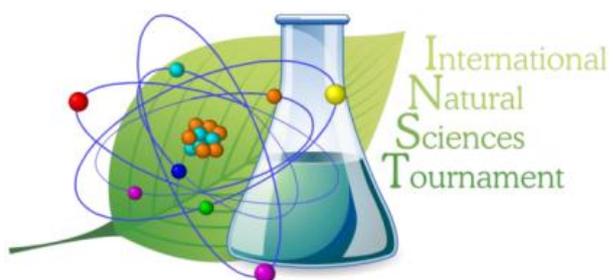
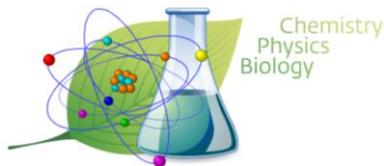


# Rules & Recommendations



## **VII International Natural Sciences Tournament**

10-16 October 2016, Novosibirsk, Russia



The goal of these Rules is to explain a main idea of the Tournaments competition format. Here you can find the information about roles teams take when challenging, challenge scheme, etc.

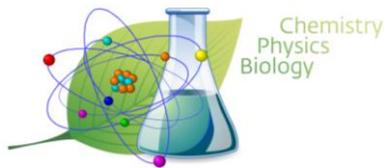
Read these rules carefully and it will help your team to get better results.

These rules are part of general **Rules and Regulations** of International Natural Sciences Tournament. In the full document you will find important information about:

- How to organize national challenge under the auspices of INST in your country?
- How to submit an application for hosting final international round of INST?
- What is the junior League of the Tournament?
- Who can participate in the INST as a participant, a jury, a coach?
- How many teams from one country can participate in the final international round of the INST?
- Chairman and Master duties.
- How to propose your problem to be solved on INST and how does scientific Council of the Tournament work?
- Scoring criteria for Speaker, Opponent, Reviewer.
- Distribution of teams in the sections scheme.

Official Rules and Regulations of the INST you can find on our website

**[www.scitourn.com](http://www.scitourn.com)**



## 1. General Information

A **team**, participating in the Tournament, should consist of 3-5 people. The team members should choose a captain and a vice captain amongst themselves. The captain is the leader of the team during the tournament and is responsible for interacting with the Organizing Committee and the Jury.

**ATTENTION!** In every single moment of the challenge the captain can take a **1 minute** break for his/her team. The Captain should ask Master of the section about this **captain's minute**. The captain may use this opportunity one time for first 4 cycles and one time for Final cycle.

A **challenge** is a sequence of actions of discussing a single problem. Three teams take part in a challenge: the reporting team, the opposing team and the reviewing team. If there is a fourth team in the section, they do not take part in the challenge. During the challenge participants are prohibited from using any information sources (literature, laptops, tablets, e-books, mobile phones, etc.).

A **section** is a room where the tournament takes place. A **section Master, Jury members** (4-8 people), **the counting board** and 2-4 teams are always present during the game in each section. The number of sections in the tournament is determined according to the total number of participating teams.

A **cycle** is a complete set of 2-4 challenges in one section depending on number of teams in the section. In one cycle, each team acts once as a Speaker, once as an Opponent, and once as a Reviewer. In case of **two team section** in the first challenge one team acts as the Reporter, and the second team is divided into two independent sub-teams that take the role of Opponent and Reviewer. In the second challenge the teams change their roles.

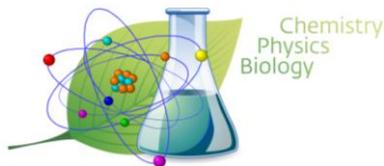
**The counting board** is made up of members of the organizing committee, whose responsibilities include counting the points that participants earn during the tournament.

**The section Master** is a member of the organizing committee, who perform the Cycle and creates all conditions in which the rules of the tournament can be fully carried out during the gameplay in their section. If any of the participants notices a violation of the rules of the tournament, the team captain should report the violation to the Master as soon as possible (but without interrupting the speaker).

**The Jury** of the section is presented from invited experts, whose task is to score the performance of the participants during the Tournament. Scores are given to the speaker team, the opposing team and the reviewing team in accordance with the system, which is described in full Rules and Regulations document. Before scoring Jury members may ask the Speaker, Opponent and Reviewer questions to better understand for themselves the point of view of each participant, as well as to assess the level of their competence. Jurors may openly point out the strengths and weaknesses in the work of the participants. After the scores have been announced, the captains of the teams, which took part in the challenge, have the right to ask the Jury to explain why this or that score was given.

