YANTRA (MECHANICAL)

ROLL THE BALL:

Event Description:

The domino effect is a chain reaction that occurs when a small change causes a similar change nearby, which then causes another similar change, and so on in linear sequence. It is a chain of different "Energy conversion" steps in which one steps triggers the next one leading to completion of final task. The term is best known as a mechanical effect, and is used as an analogy to a falling row of dominoes. It typically refers to a linked sequence of events where the time between successive events is relatively small.

Participants have to prepare/design a model that shows a number of energy conversions and series of energy conversion.

Event Rules:

1. Tool kit will be provided by event organizers.
2. A team may consist of a maximum of 3 members. Students from different colleges can form a team.
3. **Eligibility:** All students with a valid ID card of their respective educational institute are eligible to participate.
4. Setup should be eco-friendly.
5. Maximum two hand touch is allowed in every trial.
6. Maximum two trials or attempts are allowed in event.
7. If the team fails in first trial, then 10% of the total points gained after the successful trial will be deducted.
8. No alteration / change in chain reaction model or diagram are allowed at any point of time during event.
9. No chemical explosion / fire are allowed during working of event.
10. In case of any misbehaviour by the participants that team will be disqualified.
11. The team/student violating the above rules will disqualify.
12. In any dispute, judge's decision would be considered to be final decision.
13. Event coordinator / Faculty coordinator has all the rights to change or add new rules.

POSTER PRESENTATION

Event Description

- In this event participants will represent model and poster developed by them.
- Best model and poster will be awarded by certificate and cash prize.

Event Rules:

1. For model presentation 20 minutes will be given and for poster 15 minutes will be given to the participants.
2. Model can be in working or non-working condition.
3. **Size of the poster will be 3" * 5"**
4. The performance of the participants will be judged upon following points.
   - Innovative concept
   - Presentation and communication skill
   - efforts for development of model
   - application of the concept or model

5. In case of any misbehaviour by the participants that team will be disqualified.
6. **Eligibility:** All students with a valid ID card of their respective educational institute are eligible to participate.
7. The team/student violating the above rules will disqualify.
8. In any dispute, judge's decision would be considered to be final decision.
9. Event coordinator / Faculty coordinator has all the rights to change or add new rules.

MODEL ROCKETRY

Event Description

Have you ever dreamt of flying your own rocket which is simple, safe & exciting? Then we bring you the ideal platform for showcasing your understanding of rocket propulsion and aerodynamics.

The purpose here is to design a rocket. A rocket is a type of model rocket using water as its reaction mass. The pressure vessel - the engine of the rocket - is usually a used plastic (soft drink) bottle, aluminium foil and cardboard paper. The water is forced out by a pressurized gas, typically compressed air. It is example of Newton's third law of motion.

Event Rules:

1. Tool kit will be provided by event organizers.

2. Each team has to complete the task within given time limits (will be declared at the time of competition)
3. A team may consist of a maximum of 3 members. Students from different colleges can form a team.
4. **Eligibility:** All students with a valid ID card of their respective educational institute are eligible to participate.
5. No chemical explosion / fire are allowed during working of event

6. In case of any misbehaviour by the participants that team will be disqualified.

7. The team/student violating the above rules will disqualify.
8. In any dispute, judge's decision would be considered to be final decision.
9. Event coordinator / Faculty coordinator has all the rights to change or add new rules.

START UP PLAN

Event Description

"The critical ingredient of an entrepreneur is getting off and doing something. A lot of people have ideas, but there are few who decide to do something about them now. Not tomorrow. Not next week. But today. The true entrepreneur is a doer, not a dreamer." If you have got an idea come & showcase it & bring out what lies inside you. This event tries to bring out the hidden entrepreneur and helps you to showcase your talent. It helps in building confidence & makes you believe that you've got the guts to be an entrepreneur.

Event Rules:

1. Participants have to present their idea in form of presentation/model (model is not mandatory).
2. The judgment criteria for getting into the this round will be based on
     1. Feasibility
     2. Cost-effectiveness
     3. Time Limit etc. depending upon the judge.
3. The participants will be allowed to present their idea within a time limit of maximum 5 minutes.
4. If we find any content that has copied/taken directly from the internet or social media, that particular participant/team will be directly disqualified.
5. In case of any misbehaviour by the participants that team will be disqualified.
6. **Eligibility:** All students with a valid ID card of their respective educational institute are eligible to participate.
7. The team/student violating the above rules will disqualify.
8. In any dispute, judge's decision would be considered to be final decision.
9. Event coordinator / Faculty coordinator has all the rights to change or add new rules.

