

RULES OF THE GAME

GENERAL RULES:

- 1) All the participants to submit their mobiles at the mobile counter.
- 2) Mobiles once submitted will only be returned after the completion of the final round, irrespective of the fact, whether the team qualifies for it or not.
- 3) Team leader will hold the ultimate responsibility for the conduct of the team members throughout the game.
- 4) If any team is found using a mobile or some other unfair means, the team will be immediately disqualified.
- 5) The batch numbers are to be carried throughout the game, till the last round.
- 6) The second floor of the 'Academic block' is prohibited throughout the game.
- 7) The location for the game is the College Campus excluding Principal's Room, Vice-Principal's Room, Computer Lab, IT Centre, Class Rooms (First Floor), Office, Staff Room, Auditorium, AV Room and School Area beyond Basketball Court.
- 8) Participants would not run and push each other. No damage to the College property else a fine and disqualification from the game will be the consequence.
- 9) All the members of the Winning Team will be awarded a prize.
- 10) Management reserves the right to terminate any participant, if found guilty or under misconduct.

ELIMINATION ROUND:

- 1) The first round will be played between all the teams.
- 2) All the team leaders to stand in a row with their team members.
- 3) The list of articles to be handed to the team leaders.
- 4) The list will be seen by the team leader and the team members at the sound of the short bell only.
- 5) After collecting the articles, the team leader along with only one teammate to enter the small ground.
- 6) The entry to the small ground only from the front bush and on receiving the 'yellow card' from the faculty co-coordinators.
- 7) Time limit for the completion of the task is 3 minutes,
- 8) The articles to be verified by the organizers one after the other, only after the completion of the allotted time limit.
- 9) If the team collects the required articles within the time frame, it qualifies for the qualifying round.
- 10) The name of the team to be written on the yellow card by the verifier.

QUALIFYING ROUND:

- 1) This round will be played between the qualifiers from the first round.
- 2) All the team leaders to collect their 'Analytical Test' sheet from the faculty co-coordinator by producing the 'yellow card', with their team name on it, written by the verifier of the elimination round.
- 3) The test to be solved as a team in the college garden only.
- 4) On completing the test, the sheet to be submitted to the faculty co-coordinator by the team leader.
- 5) The 'yellow card' to be collected from the faculty co-coordinator, only if the team qualifies for the final round.
- 6) The yellow card to carry a tick on the team name, signifying entry for the last round.

FINAL ROUND:

- 1) This round will be played between the finalists.
- 2) The finalists to submit their 'yellow cards' to the faculty co-coordinator.
- 3) A set of seven clues hidden at various locations within the College Campus are to be searched by the final teams.
- 4) The search for the clues will start from clue no. 1, lead of which will be announced at the College garden.
- 5) Participants are required to unearth all the clues and reach the last clue i.e. the seventh clue.
- 6) The team members will act as a team in decoding the clues, but only and only the team leader will go to search the clue at the identified place, to avoid any injury or damage in rushing case.
- 7) The team leaders are supposed to put the clue back at its place after going through it.
- 8) The team leader to get the checklist at the back of the yellow card ticked after unearthing every single clue.
- 9) The winning team will be the one who reaches the last clue first and claims it with the organizers.