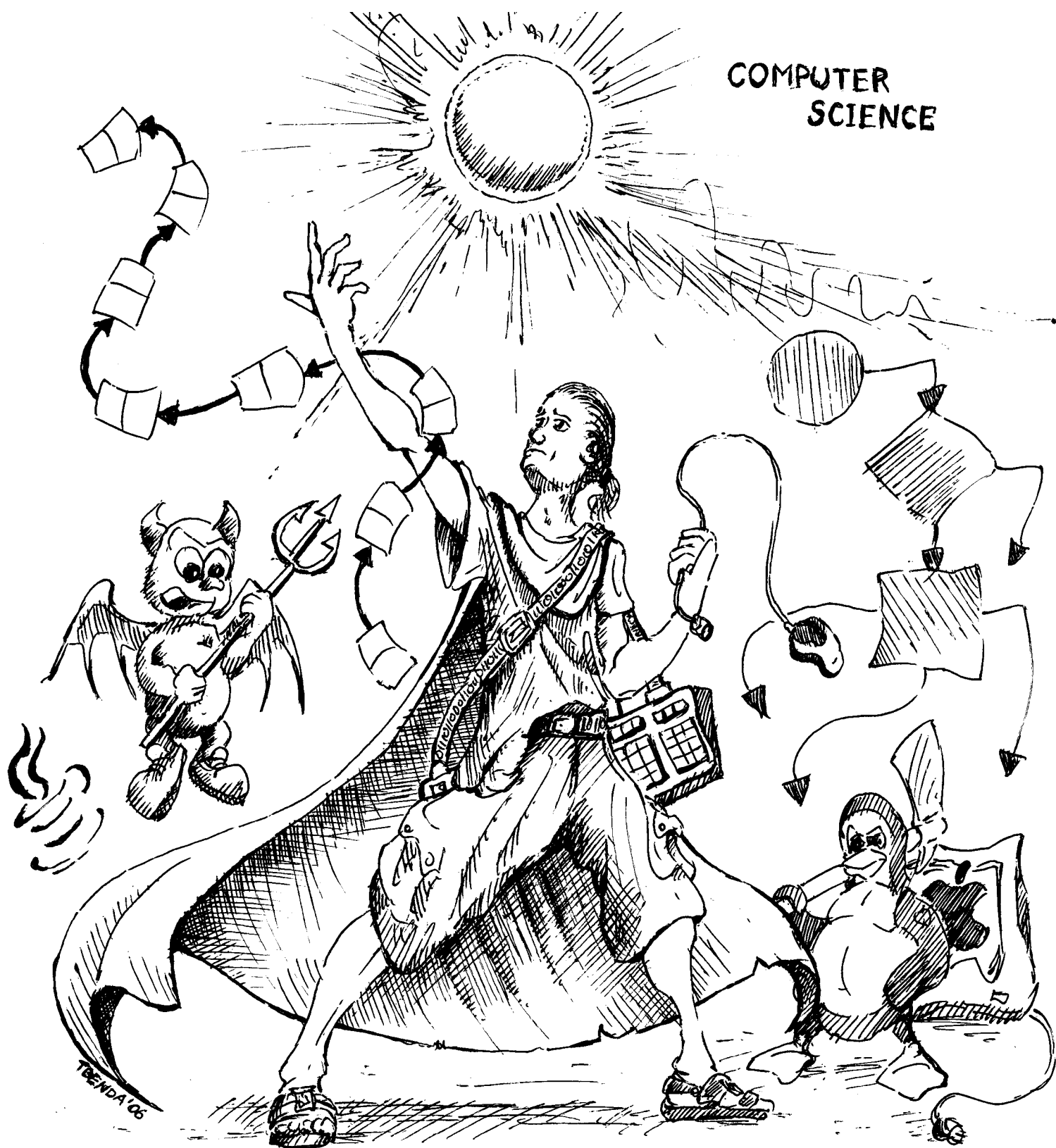


COMPUTER
SCIENCE



math NEWS

Friday, September 22nd, 2006

Volume 102, Issue 1

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lookAHEAD**mathNEWS**

September 22	Issue #1 digs out a jacket
October 2	Production Night #2 6:30PM, MC 3038
October 6	Issue #2 rakes some leaves

MathSoc

September 27	Cove Night 8:00PM, Campus Cove (SLC Basement)
Some Day Soon	Games Night Come to the Comfy for Fun & Games
Thursdays	Movie Nights <i>Sin City & V for Vendetta</i> next week!

Feds

Today	Last Day for Refunds
Tomorrow	Dig It Come celebrate the glory of the B2 Green
September 28 & 29	Feds Clubs Days

WatSFiC

September 24	Batman Movie Marathon in Comfy
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Co-op and Career Services

Today	First Set of Jobs Up on JobMine
October 3	Employer Evaluations Due
September 25	Volunteer Fair 11:00AM, SLC Great Hall
September 26	On-Campus Part-Time Job Fair 11:00AM, SLC Great Hall
September 27	Career Fair 10:00AM, RIM Park
November 14	Work Reports Returned

Faculty

Today	Course Add Deadline
September 29	Course Drop Deadline
September 29	Last Day for 100% Refund
September 30	WD - Withdrawal Period Begins

Miscellaneous

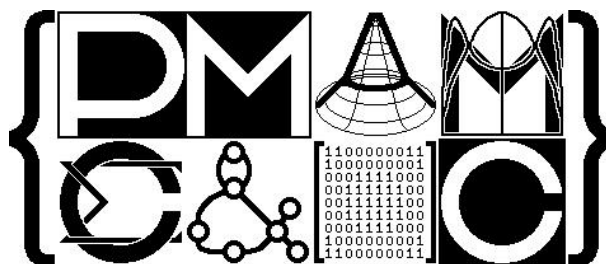
September 27	Hug an Editor Day It's his birthday and she doesn't mind them
September 30	Waterloo Programming Contests --MC2061
September 30	Homecoming 2006 http://homecoming.uwaterloo.ca

ISSN 0705—0410

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Fruit and vegetable: Eric Logan and Jenn Smith

**Pure Math Talks**

Come out and listen!

The Pure Math Club is giving a new series of seminars this term on all things math. Talks will be given by professors, professionals, and other providers of math knowledge.

The first such talk happened last night, but we can't tell you how it was, since it won't happen for another 3 days. But we can say that Ian Vanderburg was terrific, without loss of generality.

Every Thursday you will hopefully see signs around the MC reminding you to come out on Thursday nights and be enlightened, or just confused and impressed!

Write for *mathNEWS*!

It's bloody easy

You may have noticed that this rag is full of articles. Since the editorial staff don't generate material by posterior extraction, we rely on submissions of readers like you.

We're not particularly choosy here at *mathNEWS*. In fact, if you were to send us something, your chances of getting it printed are pretty good. Our criteria for publishing material are pretty simple: your article should be informative, interesting, insightful or funny. Long, rambling, pointless material is out. So are in-jokes, rants, and flamebait (no lawsuits, please).

If you have a modicum of writing skill, feel free to submit. You have many options:

- Write it down on some paper and shove it in the BLACK BOX, conveniently located on the 3rd floor of the MC between the C&D and the Comfy Lounge. If you type up your article and print it off and then put it in there, we will be very upset, because you should...
- Email it to mathnews@student.math.uwaterloo.ca with the word "article" in the subject line. Alternatively, you can...
- Drop by Production Night! Write an article, and while you're there, help us with the proofreading and editing of the issue. All are welcome! We might even feed you. The date of the next production night is given in the *lookAHEAD* of every issue.

See, isn't that simple? Perhaps you're the next great Hemingway, Atwood, or Davies, just waiting to be discovered. Submissions for a particular issue are due by 6:30PM on Production Nights. Submit, submit, submit!

Midnight Capture the Flag

This time, we learned to read a calendar

Those wishing to play Midnight Capture the Flag in the MC should come to the Comfy Lounge (MC3001) September **24th** at 11:59PM.

