

# MBMT 2019 Fun Round

March 30, 2019

*“Doubtless we cannot see that other higher Spaceland now, because we have no eye in our stomachs.”*  
—Edwin A. Abbott, *Flatland*

## Introduction

There are 32 questions in this Fun Round; each question is worth some number of points. The subject breakdown is listed below:

- 12 math problems
- 3 contest problems
- 5 estimation problems
- 2 memory problems
- 4 game problems
- 2 trivia problems
- 2 scavenger hunt problems
- 2 other problems

Teams start with access to only problem A. Other problems require solving one or more previous problems to access. The back of this page contains a diagram of how to access each problem; to access a problem you must first solve every problem pointing to it.

Each team is also given a sticker sheet with a row for each problem to mark their progress. Getting and submitting problems is done at *problem stations*, where one can

- get a problem upon demonstrating that one has all the prerequisite stickers.
- submit answers to most problems. (Answers should be clearly marked on the problem paper.)
- get a hint for a problem, after which the problem is worth half points.
- skip a problem, which counts as solving the problem but is worth zero points.

Some problems are not submitted at a problem station, but rather require accomplishing a task. In that case, the problem should give you instructions telling you what to do.

The team with the highest score wins. If there are ties, they are broken first by time of finishing and then by the quality of the contest submissions.

You are, unless the problem specifically states otherwise, allowed to use any resource except people outside your team. (Feel free to look things up!)

## Problem A

- A** Form a team of at most eight competitors. We *require* that a team have at least four people, and the fun round is designed so that teams with at least six members and members from both divisions have a significant advantage.

When you have formed a team, go to any problem station to pick up an answer sheet.

