

IAPS

Physics League Across Numerous Countries for Kick-Ass Students (PLANCKS)

Rules

1. Definitions

PLANCKS: Physics League Across Numerous Countries for Kick-ass Students is organized by a member committee of the International Association of Physics Students (IAPS) and usually takes place between May and June each year.

Organisers: The members of the organising committee of PLANCKS.

Website: The website is maintained by the organisation and available at www.plancks.org.

Crew: The group of volunteer students helping during PLANCKS.

Participant : Member of a participating team that competes in PLANCKS.

Institution: Organisation with a physics related education on university level.

2. Organisation

2.1. The organisation consists of members of the IAPS member committee.

2.2. The organisation has formed a jury which consists of university professors.

2.3. The organisation will form a crew who will assist during PLANCKS and will be available for practical questions.

2.4. All crew members will be recognizable by their shirt and/or badge.

3. Participation

3.1. Introduction

3.1.1. Participation is only possible in teams consisting of 3 or 4 persons.

3.1.2. Changing the composition of a team is only possible with the permission and acknowledgment of the organisation.

3.1.3. The teams will compete for the country where the team captain is enrolled at a university.

3.2. Selection of teams

3.2.1. The organisation decides how many teams from each country and institution are allowed to compete.

3.2.2. If too many teams register, a selection must be made. This selection will be country-dependent, to ensure that PLANCKS truly is a world-wide competition. In most cases, when too many teams from one country register, we encourage them to make preliminaries/a selection. In case where no selection is made, the teams will be selected using a random generator to determine which teams will participate. However, in some countries preliminaries will be held to select the best teams.

3.2.3. The organisation decides how many teams from each preliminary are allowed to compete.

3.2.4. The organisation has the right to deny the participation of teams before the start of the competition if they have reasonable arguments to do so.

3.3. Teams

- 3.3.1. A team may participate for an entry fee. This is excluding transaction fees. (amount?)
 - 3.3.2. A team consists of students who are not participating in another team.
 - 3.3.3. A team participates for the title “Winner of the XXX edition of PLANCKS” and prize money. The amount of prize money will be announced officially before the competition.
- 3.4. Only students enrolled at bachelor or master studies can participate in the competition.

4. The competition

4.1. Introduction

- 4.1.1. The language used in the competition is English.
- 4.1.2. The competition lasts 4 hours.

4.2. Problems

- 4.2.1. The organisation will provide 8-12 problems with different subjects within the field of physics.
- 4.2.2. When a problem is unclear, a participant can ask, through the crew, for a clarification. The organisation will respond to this request. If this response is relevant to all teams, the organisation will provide the other teams with this information.
- 4.2.3. The organisation has the right to change or withdraw problems during the contest. When this happens, the organisation will inform all teams.

4.3. Resources

- 4.3.1. A team is allowed to bring a dictionary: English to their native language.
- 4.3.2. A team is allowed to use a simple calculator (non-graphical and not scientific).
- 4.3.3. The use of hardware which is not approved by the organisation is forbidden, with exceptions of simple watches and medical equipment.
- 4.3.4. No books or other sources of information are to be consulted during the competition.

4.4. Department rules

- 4.4.1. The house rules apply to everybody inside the building.
- 4.4.2. During the competition, communication within the team and crew is allowed. Communication with everyone else is forbidden during the competition.
- 4.4.3. Participants will follow orders given by the crew.

4.5. Judgement

- 4.5.1. Each submission is acknowledged.
- 4.5.2. For each problem, the organisation has a correct solution.
- 4.5.3. The team with the most acknowledged points is the winner. In case of a tie, the jury has the right to appoint a winner based on the creativity of the solutions.

4.6. Special rules

- 4.6.1. The organisation has the right to disqualify teams for misbehaviour or breaking the rules.
- 4.6.2. The organisation has the right to stop the competition, extend the competition time or change the scores in exceptional conditions.
- 4.6.3. In situations to which no rule applies, the organisation decides.