





# Pre-RIC Events on Mathematics





Event	Eligibility	Page Number
Integration Bee	Any undergraduate students	03-05
D'SinoQuation	Students from Class: XI-XII	06-08
Math Olympics	Students from Class: VI-X	09

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# 1. Integration Bee: For Undergraduate

# 1.1. Syllabus

Integration up to undergrad level

## 1.2. Formats and Rounds

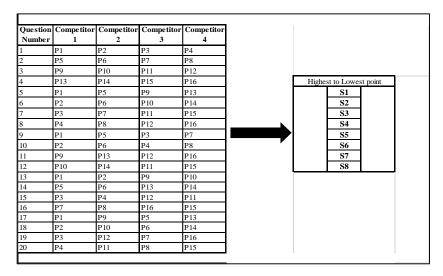
- There will be a total of 5 rounds: Elimination round, top 16, quarter final, semifinal and final
- Elimination round will be MCQ based written test; Top 16 is a 4 way match up; and quarter final, semifinal and final is one to one knock-out.
- In Top 16, quarter final, semifinal and final, participants need to solve the problem on the board.

#### 1.2.1. Elimination Round

- The Elimination Round will be a written test consisting of 30 MCQ based integrations.
- For each correct answer, participants will get 4 marks and participants will lose 2 mark for each wrong answer.
- The participants will have 30 minutes to solve these integrations, and the top 16 will be advanced to the Super 16.
- If there is a tie, the ratio of the correct attempts will be considered.

## 1.2.2. Super 16

- There will be a 4-way matchup to select the top 8, i.e., four students will be called at a time to solve integration on the board.
- Each student will have **five integrations** to solve, and the duration for each integration is
  3 minutes.
- Marking: Out of 4 participants, if X solves and Y fails, then solvers get Y points, and the rest lose X points each.
- For example, if 1 participant solves an integral correctly out of 4, the solver will get 3 points, and the rest will lose 1 point each.
- **Tie-Breaker:** The number of correct answers will be considered.



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## 1.2.3. Quarter Final

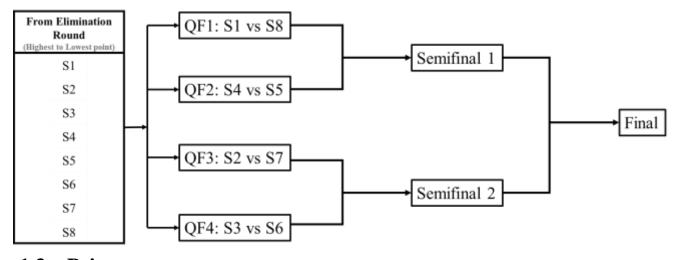
- Knockouts: The quarter finals will be decided based on the position in Super 16.
  - QF1: 1 vs 8
  - OF2: 2 vs 7
  - QF3: 3 vs 6
  - QF4: 4 vs 5
- Each knockout will have 3 integrations and time to solve each integration is 3 minutes.
- Tie-Breaker: Additional round will be there and this will repeat until a winner is decided.

#### 1.2.4. Semifinal

- Knockouts
  - SF1: Winner of QF1 vs Winner of QF4
  - SF2: Winner of QF2 vs Winner of QF3
- Each knockout will have 5 integrations and time to solve each integration is 4 minutes.
- Tie-Breaker: Additional round will be there and this will repeat until a winner is decided.

#### 1.2.5. Final

- Winner of SF1 vs Winner of SF2
- Each knockout will have 7 integrations and time to solve each integration is 5 minutes.
- Tie-Breaker: Additional round will be there and this will repeat until a winner is decided.



# 1.3. Prize

- Eliminated quarter finalist
- Eliminated semifinalist
- Winner and Runner-up trophy and Prize Money for Winer and Runner-up.

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# 1.4. General Rules

- Calculators, formula sheets or any other gadget are not allowed.
- The integrals can be definite or indefinite
- Participants do not have to write the arbitrary constant (+C) for indefinite integral.
- Participants can leave the answer in terms of large power/binomial coefficient/factorial etc.
  We will check if the answer is equivalent or not.
- Only the final answer will be evaluated.
- Participants need to circled/boxed the final answer for the judge to evaluate.
- If participant want to change the answer, he/she have to erase or strike out the previous answer.

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# 2. Differentia Challenge: For Class: XI-XII

# 2.1. Syllabus

NCERT Class-XI syllabus of Trigonometry and Differential Calculus

## 2.2. Formats and Rounds

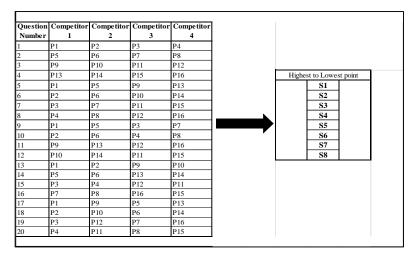
- There will be a total of 5 rounds: Elimination round, top 16, quarter final, semifinal and final
- Elimination round will be MCQ based written test; Top 16 is a 4 way match up; and quarter final, semifinal and final is one to one knock-out.
- In Top 16, quarter final, semifinal and final, participants need to solve the problem on the board.

