

CONE of PWN

Contest Rules

OBJECTIVE

Be the first team to earn 15 prestigious *Cones of Pwn*, one for each of its members, by correctly answering any 15 problems out of 20 problems.

The Details

Teams consist of fifteen players. No competitor in today's Lehigh Math Contest can be on the same Cone of Pwn team as someone who did not compete in the Lehigh Math Contest. Other than that, there are no restrictions on who can be on a team. So either a team will consist entirely of Lehigh Math Contest competitors, or entirely of non-competitors (e.g. coaches, parents, younger siblings, etc.).

Contest Content and Timing. The contest consists of four rounds. Each round contains five questions. **Thus it is not necessary to answer every question correctly in order to win.** The contest is over at 2:30 P.M. no matter how many rounds you have completed. Please be in Packard Auditorium before 1:15 P.M. if you wish to participate.

Collaboration. Each team may sit together and discuss and work on the problems as a group.

Calculators are not allowed. No team may use calculators, computers, cell phones, the internet, textbooks, formula sheets, or discuss the problems with anyone who is not a member of their team.

Team Registration is not necessary before the contest starts. At the starting signal, each team sends a "runner" to the problem station to pick up copies of the first round of five questions and a registration page. Fill in your team name and the names of your fifteen players on the registration page and submit it along with your answers to the first round of questions. You can name your team anything you like (within the bounds of state and federal laws and good taste).

Contest format. As soon as a team is ready to submit their answer sheet for one round of problems, the runner may bring the answer sheet to the stage and get in line to have it graded. After your problems are graded, the runner will be given one Cone of Pwn (a.k.a. party hat) for each correct answer, and the next round of five problems. The runner takes the Cones and new questions back to the team and the process is repeated. You can only submit answers to a given round once.

Question difficulty and answer forms. Questions vary a lot in difficulty. They do not necessarily get harder in later rounds. It is not necessarily the case that the lower numbered questions are easier than the higher numbered questions in the same round. **All answers must be simplified to an integer or a reduced fraction if possible. You may not have any decimals, variables, units, or unevaluated operations in your answer.**

Cones are the official scoring counters for your team and as such must be worn at all times on your team members' heads. (The intent is that by looking around the auditorium everyone can know which teams are currently in the lead by simply looking for the teams wearing the most Cones, and also to make everyone look ridiculous.) No team member may wear more than one Cone unless forced to do so by the Pigeonhole Principle (in which case Cones may not be nested). If a Cone falls off of a player's head, he or she has ten seconds to pick it up and place it back on their head, otherwise the Cone may be taken away from that team by one of the proctors. Stealing Cones or knocking Cones off an opposing team is expressly forbidden. Players on the same team may assist each other with balancing and retrieving fallen Cones.

Winning. The first team to earn at least fifteen Cones and stand up while wearing them simultaneously is the first place winner. The second team to do so is the second place winner and so on. No answers will be accepted after 2:30 P.M. Any team who is waiting in line to be graded when time runs out will have their round collected and graded, and any Cones earned will be distributed to their team. If no team has earned fifteen Cones before that point, the team with the most Cones at the end is the winner. Ties will not be broken. A team that successfully earns fifteen Cones in the first three rounds may continue to work on the problems in the fourth round in order to also be the team with the most number of Cones when time runs out.

Prizes. Teams may keep the highly coveted Cones of Pwn they earn! These valuable awards can be kept as memorabilia or sold on eBay.