Virtual Challenge Meets – The Middle School Addition Scoring, Tie-breaker and Clarifications Page
(updated to include M, G & C)

Calculator – Clarifications

- 30 Minute Time Limit
- Skips, incorrect answers are the same.
- Answers formats and variations that are counted correct are listed on the Cover Page.
- To compute the score, draw a line after the last problem attempted
- Multiply that by 5...that's the earned points.
- Count all the skips and incorrect answers up to and including the last problem attempted
- Multiply that by 9...that's the penalty points. (this is different from the HS scoring which is only a (-7) for each skip or miss)
- Subtract the penalty points from the earned points and that is their score. Example: Johnny gets to 60, but misses/skips 18 problems  (60)(5) = 300; (9)(18) = 162; 300 - 162 = 138. Johnny’s score is 138.
- Note: if you can read it, count it correct…unlike NS, they can markover.

Dictionary Skills – Clarifications

- 20 Minute Time Limit
- 40 Total Questions
- 3 points for each correct answer.
- 2 points subtracted for each incorrect attempted answer
- No penalty for skipped questions.
- No tiebreaker
Listening Skills – Clarifications

- 10 Minutes to read the Script; 10 Time Limit on Test
- 25 Total Questions.
- 3 points for each correct answer.
- 2 points subtracted for each incorrect attempted answer
- No penalty for skipped questions.
- Example: Johnny attempts 20 questions, getting 16 correct and 4 incorrect. (16 X 3 = 48; 4 X 2 = 8: 48 – 8 = 40). Johnny’s score is 40.
- No tiebreaker

Mathematics – Clarifications

- 30 Minute Time Limit
- 50 Total Questions
- 5 points for each correct answer.
- 2 points subtracted for each incorrect attempted answer
- No penalty for skipped questions.
- Example: Johnny attempts 30 questions, getting 22 correct and 8 incorrect. (22 X 5 = 110; 8 X 2 = 16: 110 – 16 = 94). Johnny’s score is 94.
- No Calculators.
- No tiebreaker
Number Sense – Clarifications

- 10 Minute Time Limit
- 80 Total Questions
- Skips, incorrect answers, markovers are all the same
- To compute the score, draw a line after the last problem attempted
- Multiply that by 5...that's the earned points.
- Count all the skips, incorrect answers and markovers up to and including the last problem attempted
- Multiply that by 9...that's the penalty points.
- Subtract the penalty points from the earned points and that is their score.
- Example: Johnny gets to 30, but misses/skips/markovers 7 problems (30)(5) = 150; (7)(9) = 63; 150 - 63 = 87. Their score is 87.
- No Calculators or scratch paper. ALL calculations must be done mentally.
- No tiebreaker

Science – Clarifications

- 45 Minute Time Limit
- 35 Total Questions
- 5 points for each correct answer.
- 2 points subtracted for each incorrect attempted answer
- No penalty for skipped questions.
- Example: Johnny attempts 25 questions, getting 17 correct and 8 incorrect. (17 X 5 = 85; 8 X 2 = 16: 85 – 16 = 69). Johnny's score is 69
- **No calculators.**
- No tiebreaker
Social Studies-Clarifications

- 30 Minute Time Limit
- 40 Total Questions
- 3 points for each correct answer.
- 2 points subtracted for each incorrect attempted answer
- No penalty for skipped questions.
- Example: Johnny attempts 30 questions, getting 26 correct and 4 incorrect. \((26 \times 3 = 78; 4 \times 2 = 8; 78 - 8 = 70)\). Johnny’s score is 70.
- No tiebreaker

Maps, Graphs & Charts - Clarifications

- 45 Minute Time Limit
- 75 Total Questions
- 3 points for each correct answer.
- 2 points subtracted for each incorrect attempted answer
- No penalty for skipped questions.
- Example: Johnny attempts 30 questions, getting 26 correct and 4 incorrect. \((26 \times 3 = 78; 4 \times 2 = 8; 78 - 8 = 70)\). Johnny’s score is 70.
- No tiebreaker

Spelling – Clarifications

- 45 Minute Time Limit for 5/6 Spelling Test, 80 Word Test, 20 Word Tie-breaker
- 60 Minute Time Limit for 7/8 Spelling Test, 110 Word Test, 30 Word Tie-breaker.
- Each correctly spelled word is worth 1 point \[\text{We will be using the tiebreaker}\]. Enter that number in the tiebreaker slot after the score.
- THE GOAL IS FOR EVERY SCHOOL AND EVERY STUDENT TO USE THE SPELLING PROGRAM. However, if there are technical issues with the ASW Program and the technology at your school, a Word List is also posted that can be used by a pronouncer.
- Spelling Coach/Proctor should load the Spelling Program on the testing computers in advance and check the audio with headphones to get best A/V results.
- After the student completes the Computer Spelling Test, they MUST PRINT THEIR RESULTS. If they close without printing, their score will be invalid unless it can be retrieved using the Emergency Retrieval Process. Read the Spelling Instructions or contact me for help with that process if needed.