LASER MAZE

Event Description

You have to create a path to hit the target with the help of laser and mirrors provide to you.

Event Rules:

1. Tool kit will be provided by event organizers.
2. Participants are not allowed to touch the laser light.

3. If more participants are registered then we will conduct a elimination test of basic fundamental of light technology.
4. A team may consist of a maximum of 2 members. Students from different colleges can form a team.
5. **Eligibility:** All students with a valid ID card of their respective educational institute are eligible to participate.

6. In case of any misbehaviour by the participants that team will be disqualified.
7. The team/student violating the above rules will disqualify.
8. In any dispute, judge's decision would be considered to be final decision.
9. Event coordinator / Faculty coordinator has all the rights to change or add new rules.

BALANCING

Event Description:

Event Rules:

1. Each team has to complete the task within given time limits (will be declared at the time of competition)
2. Tool kit will be provided by event organizers.
3. A team may consist of a maximum of 3 members. Students from different colleges can form a team.
4. **Eligibility:** All students with a valid ID card of their respective educational institute are eligible to participate.

5. In case of any misbehaviour by the participants that team will be disqualified.
6. The team/student violating the above rules will disqualify.
7. In any dispute, judge's decision would be considered to be final decision.
8. Event coordinator / Faculty coordinator has all the rights to change or add new rules.

PRESENCE OF MIND

Event Description

Presence of mind the word say present your mind at one place one time. Question answering on video conversion background movements or like anything

Event Rules:

1. In case of any misbehaviour by the participants that team will be disqualified.
2. **Eligibility:** All students with a valid ID card of their respective educational institute are eligible to participate.
3. The team/student violating the above rules will disqualify.

4. In any dispute, judge's decision would be considered to be final decision.
5. Event coordinator / Faculty coordinator has all the rights to change or add new rules.

ART ATTACK

Event Description

Anything, any size. Express your skill in this section. You can exhibit, sold your art, photography, sketching skill at this stage.

Event Rules:

1. No limit for art size, filter.
2. Certificate is given to each candidate.
3. **Eligibility:** All students with a valid ID card of their respective educational institute are eligible to participate.
4. In case of any misbehaviour by the participants that team will be disqualified.
5. The team/student violating the above rules will disqualify.
6. Event coordinator / Faculty coordinator has all the rights to change or add new rules.

WORKSHOP ON MISSION AXIS

Event Description

- 3 hours technical workshop on rocket designing with a live demo of rocket launching.

RASAYAN (CHEMICAL DEPARTMENT)

PAPER PRESENTATION

Event Description & Rules

- There should be maximum 5 authors per paper.
- It can be research paper/review paper.
- The paper should contain themes related to Chemical Engineering and its branches only.
- The participants are required to send an abstract (minimum 70 words and maximum 250 words) including 4-5 keywords on or before last date. Late entries would not be accepted under any circumstances.
- The abstract should be in Times New Roman with font size 12 with 1.5 line spacing.
- The names of the authors, institute, designation and contact number should be mentioned in the abstract.
- Submit abstract on email id: darshan.sarang@snpitrc.ac.in on or before 24th march, 2017.
- Authors of the selected papers would be notified by 21st march, 2017 and they would be required to submit the full length paper and make presentation in front of the judges during the event.
- Time for presentation will be 10 minutes (7 minutes for presentation and 3 minutes for question/answer round).
- There will be 2 winners.

MODEL PRESENTATION

Event Description & Rules

- Maximum 5 students per team will be allowed.
- No material restriction for model making. Avoid use of harmful chemicals.
- Maximum allowable area of model is 5 feet x 3 feet.
- Readymade models will be disqualified.
- Presentation time is 10 min including question-answer round.
- Participants have to submit hard copy of brief description of the model with them.
- Specify the requirement of any specialized component for your model presentation.
- There will be 2 winners.

SAPTARANGI

Event Description & Rules

- Each Participant will be allowed to choose six chemicals out of eight given chemicals and two indicators out of three given indicators.
- Details of chemicals will be disclosed at the time of event only.