The Management
Our apologies to frosh

Prez Sez

Well, September rolls around again, and so begins a new academic term. Campus is busier than ever and we all get to enjoy a few more weeks of pleasant weather before things return to normalcy...cold. The beginning of term is also time for MathSoc elections.

By the time this issue is released, First Year Class Representative Elections will be completed. If you didn't manage to get elected to one of these positions and you are still interested in sitting on MathSoc Council, you should keep an eye out for the opening of First Year Representative-At-Large nominations. They should be open shortly.

Upper Year Program Representative Elections will be closing this coming Monday, September 25. It's usually pretty easy to become such a rep. There are nomination forms available in the black box just outside the MathSoc Office (MC 3038). All you need are 5 people from your program who are on campus this term to nominate you. There are presently many positions available on Council in each program, so I encourage people to get themselves nominated. If you have any questions about what is involved, e-mail me at the address provided below.

Aside from that, I want to encourage Math students to go to Cove Night next week. The details are available elsewhere in this issue. It should be a whole lot of fun; I'll be there, and more importantly, there will be free food and gaming. If you have friends in other faculties that want to come, they can get in for only \$5—still a great deal.

There isn't much else for me to say just yet, but I do want to encourage students to use me as a resource. If you have any questions about MathSoc (and its clubs, activities, or services) or the faculty in general, or want to know how MathSoc can help you do things around the faculty and campus, e-mail me. I might be able to help.

Andrew Fransen
MathSoc President, Fall 2006
prez@mathsoc.uwaterloo.ca

VPF Sez

Hello, math students. My name is Nicole LeBlanc and this space of *mathNEWS* is mine for the taking.

According to www.thefreedictionary.com, "interesting" means arousing or holding the attention; absorbing. WOW! So many things come to mind that could be classified as interesting... It is now my goal to arouse or hold your attention at least once this term. How do you hold the attention of a mathie? Is it even possible? I like trying to accomplish the impossible!

Well, it's now time for FREE pizza. If you like FREE pizza, you should come out to *mathNEWS* production nights in the future. FREE pizza is always a good thing. How many times can I write "FREE pizza" before everyone gets sick of reading about FREE pizza?

If you have any questions (money related or not) or want to tell me something interesting, please e-mail me at vpf@mathsoc.uwaterloo.ca. Or please feel free to stop by the Exec office (MC 3039) and we can chat about money or about anything else.

Nicole LeBlanc
MathSoc Vice President Finances, Fall 2006
vpf@mathsoc.uwaterloo.ca

VPAS Says!

...and minions listen

Hello, Math Students!

For those of you who do not yet know me, I'm the crazy fellow with the pink hair that hangs out in MC 3039 most of the time. Oddly enough, I'm also the Vice President of Activities & Services for MathSoc this term, which at least mostly explains why I'm writing this article. As VPAS, I am in charge of making sure you get some fun, non-educational activities to take your mind off your courses every once in a while and that you have services to help you when you are working (like 5 cent photocopying, 10 cent printing in the MathSoc office, and calculator stickers to make sure you're not writing your midterms without them, MC3038).

This term you can look forward to movie nights every Thursday with free movies in the Comfy, games night, drop by the Comfy for board games, Cove Night, Wednesday at the Campus Cove, Pints With Profs, Name That Tune, and many others. If you're interested in helping run some events or volunteering, drop by and say hi. I'll be happy to show you around and explain things. And if you aren't, show up for some of our social events. Everyone needs some time for not-school. Hope to see you all soon :).

Alex McCausland
MathSoc Vice President Activities & Services, Fall 2006
vpas@mathsoc.uwaterloo.ca

BarCamp Waterloo

Jesse Rodgers, Manager of UW Web Communications, has organized BarCampWaterloo, an event intended to strengthen the connection between members of the Waterloo community who share an interest in web technology. This attendee-driven event consists primarily of presentations on a range of topics: self-created web applications, personal co-op experiences at high tech companies, working with other media, small business employers' perspectives.

This event takes place in the Tatham Centre on Friday, September 29, from 2:00 p.m. until 7:00 p.m.

If you are wish to attend the event but cannot, please sign up indicating that you will be unable to attend. With enough interest, BarCampWaterloo could become a regular term event.

For more information, please visit <http://barcamp.org/BarCampWaterloo>

Volunteer Fair

Career Services has organized an event at which students can meet representatives from a variety of agencies to learn about volunteer opportunities. These agencies operate in many different areas, including working with children, aiding seniors, caring for people with health issues, and organizing arts events. Interested students can choose to volunteer in any of these areas. Volunteers will gain practical experience, as well as learn and develop skills while staying connected with the community.

The volunteer fair will take place in the Great Hall of the Student Life Centre on Monday September 25, from 11:00 a.m. to 3:00 p.m.

How To Stay Awake on Co-op Terms

I am currently in the same plight as thousands of other co-ops. My boss has disappeared in meetings all day and I have no work to do. So to keep myself busy I have decided to record what I believe to be the top 10 things to do to keep oneself awake at work.

1. Read fark.com, slashdot.org and any other news site you can find. Just because you are on work term doesn't mean you don't need to know what is going on in the world.
2. Talk to your fellow co-ops. If you are lucky enough to work with other co-ops it is almost a guarantee that they are just as bored as you.
3. Read every web comic you can find. Penny-Arcade and Order of the Stick are some of my favourites.
4. Research. I know this sounds lame... but you are actually supposed to be learning on co-op.
5. Coffee break. It is amazing how easy it is to take 30 minutes to get a cup of coffee.
6. Drink lots of water. You can waste lots of time just running back and forth to the washroom every 15 minutes.
7. Have long drawn-out e-mail conversations with all your other friends on co-op who are just as bored as you.
8. Clean your desk. Contrary to what you believe, a messy cubicle does not make you look busy.
9. Stare out the window and long for the freedom that 5pm will bring.
10. Write an article for *mathNEWS*. It's what I did.

Well I hope these ideas help to beat some of the boring co-op blues. Remember: when in doubt, ask for more work.

RainWater

*mast*HEAD

Back in the saddle

I know I said I was done with *mathNEWS* editing when we last talked, but someone twisted my rubber arm and here we are. I'm desperately clinging to my sanity as the days tick by, but I hear that in this job it's really more of a hinderance than anything else.

In that very vein, we asked our production staff "On a scale of 7 to fish, how's the weather today?" Among those present, we gathered the following answers: Joseph (engineer), Robert (The lord; the lord is my cat), Richard (Three minnows), Matthew (Salmon), Derek (3.14mackerel), Nick (Linux with a 70% chance of grease), DanS (7), Michael (glub. glub.), Angelo (It's cold and there are wolves after me), James Simpson (the infinite polynomial), Jordan (thanks for all the fish!), Lukas (better than monsoons), Nicole (Canadian GAAP), Natalie (boobs!), Alex (this information will be irrelevant by the time you read this [*He's got a point... — inkEd*]), Andrew (election), Diana (tartar sauce).

As always, mad props to those crazy cats down in Graphics for doing that thing they do, and also to Michelle Kinsella, who is a charming and lovely person.

Eric (Poutine)

Jenn (Ideal sleeping weather, as always)

Swag and Free Food

How

If you've attended UW for more than a couple of terms then you have at some point probably come across poster advertising talks by Microsoft, or IBM and other such large companies. Often such offerings are coupled with the promise of free food, t-shirts, etc. However, these sparse offerings are only the tip of the iceberg.

When and Why

There are in fact a huge number of these information sessions scheduled regularly Mondays - Thursdays for the next two months. You may balk at the need to donate 1.5 hours of your time in the middle of the evening. However, if you are a co-op student, this will provide you with valuable information about companies which you may be interested in working for as well as putting you into contact with the people who will often be looking at your resume.

