TECH-BINGO

TIMINGS:

1st Round: 10.00 am – 11.30 am

2nd Round: 12.00 pm – 12.30 pm

3rd Round: 1.00 pm – 1.30 pm

DESCRIPTION:

Who doesn't love to shout BINGOOO!

The event is all about fun and technical and it's all in the participants hands. It consists of 3 rounds with some exciting things to happen to test both the technical knowledge as well as the multitasking abilities.

RULES:

- Participants of 2-4 in a team is acceptable It consists of 3 Rounds.

EVENT FLOW:

First Round:

The first round is PRELIMINARY QUIZ, participants are asked to attend a pen and paper quiz which consists of questions from basic electronics and ICs, the shortlisted teams move to the 2nd round.

- 1st Round Rule o 1.10-13 teams will move to the second round

Second Round: "B-TECH"

Not what you think, It's "Balloon-Tech"!!

- One member from a team will be given two balloons to tap and balance without falling them from the ground

- The other members of the team will be given a set of technical questions related to communication and signals

- They have to ask those questions to the person who's tapping the balloons, and for every 10 sec an extra balloon will be added, by tapping all of them you have to answer the questions.

- The highest number of answers answered by the teams will get into the 3rd round.

- 2nd Round Rule

    1. Each team is given 1 min in which they have to ask as many as many questions to their teammate and if the person answering doesn't know the answer, then they can skip the question and move to the next question.

    2. Top 5-7 teams move to the Last round.

Third Round: BINGOO

Here comes the final round BINGO.

- Each team will be given random 25 answers for 25 questions, they have to arrange those 25 answers in 25 different boxes just like usual bingo games.

- Questions will be asked and they have to round the correct answer from the box in which they've arranged before, rounding answers either by vertical or horizontal or cross.

- The first team to strike BINGO is the first winner.

- 3rd Round Rule o Participants are asked to note down the answers they're rounding so that we'll cross check whether they've rounded the correct answer for the respective question.

JUDGING CRITERIA:

First Round: The teams who gets the highest no of questions correct in the preliminary quiz will move to the second Round.

Second Round: The teams who gets the highest number of answers correct while balancing the balloons move to the Third Round, for each balloon falling down, a point will be deducted from that team

Third Round: Team to get the BINGOO first is considered to be the winner, if false answers rounded, depending on the no of false answers, the team next to say bingo would move to the first place, so each answer counts, leading to a thrilled as well as an entertaining round!