
bngolden1@cox.net

Q1 Will President #46 (Joe Biden) be included in Group C for 2021-22?

A1 Yes, he will.

Q2 Will the Worksheets for Group C be updated to include #46?

A2 Yes, they will. They will be available for free download at agloa.org by July 1.

Q3 What *Equations* variations will be played in 2021-22 in Elementary/Middle divisions?

A3 The Even year variations are in effect in Elementary/Middle. They are listed on the next page of this bulletin.

The Tournament Rules in each game will be updated and posted at agloa.org by July 1.

Elementary Variations (grade **6** and below)

1. Sideways A cube representing a non-zero number may be used sideways in the Goal or Solution to equal the reciprocal of that number.

2. Upside-down A cube representing a number may be used upside-down in the Goal or Solution to equal the additive inverse of that number.

3. 0 wild 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 the Equation.

4. Factorial There are two occurrences of the factorial operator (!) available, like parentheses, to be used in the Solution and/or the Goal as the Equation-writer chooses to use them. All uses of ! in the Equation must be in writing.

5. Multiple Operations Any operation sign not in Forbidden (or the Goal) may be used many times in any Solution. If the Factorial variation is also chosen for the shake, an unlimited number of factorial operators may be used in each Solution. At most two factorials may be used in the Goal.

6. Three-operation Solution Any Solution must contain at least three operation symbols. The operation symbols are +, –, x, ÷, ^ (or *), √, and ! if Factorial is chosen.

7. Remainder *A* ·I· *B* (·I· is a sideways ÷) equals the remainder when *A* is divided by *B. A* and *B* are positive integers, and *A* is less than or equal to 1000.

8. Average + shall not represent addition; instead it shall represent the operation of averaging *two* numbers.

9. Smallest prime x*A* means "the smallest prime bigger than *A*," where *A* is a rational number less than or equal to 200.

10. Percent —^ means "percent of." That is, *A* —^ *B* = *A*% of *B* where *A* and *B* are numbers. In the Goal or Solution, *A* and/or *B* may be a two-digit numeral.

11. Decimal point ^ (or *) may represent a decimal point. If so used in the Goal or Solution, a ^ may be combined with at most three digits to form a numeral. When used as a decimal, ^ takes precedence over all other operations.

The **Middle** Even Year Variations are on the next page.

MIDDLE Equations® EVEN Year Variations

1. Sideways A cube representing a non-zero number may be used sideways in the Goal or Solution to equal the reciprocal of that number.

2. Upside-down A cube representing a number may be used upside-down in the Goal or Solution to equal the additive inverse of that number.

3. 0 wild The 0 cube may represent any symbol on the cubes, but it must represent the same symbol 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 the Equation.

4. Factorial There are two occurrences of the factorial operator (!) available, like parentheses, to be used in the Solution and/or the Goal as the Equation-writer chooses to use them. All uses of ! in the Equation must be in writing.

5. Multiple Operations Any operation sign not in Forbidden (or the Goal) may be used many times in any Solution. If the Factorial variation is also chosen for the shake, an unlimited number of factorial operators may be used in each Solution. At most two factorials may be used in the Goal.

6. Base *m* Both the Goal and the Solution must be interpreted as base *m* expressions, where the player choosing this variation specifies *m* for the shake as eight, nine, or ten. Two-digit numerals are allowed in Solutions.

7. Multiple of *k* A Solution must not equal the Goal but must differ from the Goal by a non-zero integer multiple of *k*, where the player choosing this variation specifies *k* for the shake as a whole number from six to eleven, inclusive. The Goal must not be greater than 1000_{ten} or less than -1000_{ten}.

8. Average + shall not represent addition; instead it shall represent the operation of averaging *two* numbers.

9. Percent $\overset{\%}{—}$ means "percent of." That is, $A \overset{\%}{—} B = A\%$ of B where A and B are numbers. In the Goal or Solution, A and/or B may be a two-digit numeral.

10. Decimal Point ^ (or *) may represent a decimal point. If so used in the Goal or Solution, a ^ (or *) may be combined with at most three digits to form a numeral. When used as a decimal, ^ (or *) takes precedence over all other operations.