

Roll. No.

Question Booklet Number

O.M.R. Serial No.

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B.Com. (Hons.) (SEM.-VI) EXAMINATION, 2025-26

(NEP & BACK PAPER)

**COMMERCE (GROUP-D : HUMAN
RESOURCE MANAGEMENT)**

(Creativity & Innovation Management)

[CODE : BCH-606 (HRM)]

Paper Code

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**Question Booklet
Series**

D

Time : 1 : 30 Hours

Max. Marks : 75

Instructions to the Examinee :

1. Do not open the booklet unless you are asked to do so.
2. The booklet contains 100 questions. Examinee is required to answer 75 questions in the OMR Answer-Sheet provided and not in the question booklet. All questions carry equal marks.
3. Examine the Booklet and the OMR Answer-Sheet very carefully before you proceed. Faulty question booklet due to missing or duplicate pages/questions or having any other discrepancy should be got immediately replaced.
4. Four alternative answers are mentioned for each question as - A, B, C & D in the booklet. The candidate has to choose the correct / answer and mark the same in the OMR Answer-Sheet as per the direction :

(Remaining instructions on last page)

परीक्षार्थियों के लिए निर्देश :

1. प्रश्न-पुस्तिका को तब तक न खोलें जब तक आपसे कहा न जाए।
2. प्रश्न-पुस्तिका में 100 प्रश्न हैं। परीक्षार्थी को 75 प्रश्नों को केवल दी गई OMR आन्सर-शीट पर ही हल करना है, प्रश्न-पुस्तिका पर नहीं। सभी प्रश्नों के अंक समान हैं।
3. प्रश्नों के उत्तर अंकित करने से पूर्व प्रश्न-पुस्तिका तथा OMR आन्सर-शीट को सावधानीपूर्वक देख लें। दोषपूर्ण प्रश्न-पुस्तिका जिसमें कुछ भाग छपने से छूट गए हों या प्रश्न एक से अधिक बार छप गए हों या उसमें किसी अन्य प्रकार की कमी हो, उसे तुरन्त बदल लें।
4. प्रश्न-पुस्तिका में प्रत्येक प्रश्न के चार सम्भावित उत्तर- A, B, C एवं D हैं। परीक्षार्थी को उन चारों विकल्पों में से सही उत्तर छॉटना है। उत्तर को OMR उत्तर-पत्रक में सम्बन्धित प्रश्न संख्या में निम्न प्रकार भरना है :

(शेष निर्देश अन्तिम पृष्ठ पर)

1. Comparing "Brainstorming" and "Morphological Analysis," which is more systematic?
 - (A) Brainstorming
 - (B) Neither
 - (C) Morphological Analysis
 - (D) They are identical
2. "Disabilities" in a creative sense often refers to:
 - (A) Physical limitations
 - (B) Learned "helplessness" or rigid thinking patterns
 - (C) Lack of artistic skill
 - (D) Having too many ideas
3. High "Creative Energy" is often found in the state of "Flow," which is:
 - (A) When water moves through a pipe
 - (B) A state of deep immersion and enjoyment in a task
 - (C) When a meeting is over quickly
 - (D) The process of electricity
4. In a creative environment, "Failure" should be seen as:
 - (A) A reason for termination
 - (B) Something to be hidden
 - (C) A source of data and a learning opportunity
 - (D) An impossible occurrence
5. The "Case Study" of 3M's Post-it Notes is a classic example of:
 - (A) A planned success
 - (B) High-pressure sales tactics
 - (C) A lack of creativity
 - (D) Turning a "failed" adhesive into an innovation
6. A "Mental Gym Quiz" is designed to:
 - (A) Give you a grade for your intelligence
 - (B) Stretch your thinking and identify personal blocks
 - (C) Test your knowledge of biology
 - (D) See how fast you can type
7. "Energy" for creativity is drained by:
 - (A) Constant multitasking and high stress
 - (B) Passion for a project
 - (C) Sleeping 8 hours a night
 - (D) Positive social interaction
8. The ultimate goal of a "Creative Life" is to:
 - (A) Become a famous artist
 - (B) Avoid all logic
 - (C) Never make a mistake
 - (D) Approach challenges with curiosity and an open mind

