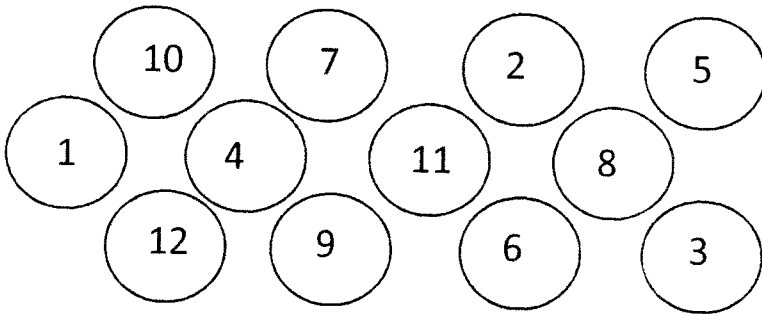


THE RULES OF DAMATH

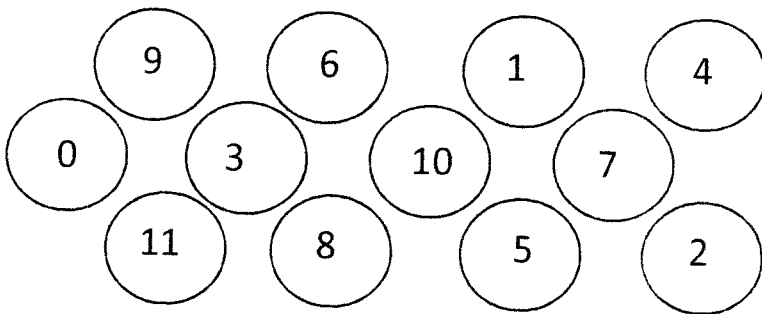
- ✓ Set the starting position of the chips.
- ✓ Toss a coin to determine which player will have the first 'move'.
- ✓ Moving a chip means sliding it diagonally in the forward direction only except when taking an opponent's chip or if a 'dama' chip takes an opponent's chip.
- ✓ The two players alternately take turns in moving a chip (pass is not allowed). · A player who touches a chip ('touch move') is required to move unless it is not possible to do so. After each 'move', a player has to record his or her 'move' in a scoresheet (only one scoresheet will be used by the two players).
- ✓ Each player is allotted one minute per 'move' including the recording of the 'move' and the corresponding score in the scoresheet. In as much as taking a chip or chips is mandatory, then the one-minute per 'move' does not apply in this situation. In taking an opponent's chip, the 'taker' chip jumps over the 'taken' chip and uses any of the four operation symbols of +, -, x, and :- where the taker chip lands.
- ✓ A chip is declared 'dama' if it stops in any of the following squares of the opposing player: (1,0) (3,0) (5,0) (7,0) Similarly, the opposing player's chip is declared 'dama' if it stops in any of the following squares: (0,7) (2,7) (4,7) (6,7) · A 'dama' chip can slide diagonally forward or backward in any unoccupied square as long as no opponent's chip blocks its path. It could take a chip or chips whereby its corresponding sum, difference, product or quotient is doubled. Similarly, if an ordinary chip takes an opponent's 'dama' chip, its score is also doubled. Correspondingly, if a 'dama' chip takes an opponent's 'dama' chip, then its score is quadrupled · A 'taker' chip can take one chip or more than one chips with the required option to take the greater number of chips. · Between "a 'dama' chip taking an opponent's chip" and "a chip taking an opponent's chip", the former prevails. · A 'taker' or 'taken dama' chip should be identified by encircling it in the scoresheet.
- ✓ The game ends if: the 20-minute game period lapsed; · the moves are repetitive; · a player has no more chips to move; · an opponent's chip is 'cornered'
- ✓ The remaining chip or chips of the players are to be added to their respective scores. If the remaining chip is a 'dama', then its score is also doubled.
- ✓ The player with the greater accumulated total score wins the game.

