

GENERAL EVENTS
EVENT RULES AND CONTACT DETAILS
TECHOFES - 2020

1.ALCATRAZ

Rounds:

Round 1 - Aptitude, puzzle solving and mathematics.

Round 2 - 3 mini games

Round 3 - Escape the prison

Rules:

1. 2 participants per team
2. 8 teams will be selected for 2nd round based on total marks in 1st round
3. 4 teams will be selected for 3rd round.

For queries, contact

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2.HOW STUFF WORKS

EVENT DESCRIPTION:

How stuff works event deals with testing the knowledge of the participants in the domain of science and machines ranging from submarines, aircrafts to common household gadgets. Questions will be asked on working concepts, terminology and mechanisms of various machines. It provides participants an insight into the way many things work.

EVENT FORMAT:

PRELIMINARY ROUND:

It will be a written round. It consists of questions related to science and technology. The duration of the round is 30 minutes.

SECOND ROUND:

It is a rapid-fire round for the shortlisted teams. The first team to answer will score the points.

FINAL ROUND:

In this round products/pictures of the products will be displayed to the shortlisted teams. They need to explain the mechanism/working of the product within a given time limit of 15 minutes.

RULES:

1. A team should contain 2 to 3 members.
2. A team can comprise of students from different colleges.
3. Each round has a fixed time limit.
4. Use of mobile phones is strictly prohibited.
5. Any sort of misbehavior or malpractice may lead to the disqualification of the team.
6. The decision of the judges is final.

Contact:

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3.DEATH NOTE:

Round 1- quiz

Totally 25 ques and 30 min will be provided . The questions are based on Death note Anime series

Round 2: finding the death note

To find death note in campus with the help of clues

Rules:

- 1) A team can have 1 or 2 members
- 2) 5 teams will be selected to round 2

For more info contact

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4.THE TRIWIZARD TOURNAMENT:

Description:

HP series has long been fascinating the young Indian readers' minds with the spellbinding place of Hogwarts, the alchemy and magic happening around. Most of the millennial literature aficionados would credit this particular series for inspiring a sense of passion towards reading and to English as a whole. With the booming of many interesting English series around, the Potter heads are also turned up in large numbers as sensibly seen in young generations. Even people who have never turned a single Harry Potter book are huge fans of it. We would therefore like to present a platform to showcase and demonstrate your love for Harry Potter. So, how much do you know about the boy who lived? How well you have travelled along with the "Trio"? Come, compete with fellow Potter heads and emerge as their undisputed "Elder". Wingardium Quiziosa!!!

This entire event comprises of three rounds

Round 1: Harry Potter quiz (General)

Test your knowledge of the Harry Potter universe with fellow competitors. Are you a true fan of Harry Potter? Well, if you are, then do you know your Hogwarts houses? Do you think you can ace this Harry Potter quiz based on spells? The quiz consists of two parts, one testing your general knowledge of Harry Potter world (no negative marking) and the other containing questions which are marked as bonus questions and awards extra points for each correct answer attempted. Be careful as the second part contains negative marking too!

Round 2: Pre Final Round (With Sub – rounds):

6 teams of Potter heads proceed to the second round where they will be faced to play 4 sub-rounds. The points aggregate with each sub – round until the end of the final round.

Rules for this sub – rounds will be revealed on the day of event. Only 4 proceed to the final round. Each round is organized by a headmaster

General Quiz: There will be 12 questions displayed on the projector, 2 for each team. Questions for which the teams fail to answer will be passed to other teams to score bonus.

Connection round: Same no. of questions, answer is based upon the clues which would be displayed and joined together, which would lead to some familiar word.

Guess the para or pic: A para or pic will be displayed..for which participants must find out the part of the series from which it was took(in case of para) or to explain the scene how and where it happens (in case of pic). This round is open to all. Those who know the answer must appeal

and say the answer to quizmaster. Correct answer gets points and negative answer gets negative points.

Character: Each is allowed to pick a paper containing a name of a character. The headmaster then questions them based on the character. Each team gets 5 questions. Points are accordingly awarded

Round 3: Wizarding duel and character depiction

Those who manage to survive the previous rounds will move to final round. Final 4 will be made to participate two sub rounds.

Round 1: Turn-coat: A character will be assigned to a team. One guy from each team must step forward and talk about pros of the character for one minute. When the bell is rang, the same guy must immediately tell about cons of that guy. Thinking time of 5 minutes will be given.

Round 2: This is where you will be tested how well you have observed the facts and how deeply you have observed the events. Teams will be made to come in front of diarce, given a particular film from the set of 8, and made to explain everything they know, starting from things they like to things they hate.

Contact:

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5.SPACEALLAM:

Total Rounds: Two rounds

Round 1: Dumb charades

- 1) This is a standard and fun round where the participant elicit the words of their Co – participant while wearing headphones blasting with music.
- 2) The words they will be guessing will be space entities.
- 3) The participant are selected to second round based on their scores.
- 4) All team must have atleast two members.
- 5) Malpractices is not allowed.

Round 2:

- 1) The second round will be debate and block and tackle.
- 2) The participant will have to talk about topics related to space.

3) The Organiser decision will be final.

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6. FRIEND O METER:

Total Round: Only one

Rules:

- 1)Two members in a team.
- 2)Mobile phones are restricted.
- 3)Timing will be consider.
- 4)Organizers decisions are final.

Contact:

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V M Nikesh - 7339507081

7.SONG MARATHON:

Total Round : Two

Rules:

- 1)Two or three participants per team.
- 2) Usage of mobile phones will lead to disqualification.
- 3)The judge's decision will be final.
- 4)No malpractices will be allowed.

Contact:

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