



Lahore Grammar School
Johar Town Senior Boys Campus

DASSP

STUDY GUIDE



12 · 13 · 14
SEPTEMBER

Round 1:
Delegate Count: 2–3
Duration: 1 hour

To swap, or not to swap? This year, DASSP kicks off with questions in envelopes, and blind trades. Teams will visit various stations, each centered around one of the 'big three', physics, chemistry, or biology. At every station, teams will receive two envelopes containing a question relevant to the science appointed to the room. Two teams will be randomly selected and will have an option to either stick or twist. If both teams opt to twist, their envelopes will be swapped. If both teams choose to stick, both retain their original envelopes. However, if a team takes the decision to twist, and the other does not, the team that chose to twist shall receive one of the two envelopes of the other team, decided by them. Delegates cannot open their envelopes up till this point, now, they may do so and attempt to solve their questions within the time limit of 1 minute. Teams will cycle through all three stations and run this process at each, thus covering all three sciences. There will be no elimination in this round.

Note: This is an accumulation round.

Round 2:
Delegate Count: 1–3
Duration: 2 hours

In Round 2, two teams would be randomly picked to face each other off in an intense battle of strategy and knowledge about the sciences. Each team will start off with a fixed number of points and will engage in a series of betting rounds based on questions provided to the opponents. Teams take turns betting a number of points on whether they can answer a given question correctly. There is a limit to the maximum number of points that can be bet in a single round to ensure the game remains competitive. If the team is unable to answer the question(s) provided, half the amount bet would be deducted from total points. The team making the bet will base their decision on how their opponents describe the question. Opponents can choose to be honest or bluff about the difficulty of the question. The points bet by the teams shall remain classified until a special ability is used. In the first of the three-series rounds, teams with higher points from Round 1 gain the advantage of being able to see their opponent's total points

once. This “seeing ability” can be used in any round.

Each question paper comes with unique powers that can be earned by correctly answering the questions. These powers include:

- Seeing Ability: Allows a team to view the total points of their opponents at any time.
- Extended Time: Grants additional time to answer a question.
- Betting Boost: Increases the maximum betting limit for a round.
- Double Points: Doubles the points earned from answering a question correctly.
- Block Bet: Prevents the opposing team from making a bet in the next round.
- Answer Swap: Allows a team to swap their question with one from a different category.
- Hint Access: Provides a hint for a particularly challenging question.
- Shield: Protects the team from losing points if they answer a question incorrectly in the next round.
- Steal Points: Lets a team steal a small number of points from their opponents.
- Skip Question: Allows a team to skip a question and move to the next one without penalty.

Note: This will be an elimination round. Only the top 8 teams will make it to Round 3. An aggregate of the first and second round will decide which teams move on.

Round 3:

Delegate Count: 1–3

Duration: 3 hours

The final round of DASSP will be a surprise round.

Note: Final decisions as well as potential changes are in the hands of category heads.