9. "Stop-and-Go Brainstorming" is characterized by:
- (A) Brainstorming while driving
 - (B) Only one person speaking at a time
 - (C) Short periods of idea generation followed by brief evaluation
 - (D) Ending the session after 10 minutes
10. The "Synectics" method relies heavily on:
- (A) Linear logic
 - (B) Rote memorization
 - (C) The use of analogies and metaphors
 - (D) Trial and error
11. In Synectics, the phrase "Making the strange familiar" means:
- (A) Ignoring the problem
 - (B) Connecting a new, difficult problem to something well-understood
 - (C) Turning a friend into a stranger
 - (D) Learning a new language
12. Imagining yourself as the object you are trying to improve is a:
- (A) Direct Analogy
 - (B) Symbolic Analogy
 - (C) Personal Analogy
 - (D) Fantasy Analogy
13. "Direct Analogy" in Synectics often looks for solutions in:
- (A) Nature or other diverse biological/mechanical fields
 - (B) Past failures
 - (C) The company's rulebook
 - (D) A dictionary
14. "Symbolic Analogy" uses compressed conflicts, such as:
- (A) A direct comparison
 - (B) Oxymorons (e.g., "Friendly Foe") to describe a problem
 - (C) A mathematical symbol
 - (D) A corporate logo
15. According to Edward de Bono, what is the "Basic Nature" of Lateral Thinking?
- (A) It is a method for proving a hypothesis correct
 - (B) It is concerned with changing patterns and perceptions
 - (C) It is concerned with the stability of structures
 - (D) It is a form of mathematical logic
16. In "The Way the Mind Works," the mind is often described as a "Self-Organizing System" that creates:
- (A) Infinite storage for all sensory input
 - (B) Perfect logical sequences every time
 - (C) Random data points
 - (D) Asymmetrical patterns or "ruts" of thought
17. Which of the following describes "Vertical Thinking"?
- (A) It is provocative and seeks new directions
 - (B) It welcomes intrusions and irrelevant info
 - (C) It moves only if there is a direction in which to move
 - (D) It moves in order to generate a new direction

18. Lateral thinking is most effective when used:
- (A) As a replacement for vertical thinking
 - (B) As a supplement to vertical thinking to open new paths
 - (C) Only when vertical thinking has completely failed
 - (D) By children rather than adults
19. A "Mental Gym" exercise designed to improve "Flexibility" would likely ask you to:
- (A) Memorize a list of 50 facts
 - (B) Solve a complex calculus problem
 - (C) Find 10 different uses for a common brick
 - (D) Follow a recipe exactly
20. The "Cross-Pollination" technique in a Mental Gym involves:
- (A) Bringing in ideas from a completely different field of study
 - (B) Working alone in a quiet room
 - (C) Repeating the same task until it is perfect
 - (D) Subtracting features from a product
21. Vertical thinking is "Analytical," whereas Lateral thinking is:
- (A) Sequential
 - (B) Critical
 - (C) Mathematical
 - (D) Provocative
22. When "Challenging Assumptions," the goal is to:
- (A) Prove the manager wrong
 - (B) Escape the "necessity" of existing patterns
 - (C) Complicate a simple process
 - (D) Verify that the current process is the best
23. The "Random Entry" technique is a form of:
- (A) Data entry
 - (B) Vertical Thinking
 - (C) Lateral Thinking
 - (D) Logical deduction
24. In "The Way the Mind Works," the mind's ability to "Recognize" patterns quickly is:
- (A) Always a disadvantage for survival
 - (B) Both a great advantage for efficiency and a barrier to creativity
 - (C) The only requirement for lateral thinking
 - (D) Something that can be turned off completely
25. Lateral thinking is concerned with:
- (A) The "truth" of an idea
 - (B) Following the most likely path
 - (C) Evaluating ideas against rigid criteria
 - (D) The "usefulness" of a new perception

