

BITS AND AMBITS

TIMING :

11 am – 2:30 pm

FLOW OF EVENT:

- This event is similar to a board game.
- Out of three members in a team one person will play the role of a pawn, one person will be rolling the dice and the other person will be guiding his/her team to answer the questions.
- Initially each team will be given a chance to choose their circuit in the basis of lucky draw. The one who is going to be in the position of the pawn will not be allowed to view the circuit. The other two persons should memorise the circuit with the values (within one and a half minute).
- After which the game starts, initially the players are given 50 points. The board comprises of special space and component space.
- For each roll of the dice, they will land on a space, based on the space they've landed they will be questioned, and if they answer it right, they will gain the component. Based on the difficulty level of the questions the points will be awarded.
- The person who lands first on the component space should buy it (mandatory). Others coming to the component space can buy it through negotiation or pay the rent to the owner of the component.
- There are spaces like Jail and Dementus, if they land on jail they will miss a turn, if they land on dementus they will lose 15 points.

RULES AND REGULATIONS:

- Each team must have three members.
- Usage of mobile phones is prohibited.
- Time duration must be followed effectively.
- Slot duration must be adhered strictly.

JUDGING CRITERIA:

- Accuracy of the memorized circuit assembled.
- The points at the end of the game.

