



Lahore Grammar School
Johar Town Senior Boys Campus

BIT BY BIT

STUDY GUIDE



12 · 13 · 14
SEPTEMBER

Round 1:

Delegate Count: 1–3

Duration: 2–3 hours

In this round, participants will test their ability to differentiate human intelligence from artificial intelligence through a mix of AI-generated and human-created content, alongside tricky logical puzzles posed by an AI. The goal is to outsmart the system by spotting patterns, inconsistencies, and hidden clues. Teams will receive short texts, images, and other content, and must decide whether they were created by a human or by AI, explaining their reasoning where required. Subtle errors in AI-generated answers must be identified, and altered images or videos must be detected. Teams must submit answers collectively, using only approved contest software. All justifications must be included in the submission form. The round is strictly timed, late entries are not scored, and external communication is prohibited. Disruptive conduct or sabotage will result in disqualification, and the judges' decisions are final.

Note: This is an elimination round where the top 50% teams will qualify.

Round 2:

Delegate Count: 1–3

Duration: 3 hours 30 minutes

In this design-heavy challenge, teams will be assigned the homepage of a well-known brand and must replicate its structure, layout, and responsiveness for another brand assigned at random. The aim is to redesign the interface as if the assigned brand had the same layout, balancing brand identity with exacting UI fidelity.

Coding must be done manually using HTML, CSS, JavaScript, React, or other front-end frameworks, with no CMS or drag-and-drop builders allowed. Wireframing tools such as Figma or Adobe XD may be used if needed. Copy-pasting from web sources is prohibited. All work must be completed within the set timeframe and submitted as a zipped, well-organised project. Judging will focus on the accuracy of the design compared to the original template and the effective adaptation of branding.

Note: This is an elimination round where only the top 4 teams will qualify.

Round 3:

Delegate Count: 1 (per team in gameplay)

Duration: 3 hours

In the final challenge, teams will face a “Who Wants to Be a Millionaire?”-esque quiz show covering IT trivia. Each team selects two players to compete, using lifelines such as 50/50, Audience Poll, and Phone a Friend, each only once. Questions must be answered within 90 seconds, and a single wrong answer ends the run. There are three stages: Easy (5 questions, 5 points each), Medium (5 questions, 10 points each), and Hard (5 questions, 15 points each). Teams retain points earned from completed stages even if eliminated in a later stage.

Phones and AI tools are banned. Audience assistance is limited to the lifeline mechanic, and strict timing will be enforced. Question categories may include programming theory, general computer science, innovations, internet history, cybersecurity, emerging technology, software development, databases, algorithms, and computer architecture.