26. The “Five Whys” technique is a redefinition tool intended to:
- (A) Justify the current budget
 - (B) Create five different solutions
 - (C) Drill down to the root cause of a problem
 - (D) Confuse the opposition
27. “Boundary Relaxation” involves:
- (A) Taking a break from work
 - (B) Challenging and expanding the perceived constraints of a problem
 - (C) Narrowing the scope of a project
 - (D) Increasing the number of strict rules
28. The “Yellow Hat” represents logical positivism, focusing on:
- (A) Negative risks
 - (B) Statistical data
 - (C) Benefits, value, and why an idea might work
 - (D) Creative metaphors
29. The “Random Stimulus” technique requires a person to:
- (A) Wait for inspiration to strike randomly
 - (B) Force a relationship between a random word/image and the problem
 - (C) Ask a random person for the answer
 - (D) Solve a problem using only vertical logic
30. Why is the “Random Word” method effective?
- (A) It provides a direct answer
 - (B) It makes the problem simpler
 - (C) It triggers new neural paths and associations outside the “box”
 - (D) It ensures the team stays focused on the original goal
31. “Lateral Thinking” is a term coined to describe:
- (A) Moving “sideways” to solve problems via unorthodox methods
 - (B) Top-down logical reasoning
 - (C) Detailed mathematical analysis
 - (D) Repeating a task until it is perfect
32. In idea generation, “Forced Analogy” involves:
- (A) Forcing someone to agree with you
 - (B) Using only synonyms to describe the problem
 - (C) Comparing the problem to an unrelated object to spark ideas
 - (D) Copying a competitor’s solution
33. “Po” (Provocative Operation) is used in lateral thinking to:
- (A) End a conversation
 - (B) Signal that a statement is a provocation to spark ideas, not a fact
 - (C) Demand a logical proof
 - (D) Organize a folder

34. To make your “Environment More Creative,” an organization should:
- (A) Punish all failures
 - (B) Remove all decorations from the walls
 - (C) Provide “psychological safety” for sharing ideas
 - (D) Increase the number of surveillance cameras
35. In the “Case Study” method of learning creativity, the goal is to:
- (A) Analyze real-world scenarios to see how creativity was applied
 - (B) Memorize the dates of a company’s history
 - (C) Critique the grammar of the case
 - (D) Find one single “correct” answer
36. The “Perceptual Block” refers to:
- (A) Being blind
 - (B) A lack of energy
 - (C) Failure to see the problem from different angles
 - (D) Fear of the boss
37. Which of the following is an “Intellectual Block”?
- (A) Using the “wrong” language or symbols to solve a problem
 - (B) Being afraid to look foolish
 - (C) Working in a noisy room
 - (D) Lack of money
38. What does a “Creative Life Quiz” usually measure?
- (A) Your ability to solve math problems
 - (B) Your daily habits, attitudes, and openness to experience
 - (C) Your memory of historical dates
 - (D) Your physical strength
39. “Fears and Disabilities” in creativity often stem from:
- (A) A high level of education
 - (B) Too much freedom
 - (C) High energy levels
 - (D) Negative self-talk and past criticism from authority
40. Environmental creativity can be boosted by “Physical Proximity,” which means:
- (A) Keeping everyone in separate buildings
 - (B) Designing spaces where diverse people can “bump into” each other
 - (C) Sitting very close to your computer screen
 - (D) Moving the office to a new city
41. Which technique is best for “Breaking the Routine” in a Mental Gym?
- (A) Changing a daily habit or route to work
 - (B) Following the same schedule every day
 - (C) Reading the same book twice
 - (D) Watching the same news channel

