-1p: does not check/mention that $f \equiv \frac{1}{2}$ is indeed a solution



(not additive)

+1p: checks/mentions that $f \equiv \frac{1}{2}$ is a solution

+1p: for
$$f(f(f(x))) = f(x)$$

+2p: shows that $f(1 - x) = f(x)$
+3p: for $f(1 - x) = f(x)$ and checks that $f \equiv \frac{1}{2}$ is a solution
+3p: for showing that $f \equiv \frac{1}{2}$ on V_f

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-0p: missing the empty subsystem; this changes the answer, but makes the problem more difficult

-1p/case: missing some case (e.g. the case when exactly one edge of the cycle connecting to v is in H)

-2p: correct bijection, but missing proof that H' (or some similar construction) is an even graph; for full mark it suffices to say that the difference for each edge is an even number



(not additive)

+0p: special case(s); but cycle of arbitrary length *n* can give 1 p, if it is translated and solved correctly (see below)

+1p: correct answer only, without any substantial argument

+1p: correct translation into graph theory; e.g. claim that even system is disjoint union of cycles; only picture is not sufficient without naming cycles and/or even degrees

+2p: claim that each town/edge belongs to exactly half the subsystems, equivalently correct size of S(e)

+3p: wrong proof that each town/edge is in exactly half the subsystems (e.g. eliminating cycle containing the edge or other wrong constructions of a bijective map, or statement that each cycle belongs to exactly half the subsystems) Correct answer (only) gives 1p.

The remaining 6 points: 4 points for prime *n* and 2 points for non-prime *n*.

In each case half the points are given for correct strategy and the second half for a correct proof that the strategy works. Example of wrong strategy: choose 2x if Anton have chosen x. This gives zero points out of 4, because the strategy is wrong (Anton can choose 2 at the first step and 1 at the second).

For prime n a strategy consists of two choices: at each step (one point) and final (second point). Similarly for the proof.

For example, the proof that for non-prime *n* we can get zero should use that the number *n* is odd. Simply saying that one chooses n/d or n-n/d gives only one point out of 2, because it should be shown that these numbers are different. Choosing only one divisor *d* and claiming that the result will be zero mod *n* gives 1 point (correct strategy, wrong proof). Claiming that the result is not 1 without mention of divisibility of both numbers (*n* and the power) also gives only one point.

Similarly for the prime case only choosing n - a each time Anton chooses a without any attempt to say why this is possible (n is odd and n - a cannot be chosen in the previous step) gives 1 out of 2 points for the strategy. But if something like pairing is mentioned it gives 2 points.

Citing Fermat/Euler theorem gives no points, the same for the remark that the power is either zero or ± 1 modulo prime. The statement that exactly half gives +1 (for prime) still gives zero points if it is not connected with some reasonable strategy.

Finitely many special cases give 0 points.

Infinitely many special cases as p^2 , pq can give one point (for the non-prime part).



-1p: for small flaws, e.g. in showing similarity

+2p: for guessing that the point of intersection is the Miquel point of BCED

+2p: for guessing that the point of intersection lies on the circumscribed circle of triangle ADE