



SENTEC

SOCIETY FOR PROMOTION OF
SCIENCE ENGINEERING AND
TECHNOLOGY



PRESENTS



PROXION'26

CODE. CREATE. COMPETE.

MATHS CLASH

RULE BOOK

08-10 MAY 2026



ABOUT THE EVENT

Maths Clash is a fast-paced, online mathematics olympiad designed to test raw mathematical reasoning, speed, and precision under strict live-invigilated conditions. Participants compete through multiple timed rounds of mathematical problems, all delivered and answered on the custom Maths Clash web platform. Every second counts. Every mistake is recorded. Every violation is flagged.

REQUIREMENTS

- Device: Personal laptop or desktop (tablets/phones are not permitted)
- Webcam: Functional webcam that remains switched on throughout the entire competition
- Internet: Stable broadband connection
- Platform: The official Maths Clash web application (link will be shared before the event)
- Discord: For event-wide announcements and invigilator communication
- Browser: Latest version of Chrome or Firefox (extensions disabled)

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<https://sentecneduet.live>



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MODULE FORMAT

- Mode: Individual
- Delivery: Fully online, live-proctored via the Maths Clash web platform
- Structure: Multiple timed rounds (exact number and duration announced at event briefing)
- Question Types: Multiple-choice, short numeric answer, or single-step calculation
- Navigation: Once a question is submitted (or time runs out for that round), it cannot be revisited
- Auto-Submission: If an invigilator raises 5 flags against a participant, the test ends immediately and all answers up to that point are auto-submitted

SCORING SYSTEM

- The exact points per round and penalty values will be published before the event. A typical configuration (subject to change) is:
- Correct answer: +1 point
- Incorrect answer: -0.5 points
- Unanswered question: 0 points (no penalty)
- Maximum score = (number of questions × 1).
- Tie-breakers are applied in the order listed under Penalties & Tie-Breakers.

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RULES & REGULATIONS

- **No External Help:** You may not consult any person, book, website, AI tool, or calculator (unless explicitly permitted) during the competition
- **Closed Environment:** Only the Maths Clash web application may be open in your browser. Switching tabs or opening any other software is a flaggable offence
- **Camera Always On:** Your webcam must show your face, hands, and immediate surroundings clearly. Covering the camera or moving out of frame may result in a flag
- **No Communication:** Mobile phones, smartwatches, and secondary screens are strictly forbidden
- **Invigilation and Flags:** A live invigilator will monitor all participants. Each rule violation (tab switch, unauthorised software, suspicious behaviour, external device, AI usage) results in a flag. After 5 flags, the competition platform automatically submits your current answers and terminates your session
- **AI Tools:** Use of ChatGPT, Wolfram Alpha, Photomath, or any AI-based solver is considered cheating and leads to immediate disqualification (often on first flag if detected)





PENALTIES & TIE-BREAKERS

Penalties:

- Each flag is recorded but does not directly deduct points (except that 5 flags = auto-submission)
- If auto-submitted after 5 flags, only answers submitted before that point count
- Deliberate or severe violations may result in post-contest disqualification regardless of flag count

Tie-Breaker Order:

- Higher score in the final round
- Higher score in the penultimate round, and so on backwards
- Lower total time taken to submit across all rounds
- If still tied, the rank is shared

Disqualification occurs for: AI usage, identity fraud, having another person take the test, or refusing to follow invigilator instructions

RECOGNITION

- Maths Clash Champion – 1st place overall
- All winners receive digital certificates and may be featured on the event's official pages.

