

**Internal regulations**  
**Association Kangourou Sans Frontières**  
Adopted by the General Assembly in December 1996  
Revised by the General Assemblies of:  
1997, 2004, 2008, 2009, 2011, 2017, 2021  
Updated on 18<sup>th</sup> November 2021

## 1 The Kangaroo Game Contest

- 1.1 The Association Kangourou Sans Frontières (hereinafter, the “Association” or “AKSF”) is an international organization bringing together personalities in the world of mathematics from several countries. The Association aims at spreading basic mathematical culture by all means and, in particular, by organizing an annual game contest to be held on the same day in all participating countries. The purpose of the game contest is to stimulate and motivate the largest possible number of students (as a complement to other activities, competitions, Olympiads and rallies).
- 1.2 This game contest, the Kangourou des Mathématiques, was created in France in 1991 based on the “Australian Mathematics Competition”. It contributes to the popularization and promotion of mathematics among young people. It is based on mass participation in a scientific event, and ensures a large popular base for these activities. The game contest aims at attracting as many students as possible without conducting any national selection or comparison between countries.
- 1.3 In association with the game contest, and under the name “Kangaroo”, books with mathematical games and brochures on mathematical popularization are widely distributed to young people. In this context, the Association strives to promote exchanges between its members, in particular by co-publications and translations of works, and by the organization of international summer camps for the participants of the relevant countries. The game contest is a non-profit activity.
- 1.4 The members of the Association declare that they are committed to these objectives and to the organization of the above game contest.

## 2 Active and Honorary Members

- 2.1 An active member is a legal entity (university, association, corporation ...) that undertakes to organize the Kangaroo game contest in the country it is established in, or in exceptional cases in a geographical region (also referred to as “country”) approved by the General Assembly.
- 2.2 Except in the case provided in article 5.3 of the by-laws of the Association, each active member represents one country (as specified in Article 2.1) only, and does not have the right to exceed its geographical limit for any reasons whatsoever. Each country may be represented by one active member only. Only the members of the Board of Directors are entitled to represent the Association at an international level (within the limits set forth by the by-laws of the Association).
- 2.3 The lists of provisional active members, full active members and honorary members are updated annually by the Board of Directors, according to the decisions taken by the General Assembly, and are annexed to the by-laws of the Association.

### 3 Duties of Active Members

- 3.1 Every active member undertakes to organize the game contest and to disseminate the documents in its country every year on the third Thursday of March (not before 06:00 Central European Time (CET)).
- 3.2 The game contest is open to all interested students. It is composed of one multiple choice test, which consists of questions of increasing difficulty. For each question, a choice of five answers is provided. Six levels are offered by the Association: Pre-Ecolier (approximately 6–8 years old), Ecolier (approximately 9–10 years old), Benjamin (approximately 11–12 years old), Cadet (approximately 13–14 years old), Junior (approximately 15–16 years old) and Student (approximately 17–19 years old). In each country the question classification and the number of levels may differ according to class levels and/or schooling options.
- 3.3 The General Assembly approves the questions for the game contest proposed by the Board of Directors, as selected during the Annual Meeting. Various documents and awards are exchanged for translation and possible co-publishing during the Annual Meeting. Provided that the principles stated in these internal regulations are respected, each active member may freely organize the competition and document distribution in its country.
- 3.4 The date indicated in Article 3.1 must not be anticipated under any circumstances. The contest date may be postponed for organizational reasons specific to a given country.
- 3.5 The official publication of the questions and/or solutions (e.g., by mail, in print media, or on public websites) is not allowed before one month after the date indicated in Article 3.1, so as to avoid the possible disclosure in those countries who organize a late contest. Breaching the rules regarding dates may constitute “serious grounds” under Article 5 of the by-laws of the Association. Active members must make every reasonable effort to avoid publication by third parties before one month after the date indicated in Article 3.1.
- 3.6 Every active member undertakes to send its question proposals for the following year to the Board of Directors before 31st August of each year.
- 3.7 Every active member undertakes to use for the Kangaroo game contest it organizes in its country the questions approved by the General Assembly. Nevertheless, for each level indicated in Article 3.2, every active member is authorized, for reasons justified by the characteristics of the school curricula in force in its country: (i) to use fewer questions; (ii) to use questions approved by the General Assembly for other levels; and/or (iii) to substitute up to five questions with questions not approved by the General Assembly. Likewise, the increasing difficulty of the questions is assessed by each active member.
- 3.8 Every active member undertakes to provide to the Association with one copy of each problem set it used in the game contest it organized in its country. Every active member authorizes the Association to make these questions available to the public.
- 3.9 Every active member undertakes to participate in (or be represented at) the Annual Meeting, and to provide an annual report to the General Assembly. This report must

include the number of participating students, the participation fees paid by each student and, if possible, a description of prizes given to the participants.

- 3.10 Every active member undertakes to provide the Association with a postal address, a phone number and an email address for effective communication.
- 3.11 Each provisional active member is supervised by a full active member of the Association, which is appointed by the Board. Each provisional active member regularly presents their plans for the further development of the Kangaroo game contest in their country.

## 4 Subscriptions Fee

- 4.1 Every active member has the duty to pay an annual subscription fee by 31<sup>st</sup> December of each year.
- 4.2 Every year, the General Assembly establishes the subscription fee for the following year based on a proposal received by the Board of Directors.

## 5 Expenses

- 5.1 No expense above Euro 1,500 may be incurred without the agreement of the Board of Directors.

## 6 Use of the Name and Trademark Kangaroo

- 6.1 The use of the name “Kangourou des Mathématiques” and of the game contest’s logo by the Association and its members is governed by an agreement executed between the Association and the owner of the “Kangourou des Mathématiques” trademark (ACL-Editions SARL).
- 6.2 The questions prepared for the annual game contest are the property of the Association. Active members may freely use these questions in their own country according to Article 3.5, with appropriate quotes.

## 7 Official Languages

- 7.1 The official languages of the Association are French and English.