SNT CODE

29th Aug, 2015 9:00 pm-6:00 am

Pool Event   **Points: 70**

Rules and Regulations:

1. The total no of questions are 20.
2. Two categories of questions: Basic Questions and Bonus Questions. The weightage is 20 points and 30 points respectively.
3. The filler events will have 10 points weightage each. The weightage will be 10-5-3-1.5-0.5 points.
4. In questions of object collections/location based, points will be given based on the ranking of pools (which itself depends on portion of task complete). The weightage will be 30-15-9-4.5-1.5 points.
5. Any number of guesses are allowed but only if answer is given with a proper logic.
6. Clues only with SNT seal will be considered as valid.
7. Pool Captain is not allowed to leave the OAT before the event finishes. He will be solely responsible for his pool. Only he is allowed to report the answer to the coordinators and get the next clue.
8. Clue:
Only one clue will be given per question
     • Clue will be given with a penalty of -25% of the points.
     • Any number of guesses are allowed after the Clue but again, with a proper logic.

9. Pool can skip the question after taking clue with penalty of losing 100% of the points of the question. (Note that penalized skip can only be taken after taking clue).
10. Winning Criteria:
     • No matter how many questions either pool solves, in the end the pool with the highest points will be declared the winner. If Pool B has solved all questions and Pool A has not, then also Pool A may win the SnT Code if it has higher points in the last.
     • In case two pools have same points in the last, the pool which solved the last clue earlier will be declared the winner, no matter how many questions it has solved.

11. No submissions will be accepted after 6:00 a.m. sharp.
12. Any kind of negative cheering will lead to disqualification of the pool.
13. Any change in the rules will be declared before the event begins.

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