

EMCC 2026

Results



Top Individuals

Overall		
Rank	Name (team)	Score _{/40}
1	Brandon Ni (Clarke A)	35
2	James Stewart (FOCI - 1)	35
3	Jonathan Yu (Western Matheletics)	35
4	Alexander Svoronos (Ultraviolet Catastrophe)	34
5	Ella Feng (Random Math Average Avocados)	34
6	Shlok Mukund (Clarke A)	32
7	Chris Chen (Clarke A)	31
8	Jack Chen (Individuals 2)	31
9	Isaac Chan-Osborn (Ultraviolet Catastrophe)	31
10	Max Wang (a bomb in the sink)	30
11	Simon Yang (Random Math Average Avocados)	30
12	Skanda Mahesh (Random Math Average Avocados)	30
13	Om Kabra (Random Math Average Avocados)	29
14	Derek Jiang (FOCI - 1)	29
15	Vince Srirattana (Rock Hard Diamonds)	29
16	Houwen Wei (Rock Hard Diamonds)	29
17	Yonis Gulleth (Clarke A)	28
18	Arjun Garg (Random Math Ordinary Oranges)	27
19	Alan Ding (Western Matheletics)	27
20	Tommy Li (FOCI - 1)	26

Top Individuals In Round

Speed Round		
Rank	Name (team)	Score _{/20}
1	Ella Feng (Random Math Average Avocados)	20
2	James Stewart (FOCI - 1)	19
3	Jonathan Yu (Western Matheletics)	19
4	Alexander Svoronos (Ultraviolet Catastrophe)	18
5	Brandon Ni (Clarke A)	17
6	Isaac Chan-Osborn (Ultraviolet Catastrophe)	17
7	Simon Yang (Random Math Average Avocados)	16
8	Shlok Mukund (Clarke A)	16
9	Skanda Mahesh (Random Math Average Avocados)	16
10	Benjamin Dong (FOCI-1)	15

Accuracy Round		
Rank	Name (team)	Score _{/10}
1	Brandon Ni (Clarke A)	9
2	Shlok Mukund (Clarke A)	8
3	James Stewart (FOCI - 1)	8
4	Alexander Svoronos (Ultraviolet Catastrophe)	8
5	Chris Chen (Clarke A)	8
6	Jack Chen (Individuals 2)	8
7	Om Kabra (Random Math Average Avocados)	8
8	Arjun Garg (Random Math Ordinary Oranges)	8
9	Jonathan Yu (Western Matheletics)	8
10	Max Wang (a bomb in the sink)	8

Top Teams

Sweepstakes (Overall)		
Rank	Team	Score _{/500}
1	FOCI - 1	366
2	Clarke A	364
3	Random Math Average Avocados	330
4	Western Matheletics	316
5	Ultraviolet Catastrophe	304
6	a bomb in the sink	299
7	Rock Hard Diamonds	293
8	Random Math Typical Tangerines	288
9	Individuals 2	268
10	Fourier Transformers	267

Team Round		
Rank	Name	Score _{/15}
1	a bomb in the sink	11
2	FOCI - 1	11
3	Clarke A	10
4	Western Matheletics	9
5	Rock Hard Diamonds	9
6	Random Math Typical Tangerines	9
7	Random Math Average Avocados	8
8	Random Math Ordinary Oranges	8
9	Individuals 2	8
10	Random Math Regular Raspberries	8

Guts Round		
Rank	Name	Score _{/160}
1	FOCI - 1	121
2	Clarke A	118
3	Random Math Average Avocados	111
4	Western Matheletics	111
5	Ultraviolet Catastrophe	104
6	Individuals 2	98
7	Random Math Typical Tangerines	83
8	Rock Hard Diamonds	80
9	FOCI-2	79
10	a bomb in the sink	75

Scoring Rules

Individual scoring:

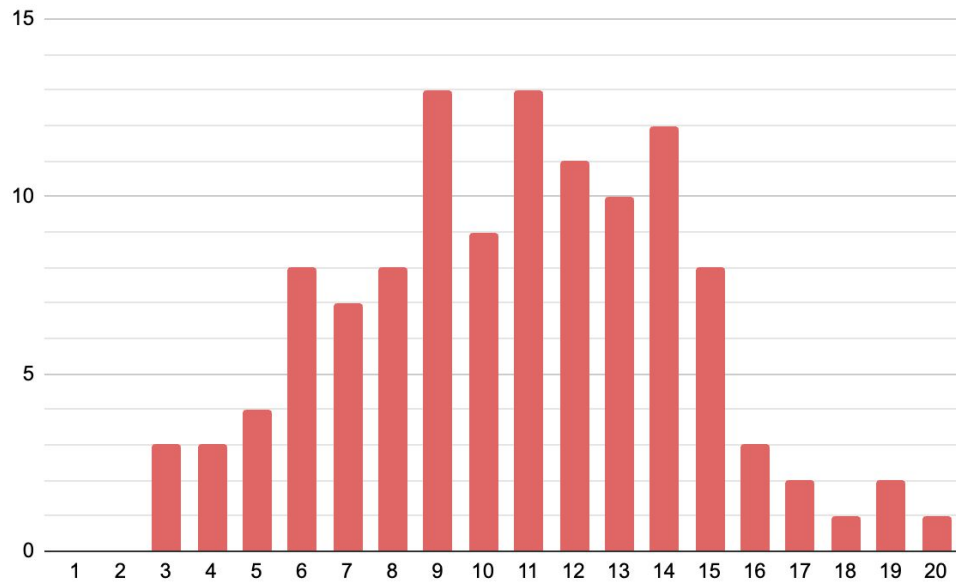
- The speed round consists of **20 questions**, with **1 point** earned for each correct answer.
- The accuracy round consists of **10 questions**, with **2 points** earned for each correct answer.
- An individual's score is determined by the **total number of points they earned**, for a total of **40 points**.
- For rankings on the speed round and accuracy round, ties are broken as follows: the student who solved the highest numbered problem is favored. If a tie still persists, the next highest numbered problem is considered, and so on. A tie will not be broken in the case where two students or teams solved the exact same set of problems.
- For overall individual rankings, the student who ranked higher in the accuracy round is favored. If a tie still persists, the student who ranked higher in the speed round is favored.

Team scoring:

- The team round consists of **15 questions**, with **12 points** earned for each correct answer.
- The guts round consists of **24 questions** with differing weights, for a **total of 160 points**.
- A team's sweepstakes score is determined by the total number of points earned in the two rounds, plus the total number of points earned by the four team members on the individual rounds, for a total of **500 points**.
- Team round and guts round ties are broken in a similar fashion to that of the speed round and accuracy round.
- For overall team rankings, the team who ranked higher in the guts round is favored. If a tie still persists, the team who ranked higher in the team round is favored.