#### 2.2.1. Elimination Round

- The Elimination Round will be a written test consisting of 30 MCQ based problems.
- For each correct answer, participants will get 4 marks and participants will lose 2 mark for each wrong answer.
- The participants will have 30 minutes to solve these problems, and the top 16 will be advanced to the Super 16.
- If there is a tie, the ratio of the correct attempts will be considered.

## 2.2.2. Super 16

- There will be a 4-way matchup to select the top 8, i.e., four students will be called at a time to solve problem on the board.
- Each student will have five integrations to solve, and the duration for each problem is 3 minutes.
- Marking: Out of 4 participants, if X solves and Y fails, then solvers get Y points, and the rest lose X points each.
- For example, if 1 participant solves a problem correctly out of 4, the solver will get 3 points, and the rest will lose 1 point each.
- **Tie-Breaker:** The number of correct answers will be considered.



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# 2.2.3. Quarter Final

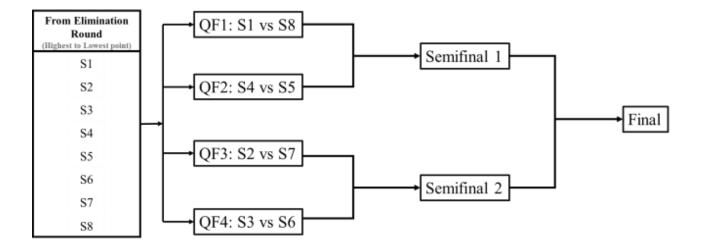
- Knockouts: The quarter finals will be decided based on the position in Super 16.
  - QF1: 1 vs 8
  - OF2: 2 vs 7
  - QF3: 3 vs 6
  - QF4: 4 vs 5
- Each knockout will have 3 problems and time to solve each problem is 3 minutes.
- Tie-Breaker: Additional round will be there and this will repeat until a winner is decided.

#### 2.2.4. Semifinal

- Knockouts
  - SF1: Winner of QF1 vs Winner of QF4
  - SF2: Winner of QF2 vs Winner of QF3
- Each knockout will have 5 problems and time to solve each problem is 4 minutes.
- Tie-Breaker: Additional round will be there and this will repeat until a winner is decided.

#### 2.2.5. Final

- Winner of SF1 vs Winner of SF2
- Each knockout will have 7 problems and time to solve each problem is 5 minutes.
- Tie-Breaker: Additional round will be there and this will repeat until a winner is decided.



## **2.3. Prize**

- Eliminated quarter finalist
- Eliminated semifinalist
- Winner and Runner-up trophy and Prize Money for Winer and Runner-up.

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# 2.4. General Rules

- Calculators, formula sheets or any other gadget are not allowed.
- Participants can leave the answer in terms of large power/binomial coefficient/factorial etc.
  We will check if the answer is equivalent or not.
- Only the final answer will be evaluated.
- Participants need to circled/boxed the final answer for the judge to evaluate.
- If participant want to change the answer, he/she have to erase or strike out the previous answer.

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# 4. Math Olympics: For Class: VI-X

# 4.1. Syllabus

- Class wise competition and there will be total 5 groups.
- Syllabus:
- Class VI: NCERT Mathematics Syllabus up to Class -VI
- Class VII: NCERT Mathematics Syllabus up to Class -VII
- Class VIII: NCERT Mathematics Syllabus up to Class -VIII
- Class IX: NCERT Mathematics Syllabus up to Class -IX
- Class X: NCERT Mathematics Syllabus up to Class -X

## 4.2. Formats and Rounds

#### **4.2.1. Elimination Round**

- The Elimination Round will be a written test consisting of 30 MCQs.
- For each correct answer, participants will get 2 marks and participants will lose 1 mark for each wrong answer.
- The participants will have 30 minutes to solve these integrations, and the top 24 will be advanced to the next round.
- If there is tie in top 24, then number of correct answers will be considered.

### 4.2.2. Pre-Final Round

- 20 MCQs for 30 mins
- Correct answer: +3 and wrong answer: -1
- Top 8 will be selected for the final round
- If there is tie, then number of correct answers will be considered.

### 4.2.3. Final

- 10 MCQs for 30 mins
- Correct answer: +4 and wrong answer: -2
- If there is tie, then number of correct answers will be considered.

## **4.3. Prize**

- First, Second and Third position
- Five consolations prize

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