DAMATH ELEMENTARY CATEGORY

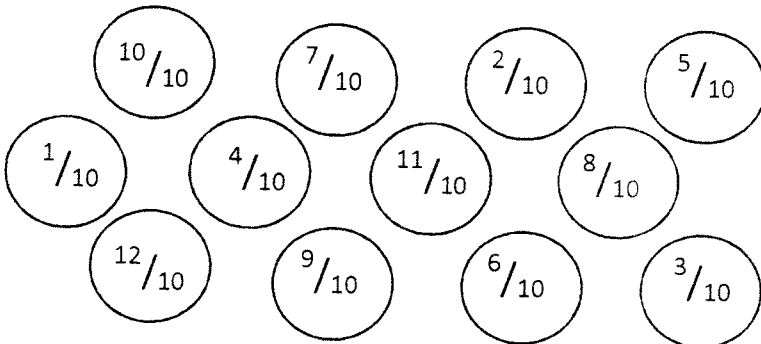
Grades 1-2 - Counting Damaths



Grades 3-4 - Whole Damaths

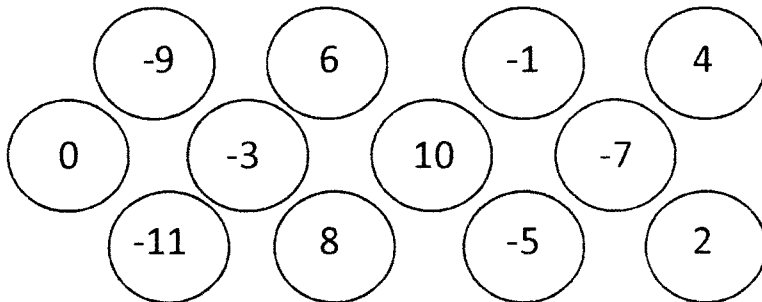


Grades 5-6 - Fraction Damaths

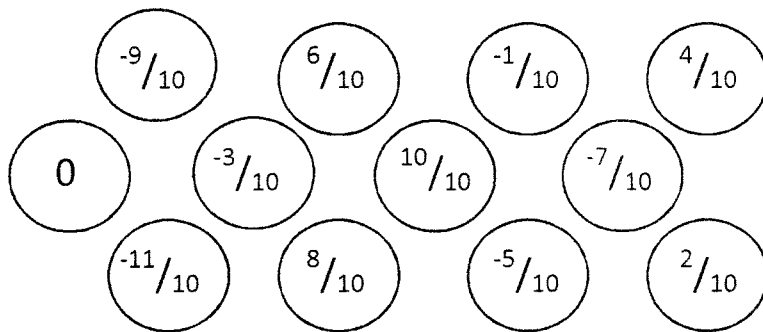


POSITION OF CHIPS

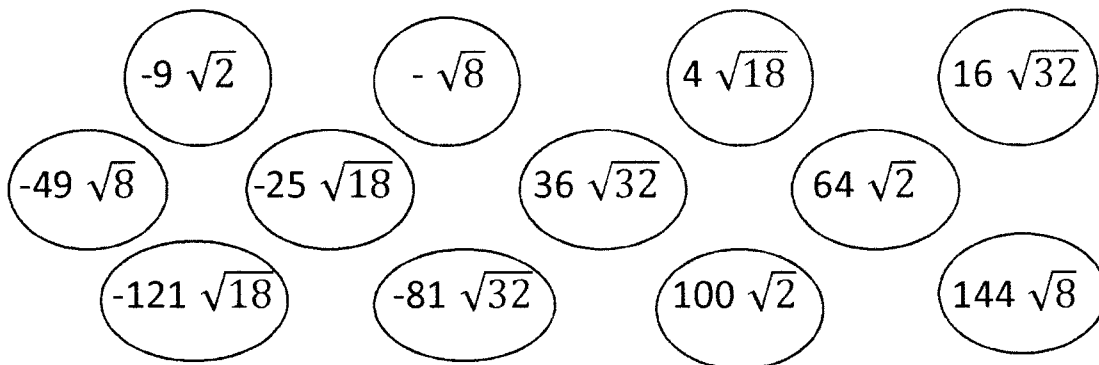
Integer (Grade 7)



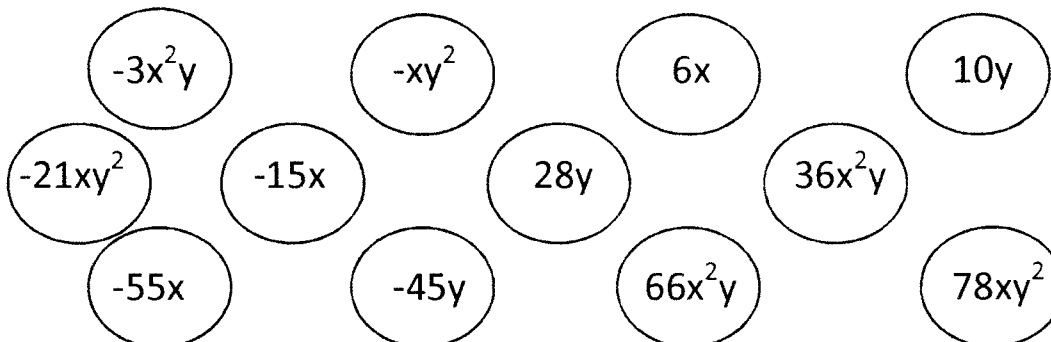
Rational (Grade 8)



Radical (Grade 9)



Polynomial (Fourth Year)



DAMATH BOARD

X		÷		—		+	
	÷		X		+		—
—		+		X		÷	
	+		—		÷		X
X		÷		—		+	
	÷		X		+		—
—		+		X		÷	
	+		—		÷		X