Where

Most info sessions will take place either on the 2nd floor of the Tatham Centre. Others will take place at the Davis Centre in the round theatres beside the fish bowl. A small subset will also take place in South Campus Hall. A complete listing of all these info sessions is available on the Career Services website at <http://www.cecs.uwaterloo.ca/students/sessions.php>.

Most Lucrative Sessions

Certain companies do, of course, provide better swag at their sessions. My personal favourite is Microsoft which always has a plethora of free t-shirts to hand out and often throws out large quantities of software utilities and games. RIM generally provides a selection of thermos mugs and water bottles. Google regularly provides t-shirts and has lots of free food and is also the only company to provide girls-only sessions.

So if you decide you want to know more about prospective employers for your next co-op term, have no money for food, or just want the free swag, look up the next info session and turn up!

Wooly Logic

Microsoft Is Coming!

There will be a Microsoft Co-op Information Session on Thursday, September 14th, 2006 at 7:30pm in the Tatham Centre-TC 2218 A & B.

Pizza will be provided. As well, you can bring your resume and enter to win a Digital Camera!

Learn about co-op opportunities at Microsoft!

Bill

Free Game!

SillySoft is releasing its game *Lux Deluxe* free to all Waterloo mathies! Full details on the offer are here: <http://sillysoft.net/schools/>

Lux is a strategy game similar to Risk, with a large variety of settings and maps. The bonus (and reason that they're doing this) is that *Lux* has an SDK available that you can use to code your own AI and random map generators. Check it out: <http://sillysoft.net/sdk/>

profQUOTES

[student] Why did you make the midterm on my birthday?

[prof] Well, that's because I hate you.

Eliasmith, PHIL 145

We call it an axiom so that we don't have to prove it.

Ng, MATH 245

If you want to explain it to your friend in arts ... If you don't have friends in arts, don't blame me.

Karanassios, CHEM 220

If there were a math god he would probably consider that proof holier than this one.

Koeller, MATH 135

The Fibonacci sequence is used many places, like snails, pineapples ... I suddenly feel the urge for Hawaiian pizza right now.

Koeller, MATH 135

I'll do what I can to make you fail [the midterms] with a high score.

Balogh, PHYS 115

Say you go from home to the bar, and then from the bar [...] to the ditch.

Balogh, PHYS 115

Now let's say you skip the middleman and go straight from home to the ditch and meet your friends there.

Balogh, PHYS 115

I'm not going to write this because then I'll get recorded in *mathNEWS*.

Vrscay, AMATH 351

Don't forget to pick up your new home-centred student-based learning activity: your assignment.

Vrscay, AMATH 351

So you'll have to accept this. Otherwise I'll just go home and I won't play with you anymore.

Vrscay, AMATH 351

Holy Smokes! It's the same result we got by brute force! Isn't that neat? So you are going to say - who cares?

Vrscay, AMATH 351

[prof] I can't do this problem, so we're just going to change it so that I can.

[student] Can we do that on the exam?

Chang, MATH 117

We did our best to be creative in the grading.

DeSterck, AMATH 341

Have your profs said anything worth sharing? Submit them to *mathNEWS*! Put them in the BLACK BOX outside the C&D or email mathnews@student.math.uwaterloo.ca! 'Cause, like, seriously, this is an awfully short *profQUOTES* article. Look at how much I have to write at the bottom to make it take up a suitable amount of space! Just two more could have avoided this whole mess! It doesn't take very much! Just remember to submit!

Top Ten Things to Do with an Engineering Hard Hat

Living in the same room as an engineer (oh, fun!), I have been fortunate enough to earn (well, gain) possession of his hard hat. It turns out said hat can actually be good for something for a mathie like you or I.

1. Assault weapon: if you are able to stuff the hat well enough, you will easily be able to throw it to one of your engineering "buddies". Sorry, I meant, at an engineer. And with it having straps, it is relatively easy to load, say, a brick in the hat.
2. Catapult launcher: again, to assault your favourite engineer. Just add it to your catapult design, put something heavy inside, and launch. If you get it just right, you could have him (or her — wait, there aren't many "hers") knocked out for a long while.
3. Alarm clock muffler: when positioned just right over an engineer's alarm clock, the sound of said clock will bounce around the hat, but not go through as loud. This will prevent (or at least inhibit) said engineer from making it to class on time.
4. Steal the Tool: put away the tie for a bit, wear the hat, and then go around the engineering buildings pretending to be one of their own. Meanwhile, you are trying to find the location of the Tool. You know, that chunk of metal that the engineers hail. Anyway, with this location in hand (er, head), a storm of mathies can go to said location and take the Tool hostage! Mwahahahahahahahaha!
5. Protection: if you attempt suggestion #4, a mathie (reading this article) will likely assume you are an engineer and employ ideas 1 and 2. Engineers will always say that they are mathies. It just shows how much better we are!
6. Target practice: math is not our only skill. Some are good at darts, some are good at arts. Those who are good at both can paint the hard hat to look like a dart board, and then, well, you know where I'm going from here.
7. Just hide it: engineers take their hard hats very sacredly, and finding it missing would be nothing short of a nightmare for them. They will start going around searching for it, while we use this as entertainment, distracting us from our CS 133 assignment.
8. Cereal bowl: simply take out the straps and pour some cereal into the hard hat (just make sure it's clean first — well, as clean as you can get it, after all, an engineer did wear it), and eat it in front of them. They will not be happy. Even better, add some milk to said "hard bowl". Your engineer will probably faint at this, at which point you can employ uses #1 and #2.
9. Gain some engineering brain cells. Wait, you probably don't want those, so never mind.
10. Stress relief: assignments weighing you down? Just take it out on the hard hat. It should be sturdy enough to handle whatever you can throw at it. If not, well, give it back to the engineer (and let it malfunction on his head).

Just make sure that you protect your tie at all times as they will so desperately seek revenge. Heck, start protecting it now (there's nothing stopping an engineer from reading this you know).

The Insider

Very Large Numbers

What are they and how do they affect you?

One thousand, one million or forty five billion? Which number is the largest? If you answered forty five billion, you have just mentioned an extremely large number which has no implications to some areas of the world (well not yet at least).

It seems to me that today numbers are flooding us from all different directions, which in general is not a terrible thing. At the same time, there is an increasing frequency in the number of times that large numbers (exceeding one thousand) are being used. For instance, world population, various economic figures and things relating to science, technology of the Milky Way appear to be using large amounts of these large numbers.

To begin this brief discussion on large numbers, I have decided to ask a couple of random people what they consider to be a large number. The following are their responses:

- “Four billion”
- “A googol”
- “Infinity minus one”
- “Googolplex”

However, to me a large number is something that I cannot hold in my hand. For instance, in general I can hold ten of most anything. However, in most cases I cannot hold one thousand or one million of something. Therefore it stands to reason that any number greater than ten could in fact be a large number.

The question that any Mathie must have asked themselves sometime during their lifetime is how large, or extremely humongous numbers affect them. The rule I have decided to follow when interpreting large numbers is the following: “If the number is not directly related to me, I must be fine.” In general, I find this to be a fairly reasonable rule to follow since if a large number is directly related to me, I am either in big trouble or am doing extremely well (hopefully the latter). For instance, if I were to eat one million pieces of candy, that would likely not be good for me. On the other hand, if I was to inherit one million dollars from a relative, that would in general be a positive number. This brings me to another point.

In the field of mathematics, we discuss the ideas of positive and negative numbers where a sign is prefixed to a number to indicate the direction magnitude of the number. However, when dealing with large numbers one must also consider whether the number is a positive or negative number. A positive number when talking about large numbers is a number that has a positive personal impact. A positive large number is something that you want to eventually be proud of having (such as inheriting a million dollars). On the other hand, a negative number is a number that contains a negative personal impact. These are large numbers that you do not want associated to you (such as eating a million pieces of candy).

