

## Spardha Quiz

### Preliminary round 1:

2 per team.

20 questions (16 normal questions and 4 starred)

In case of discrepancies started questions will be given weightage.

**Quizmasters decision is final.**

### Preliminary round 2:

8 teams qualify to compete for 2-4 spots depending on quality of team as decided by organisers.

**Quizmasters decision is final.**

### Rounds-

#### **1. Standard**

1 minute/team.

+10/-5. No negatives for pass.

Pass answers.

+5/0

#### **2. Reverse**

The order is reversed. Same rules as above.

#### **3. Identify (Person or company or thing)**

Buzzer type

#### **4. Bonus:**

Find the Connection (8 question).

Buzzer type/tap type (first come first answer).+20/0

### Finals:

### Rounds-

#### **1. Standard**

1 minute/team.

+10/-5. No negatives for pass.

Pass answers.

+5/0. Pounce is open.

#### **2. Reverse**

The order is reversed. Same rules as above.

### **3. Identify (Logo quiz)**

+10/-5.

### **4. Connect round.** (Connect the pictures given).

+25/-12

### **5. Audio Visual round-** identify given av clip.

+50/-25

### **6. Bonus round:**

One question. The points are allotted flexibly, depending on when they answered.

#### **General Guidelines:**

- Quiz is open for all students from 8th grade to eleventh.
- Students can participate as teams not more than 2 people.
- Organisers decision is final.
- The top teams from each college will be selected to compete for the grand prize.

### **Spectra**

Aspiring to discover the tech-savvy you, blaze the trail at Spectra! With a range of mind bewildering events at your disposal, let your curiosity kill the cat as you strike the hill top! Keep your spirits up and stay tuned!

#### **Devil's attorney:**

A hilarious parody of courtroom dramas, wherein you serve the purpose of a prosecutor for the criminal who is accused of a felony.

Present yourself with innovative and quality arguments that are high on charm and low on moral fibber.

The wittiest banter who successfully combats stands out from the pack and gets to win. Do you have what it takes to make it big?

#### **Rules:**

3 minutes for each participant. (2 minutes to present your defence, 1 minute to cross question)

Baffle the court with specious arguments.

#### **Enigma:**

#### **Mission:**

Score maximum points among all the teams within a stipulated time.

#### **Procedure:**

- A room will be divided into five and questions will be placed pertaining to five domains at each division.
- Questions will be as follows:

- For Civil and Mechanical, Questions may be based on models displayed on spot.
- For Electrical: Questions may be based on circuits
- For Chemical and Biology: Pictorial Questions
- A team has the freedom to choose any one domain or can switch between domains in the given time.
- The time limit of this round will be revealed at the time of the event.
- The team scoring maximum points will be declared as winners.

**Rules:**

1. A Team should consist of 2 members.
2. Questions must be answered as a team.
3. A team which fails to be on time for any round will be disqualified on spot.
4. The decision of the Organizers is final.
5. Structure of the Event can be changed by the organizers at the time of the event.

### **Robot War**

With a perfect blend of technology and entertainment where techies wrestle and hustle with their bots. So battle out with your opponents to establish your supremacy. Remember only the that only the fittest survive!

**Problem Statement:**

Design a manually controlled sumo robot which is capable of pushing your opponent out of the ring.

**Arena Description:**

Circular platform of 1750mm diameter.

**Procedure:**

**First Round:**

- I. The game is a 1 on 1 elimination in which one team competes with the other.
- II. The game lasts for 3 mins.
- III. The team to score 3 points first wins.
- IV. In case of a tie an additional 1minute will be provided until the winner is decided.
- V. The winner gets qualified for the second round.

**Second Round:**

- I. The game is a triple threat in which three teams compete against each other at the same time.
- II. The game lasts for 5 mins.

- III. The team that stands till the end gets 5 points, second to leave the ring gets 3 points and first team to leave the ring gets 1point.
- IV. Each team has to compete with all the other teams at least once.
- V. Top 5 teams in the leader board gets qualified for the 3rd round.

**Third Round:**

- I. All the five teams are made to fight against each other at the same time in the same ring.
- II. The team standing till the end will be declared as the winner.
- III. There is no time limit

**Robot Specification:**

- Maximum dimensions of the robot at the start of the match are 300mm in width,300mm in length,300mm in height.
- The robot can extend after the start of the match to any length.
- The robots should not use readymade and Lego parts, failing which the teams will be disqualified automatically.
- Both wired and wireless bots are allowed.
- In case of wired bots, the cable length should be at least 1.5 meters.
- The robot can be powered by DC battery and the maximum voltage allowed between any two points will be 12V.
- Pneumatics can be used and a maximum of 6 bar is allowed provided the pneumatic hose should have a pressure indicator.
- Hydraulics or any other form of energy is not allowed.
- If the team is using Li-Po or Li-ion batteries, it is the team's responsibility to make sure that there is no risk involved.

**Rules:**

- There can be a maximum of 4 members per team.
- However only one member of each team is allowed to enter the arena and control the bot.
- The robot should not damage the opponent's bot. It is allowed only to either push or lift the opponent's bot.
- Nothing should be added specifically to increase the weight of the bot.
- The robot should not split into two or more sub-parts.
- Max. allowable weight of the bot is 5 kg. This includes batteries and control boards.

**Any team violating the above rule(s) will be disqualified immediately.**

## **Spardha Junior Quiz:**

### **Preliminary round 1:**

2 per team.

20 questions (16 normal questions and 4 starred)

In case of discrepancies started questions will be given weightage.

**Quizmasters decision is final.**

### **Preliminary round 2:**

8 teams qualify to compete for 2-4 spots depending on quality of team as decided by organisers.

**Quizmasters decision is final.**

### **Rounds-**

#### **1. Standard**

1 minute/team.

+10/-5. No negatives for pass.

Pass answers.

+5/0

#### **2. Reverse**

The order is reversed. Same rules as above.

#### **3. Identify (Person or company or thing)**

Buzzer type

#### **4. Bonus:**

Find the Connection (8 question).

Buzzer type/tap type (first come first answer).+20/0

### **Finals:**

### **Rounds-**

#### **1. Standard**

1 minute/team.

+10/-5. No negatives for pass.

Pass answers.

+5/0. Pounce is open.

#### **2. Reverse**

The order is reversed. Same rules as above.

**3. Identify (Logo quiz)**

+10/-5.

**4. Connect round.** (Connect the pictures given).

+25/-12

**5. Audio Visual round-** identify given av clip.

+50/-25

**6. Bonus round:**

One question. The points are allotted flexibly, depending on when they answered.

**General Guidelines:**

- Quiz is open for all students from 8th grade to eleventh.
- Students can participate as teams not more than 2 people.
- Organisers decision is final.
- The top teams from each school will be selected to compete for the grand prize.