TETRAPYRAMIS

Regulations for online team contests

1) The online team contests organized by *TETRAPYRAMIS* are open to all Italian and foreign schools, wherever located.

2) Each team consists of a maximum of 4 players**, all required to be registered as students of the same School**.

3) The contests take place on the online reference website **www.puzzlefountain.com.** Each contest will be announced on the Home Page.

4) The members of each team *can* (but it would be better to say "*must*") cooperate with each other in solving the games.

5) During the contest it is **STRICTLY FORBIDDEN** to use calculators, mobile phones, tablets and any other computational tools and / or tools of communication. If used, **the entire team will be immediately disqualified**.

6) The maximum time available will vary depending on the single contest.

7) A few days before the contest there will be available for referent teachers the text of the games in pdf format, to be printed and distributed to the teams **only when the contest starts**. To get the file you need to log in from the Home Page. The pdf file of instructions **will be available a week before**.

8) At the beginning of the contest each team starts with 0 (zero) points.

9) Each game, if solved correctly, has a base score, indicated in the booklet of the contest and in the instructions. That score will be multiplied by the **bonus time (bt)**. The b. t. is a coefficient that at the start of the contest has the value of 1 + minutes / 20 (for example, if the contest lasts 90 minutes, the initial bt worth will be 5.5). With each passing minute it comes down by 0.05 points, to be 1 in the last minute. The b. t. will not be applied if the answer to that game is wrong.

10) Every wrong answer results in a penalty of 10 points.

11) For each game the **ANSWER KEY** must be written in the corresponding window of the web page of the answers, as specified in the contest booklet and in the instructions. **YOU MUST PAY CLOSE ATTENTION TO WHAT YOU ENTER**: In fact, the answer key will be automatically processed by the server, so that answers

which are **substantially correct but formally incorrect** (typical examples are the inclusion of spaces and / or wrong punctuation) **will be evaluated as incorrect and therefore penalized**. There is however **no difference** between uppercase and lowercase letters.

12) The web pages needed to participate in the contest are two: *Sessione_gara.php* (with links to the answers to the single games) and *Classifica_categoria.php* (where instead of *categoria* one reads medie, biennio or triennio). Within the latter appear the individual scores, written in **green** for solved games and in **red** for the wrong ones. This page will automatically refresh every 10 seconds.

13) At the end of the time available, the server will no longer accept new submissions of answers.

14) The final standings will be the sum of the single scores.

15) During the contest a **chat line** reserved for teachers will be active for questions, exchange of comments and more.

16) In order to take part in school team competitions organized by *TETRAPYRAMIS* it is necessary to first register the School. **This can be done esclusively by the referent teacher**. You can then insert the teams in the web page. Each school can submit an unlimited number of teams.

17) The referent teacher is responsible for the smooth and proper conduct of the contest, as well as for the respect of the rules by the players, in an atmosphere of healthy and fair school rivalry.

18) *TETRAPYRAMIS* wishes everyone a lot of fun with our online contests!