In closing, we must be careful of really large numbers as they pose only two impacts to the recipients of such numbers. These numbers can either pose a positive impact or a negative impact to the recipient. In addition, large numbers can be confusing as many large numbers cannot be held in your hand. This means that it is hard to understand one billion if you cannot hold a billion of something in your hand. Finally, many people have various interpretations of what a large number is exactly. Just remember, if the number cannot fit in your hand, then it is a large number.

James Simpson

ElseWhen

25 Years Ago in mathNEWS

This august publication has been in print for quite some time... from 1973 actually. To keep things interesting, I like to give people insight into what was going on twenty-five years ago. Today we'll be looking at Volume 27, Issue #1, originally published September 18th, 1981. The entirety of this issue, as well as every other issue ever published by *mathNEWS*, is available in both of the University of Waterloo's libraries, the *mathNEWS* office (MC3046), and the National Archives of Canada. Drop by and look through 'em some time.

Eric 'inkEd' Logan

Of Cabbages and Kings

Some chap named E. Siastes is a *really* disgruntled frosh. Here's a choice selection:

The rest of my fellow freshmen (who insist on being addressed by the degenerate appellation 'frosh') are little better. When they are not busy pouring grain alcohol down their throats, they are discussing methods of seducing the giggling, gum-chewing creatures who inhabit the floor above. Though I must admit that the thought of two such empty-headed collections of people in vigorous and mutual copulation would provide a certain degree of amusement, were it not for the horrifying thought of the mongoloid children who would almost certainly be produced from such unions.

My, how times have changed. The rest of it is just as good; I highly recommend looking it up some time. *mathNEWS* reminds its readers that the opinions expressed herein are solely those of the authors.

AUTOMOBILE: A device which runs up hills and runs down pedestrians

- MathSoc just got a new photocopier: a Xerox 3107. Copies are 5 cents a page [*A price unchanged to this day, I note — inkEd*].
- CSC elections are September 24th.
- Gerry Wheeler tells you how to turn a \$17 TI-30 calculator into a \$85 TI Programmer calculator by replacing the system brain with a \$9.69 chip.
- R.W. Byrd reviews the new Dudley Moore movie *Arthur*. Verdict: ***1/2
- The Galumphing Gourmets (jcwinterton et al) review Shantz Country Pork Family Restaurant, 210 King St N, Waterloo. They say: “We recommend it as a change from the Festival Room and/or the Village.” Score: 5 bunnies.
- D'Arcy A. Emery personally thanks Cathy Whyte of the Federation of Students for saving MathSoc's Orientation on at least two occasions, doing the impossible for the ungrateful.
- This term's duly elected editor [*Duly elected? Hah! — inkEd*] is David Till. Greetings, Mr. Till! Your successors salute you. Although I'm sure you'd barely recognize *mathNEWS* if you saw it today.

**Whatever this is, it certainly isn't
whitespace**

To Buy or Not to Buy

The Idiot's Guide to Buying Course Materials

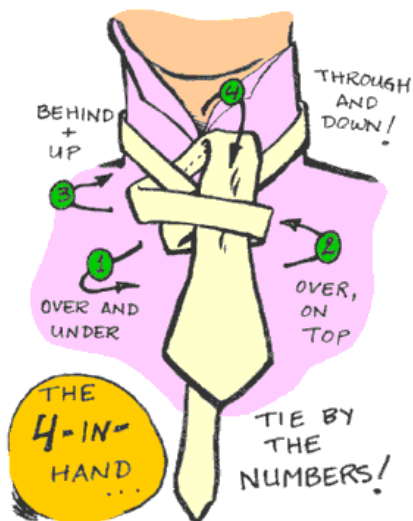
Whether you're a returning student or you're in your first term, you've probably noticed that, on top of your textbooks and writing utensils, your course syllabi say you need to buy some other stuff in order to be successful in the course. Some of these things you've probably never heard of. This guide will run through these items to decide which, if any, are worth getting.

- **Pink Tie Calculator** — Most first year math courses require you to get one of these. Unless you're rain-man, you might not be able to handle all the intense calculations that come on your everyday MATH midterms and finals. For the sake of not missing easy marks, you should pick yourself up a Sharp EL-531W or a TI 30X II. Then head down to the Math-Soc Exec office (MC3039) and get one of those fully-trained handsome devils to apply the essential pink tie sticker to your calculator.
- **"Clickers"** — To encourage participation in large-sized classes, the clicker was introduced as an electronic voting method that students could use to answer a prof's questions. Regardless of whether your class's grading scheme requires this device or not, I highly recommend purchasing the clicker if the option is available. Nothing makes boring classes more fun than pretending your prof is Regis and that you're in the audience of *Who Wants to be a Millionaire?*.
- **Matlab/other software** — This is where it depends on the student. If you're comfortable in the computer labs and really don't think you'd get any work done at home, then don't buy software for a course. If you like working at home, and think you might get a lot of use out of the software outside of the course, then consider purchasing it. For more information on Matlab and how it "brings all the boys to the yard," see vol. 101 no. 4.

And that concludes this guide. Remember, if something sounds stupid and doesn't result in easy marks, it isn't worth buying. Instead, "borrow" it from your roommate, or try to find it abandoned in a 3rd floor computer lab at 3 a.m. Until next time, happy shopping!

Derek Steinmöller

Learned to tie your tie yet?



Rejected Feds Clubs

Last week, as you might have noticed, Clubs Day came and went. While there were many clubs that made it to the day and onto the Feds Clubs list in general, *mathNEWS* found a list on the Wikipedia Feds article that included a few clubs that we didn't recognize. We suspect they were rejected by Feds for the reasons listed with them.

They included:

- The White Guys' Dancing Club — They don't got no funk, foo
- The Klu Klux Klub — Deemed too similar to an existing Feds club
- The Carte-Blanche Club — Too open-ended
- The Herpes Awareness Club — High school's over
- STPC - Sexually Transmitted Pokemon Club — Rejected due to tagline ("Gotta contract 'em all.")
- Wife-Beating Club — Not orientation-inclusive enough
- The Comfy Club — Feds looked over proposed budget and noted unnerving lack of soap; club was rejected immediately.
- The Cannibal Club — Member turnover too high
- The Club that Really Likes the Club that Really Likes Anime — Feds could not justify funding another club full of people with no lives.
- The Club that Understands Bioengineers — Expected membership wouldn't be sufficient to warrant even Canadian Tire money.
- The Leprosy Club — Too touchy-peely.
- The Internet Piracy Club — Metallica threatened to sue.
- The Agoraphobic Club — Couldn't find a small enough room for meetings.
- The Spoon Bender's Club — There is no club.
- The Sweatshop Club — Was taking away labour from co-op students.
- *mathNEWS* — Serves no purpose.

aLemma, Math.random(), and Angelo

Freak juggling accident results in seven deaths

It was an ordinary sunny day with birds chirping and barbecues abounding, when all of a sudden, it happened: a freak juggling accident! The accident, caused when a hapless don decided to attempt to juggle five walnuts, took the lives of seven University of Waterloo students.

The events all began when one student, presumably living at the residence, picked up and juggled three walnuts. Soon after, the don followed suit, and they began passing their walnuts between each other. All of a sudden, two additional walnuts appeared seemingly out of nowhere, and were strategically placed in the don's possession. Unable to control them, he unleashed an explosion of firepower upon the hapless spectators.

"It was horrible! Blood and walnut juices were everywhere. It stained my brand new top, and the stench was just awful!" said a witness, "but after the initial shots, I don't know what happened. It was all so fast!"

Five students were pronounced dead at the scene. The juggling resident and the don were transported to the local hospital, where they later died from their injuries.

At the request of the families of the deceased, all names were withheld.

Richard

Disgaea 2: Cursed Gameplay

Alright, for the past four years now, Nipon Ichi has been dishing out SRPG after SRPG, most of which don't really vary that much from each other. *Disgaea 2: Cursed Memories* is the same. The game starts when your mother tries summoning Overlord Zenon, an evil dude who turned everyone into demons (except the main character for some reason) and you're trying to kill him to change everyone back. It works sort of well, except that you end up summoning his daughter, Rozalin. The game continues as follows: the main character continuously tries to hunt down Overlord Zenon raving on about his "style" and trusting demons, while Rozalin acts like a little bitch. Every cutscene includes Rozalin talking about "her father" and being "his daughter," and the main character trusts her despite her endless betrayal. Real interesting.

