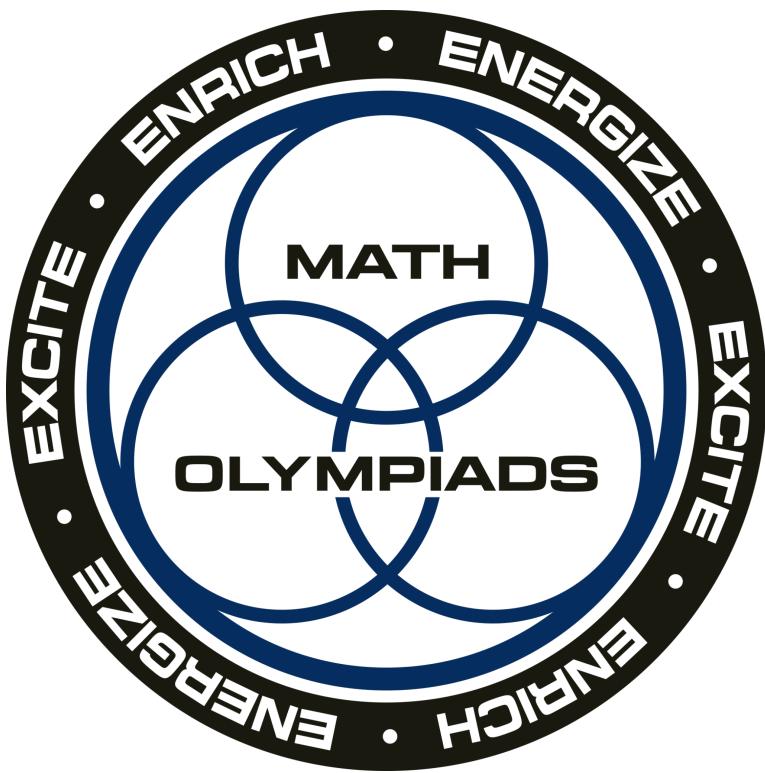


# What Every Young Mathlete Should Know

For a Math Olympian to be successful, proficiency in computation as well as mathematical language is essential. The following explains, defines, or lists some words that may be used in Olympiad problems. Also included are some useful Theorems and general strategies for problem-solving. To be accepted, an answer must be consistent with this document and the wording of the problem.



## What Every Young Mathlete Should Know

## Vocabulary

Division E/M

<b>Sum</b>	The result of addition
<b>Difference</b>	The result of subtraction
<b>Product</b>	The result of multiplication
<b>Quotient</b>	The result of division
<b>Remainder</b>	The value left over when a dividend is not completely divisible by a divisor
<b>Or</b>	Or is inclusive. (“ <i>a or b</i> ” means “ <i>a or b</i> ” or both)
<b>Ratio</b>	The comparison of 2 values which may be written as <i>a to b</i> , <i>a:b</i> , or $\frac{a}{b}$
<b>Perfect Square/Square Number</b>	A number that results from multiplying an integer by itself <ul style="list-style-type: none"> <li>Example: 16 is a perfect square because <math>4 \times 4 = 16</math>.</li> </ul>
<b>Factor</b>	A whole number that divides <b>exactly</b> into another number
<b>Multiple</b>	A sequence of products using the same base number multiplied by different numbers (Zero is considered a multiple of every whole number)
<b>Prime Number</b>	A number that has exactly 2 factors Note: 1 is not a prime number because it only has one factor
<b>Composite Number</b>	A number that has more than two factors
<b>Greatest Common Factor (GCF)</b>	The highest common factor that will divide two or more other counting numbers exactly
<b>Least Common Multiple (LCM)</b>	The smallest number that is the multiple of two or more counting numbers
<b>Set</b>	A collection of items with one of each member. <ul style="list-style-type: none"> <li>Example: {1,2,3} {3,1,2} are all ways of writing the same set</li> </ul>
<b>Counting Numbers</b>	{1, 2, 3, ...}
<b>Whole Numbers</b>	{0, 1, 2, 3, ...}

