



presents

Technothlon

the international school championship

.....Inspiring Young minds!

PAPER THEME



JUNIOR SQUAD

Team Details

Name of the participants

Time: **2hrs 30min**
Maximum marks: **+91**
Minimum marks: **-12**

1. _____

2. _____

Roll No.: _____

School Name: _____

INSTRUCTIONS

(Please read this section carefully)

General Instructions

1. Fill the Team Details in the space provided, before attempting the paper.
2. Verify that the question paper contains 20 pages and 20 Questions.
3. All the answers must be marked in the OMR provided separately which has to be submitted at the end of 2hr 30 min from the start of examination.
4. The question paper can be taken back home.
5. All answers must be clear and legible. In case of any ambiguity, the decision of evaluator is final
6. No queries regarding the correctness of the questions shall be entertained.
7. Blank papers, clip boards, log tables, slide rulers, calculators, cellular phones, pagers and any other electronic gadgets are not allowed.
8. No additional sheets will be provided for rough work.

Selection Criteria and Result

1. The ranking will be based on the total marks obtained in all the sections.
2. The result will be declared on or before August 8, 2018 on our website technothlon.techniche.org. To check your result, login with roll number and password provided in your admit card.
3. The top 50 teams will be invited to IIT Guwahati for the Mains and will be awarded Gold certificates. The next 200 will be awarded Silver certificates. The city toppers will be awarded with medals.

OMR Instructions

1. DO NOT TAMPER WITH THE OMR.
2. Darken the bubbles properly with BLACK ball point pen only.
3. Fill all the details in the OMR sheet properly.
4. Follow the correct method as shown in the figure to fill in the OMR Sheet.

Wrong				
1.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3.	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Correct				
1.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Instructions for Integer Type Questions

For integer type questions, write the answer in the boxes provided and darken the corresponding boxes. For example, if the answer is 27, shade 2 in the first column, and 7 in the second column. If you get a single digit answer, darken 0 in the first column and your answer in the second column. For example, if the answer is 7, darken 0 in the first column and 7 in the second column.

MARKING SCHEME

(Please read this section carefully)

Power Scheme : No negative marking

For consecutive correct questions you will be awarded $2^0, 2^1, 2^2, 2^3$ and so on. However, if you leave a question or answer a question wrongly, the sequence is broken, and you will start again from 1. E.g. Solving 5 questions,

For all correct you get $1+2+4+8+16 = 31$

For all incorrect you get 0

For RRWWR you get $1+2+1=4$

For RRRWR you get $1+2+4+1 = 8$

For RRRUR you get $1+2+4+1=8$

And so on.

(R -> right answer, W-> wrong answer, U-> Unattempted)

All or Nothing :

Unless and until you answer all the questions of the section correctly, you cannot score in that section i.e., if you solve all questions in a section correctly then, you will be getting Maximum marks which is shown on top of the section.

Fibonacci Sequence :

A Fibonacci Series is a series of numbers in which the nth term is the sum of the (n-1)th and (n-2)th terms. The series starts with 1,1,2,3,5... So the next term in the series will be $3+5=8$. In this marking scheme, your marks start from 2. If you answer consecutive questions correctly, your marks will increase according to the sequence. For example, if you answer 3 consecutive questions correctly, the marks you will get for the first question are 2, second question is 3 and third question is 5.

However, if you leave a question or answer a question wrongly, the sequence is broken, and you will start again from 2.

Wrong answers have negative marks, again determined by the Fibonacci Sequence. It starts from the first term i.e, first wrong question gets -1 mark. If you get three wrong consecutively, you get -1, -1 and -2 respectively. And so on.

Boomerang scheme:

If a question is solved correctly, you will be awarded 3 marks. If you do not attempt it, then Zero, otherwise, if attempted wrong, then -1.

MEET TOM AND JERRY !!

Type of Questions: MCQ

Marking Scheme : Fibonacci

(Max = 18, Min = -4)



Welcome to the magical world of Tom and Jerry! Tom and Jerry are up to their usual mischief, along with Spike and his adorable son Tyke, and Jerry's friends have decided to visit us! Let's delve into their world!

