
Rules of the “Domino” game

1. There are 28 problems numbered by domino tiles from 0:0 to 6:6. The game lasts 1.5 hours.
2. The jury keeps a game protocol with current results displayed on a screen.
3. Each of the 28 problems has a point value assigned based on domino distribution.
4. Each team initially receives two problems randomly. They can exchange an answered problem for a new one. For the following ones, students can decide which domino piece to pick up out of these available. So, at any given moment, the team sees only two problem statements.
5. Each problem (except 0:0) can only be answered twice by a team. 0:0 can only be answered once.
6. On the first attempt, correct answers earn the full point value (domino 3:6 will give 9 points), while incorrect / partially correct answers receive 0 points.
7. On the second attempt, correct answers earn the maximum of the two numbers on the domino (3:6 will give 6), while incorrect / partially correct earn 0 points.
8. It might be beneficial to write an incorrect answer for a problem if the team doesn't know how to approach it. This way, you get to try more problems.
9. Problem 0:0 is a special one. It awards 10 points for a correct answer on the first attempt.
10. Answers are written clearly on a separate sheet with the team name and problem value. The sheet is submitted to the jury together with the problem card, answer sheet goes under the problem sheet.
11. Only one player from the team can approach the jury for answer submission and problem selection.
12. A representative from the team has up to 10 seconds to choose the next problem. If delayed, the jury assigns any available problem.
13. The game ends when time is up.
14. Teams are ranked based on the points earned.