<b>Integers</b>	$\{..., -3, -2, -1, 0, 1, 2, 3, ...\}$
<b>Positive Numbers</b>	Numbers greater than zero
<b>Negative Numbers</b>	Numbers less than zero
<b>Consecutive Numbers</b>	Counting numbers that differ by one
<b>Consecutive Even Numbers</b>	Multiples of 2 that differ by two <ul style="list-style-type: none"> <li>Example: <math>\{12, 14, 16\}</math> are consecutive even integers</li> </ul>
<b>Consecutive Odd Numbers</b>	Non multiples of 2 that differ by 2 <ul style="list-style-type: none"> <li>Example: <math>\{15, 17, 19\}</math> are consecutive odd integers</li> </ul>
<b>Palindromic Number</b>	Number that reads the same forward or backwards
<b>Ordered list (sequence) vs Set</b>	A set is an unordered collection of members. The sets $\{1, 2, 3\}$ $\{1, 3, 2\}$ $\{2, 1, 3\}$ $\{2, 3, 1\}$ $\{3, 1, 2\}$ and $\{3, 2, 1\}$ are all ways of writing the same set. Whereas the ordered lists $\{1, 2, 3\}$ and $\{1, 3, 2\}$ are different.
<b>Divisible</b>	Can be divided evenly without leaving a remainder
<b>Digit</b>	Any of the numerals from 0 to 9; $\{0, 1, 2, 3, 4, 5, 6, 7, 8, 9\}$
<b>Common Fraction</b>	A fraction where both the numerator and denominator are integers Note: The denominator can not be 0.
<b>Unit Fraction</b>	A fraction with a numerator of 1
<b>Proper Fraction</b>	A fraction where the numerator is smaller than the denominator, and whose value is less than 1
<b>Improper Fraction</b>	A fraction where the numerator is larger than the denominator, and whose value is greater than 1
<b>Complex Fraction</b>	A fraction in which the numerator, the denominator, or both contain a fraction
<b>Simplest Form</b>	A fraction where the only common factor of the numerator and denominator is 1 Division M only: the denominator of a fraction in simplest form cannot be negative
<b>Percent</b>	A fraction expressed as a number out of 100 followed by the % symbol
<b>Order of Operations</b>	The order in which mathematical operations must be done <ul style="list-style-type: none"> <li>Do operations in parentheses, braces, or brackets first, working from the inside out</li> <li>Do multiplication and division from left to right, and then</li> <li>Do addition and subtraction from left to right</li> </ul>
<b>Mean (average)</b>	The total of all scores or amounts divided by how many scores there were

<b>Median</b>	The middle value of an ordered set of numbers
<b>Mode</b>	In a set of scores, values or numbers, the one that occurs most frequently
<b>Probability</b>	The likelihood that a particular outcome will occur found by dividing the number of times an event <i>does</i> occur by the total number of times the event <i>can</i> possibly occur
<b>Angle</b>	<p>A geometric figure formed when two rays meet at a common point called a vertex</p> <ul style="list-style-type: none"> <li>• Angles are represented in units called degrees.</li> <li>• An acute angle measures less than 90 degrees.</li> <li>• A right angle measures exactly 90 degrees.</li> <li>• An obtuse angle measures between 90 and 180 degrees.</li> <li>• A straight angle measures exactly 180 degrees.</li> <li>• A reflex angle measures between 180 and 360 degrees.</li> </ul>
<b>Polygon</b>	<p>A closed figure with 3 or more straight sides</p> <ul style="list-style-type: none"> <li>• The interior region is the space within a polygon.</li> <li>• The exterior region is the space outside of the polygon.</li> </ul>
<b>Triangle</b>	<p>A 3-sided polygon</p> <ul style="list-style-type: none"> <li>• The sum of the angles in every triangle is 180 degrees.</li> <li>• An acute triangle has 3 acute angles.</li> <li>• A right triangle has one right angle.</li> <li>• An obtuse triangle has one obtuse angle.</li> <li>• An equilateral triangle has three congruent sides.</li> <li>• An isosceles triangle has exactly two congruent sides.</li> <li>• A scalene triangle has no congruent sides.</li> </ul>
<b>Quadrilateral</b>	<p>A 4-sided polygon</p> <ul style="list-style-type: none"> <li>• The sum of the angles in every quadrilateral is 360 degrees.</li> <li>• A diagonal is a line segment that connects two opposite vertices.</li> <li>• A trapezoid has at least one pair of parallel sides.</li> <li>• A parallelogram has exactly two pairs of parallel, congruent sides.</li> <li>• A rhombus is a parallelogram with 4 congruent sides.</li> <li>• A rectangle is a parallelogram with 4 right angles.</li> <li>• A square is a parallelogram with 4 congruent sides and 4 right angles.</li> </ul>
<b>Circle</b>	A plane shape bounded by a continuous line which is always the same distance from the center
<b>Geometric Solid</b>	Three-dimensional object or shape
<b>Vertex</b>	The point where two or more line segments or edges meet
<b>Perimeter</b>	The distance around the outside of a figure (unit length)
<b>Area</b>	The amount of space covered by a figure (square units)
<b>Circumference</b>	The perimeter of a circle