[For Question.1 & 2]

After a ruthless battle of wit and logic, Tom has managed to capture Jerry. Tom has put him in a cell. But Jerry refuses to give up. Jerry sits in this cell, planning his escape. Tom arrives, checks if Jerry is still there, and then leaves. Now Jerry has to carry out his escape plan for he knows that when Tom returns, he will be eaten. The cell is situated at the beginning of a long straight corridor which is divided by five doors. The doors operate on different time switches so that the first, which separates the cell from the corridor, opens every 1 minute 45 seconds, the second every 1 minute 10 seconds, the third every 2 minutes 55 seconds, the fourth every 2 minutes 20 seconds, and the fifth, which is at the end of the corridor, every 35 seconds. Every once in a while, the five doors open simultaneously. When this happens, Tom arrives, looks down the corridor to check the cell, and then leaves. Jerry has calculated that in making his escape it will take 20 seconds to cover the distance between consecutive doors, which is longer than the amount of time a door stays open. He also knows that if he stays in the corridor for longer than two and a half minutes an alarm will sound so Jerry plans to escape in the shortest possible time. Given that he is smart enough to keep the track of all time (answer in units of 35 seconds):

Question 1:

How many units has passed when Jerry starts moving?

- A. 18m 40sec B. 19m 15sec C. 19m 50sec D. Prisoner cannot escape

Question 2:

How many units pass before Tom returns does Jerry clear the last door?

- A. 12m 50sec B. 13m 25sec C. 14m D. Prisoner cannot escape

Question 3 :

Spike and Tyke are playing a game! They have a plate with 25 containers, each container containing cookies numbered from 1 to 25. By exchanging pairs of cookies, put them in a numerical order: cookies 1,2,3,4,5 in first row , left to right; 6,7,8,9,10 in next row, and so on. To complete the process in minimum exchanges, a basic sequence of process needs to be followed. Spike has said that Tyke can only eat the cookies after he finishes this task! Can you help him find the minimum number of exchanges required to place all cookies in the required order?

- A. 13
- B. 19
- C. 20
- D. 25

7	24	10	19	3
12	20	8	22	23
2	15	25	18	13
11	21	5	9	16
17	4	14	1	6

Question 4 :

The mouse party has begun! All of Jerry's friends and family are here, celebrating with cheese and music! But alas, Tom is always there to spoil their fun. Tom wants to capture these mice, but they keep rearranging themselves. (Mice is the plural for mouse.) Mice, numbered 1...n are sitting in a line. Sometimes, a mouse jumps above another mouse, and sits on top of it. It has been observed that this happens only when the jumping mouse's number divides the number of the mouse it has jumped to. Also, a mouse can jump even if it already has a mouse sitting on top of it.

For example, $n = 6$. Then mouse 1 can jump on top of 3. Now 3 can jump on top of 6, while carrying 1 on its head. So the new stack is, from top to bottom, 1-3-6. Note that although 2 could have jumped onto 6 initially, it can no longer do so in this condition as, it cannot jump on top of 1.

Given that the mice jump optimally, what is the minimum number of stacks in which the mice can rearrange themselves after jumping. (Note that initially the number of stacks = n)

Calculate this number for $n = 18$. Help Jerry and his friends evade capture!

- A. 7
- B. 8
- C. 9
- D.10

A TRIP TO MANHATTAN

Type of Questions: Integer Type
Marking Scheme : Power Scheme
(Max = 31, Min = 0)



Jerry has had enough of his old country life and decides to leave to the city of lights and glamour, Manhattan. He writes a goodbye letter to Tom saying he's off to see the city sights. But wherever Jerry goes, chaos follows! Help Jerry make sense of the big city and get back to his home!

[For Question 5 & 6]

In Jerry's letter to Tom, Jerry has left clues to his location. At the bottom of the letter, a string of letters is written, CABACB. Tom observes that in the string CABACB, each letter appears exactly twice and the number of characters between the "A"s is one, between the "B"s is two, and between the "C"s is three.

Question 5:

Tom made such a string with 4 letters (A, B, C, D), and got two such strings.

