

The AGO Constitution

ATAVIC, JASONM, MATHLUIS

October 29, 2024



Contents

1	History	3
2	Rules	3
2.1	Anti-bash rule!	3
2.2	No use of AI	3
2.3	You may use Geogebra	3
2.4	Be respectful	4
3	Format	4
4	Awards	4
5	Eligibility	4
6	How to participate?	4
7	Issues during contest	5
8	AGO website	5

§1 History

Atavic was a shy, quiet teen with a deep love for geometry. At the Portuguese Math Camp, he hoped to meet others who shared his passion for synthetic geometry, but he quickly realized that the camp focused mostly on algebra, combinatorics, and number theory. Geometry, his favorite subject, was barely mentioned.

Determined to change this, Atavic created the **Amateur's Geometry Olympiad (AGO)**. He tried sharing it with other camp members, hoping to spark their interest. But most just shrugged it off, showing little enthusiasm. Undeterred, Atavic decided to expand AGO beyond the camp, reaching out to people who loved geometry as much as he did or those who wanted to improve their skills.

What began as one shy boy's passion turned into an international competition, celebrating the beauty of geometry that traditional camps often overlooked. Atavic's love for synthetic geometry found its place, and so did many others.

§2 Rules

§2.1 Anti-bash rule!

To Atavic, the beauty of geometry lay in its purity and visual reasoning. He believed that relying too heavily on bash methods missed the point of what made geometry special. Determined to preserve the spirit of AGO, Atavic decided to introduce a new rule: **any solution using bash techniques would lose points.**

When he announced the rule, there was some pushback; a few participants argued that math was math, no matter the method. But Atavic stood firm, explaining that AGO was about honoring the elegance of geometry, not reducing it to formulas. AGO became known not just as a competition, but as a celebration of the true art of geometry.

In more detail, **solutions that include bash techniques from the following list will lose a maximum of 3 points.**

1. Complex bash
2. Barycentric bash
3. Analytic bash
4. Polynomial MMP (method of moving points)
5. Higher dimension bash

§2.2 No use of AI

Geometry isn't just about finding answers; it's about the process, insight, and beauty behind each proof. Using AI strips away this essence, turning the competition into a shortcut race rather than a true test of mathematical skill and passion.

§2.3 You may use Geogebra

GeoGebra is a fantastic tool that brings geometry to life, enhancing your understanding of the subject. By allowing you to visualize and interact with shapes, it transforms

static problems into dynamic explorations. You can move points, adjust angles, and see real-time changes, which deepens your grasp of geometric relationships.

§2.4 Be respectful

We are all here to discuss geometry and learn new stuff together. A good environment is needed for an enjoyable contest and experience for all people :)

§3 Format

The AGO takes place over two consecutive weekends and is divided into **two parts**:

1. **Part 1**: takes place on a weekend and consists of **3 problems** to be solved in **3 hours**. The difficulty of the problems is similar to the difficulty of the Portuguese Math Olympiad.
2. **Part 2**: takes place on a weekend and consists of **3 problems** to be solved in **4.5 hours**. The difficulty of the problems is similar to the difficulty of the IMO problems (or higher depending on humor of committee).

§4 Awards

The AGO prizes are merely symbolic and correspond to mere rolls on the AGO server, since the competition takes place online and committee doesn't have financial aid to create physical medals. The prizes are:

1. **Honorable Mention**: For people who got **full points on a problem of part 2**
2. **Bronze, silver and gold medals**: Are given to people in a ratio of 3 : 2 : 1, respectively.
3. **TOP G**: This is the **most glorious** award and it is only for those people who **perfect score the entire contest**.

In each part, **the contestants have a maximum of 30 minutes to submit their solutions**. For example, after 4.5 hours in part 1, they have 30 minutes to submit the documents. **Any solution sent after the tolerance will be annulled**.

§5 Eligibility

All those close to the AGO committee are automatically eligible to take part in the competition, including all those who are part of the Portuguese camp (Delfos). Those eligible will be classified with the role **trusted** on the AGO server. Anyone who doesn't have this role, please go to the **#can-i-cook** chat and write a short text about why you want to participate in the contest.

§6 How to participate?

It is very simple. During the weekends in which the parts took place, the contestant **can start taking the test at any time, i.e. you can choose the time slot where you want to start the test**. To do this, run the **+ready** command in **#commands**. You will then receive a message from the bot **AGO Contest Manager** with instructions to start.

Note that once the contestant uses the **+start** command, there is no turning back!

§7 Issues during contest

If you see a typo or you have any issue during submission or contest, please ping the @AGO committee. We will try our best to solve any issue that could happen during contest.

§8 AGO website

The results of the contests are saved on [AGO website](#)