

# 1st Inter-Colleges Mathematics Contest

## CUI Vehari.

04<sup>th</sup> May 2023

### INTRODUCTION

The Mathematical Society of COMSATS Vehari (MSCV), COMSATS University Islamabad, Vehari Campus has planned to organize 1<sup>st</sup> student Olympiad with title: 1<sup>st</sup> Inter-Colleges Mathematics Contest (ICMC-1,2023) at Auditorium Hall of COMSATS University Vehari.

The ICMC-1, 2023 is an initiative by MSCV and is probably a unique event of its kind on mathematical sciences in the region. The intended impact is to bring motivation and excitement among the students of Mathematics for enhancing and expressing their learning of mathematical sciences at both individual and team scales. It will be an opportunity for students to participate actively and to promote team work and enthusiasm.

The key activities include: **Game 1:** Singles' Qualifying round, **Game 2:** Singles' Championship (Problem Solving Tests among the top 20 winners of Game 1), **Game 3:** Open House Quiz Gala, **Game 4:** Photo Contest, **Game 5:** Art Competition and **Game 6:** Crafts/Models Competition on theme **MATHEMATICS IS EVERYWHERE**. For further details, an announcement poster, games/competitions format, and a tentative schedule for your kind consideration have been attached herewith. The relevant details can also be downloaded from [Department of Mathematics \(comsats.edu.pk\)](http://comsats.edu.pk)

The students of Intermediate (Mathematics) may be encouraged and motivated to participate in this event to make it fruitful in promoting learning of mathematics in the region through the spirit of competition. It may be noted that only the students of the current enrolled in 2<sup>nd</sup> year having Mathematics as a compulsory subject at any participating institute in Pakistan are eligible to contest in any game. However, the students of 1st year of Intermediate (having Mathematics as a compulsory subject) are also eligible for GAME-4, GAME-5 & GAME-6.

# **CONTEST FORMAT**

**(ICMC-1, 04<sup>th</sup> May 2023)**

**Objective:** To promote the learning of Mathematics in the region.

**Eligible Contestants/Participants:**

Students currently enrolled in 2<sup>nd</sup> year of intermediate having Mathematics as a compulsory subject at any participating institute in Pakistan are eligible to contest in any game.

However, the students of 1st year of Intermediate (having Mathematics as a compulsory subject) are also eligible for GAME-4, GAME-5 & GAME-6.

**Olympiad Focus:**

Assessment of basic degree level mathematical knowledge and skills (taught in 2<sup>nd</sup> Year of intermediate) with weights as: Calculus (Differentiation & Integration) (50%), Algebra (25%), and Miscellaneous (25%).

**Basic information about the Games:**

<b>Game</b>	<b>Type</b>	<b>Composition</b>
<b>GAME 1</b>	<b>Singles' Qualifying Round</b>	60-minute game for the individual contestants comprising 40 MCQs. (A maximum of 200 students would be considered as contestants. Top 20 contestants would qualify for the Game 2).
<b>GAME 2</b>	<b>Singles' Championship</b>	Competition of the top 20 individuals of GAME 1 for the 3 medals (1 hour test of problem-solving skills).
<b>GAME 3</b>	<b>Marathon for all</b>	Open house game like a gala for all the audience with on-spot prizes.
<b>GAME 4</b>	<b>Photo Contest</b>	Mathematical Photography based contest of 4-member teams for the 3 medals. Each team will submit a Photo according to theme <b>MATHEMATICS IS EVERYWHERE</b> in soft form before 20 <sup>th</sup> April 2023.
<b>GAME 5</b>	<b>Arts Competition</b>	Arts Competition (using either Pencil/marker colors or acrylic colors) of 2-member teams for the 3 medals on the theme <b>MATHEMATICS IS EVERYWHERE</b> will be held on contest day 4 <sup>th</sup> May 2023. Contestants will bring their own stationary (Colors & Pages/Canvas).
<b>GAME 6</b>	<b>Crafts/Models Competition</b>	Crafts/Models Competition of 4-member teams for the 3 medals on the theme <b>MATHEMATICS IS EVERYWHERE</b> will be held on contest day 4 <sup>th</sup> May 2023. Contestants will bring their own stationary.

