Rules of Sigma Tournament 2014

The rules listed below are some adaptation of the rules of Phys-Math tournament which is a long tradition of Krasnoyarsk Summer School for gifted children.

1) Sigma Tournament is a team competition. Several teams compete by solving science and math problems on time.

2) Each team consists of 5 students (one of them is required to be 13 years or younger to encourage participation of younger children).

3) The tournament consists of 4-5 events known as "Days". They are listed below.

Day 1 (Physics and Math): teams meet in pairs and
solve problems divided in "rounds"
Round 1 (20 min) 4 problems in Physics and Math.
Round 2 (10 min) Experimental physics or hands-on math problem for the whole team.

Day 2 (Biology and Chemistry): teams meet in pairs and
solve problems divided in "tours"
Round 1 (20 min) 4 problems in Biology and Chemistry.
Round 2 (10 min) Experimental biology or chemistry problem for the whole team.

Day 3 (Math Game): teams meet in pairs and
play the mathematical game (rules are given)
Round 1 (20 min) members of two teams play against each other several times.
Round 2 (10 min) After a discussion of tactics and strategy of the game the teams play against each other two more (collective) games.

Day 4 (Math-Linguistics): all teams solve the same problems.
Round 1 (20 min) 4-5 problems in Math and/or Linguistics.
Round 2 (10 min) Hands-on math or linguistics problem for the whole team.

Day 5 (Grand unification): all teams solve the same problems.
Time is recorded and the score depends only on how fast the problems are solved.

4) (Freelancers) To encourage the participation of students in the tournament they can help their own team by solving the problems during the competition. If a camper solves some problem faster than the competing teams he/she brings additional points to his/her team.

Scoring (regular day)

Round 1:

- Each problem fully solved is 2 points
- Partial solution can be 1 point
- Opponent finds mistake, inaccuracy or completes the solution 1 point
- Freelancers solve the problem correctly before the problem was claimed 2 points

Round 2:

- Problem fully solved gives 4 points to the team