When he compared the 1st letter of both strings, 2nd letter of both strings, and so on; he got the same letters exactly 'n' times. The value of n is:

Question 6:

If number of strings Tom can make with 5 letters (A, B, C, D, E) = n_5 , and number of strings he can make with 6 letters (A, B, C, D, E, F) = n_6 , then calculate $n_5 + n_6$. (Say the answer is m)

The intersection of the ' n 'th avenue and the ' m 'th avenue is where Jerry is headed! Help Tom find him in time.

Question 7:

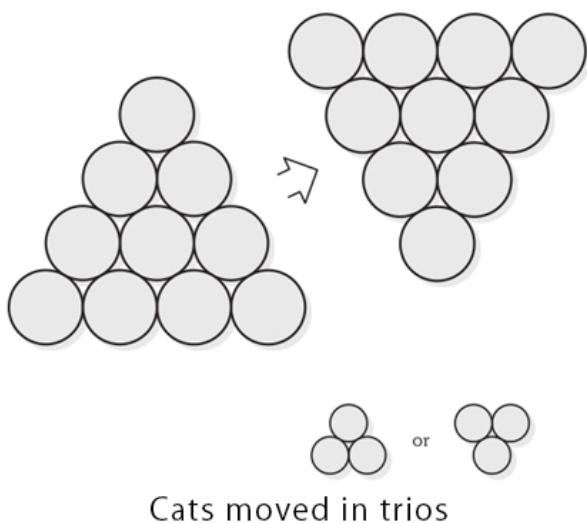
Jerry has lost his way in the big city! Everything seems so big and scary. Jerry finds himself in a dark alley; he sneezes and is heard by an alley full of hungry vicious cats. The cats have made a formation to block Jerry's escape but want to make their formation better.

Ten cats (assume cats to be individual circles as shown in the figure) arrange themselves into a triangle as on the left. Making only the trio-cat moves, and observing the "double-touch" rule, the cats want to turn the triangle upside down as shown on the right.

Achieve the goal in the least number of moves.

Trio-cat move: an orthogonal (without rotating) slide of any three adjacent cats that form a small equilateral triangle as shown in the small diagrams just beneath the goal position.

Double touch rule: the cat trio must touch the rest of the cats at least 2 places.



Cats moved in trios

[For Question 8 & 9]

Jerry has somehow managed to free himself from the alley cats, but yet again, he finds himself in a precarious situation! After such a long day, Jerry just wants to go home, but he has no money. As Jerry tries to sit in the luggage section of the express train which will take him back home, he finds tons of animals already sitting there, playing chess. They challenge him to a puzzle, and say that he can only sit with them if he gives them the right answers. Jerry says that he doesn't know how to play chess, but the animals convince him that no knowledge of chess is required for these puzzles! Only logic and reasoning! Help Jerry earn a seat on the train!

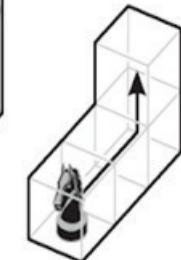
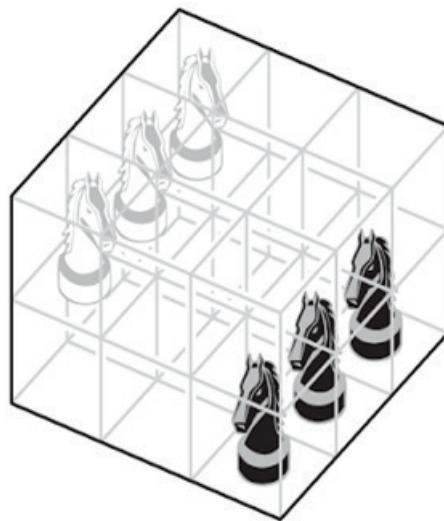
A 'normal knight move': It moves to a square that is two squares away horizontally and one square vertically, or two squares vertically and one square horizontally. In other words, going two squares in one direction, and then one more move at a 90 degree angle, just like the shape of an "L". Knights can also move over other pieces.

Question 8:

Jerry is given a setup as shown in the above diagram. Six chess knights, three white and three black, are placed in the cells of the $2 \times 3 \times 3$ transparent block as in the big diagram.

While only performing normal knight moves (a sample of the move is shown in the diagram), Jerry has to exchange the white and black knights.

Help him find the minimum number of moves in which this can be done!



