πathlon 2019

Overview

1) Teams will be comprised of 1-4 members. (No fractional members, please.)
2) Each team will attempt to complete as close to π events as possible.
3) Each event will be scored using a point system.
4) Any event score can count as positive OR negative. For example, your team has 320 points. If you complete 6 basic math problems you can subtract 6 from 320 giving you 314.
5) 100 points represents a complete event, even if those points are earned via multiple events.
6) The team to score closest to 100π points will be the winner.
7) Teams may suggest alternate scorings to the moderators of an event, but the moderators have final say regarding scoring.

EVENTS

Sudoku

1) Each correct cell that is not within a complete row, column, or box is worth 1pt.

2) A correct row, column, or box is worth 10pts.

3) 100 points for a full (error-free) puzzle.

4) 31.4 points if a teams gets all of the 3s, 1s, and 4s.

Flow

1) Points are awarded based on the size of the board (nXn) and number of flows connected (F).

2) The score awarded is n*F.

3) Teams must wait 2pi minutes between boards.

4) Scores can be multiplied by 1, 0.1, or 0.001.

Name that Professor

1) Each team has several statements about professors in the department. For each statement, give the correct professor.

2) Note: The list is neither one-to-one nor onto.

Cryptograms and Symbol Addition

1) 100 points for a full, error-free solution.

2) If the cryptogram/symbol addition is not complete (or there are mistakes), points will be earned based on the percentage correct.

3) The percent complete will be determined by dividing the total number of unknowns at the start by the number correctly solved. Points can be taken as percents or decimals.

4) For the Intermediate Cryptograms teams can multiply either the percent or decimal value by 0.1. (Hence, a 50% could be 50, .5, 0.5, 0.05.)

Pi Recitation

1) 1 point will be awarded for each digit of pi recited.

2) A special prize will be given to any team capable of reciting 314 digits of pi.

Minesweeper

1) The grid will be 16X16.

2) Teams will set the number of bombs to be diffused; no fewer than 20 bombs may be selected.

3) A complete board will earn points based on the time it took to solve the puzzle: Score=Time*k, where k=1, 0.1, 0.01. (The value of k is up to the team.)

3) For incomplete games, points equal to the percent of bombs diffused will be awarded, in percent of decimal form.

Guitar Hero

1) Play a song and take the first 3 digits of your score.

2) 4 or 5 stars means you can move the decimal up to 3 times.

3) 3 stars means you can move the decimal up to 2 times.

4) 2 stars means you can move the decimal once.

5) 1 star means you cannot move the decimal.

6) Teams can play with no-fail mode on.

Pokemon Stadium

1) All gameplay will take place in the Mini-game Champion mode. (White City>Mini-Games>Mini-Game Champion)

2) The player has free choice over how many coins they want to play for.

3) Difficulty affects point output as follows: Easy=Score, Normal=Score OR Score*0.1, Hard=Score OR Score*0.1 OR Score*0.01

Basic Math Problems

1) 1 point will be awarded for each correct answer.