

# 6<sup>th</sup> NATIONAL SCIENCE BEE



SCI RUN

MODULE GUIDELINES

# INTRODUCTION

'SciRun' the name speaks for itself, SciRun is basically a race against time where the participants' skills to analyze, deduce and execute will be assessed in the toughest of environment. With the clock ticking at every moment the participants will have to work as a team and bring out the best of their skills in these two hours or else face the horror of defeat. SciRun will take the participants from the grounds of SCME to the fields of C2 or even further. The module will last two or two and a half hours with exciting puzzles and games at different locations throughout NUST.

## Rules and Regulations:

- Each team must be present at the venue on assigned time that will be intimated to them on the first day of the event, failure to comply will result in deduction of points.
- Participants can get help from everyone apart from the managing team or participants of other teams.
- If participants are found breaking this rule, points will be deducted according to the level of misconduct.
- The team might even be disqualified from the module if the offense is too serious.
- Clues must not be disrupted by any participant.

- The SciRun'17 app must be downloaded by only a single participant of the team as it will be necessary to score each task. In case if it is found that a team has downloaded app on more than one mobile their points will be deducted according to a specified scheme.
- Use of any vehicle such as cars, motorbikes as well as cycles is not allowed.
- Actions that result in disrupting another teams progress are strictly forbidden.
- The participants will be given different clues and puzzles for finding different locations in NUST
- At the specified location they will be required to do some tasks. These tasks will be graded according to a marking scheme.
- In case if a team completes a certain task in less than 1 minute they will be rewarded 10 points.
- If the team completes it in more than 1 minute, they will be given 8 points.
- If a team takes more than 2 minutes, they will be given 5 points.
- The team completing most of the clues in the least time will be the winner.
- All the participants must follow and adhere to any conditions implied by the managing team at the time of event.
- In case of any inquiry or complaint the module heads can be contacted directly.