



## Rulebook

MATHEMATICS CLUB IITM

COMPETITION DATE: SEPTEMBER 13, 2025

---

### § Round 1: The Bee-ginning

1. Participants must compete in teams of **2** people. Anyone without a partner will be assigned one before the competition starts.
2. The teams will be given **40 minutes** to solve the paper consisting of **20 questions**.
3. Any use of **online resources**, or **calculators** of any form, is **prohibited**.
4. The **top 32 teams** from this will qualify for the next round.

### § Round 2: The Buzz

1. In this round, a minimum of **5 questions** will be asked. This is a **buzzer** round. (Yes, we have our own special buzzers!)
2. For each **initial question**, up to the **first three teams** to solve it will qualify for the next round (fewer if fewer than three teams solve it).
3. This process continues until **10 teams** have qualified.
4. The last question is a **wildcard**, which any team can answer, eliminated either in the **preliminary round** or the **buzzer round**. The **first 2 teams** to answer this will **progress** to the next round.
5. Thus, **12 teams** will qualify for the next round.

### § Round 3: A Louder Buzz

1. This is a **buzzer round** as well and consists of **4 questions**.
2. For each question, only the **first team** answering will qualify. Hence, a total of **4 teams** will progress further.

### § Round 4: The Swarm

1. The 4 teams will be divided into **2 matches**, determined by a **random draw**.
2. Both the matches will be entirely **on the board**.
3. For each match, there will be **3 questions** with a time limit of **3 minutes**. If a team solves a question within the time limit, it gets a **point**. (*Note: The final answer must be circled and cannot be changed afterwards.*)
4. The team with the **most points** after 3 questions qualifies for the final.
5. If the scores are **level**, then **tiebreaker questions** will be used on a **sudden-death** basis, i.e. the **first team** to solve **qualifies for the final** directly.

## § Round 5: The Sting

1. This is the final round, with **only 2 teams** left standing.
2. This round consists of **5 questions**, and will also be entirely **on the board**.
3. As in the previous round, the team that solves each question gets a **point**, but with an extended time limit of **5 minutes**.
4. The team with the most points after 5 questions wins the title of the *Grand Integrators*.
5. In the event of a **tie**, we will have **one tie-breaker question** and the **first** team to solve it **wins**.

***GOOD LUCK BEES! HAPPY BUZZIN'!***