**Important Points:**

- Use of any kind of unfair means (especially getting direct support/signal from someone during the quizzes) may lead to disqualification from the game.
- A student can take part in any number of games.
- The organizing committee of the Contest reserves the right to resolve any issue. Its decision will be final and considered unchallengeable on any issue raised.

**PRIZES FOR WINNERS (Amount in PKR):**

<b>Game 1</b>	<b>Game 2</b>	<b>Game 3</b>	<b>Game 4</b>	<b>Game 5</b>	<b>Game 6</b>
At least 15 prizes for top 15 winners of GAME 1	<b>Gold</b> <b>15000</b>	At most 20 prizes in the Open house quiz gala	<b>Gold</b> <b>3000</b>	<b>Gold</b> <b>3000</b>	<b>Gold</b> <b>3000</b>
	<b>Silver</b> <b>10000</b>		<b>Silver</b> <b>2000</b>	<b>Silver</b> <b>2000</b>	<b>Silver</b> <b>2000</b>
	<b>Bronze</b> <b>5000</b>		<b>Bronze</b> <b>1000</b>	<b>Bronze</b> <b>1000</b>	<b>Bronze</b> <b>1000</b>

**Game's Pattern:** The pattern of the Games is given below:

	<b>Nature of Questions</b>	<b>No. of Questions</b>	<b>Time per Question</b>
Game 1	MCQs	40	1.5 min
Game 2	MCQs	40	1.5 min
Game 3	Quiz related to theme	15-20	1.5 min

## **Guidelines for the GAME-4, 5 & 6:**

1. **Important Note:** The students of 1st year of Intermediate (having Mathematics as a compulsory subject) are also eligible for GAME-4, GAME-5 & GAME-6.
2. GAME-4 is a competition of Mathematical Photo display on the following theme in ICMC-1.
3. GAME-5 is a competition of Arts on the following theme in ICMC-1.
4. GAME-6 is a competition of Mathematical Crafts/Models on the following theme in ICMC-1.

## **MATHEMATICS IS EVERYWHERE**

5. The interested contestants may submit a mathematical Photo individually or in a group of at most 4 members.
6. A number of sample photos can be found at:  
<https://www.idm314.org/2022-photo-challenge>
7. The Deadline for photo submission (only soft copy) is 20<sup>th</sup> April, 2023.
8. Submit the soft copy of the photo through email to [haiderali@cuivehari.edu.pk](mailto:haiderali@cuivehari.edu.pk). Submit the photo in jpg/jpeg formats.
9. The interested contestants may make a creative art with pencil/marker colors or acrylic colors on contest day individually or in a group of at most 2 members. Colors and stationery will be provided on the Contest Day.
10. A number of sample Arts can be found at:  
<https://www.mathscareers.org.uk/maths-art-competition-2021/>
11. The interested contestants may create a creative mathematical Craft/Model on the contest day individually or in a group of at most 4 members. Contestants may bring the material needed for Crafts/Models Competition.
12. A number of sample Crafts/Models can be found at:  
<https://artscraftsymom.com/math-crafts-and-activities-for-world-maths-day/>  
<https://www.pinterest.com/andreafriedman/math-competition/>
13. The photos, arts and crafts/models will be reviewed by a technical review committee. A photo shall be rejected out rightly if not found relevant to the theme. Only top graded photos will be accepted for display at the event for consideration in the competition. Acceptance will be issued by 01<sup>st</sup> May 2023.
14. For further information about GAME-4, GAME-5 & GAME-6, contact by e-mail to [haiderali@cuivehari.edu.pk](mailto:haiderali@cuivehari.edu.pk).