<b>Congruent</b>	Having the same shape and size
<b>Similar</b>	Having the same shape but not necessarily the same size
<b>Volume</b>	The amount of space occupied by an object (cubic units)
<b>Surface Area</b>	The sum of the areas of all the faces of a geometric solid

## Vocabulary

Division M Only

<b>Square root</b>	A number (factor) that when squared yields the original number. <ul style="list-style-type: none"> <li>Ex: The square root of 9 is 3 because <math>3 \times 3 = 9</math>.</li> </ul>
<b>Cube root</b>	A number (factor) that when cubed yields the original number. <ul style="list-style-type: none"> <li>Ex: The cube root of 8 is 2 because <math>2 \times 2 \times 2 = 8</math>.</li> </ul>
<b>Perfect cube</b>	The result of a integer being multiplied by itself three times <ul style="list-style-type: none"> <li>Ex: 64 is a perfect cube because <math>4 \times 4 \times 4 = 64</math>.</li> </ul>
<b>Relatively prime</b> <b>Co-prime</b>	Describes a relationship between two numbers Two integers are relatively prime when the only positive common integer divisor is 1. Example: 5 and 12 are relatively prime.
<b>Right circular cylinder</b>	A three-dimensional solid shape with two parallel, circular bases that are connected by a curved surface
<b>Face</b>	A flat surface that forms part of the boundary of a solid object
<b>Edge</b>	A type of line segment joining two vertices in a polygon or polyhedron
<b>Vertex (plural: vertices)</b>	A point on a polygon where the sides or edges of the object meet or where two rays or line segments meet. A polyhedron will consist of faces which are polygons and contain vertices.

## Fundamental Language In Order of Progression

Place Value	<ul style="list-style-type: none"><li>• The standard form of a number refers to a number written using digits</li><li>• The lead digit (leftmost digit) of a number is not counted as a digit if it is 0</li><li>• Terminal zeros of a number are the zeros to the right of the last non-zero digit</li><li>• The number 0 is a one-digit number</li><li>• If the digits of a number are in increasing order, when reading the number from left to right, each digit with the higher place value is less than and <b>not</b> equal to any other digit of a lesser place value</li><li>• The digit sum of a whole number is the total of its individual digits</li><li>• A decimal is a fraction whose denominator is a power of ten written using decimal point notation</li></ul>
Measurement	<ul style="list-style-type: none"><li>• Students should be familiar with units of measurement in both customary and metric systems</li><li>• Students should be able to convert from one unit to another <b>WITHIN</b> a system of measurement</li></ul>
Divisibility Rule	<ul style="list-style-type: none"><li>• An integer is divisible by 2 if the last digit is even</li><li>• An integer is divisible by 3 if the sum of the digits is divisible by 3</li><li>• An integer is divisible by 4 if the last two digits are divisible by 4</li><li>• An integer is divisible by 5 if the last digit is a 0 or 5</li><li>• An integer is divisible by 6 if it is divisible by 2 and 3</li><li>• An integer is divisible by 9 if the sum of the digits is divisible by 9</li></ul>

## Strategies

Answers	<ul style="list-style-type: none"><li>• Unless otherwise specified in a problem, equivalent numbers or expressions should be accepted</li><li>• Units of measure generally are not required in answers but must be correct if given</li><li>• An answer in which any part is incorrect is not acceptable</li></ul>
Problem Solving Strategies	<ul style="list-style-type: none"><li>• Draw a picture or diagram</li><li>• Solve a simpler problem</li><li>• Make an organized list</li><li>• Work backwards</li><li>• Make a table</li><li>• Use reasoning or logic</li><li>• Guess, check and revise</li></ul>