**The Chairman of the Jury** is a member of the jury, who is responsible for cooperating with the Master and teams to insure the rules of the tournament are carried out. The Chairman has to ensure the rules are fully carried out during the challenge, including silence and order.

**The Coach** of a team is a person accompanying a team or a team coach. The coach has the right to become a jury in those sections in which his team is not playing, if he/she meets the requirements of the Jury. If the Coach is



not a member of the jury, then he/she can stay in the section as a viewer and is not allowed to sit next to his/her team during a challenge.

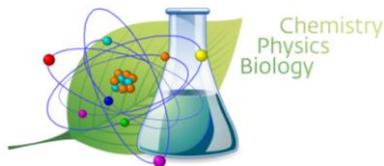
**Participants registration** is performed at first day of Tournament. At the beginning of each Tournament day the Captain gives the information about rejected tasks related to this particular day. During each day one team may reject no more than one problem. So, the team can reject three problems (1 problem per each block).

## 2. Challenge procedure (the discussion of a single problem)

№	Course of action during a challenge and their time frames	
1	<ul style="list-style-type: none"> <li>– The captain of the challenging team determines the number of the problem that his team wishes to challenge the speaker team to</li> <li>– The captain of the speaker team accepts the Challenge and announces the full name of the Speaker to the problem</li> <li>– The captain of the opposing team announces the full name of the Opponent to the problem</li> <li>– The captain of the reviewing team announces the full name of the Reviewer to the problem</li> </ul>	2 min
2	The Speaker's report	10 min
3	Preparation of the Opponent to polemics (with the team)	1 min
4	«Speaker-Opponent» polemics	5+5=10 min
5	Preparation of the opposition (with the team)	2 min
6	The Opponent's speech	5 min
7	The Speaker's response to the opposition	1 min
8	The Reviewer's Speech	3 min
9	«Speaker-Opponent-Reviewer» polemics	5 min
10	Questions and comments from the Jury, discussion of the problem	8 min
11	Questions from the viewers	1 min
12	Scoring by the Jury members in their blanks	1 min
13	The announcement of the scores	1 min
14	Jury member's words and comments	2 min
	In total ≈50-55 min for a challenge	

## 3. The beginning of a challenge

At the beginning of each challenge the Master announces the roles each team will be playing during the



challenge. The opposing team can choose any problem, except:

- 1) a problem which the speaking team has officially **rejected beforehand**;
- 2) a problem that **was already reported** by the speaking team;
- 3) a problem that **was already played** in this cycle

If a challenge is not possible, the latter requirement is canceled.

After the opposing team has chosen a problem, the captain of the team makes the challenge, for example: “We challenge the team St. Petersburg State University-1 to problem №2”.

If the challenge was made correctly, the captain of the speaking team responds, for example: “We accept the challenge. The Speaker to problem №2 will be John Doe”

The captains of the respective teams announce the names of the Opponent and Reviewer for this problem, after which the Speaker is invited to report.



During the 2 qualifying days of the tournament, each team member may act no more than once in the role of a Speaker, no more than once as an Opponent and no more than two times as a Reviewer.

In case of the participation of a team of 3 people in the International league only one of the team members can act twice as a Speaker, another member of the team - twice as an Opponent during the two qualifying stages.

During the final stage, each team member may act no more than once in the role of the Speaker, no more than once as an Opponent and no more than twice as a Reviewer.

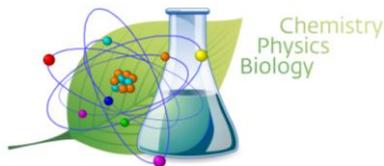
### *Changing roles during the cycle*

The first challenge of each cycle begins with the participants selecting roles in the challenge. The section Master announces the numbers of the problems, which have already been reported by each team, as well as the numbers of the problems which have been rejected. The team-to-role distribution is defined according to draw. The results of the distribution are entered into the tournament table by the Master (S – Speaker, O – Opponent, R – Reviewer):

This table fully defines how the roles are switched during the cycle for section consisting of 4 teams