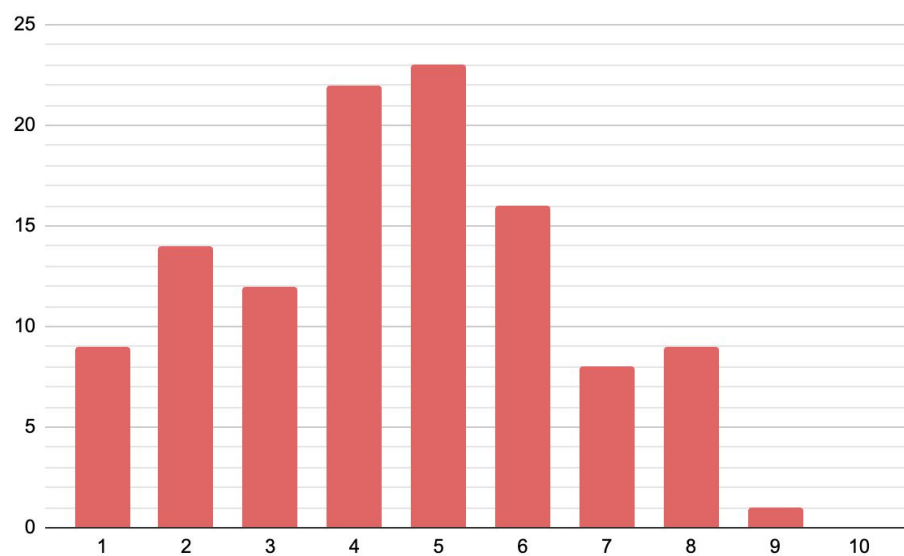
Distribution

Speed Round



Average: 10.7/20

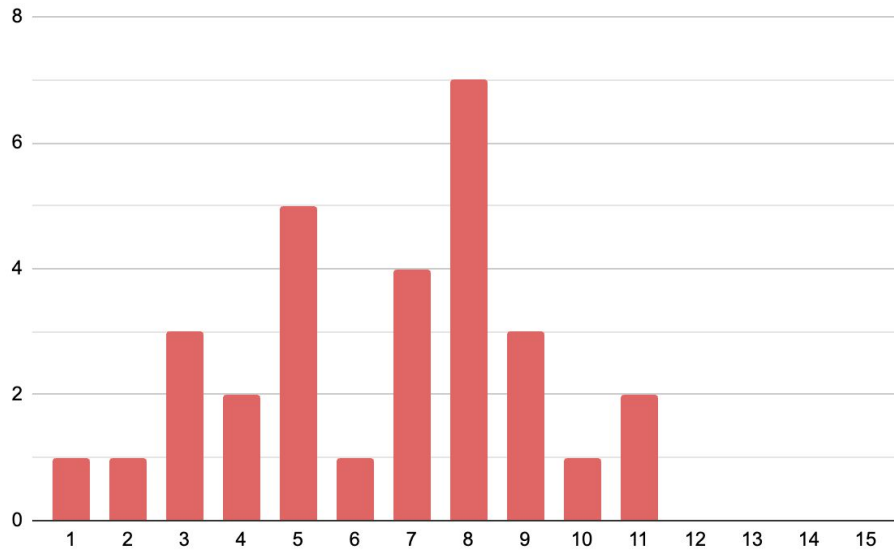
Accuracy Round



Average: 4.3/10

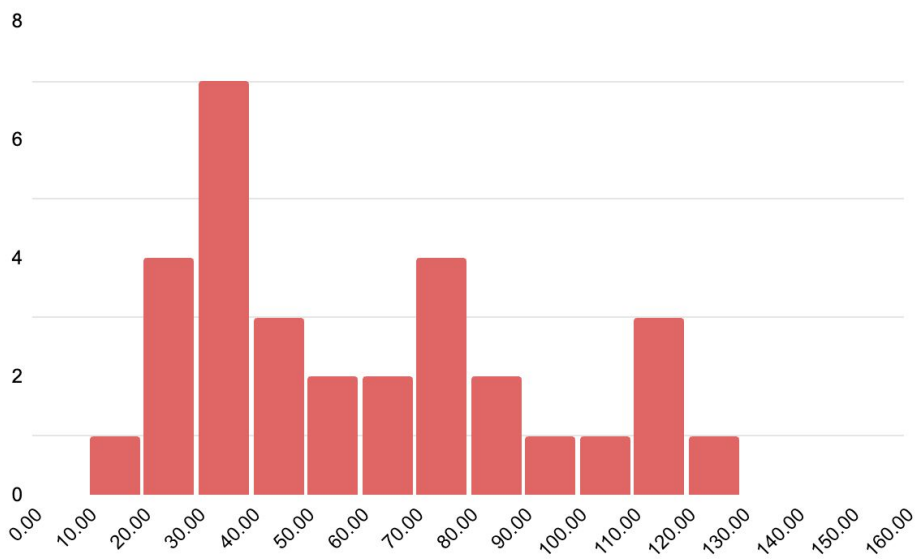
Distribution (cont'd)

