



## **TECHNO-CURIO**

### **ADVITYA-2K19**

#### **GENERAL RULES**

1. The team should consist of **2** members.
2. Registration is mandatory for both the members.
3. This event comprises of **3** rounds.
4. It is **FUN cum TECHNICAL** event.

#### **Round 1**

#### **Hopping Round**

1. A banner having chess mate like blocks is designed, in which some of the blocks are encrypted as “**Electric Shock**”.
2. Initially, one of the team member needs to throw a dice and depending on that number second person of the team needs to hop on the mat.
3. During the process, the person hopping on the mate hops on “**Electric Shock**” then the team shall be asked to take a life line for first hop on Electric Shock.
4. In the life line, an electrical circuit will be provided to a team member who is throwing. Further the team shall be asked to stop at that instant.
5. The number of blocks travelled by the team at that junction shall be noted.
6. The team travelling maximum number of blocks shall be considered for the next round.

**NOTE:** The details of Round 2 and Round 3 shall be instructed to the participants on the event day.

#### **Event Coordinators**

- 1) Mr Mallikarjun G H
- 2) Mr Santosh Hubballi

#### **Student Coordinators**

- 1) Mr Mohammad Hashmi U M (8904522251)
- 2) Mr Zeeshan Kankudti (7204963483)
- 3) Miss Shwetha Baligar (8073796206)