Rules & Regulations

DEPARTMENT: Electrical/EC/IC

NAME OF EVENT: Network Tactics

NO.OF MAX. PARTICIPANTS: 150

EVENT DESCRIPTION: Network Tactics is a technical event on the basis of basic circuit & network, control system, etc., the student's knowledge and practical skills will be put to the test in this activity. There will be a variety of technically challenging activities, including Electrical Quiz, circuit-solving mazes, and circuit-making treasures hunt.

TEAM SPECIFICATION:

Maximum 50 teams, Maximum 03 participants in a team

REQUIREMENTS:

Students have to bring calculator. Components will be provided by event coordinator of the host institute.
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GENERAL RULES:

1. Students must have their current college identity card with them, at the time of reporting.
2. If any team practices unfair means, they will be eliminated immediately
3. Teams for the competition can be made up of students from various institutions.
4. If any participant/group of participants who are not available at the event commencement time, they will be disqualified from the event.
5. All the information pertaining to the task of the event will be provided at the beginning of the event.

6. In case of any discrepancy, decisions of the Jury/ Committee members shall be treated as final and binding to all.
7. Host institute reserves the rights related to modification and updating the rules for successful completion of the event.

LEVEL DESCRIPTION:

• **Round1: Group Test (Day 1, 1 Hours, 50 Teams)**

  ● It will be a preliminary test based on the fundamentals of Basic electrical circuit & Network, control system.
  ● Participants will have to attempt a quiz consisting of MCQ or descriptive type questions in group.
  ● The test is to be attempted in group of the all members of the team.
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• **Round2: Circuit maze round (Day1, 1 Hours, 20 Teams)**

  ● Practical skill and fundamentals will be the Centre of attention in this round.
  ● Participants will be provided with a circuit with a fault/ faults, they will have to find the fault and clear it to generate the required output(s).

• **Round3: Formation of circuit (Day2, 1 Hours,10 Teams)**

  ● A riddle will be delivered in this round.
  ● There will be some circuit components in every hint.
  ● Once all the components of the circuit have been located, a breadboard circuit must be constructed according to the provided circuit schematic.
  ● Students will be asked to do some modifications in the given problem and show output.
  ● Results of round 3 will be subject to the judge's marking.

JUDGING CRITERIA:

• **Round1:**

  ● Priority will be given to quick answer solving team. Wrong answer will be considered for negative marking.

- There will be 15 questions, each carrying 2 marks. For incorrect answer(s) 1 mark will be deducted.
- Top 20 teams proceeding to the round 2.

- **Round2:**

  - In round 2, evaluation will be based on time efficiency and the accuracy of the completed task.
  - Top 10 teams proceeding to the round 3.

- **Round3:**

- Top 3 Teams will be decided by judges.

JUDGES:

Any one Academic Expert with minimum 10 years of experience in relevant discipline
AND / OR
Any one faculty from any other GTU affiliated college in the same zone
AND /OR
Any one faculty from the Host Institute

EVENT COORDINATORS:

You can contact the following coordinators if you have any query regarding the event.

Sr. No	Name	Faculty/ Student	Contact No	Email ID.
1.	Prof. Dhrupa M. Patel	Faculty	9428058804	dhrupa.gec@gmail.com
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