

PROTSAHAN 24

JECRC UNIVERSITY UPSCALE QUIZ COMPETITION:

The quizz will contain of 4 Rounds. Round 1 will be MCQ BASED n will be conducted on day1 and rest three rounds will be conducted on day 2 . Round2 consist of FASTEST FINGER FIRST, Round3 is AUDIO TESTING ROUND, Round4 is the RAPID FIRE ROUND.

RULES FOR QUIZ:

ROUND1

1. ****Format****: Participants will solve 50 Multiple Choice Questions (MCQs) in one hour. They need to solve atleast 35 questions to save themselves from being disqualified
2. ****Topics****: The questions will cover various subjects such as General Knowledge, Science, History, Literature, etc. The questions will be for varied level of intelligence
3. ****Scoring****: Each correct answer will earn the participant points. There will be no negative marking for wrong answers . Marks will not be provided in case of unclear selection of answer or selecting more than one answer .
4. ****Time Limit****: One hour will be given to complete the entire set of questions. No extra time would be provided under any circumstances.
5. ****Materials****: Participants can use only the provided answer sheets and pens/pencils. No electronic devices are allowed. They cannot bring any type of notepad or notebooks with them .
6. ****Judging****: Trained judges will evaluate the answer sheets and tally the scores accurately.
7. ****Advancement****: The top scoring participants will proceed to the next round. Out of all the participating team only top 10 will be moving to round 2.

ROUND2

1. **Format**: Contestants will be presented with multiple-choice questions where they have to arrange the options in the correct order. Each question will have its options jumbled or scrambled. Contestants must rearrange the options in the correct order to form the correct answer.

2. **Time Constraints**: The fastest contestant to arrange the options correctly will earn a point for their team. In case of ties or disputes, the quiz master's decision will be final.

3. **Scoring**: The fastest contestant or team to correctly rearrange the options and provide the correct answer will earn a point. Points will be awarded based on the speed of response and accuracy.

3. **Topics**: Questions will be based on general subjects and current affairs

4. **Elimination**: There will not be any sort of elimination in this round

4. **Advantages**: the team with the highest score will get the following advantages in Round3.

- **Skip Advantage**: The team can choose to skip one question in Round 3, allowing them to avoid a potentially challenging question.

- **Double Points Advantage**: The team can select one question in Round 3 for which they will earn double points if answered correctly.

- **Lifeline Advantage**: The team can ask to remove two incorrect options out of four in one question in Round 3, increasing their chances of selecting the correct answer.

ROUND3

1. **Format**: Contestants will be presented with audio inputs such as music clips, sound effects, or spoken passages. These audio inputs will vary in content and complexity. The question will be announced before the audio input plays.
2. **Time constraints**: Once the audio is completed there will be a countdown of 5 secs. The teams are required to think and process the answer and press the buzzer after the countdown is completed. The first to press the buzzer will get the opportunity to answer .
3. **Topics**: Questions related to the audio inputs may include identifying the audio source, interpreting spoken passages, recognizing sound effects, etc.
4. **Scoring**: The team with correct answer will be awarded with a point and in case of wrong answer, negative marking will be done . If the first team fails to answer the question, the question will pass to the second fastest team to press the buzzer.
5. **Advantage**: The team with advantages need to press the buzzer after the countdown and then avail their advantages .
6. **Elimination**: Only four out of these ten teams with aggregate highest score will get into Round4.

ROUND4

1. **Format**: Participants will face rapid-fire questions where they must answer quickly. The one who'll press the buzzer faster will get the chance to speak to first .
2. **Time Constraint**: After pressing the buzzer , the team will get a

duration of a few seconds to answer the question, if the team fails to do so then the next team will become eligible to answer.

3. **Topics**: The questions will cover a wide range of subjects, apart from the generalised subjects including current affairs, sports, entertainment, etc.

4. **Scoring**: Each correct answer will earn points. Incorrect answers will result in negative points.

5. **Elimination**: The final winner team will be chosen through this round.

General Rules for Participants

1. **Registration**: Participants must register before the competition begins and provide accurate information. They should carry the valid documents as a prove of their registration. No on spot registrations will be done .

2. **Fair Play**: Participants must maintain sportsmanship throughout the competition and refrain from any cheating or unfair practices if caught doing so, they'll have to bear some really serious actions against them and their institution.

3. **Timeliness**: Participants must arrive on time for the competition as per the schedule provided. Any participant who arrives late would be disqualify on hand.

4. **Electronic Devices**: Use of electronic devices such as mobile phones, calculators, etc., is strictly prohibited during the competition.

5. **Questions and Appeals**: Any questions or appeals regarding questions must be directed to the quizmaster or designated officials.

6. **Decisions**: The decisions of the quizmaster and judges will be final and binding.