AURORA 2011

CIRCUITRIX 2.5

Introduction:

Here is your chance to play with the fascinating ICs, microprocessors, transistors n many more miniature electronic wonders. Register in CIRCUITRIX 2.5 to unleash your passion of designing electronic circuits.

CIRCUITRIX 2.5 provides you the platform to showcase your innovative skills and designing potentials. Design a smart, small and efficient circuit with the materials provided according to the problem statement given.

So, test your problem solving skills. Design and make a working circuit in minimum time and win lots of exciting prizes!!!

Event Description:

- 1. This event consists of three rounds.
- 2. The first round is a MCQ Questions round where you will be asked to answer 20 questions in stipulated time, testing your basic knowledge about circuits.
- 3. Top 12 teams will qualify to the second round
- 4. The second round tests your circuit designing skills.
- 5. You will be given a problem statement and you have to design the corresponding circuit for it within the stipulated time.
- 6. All the components and their operating details will be provided to you.
- 7. The top 3 teams from the second round will qualify for the final round.
- 8. The third round will challenge your innovation and creativity. Design a more complex and challenging circuit in minimum time to emerge as the winner.

Rules and Regulations:

- 1. The team shall consist of a maximum of 4 members.
- 2. Some helping tips will be provided to all the teams initially. More such tips can be availed by the teams but it will attract a penalty.
- 3. Names of the participants entered in the Registration Forms shall be considered final and no changes are allowed thereafter.
- 4. Participants must bring their own University ID Card.
- 5. Circuit must be completed within the stipulated time.
- 6. After the given time, no team will be given the chance to complete their circuit. Any team found doing so will be immediately disqualified.
- 7. There will be no access given to the internet or book for any reference whatsoever. Any team caught doing so will be immediately disqualified.

- 8. In case of a tie, the judges and organisers of this competition have the right to take the final decision.
- 9. The decision of the organisers shall be final and binding.
- 10. The competition organisers reserve the right to change the rules without prior intimation.

Judging Criteria:

The circuits will be judged on following criteria:

- Complete Logic and Implementation.
- Time Consumed.
- Size of Circuit.
- Circuit Stability.
- Number of Attempts in making the Circuit

For any further query and registration contact:

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