

Math Sherlock: Rulebook

Event Overview

Welcome to **Math Sherlock: Treasure Hunt**, an exhilarating journey through riddles, puzzles, and mathematical mysteries! Assemble your team and embark on this quest to uncover hidden treasures using your logic, wit, and math skills.

Event Details

- **Event Name:** Math Sherlock: Treasure Hunt
- **Team Size:** 4 members per team
- **Eligible Age Group:** Grades 8 to 12
- **Participation Slots:** Limited to 7 teams, allocated on a first-come, first-served basis.

Rules and Guidelines

General Rules:

1. **Team Composition:**
 - Each team must consist of exactly 4 members.
 - Teams can include students from different grades within the eligible age group.
2. **Registration:**
 - Only the first seven teams to sign up will be accepted.
 - Registration is mandatory and spots are limited.
3. **Time and Venue:**
 - Ensure timely arrival to the designated venue. Late arrivals may be disqualified.

Winning Criteria:

1. The team that solves all clues and reaches the final destination first will be declared the winner.
2. In case of a tie, the speed and accuracy of solving clues will be considered.

Event Flow

1. **Start:**
 - Teams will be provided the first clue at the starting point.
2. **Progression:**
 - Solve clues to navigate to the next location in the treasure hunt.
 - Each clue will test mathematical knowledge, logic, and teamwork.
3. **Finish Line:**
 - The final clue will lead to the treasure location. The first team to solve it wins!

Code of Conduct

- Maintain a spirit of camaraderie and sportsmanship throughout the event.
- Follow the instructions of event organizers at all times.
- Disrespectful behavior or rule violations will lead to disqualification.