LICENSE TO KILL

-Circuit Design Competition

Game Play

Round 1: (Based on theoretical and hardware knowledge in electronics)

Question sheets will be provided on the registration desk. Answers have to be written in the same sheet. There will be negative marking in the questions. There will be a time limit, sheets must be returned within the time limit. Sheets received later will not qualify. Teams which submit their answer sheets before time limit will receive time bonus. Results will be declared on the same day and qualifying teams will be asked to report for the next round.

Round 2: (Actual Breadboard Circuit Design)

All components required will be provided to all the teams on the spot. Circuits have to be designed within a specified time limit. No circuits submitted after the dead-line will be qualified for judging. All teams will have the same kit. Working space will be provided with all the components at the desk, teams are not free to move around or ask other teams for their components. Chart sheets will be provided for drawing circuits and writing details of the circuits.

Game Rules

1) There will be a total of two rounds.

2) First round will be elimination round with objective type questions for testing knowledge in electronics.

3) Second round will be the actual circuit design round.

4) Teams will be provided all the required components, testing devices (if required), question papers etc. on the spot and they are supposed to submit them back after the time limit.

5) Teams need to design the circuits ONLY with the components we have provided. All necessary inventories will be provided by us. Any additional unnecessary inventory requirements will not be entertained.

6) Teams should draw circuit diagram along with the theory, principles involved and working of the circuits.

7) In the case of a tie, the team which submits their circuits before the other wins amongst the two.

8) Use of smart phones/ phones/ iPods/ iPads or any other electronic item is strictly not allowed.

General Rules

1) Organizers' decision shall be treated as final and binding on all. The organizers reserve the right to change any or all of the above rules as they deem fit.

2) Change in rules, if any, will be highlighted on the website and notified to the registered participants.

3) Organizers reserve the right to disqualify any team indulging in misbehavior or violating any rules. In case of any disputes/discrepancies, the organizer's decision will be final and binding.

4) Note that at any point of time, the latest information will be that which is on the website. The information provided in the pdf downloaded earlier may not be the latest. However, registered participants will be informed through mail about any such change.

Judging criteria:

(For Round 1)

The correct answers will be provided marks according to how informative and appropriate they are. Negative marks will be given for wrong answers. Time bonus will be provided for teams who submit answers faster than others.

(For Round 2)

1) Design of the circuit(15)

2) Compactness of the design(10)

3) Efficiency of the application(10)

4) Desired output(20)

5) Exploration of concepts/theories(20)

6) Breadboarding skills/neatness of the implemented circuit(10)

7) Contents of Chart Sheet(15)

Team

A team can have **maximum** of three members. . Students from different educational institutes can form a team.

Eligibility Criteria

All students with a valid Identity Card of their respective educational institutes are eligible to participate.

Certificate Policy

- Certificate of Excellence will be awarded to the top 3 teams.
- Certificate of Participation will be given to all participating teams.
- Disqualified teams will not be considered for any certificates.

Contact Details

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