42. Which is a "Mental Gym" habit for creative growth?
- (A) Avoiding all distractions
 - (B) Consciously looking for multiple ways to frame a problem
 - (C) Sticking to a strict daily routine without change
 - (D) Ignoring the input of non-experts
43. "The Generation of Alternatives" in Unit II is distinct because it seeks:
- (A) To loosen the rigid structure of the problem
 - (B) The cheapest alternative
 - (C) The most popular alternative
 - (D) To find the fastest way to finish
44. "Innovation" differs from "Creativity" in that innovation specifically requires:
- (A) Having a wild imagination
 - (B) Thinking about something new
 - (C) Working alone in a lab
 - (D) The successful implementation or commercialization of a new idea
45. "Suspended Judgment" is a vital rule during which phase?
- (A) The final budget approval
 - (B) The generative phase (idea creation)
 - (C) The legal review of a product
 - (D) The "Black Hat" phase of thinking
46. In Creative Problem Solving, "Analogies" are used to:
- (A) Make the problem sound more difficult
 - (B) Replace the need for actual data
 - (C) Transfer solutions from a known context to an unknown one
 - (D) Distract the group from the problem
47. What is the definition of a "Problem" in a creative context?
- (A) The difference between the current state and a desired state
 - (B) A failure of management
 - (C) A situation with no possible answer
 - (D) A technical glitch in a machine
48. A "Defined Problem" is one where:
- (A) The solution is already known
 - (B) There are no rules or limits
 - (C) The goals and constraints are clearly specified
 - (D) It is impossible to solve
49. The "Osborn-Parnes" model is a famous framework for:
- (A) Vertical thinking
 - (B) Financial auditing
 - (C) Creative Problem Solving (CPS)
 - (D) Physical fitness
50. In the "Analogies" technique, a "Personal Analogy" requires you to:
- (A) Ask for a personal favor
 - (B) Empathize with the object (e.g., "If I were the product...")
 - (C) Compare the problem to a person you know
 - (D) Use your personal bank account to solve it

51. What is the "Wildest Idea" technique in CPS used for?
- (A) To serve as a stepping stone to a practical solution
 - (B) To make people laugh only
 - (C) To distract from the actual budget
 - (D) To prove that creativity is impossible
52. When we say a problem is "redefined," we mean:
- (A) We have given up on it
 - (B) We have hired a new consultant
 - (C) We have found the dictionary definition
 - (D) We have changed our perception of what the "real" issue is
53. "Fantasy Analogy" in the Synectics model involves:
- (A) Reading a fantasy novel
 - (B) Lying to the client
 - (C) Imagining a "perfect" solution without worrying about physics
 - (D) Predicting the future accurately
54. Innovation is often described as:
- (A) Creativity minus implementation
 - (B) Creativity multiplied by zero
 - (C) Creativity plus implementation
 - (D) Logic plus luck
55. When "Comparing Creativity Techniques," which one is considered the most "free-form"?
- (A) Morphological Analysis
 - (B) Brainstorming
 - (C) The Six Thinking Hats
 - (D) Checklists
56. "Blocks to Creativity" that involve a fear of taking risks are categorized as:
- (A) Intellectual blocks
 - (B) Cultural blocks
 - (C) Environmental blocks
 - (D) Emotional blocks
57. A "Cultural Block" to creativity might include:
- (A) A lack of specialized tools
 - (B) The belief that "playfulness is only for children"
 - (C) Poor lighting in the office
 - (D) Having a low IQ
58. "Energy for your Creativity" refers to:
- (A) Physical and mental vitality, passion, and motivation
 - (B) Having a high electricity bill
 - (C) Buying more batteries for a device
 - (D) Forcing yourself to work 24 hours a day

