



Elec-Trade

INTRODUCTION:

The three most important things in retail are location, location, location. The three most important things for our consumer business are technology, technology, technology.

-Jeff Bezos

Technology and business go hand in hand. In addition to technological approach, one has to be good in business strategy also to be successful. Wissenaire'17 provides you an opportunity to use your circuitry skills and business tactics in a single event 'Elec-Trade'.

EVENT FORMAT:

Round 1 (Capital building round)-

- This is a pen-paper based test. Questions will test participant team's basic knowledge of electronics.
- Every correct answer will earn the participant team a definite amount of virtual money.
- A minimum amount of money should be earned in order to qualify the round and move on to the next round.
- The money earned by the team will become the asset with which the team will start its business in the next round.

Round 2 (Manufacturing and Marketing)-

- A list of available electronic components with their prices, and a separate list of electronic circuit that can be built with those components will be provided to each team.
- Team has to purchase the required components using their virtual money (that they earned in Round 1) and then build any of the enlisted circuit.
- Each of the enlisted circuit will have a predefined range of market price. Once a team completes a circuit, it can then sell the circuit, in return for more virtual money.



- The money given to the team for a particular circuit can be anything in between the range of market price for that circuit and will depend on the robustness of the circuit.
- A team can again buy new components and build a new circuit and sell it to earn more money.
- At the end of 2 hours, the team with maximum virtual money in hand wins.

RULES AND REGULATIONS:

- A team can consist of maximum 4 members.
- Students from different colleges can form a team.
- The test in round one is a team event. All 4 members can contribute and solve questions.
- A team can return a component at any time. The money will be refunded with a small penalty. Time spent during this exchange will be counted in the team's stipulated 2-hour time.
- Penalty price will be mentioned on the list given at the time of event.
- Datasheet (with pin configuration and other basic details) for IC's in the component list will be provided.
- The completed circuit will be sold at price which will lie in the range mentioned in the list. The actual price at which the circuit will be sold will depend on the robustness of the circuit and will be decided by the judge.
- Judging would be subjective.
- The selling time will be counted in the given 2-hour time. It depends on the team, how quickly they can sell the circuit by efficiently explaining their circuit to the judge.
- A particular circuit can't be made more than once.
- If all the judges at a particular time are busy judging other teams, then the time for which a



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team will have to wait in line will not be counted in the 2-hour time.

- At the end of two hour the team which has maximum virtual money in hand, either in the form of cash or the possessed components will win. The actual price of possessed components will be calculated by subtracting the penalty.
- Any kind of mal practice will be strictly prohibited.
- Judge's decision will be the final and each team should accept it.

CONTACT DETAILS:

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