



CIRCUIT TRICKS

General Instructions for the Candidates:

- This competition comprises of 2 rounds.
- Each team will comprise of 2 members.
- Use of mobile phones and laptops are strictly prohibited during the competition. If found will be disqualified immediately.
- Participants must have their students ID card.
- Any damage to the Institute's property (tools, equipment etc.) will result in a penalty to be reimbursed by the participant.
- Incomplete forms shall not be entertained and accepted.
- Information given must be valid. In case of wrong information, SEE committee reserves the rights to cancel the participation of such teams on spot.
- Evaluators' decision will be final and cannot be challenged.
- Each round shall result in elimination of participants.
- Participants must report 30 minutes before the start of competition. No extra time will be provided.
- Once out of the competition area, you will not be allowed to join again.
- SEE organizing committee reserves the right to change the rules without any prior notice.

Rules and Regulation:

- Prerequisites for this competition include concepts related to Digital Logic Design, Circuit Analysis and Basic Electronics.
- Datasheets for the IC's will be provided.
- Supplies components and wires will also be provided to the participants.
- Conversation and sharing of any material between teams is strictly prohibited.
- Judgment will be based on time in which circuit is implemented and working condition of the circuit + neatness.
- Any helping material, if found, or any cheating attempt will lead to disqualification from the competition.
- The tools and equipment must be returned to the team executive with your team code before leaving the competition area.
- The mishandling of any equipment may result to the deduction of marks.



PLAN

DAY 1: (ROUND 1)

“Speed Wiring”

- The first round will be a knockout round.
- Circuit diagram will be provided to the participants, and they will have to implement it on the breadboard.
- One (1) hour and thirty (30) minutes will be given for implementation, one who implements their circuit correctly will be qualified for the next round.
- Circuit Schematics will be provided on the spot.
- Each team can have a maximum of two (2) calls to the evaluator to check their output. No extra calls will be entertained and decision will be made from first two calls.
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DAY 2: (FINAL ROUND)

“Circuit Tricks”

- Qualifiers of Round I will be allowed to compete in this round.
- Each team will be given a scenario which needs to be completed in the given time.
- Participants will have one (1) hour and thirty (30) minutes to complete this round.
- No computer usage will be allowed in this round.
- Team achieving maximum approximation to the problem within minimum time and with least penalties will be declared winners, of this round.
- Each team can have a maximum of two (2) calls to the evaluator to check their output. No extra calls will be entertained and decision will be made from first two calls.