- Students should bring their own test tubes (10-12 nos.) for the event. College will not provide the same to the participants.
- Students should bring their Laboratory apron/coat with them.
- Decision of the jury shall be final.
- Any glassware breakage will lead to negative marking.
- There will be only one winner team.

PROCESS FLOW DESIGN

Event Description & Rules

- There will be 2 round in this event. In 1st round some specific technical symbols & chemical reaction (20 symbols & 10 chemical reaction) will be given to each team.
- Team has to identify those technical symbols and chemical reactions.
- For each correct answer 1 mark will be awarded and for each incorrect answer additional 0.25 mark will be deducted. If answer is not attempted, there will be no negative marking.
- Based on total marks, first 5 team will be eligible for 2nd round.
- In 2nd round, a flow sheet will be given to each team of students.
- In each flow sheet, some equipment are removed.
- You have to identify those removed equipment based on your technical knowledge in given flow sheet.
- For a single flow sheet, you will be given 5 minutes.
- This way 5 different flow sheets will be given to your team.
- For each correct selection of equipment, 1 mark will be given and for each incorrect selection of equipment will lead to additional 0.25 mark deduction. If equipment is not selected, there will be no negative marking.
- There will be only one winner team.

RASAYAN QUIZ

Event Description & Rules

- 1st round (MCQ type written Quiz)
- Each team of students will be given a quiz paper, which will contain 25 question.
- 5 GK Questions and rest technical questions. There will be negative marking
- First 5 winner team of 1st round will be eligible for 2nd round.
- 2nd round (Oral quiz)
- Team has to choose a random number. Based on that number a question will be asked orally to that team.
- This procedure is repeated for rest teams.
- When a team gives 3 wrong answers, they will be disqualified.

- When 4 team will get disqualify, the remaining 5th team will be winner.
- There will be only one winner team.

CHEM-O-ROCKET

Event Description & Rules

- Maximum number of 2 participants are allowed per team.
- Chemical Reaction, pump launcher can be used to propel the rocket.
- The rocket is required to be launched from a common launching pad.
- Team need to design rocket in such a way that, the rocket should hit given target on ground (ground to ground hit).
- Just like dart strokes, the rocket which will hit nearer to target, will get more points.
- As the hit distance increases from target, team will get less points.
- Too far distance from the target in any direction may lead to disqualification.
- Maximum two trials will be given. Final result will be compiled based on points gained through all 2 trials.
- In case of tie, second round will be organized. And distance of target will be changed.
- All necessary Chemicals & Attachments Shall be brought by Participants.
- Safety must be considered as priority.
- Use of any direct or indirect form of hazardous chemicals will lead to disqualification of team. (explosive, oxidise, spark are not allowed)
- Causing damage/ harm to environment will suffer negative marks.
- There will be 2 winner team.

BLIND MAN

Event Description & Rules

Participants per team: 2
- This game involves only one round.
- A walking track with different types of resistance will be provided.
- One student will participate in the game with a band on his/her eyes, so that track cannot be seen.
- Other participant will guide.
- When blind man touch the boundary or any resistance of the track, it will consider as a foul and 10 sec will be added to the total time he/she has taken to complete the track.
- 8 fouls will lead to disqualification.
- Competition will be arranged between 2 teams on the spot. Out of these two team, one will be winner.

CLASH OF CLANS (mobile game)

Event Description & Rules

- In this mobile gaming event, a friendly battle of 5 vs 5 participants will be organized.
- Leader of the clan have to give following details of all 5 clan members on or before 24th march, 2017.
    - XP level
    - User name
    - Town hall level
    - Institute I card.
- Clan castle level must be 1.
- Out of 5 TH, there must be only one TH11 OR TH10
- Summation of TH level must be ≤ 40 (e.g. one possible team may contain TH10 , TH9, TH8, TH8, TH5)
- One participant can use one account only.
- Preparation & battle time for war will be 1 hr.
- The clan members must remain present on event location when he/she attack in war.
- All participants have to manage their own internet connection. No internet connection will be provided by organizers.
- Battle will be arranged on the spot between two teams. Out of 2 team, 1 will be winner.

