

Rule Set for the Bonn Integration Bee

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1 Fundamentals

1.1 Validity

Only the English version of this rule set applies to the competition. The German is identical to the greatest extent possible, but may only be used to broaden one's understanding of the rules.

1.2 Preamble

The Bonn Integration Bee (called BIBee from now on) is a student-organized competition that challenges competitors to solve integrals of varying difficulty levels in the shortest possible time. It was established and held the first time in winter semester 2024/2025 at the University of Bonn and is intended to be held annually in the summer semester from 2025 onwards. This rule set is the foundation for its organization and proceedings.

1.3 Assistance and Attempts at Cheating

The only permissible assistance in the first part of the competition is pen and paper. No assistance is allowed in the second part of the competition. Furthermore, each participant must solve all problems independently and without help. Any participant who violates these rules will be disqualified immediately.

2 Involved Parties

2.1 Organizer

BIBee is carried out by a group of organizers, consisting of moderators, designers of exercises and referees. The persons named above are not allowed to participate in the competition.

Moderators guide the competition, referees are responsible for the correct implementation of the rules as well as disqualification in the event of a rule violation. Lastly, the designers of exercises create the Kahoot for the first part along with the questions for the second part.

Both the Kahoot and the questions for the second part of the competition may not be made accessible to any eligible person before the competition.

2.2 Competitors

With the exception of the persons named above, every person is allowed to compete in BIBee. Only individual participation is possible i.e., teams are disallowed.

2.3 Spectators

Spectators are welcome to attend. Nonetheless, they shall not disturb the competition in any manner e.g, provide any kind of assistance during each round.

3 Procedure

3.1 Structure

The Competition is split into two parts, namely, a qualification round, which is open for everyone eligible, followed by the finals, which is restricted to the best eight competitors of the qualification round who are available directly after the Kahoot.

3.2 Qualification Round

The qualification round is held in the form of a Kahoot quiz. Any eligible person is permitted to log in and compete. Note that only a person who is willing to compete in the finals should compete.

3.3 Finals

The finals are designed in a knockout style format i.e., exactly two competitors compete in every individual round, the winner proceeds to the next round, the loser is eliminated. There will be four quarter-finals, two semi-finals, a third-place play-off and a final. The competitors ranked 1, 2, 3, and 4 in the qualifying round start in different quarter-finals; their opponents will be chosen randomly by the moderators. After that, every quarter-final-winner will be seeded in the semi-finals as follows: 1 vs. 4; 2 vs. 3.

3.4 Procedure of the Individual Final Rounds

Every individual round of the finals is designed identically: One after the other, five questions will be projected visibly for every competitor to a wall or a screen with a video projector. Additionally, the moderator reads out the question loudly. After that, the competitors are given five (or any other amount of) minutes to solve the questions on the blackboard. The remaining time will be displayed for both the competitors and the audience.

Each solution has to be circled and timestamped; after that corrections may be made, but they must also be circled and marked with a new timestamp. Only the most recent solution, with the corresponding timestamp, will be considered valid after the time runs out.

Solving a question as the only one grants three points. Solving a question faster than an opponent i.e., presenting a correct solution with a more than five seconds older timestamp, that they could solve as well, grants two points. Solving a question after an opponent i.e., solving with a time stamp more than

five seconds younger than your opponent grants one point. Two correct solutions submitted with a time distance smaller or equal to five seconds both get one and a half point. The referee has the final say in the case of a dispute regarding the time stamps. A solution which is either incorrect or not simplified sufficiently grants zero points. Both criteria, namely sufficient simplification and correctness have to be decided by the referee.

3.5 End of a Final Round

The person who scores more points after 5 questions, wins the individual round. In the event of a tie, one or if needed two more questions have to be answered. If still a tie afterwards, the competitor with the higher score in the qualification round Kahoot quiz will win.

3.6 End of the Contest

After the finale, there will be a small award ceremony with prizes for the top three competitors.