Team Round



Average: 6.5/15

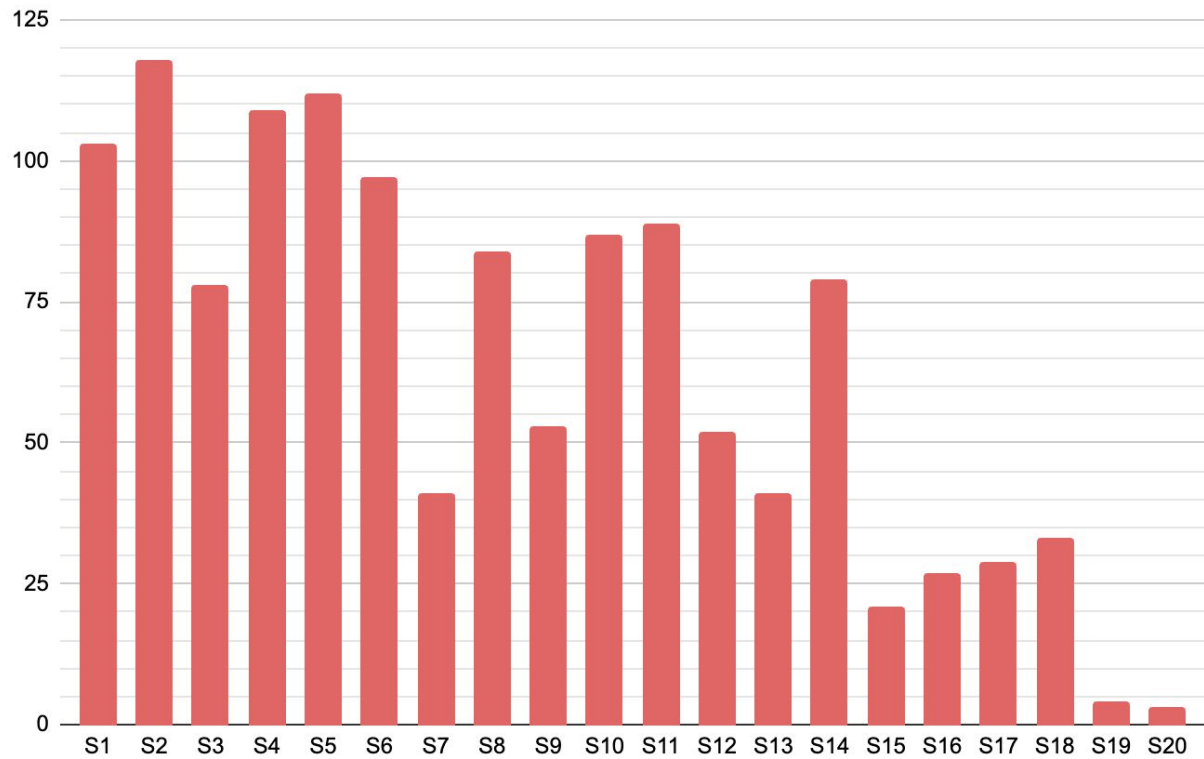
Guts Round



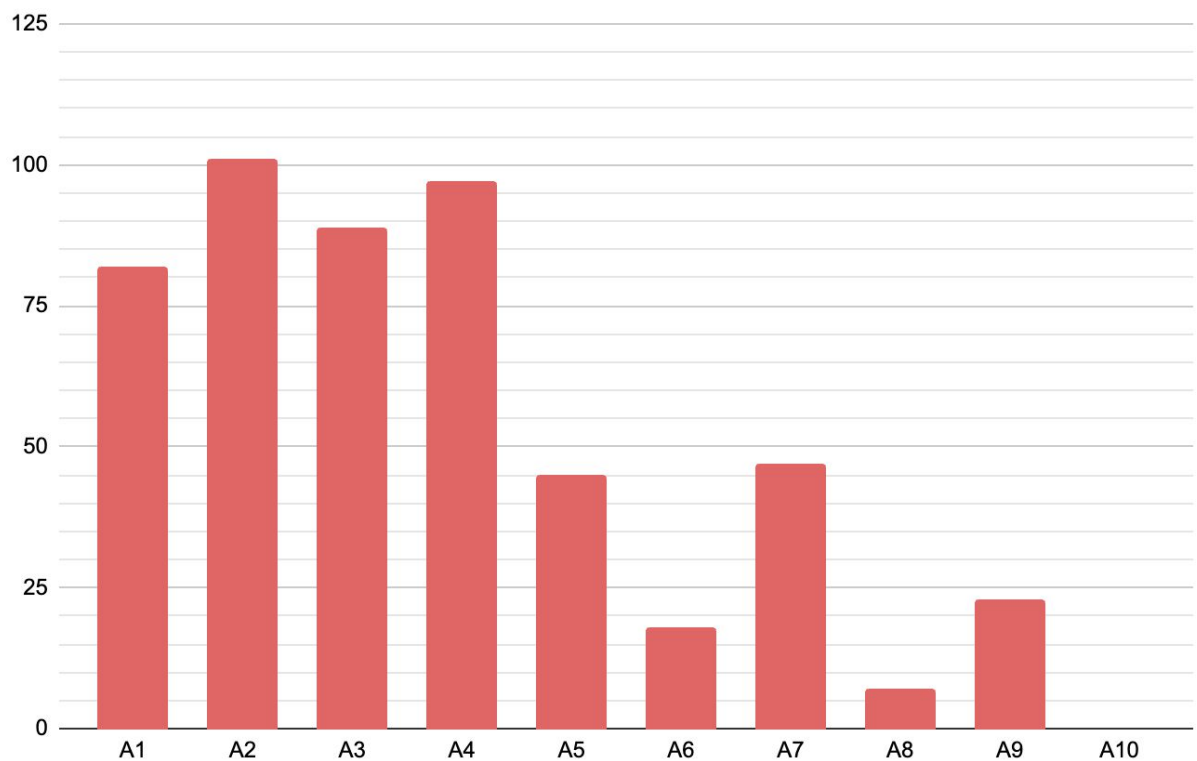
Average: 59.6/160