IPL AUCTION

Event Description & Rules

- Each team will get fix amount for purchasing Players initially.
- Each team have to buy 5 Players through AUCTION, In that 5 Players, two Players should be batsman, two should be bowler, one should be an all-rounder. Among them one Player should be a foreign Player. Among this 5 Players team should fix a team captain.
- If any team purchase total amount more than given balance, that team will be directly disqualified.
- The result criteria for this event is based on Player's credit, team which will achieve Maximum credit will be winner of that round. Credit is predefined by event managers. And Credit of captain is double.
- Detailed information of 2nd round will be given to winner of 1st round.
- Discipline should be strictly maintained during the event.
- Violation of any rule will lead to disqualification.
- Final decision of management can't be challenged.

- The final decision lies in the hand of the judges.
- The winning team will get a cash prize.
- Registration receipts are compulsory for entering event.
-

AADHAR (CIVIL ENGINEERING)

PLANNING MANIA

Event Description:

This event is based on the basics of creating a plan which consist of all basic amenities which keep in mind the budget of that plan.

Rules:-

- Event will be held in 2 rounds.
- Each Team can have 2 to 4 members.
- Materials required will be provided.
- Planning should be made using provided material only.
- Using material other than provided will lead to disqualification.
- **Team violating the rules will be disqualified.**
- **The jury's decision will be final.**

Winning Criteria:-

- Use of knowledge in locating amenities.
- Provision of total number of amenities.
- Effectiveness of plan.

SURVEYOR

Event Description:

Event is based on fundamentals of surveying. Participants have to solve the problems which are faced during the execution stage of construction. Problem can be solved only by knowing the basics of surveying.

Rules:

- The event will be held in 2 round.
- Finals will be in the field with basic survey instruments to solve the problem statement.
- Use of mobile phones and calculators during the event is prohibited.
- Tolerance in the answer is valid as per criteria which will be given at the time of event.
- TEAMS VIOLATING RULES WILL BE DISQUALIFIED.
- THE JURY'S DECISION WILL BE FINAL.

Winning Criteria:-

- Accuracy in readings.
- Time consumed for work.

STRUCTOS

Event Description:

- It is a structure making event. Type and dimensions of the structure will be provided at the start of event. Sound Knowledge of Structural Engineering is required.

Rules:

- Materials will be given at the time of event.
- No extra material will be given.
- Rest basic equipment have to be brought by the participants.
- Dimension criteria should be announced at the time of event.
- TEAMS VIOLATING RULES WILL BE DISQUALIFIED.
- THE JURY'S DECISION WILL BE FINAL.

Winning criteria:

- It will be decided according to the type of structure. Load application, carrying capacity, tolerance, resistance, etc. criteria will be considered.

MODEL PRESENTAION

Event Description:

Participants have to convert their imagination in to the real implementation through their skill and knowledge. Preparing a model related to any idea about exploring civil engineering.

Rules:

- Participate have to come with the model.
- Any civil related topics are allowed.
- TEAMS VIOLATING RULES WILL BE DISQUALIFIED.
- THE JURY'S DECISION WILL BE FINAL.

Winning Criteria:-

- No of features related to actual topic covered in the model.
- Technical aspects will be taken into consideration.
- Presentation & Communication skills.

PAPER PRESENTATION

Event Description:

Preparing a paper related to any topic of civil engineering.

Rules:

- Participate have to come with their PPT.
- Participate also give presentation on their published paper.
- Any civil related topics are allowed.
- There are max. 2 members are in each team.
- TEAMS VIOLATING RULES WILL BE DISQUALIFIED.
- THE JURY'S DECISION WILL BE FINAL.

Winning Criteria:-

- No of features related to actual topic covered in the Presentation.
- Technical aspects will be taken into consideration.
- Presentation & Communication skills.

GULLY CRICKET

- On the spot registration will not be allowed.
- The schedule of the matches will be given on the first day of the event.
- All the rounds are knock out.
- Rules and regulations will be given at the time of match.
- **THE JURY'S DECISION WILL BE FINAL.**
- **VIOLATING RULES WILL BE DISQUALIFIED.**

Name of Department: - ASH Dept.

TREASURE HUNT:

About the event:

A **treasure hunt** is one of many different types of games which can have one or more players who try to find hidden articles, locations or places by using a series of clues. Treasure hunt games may be an indoor or outdoor activity. The treasure could be located anywhere around the college campus. In this event, Participants have to explore the campus and identify the locations with lots of fun and excitement.

