

Auckland Mathematical Association



## CASIO MATHEX ENTRY INFORMATION 2026

**Wednesday 19 August**

**Years 9 and 10**

**Thursday 20 August**

**Years 7 and 8**

***ALL schools MUST provide one teacher marker for each team entered.***

Please register online at <https://www.aucklandmaths.org.nz/mathex/>

Please do not turn up on the night with unregistered teams

If you are unable to field the teams you registered, please let us know by reregistering with the changes. This allows us to offer your place to other schools.

Entry Fees:           Members of AMA or PMA: There is no cost to members.  
(Covers up to 2 teams per year level)

Non-Members: Flat fee \$40.00 (Covers up to 2 teams per year level)

Venue:                 Barfoot and Thompson STADIUM, Kohimarama 7-9 pm  
Assemble at 6.30pm – please do not arrive before 6pm.

Please register online at <https://www.aucklandmaths.org.nz/mathex/>

**Your registration will be acknowledged **once** by **return e-mail to the email address you entered. This will happen immediately after you press send** .**

Please check your junk mail if you cannot find your acknowledgment.

If you need to change your number of teams, please simply re-register.



# Casio Mathex 2026 Information Sheet

**Venue:** Barfoot and Thompson Stadium, Kohimarama, (next to Selwyn College).

Please allow time for parking as there is limited parking at the venue.

**Dates:** Yr 9/10 Wednesday 19 August  
Yr 7/8 Thursday 20 August

**Times:**

6.30 pm	Stadium floor open Students must <b>NOT</b> take bags on to the floor.
6.40 pm	Markers to Redwood Lounge
7.00 pm	Official welcome
7.15 pm	Yr 9 (Yr 7) competition begins
7.50 pm	Play-offs if needed. Quiz prize presentation.
8.15 pm	Yr 10 (Yr 8) competition begins Play-offs if needed. Quiz prize presentation.

(Except for the starting time the above times are approximate).

**MORE THAN ONE Calculator per team is allowed at all form levels (including graphic calculators.)**

**No bags, drinks, paper or cell phones on the stadium floor.** Just the students please

Your help is needed at the end of each evening to clear the stadium. **THANK YOU IN ANTICIPATION!!!**

Spectators are seated upstairs. Yr 9 (Yr 7) teams will go onto the stadium floor when called and group around the table with their named registration form on it. (Roughly alphabetical order). Yr 10 (Yr 8) teams will be seated upstairs and will go to the stadium floor **AFTER** the presentation of prizes.

**Markers** should go to the **REDWOOD LOUNGE** immediately upon arrival (no later than 6.40pm). **A marker is required for EACH team** that is entered. Teacher help is also needed on the floor to help with scoring, student direction and control.

# CASIO Mathex 2026



## When and Where

- **Venue:** Barfoot & Thompson Stadium, Kohimarama (by Selwyn College).
- There are four separate competitions, one at each level.
- **The Year 9 and 10 competitions will both be held on Wednesday 19 August.**
- **The Year 7 and 8 competitions will both be held on Thursday 20 August.**
- The competition starts at **7.00pm**; doors open at 6.30pm.
- Please do not ask teams to arrive before this time, as entry is not permitted.
- Teacher markers to be present by 6.30pm please.
- There is no restriction on spectator numbers. Family and friends are all welcome.
- Cushions and warm clothing are recommended for spectators.

## Before the Evening

- Schools select 4 pupils per team and up to 2 teams per level.  
*NOTE: All team members must be from the same school.*
- Teachers need to go through the rules with each team and ensure they have a calculator to bring on the night. Bags, paper & paper will **NOT** be allowed on the stadium floor.

## On the Evening

- Each competition consists of 20 questions and lasts for 30 minutes.
- More than one calculator per team is allowed. Graphic calculators are allowed.
- 5 marks are awarded for each correctly answered question. No marks are awarded or deducted for incorrect or incomplete questions.
- A team may pass on a question they cannot solve EXCEPT in the first question. The first question is multichoice and must be answered correctly in order to continue. Some questions may consist of more than one part and so all parts must be answered correctly to get the 5 points. If only one part is incorrect the marker will only say "No, this is not correct" - they will not specify which part of the question is wrong. Thus all parts will need to be checked by the team.
- The winning team is the first to gain an absolute score of 100 points or the team which has gained the highest score at the end of 30 minutes.
- If two or more teams reach 100 points at the same time or have equal scores at the end of 30 minutes, then a tie-break question is given to the teams. The first team presenting the correct answer will be declared the winner.
- The answer sheets of all place-getters will be check-marked before final placings are confirmed. Teams will be given the opportunity to verify their scores.
- If there is any dispute the decision of the CASIO MATHEX Co-Ordinator will be FINAL.
- You are encouraged to be neatly dressed and, if possible, wear your school uniform.
- **The runner must wear running shoes** – non marking gym shoes are best.

# CASIO Mathex 2026



## Before the Quiz starts

- Teams will be arranged approximately alphabetically according to school, so please DO NOT rearrange the tables. When you first enter the hall find your desk and group around it. Fill in the registration form carefully, printing your names clearly. No bags or drink bottles are allowed on the stadium floor.
- Each team must specify a runner who will take the registration form and, later, the answers to their marker. You will go to the same marker for the whole Quiz. (Remember to wear running shoes that will not mark the carpet.)
- The same person must be the runner for the full 30 minutes; you cannot change your runner part-way through the competition (if there is a problem, see Mathex Coordinator)
- Runners must complete a full circuit for every question. Before the quiz starts, make sure you know exactly who your marker is and which way to run.
- Teams who change runners, or whose runners do not complete the full circuit will be automatically DISQUALIFIED.

## During the Quiz

- You may not talk to your marker - all answers must be written in the answer space on the question sheet. Remember to print all digits clearly and to cross out any old answers you don't want the marker to look at - they will only consider one answer at a time.
- Some questions may consist of more than one part, and so all parts must be answered correctly to get the 5 points. If only one part is incorrect the marker will only say "No, this is not correct" - they will not specify which part of the question is wrong. Thus all parts will need to be checked by the team.
- If the answer is correct you will receive the next question, otherwise you may go back to your team to give it another try.
- Your team may pass on a question you cannot solve EXCEPT for the first question which is multichoice. The first question must be answered correctly in order to continue.

## After the Quiz

- Remain seated until you are asked to move.
- When you leave, take all working papers and the Mathex pen with you.

## Please Note

- If there is any dispute the decision of the CASIO MATHEX Co-ordinator will be FINAL

**TEACHERS!**

**Please ensure every member of each team has this information  
Go through the instructions with teams before the night.**