59. Which type of thinking is defined by the ability to generate a wide range of unique solutions to a single open-ended problem?
- (A) Convergent Thinking
 - (B) Linear Thinking
 - (C) Divergent Thinking
 - (D) Vertical Thinking
60. In the creative process, "Convergent Thinking" is most appropriately used to:
- (A) Evaluate and select the most viable solution from a list
 - (B) Generate as many ideas as possible
 - (C) Explore wild and unusual possibilities
 - (D) Suspend judgment and ignore constraints
61. According to J.P. Guilford, "Fluency" in creativity refers to:
- (A) The statistical uniqueness of an idea
 - (B) The total number of ideas generated in a given time
 - (C) The ability to shift from one category of thought to another
 - (D) The level of detail and development within an idea
62. "Functional Fixedness" is a barrier to creativity because:
- (A) It encourages too much risk-taking
 - (B) It causes people to generate too many ideas
 - (C) It promotes excessive collaboration
 - (D) It limits a person to seeing an object only in its traditional use
63. Which of the following is a hallmark of "Individual Creativity"?
- (A) Strict adherence to established rules
 - (B) High levels of evaluation apprehension
 - (C) Tolerance for ambiguity and high curiosity
 - (D) Preference for low-risk environments
64. "Group Creativity" often faces the challenge of "Social Loafing," which means:
- (A) Members forget ideas while waiting to speak
 - (B) Individuals exert less effort in a group than when working alone
 - (C) Members are afraid of being judged
 - (D) The group becomes too competitive
65. The primary goal of "Divergent Thinking" is to increase:
- (A) Accuracy and logic
 - (B) Speed of reaching a single conclusion
 - (C) Consistency with past results
 - (D) Complexity and variety of options
66. "Incubation," a stage in the creative process, involves:
- (A) Intense, conscious focus on the problem
 - (B) Immediate evaluation of the first idea
 - (C) Setting the problem aside to allow the subconscious to process it
 - (D) Gathering raw data and facts

67. Who developed the original rules of “Brainstorming”?
- (A) Edward de Bono
 (B) Alex Osborn
 (C) Henry Ford
 (D) Abraham Maslow
68. Which is a core principle of a successful Brainstorming session?
- (A) Quality is preferred over quantity
 (B) Only senior management should provide ideas
 (C) Criticism and judgment must be suspended
 (D) Ideas must be practical from the start
69. In Brainstorming, “Piggybacking” occurs when:
- (A) One person dominates the conversation
 (B) A member builds upon or combines existing ideas from others
 (C) A member rejects an idea immediately
 (D) The group takes a break
70. “Reverse Brainstorming” is a technique where the group explores:
- (A) How to solve the problem faster
 (B) How to cause the problem or make it worse
 (C) The history of the problem
 (D) Ideas in alphabetical order
71. What is the main advantage of “Reverse Brainstorming”?
- (A) It is less stressful
 (B) It reveals hidden vulnerabilities and risks in a system
 (C) It requires no preparation
 (D) It avoids the use of creativity
72. “Production Blocking” in group brainstorming refers to:
- (A) Running out of paper
 (B) Management stopping the session
 (C) The inability to share an idea because someone else is talking
 (D) Creating too many prototypes
73. “Evaluation Apprehension” is a barrier where:
- (A) People withhold ideas for fear of being judged by the group
 (B) People are afraid of the solution
 (C) The evaluation takes too long
 (D) The group cannot agree on criteria
74. The 6-3-5 Method (Brainwriting) involves:
- (A) Six people sharing three ideas in five minutes
 (B) Writing ideas on cards and passing them around to others
 (C) Directing people to only use five words
 (D) Shouting ideas at a screen
75. “Electronic Brainstorming” (EBS) helps eliminate:
- (A) All human interaction
 (B) Production blocking and apprehension through anonymity
 (C) The need for a computer
 (D) The cost of the project

76. What is the primary "Attitude" required for Lateral Thinking?
- (A) Relying strictly on vertical expertise
 - (B) Believing that the first logical answer is the final answer
 - (C) Realizing that any particular way of looking at things is only one of many
 - (D) Dismissing irrelevant information immediately
77. The technique of "Challenging Assumptions" involves:
- (A) Restructuring the basic clichés we take for granted
 - (B) Accepting the "boundaries" of a problem as facts
 - (C) Arguing with teammates to see who is right
 - (D) Finding the most expensive solution to a problem
78. How does Lateral Thinking view "The Generation of Alternatives"?
- (A) It stops as soon as a "good enough" answer is found
 - (B) It continues even after a satisfactory solution is reached
 - (C) It is a waste of time if the first answer works
 - (D) It is only for people who are not experts
79. In a "Mental Gym" context, "Fractionation" refers to:
- (A) Dividing the budget among team members
 - (B) Ignoring the problem until it goes away
 - (C) Breaking a problem into smaller parts to rearrange them differently
 - (D) Using only fractions in mathematical solving
80. Which statement is true regarding Lateral Thinking and "Wrongness"?
- (A) You must be right at every step
 - (B) "Wrong" ideas are immediately discarded
 - (C) It only values correct logical conclusions
 - (D) It is often necessary to be "wrong" at some stage to reach a new idea
81. "Vertical Thinking" is like deepening a hole, while "Lateral Thinking" is like:
- (A) Building a ladder in the hole
 - (B) Filling the hole with water
 - (C) Making the hole perfectly square
 - (D) Digging a hole somewhere else
82. The "Quota Technique" in generating alternatives suggests:
- (A) Generating only the best three ideas
 - (B) Penalizing people who don't have ideas
 - (C) Setting a fixed number of ideas that must be met before stopping
 - (D) Asking a manager for the quota of the day

