

NATIONAL INSTITUTE OF TECHNOLOGY
UTTARAKHAND

P R E S E N T S...



PrOदय ² ₁₄

प्राRAMBH प्रKRITI प्रTIYOGITA प्रौDHYOGIKI

MATH-O-MANIA

Introduction:

“God used beautiful mathematics in creating the world. “- Paul Dirac

Math-o-mania is all about exercising your grey cells and squeezing your brains to solve mathematical questions and puzzles that will test your ingenuity, lateral and creative thinking, cognitive skills and capacity to process information on the fly. The questions will tempt and tease you. At the same time, they will be funny, entertaining and rigorous. You need not to be a Ramanujan to solve these questions. All we are ask you is to come with an open mind and with a passion for juggling numbers.

Rules and Regulations:

Team Rules-

1. This event is open to all students of undergraduate, postgraduate or equivalent programs.
2. Each team will comprise of TWO students only. Both the students need to be from the same college/institute.
3. After the registration of teams, no change in team structure will be allowed.
4. There is no restriction on the number of teams from an institute.
5. A contestant can be a part of one team only.

Test Rules-

1. Each team will solve a single question paper only. Each question paper will comprise of questions that need to be solved in 60 minutes.
2. The questions/puzzles will be of case study type wherein some initial data and situations will be given. The team has to decode this data, draw certain conclusions and infer from the various clues given in each question.
3. The questions will be of Quantitative Type based on high school mathematics syllabus. However, the difficulty and puzzle levels will be quite challenging. Questions will be of mixed type comprising of concepts from Mensuration, Geometry, Permutation &

Combination, Data Interpretation, Statistics, Matrix, Algebra, Differential Calculus and Logical Reasoning.

4. Some questions will be of comprehension type wherein the answer of some part will serve as data for the subsequent parts.
5. Use of mobile phones is strictly prohibited. The team members can submit their mobile phone to the coordinators present at the venue and collect them at the end of the test.
6. The teams will be ranked according to their final score. Cash prizes and winning certificates will be given only to the top THREE teams. All contesting teams will receive the participation certificates.
7. Use of any unfair means will lead to immediate disqualification of the team.
8. In case of a tie between two or more teams (by virtue of their score), the teams will be given additional questions to solve. The top three teams will then be ranked according to the minimum time they take to solve these questions.

In case of any dispute, the decision of the coordinators will be final and binding on all teams.

Coordinator:

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