## REGISTRATION INFORMATION

**(DEADLINE 15<sup>th</sup> April,2023)**

### **Registration Fee:**

- The registration fee for each participant is PKR 900.
- Late registration fee will be PKR 1100 from 15-04-2023 to 20-04-2023. Selected students/volunteers (of MPhil/PhD classes from Mathematics Department) are exempted from the registration fee.

**Photo Submission Deadline:** 20<sup>th</sup> April,2023

### **Registration Acceptance Policy:**

- All the contestants should currently be students of 2<sup>nd</sup> Year of Intermediate having Mathematics as a compulsory subject in an educational institute of Pakistan.
- The maximum number of registered participants is set as 200 (on first come first registered basis).
- The Organizing Committee reserves all the rights to amend the rules/policies regarding the registration (or any other rule/policy regarding the Olympiad) as and when required.

### **Registration Procedure:**

Each participating institute is required to send a collective application form nominating all the participants/contestants from that institute. Download the soft copy of this form from the **website:** [Department of Mathematics \(comsats.edu.pk\)](http://Department of Mathematics (comsats.edu.pk)). Furthermore, the registration fee of all the participants from an institute is required to be submitted collectively in the following bank account till the deadline:

Bank: UBL, Account title: Haider Ali, Account number: 0360-292443642

The filled registration form along with bank deposit/online transfer slip should be sent to the [haiderali@cuivehari.edu.pk](mailto:haiderali@cuivehari.edu.pk)

# Tentative Programme

04th May,2023

S. No.	<i>Activity/Phase</i>	<b>Timeline</b>
1.	<b><u>Welcome &amp; Seating at the Venue</u></b> (only for the contestants for GAME 1)	8:30-8:55
2.	<b><u>GAME 1: First Round of Singles' Championship</u></b> (Qualifying Game of all the Individual Contestants) <ul style="list-style-type: none"> <li>• MCQs based test of the individual contestants.</li> <li>• Number of MCQs: 40</li> <li>• Test Duration: 60 Minutes</li> </ul>	8:55-9:55
3.	Sitting of the Participants & Guests in the Hall	9:55-10:10
4.	<b><u>Opening Ceremony</u></b> <ul style="list-style-type: none"> <li>• Recitation</li> <li>• Opening / Welcome Address</li> <li>• National Song (by BS Students)</li> </ul>	10:10-10:30
5.	<b>Display of Mathematical Photos</b>	10:30-11:00
6.	Declaration of Top 20 Contestants Qualified for Game 2	11:00-11:10
7.	<b><u>GAME 2: Second Round of Singles' Championship</u></b> (Competition of the top 20 individuals of GAME 1 for 3 medals; 1 hour test of problem-solving skills)	11:10-12:10
8.	<b><u>GAME 3: Marathon</u></b> for all (Open house game like a gala for all the audience in the main hall with on-spot prizes in the auditorium) Mixed with Amusement activities on stage (MPhil Students) & (BS Students)	11:10-12:40
9.	<b><u>GAME 4: Arts Competition</u></b> (in parallel to the GAME 2 & 3)	11:10-12:40
10.	<b><u>GAME 5: Crafts/Models Competition</u></b> (in parallel to the GAME 2 & 3)	11:10-12:40
11.	<b>Lunch &amp; Prayer Break</b>	1:00-2:00
12.	Display of selected Photos, Arts and Crafts/Models	2:00-2:30
13.	<b><u>Closing Ceremony</u></b> <ul style="list-style-type: none"> <li>• Recitation (5 min)</li> <li>• Address of Collaborators (if any) (5 min)</li> <li>• Address of HoD Mathematics (5 min)</li> <li>• Address of Director (10 min)</li> <li>• Address of Chief Guest (10 min)</li> <li>• Winners Declaration &amp; Prize Distribution</li> </ul>	2:30
14.	<b>Tea for Invited Guests</b>	4:00