



LEXINGTON MATH CONTEST
SATURDAY, SEPTEMBER 26, 2026
LEXINGTON HIGH SCHOOL

Join us for a day of fun, friendly math competition! High school events follow [Mu Alpha Theta](#) rules. Middle school events follow MATHCOUNTS rules. [High school materials](#) and [middle school materials](#) inspired the tests we have written. Expect the difficulty level of our tests to be at a level appropriate for a local math competition. Calculators are allowed in certain middle school events. Sponsors are responsible for checking their students' calculators follow the [MATHCOUNTS calculator policy](#). Calculators are not allowed in any high school event.

[High School Registration](#)

[Middle School Registration](#)

Please direct any questions to both emails listed below.

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Time	High School	Middle School
9:15 - 9:45 am CST	Registration & Information	
9:45 - 10:00	Rules Meeting, Move to Testing Areas, and Finish Setup	
10:00 - 10:45	Speed Math (15 mins) Mental Math (8 mins)	Team Round (20 mins)
11:00 - 12:00	Division Tests (45 mins) Mu = Calculus Division Alpha = Precalculus Division Theta = Algebra 2 Division	Sprint Round (40 mins)
12:00 - 1:00	LUNCH	
1:00 - 2:30	Hustle Competition (30 mins) Teams of 4 Schools can have multiple teams Estimathon Student teams answer challenging real world estimation questions with the goal being to get as close to the true value as possible - lowest total error wins!	Target Round (approx 30 mins) Math Bowl (Time remaining) Teams of 3 players *Those not in the top 4 for each HS can be spectators/helpers for MS.
2:30 - 3:30	Math Bowl Tournament	Cheering section for HS Math Bowl
3:30 - 4:00	Awards	

MIDDLE SCHOOL SCORING

Individual Scoring

Individual Score = (Total Number of Sprint Questions Correct) + [(2)(Total Number of Target Questions Correct)]

Sweepstakes Scoring

School Score = (Average of Top 4 Individual Scores) + [(2)(Total Number of Team Questions Correct)]

MIDDLE SCHOOL COMPETITION DESCRIPTIONS

All middle school students will compete in the team, sprint, and target rounds. Some middle school students will participate in Math Bowl as time permits.

Team Round

- Sweepstakes event
- Groups of 4
- Calculators allowed ([calculator policy](#))
- 10 problems
- 20 minute time limit
- No guessing penalty
- Only one answer sheet for the team is submitted for scoring

Sprint Round

- Sweepstakes event
- Individual
- No calculators
- 30 problems
- 40 minute time limit
- No guessing penalty

Target Round

- Sweepstakes event
- Individual
- Calculators allowed ([calculator policy](#))
- 4 pairs of problems
- 6 minute time limit per pair
- No guessing penalty

Math Bowl

- Not a sweepstakes event
- Teams of 3
- UNL Math Day rules in effect - see high school event description
- Strictly recreational - no prizes will be awarded

HIGH SCHOOL SCORING

Individual Scoring

Each student's division test score will be their individual score. Speed and Mental math are separately scored.

Sweepstakes Scoring

The School Sweepstakes Score will be computed as follows:

[Hustle Score] + (Top Mu) + (Top Alpha) + (Top Theta)

HIGH SCHOOL COMPETITION DESCRIPTIONS

All high school students are expected to compete in Speed Math, Mental Math, their respective division test, and Hustle. Some students may or may not participate in the School Bowl. *NO CALCULATORS in any HS event.*

Speed Math

- Not a sweepstakes event (Individual)
- 15 minute test with 25 open response problems
- Scoring: 1 point for a correct answer, 0 points for a wrong answer (max score = 25)
- Online timer that will be used: <https://mz496.github.io/mao-timers/>

Mental Math

- Not a sweepstakes event (Individual)
- 8 minute test with 40 problems
- All problems must be solved mentally; there will be NO writing on the test other than the answer
- Writing other than the answer results in the disqualification of the test taker
- Scoring: 5 points for a correct answer; 1 point for each answer left blank; 0 points for incorrect (max = 200)
- Online timer that will be used: <https://mz496.github.io/mao-timers/>

Estimation

- How close can you get? Teams answer a series of challenging estimation questions involving real-world quantities. The goal is not exact calculation—it's getting **as close as possible!**
- Teams work together to submit one answer per question.
- No calculators, phones, or electronic devices.
- Estimates should be reasonable and based on mathematical reasoning.
- The team with the **lowest total error** wins.
- Answers are revealed after each round, with points awarded based on accuracy.

Individual (Division) Test (Mu = Calculus, Alpha = Precalculus, Theta = Algebra 2/Geometry/Algebra 1)

- Sweepstakes event
- 20 question multiple choice written test covering all topics applicable to the level
- 45 minute time limit
- Scoring: 5 points for each correct answer, 1 point for a blank, 0 for an incorrect answer
- Ties will be broken by the sudden winner method

HIGH SCHOOL COMPETITION DESCRIPTIONS CONTINUED

Hustle

- Sweepstakes event - school score will be taken from the highest performing team from a school
- Team of 4 students with no more than 2 students from the same division (Mu, Alpha, Theta)
- Timing: 5 rounds of 5 minutes each; online timer that will be used: <https://mz496.github.io/mao-timers/>
- The team is presented with 125 questions, color-coded by 5 categories: Geometry, Algebra 2, Precalculus, Calculus and Statistics/Probability.
- There are 25 questions of each color/category.
- 25 total submissions will be graded in each round.
- A one minute warning will be given before the end of each round.
- Teams will submit their answered questions in the last minute of each round for grading.
- Scoring - Correct responses by Round:

Round 1 **6 pts**

Round 2 **5 pts**

Round 3 **4 pts**

Round 4 **3 pts**

Round 5 **2 pts**

Math Bowl

- Not a sweepstakes event
- No calculators or any technology of any kind allowed
- Teams of 3
- Blank scratch paper will be provided
- Strictly recreational - no prizes will be awarded
- UNL Math Day rules will be used
 - Moderator decisions are final
 - Any dispute with a question will be handled in game by the moderator.
 - If a resolution cannot be reached, the question will be discarded - it will not count - and it will be replaced by another question.
 - 10 questions per game
 - 30 seconds per question
 - Timer starts upon first complete reading of question
 - 5 second warning will be given
 - Answers given after time will not be considered
 - Should a team answer incorrectly in last 5 seconds, other team will have two seconds to respond to the question based on the moderator's discretion
 - 1 point scored for each correct answer
 - In the event of a tie, tiebreaker questions will be used.
 - A tiebreaker question will be given.
 - The first team to answer correctly wins the game.
 - If neither team answers correctly, another question will be given until the tie is resolved.