# VORTEX

*just ∫ du it*

# **GUIDELINES**

- Kindly confirm your participation by filling out the **online registration form** whose link is provided below, latest by **Wednesday 26ᵗʰ July.**

- The registration time is from 7:30 am to 8:30 am on Thursday, 3 August. Schools are requested to be on time.

- At the time of registration, each school will be allotted a Team Code that will be taken as their identity for all the events.

- Participants are allowed to take part in multiple events, however, taking part in clashing events is **not recommended**. In case of multi-event participation, one should reach the venue at the given time.

- All participants must be in school uniform and must carry their school Identity Card.

- Participation of the host school will be non-competitive for all events.

- The decision of the judges will be final and binding.

- To be eligible for the overall trophy, it is compulsory for a school to participate in at least four onsite events.

- **All registrations must be done in prior, no on site registration will be permitted.**

- Please follow the following link to register for Vortex 2017: http://bit.ly/2uDh71w.

- For any queries, please contact us by sending an email to vortex.dpsr@gmail.com.

# EVENTS

1. **ALGORITHMICS:**

   Participants will be asked to solve algorithmic puzzles related to basic combinatorics, game theory,et al. 8 teams will make it to the final round after a **written** preliminary test. A relative marking scheme will be followed.

   **ELIGIBILITY: Classes 9 to 12**
   **NUMBER OF TEAMS: 1**
   **NUMBER OF PARTICIPANTS PER TEAM: 2**

2. **PROBLEM SOLVING**

   Participants will be given problems on various topics not limited to Geometry, Calculus, and Number Theory. There will be only one round and the team to secure the highest score will be declared winner.

   **ELIGIBILITY: Classes 10 to 12**
   **NUMBER OF TEAMS: 1**
   **NUMBER OF PARTICIPANTS PER TEAM: 2**

3. **QUIZ**

   This event will involve testing the participants' awareness about the mathematical world and their ability to solve mathematical trivia. Top six teams that qualify the written prelims will battle it out in the stage round.

   **ELIGIBILITY: Classes 9 to 12**
   **NUMBER OF TEAMS: 1**
   **NUMBER OF PARTICIPANTS PER TEAM: 2**

## 4. SURPRISE EVENT

Some things are better off not shared with everyone. Those who know need not ask and those who ask need not know!

**ELIGIBILITY: Classes 9 to 12**
**NUMBER OF TEAMS: 1**
**NUMBER OF PARTICIPANTS PER TEAM: 2**

## 5. HUMBLE HEURISTICS :

Participants will be asked to come up with predictive models for problems related to the field of statistics. There will be an introductory round which will not be judged upon, followed by the final round.

**ELIGIBILITY: Classes 11 and 12**
**NUMBER OF TEAMS: 1**
**NUMBER OF PARTICIPANTS PER TEAM: 1**

## 6. MATH - A - THON

Participants will be tested on their ability to solve mind-bending mathematical problems and challenges. Furthermore, it will test how well they apply their mathematical knowledge. 15 teams will be selected after the first (elimination) round followed by successive rounds where the bottom 4 teams will be eliminated in each round.

**ELIGIBILITY: Classes 6 to 8**
**NUMBER OF TEAMS: 1**
**NUMBER OF PARTICIPANTS PER TEAM: 2**

# SCHEDULE

| PERIOD | | | | | | | |
|---|---|---|---|---|---|---|---|
| **Home Room (7:30 to 7:40)** | | | | | | | |
| **1 (7:40 to 8:30)** | **REGISTRATION** | | | | | | |
| **2 (8:30 to 9:10)** | **OPENING CEREMONY (MSQ)** | | | | | | |
| **3 (9:10 to 9:50)** | Problem Solving | Quiz (Prelims) | | Algorithmics (Prelims) | Surprise Event | Humble Heuristics | Math-a-thon* |
| **4 (9:50 to 10:30)** | | | | | | | |
| **BREAK (10:30 to 10:50)** | | | | Algorithmics (Finals) | | | |
| **5 (10:50 to 11:30)** | | | | | | | |
| **6 (11:30 to 12:05)** | | | Quiz Finals | | | | |
| **7 (12:05 to 12:40)** | | | | | | | |
| **8 (12:40 to 1:15)** | | | | | | | |
| **9 (1:15 to 2:00)** | **Closing Ceremony and declaration of results** | | | | | | |