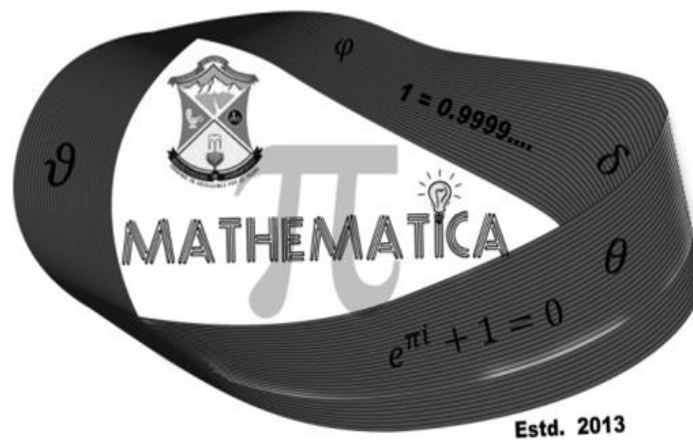


Math Hunt-2017

11th November, 2017



**Sodalitas de' Mathematica
St. Xavier's College, Maitighar
Kathmandu, Nepal**

SODALITAS DE MATHEMATICA

To,

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Subject: **Regarding Participation in Math Hunt-2017**

Respected Sir/Madam,

It takes us four years back to 2013 when this club was formed under the supervision of the Department of Mathematics. We have been promoting various ways of expressing Mathematics- the ways of conquering the world around us via events like Math Quiz, Math Olympiad, Math Mela and many more.

We attempt to influence the students to explore their hidden potential in mathematics and we embark upon a journey to show what real mathematics is. Giving students the length of perpendicular and base and asking them to calculate the length of hypotenuse does not even begin to show a student what mathematics is and what mathematicians do. We need to use multi-idea problems, requiring a synthesis of ideas and methods from different areas of mathematics for solutions. We need to introduce students to analytical reasoning, and not application of formulae. That is exactly what our club attempts to do. It attempts to make mathematics more attractive and more interesting to the students. It also attempts to promote creativity and tends to expose the right way to view mathematics because as Bertrand Russell quotes, "*Mathematics, rightly viewed, possesses not only truth, but supreme beauty... capable of a stern perfection such as only the greatest art can show.*"

This year, we have come up with "**Math Hunt-2017**". The Inter College Competition (Math Hunt) is a revolution for the evolution that we have believed to go through, which will feature various ingenious Mathematical Minds from around the country presenting the hunt as a great platform for the rookies like us to interact and furnish our skills and achieve what we have always worked for so that all of us can become a part of this Smart World of ingenuity.

Math Hunt is an event primarily based on solving the mathematics related questions and giving our mind an extra push. The event believes in promoting mathematics and establishing it as a matter of fun rather than only getting entangled with numbers.

However, we need participants whom we believe to go hand in hand, piling up all the bricks that will lead towards a great fortress to be built. We believe in deviating the obstacles, integrating brilliancy and intensifying hard work. We have always encouraged new ideas and worked to discover those beautiful minds in you. Therefore, to make the event grand we humbly invite you for participation, and your support would be a great contribution for the event's success.

The Math Hunt serves as an inter-college competition typically focused for the Higher Secondary Level students. The top three teams will be awarded attractive prizes including cash prizes for winning teams. The registration fee is Rs. 1,000/- for each team.

We would be grateful if your institution could be a part of our venture.

Anticipating a positive response from you,

Sodalitas de' Mathematica
St. Xavier's College, Maitighar
Kathmandu, Nepal



Principal
St. Xavier's College,
Maitighar, Kathmandu

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Math Hunt- 2017

About the program:

Event date: 11th November 2017, Saturday

Math Hunt is an idea, simplifying the enthusiastic mathematical world and its aspect. It is a contest in which the participants need to indulge in different problem solving events.

Presented as a game, "Math Hunt" comprises of

1. Preliminary round and
2. Treasure hunt round

1. Preliminary round

The preliminary round consists of the following rounds:

- a. Relay round
- b. Math Duel
- c. Coupon round

Relay Round: This is the first round that the teams will face. The teammates will be placed at three different spots. On solving the question by the first team mate, he/she will run to his/her teammate at the second spot and supply the answer. His/her answer will complete the question of the second teammate and he/she will start solving the question. Again, after solving the question he/she will run to the third team mate. At last the third team mate will submit the final answer to the check point. Teams will get points on the basis of their rank.

