

# **ClueX**

#### **Introduction:**

**ClueX** is the school level quiz competition of **URECKON 2020** comprising of 6 exciting rounds.

#### **Rules & Regulation:**

- A team can have a maximum of 2 members.
- The use of calculators, mobile phones or any other electronic gadgets is strictly prohibited.
- If any team is caught cheating or adopting any unfair means, then the team might be subjected to immediate disqualification.
- Each round will have a specific marking system that will be informed on the spot.
- The time limits of each round will also be mentioned on the spot.

## **Day 1:**

#### **Round 1 – APT IT UP**

- The questions in this round will be based on general aptitude and logical reasoning.
- Each team will be provided with a sheet of paper where they need to write the answers.

## **Round 2 – PICTURE PERFECT**

 As the name suggests, in this round a picture or a video clip will be displayed and a question will be asked accordingly.

## **Round 3 – FAST AND FACTUAL**

- The questions in this round will be on scientific facts and figures which might include anything beginning from an important invention or discovery to the rejection of a theory.
- Each team will be provided with a buzzer. To answer a question, they have to press their respective buzzers.









## **Day 2:**

#### Round 4 - GOOGLY

In **cricket**, a **googly** is a type of deceptive delivery bowled by a right-arm leg-spin bowler.

- The questions in this round will be deceptive, better to say that the answers will be hidden in the question.
- No options will be given in this round.
- The teams can ask for two hints at max and they will be marked accordingly.

#### **Round 5 – GENERAL THINKING**

- This is a general knowledge round and questions can be asked from any subject, not necessarily belonging to science background.
- The teams will get to choose the field from which they want the question to be asked.
- Options will be provided in this round.

## Round 6 - RAPID FIRE

- 16 questions on basic topics will be asked in 2 minutes to the teams who will make it to the final round.
- The team that will be able to answer the maximum number of questions correctly, will become the winner.
- In case of a tie, there will be a tie-breaker round.

Disclaimer: Rules are subjected to change without any prior information

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