Rules & Regulations for Treasure Hunt:

- ❖ Wallets, mobile phones and all the other device of communication or IT devices will be taken away from the participants. You must rely on your team members only.
- ❖ Event rules would be announced at appropriate time before the event.
- ❖ An entire team must stay together. It cannot split up to find different clues.
- ❖ The Treasure Hunt consists of various clues. Each correctly solved clue will give the next clue and so on.
- ❖ All the clues of the teams are at different and located at different places but the final destination i.e. the treasure is same. The team which finds the treasure first wins.
- ❖ Judges decision will be the final and obeyed by all the teams.

AAMNA SAMNA:

About the event:

A kind of debate in which participant has to speak on "on the spot given topic".

Rules & Regulations for Aamna Samna:

❖ Aamna Samna will have individual participation.

❖ A registration fee for each Participant is Rs.50 /-

❖ Topic will be given on the spot.

❖ No abusive language will be tolerated. It will directly lead to disqualification of the participant without any explanation.

❖ Everyone will be allowed to put their views turn-by-turn.

❖ Violating rules will be **DISQUALIFIED.**

❖ Event rules would be announced at appropriate time before the event.

❖ Judges decision will be the final and obeyed by the entire Participant.

Mouse Click:

About the event:

It is mind game which will test management and instant decision taking skill.

Rules & Regulations for Mouse Click:

❖ Mouse Click will have 5 members in each team.

❖ A registration fee for each Team is Rs.100 /-

❖ Event rules will be announced at appropriate time before the event on the spot.

❖ Violating rules will be **DISQUALIFIED**.

❖ Judges decision will be the final and obeyed by the entire Participant.

VIJVEER (ELECTRICAL)

ROBO RACE

1. This is racing event so fastest and most balanced robot will win.
2. Robot should be as per the given **specifications.**
   Specification
   - Track width is **40 cm**.
   - Maximum weight will be allowed for robot is **3 Kg.**
   - The track surface and course line may have unevenness.
   - There might be abrupt angles.
   - Voltage rating must not be greater than **12V DC.**
   - Minimum length of wire is 5m.
   - There will be certain obstacles in the race track which will try to slow down the robot.
   - The design and size of the obstacles may vary.
   - Arena will consist of switch gate, speed breakers, water, fire, marble pit, slippery path, rotating disc, curve ramp down, seesaw, balloon pit, slotted ramp etc.
3. The team have allowed maximum **4 members**. Students from different institutes can form a team.
4. Each member of the team must contain the identity card of his/her respected institute.
5. The robot should not damage the arena.
6. One robot can participate in racing one time only.
7. In case of wireless robots, all the robots with radio system must have a way to change frequencies or coded channels to prevent radio conflicts. There should be at least 2 frequencies or coded channels available. Lack of extra frequencies may result in disqualification.
8. If the machine is wired, then the wire should remain slack under all circumstances during the competition. All the wires coming out of the machine should be stacked as a single unit. The wires should be properly insulated.
9. The robot must have on-board power supply.
10. The robot must not leave behind any of its parts during the run; else it will result in disqualification
11. Unethical behaviour could lead to disqualification.
12. Faculty-coordinators have all the rights to take final decision for any matter during the event.
13. Judge's decision will be considered final.

ROBO WAR

1. Maximum 4 members have allowed in team.
2. Group war will be decided based on no of entries.
3. First 20 entries will be allowed for participation.
4. The robots may be wired or wireless.

5. The electric voltage between 2 points anywhere in the machine should not be more than 24V DC at any time during the game.
6. The machine weight limit is 35kg.
7. The dimensions of the robot must be no larger than (2.5*2.5*2.5) feet (l x b x h). The battery size will not be considered in robot dimension.
8. Robots can have any kind of cutters, flippers, saws, lifting devices, spinning hammers etc.
9. Only 2 weapons per robot will be allowed.
10. Weapons with following exceptions and limitations:
    a. Detachable weapons with Tethered or un-tethered projectiles like water, fire, bullets etc. are not allowed.
    b. Nets, tape, glue, or any other entanglement device.
    c. High power magnets or electromagnets.
    d. Radio jamming, tesla coils, or any other high-voltage device.
11. Arena should not be damaged during war
12. The competition will be played on a knock-out basis.
13. There may be surprise hazards in the arena.
14. One robot can participate in racing one time only.
15. In case of wireless robots, all the robots with radio system must have a way to change frequencies or coded channels to prevent radio conflicts. There should be at least 2 frequencies or coded channels available. Lack of extra frequencies may result in disqualification.

