COGNIZANCE 2K24

CSPIT EE/EC

Title of Technical Event: Wire Loop game

Event Coordinators:

Faculty Coordinators

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Student Coordinators

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3. Priyank Zala, 21EE025, 9313648313

Event Description:

The wire loop game is a physical skill game that challenges players to navigate a metal loop along a twisted wire without touching the wire. The goal is to guide the metal loop from the beginning to the end without allowing the loop to come into touch with the wire. If the loop comes into contact with the wire at any time, the player has made a mistake.

Team Specification:

No. of Participants per entry/ Team: 1 person game

Event Fees: 20/- per person.

Task:

- Using a handheld device, guide the loop from the starting point to the finishing point without triggering the buzzer or light. Test your hand-eye coordination and steady hand as you manoeuvre through the wire's twists and turns.
- Compete against yourself and others to complete the challenge with the fewest mistakes or in the given time.
- There will be one rest place between the beginning and ending ends of the wire loop.
- Participants are permitted to commit three mistakes; if you make more than three, you are disqualified from receiving the prize.

Sample image: Wire loop game

General Rules and Regulations:

➢ Fair Play: Teams are required to follow the rules of sportsmanship and fair play. Any form of violence or argumentative behaviour's is not permitted.

➢ Final Decisions: The coordinators and organisers of the event have the last say in all matters. The appointed event officials should be contacted with any disagreements or issues.

➢ Disqualification: Individual that disobeys the rules or acts improperly may be eliminated from the competition by the event organisers.

➢ Time Management: You need to be aware of the allotted time, to finish the challenge within the allotted time, efficient time management is crucial.

Rounds:

It is a one-round game in which you must finish the wire loop in the allotted time, and you are only allowed to make three mistakes; if you make more, you will be disqualified.

Event Rules:

1. Goal: The goal is to guide the metal loop down a twisted wire path from the beginning to the end without allowing the loop to touch the wire.
2. Starting location: The game starts with the loop at the specified starting location.
3. Penalties: If the loop touches the wire at any point, it triggers a buzzer or light, indicating a mistake. You are allowed with 3 mistakes more than that will make as disqualified.

4. Completion: Game completion will be determined by how well you navigate the loop to the conclusion in the allotted time and with the least amount of collision.