Math Duel: Here the teams will be paired against each other randomly. The paired teams will face same MCQs in a limited amount of time. The team securing greater marks of each pair will get points. In case it is tied the two teams will share the points.

Coupon Round: This round will act as a coupon earning site for the teams. The teams will be given same number of coupons at the start of the round. The teams will have to invest coupons in different compartments to get their questions. On solving the questions the team will get even more coupons in return.

There will be 4 compartments in the coupon round:

- a) **Math Mall:** This compartment will be the same as a shopping mall of questions where the teams will have the chance of purchasing a question on the basis of difficulty. The level of question, price and their outcome are depicted as follow:

Level	Price (no. of coupons)	Outcome (on solving)
Easy	3 coupons	4 coupons
Medium	2 coupons	4 coupons
Hard	1 coupons	4 coupons

- b) **Math Casino:** This compartment will be a place of gambling for the teams. Here, the teams will have to invest 2 coupons and in return they will get question of any difficulty (easy, medium or hard). On solving the question they will get 4 coupons in return.
- c) **Dare to be a Calculator:** As the name implies, this compartment will challenge the students in their arithmetic especially in general calculating. Each team will have to invest 3 coupons for entering this round and will get a set of 10 questions related to general calculations which they will have to finish within a certain time limit. The coupons will be rewarded according to the no. of correct answers.
- d) **Math Jackpot:** This compartment is a luck based compartment. The teams will be awarded coupons if their luck favours.

The teams will be awarded points on the basis of the number of coupons they earned .

The teams with the greater no. of points at the end of the preliminary round and will qualify for the Treasure Hunt.

2. Treasure hunt

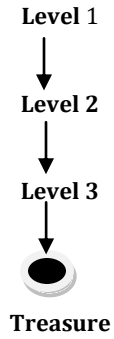
The game starts with the first clue which the participant should be able to crack and find out the designated question. After they find the question, they will have to solve the question and find out their answer which will be authenticated by the authenticators.

If their answer matches with the solution scheduled for their respective question, they will clear Level 1 and will be given a clue for another question, i.e. they will be upgraded to Level 2. The clue thus given will be based upon the previous question. The clues will be so designed that there will be a linkage among the consecutive questions. That is why the participants should be clever enough to link the clues with the questions.

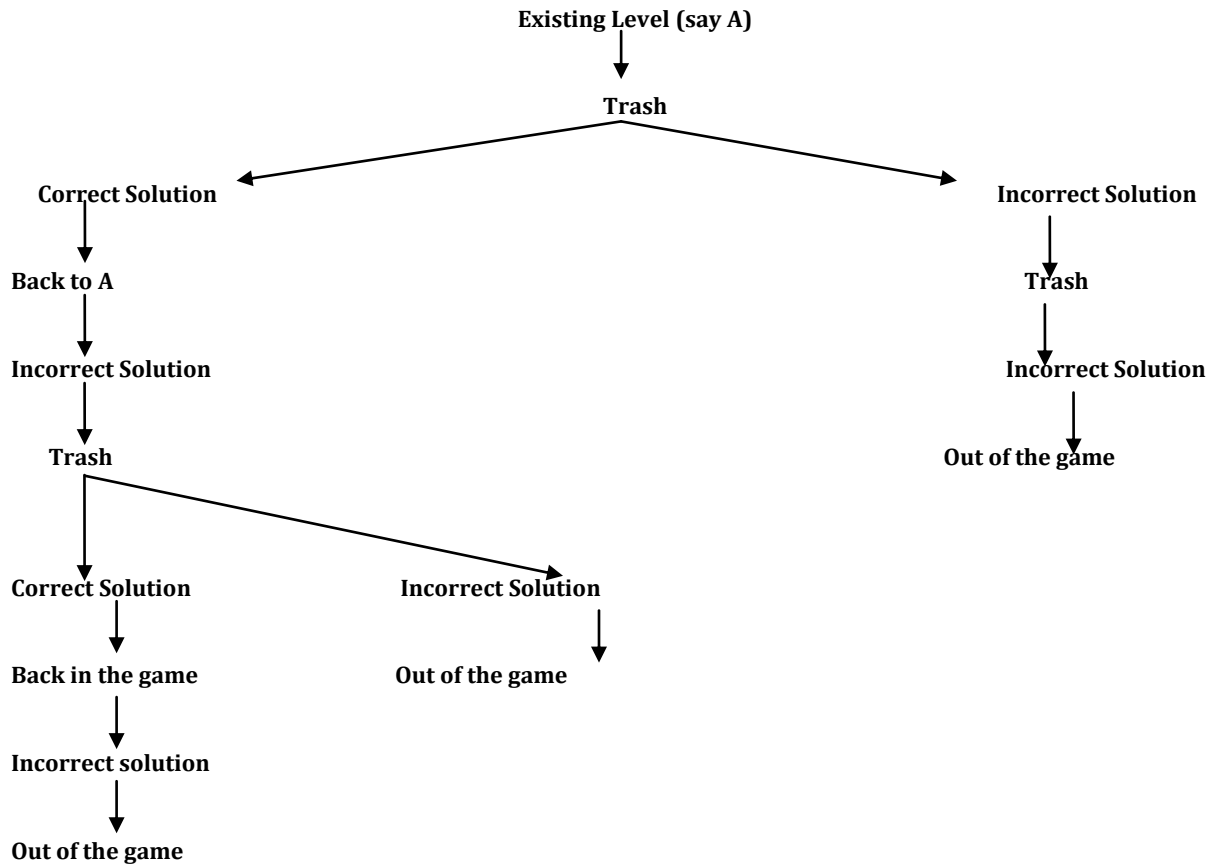
In case the answer given for the authentication doesn't match with the designed solution, the participants will not be upgraded to the upcoming level. They will be sent to "Trash" where they will be given two chances to return to the game. They will be given two questions which when answered correctly recycles them back into the game and they will resume the game from the Level they had mistaken in. In case they aren't able to answer correctly in the "Trash", they will again be trashed and given yet another question which they must solve unambiguously to return back into the game, otherwise they will be out of the game.

