

WT8 A solution checker must not call a Judge to rule whether a proof as a whole is valid. The solution checker has the burden of proof of pointing to a particular step in the proof which is not appropriate. If the solution writer disagrees, the Judge is called to rule on the appropriateness of that justification. When a solution checker has presented a solution and a proof to prove non-essentiality (i.e. the solution writer allegedly used at least one cube from the essential part of the mat in a non-essential way) the Judge may then rule whether this is valid or not. To prove non-essentiality, a player must write a solution and a proof where at least one premise which contains one or more essential cubes has been deleted and/or at least one rule that contains one or more essential cubes has been deleted, from the original proof and solutions. No other premises or rules can be added to the proof or solution.

WT9 The following Equations Official Tournament rules will be in force: ET2, ET7, (last paragraph only), ET9, ET10, ET11, ET14, ET15, ET17, ET19. ET20, ET21, ET22, ET23, ET24, and ET25.

WT10 Time limits will be imposed. Use a one minute timer. The time limits are as follows.

Rolling the cubes and setting the goal (or declaring no goal).....	2 min.
Next player after the goal setter.....	2 min.
All other regular turns(including bonus moves):.....	1 min.
Deciding whom to Join on a challenge or deciding whether or not to accept a “NO GOAL” declaration.....	1 min.
Writing or checking a solution and proof (after a challenge or force out declaration).....	3 min.

Non-Essentiality:Proving Non-Essentiality must be completed within these checking times.

Writing a proof after an alternate move is rejected as being impossible by an opponent	3 min.
Checking this proof	3 min.

WT11 Cubes played onto the Essential part of the playing mat should be identified by the player presenting the solution. This should be done before the player checking the solution is stalled for checking time. If a solution is presented in which one or more cubes from the Essential part of the playing mat has not been identified, then the solution checker(s) may determine which symbols in the solution represent such essential cubes. It is recommended that short vertical line segments or arrows be placed under the symbol for each cube in the essential part that appears in the solution. The marking of these essential cubes is for use only when trying to prove Non-Essential.

Example: If the cubes K, i, and p are in the Essential parts playing mat, a player may present the solution;KCpqr,Apr / Ki, Ko, Ao, Ci.

WT12 Matches for ALL divisions will last 35 minutes. These time limits include the 5 minute warning.

WT13 To make the checking of proofs and solutions clearly understandable, players must write their solution and proof like the examples given. Notice the solutions are not written within the structure. Solutions are written to the sides or a bit below or out of the way on top of the proof. The top of the proof structure has premises leading (\rightarrow) to the conclusion (goal).

RECOMMENDED WAY FOR PROOFS

<table border="0" style="width: 100%; border-collapse: collapse;"> <tr><td colspan="3" style="border-bottom: 1px solid black; padding-bottom: 5px;">$E_{pq} \rightarrow CNpNq$</td></tr> <tr><td style="border-right: 1px solid black; padding-right: 5px;">1</td><td style="padding-right: 10px;">E_{pq}</td><td style="padding-left: 10px;">s</td></tr> <tr><td style="border-right: 1px solid black; padding-right: 5px;">2</td><td style="border-bottom: 1px solid black; padding-bottom: 5px;">a Np</td><td style="border-bottom: 1px solid black; padding-left: 10px;">s</td></tr> <tr><td></td><td style="padding-right: 5px;">b</td><td style="border-bottom: 1px solid black; padding-left: 10px;">1 q s</td></tr> <tr><td></td><td></td><td style="padding-left: 10px;">2 C_{qp} 1,R,R,Eo</td></tr> <tr><td></td><td></td><td style="padding-left: 10px;">3 p 1,2,Co</td></tr> <tr><td></td><td></td><td style="padding-left: 10px;">4 Np a,R</td></tr> <tr><td></td><td style="padding-right: 5px;">c</td><td style="padding-left: 10px;">Nq b,Ni</td></tr> <tr><td style="border-right: 1px solid black; padding-right: 5px;">3</td><td style="padding-right: 10px;">$CNpNq$</td><td style="padding-left: 10px;">$2,Ci$</td></tr> </table> <p style="margin-top: 10px;">solution : $E_{pq} / R, Eo, Co, Ni, Ci$</p>	$E_{pq} \rightarrow CNpNq$			1	E_{pq}	s	2	a Np	s		b	1 q s			2 C_{qp} 1,R,R,Eo			3 p 1,2,Co			4 Np a,R		c	Nq b,Ni	3	$CNpNq$	$2,Ci$	<table border="0" style="width: 100%; border-collapse: collapse;"> <tr><td colspan="3" style="border-bottom: 1px solid black; padding-bottom: 5px;">$p,KsCpr \rightarrow Ksr$</td></tr> <tr><td style="border-right: 1px solid black; padding-right: 5px;">1</td><td style="padding-right: 10px;">p</td><td style="padding-left: 10px;">s</td></tr> <tr><td style="border-right: 1px solid black; padding-right: 5px;">2</td><td style="padding-right: 10px;">$KsCpr$</td><td style="padding-left: 10px;">s</td></tr> <tr><td style="border-right: 1px solid black; padding-right: 5px;">3</td><td style="padding-right: 10px;">s</td><td style="padding-left: 10px;">2, Ko</td></tr> <tr><td style="border-right: 1px solid black; padding-right: 5px;">4</td><td style="padding-right: 10px;">Cpr</td><td style="padding-left: 10px;">2, Ko</td></tr> <tr><td style="border-right: 1px solid black; padding-right: 5px;">5</td><td style="padding-right: 10px;">r</td><td style="padding-left: 10px;">1,4 Co</td></tr> <tr><td style="border-right: 1px solid black; padding-right: 5px;">6</td><td style="padding-right: 10px;">Ksr</td><td style="padding-left: 10px;">3,5 Ki</td></tr> </table> <p style="margin-top: 10px;">solution: $p,KsCpr / Ko, Co, Ki$</p>	$p,KsCpr \rightarrow Ksr$			1	p	s	2	$KsCpr$	s	3	s	2, Ko	4	Cpr	2, Ko	5	r	1,4 Co	6	Ksr	3,5 Ki
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NON-ESSENTIAL PROOFS

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Note: Premise Wffs are supposed. Any Wffs thereafter need written justification by one of the rules. Solutions should be written outside of the proof structure to avoid any confusion.

WT14 The blue permitted premise area may be referred to as "premises", the blue permitted rules area may be referred to as "rules", and the red Essential area may be referred to as "Essential" when writing alternate moves. Forbidden areas include: 1) the blue permitted rules area for Wff cubes q,r,s ; 2) the blue permitted premise area for rules cubes R,i , and o . The p cube may be used as a premise Wff or rule (Rp) and therefore has no forbidden area.