UTMC Scoring Guidelines

UTMC Committee

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1 Weights

Every problem will be assigned a **weight**. This weight will essentially be the "value" of the question in "points" (for example, a problem with a weight of **3** would be worth 3 points, while a problem with a weight of **5** would be worth 5 points). In general, the more difficult a problem is, the more weight it will be given.

Note that because no problems will be proof-based, there will be **no possibility for partial marks**. In fact, the answer sheets provided should be kept as clean as possible to avoid any confusion regarding the problems.

2 Point Scoring

For every section, the **index** of a contestant would be the total amount of points they are awarded. We will then calculate your **round score** as follows:

$$\text{round score} = \frac{\text{index}}{\text{Index}_{\max}}$$

Here, "index" denotes the contestant's index, and "Index$_{\max}$ denotes the maximum index received by any competing student **for that round**.

A contestant's "total score" will be the sum of their **Numerical** and **Geometry** round scores. This will be the score used to determine the prize winners for the "top contestants" category of the award ceremony.

3   Sweepstakes Scoring

A team's "total team index" will be calculated as follows:

total team index = arithmetic mean of contestant indices + Team Round index + Marathon Round index

The arithmetic mean is taken here to ensure that teams with less contestants are not discriminated against. This "total team index" will be used in order to determine the prize winners for the "sweepstakes" category of the award ceremony.