



**CHANDIGARH
GROUP OF COLLEGES**
Building Careers. Transforming Lives.

PARIVARTAN 2026

(Technical School Events Rule Book)

Quizomania – Technical & Knowledge Quiz



GENERAL INSTRUCTIONS

- **Rule Compliance:** Participants are expected to read and understand the specific rules of their event before participating. Event-specific rules take precedence over general instructions wherever applicable.
- **Schedule Changes:** The organizers reserve the right to modify event timings, rounds, venues, or procedures due to operational, technical, or safety requirements. Any such changes will be communicated to registered participants.
- **Disqualification:** The organizing committee reserves the right to disqualify any participant/team found violating the event rules or engaging in unfair practices.
- **Code of Conduct:** Participants must maintain proper discipline and sportsmanship throughout the event. Misconduct, abusive behaviour, cheating, deliberate disruption, or damage to event property may result in disqualification.
- **Originality & Fair Play:** Participants must not use unfair means, unauthorized assistance, or copied/purchased work where originality is required. Any violation may lead to immediate disqualification.

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Quizomania

A fast-paced school quiz on science, current affairs, general knowledge, and academics — quick minds win.

Team Size: 2 members (from the same school)

Duration: 90 minutes (all rounds)

Topics: Science, current affairs, general knowledge, school education (Maths, Science, Social Science, English), sports, technology, environment

Basic Concept of the Event

Quizomania is a general quiz designed for school students. Teams answer questions from a wide range of areas, including science, current affairs, and school-level academic subjects. A written round shortlists the top teams, who then compete in the final rounds on stage in front of the audience.

Rules

1. Each team must consist of exactly 2 members from the same school. Mixed-school teams are not allowed.
2. Round 1 — Written Preliminary: 30 objective questions to be answered in 20 minutes. Each correct answer carries 1 mark, and there is no negative marking. The top 6 teams (or as decided by the organizers) qualify for the final.
3. Round 2 — Direct Round: questions are asked to teams in rotation. A correct answer earns 10 marks. If a team cannot answer, the question passes to the next team for 5 marks.
4. Round 3 — Rapid Fire: each team gets 2 minutes to answer as many questions as possible. Each correct answer earns 5 marks; a team may pass, and the question will be skipped.
5. Teams must answer only after the quiz master finishes the question. Answering early or discussing loudly with the audience is not allowed.
6. Once a team announces its answer, it cannot be changed. The quiz master's decision on the correctness of an answer is final.
7. Mobile phones, smartwatches, books, notes, and any other gadgets are strictly prohibited during the quiz. Any team found cheating will be disqualified.
8. Audience members must stay silent and must not signal or prompt the teams.
9. If two or more teams are tied at any qualifying position or at the end of the final, a sudden-death tie-breaker round will be conducted.

Judgement Criteria

- Round 1: total marks scored in the written round decide qualification for the final.
- Final: cumulative points across Round 2 and Round 3 decide the winners.
- Tie-breaker: sudden-death question(s) between the tied teams; the first team to answer correctly wins.

Cash Prizes to the Winners: 1st Position: **Rs. 3000**

2nd Position: **Rs. 2000**

3rd Position: **Rs. 1000**