The game plays very much like its predecessor. So much like it, it's almost like they just changed the interface and charged consumers the same amount for regurgitation. If you were considering playing this game, just buy the first *Disgaea*. It's much funnier, much more fun and it's much cooler (even with less impressive graphics, and graphics don't really matter because it's a sprite-based game. The graphics are going to be disappointing anyway!). The end.

Angelo

All I know about computering...

I learned from Windows

So I began my journey into computering long, long ago; so long ago that I cannot recall much about it. So I shall make it all up as I go along!

The first thing to know about computering is that if something screws up, the first thing to do is to shut it down and start it up again. It works without fail. Finding out what went wrong and fixing it is a thing of the past with great programs called operating systems. The best example of these is Windows. If things go wrong, this system is smart enough to make it as though nothing went wrong at all!

The second thing to know is that you never need to type things out, ever. If you rely upon the fantastic built in security of Windows, you don't even need to enter your "username" and "password" ever! Since "usernames" and "passwords" are advanced topics in computering, I will cover these in a later article. Using words are a thing of the past with these magical pictures called "GOOEYS". You use the mysterious pointing device called a "mouse" and button-push around the "GOOEY" to do anything you want, such as watch porn. But that's a 4th-year topic, which will never be referenced again.

The last basic computering topic is the Internets. It's this fantastic place where you can do anything and find anything that you want. Now all you have to do is ... Oh dear, they've found me! Stay tuned next issue for the wonders of "free programs" and "MultiMedia".

Robert Burke

The Internet

What You Need To Know

Last night I had a dream: the Internet as a massive pulsating purple blob over my head. It was like a tumour, gross and full of spittle.

Everyone knows that the Internet causes people to go insane, cut themselves and kill their parents (that's you!) So much sin occurs directly because of the horrors of the Internet.

Take for example the recent case of the Dawson shootings: clearly *VampireFreaks.com* sent out lashes of terror into the mind of the poor soul suffering in hell.

Did you know that just by being within 50 feet of a computer your children could be targeted by Internet predators? It's true!

It is so dangerous that if you don't have up-to-date anti-virus software and the Genuine Microsoft Advantage, you might even be drugged and date raped and hypnotised into giving up your children to Satan.

With that in mind, what can you do to protect yourself? Well, the Internet isn't like sex, you can't pray away your problems with it. Always remember, if you can't figure it out, call up technical support first and complain, complain, complain. It makes them help you faster because they will be in awe of your elite status.

If Norton Internet Security Pro (and you better damn well have this or you're supporting terrorism) alerts you to "hacktool - netcat" you must instantly ban your children from leaving their rooms; clearly, they have gone to some sort of impure Internet destination and brought down the digital demons (like in that one episode of *Buffy the Vampire Slayer* except **you wouldn't know this because it's a devil show**). And make sure you secure your wireless routers! You must turn on W - E - P encryption or else Osama Bin Laden will hide out outside your house in the bushes hacking your ISP (and then he will steal your virgin daughter and defile her).

However there are some bright sides to the Internet. You can fill its tubes ectopically with useful information on parenting. You can create a business on Internet auction sites and have great success, as accurately measured by the ratio 'A:'+'. You can read insightful journalism about the current state of political affairs, including new exciting things to be afraid of. Students can even submit their schoolwork in extremely streamlined and efficient systems like UW-ACE without ever leaving their dorm room!

Kousu

Taunts from above the Tie

The following are some of the funnier things that guy on the roof of MC was yelling at people below. He was a bit offensive to some, but hopefully they'll realize it was just in jest.

- 'Allo, daffy English-majoring kniggets!
- I one more time unclog my nose in your direction, sons of a window-dresser!
- So, you think you could out-clever us Math folk with your silly knees-bent running about in dancing behaviour? I wave my private parts at your aunties, you cheesy lot of second hand electric donkey bottom biters.
- I'm in math, can't you tell by my outrageous accent?
- Cherchez la vache! Get the cow, we're going to throw it over the side like *mathNEWS* volume 75 issue 2!

Horrorscopes

AMATH

Welcome to the fall term. Now that you are here, you are going to have a little more free time. Why not do something to take up that time!

Your lucky number: the number of ways you can arrange the letters of *mathNEWS*.

BBA/BMATH

The easiest way to make money is off the gullible people. Try setting up a booth offering a guarantee of sunshine within 7 days for \$7. Chances are, there will be at least 5 minutes of sun in a week.

Your lucky number: 20 ripped-off engineers.

C&O

Congratulations! You have just been accepted into a program that teaches you how to count! Don't you feel special? When do they first start teaching this? Kindergarten?

Your lucky number: 1, 2, 3, ...

CS

A word of warning: many labs in the MC are Mac, and since the majority of you are Windows users, you are going to look like a real idiot. Heck, if you can't figure out a Mac, maybe you are a real idiot.

Your lucky number: the return value of `me.hate(apple)`;

MATHBUS

How unlucky you are. The disadvantage of studying on two campuses is the inability to spend time with people of the opposite sex. Maybe it's time to invest in a good relationship.

Your lucky number: \$2,000 for a relationship that didn't work.

PMATH

You know how all of those advertisements say "99 44/100 % pure"? Well, it's no different in PMATH. The other 56/100 % has to come from somewhere. That is your homework.

Your lucky number: 56/100 % of people who can't reduce a fraction.

SoftEng

You may think that you are real mathies, but you are not. You may also think that you are real engineers, but you aren't that either. You are nobody!

Your lucky number: 0 real friends.

STAT

Statistics show that about 10% of students will not be joining you for second year. Therefore, you will have to work 10% harder to reduce your chances of failing by 10%.

Your lucky number: you get the data and play with it.

Undeclared

You are officially being blamed for the obscure numbering of the MC. And why, do you ask? Well, what alibi have you? Exactly!

Your lucky number: `Math.random()`;

AHS

The stars were a little unclear on this one, but I thought I saw something about evil and football. Whatever you do, don't play football, or even watch it. Mind you, why would you want to watch UW football, anyway?

Your lucky number: 1 hospital admission

Arts

While we mathies have at least 5 hours of class a day, you lazy butts can sit in your room and play with your art sets. Mind you, at the end of it all, we are eligible for a real job.

Your lucky number: colour #52.

Engineering

Who are you? Well, I hope that you are able to answer that question. If not, you are so drunk that, well, you're an engineer. You need to learn to control yourselves.

Your lucky number: two 24s for two people.

ES

Upon walking on campus, you may have noticed the excessive fowl roaming around. If someone tries to capture one, don't try to stop them as they are simply trying to feed themselves.

Your lucky number: $n(n-1)$ birds eaten after n reprints.

Science

So, you came to Science to blow up more stuff than you did in high school. Well, I hate to be the bearer of bad news, but you will not be blowing anything up in the near future — especially the MC.

Your lucky number: H_2SO_4 .

mathEYE

ElseWhen

12 Years Ago in mathNEWS

I swear, I'm not using this stuff as filler. Originally appeared Volume 66, Number 4, November 4th, 1994.

inkEd

Top 10 Actuarial Science Pick-up Lines

10. Is that and SOA calculator in your pocket or are you just happy to see me?
9. My father owns an insurance company.
8. Actuaries do it without risk!
7. Baby, my love for you is endless – like a perpetuity.
6. Your cubicle or mine?
5. I am a close friend of Prof. Harry Panjer.
4. Of course I won't tell anybody about tonight. I am like an exponential distribution – I possess the memoryless property.
3. Since the beginning of the night, my interest in you has compounded continuously.