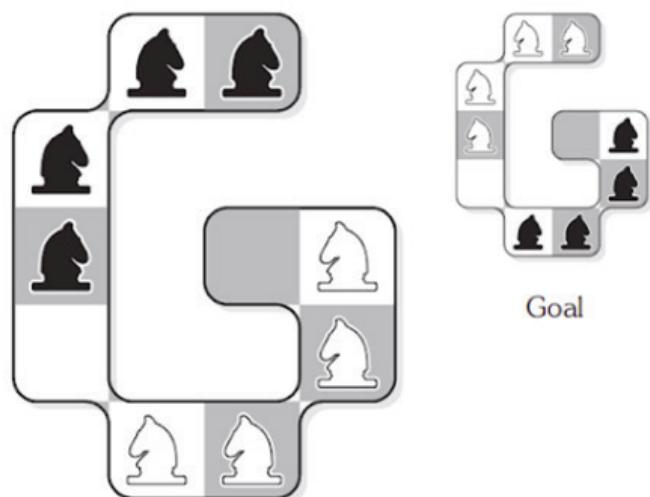
Spatial Knight's leap

Question 9:

Eight chess knights, four white and four black, are placed on the special G-chessboard, as shown, is given to Jerry. Now, using the normal knight moves, Jerry has to exchange the white and black knights as shown in the Goal diagram, in minimum number of moves.

(A consecutive series of leaps by one knight is counted as one move.)

Can you help Jerry find the minimum number of moves in which this can be achieved, so that he can finally reach home?



A MILKY SITUATION

Type of Questions: MCQ

Marking Scheme : Fibonacci Scheme
(Max = 18, Min = -4)

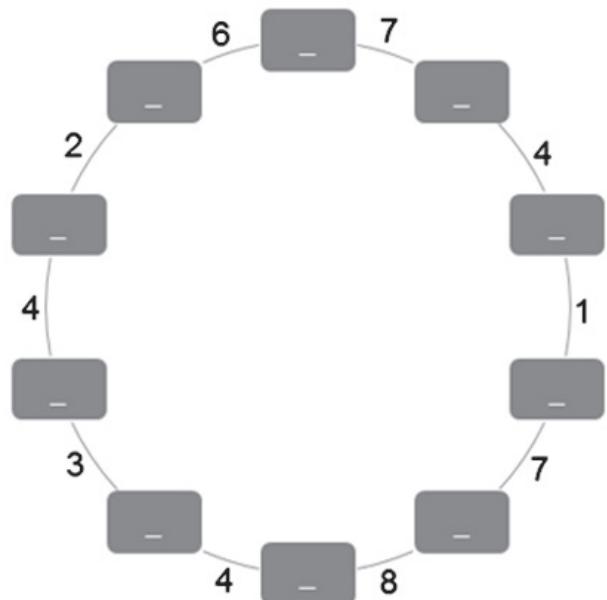


Tom is really fond of milk. The milkman, Mr. Derryford, delivers two bottles of milk to Tom's doorstep everyday. But everyday, Jerry manages to sip the milk, as soon as Tom pours it into his bowl. Tom has tried a thousand ways to stop Jerry from sipping his milk but to no avail. Today, Tom tries something different. He plans to poison the milk so as to do away with Jerry once and for all. As soon as the milk is delivered, Tom quietly takes the bottles, pours one of it into the bowl, places the other one in the refrigerator and heads towards his basement, where he has some chemicals. The basement is a dark room with just one lamp hanging from the ceiling. He mixes some mothballs and ammonia into the milk. As soon as he adds the first drop of the final ingredient, sulphuric acid, into the bowl there is a small explosion which breaks the lamp.

Question 10:

Tom needs to fix the lamp before he can brew the poisoned milk for Jerry. He examines the lamp carefully. The lamp is round in shape (consider it to be a circle as shown in the figure below). It is manufactured as an arrangement of small bulbs as shown in the figure below:

1. Each of the 10 bulbs is uniquely labeled with a number in the range 1-10.
2. The spots between the bulbs are marked with the absolute difference of the bulb labels that are next to them.
3. There are four consecutive bulbs that have even number labels.



Following the above rules, label each spot on the lamp with the number of the bulb that goes there.