83. Which component of creativity involves the ability to produce "Originality"?
- (A) Repeating successful past formulas
 - (B) Organizing ideas in a logical sequence
 - (C) Providing ideas that are statistically infrequent or unique
 - (D) Following a step-by-step instruction manual
84. The "Synergy" in group creativity refers to:
- (A) The collective output being greater than the sum of individual contributions
 - (B) The group moving slower than an individual
 - (C) The group reaching a consensus immediately
 - (D) A reduction in the total number of ideas
85. Who is the creator of the "Six Thinking Hats" method?
- (A) Alex Osborn
 - (B) Tony Buzan
 - (C) Edward de Bono
 - (D) Fritz Zwicky
86. Which hat is being worn when a team is strictly analyzing data and facts?
- (A) Red Hat
 - (B) Yellow Hat
 - (C) Black Hat
 - (D) White Hat
87. The "Black Hat" is essential because it focuses on:
- (A) Emotions and gut feelings
 - (B) Critical judgment, risks, and potential pitfalls
 - (C) New creative possibilities
 - (D) Benefits and positive value
88. Expressing a "hunch" or intuition without needing to justify it is part of the:
- (A) Red Hat
 - (B) White Hat
 - (C) Green Hat
 - (D) Blue Hat
89. The "Green Hat" is most closely associated with:
- (A) Process control
 - (B) Logical optimism
 - (C) Neutrality
 - (D) Divergent thinking and new ideas
90. The "Blue Hat" is typically worn by the facilitator to:
- (A) Criticize ideas
 - (B) Manage the thinking process and organization
 - (C) Express personal anger
 - (D) List the financial benefits
91. Redefinition techniques are primarily used to:
- (A) Speed up the meeting
 - (B) Correct spelling errors
 - (C) Re-frame the problem to find new perspectives
 - (D) Discourage wild ideas

92. Creative Problem Solving (CPS) models usually start with:
- (A) Generating ideas
 - (B) Selecting a solution
 - (C) Fact-finding and objective-finding
 - (D) Building a prototype
93. "Lateral Thinking" contributes to innovation by:
- (A) Ensuring high efficiency in production
 - (B) Reducing the cost of labor
 - (C) Strictly following historical data
 - (D) Breaking established patterns to find "Blue Ocean" ideas
94. "Direct Analogy" in Unit III involves looking at:
- (A) How you solved a similar problem yesterday
 - (B) A direct instruction from a textbook
 - (C) How nature or other industries solve similar problems
 - (D) The mirror to see yourself
95. Which of the following is not a characteristic of Innovation?
- (A) Repetitive traditionalism
 - (B) Novelty
 - (C) Value creation
 - (D) Adaptability
96. A "Problem" that is "Ill-defined" is often called a:
- (A) Linear problem
 - (B) Logical problem
 - (C) Simple problem
 - (D) Wicked problem
97. In the "Divergent-Convergent" model of CPS, the goal of the Convergent phase is:
- (A) To ignore all ideas
 - (B) To generate 100 more ideas
 - (C) To apply criteria and narrow down choices
 - (D) To argue about which idea is "wildest"
98. "Suspended Judgment" is difficult because the human mind is naturally wired to:
- (A) Think laterally
 - (B) Categorize and judge information for safety and efficiency
 - (C) Create new patterns
 - (D) Ignore all logic
99. Which technique uses "compressed conflict" or "two-word paradoxes" to stimulate ideas?
- (A) Brainstorming
 - (B) Vertical thinking
 - (C) Fact finding
 - (D) Symbolic Analogy
100. In innovation, the "Diffusion" stage refers to:
- (A) The initial "Eureka" moment
 - (B) How the new idea spreads through a social system or market
 - (C) The process of making the idea smaller
 - (D) The point where the project is cancelled