2. I love the way your hairline emulates the p.d.f. of a normal distribution.
1. If you have an urn with 5 red marbles, 4 blues, and 3 whites, what is the probability of you coming home with me tonight?

Tom "I'm a client, too!" Peng, ASC Prez

Litany against beer, maybe.

I must not beer.
 Beer is the mind-killer.
 Beer is the little-death that brings total obliteration.
 I will face my beer.
 I will permit it to pass over me and through me.
 And when it has gone past I will turn the inner eye to see its path.
 Where the beer has gone there will be nothing.
 Only I will remain.

Dating Advice From The Single Guy

Part 1: Finding your partner

Welcome to the first part of the series, *Dating Advice From The Single Guy*. I will be your advisor, The Single Guy. Before I begin I would like to make a point on my name. It doesn't mean that I am only one person and thought that that was worth bringing to your attention (although it is, most *mathNEWS* writers are in fact more than just one person. You know that DanS guy? He's actually 2 people: Dave and Steve, the name is just their first initials separated by "an" because they're too lazy to put the "d" in "and"). No, the "Single" in "The Single Guy" means I have no girlfriend. Don't let that get you down though, just 'cause I don't have anybody doesn't mean that I can't help you out. Ever seen that movie *Hitch*? If not, don't worry about it. We'll say I'm kind of like that and not just some loser. Anyway, on to the topic.

The first part of any relationship is the beginning. Before you go on any dates you're going to need to find that special someone out there, your soulmate. To help you do that I've got some tips which, if you follow, are bound to find you someone you can be with forever.

- **Not everyone's a comedian.** Ever ask anybody what they're looking for in a person? What about if I ask you? What are you looking for in a person? Did you say "smart" or "funny"? I hope you didn't say "creative" because they're going to think you're boring for saying the same thing everyone else does. Not everyone in this world can be funny, not everyone can be smart. At least not when you meet them, but most people are able to learn new personality traits. They don't have to start funny, they can become funny if you work hard enough. Unless of course they're the lowest of the low on the "smart" scale, then it might be difficult. But don't worry about them, Darwin's got a special place for them. And it's not the gene pool.
- **Remember the Golden Rule.** Think about it, don't have any rules like "No ugly people." I don't know you but odds are you're ugly, and it's hypocritical to have rules like this. If everyone had a rule like that then you and your ugly face would never be able to get a date. *Remember if there's a trait you want in a person, you damned well better possess it yourself.* Only really attracted to blondes? Bleach your hair if you haven't already, unless you want to be a hypocrite.
- **Find someone from outside your program.** This technically only applies to students, but that's who this is aimed at. If you're a prof out there who reads this, you can extrapolate this, and if you're neither then why are you reading this? The reason you want to do this is pretty simple. Picture the future, you've married this person. Do you really need two people in the same home with the same skill set? It's just redundant, and if you ever want to do things a different way then there's an argument that you wouldn't have had to have. Say you're in CS, and you marry a CS person. When the family computer breaks, who fixes it? Also, what happens when one of you wants to use Linux and the other Windows? Now imagine if you marry an Econ major. There's still someone who can do all the family computer work, but now there's someone who can do all the family investing, too. Can your CS wife do that? I didn't think so. *It's just more practical this way.*
- **Try playing for the other team.** Or at least a little switch hitting. If none of these tips are working, it could be that

you're still being too picky. Why immediately rule out 1/2 the population just because you've been taught to think it's wrong? There are some really good benefits that come with this. Think about it, you don't need to worry about any sort of unwanted pregnancy or anything. If you're one of those far right pro-life people then you don't need to worry about something going wrong, it can't, and you'll never need to think about that a-word you hate so much. You also don't have to deal with the craziness of the opposite sex, because you know what? They are all really crazy, and there's nothing you can do about it. You can avoid it though. Don't forget what I said about the golden rule too, it's hypocritical to expect to find someone willing to go out with a guy if you're not willing to go out with a guy yourself.

Following these tips, you're bound to find someone relatively soon. What do you do now? Well you'll have to wait until next time, I've written enough and am going to go get some pizza.

The Single Guy

Tricky Math

A sequence of Short Problems

Think you're good with math? If you're reading this then either you think you are, or you're some ARTS/AHS student who has a class in the M.C. and picked this up without paying for it, depriving some math student who actually had to pay for this from reading it. I hope you're happy. Well I've got some challenges for you, which as the title says are fairly tricky. Have a fun and humbling experience.

Find the next element in the sequence

1. 1, 2, 3, 4, ___
2. 1, 4, 9, 16, ___
3. 1, 2, 4, 8, ___
4. 2, 3, 5, 7, ___

The Answers

1. **29.** If you didn't get it, the sequence is $n_i = i^4 - 10i^3 + 35i^2 - 49i + 24$
2. **49.** The sequence is $n_i = i^4 - 10i^3 + 36i^2 - 50i + 24$
3. Think you've figured it out yet? well, you're probably closer than last time, the answer is **28**. This time the sequence is $n_i = 2^{i-1} + i^4/2 - 5i^3 + 35i^2/2 - 25i + 12$
4. I hope you got this one, this time I didn't use the same trick as the other ones so this should be easy, it's just the primes so the answer is **10**. It would have been **11** had I been using base ten, but I'm using base eleven this time.

Cryptic 101

An introduction to Cryptic Crosswords

This article was first printed in October '04 to help untrained students solve cryptics. Now that the cryptic is back, we've decided to reprint this article in a almost pristine state. This is your novice guide to cryptics.

The fundamental principle of a cryptic clue is that it is composed of two distinct parts: The definition, and the wordplay. Both parts suggest the same word, which is the solution to the clue.

The definition is like the normal crossword clue to the word, but it hidden within the clue. Fortunately, it is always located at the very beginning or very end of the clue. It usually is one word, but can be an entire phrase. The definition can be a rather vague association with the answer, as you will see in the examples provided below. The word play is the rest of the clue. It clues the same answer as the definition, but using one or more forms of letter/word tricks. Good cryptic clues do not have any extra or redundant words. Frasier Simpson, who writes for the *Saturday Globe and Mail*, is a well-known writer and follows this policy. The rest of this article is dedicated to those tricks and examples (all from the 3rd issue of Fall 04 [*You can find the complete puzzle on our website — inkEd*]).