Once the bulbs are correctly placed, add up the label values of the bulbs that are directly opposite to each other on the lamp. Convert these values to letters using the substitution $1=A$, $2=B$, ..., $26=Z$ and find the codeword to switch on the lamp.

- A. SHEEN
- B. GLARE
- C. SHINE
- D. LIGHT

Question 11

Once he has fixed the lamp, Tom prepares the poisoned milk in the bowl by adding three more drops of sulphuric acid to the concoction. He rushes upstairs, places the bowl of poisoned (but seemingly normal) milk outside Jerry's hole and hides behind the wall, waiting for Jerry to come out and sip the milk from the bowl. But Jerry doesn't come out even after a long time. Eager to know what's going on, Tom peeps into Jerry's house through a crack in the wall. He sees Jerry and his cousins – Nibbles and Muscles, playing a game of Fish. The game is about to end. Jerry is playing against the team of Nibbles and Muscles. Each of the three players holds two cards in their hand, and together they have the Nine, Ten, Jack, Queen, King, and Ace of Spades (this set of cards is known by all three players). Besides the two cards he already has, each of them has no information regarding the cards the other two players hold. (In particular, teammates Nibbles and Muscles do not know each other's cards). It is currently Jerry's turn. On a player's turn, the player must ask a player on the other team whether she has a certain card that is in the set of six cards but not in the asker's hand. If the player being asked does indeed have the card, then she must reveal the card and put it in the asker's hand, and the asker shall ask again (but may ask a different player on the other team); otherwise, she refuses and it is now her turn. Moreover, a card may not be asked if it is known (to the asker) to be not in the asked person's hand. The game ends when all six cards belong to one team, and the team with all the cards wins.

If 18 fair games are played out, Jerry will most likely win how many games?

- A. 7
- B. 11
- C. 13
- D. 17

Questions 12:

Muscles and Nibbles have come to Jerry's place to participate, along with Jerry, in the musical concert that is going to be held at the opera house, the upcoming week. They hear a knock on the door. It's their uncle, Mr. Pecos, a scientist by profession, who has come to pay the young mice a visit and wish them luck for their performance at the opera. As a token of his love, Uncle Pecos has brought some gifts for his nephews. But he has a playful nature and has thought of a game for the young mice.

He hid gifts for each of his nephews inside three separate boxes secured with padlocks. He challenges them to figure out the combination without consulting each other. He provides the following information. All the padlocks have the same combination. The padlocks use 3 digits from 0 to 9. He also tells them that the sum of the three digits is equal to nine, and every digit is equal to or greater than the previous digit. Uncle Pecos tells each of the young mice one of the digits in the combination. He states, "I've given the first digit to Jerry, the second digit to Muscles, and the third digit to Nibbles." The caveat is that the nephews cannot share their numbers with each other or they will forfeit the gifts. Then Uncle Pecos gives his nephews 30 minutes to open the padlocks.

The three mice begin to think of the solution. One by one, they each try their hand at their padlock, but none of them opens the padlock. Seeing that no one has succeeded, suddenly Muscles realizes he knows the answer, and successfully opens his box, revealing a new hat. Following this, Nibbles opens his padlock, revealing a piece of cheesecake; and Jerry opens his box to find a new umbrella. Uncle Pecos is amused at the entire episode and leaves Jerry's place shortly thereafter.

Having watched this entire event unfold, can you determine the correct combination? Mark the option which gives the product of the digits of the combination.

- A. 0 B. 7 C. 27 D. 12

Question 13:

By now, the mice are hungry and craving for something to feed on. Jerry smells the milk and advances towards the door of his house to check if Tom was nearby. Tom, who has been observing the mice from the crack, quickly hides behind the wall on seeing Jerry rise for milk. On finding the bowl of milk lying at his doorstep, unattended, Jerry smells something fishy. He then calls for Nibbles and asks him to fetch a bottle of milk from the refrigerator. Tom on seeing Nibbles take his bottle of pure milk gets angry and stops Nibbles in the way. Jerry and Muscles also come out to help their cousin. Tom gets terrified on seeing Muscles. Realizing that he can't outmatch the strength of Muscles, he proposes to play a game of Cyberchance, with the three mice, to which they readily agree. The winner of the game gets the bottle of milk. There will be only one winner. The chances of one of Muscles or Nibbles winning are only 4-in-10. Tom is twice as likely as Jerry to win the game. But Tom's sees Nibbles as his main competition; given that Nibbles doesn't win, Tom has a 4-in-7 chance of winning. What % chance does Muscles have of winning?

