



Senior Quiz

Participation and Eligibility

- All respective candidates must be enrolled in any recognized university/institute of Pakistan irrespective of their discipline.
- Team members from different discipline/institutes are allowed.
- Volunteers or organizers are not allowed to enter this competition under any circumstances.
- Replacement of any participant of a team is not allowed after registration.

Registration Procedure

All interested students must go through the following steps in order to register for the Senior Quiz in SENTEC 2016:

- Fill in the online registration forms from SENTEC website with your given details while making sure no required fields are left blank.
<http://goo.gl/forms/HxRkeYM1o598prsU2>
- After submitting your required fees and completion of the registration process, you will be notified of your registration via text and email.
- For complete registration, visit SENTEC office i.e. inside Telecom Engineering Department, NEDUET, Karachi or Registration desk in front of SFC, NEDUET Karachi.
- Registration charges are PKR 900 per team.
- Each team shall consist of maximum 4 participants.
- The registration fee is non-refundable.
- Failure in timely payment of the registration fees will result in the immediate cancellation of the registration.

General Rules and Regulations

- On the day of competition, all participants should bring their university cards as well as the registration slips.
- Discipline during the competition should be followed at all times. Acts of disturbance or violence of any matter will result in disqualification from the competition.
- Authority has the right to change any rule without prior notice.
- The participant shall not be allowed to use mobile or other electronic items during competition.



Specific Rules

1) Elimination round:

Total teams: 08

Qualifying teams: top 06

- Will be conducted on stage.
- Questions will be displayed on the screen in the form of slides.
- 20 questions to be asked from each team.
- Each question to be displayed for 30 seconds.
- Each time will be given a sheet with serial numbers 1-20, they have to read the question on the screen and write the correct option (a, b, c or d) against the respective question numbers.
- Total time for 1 team=10 minutes
- Total time for the round= 2.25 hours approx.
- The answer sheets will be collected and checked by matching with our answer keys for each set of questions.
- This is being done because there are chances of error if the participants will answer the questions verbally and there can be a chaos. In this way we will have a written proof of the answers of each team.
- This round includes questions from PHYSICS ,CHEMISTRY,GENERAL KNOWLEDGE ,INVENTIONS AND GEOGRAPHY

2) Audio Round:

a) Audio:

- A well-known audio clip will be played for each team and they have to identify it.
- Examples: Airtel tune, pink panther tune, Mission Impossible tune etc.
- After hearing the tone 30 sec will be given to each team,
- 03 audio clips will be played for each team

4 teams will qualify for the next round.

3) Kasuti:

Total teams: 5

Qualifying teams: 03

- Each team will be asked 2 questions from each category (personality,places, monument, flags and logos etc.)
- They will initially be given 2 or 3 basic hints.
- Then there will be a set of 3 hints that they can unlock one by one in order to guess.



- The lesser number of hints you unlock to guess, the more points you score.
- For example: if you unlock only one hint and answer correctly, you'll get 100 points, if you unlock 2 hints and answer correctly you'll get 80 points and so on.

4) Buzzer Round:

- Top 3 teams will play this round.
- 10 questions will be asked. These questions maybe logos ,places , or mathematical questions,English. Or GK
- Obviously a question will be asked and whichever team presses the buzzer first will be allowed to answer.
- Negative marking