ROBOT SOCCER RULES

Robot Specifications

- The robot size must not be greater than 30x30cm.
- The maximum potential difference between any two points on the robot should not exceed 12 volts.
- Weight of the robot should not exceed more than 3.5Kg.
- The robots are not allowed to use grippers or actuators which will harm the opponent robot.
- Robots would be checked for their safety before the match and may be discarded if found unsafe for other team or spectators.

Game-Play

- The soccer match will be played against opponent team which will be decided by organizers.
- Maximum one robot is allowed per team.
- Ball will be placed at the center of the arena at the starting of the match.

- On the day of the event we will announce how the rounds will be played.
- In case of tie, goal points of the both opponents will be considered. If again equal than 3 times penalty shoots will be given to both opponents.
- After the first half, goals will be swapped.

General Rules

- A team may consist of maximum of 4 members.
- All students must have veiled college I-cards to participate in event.
- Maximum two members per team will be allowed in arena to control the robot.
- Game will be started as referee whistles
- In case before starting only one warning will be given
- Second warning lead to disqualification.
- Intentional grabbing of the ball by any team considered as foul.
- The team have reported in advance on the day of event otherwise may be lead to disqualify.
- Any act of misbehavior will lead to immediate disqualification of the team.
- In case of any discrepancy the final decision rests in the hands of organizers.
- Organizers reserve the rights to change the rules at any point of time as they deem fit.
- The competition is aimed at making the game a friendly soccer match rather than a robot war.

Disqualification

Following cases will attract immediate disqualification:

- If a team fails to adhere to size specifications.
- If a team damages the arena in any way.
- If a team commits repeated fouls.
- If a team fails to report in time.
- If a team tries to intervene the gameplay without permission of the referee.

GO MAD

Description & Rules

- After successive completion of 10 performances each time, the winning team will be decided considering the minimum time taken by it. This process will be continued for next 10 teams.

PROCEDURE: -

The game consists of three different stages.

STAGE-1

1st member from the team has to rotate 10 times at the same place keeping his/her hand on the cricket bat's handle.

Completing 10 rotations he/she has to run from the given location to the other specified location. Then he/she has to give a clap to the person standing on that location and come back to the original location.

STAGE-2

2nd member has to remove the shaving foam which is applied on balloon with the help of blade.

STAGE-3

3rd member will be provided by a new balloon. He/She will wear t-shirt by throwing the balloon in the air.

1.   In stage-2 if the balloon will burst then extra time will be added in the total time.

2.   In stage-3 if the balloon falls down then stage-3 will continue from the beginning.

3.   All the 3 members of team have to take part in at least one stage.

4.   The winning team cannot participate in the game again.

DARTS STROKE

Description & Rules

- The three-darts given to each participant.
- The first dart given to participants can use with free hand.
- Rest of two darts given with some obstacles.
- First circle (Near to centre) contains maximum points. Far away from the centre circle reduced the weighted of points.
- Winner should be decided based on maximum point count.
- Faculty-coordinators have all the rights to take final decision for any matter during the event.
- Judge's decision will be considered final.
- Certificates will be given to all the participants.

Standard height from the floor to the bull's eye on the dartboard is 5 feet 8 inches, while the ochre (distance between the front of the board and the toe line) should measure 7 feet 9.25 inches.

MINI MILITIA

Rules and regulations:

- There will be two players per team.
- Entry fee is 50rs per team.
- Stages will be decided by toss.
- Each stage will be of 10 minutes.
- The game's APK file will be provided from the event coordinator that means team have to start from the zero level.
- Teams have to bring their own phones.
- Further information will be provided at the time of event.