- A. 40 B. 43 C. 10 D. 50

THE CASINO

Type of Questions: MCQ

Marking Scheme : All or Nothing Scheme
(Max =12, Min =0)



Tom, Spike and Tyke (the neighborhood dogs) decide to go to the concert to watch Jerry and his cousins' performance. After the tiring concert, the mice decide to visit the casino nearby. Tom, Spike and Tyke also join them in their visit to the casino.

Question 14:

But none of them have any money, even for the entry fees at the casino. So they think of a plan. While entering the casino, the casino manager calculates the entry fee using a calculator. When the six of them enter the casino, the manager calculates their entry fees and inputs it into the calculator. While Spike and Tyke lure the manager into random talk, Tom and Jerry sneak up in his office and steal his calculator. In order to tamper with the input, which is the fees, Tom and Jerry pass the calculator to each other; every time performing a specific operation with the number.

Tom always subtracts 1 from the current output.

Jerry always remove the negative sign of the number, if it is negative, i.e. he takes the modulus.

One pass is defined as Tom performing his operation and handing over the calculator to Jerry, Jerry performing the operation and then handing it over back to Tom.

They make 150 such passes and keep the calculator back in the manager's office. When the manager checks the calculator, he finds zero on the display. For how many different integer inputs is this possible?

- A. 149
- B. 300
- C. 150
- D. 299

Question 15:

After tricking the manager, the six of them enter the casino. They sit around a circular table in the order Tom, Jerry, Muscles, Nibbles, Spike and Tyke. The dealer deals coins to them in the following fashion :

- He selects any one person, say X .
- X receives some even number of coins, say $2n$.
- The person to the left of X , and to the right of X gets n coins each.

Initially no one had any coins.

After a while the number of coins they had were :

Tom: 349

Jerry : 342

Muscles : 345

Nibbles : 368

Spike: 338

How many coins does Tyke have?

- A. 335 B. 322 C. 356 D. cannot be determined.

Question 16:

After returning from the casino, the three cousins - Jerry, Nibbles and Muscles, are hungry. They find a plate of 1000 cookies in Tom's refrigerator.

They decide to share them in the following way: beginning with Jerry, each of them in turn takes as many cookies as he likes (they must take an integer amount, greater than or equal to 1), and then passes the plate clockwise (with Nibbles sitting to Jerry's left, and Muscles sitting to Nibbles' left). Nobody wants to feel like he hogged too many cookies, so they all want to avoid being the player at the end who has taken the most cookies. Additionally, nobody wants to feel cheated by finishing with the fewest cookies. Finally, given that the previous two conditions are definitely met, or definitely cannot be met, each player would like to maximize the number of cookies he eats. The players' objectives can be summarized as follows:

Objectives:

1. Have one player who has eaten more cookies than you, and one player who has eaten fewer cookies than you.
2. Eat as many cookies as possible.

Objective #1 takes infinite priority over Objective #2. Assuming that all players are perfectly rational, that they are all aware of each other's rationality and objectives, and that they cannot communicate with each other in any way, Jerry takes some cookies to ensure he meets both objectives. Which of the following statement(s) are true?

- 1.Jerry takes more than 333 cookies.
- 2.Muscles gets 0 cookies.
- 3.Nibbles takes more than 600 cookies.
- 4.Muscles gets 332 cookies.

Options:

- A. Only 1 B. 3 & 4 C. 1,2 & 3 D. 1,2 & 4

UNCLE PECOS' PUZZLES

Type of Questions: MCQ

Marking Scheme : Boomerang
(Max= +12, Min = -4)



[For Question 17 & 18]

Uncle Pecos shows up yet again at Jerry's place. This time he has brought with himself, an interesting one dimensional board game, which he lovingly calls "The Slotter". He received the Slotter from the office of MySchoolPage, a company which makes learning fun for kids. The Slotter is basically a bar with N slots. Random independent numbers, either 2 or 4 with a 50% chance each, come in from the right side of the bar. The numbers are always squeezed to the left and every time two adjacent numbers are the same - they are replaced by their sum and the two blocks merge to become one. The game ends when all the N slots are occupied - and therefore there is no room for a new number.

