

# DAY 1

- 1. CONSTRUCTA**
- 2. ELECTRO HUNT**
- 3. SPEAK UP**
- 4. CODE QUIZ ARENA**

# EVENT: 1

## CONSTRUCTA

Think it. Plan it. Build it.

### ROUND 1:MASTERMIND

- This round consists of multiple-choice questions (MCQs)
- Questions will cover:
  - Structural Engineering
  - Geotechnical Engineering
  - Environmental Engineering
  - Basic Construction Practices

### ROUND 2: EDIFICA

- Participants must construct a structural building model using chart papers
- The model should demonstrate:
  - Structural stability
  - Proper load distribution
  - Innovative design concepts

### EVENT TYPE

- Round 1(solo)
- Round 2(team of 2)

# EVENT: 2

## ELECTRO HUNT

Find it. Build it. Prove it works.

### ROUND 1: COMPONENT CLUE QUEST

- One team member will be shown an electronic component by the coordinator.
- The participant must give clues based on the function, behavior, or application of the component.
- Direct naming, spelling, or gestures are not allowed.
- The second team member must correctly identify the component.
- Only the components identified in this round can be used in Round 2.

### ROUND 2: CIRCUIT DESIGN & SIMULATION

- Shortlisted teams will design a circuit using Only the components collected in Round 1.
- The circuit must be designed and simulated using Tinkercad Circuits.
- Teams must achieve the required output and explain their circuit logic.

### EVENT TYPE

- Round 1 (team of 2)
- Round 2 (team of 2)

# EVENT: 3

## SPEAK UP

Your voice. Your Power

### ROUND 1: GROUP DISCUSSION

- Participants will take part in a group discussion on a topic provided on the spot
- All viewpoints must be respected
- Interruptions are strictly prohibited
- Participants should speak clearly and remain focused on the given topic
- Personal criticism or offensive remarks are not allowed
- Discussion duration: 20 minutes

### ROUND 2: PUBLIC SPEAKING

- Participants may choose a topic of their own interest
- Content must be relevant and well-structured
- Appropriate language, tone, and body language must be maintained
- Participants should respect fellow speakers and engage with the audience
- Time limit: 1 minute per participant

### ROUND 3: MARKETING

- Finalists will be assigned a product by the panel
- Participants must enhance the product by introducing an innovative feature
- They will then deliver a persuasive marketing pitch
- The objective is to convince the panel to “purchase” the improved product

### EVENT TYPE

- Round 1&2:solo
- Round 3:Team of 3

# EVENT: 4

## CODE QUIZARENA

Think • Debug • Solve

### ROUND 1: MCQ BLITZ

- Participants will answer multiple-choice questions based on programming fundamentals
- Topics include:
  - Java & Python & C basics
  - Loops and conditional statements
  - OOP concepts
  - Output prediction and error identification.

### ROUND 2: TECH LOGO IDENTIFIER

- Participants will identify:
  - Famous tech company logos
  - IT-related icons and tools

### ROUND 3: CODE QUEST

- Finalists will solve competitive programming-style problems
- Participants must:
  - Read problem statements
  - Apply algorithms
  - Produce correct outputs within time limits

### EVENT TYPE

- Solo or team of 2

# EVENT: 5

## STEPX (BRICK WALK)

### EVENT DESCRIPTION:

- Brick Walk is a team-based coordination game designed to test balance, teamwork, and focus.
- Each team consists of two participants and is provided with two bricks.
- Using only these bricks, participants must move from the starting point to the opposite end and back, coordinating with their teammate to complete the course successfully.

### RULES:

- Each team consists of two participants.
- Only the two provided bricks may be used for movement.
- Hands or feet must not touch the ground.
- After reaching the opposite end, the teammate must return using the same bricks.
- Any rule violation results in disqualification.
- The team that completes the task first will be declared the winner.