

MATHEMATICS EVENTS

RULES AND REGULATIONS

Tricks of trade

The event hopes to provide an interacting component to an otherwise solitary pursuit, solving questions in mathematics. This will come from introducing aspects from commerce, money and investing. The event will be designed in such a way that a team has to perform well in both areas, namely solving problems and investment to be sure to win. Only prior knowledge of mathematics and the general idea behind investment will be assumed. The problems will be of the type requiring insight and out of the box thinking and NOT formula based.

Participation will be in teams of up to 2.

The event is in two rounds - prelims and finals.

Prelims are a pen and paper round lasting 1 hour consisting of solving mathematics problems. The prelims are intended to select 4-6 teams for the finals. The finals will be in interactive rounds involving question solving and investing and is expected to last 2-3 hours.

Daedalian Auction

This event introduces you to an unconventional auction, in which the goods auctioned go to the highest bidder, but at the bid proposed by second highest bidder. You will get an opportunity to use your presence of mind to make the best of what you have, as all begin with a finite amount of money, which starts vanishing as you progress further, whereas the value of possessed goods increases. More interesting rules will be disclosed on the day of the event.

Teams can have upto 2 members. The preliminary rounds consist of small auctions (elimination rounds) and the finale is a similar longer auction.



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