As said earlier, each participating team will be given only two chances in "Trash". Hence, it is a must that the participants keep this in mind and proceed in the game. Once any team clears all 3 levels, the team will be given a code- the biggest and the finale clue which is to be solved to find out the "Treasure". Whichever team finds out the "Treasure" first, will be awarded as the winner of the game and the game technically will come to an end.

Map work of Treasure round



In case of answers that do not match with the answers designed for the questions of the respective levels:



Guidelines for registration and program

1. A team must consist of exact 3 members.
2. Maximum of 2 teams from a college is acceptable for in valley participants. Only one team is accepted from a college for out valley participants.
3. Only the students of Higher Secondary Level (+2, A-level or CBSE) can register.
4. A team can consist of both the students of XI and XII from any of the faculty.
5. Registration form should include the photocopies of ID cards of members of the team along with college stamp and signature.
6. Registration forms must be submitted along with the amount of registration (in cash) to the account section of St. Xavier's College, Maitighar.
7. Registration for out valley participants only can be done via scanned form. Scanned form should be sent with scanned bank voucher and sent to dp@sx.edu.np. In valley participants should come to college to submit the form.

***Bank detail: Account name: St. Xavier's College**

Account no: 0162060012734000001

NMB Bank Limited

8. Registration is open from 9:30 AM to 4:30 PM.
9. Teams will be oriented about the program on the day of program itself.
10. For further information and updates visit sx.edu.np > club > Sodalitas de Mathematica.
11. We accept only 10 teams from out Valley College. Priority will be given on the basis of first come first service basis.

Registration fee and details:

Entry fee per team= Rs. 1,000/-

Lodge and food facilities will be provided for Friday evening(10th November) and Saturday (11th November) for the out valley participant only..

Lodge and food will be provided to 4 people per team-1 teacher and 3 participants.

Prizes

Winner: Medals, Certificates and Cash prize of Rs.10,000/-

1st Runner Up: Medals, Certificates and Cash prize of Rs. 5,000/-

2nd Runner Up: Medals, Certificates and Cash prize of Rs.3,000/-

Certificate of participation will be provided to all the participants.

An application form is attached in the other page. If required the forms can also be downloaded from the website mentioned above or may be photo-copied.

The application forms are to be submitted on/ till 5th November, 2017 as per mentioned above.

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Math Hunt- 2017

Application Form

Please read the following instructions carefully and answer all the questions.

Name of College :

Group Leader :

Members:

S.N.	Name of members	Gender	Contact Number

***Please attach the photocopies of your ID cards along with this form.**

Group Leader

College Seal

Principal

**SODALITAS DE
MATHEMATICA**

KATHMANDU, NEPAL

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