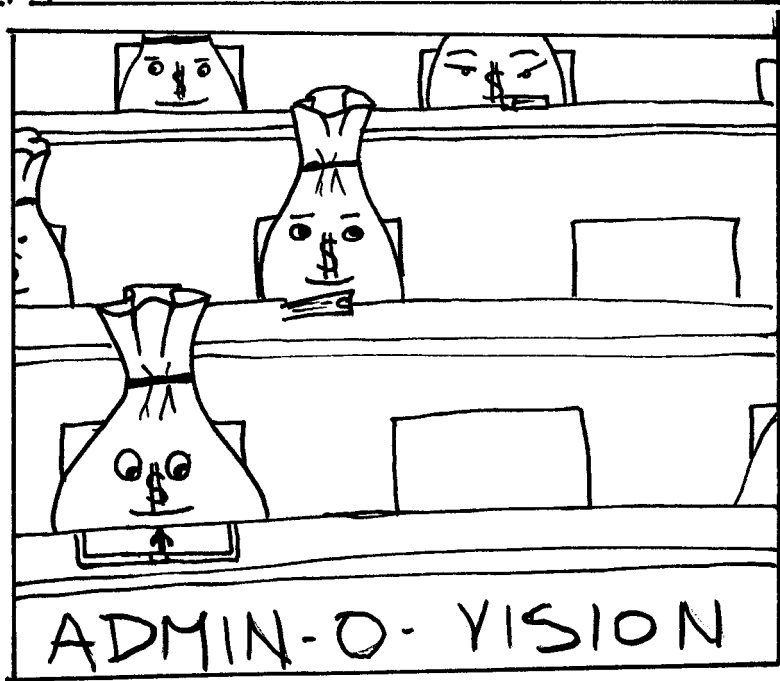
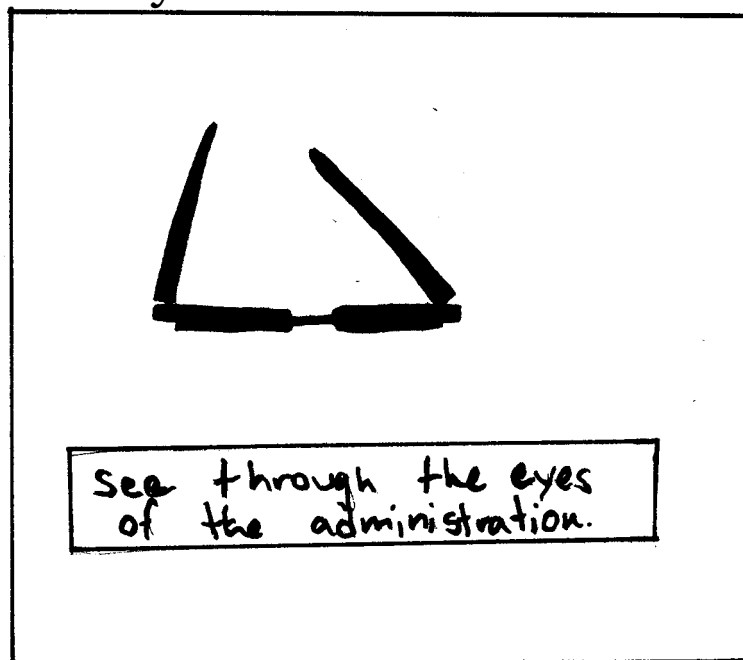
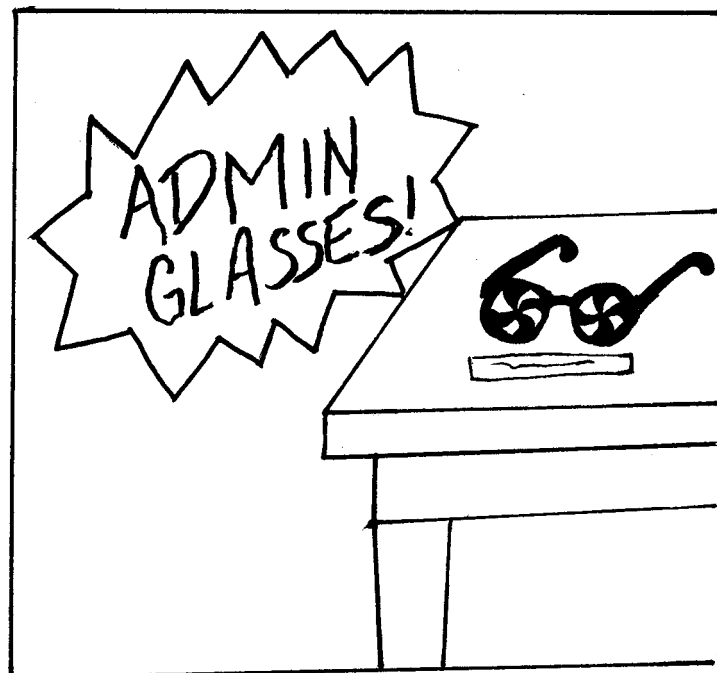
1. Hidden word. The simplest form of cryptic clue, where the answer is hidden right in the clue! Look at 21 Down: {Happy in the late draw (6)}. Here "happy" is the definition, and "in" what I call the action word: the word that directs the reader how to proceed. In this case, the answer is "in" what follows. Thus, we find in bold: "th**E** LATE Draw", elated = happy. At this point it is important to note that "in" doesn't always mean a hidden clue. Keep reading to see why.
2. Anagram. Another fairly simple cryptic clue is the anagram, where all the letters are given in the clue, you simply have to rearrange them into the answer. Try 11 Down: {Hospital got new scientist (11)}. The definition is "scientist", and "new" is our action word. "New", "old", "broken", "fixed", "arranged", "mixed", etc. are all examples of action words that signify an anagram. Here, we take a new version of "hospital got" to get a "scientist". You could try rearranging those letters to see if you can find it. No? The answer is pathologist.
3. Double Definition. Sometimes there is no wordplay, and the rest of the clue is simply another definition. If the clue is only two words, it is almost guaranteed to be a double definition. Sometimes longer clues will also be definition. Now take a look at 29 Across: {Most aware of smallest angle (7)}. Here, the two definitions are "Most aware of" and "smallest angle". Try pausing for a moment and see if you can find the word that means both. Give up? It's... acutest.
4. Synonyms. Quite often words are used in wordplay to represent other words. Often words are replaced by only letters than represent them in every day life ("empty" becomes "e", small becomes "s", etc.) Sometimes words are used to represent themselves! Try 25 Down: {Co-op student in migrating bird (6)}. Definition is "co-op student", "in" is just "in", and a migrating bird is a "tern". "in" + "tern" = intern = co-op student. Now you might be thinking: "How was I supposed to know that?" Well, you weren't exactly. There are many migrating birds. But this one happens to make the

entire clue make sense, and thus you know you have the right answer.

5. Homonyms. Sometimes the action word will direct you to listen to how a word is pronounced, or more often, to listen to how a synonym of a word is pronounced. The answer will be a homonym of this synonym. An example is best, so let's look at 1 Down: {Seafood body parts, say (7)}. The definition is "seafood" and the action word is "say". Try "say"ing some body parts. One of them is bound to sound like a kind of seafood. Have you got it? Muscles sounds like mussels, which is the answer.
 6. Puns. A question mark at the end of a clue means that solving this clue will either take a stretch of the imagination (further than normal!), or will actually be a pun. These are usually combined with other simple wordplays. For a great example, try 23 Down: {We hear kisses with flowers? (6)}. The definition is "flowers", and the action word(s) are "we hear". A homonym clue! What synonym for "kisses with" sounds like "flowers"? It's not too hard, now that you know its a pun. Well, you kiss with two lips, which sounds like tulips. Get it? I hope you found that as funny as I did.
 7. Complete clue. An exclamation mark informs the reader that the entire clue is BOTH the definition AND the word play. This is rarely used, but can be quite interesting when it is. There are no examples from that issue, but two issues before it one of the clues was {Become a couple!?! (8)}. This clue was both a pun and a complete clue. Here we go, prepare to groan. Become a couple means together, but become a couple for a guy is the same as TO GET HER...
 8. Construction. Now comes the complicated part. Many action words direct you to rearrange the words or synonyms you have created using the above rules to finish the clue. The majority of cryptic clues use this technique, combining the above, and having OTHER action words complete the answer. Words like "after" direct you to move some letters to the end. "up" can mean you write a down clue upside down. "in" can mean you physically put one word inside another. Let's look at a big clue and see it all fall together... 20 Down: {Sun up stores chance without small check of subtleties (7)}. Our definition is subtleties. Our action words are "up", "stores", and "without". This is what we do... follow carefully... "sun up" in a down clue is "nus". "stores" tells us we're going to put something into "nus". That something is "chance without small check". A small check is "ch", a standard abbreviation. So "chance without ch" is "ance". Have you kept up? We "store" "anc! e" in "nus". Can you see where we put it? nuances = of subtleties.
- That last example was just one way that cryptic clues can become quite intricate. For instance, synonyms can be combined with anagrams to create harder clues! This involves taking a synonym of a word in the clue, and then taking an anagram of the synonym to solve the clue. You will learn, only by doing, how all the clues fit together. I will gladly answer any questions in the future about the grid. Until then, happy solving!

David Wheatley
ConMaster

Close to Infinity



Angelo and Nat

The Quest

Mathie D&D

Your party begins in the Comfy Lounge, having recently picked up rations from the C&D. Your party's CS major is currently bragging about the new equipment he picked up from CHIP. You give the Pink Tie, source of all light, to the Pure Math major because they aren't burdened by a calculator.

