TECH CHARADES

21ST NOVEMBER

RULES FOR THE ACTOR

NOT ALLOWED:
- Speaking, humming, lip movement, or any kind of sound.
- Writing, drawing, or pointing to real objects.
- Spelling out the word or breaking it into syllables.

ALLOWED GESTURES:
- Indicate the number of words in the term (using fingers).
- Show which word is being acted out (1st, 2nd, etc.).
- Use miming or body actions to represent the concept.
- Use the "sounds like" gesture by pointing to your ear.

Rules for the Guessing Team
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OBJECTIVE

PLAYERS ACT OUT TECHNICAL TERMS, TOPICS, OR CONCEPTS (FROM ENGINEERING, SCIENCE, OR TECHNOLOGY

RULES FOR GUESSING TEAM

- ONLY THE ACTING TEAM CAN MAKE GUESSES

- TEAM MEMBERS MAY CALL OUT AS MANY GUESSES AS THEY WISH.
- IF THE TEAM PASSES, THEY EARN NO POINTS FOR THAT ROUND.
- THE TEAM MUST GUESS WITHIN THE 15-MINUTE TIME LIMIT.

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THERE WILL BE TWO ROUNDS AND THE FINAL ROUND TEAMS WILL BE SELECTED BY JUDGES ACCORDING TO HOW MANY QUESTIONS THEY HAVE GUESSED WITHIN THE GIVEN TIME

SCORING SYSTEM

Correct guess within time
+1 point
Wrong guess or pass
0 points
Rule violation (talking, hinting, etc.)
−1 point

WINNING CRITERIA

• The team with the highest total score after all rounds wins.
• In case of a tie, a rapid-fire tiebreaker round will be conducted.

TEAM SET UP

Each team should consist of 4 Members
one player acts and the other guesses
The players can switch the acting place but only once

GAME FORMATE

• The event consist of two rounds
• The first round will be normal with time limit of 15 min and there will be more number of questions to take and guess
• The questions will be based on different subjects
• Then the final round will be conducted
• Then the winners will be selected

TIME LIMITS

• Each team get 15 min
• The time will start as soon as the actor starts acting