Rough Work

Example :

Question :

Q.1 (A) ● (C) (D)

Q.2 (A) (B) ● (D)

Q.3 (A) ● (C) (D)

5. Each question carries equal marks. Marks will be awarded according to the number of correct answers you have.
6. All answers are to be given on OMR Answer Sheet only. Answers given anywhere other than the place specified in the answer sheet will not be considered valid.
7. Before writing anything on the OMR Answer Sheet, all the instructions given in it should be read carefully.
8. After the completion of the examination, candidates should leave the examination hall only after providing their OMR Answer Sheet to the invigilator. Candidate can carry their Question Booklet.
9. There will be no negative marking.
10. Rough work, if any, should be done on the blank pages provided for the purpose in the booklet.
11. To bring and use of log-book, calculator, pager & cellular phone in examination hall is prohibited.
12. In case of any difference found in English and Hindi version of the question, the English version of the question will be held authentic.

Imp't. On opening the question booklet, first check that all the pages of the question booklet are printed properly. If there is any discrepancy in the question Booklet, then after showing it to the invigilator, get another question Booklet of the same series.

उदाहरण :

प्रश्न :

प्रश्न 1 (A) ● (C) (D)

प्रश्न 2 (A) (B) ● (D)

प्रश्न 3 (A) ● (C) (D)

5. प्रत्येक प्रश्न के अंक समान हैं। आपके जितने उत्तर सही होंगे, उन्हीं के अनुसार अंक प्रदान किये जायेंगे।
6. सभी उत्तर केवल ओ०एम०आर० उत्तर-पत्रक (OMR Answer Sheet) पर ही दिये जाने हैं। उत्तर-पत्रक में निर्धारित स्थान के अलावा अन्यत्र कहीं पर दिया गया उत्तर मान्य नहीं होगा।
7. ओ०एम०आर० उत्तर-पत्रक (OMR Answer Sheet) पर कुछ भी लिखने से पूर्व उसमें दिये गये सभी अनुदेशों को सावधानीपूर्वक पढ़ लिया जाये।
8. परीक्षा समाप्ति के उपरान्त परीक्षार्थी कक्ष निरीक्षक को अपनी OMR Answer Sheet उपलब्ध कराने के बाद ही परीक्षा कक्ष से प्रस्थान करें। परीक्षार्थी अपने साथ प्रश्न-पुस्तिका ले जा सकते हैं।
9. निगेटिव मार्किंग नहीं है।
10. कोई भी रफ कार्य, प्रश्न-पुस्तिका में, रफ-कार्य के लिए दिए खाली पेज पर ही किया जाना चाहिए।
11. परीक्षा-कक्ष में लॉग-बुक, कैल्कुलेटर, पेजर तथा सेल्युलर फोन ले जाना तथा उसका उपयोग करना वर्जित है।
12. प्रश्न के हिन्दी एवं अंग्रेजी रूपान्तरण में भिन्नता होने की दशा में प्रश्न का अंग्रेजी रूपान्तरण ही मान्य होगा।

महत्वपूर्ण: प्रश्नपुस्तिका खोलने पर प्रथमतः जाँच कर देख लें कि प्रश्नपुस्तिका के सभी पृष्ठ भलीभाँति छपे हुए हैं। यदि प्रश्नपुस्तिका में कोई कमी हो, तो कक्षनिरीक्षक को दिखाकर उसी सिरीज की दूसरी प्रश्नपुस्तिका प्राप्त कर लें।