Problem Difficulty

Speed Round

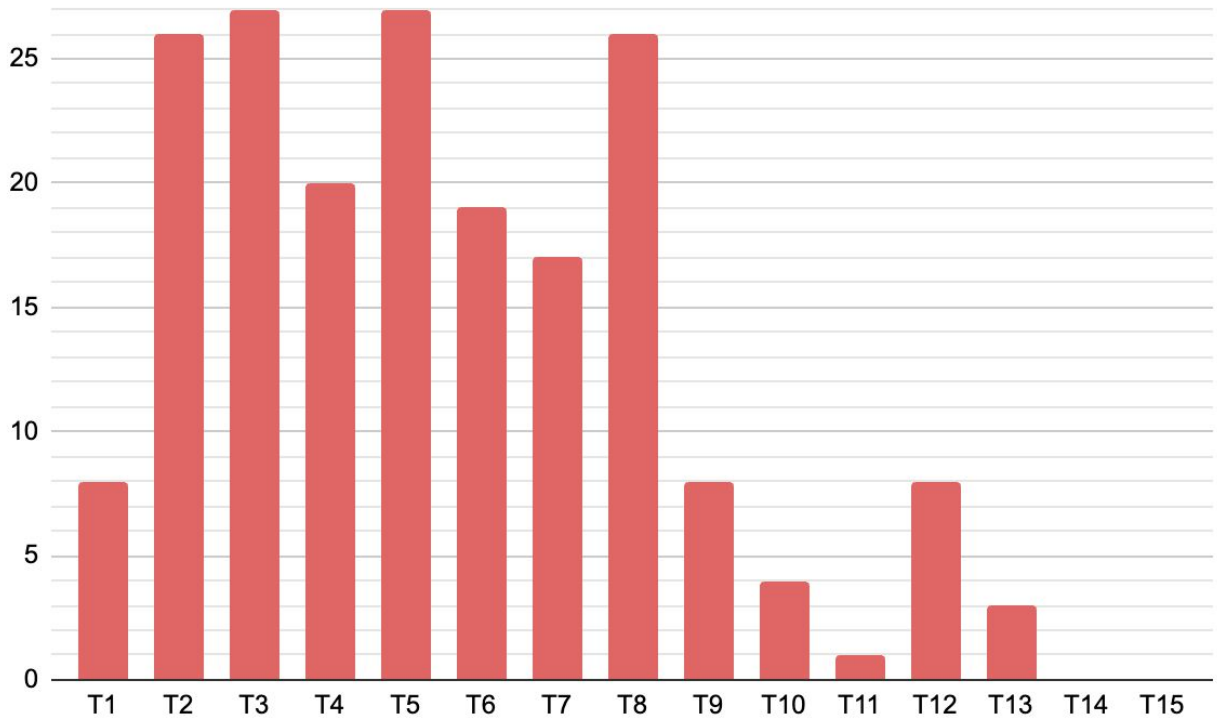


Accuracy Round



Problem Difficulty (cont'd)

Team Round



Guts Round