	Challenge №1	Challenge №2	Challenge №3	Challenge №4
Team 1	S	–	R	O
Team 2	O	S	–	R
Team 3	R	O	S	–
Team 4	–	R	O	S

This table fully defines how the roles are switched during the cycle for section consisting of 3 teams



	Challenge №1	Challenge №2	Challenge №3
Team 1	S	R	O
Team 2	O	S	O
Team 3	O	R	S

#### 4. The Speaker's report

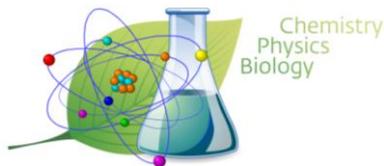
The main Speaker task is to present the solution of the problem **in 10 minutes**, accompanying his/her report with a multimedia presentation. While preparing the report, it is recommended to keep in mind the following questions, which can serve as a general plan of a performance:

- What is the essence of the problem and what is required to be solved?
- What is known about this problem in literature sources?
- What is the essence of the solution you propose? How to implement it in practice? What are its strengths and weaknesses? Are there alternative solutions?
- What conclusions can be drawn from the work you have done? What solution of the problem do you propose as the best and why?

All the parts of the report should be linked, the course of the solution should be convincing and understandable, the information should be comprehensible and sufficient to understand the essence of the problem and the proposed solution. It is advised to rehearse the report in advance to make sure all the required material can be shown within the given timeframe.

#### Important for the Speaker

- The multimedia presentation in \*.ppt or \*.pdf formats is given to the expert committee of the Tournament **beforehand** (during registration)
- The report should be done in a **loud voice**, addressing the audience.
- The Speaker can ask a member of his team to help him with switching slides, if necessary.
- At the end of performance the Speaker has to notify the Jury and the Opponent about it ("The report is finished").
- When answering the questions of the Jury, the Speaker should be very brief, only answering the question that is put forward, and should not retell his report.
- If necessary, the Speaker is permitted to use hand written notes during the performance. However, **reading the text of the report from a sheet or from slides** will greatly reduce the score for the Speaker's performance.
- It is recommended Speaker does some notes when Opposition in order to not miss some important points of the Opponent speech.



#### Important for the presentation

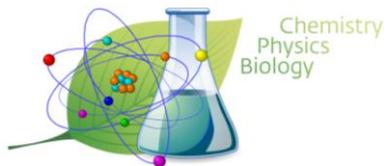
- All slides of the presentation, except the title slide, must be clearly **numbered**.
- When using information from literature it is recommended that the source is referred to at the bottom of the slide (by giving its bibliographical reference, including the title of the work). If it is inconvenient to put the full reference title on the slide, one must make a separate slide with a numbered **list of references** and refer to these sources with figures, for example [1].
- The presentation should not be overloaded with text. It should contain only illustrative material that supports the report and makes the solution clearer and easier to understand. Text in the presentation is recommended to be used for titles, labels, formulas, brief thesis sentences, as well as conclusions and the list of references.

#### 5. «Speaker-Opponent» polemics

«Speaker-Opponent» polemics is a scientific discussion, during which the opponent takes a closer look at the solution the Speaker proposed to understand how well the problem was solved. **The polemics is held in the form of a free talk:** the Opponent asks questions to the Speaker – the Speaker answers them, The Opponent casts doubt on some parts of the solution, indicates the Speaker his errors and omissions – the Speaker brings counterarguments or agrees with the fair criticism, etc.

The polemics shows how well representatives of the teams handle the scientific part of the problem under discussion, as well as how quickly they are able to respond to the arguments of their opponent and correctly defend their point of view.

Time for polemics is recorded **separately** for the Speaker and the Opponent. **Each participant** of the polemics has exactly **5 minutes**. When his/her 5 minutes are over the participant has no right to continue the polemics.