Question 17:

What is the difference between the maximum and minimum number of moves (squeezes to the left) played to end the game with the maximum possible combination for $N=4$?

- A. 12
- B. 13
- C. 14
- D. 15



Question 18:

For $N=4$, if one gets equal number of 2's and 4's, calculate the difference between the greatest single tile and the maximum number of moves possible under the given condition.

Note: If the number of moves is odd, the difference between the number of 2's and 4's would be 1.

- A. 12
- B. 13
- C. 14
- D. 15

[For Question 19 & 20]

Uncle Pecos, a scientist by profession, has to test a formula, he uses, for estimating the growth rate of the mice fleas in the fur of healthy mice (which happens to be his research area!). The formula is known as the “fastest route formula”. Can you help him in solving the following problems related to the formula?

The fastest route formula:

“Consider any number n

We start with 0 and perform the following steps, each as many times as we want and in any order :

- Add 1 to current number.
- Multiply current number with 2.

Your goal is to get n as fast as possible. Let this route be called the fastest route to n . ”

All answers are integers between 0..100.

Question 19:

What is the number of steps in the fastest route to 2018?

- A. 15 B. 16 C. 17 D. 18

Question 20:

What is the sum of the digits of the two-digit number which takes the most number of steps to reach?

- A. 12 B. 14 C. 16 D. 18

[Rough Space]

[Rough Page]

A word from organizers of Technothlon 2018

Hello

We hope that you enjoyed the last two and a half hours, brainstorming your way through what happens to be one of the most challenging exams for school students. We know that hundreds of thoughts like, “What is the point of giving such questions?”, “The level is unnecessarily high!” and “Who made such questions?” occurred to you throughout the examination. But we, as a team, can proudly state that making these questions was one of the most enjoyable experiences we’ve had till date.

The big question which perhaps still lurks in your minds is, “What does Technothlon want to achieve through this question paper?”. Believe us, when we say that this was the first question that came to our minds when we started making the question paper. But the fact is that Technothlon has grown exponentially over the years, and so have the expectations regarding the exam. ‘Being Ordinary’ is the last thing you would expect from a Technothlon question paper. Our question papers are expected to be challenging, logical and most importantly, enjoyable. Even this year, we have tried not just to match the expectations, but to cross them all. A lot of time, hard work and sleepless nights have gone into the making of the question paper. Do not feel sad if you weren’t able to solve the questions during the exam. Our motive is not just to test your mental prowess, but to help you better it. We hope that you will keep your spirits high, even after the exam and keep trying until you’ve solved the complete paper, a feat very grand in itself. Our aim was not just to select the brightest minds in the country but to inspire one and all. We hope that our grand prizes – A trip to NASA or ISRO and the chance of visiting IIT Guwahati were motivating enough to help deliver your best in the exam. We hope to see you at IITG and wish you all the very best for your future.

And finally, the chief organizers of Technothlon 2018 thank all the cityreps for making our dreams a reality. We thank you for working really hard despite the scorching summer heat or the chilling winter breeze, and spreading the word of Technothlon throughout the nation. We hope that you enjoyed the experience and got to know new people. A special thanks to all the institution heads, faculty coordinators, organizers, invigilators and volunteers who were responsible for the smooth conduction of the paper. Lastly, but very importantly, we thank our little team for designing the maze of logic and creativity that you have been trying to solve for the last two and a half hours.

Hope you enjoyed the entire experience!

An open invitation for a lifelong association with Technothlon

Before you feel that you have come to the end of your association with Technothlon, we should remind you that this is just the beginning. You have become an inseparable part of the Technothlon community. Regardless of whether you make it to the second round or not, we enjoy every moment of our interaction with you all. Our Facebook page is our means of reaching out to the student community. Be connected, Stay updated!

We are eager to help through counselling of any kind required by utilizing the experienced pool of IITians and highly qualified faculty of IIT Guwahati. And finally, we will appreciate any constructive feedback about the question paper or any general issue that you would like to discuss with us. After all, your feedback is the only way we come to know about our performance.

