CIRCUITRACE

The circuit is set, get a tight hold of the waistline, roll over the tracks and snatch the champagne!

CIRCUIT RACE is what waiting for you!

EVENT SPECIFICATION

The competition will be carried out in three rounds:

ROUND 1:

1. Paper-pen round.

2. Will consist of two sections. First one will be an MCQ test where questions will be on

general electrical engineering and logical reasoning. Second section will be a crossword

puzzle, the answers to which will direct you to the circuits to be designed in the second round.

3. Time limit for section one is half an hour. The time limit for section two will be

announced during the competition.

4. At most 8 teams can qualify for the second round.

ROUND 2:

1. Each team will be given 1 hour to design and assemble the circuits they have inferred from the puzzle section (of round1). They will be provided with hints if asked for, but points will be deducted for each hint provided.

2. The team can ask for another circuit if they have completed the first one before the

scheduled time, and the points for second circuit will be double, third will be quadruple,…and so on.

3. The components will be provided along with the circuit details for the next to be assembled.

4.  Only completed circuits will be awarded with points (considering the performance of all teams).

5. Speed and neatness will be considered.

6. Four teams that qualify for the final round will be decided solely by the organizers.

ROUND 3:

1. Qualified teams will be given three different circuit diagrams and the required

components. One member can work on one circuit at a time.

2. Four teams will get the same set of three circuits each.

3. Whenever a buzzer is heard, the team members will have to switch their circuits and continue assembling the circuit that their team-mates were handling before.

4. Please note that no sort of communication shall be allowed between the teammates

during the run-time.

5. There will be a separate buzzer when the opponent team members will be allowed to

distract the other teams by interchanging the COMPONENTS ONLY. The wirings are

not to be hampered and this will be done under the supervision of the members of the

organizing committee. Time for this will not be more than 10 seconds.

6. All of the circuits will be tested. If found working, marks shall be awarded for speed and neatness of the circuits.

RULES

1. Each team must consist of 3 members.

2. Teams will NOT be allowed to use their own components for the event. All necessary components will be provided by the organizers at the venue

JUDGING CRITERIA

1. The teams that reach the final round will be awarded points based on their performance in the previous rounds.

3. In the final round, the first team to complete the circuits neatly and correctly will be

awarded maximum points.

4. The final rankings will be based on the cumulative performance in the last two rounds.

EVENT MANAGERS:

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