**Important information for the polemics:**

- The main objective of the Speaker-Opponent polemics is to discuss and clarify the presented solution of the problem in detail.
- Prior to the polemics the Opponent is given **1 minute** to consult with his team: to discuss which points to focus on, which questions to ask, etc.
- During the polemics only the solution to the problem **proposed by the Speaker** should be discussed, as well as the scientific aspects that are important to the solution.
- The polemics should be carried out in a polite, friendly manner, eliminating offensive remarks and psychological pressure on the opponent.
- During the polemics the Opponent should try to clarify the solution as well as possible for him/herself, find its weaknesses. After the polemics the Opponent should have a quite definite opinion on how well and how fully the problem was solved by the Speaker team.
- During the polemics the Speaker should answer the Opponent's questions as clearly as possible, try to demonstrate the logic and consistency of his/her solution.
- The Opponent is not recommended to give extensive criticism of the solution or state his/her opinion in detail during polemics – this should be done **during the opposition**.
- The polemics should be based primarily on **scientific evidence** and common sense. If reasonable arguments speak in favor of the opponent, it should be admitted. There is no sense to defend a false point of view. Still, a stated point of you should be defended up to the logical end, as the opponent could be wrong, too.

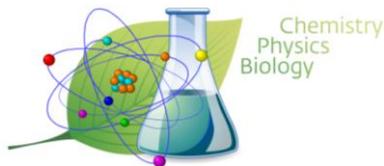
**6. The Opponent's speech (The Opposition)**

**Preparing the opposition**

The opposing team is given 2 minutes to prepare the opposition. During this time the Opponent and the Speaker return to their teams and they can discuss questions which remained unresolved or newly emerged in the polemics. The opposing team prepares a critical analysis of the solution. The score for the opposition is given to the whole team, not just to a particular Opponent. Participants are encouraged to actively assist in preparing the Opponent for his statement, to note additional inaccuracies in the solution, which had not been discussed in the polemics, to make the analysis of the solution more complete.

**Opposing**

The opposition is a whole, structured speech, during which the Opponent should express and argue his/her opinion on the completeness and quality of the solution of the problem presented by the Speaker. The Opposition



should fit a **5 minutes** timeframe.

While preparing the opposition it is recommended to keep the following questions in mind, which can serve as the general plan of the performance:

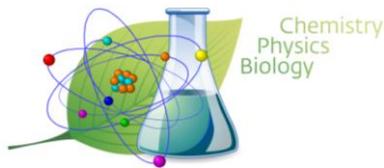
- Did the team of the Speaker understand the essence of the problem?
- How well was the overview of the literature done, was it useful for solving the problem?
- Does the proposed solution comply to all the points of the text of the problem? Is the solution scientifically argued? What can be difficult in its practical implementation? Has a comparison with alternative solutions been done?
- How adequate are the conclusions of the Speaker team in the end of the solution? Is the problem solved?

### **The response to the opposition**

After the speech of the Opponent, the Speaker has the opportunity to answer **in 1 minute** to the opposition: point to unreasonable criticism, unfair judgments of the Opponent or misunderstanding of the solution on his/her part. If the Opponent in his/her statement incorrectly interprets some parts of the report or polemics, the Speaker should explain that.

#### **Important information for the Opponent**

- The speech of the Opponent must be addressed not only the Speaker, but to the entire audience – members of the jury, participants and viewers.
- During his/her speech the Opponent may use his/her own notes, but not other sources of information
- The Opponent must put weaknesses in the solution to reasonable criticism: to point out false statements, unfounded assumptions, logical errors, unaccounted facts, misunderstanding of the conditions of the problem by the Speaker team, etc.
- The Opponent can briefly mention the most successful places in the solution, explaining at the same time, what is their significance.
- During his/her speech the Opponent can and should use the information he obtained in the polemics, but does not have to analyze the polemics itself – that is the task of the Reviewer.
- The Opponent shouldn't be afraid to repeat during the opposition what has been said in the polemics. The opposition is scored separately and it should contain all the main points that are important to assess the solution.
- The Opponent must correctly sort out priorities: pay more attention to significant shortcomings of the solutions and less regard minor flaws.
- The opposition should concern only the essence of the problem. Comments about the design of the presentation and Speaker's public speaking skills are prohibited.
- The Opponent should not retell his/her solution to the problem, but can show his/her knowledge of the subject under discussion, by pointing out the effects, laws, and other scientific aspects that were not considered by the Speaker in his/her speech, but that should be considered in accordance with the conditions of the problem.
- At the end of his/her performance, on the basis of his/her analysis, the



Opponent must conclude to what extent the problem was solved by the speaker team, for example: «I think that the problem has been solved completely», «I believe that the problem has been solved by part because not all the conditions were taken into account», «I think that the problem has not been solved»

