

Rules PLANCKS 2014

1 Definitions

PLANCKS: Physics League Across Numerous Countries for Kick-ass Students 2014, organized by A-Eskwadraat. It will take place from May 23th, 2014 until May 25th, 2014.

A-Eskwadraat: Study association for Mathematics, Computer Sciences, Information Sciences and/or Physics & Astronomy at Utrecht University.

SPIN: Umbrella association for Dutch physics study associations.

Organisation: The members of the organizing committee of A-Eskwadraat and SPIN.

Website: The website, maintained by the organisation and available at <http://www.plancks.info>.

Jury: The group of people responsible for making the problems and checking the solutions submitted by the participants.

Helping committee: The group of people helping during PLANCKS.

Crew: Organisation, members of the jury and helping committee.

Participant: Member of a participating team that competes in PLANCKS.

Institution: Organisation with an physics related education on university level.

2 Organisation

2.1

The organisations consists of members of A-Eskwadraat or delegates from SPIN.

2.2

The organisation has formed a jury which consists of students and staff from different universities.

2.3

The organisation will form a helping committee who will assist the organisation and jury during PLANCKS and will be available for practical questions.

2.4

All crew members will be recognizable by their shirt and/or badge.

3 Participation

3.1 Introduction

3.1.1

Participation is only possible in teams consisting 3 or 4 persons.

3.1.2

There are two group stages: one for student teams and one for business teams.

3.1.3

The business team group stage will only proceed when at least two business teams have been subscribed.

3.1.4

Changing the composition of a team is only possible with the permission and acknowledgement of the organisation

3.2 Selection of teams

3.2.1

The organisation decides how many teams from each country and institution are allowed to compete.

3.2.2

The organisation will consider the number of interest contestants from each country and institution and strives for an equal distribution among countries and institutions. If the organisation receives more applications from one country or one institution than available places, the organisation will discuss a secondary selection procedure with the stakeholders. This procedure will adapted to the specific situation.

3.2.3

The organisation has the right to deny the participation of teams before the start of the competition if they have reasonable arguments to do so.

3.3 Student teams

3.3.1

A student team may participate for 25 Euro (excluding transaction fees) entry fee.

3.3.2

A student team exists of students from the same country and who are not participating in another team.

3.3.3

A student team has a coach, which is the contact person of that team. This can be a team member or a student or staff member from the institution.

3.3.4

A student team participates in the student teams pool for the title "Winner of the first edition of PLANCKS" and prize money which will be announced officially before the competition.

3.4 Business team

3.4.1

A business team pays the registration fee of 500,- euros, before the start of the competition.

3.4.2

A business team consists of persons who are employed by the same company or institution.

3.4.3

A business team participates in the business teams pool for the title "winner of the first edition of PLANCKS – business competition" and the prize money of 662,61 euros.

4 The competition

4.1 Introduction

4.1.1

The language used in the competition is English.

4.1.2

The competition is divided in two sessions. Each session lasts between 2 and 4 hours.

4.2 Problems

4.2.1

The jury will provide at least 4 and at most 10 problems each session.

4.2.2

When a problem is unclear, a participant can ask, through the crew, for a clarification from the jury. The jury will respond to this request. If this response is relevant to all teams, the jury will provide the other teams this information

4.2.3

The jury has the right to change or withdraw problems during the contest. When this happens, the jury will inform all teams.

4.3 Resources

4.3.1

A team is allowed to bring a dictionary; English to their native language.

4.3.2

A team is allowed to use a simple calculator (non-graphical and not scientific).

4.3.3

The use of hardware which is not approved by the organisation is forbidden, with exceptions of simple watches and medical equipment.

4.3.4

No books or other sources of information are to be consulted during the competition.

4.4 Department rules

4.4.1

The house rules apply to everybody inside the building.

4.4.2

During the competition, communication within the team and crew is allowed. Communication with everyone else is forbidden during the competition.

4.4.3

Participants will follow orders given by the crew.

4.4.4

Participants competing in a student team will wear the shirt and/or badge provided by the organisation.

4.5 Judgement

4.5.1

Each submission is acknowledged.

4.5.2

For each problem, the jury has a correct solution.

4.5.3

The team with the most acknowledged points is the winner (of that competition group). In case of a tie, the jury has the right to appoint a winner based on the creativity of the solutions.

5 Special rules

5.1

The organisation has the right to disqualify teams for misbehaviour or breaking the rules.

5.2

The organisation has the right to stop the competition, extend the competition time or change the scores in exceptional conditions.

5.3

In situations to which no rule applies, the organisation decides.