

Senior Equations® Variations 2009-10

SPECIAL RULE: The following two variations are in effect for all shakes.

1. Sideways A cube representing a non-zero number may be used sideways in the Goal or Solution to equal the reciprocal of that number.
2. Upside-down A cube representing a number may be used upside-down in the Goal or Solution to equal the additive inverse of that number.

3. 0 or x wild The 0 or x cube may represent any symbol on the cubes, but it must represent the same symbol everywhere it occurs (Goal and Solution). Each Equation-writer must specify in writing the interpretation of the 0 or x cube if it stands for anything other than itself in the Equation. The player selecting this variation specifies whether 0 or x (but not both) is wild for the shake.
4. Powers of the base 1 (one) may represent any integral power of ten. (If 1 is used in a two-digit numeral, it stands for 1.) If base m is also chosen, 1 represents any integral power of m .
5. Base m Both the Goal and the Solution must be interpreted as base m expressions, where the player choosing this variation specifies m for the shake as eight, nine, eleven, or twelve. Two-digit numerals are allowed in Solutions. For bases eleven and twelve, * may be used for the digit ten; in base twelve \surd may be used for the digit eleven.
6. Multiple of k A Solution must not equal the Goal but must differ from the Goal by a non-zero multiple of k , where the player choosing this variation specifies k for the shake as a whole number from six to eleven, inclusive.
7. Multiple operations Every operation sign in Required or Permitted may be used many times in any Solution. If the factorial variation is also chosen for the shake, an unlimited number of factorial operators may be used in each Solution. At most two factorials may be used in the Goal.
8. Factorial There are two occurrences of the factorial operator (!) available, like parentheses, to be used in the Solution and/or the Goal as the Equation-writer chooses to use them. All uses of ! in the Solution must be in writing. However, if multiple of k is also chosen for the shake, no factorial may be placed in the Goal.
9. Number of factors xA means “the number of counting number factors of A ,” where A is a counting number.
10. Exponent Any numeral on a ___ cube may be used as an exponent without being accompanied by an * cube. The player selecting this variation fills the blank in the previous sentence with one of the colors red, blue, green, or black.
11. $\surd = i$ \surd shall not represent the root operation but instead may represent the imaginary number i (such that $i^2 = -1$). The \surd may be placed immediately before or after a numeral without the x sign.
12. Decimal in Goal Each Equation-writer may determine where decimal points occur in the Goal.
13. Log A sideways \div represents the log operation. Thus if a and b are positive real numbers ($b \neq 1$), $a \cdot \div b$ equals $\log_b a$.

DO NOT MARK THIS SHEET!