Chief Organizing Team

Shambhavi Das

Ishan Azad

Paranjay Bagga

Abhay Kshatriya

Kaila Harsha Vardhan Reddy

Apurva N. Saraogi

Contact us at -

technothlon@techniche.org

technothlon.iitg@gmail.com

www.technothlon.techniche.org

<https://plus.google.com/+technothlon>

<https://www.facebook.com/technothlon.techniche>

<http://medium.com/@technothlon>

Download The Official Technothlon app from the Google Play Store for all updates round the year.



Techniche

The annual Techno-Management Festival
IIT Guwahati | 30th Aug - 02nd Sept 2018

Just like a rainbow gets its grandeur from the balanced blend of seven colours, each edition of Techniche promises to be a perfect blend of creative ideas, innovation and selfless efforts. It has the vision of motivating the youth of the country to think out of the box, and be responsible for the inception of such ideas that boost the growth of the techno-management sphere. Techniche brings forth a medley of remarkable events, be it the inspiring keynotes of prominent personalities in The Lecture Series or the opportunity to interact with eminent industrialists in The Industrial Conclave. From thrilling Robotics competitions to knowledge enhancing Workshops, every bit of Techniche will be a wonderful experience. With innovative ideas like Technothlon - the International School Championship and the Guwahati Half Marathon as well as other outstanding initiatives, Techniche stands proud as one of the best techno-management festivals of the country.

TECHEXPO

Techniche's latest undertaking, the TechExpo has been initiated with the cardinal aim of bringing to light the technological advancements made by the youth of this country and to provide an opportunity to showcase their innovations on a larger platform. It provides for a platform for the participants to showcase the projects undertaken by them in front of a mass multitude of people which includes but isn't restricted to Professors from various fields, notable personage including Nobel Laureates and Students from the nation.

SPONSORSHIP

Techniche provides its sponsors visibility through various platforms. Through digital and print media, we make sure that maximum visibility is obtained by publishing blogs, news articles, sponsored ads, etc. Our nation wide competitions like Technothlon, Escalade and the ones under Corporate module help our sponsors to market themselves to a large chunk of public across the country. Our on-campus and off-campus branding strategies like pre-Techniche press conference , customised mails to IIT Guwahati students, flash ads, logo display through banner ads, hoardings etc, makes sponsoring in Techniche a great investment for the company.

For sponsorship, contact:

KUNAL RAVI

kunal@techniche.org
+91 8723087590

For further details, contact:

PURVISH SHAH

purvish@techniche.org
+91 8369485604

Email us at : info@techniche.org

www.techniche.org

technothlon.techniche.org

fb.com/techniche.iitguwahati | plus.google.com/+techniche | technicheblog.wordpress.com/

© 2018 Tom and Jerry. © 2010 Cartoon Network, A TimeWarner Company. TOM AND JERRY and all related characters and elements are trademarks of and © Turner Entertainment Co.



Get Best **Online Tuitions** from India's Expert Tutors!



Kehkashan B

HH Shaikh Hamdan Award for Academic Performance



Nora J

Scored Perfect 45/45 in IB Diploma



Rei Mukai

50% Higher Score over Predicted Score in IB Final Math Exam



Suvana C

A School Topper & A National Level Swimmer



Rahul S

An International Tennis Player & A Bright Student

ABOUT MYSCHOOLPAGE

MySchoolPage offers personalized, live interactive, online tuitions from exceptional, certified tutors to students worldwide. Our tutoring sessions are exclusively crafted for 4th to 12th standard students and cover different curriculums. Having successfully tutored 2000+ national and international students, we are working towards our mission of enhancing the quality of education each student receives.



Personalized Online Tuitions

Get best academic results with undivided, individual attention from MySchoolPage's expert online tutor.



Online Group Tuitions

Indulge in live, interactive, online group learning sessions and study among friends from the comfort of your home.



MyQrate, Self-Assessment Test

Evaluate your learned skills through a self-assessment platform, MyQrate to know your knowledge levels.

Grade: 4th to 12th

+91-9606914315

mentor@myschoolpage.com