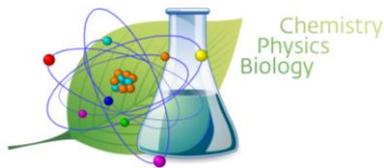
- The Opponent must clearly inform the audience about the end of his/her speech, for example, with the phrase «Opposition complete»

### 7. The Reviewer's speech

The task of the Reviewer is to give an objective assessment of the solution of the problem, as well as the performance of the Speaker and the Opponents in a timeframe of **3 minutes**. The Reviewer should determine how well they coped with their roles, analyze the understanding of the problem being discussed by the Speaker and the Opponent.

#### Important information for the Reviewer

- The Reviewer should address his/her speech not only to the Speaker and the Opponent, but to the entire audience – members of the Jury, participants and viewers. Reviewer can use own notes but no other information sources.
- The Reviewer should point out the flaws in the solution that were not noticed by the Opponent, namely false statements, unfounded assumptions, points of the conditions of the problem that were not accounted for in the proposed solution, etc.
- In the case of unjustified criticism of the solution from the Opponent, the Reviewer should provide arguments in support of the Speaker.
- The Reviewer should assess the quality of the Speaker's presentation in terms of clarity, neatness, presence of the necessary functional elements (headers, labels, slide numeration, list of references, etc.).
- The Reviewer should assess the quality of the polemics between the Speaker and the Opponent, point out the strengths and weaknesses both in terms of the correctness of their behavior, convincingness, oratory skills, etc.
- The Reviewer should draw conclusions on the following issues:
  - How fully was the problem solved?
  - How well did the Speaker cope with his role?
  - How well did the Opponent cope with his role?
- The Reviewer should clearly inform the audience that his/her speech has ended, for example, with the phrase «Review complete»



## 8. «Speaker-Opponent-Reviewer» Polemics

«Speaker-Opponent-Reviewer» polemics or «triple polemics» is necessary in order to give participants the opportunity to discuss some unresolved issues and to try to reach an agreement if there was any controversy. During the triple polemics anything that took place during the challenge can be discussed. The Speaker and the Opponent can respond to the criticism of the Reviewer – to agree with it or give arguments in their own defense.

Triple polemics is carried out in a free form just as the «Speaker-Opponent» polemics. A total of 5 minutes is given for the triple polemics, the length of the performance of each participant is not regulated.

## 9. Scoring the participants

At the end of the challenge, each member of the jury gives a total of 6 scores for the participants, 1 to 10 points per each.

- The speaking Team is given 3 scores: for the solution of the problem, for the presentation, as well as a personal score for the Speaker's work
- The opposing Team is given 2 scores: for the opposition and a personal score for the Opponent's work
- The reviewing Team is given 1 score for the speech of the Reviewer

All the scores, except the personal scores for the Speaker's and Opponent's work, are publicly announced by the Jury at the end of the challenge. All the scores (including personal) are published on the website [www.scitourn.com](http://www.scitourn.com) after each cycle.

The personal scores for the Speaker's work and the Opponent's work take into account: the Speaker's report, the «Speaker-Opponent» polemics, the Opponent's speech, the triple polemics and the Speaker's and Opponent's answers to the questions of the jury and the audience. Unlike other scores, these points are only put down by the Jury in their blanks, which means they are not announced.

## 10. Finalists and winners

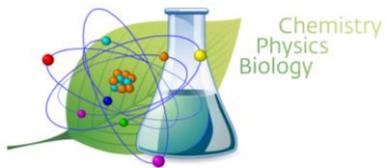
Finalists (3 teams) of the Tournament are determined on the sum of all points scored the team during the 4 rounds of the Tournament. Personal evaluation of the Speaker, the Opponent and the Reviewer are taken into account.

The team winning in the Final are awarded Gold medals of Tournament. The second place and third place team are awarded Silver and Bronze medals respectively.

All other teams of the Tournament receive certificates of participation.

## 11. Official language

The official language of INST is English.



If you have any questions in regard to the presented information, please, do not hesitate to contact us again by:

- e-mail: [participants@scitourn.com](mailto:participants@scitourn.com);
- WhatsApp: + 7 981 740 68 54;
- Skype: vera\_suns

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