



MIND DASH

AIM:

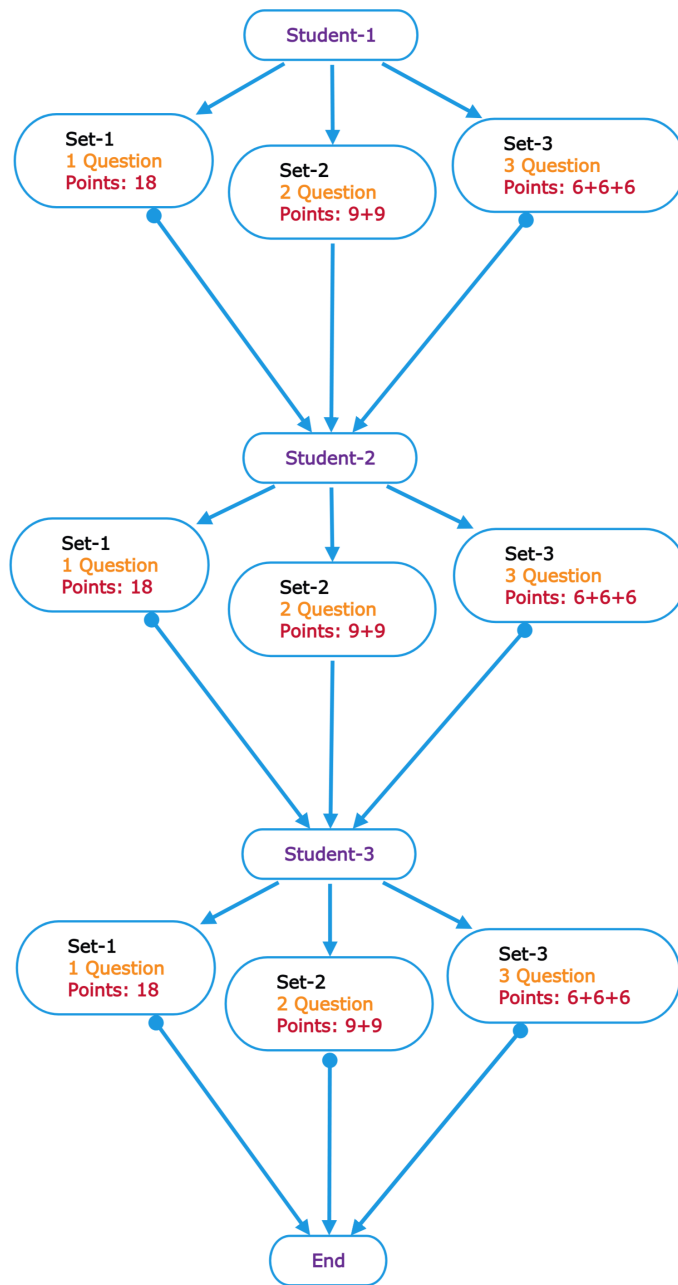
Encourage collaborative problem-solving and critical thinking skills among students, fostering a spirit of teamwork and intellectual growth.

ELIGIBILITY:

- Undergraduate and graduate students with a background in mathematics or related field.
- Only one team of 3 members per college is allowed.

RULES & GUIDELINES:

- There are three parts to the game, and each part has one player from the team.
- A diagram displaying topics relevant to each question is provided at the outset.
- The team decides which player does which part.
- Upon completion of part-1 by the initial student, part-2 is commenced by the second student, and so forth.
- Each part comprises three sets of questions, each set carrying a total of 18 points.
- Students must select a single set from the three available in each part and answer all questions within that set.
- Set difficulty varies across stages: the 1st set is the most challenging with only one question, the 2nd set is of medium difficulty with two questions, and the 3rd set is relatively easier with three questions.
- A cumulative time limit is enforced for the entire competition.
- Team performance is evaluated using the formula: **Total Points - (Time × 1/3)**
- Better performance is characterized by achieving more points in less time.



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