

AURORA 2011

BRAIN TWISTER

Introduction:

If you want to have fun in testing your mental ability and logic skills then this is the event you have been waiting for!!!

A **brain teaser** is a form of puzzle that requires thought to solve. It often requires thinking in unconventional ways with given constraints in mind; sometimes it also involves lateral thinking. Logic puzzles and riddles are specific types of brain teasers. Brain teaser objects utilize many different problem solving skills.

Brain teaser more than just being a competition would help you get out of the monotonous problem solving methods/techniques which you have been doing for years.

So if you really want to get your brains working register for the event.

Event Description:

1. The event consists of 3 rounds.
2. The first round would consist of one 6x6 and two 9x9 SUDOKU along with a few mind benders. Top 20 students who would solve the given problems correctly would move to the next round. In case we don't get 20 students who solve everything correctly, then 20 students with most correct answers in least time would move to the next round. **No negative marking** will be there in this round.
3. The second round would consist of certain tricky questions, puzzle etc which would come up on the projector. All questions would remain on projector for certain time limit mentioned along with question after which next question would appear. Questions would have 4 options out of which participants would be required to choose 1 and write only the correct option. Negative marking **will be there** in this round.
4. 5 Students with maximum correct answers would move to the third and final round.

5. The third round would be a buzzer round. It would check swiftness of your mind. Questions would be asked on the spot and the one who presses the buzzer first would get the chance to answer. The participant gets full marks that question carries if he answers correctly else it would be passed to the one who presses the buzzer next. Passed question if answered correctly would earn the participant half the marks that question carries. **Incorrect answers would carry negative marks.**

Rules and Regulations:

1. Only Solo participation is allowed.
2. Names of the participants entered in the Registration forms shall be considered final and no changes are allowed thereafter
3. Participants must bring their own University ID Card.
4. Participants are required to bring pen/pencil along with them. Sheets required for problem solving would be given to all participants on the spot.
5. After the given timeline, no participant will be given the chance to solve the problem. Anyone found doing so will be immediately disqualified.
6. There will be no access given to the internet or book for any reference whatsoever. Any participant caught doing so would be immediately disqualified.
8. In case of a tie, the judges and organisers of this competition have the right to take final decision.
9. The decision of the organisers shall be final and irrefutable.
10. The competition organisers reserve the right to change the rules without any prior intimation.

For any further query and registration contact:

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