



# EFFULGENCE '17

10<sup>TH</sup> 13<sup>TH</sup> OCT  
BEATING THE INVINCIBLES

A techno-management fest



## BERMUDA TRIANGLE

**Duration - 40 Minutes (On-site)**

### **Format :**

It is a team event in which each team comprising of exactly three members shall be given 3 programming problems simultaneously on three different terminals. Each member of a team will be required to take on one problem at each terminal. One member shall be only allowed to attempt one problem for exactly 10 minutes, at the end of which, the team members will be required to switch over to the fellow teammate's terminal and continue from the point left by the other teammate.

For example say there are three terminals 'a', 'b' and 'c' and three team members 'x', 'y' and 'z'. At the start of event let x be at terminal a, y be at b and z be at c. Then after 10 minutes past the beginning, x shall move on to terminal b, y to c and z to a. This shall continue similarly until we hit time 40 Minutes on the clock.

Teams will be judged on the basis of number of problems solved and time taken to complete the challenge.

Top 5 teams shall progress to the the second round, which will be disclosed on the spot.

### **Rules and Constraints :**

1. Team members will not be allowed to communicate verbally during the event.
2. Teams found to be using unfair means like internet and other sources shall be disqualified.

### **CONTACTS:**

#### **Event Co-ordinators**

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