



## **Pragyaa- 2026 Event's Rules of Electrical Engineering Students Association**

### **01. Step into the Strange**

**Faculty Coordinator:** Dr. Paramjeet Singh Jamwal

**Student Coordinator:** Ms. Shruti Shivalkar

#### **Event Description:**

Step into the Strange is an individual-based interactive challenge designed to evaluate participants' quick decision-making, General knowledge. The game progresses through a sequence of steps where participants encounter color-coded signals. Only red signals trigger questions, making strategy and alertness essential for successfully completing the activity.

#### **Rules:**

1. The event allows individual participation only. Team entries are not permitted.
2. The game consists of 10-12 sequential steps, which must be completed in the prescribed order. Skipping or repeating steps is strictly prohibited.
3. A time limit will be applicable for the overall game, as announced by the event coordinators.
4. Participants will encounter green or red signals while moving through the steps.
  - Question on general knowledge will be asked only when a participant got red signal.
  - No question will be asked on a green signal.
5. If a participant achieves three consecutive green signals, they will be awarded one lifeline.
  - Only one lifeline is provided per participant throughout the game.
  - The lifeline can be used only once during the entire activity.
6. The lifeline may be used to skip one red-signal question or to get one reattempt, subject to the discretion of the event coordinator.
7. A maximum of 30 seconds will be provided to answer each question. Failure to respond within the given time will be considered an incorrect answer. If a participant gives a wrong answer to a red-signal question and does not use the lifeline, the participant will be immediately eliminated from the activity.
8. Use of mobile phones, electronic devices, written notes, or any external assistance is strictly prohibited during the game.
9. Any form of misconduct, rule violation, or unfair practice will result in immediate disqualification.



10. In case more than one participant successfully completes all 10 steps, the participant completing the activity in the least time will be declared the winner.
11. The difficulty level and selection of questions will be at the discretion of the event coordinators.
12. The decision of the judges and event coordinators shall be final and binding in all matters related to the activity.

## **02. Voltage Voyage**

**Faculty Coordinator:** Mrs.Seema Pachpute

**Student Coordinator:** Mr.Shubham Tayde

### **Event Description:**

Voltage Voyage is a competitive quiz event based on core Electrical Engineering subjects, covering concepts from fundamentals to advanced topics. The event is designed to test participants' conceptual clarity, analytical thinking, and quick decision-making skills while promoting technical knowledge, teamwork, and time management through engaging quiz rounds.

### **Rules :**

1. The quiz will be conducted in three progressive rounds based on difficulty level:
  - Round 1 – Basic Level (Rapid Fire): Fundamental electrical concepts; 20 seconds to answer.
  - Round 2 – Medium Level: Conceptual and application-based questions; 30 seconds to answer.
  - Round 3 – Advanced Level: Analytical and higher-difficulty questions; 30 seconds to answer.
2. Participation is allowed individually or in teams of maximum 4 members.
3. Each team/individual will be assigned a unique Group Code before the commencement of the quiz.
4. Questions prepared by the Main Event Coordinator will be placed in a box in folded slip form and will be picked randomly in sequence according to the assigned Group Code.
5. If a team fails to answer within the stipulated time, the same question will be passed to the next team for an opportunity to answer.
6. Points will be awarded only for correct and satisfactory answers as determined by the Quiz Coordinator.
7. In case of a tie, a tie-breaker round will be conducted to determine the winner.
8. Use of mobile phones, smart watches, calculators (unless explicitly permitted), or any reference material is strictly prohibited.
9. Any form of discussion, signaling, or communication between teams during the quiz is strictly prohibited.



10. Participants must report to the venue at least 10 minutes before the scheduled start time.
11. All participants must maintain discipline, professionalism, and fair play throughout the event.
12. Any indisciplinary behavior, misconduct, or disruption during the event will lead to immediate disqualification.

The decisions of the Quiz Coordinator and Judges shall be final.

### **03.Breadboard Build-Off**

**Faculty Coordinator:** Mr. Satish Jamraj

**Student Coordinator:** Ms. Srushti Kolhekar

#### **Event Description:**

Circuit Craze is a hands-on technical event that challenges participants to design and implement electrical or electronic circuits on a breadboard within a limited time.

#### **Rules :**

1. The event is a hands-on circuit implementation competition where participants must assemble the given circuit on a breadboard within the stipulated time. The circuit diagram will be provided at the start of the round.
2. All necessary components required for the circuit will be provided by the organizing team.
3. Participation is allowed only individually .
4. The circuit must be completed within the given time limit. No extra time will be provided under any circumstances.
5. No functional testing of the circuit will be conducted.  
Evaluation will be based strictly on: Accuracy of connections
6. Correct placement of components
7. Time taken to complete the circuit
8. Any incorrect connection, improper component placement, or messy wiring may lead to deduction of marks.
9. Participants are not allowed to use any personal components, pre-assembled circuits, mobile phones, or reference materials during the event.
10. Any damage to components or breadboard due to negligence may result in penalty or disqualification.
11. Participants must maintain discipline and proper handling of equipment throughout the event.
12. In case of a tie, preference will be given to the team that completed the circuit in lesser time with higher accuracy.

The decision of the judges and event coordinators shall be final .