Your party sets out to the sixth floor to explore. For hours. Many, many hours. The Pure Math's pet Teaching Student is constantly complaining about how little it is getting paid. Suddenly three TA's appear out of nowhere. The Stats major predicts the outcome of the battle, but waits three months after-

wards to publish the results. Your party runs away, and in the process they leave behind the Software Engineer.

After seconds, the Softie takes too much damage, and the TA's come after you. The ActSci quickly does an SOA Test, guaranteeing it more money after the battle. The CS student deals critical damage to all of the TA's with a late OS assignment, killing them instantly. The Accounting major records the profits, losses, and then declares dividends payable to share holders in your party.

The adventure will continue two weeks later. Unless I don't want to write it.

Angelo

What are you doing this weekend?

I don't care – cancel your plans and come to this instead

Next year, the B2 Green gets dug up to make way for a new building. Instead of feeling sad, we're going to show it out in style.

We've got **14 DJs** and **6 bands** lined up on **two stages** (including one in the rock garden!) **this Saturday** (the 23rd) on the **B2 Green** (that field between the SLC, the MC, and B2) **from 2PM until late**.

But that's not all! There's going to be a **volleyball tournament** on the Bomber court and **jugglers** during the afternoon, and when it gets darker, **glowsticks**, **giant console gaming** on the side of the MC, and **people playing with fire**. We've also got **Concrete Toboggan** slinging burgers and more from 3PM on, and we've even got a **licensed area** opening at 7PM (UW students + 2 guests).

Best of all, it's **totally free** (but we'll be collecting donations for green space on campus). This is **the biggest party UW's ever seen** outside of Toga, and **everyone's invited**. You don't want to miss it.

Check out our website for even more info and a schedule of performers: <http://b2.feds.ca>

Journalism

Dig It Crew

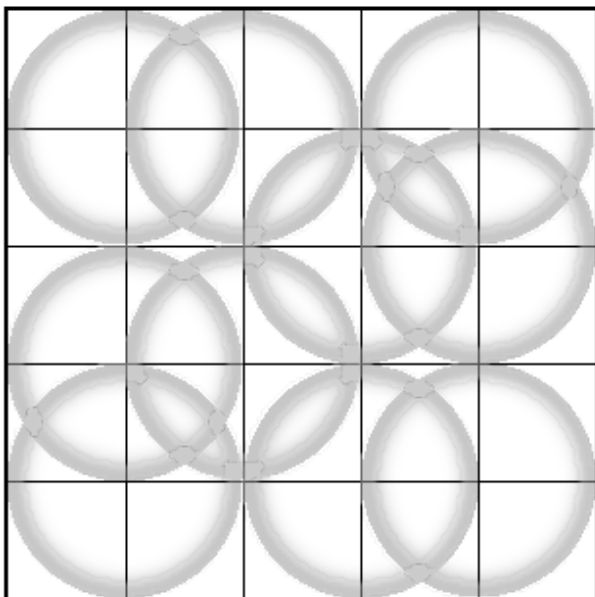
FEAR FEAR FEAR FEAR FEAR FEAR FEAR FEAR FEAR FEAR
 FEAR FEAR PUPPY FEAR FEAR FEAR FEAR CELEBRITIES
 FEAR FEAR FEAR FEAR FEAR DOUBT FEAR US-NUMBER-1
 ARTSIES FEAR FEAR FEAR INTERNET FEAR FEAR
 PSYCHICS FEAR ASTROLOGY FEAR COMMUNITY LIFE FOOD
 FEAR FEAR FEAR FEAR FEAR FEAR CELEBRITIES CELEBRITIES
 FEAR CONSUMERISM LINUX LINUX LINUX LINOOKS
 LUNIKZ LUNIKX LINX



Umbrellas

Kousu

Place the following 10 squares on the 10 circles so that the overlapping numbers match up.



3	9
1	3

9	4
0	1

7	1
0	1

1	2
9	4

1	9
9	0

0	3
7	1

4	6
7	6

8	0
7	4

3	8
9	7

6	7
6	1



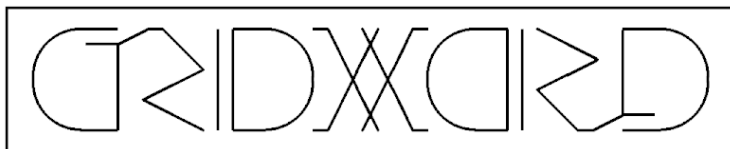
Cryptic

Across

1. List of food that is not found in french grocery store returned (6)
4. Concede tennis advantage in front of prestigious insitution (5)
7. Modern farm animal without a tail (4)
9. Colonial creature hears relative (3)
10. Observed North cut (4)
11. Support Toronto after loss in circuit (6)
14. Compel bad weather? (4)
15. Check out bad breath fixer (5)
16. Group energy follows performing troupe (5)
17. Enormous bird listens to loud music (3)
19. Outcast flightless bird drops hot potato aspects, we hear (9)
21. Votes in favour without a confirmation (3)
23. Asian delicacy we find makes us high (5)
25. Colour scheme rearranges belief (5)
26. All bridges mom nixes (4)
28. Approximately approaching (6)
32. Beseech polynomial half-line (4)
34. Boundless levies fell (3)
35. Point, tilt head east (4)
36. Return wreath of flowers left in short lawn (5)
37. Authored edition after half of magical duo (6)

Down

1. Oppose retouched outline (5)
2. Cable cool jazz players? (4)
3. Remove horrible language proficiency test (4)
5. Messaging service uploads soldier status (3)
6. Club med tan in pairs (6)
7. Privy vessel! (3)
8. Fish throw bones (5)
10. Influence small alarm sounding (6)
12. Diner tables display lack of motion (5)
13. Military planner discretion foreshadows end of specialist (9)
15. Eliminate the sound of Santa's ride (4)
18. Burn weirdo's front (4)
19. Thicken moss if you cross (6)
20. Nation head of state (5)
22. Observe flirtatious 'round ample midsection (6)
24. Child takes Warrant Officer, initially enter a state of hysterics (5)
27. Twist around line union (5)
29. Lengthen kinetic energy firstly with energy! (3)
30. Act correct I say (3)
31. Bore chasm (4)
33. Beer discount has no cap (3)



gridCOMMENTS

Welcome to another term of *gridWORD*! I'll be commenting on solutions this term, as well as putting together the grids and writing the quick clues in my copious free time. Cryptics are thanks to my good friend and associate, David Wheatley. For those who haven't seen a *gridWORD* before, the two puzzles are different, so only do one of them on a single grid. Ordinarily, I'd tell you about solutions to past issues, but this is the first one of the term and whatnot. I will tell you, though, that if you submit a completed grid to the **BLACK BOX** before next production night (October 1st at 6:30PM), you may win a **FABULOUS PRIZE**. But also include your name and answer the *gridQUESTION*: What's your favourite kind of fruit?

Conventional

inkEd

Across

1. Very flexible
4. Prepare for growing
7. Foot covering
9. Habitual spasm
10. Two-dimensional
11. Scratched into
14. Face
15. Prepare meat in an oven
16. Fortune-telling cards
17. Finale
19. Brought to an end
21. Decorative noose
23. Pointed weapon
25. A small tax or levy
26. Bucket
28. Useful for 21 Across
32. Cold white stuff
34. Possess
35. Vied for by actors
36. Rear of a boat
37. Window coverings

Down

1. Rubbery substance
2. A blunt weapon
3. A narrative poem
5. Garlic (Fr.)
6. Tie down
7. Feminine pronoun
8. Go into
10. Go without eating
12. Lodging establishment
13. A cause of damage
15. Carry on?
18. Dotted cubes
19. Brother
20. Unit of liquid measurement
22. Involuntary movements
24. At no time
27. Unusual characters?
29. Anger
30. Cement pond
31. High _____
33. Age of the "opry"

