# RULES OF THE COMPETITION

- THE COMPETITION will be held in two phases. During each phase, the participants will receive tasks according to the syllabus.
- The participants will have 24 hours to solve the examples of the day.
- Participants can solve examples either on the abacus, or mentally
- Each of the COMPETITION tasks, depending on the degree of difficulty, has a corresponding coefficient. If the answers of the COMPETITION tasks are correct, the rewarded points are multiplied by the corresponding coefficient.
- On "Flash Cards" and "Anzan" it is enough to be managed to complete all tasks correctly. There are 15 examples at this stage. On "Columns" and "Multiply" there is a time limit of 3 minutes, and kids need to complete as many examples as possible during this time.
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- Examples can be performed on a phone or tablet, but preferably on a computer via Google Chrome
- The process of completing tasks on the last day, November 9, must be filmed, during which the child's computer must be visible
- You need to purchase certificates because they will be available for 2 days

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