OCTA CARROM

- The red queen piece is placed in the centre of the board. The other pieces are placed in a six-piece circle around the queen alternating between white, black & blue, Gray with the remaining 18 forming another circle around that circle. They must be arranged so a different shape is formed by white pieces with the queen in the centre.
- Toss winner will breaks the circle of pieces by shooting the striker. Players will then try to shoot their own colour pieces into one of the six corner holes on the board. A turn continues as long as the player legally sinks a piece.
- The striker must touch both base lines on the shooting player's side of the board when shot. A player must flick the striker to shoot it, not push it. The player can't leave the chair to shoot or place any body part except the hand within another quadrant of the board.
- A player must sink one of his own pieces before sinking the queen but must sink it with at least one piece remaining. Sinking another piece after the queen "Covers" it and play continues until one player sinks all his pieces. If the player doesn't sink another piece after sinking the queen, the queen doesn't back to the centre of the board, only sink the cover.
- Scoring does not matter. Just win the game.
- Each Team has maximum two players.
- One team will play with another three teams on the carom board.
- Four different colour of cookies for each team and it will decided by organizing committee.
- If striker of any one player goes to any of the eight corner holes then its fault for them team. So one piece of cookies will placed at the centre of the board.
- Decision of umpire (Co-ordinator) will be final.

BIT ULTRONS (CSE)

Ex-CODIA

EVENT DESCRIPTION

This event is all about coding. Participants will have to pass through different phases. Participant can use c/c++ for coding. There would be four rounds conducted in this event.

RULES

External storages and electronic devices (smart phones) are not allowed.

Calculator is not allowed.

Codes are to be performed in Turbo c, So C and C++ is allowed languages.

Round 1: 2 basic questions

2 basic questions will be asked to solve of marks 10 and 15. Best performers will be selected for the round 2.

Round 2: Think a Step Ahead

A code with errors or some real world problems will be given to you and the participant with the most efficient solutions will be qualify for round 3.

Round 3: Crack the Jack

One problem will be given to you if more than one participant will solve that problem then efficiency will decide the winner if both solutions are at same level then round 4 will be conducted else 3rd round will decide the winner.

THE DA-VINCI

EVENT DESCRIPTION

This event will be based on encryption and decryption, 3 rounds would be conducted in this event. Only single participation is allowed.

Rules

External storages and electronic devices (smart phones) are not allowed.

Calculator is not allowed.

Round 1: 10 Doors

This round consists of 10 questions for each question participant will get 2 minutes to solve it. Questions will be short question.

Round 2: Think a Step Ahead

This round consists of 3 questions. First question will be given; the answer of preceding question will be your next question. Best two face the next round.

Round 3: Crack the Jack

In this round a riddle leads you to a clue that will be hidden at different places, participant has to find & solve the clues to unlock the specific computer.

TEXT-O-SPEED

EVENT DESCRIPTION

In this event the participants have to rapidly type the given paragraph or sentence which would be given to them, There will be three stages in this event as the participant would move to the next stage the difficulty level would also increase.

RULES

- No external devices or mass storage is allowed.

ROUND 1: Simple Para Typing

- Participants have to type down the given paragraph as same as that without any typing mistake within the time limit.
- Participants shall be disqualified as per the errors encountered in their paragraph.

ROUND 2:

- In this round, keyboard letters will be jumbled and participants have to type the given phrase/paragraph in given time limit also the text should be exact as the given phrase.

ROUND 3:

- In this round, participant has to type the given phrase/paragraph in reverse order and the keyboard would also be jumbled.
- For example if the given letter is **Computer** then the desired output is **retupmoC.**

WEB-DESIGNING

EVENT DESCRIPTION

- An event based on designing skill of students to explore creativity and idea to present the content on webpage.

RULES

Round 1- This round consist of MCQ type Questions. Participant with high score will be selected for next round.

Round 2- This round will identify the creativity of students. An on the spot topic will be given to participants. There will be no Internet connection to the PC useful photos related to topic will be provided. Participants have to create a minimum 3 web pages in 80 min. The creative mind who have given the best of them will go for the final round.

Round 3- Round 3 would be surprise round, and it would be decided by the organizing committee and if any new rules applicable would be announced and explained as the round would commence.

SNAPTURE

EVENT DESCRIPTION:

In this event, participants have to click pictures within campus and have to submit the images on the very same day (soft copy).

SCOPE OF PICTURES:

Whole Vidhyabharti Campus. (Photography must be in the form **of ABSTRACT, STRRET, MACRO or CANDID**

RULES

"The Photos must be captured under the category of ABSTRACT, STRRET, MACRO or CANDID. "

This competition cum exhibition is open to all students & staff. An electronic copy of the photograph (minimum 1366x768 resolutions, JPEG format) must be submitted to Mr.Jignesh Patel, Room no. A-18, Computer Department. It is the entrant's responsibility to ensure that all the necessary permission are obtained from people featured in a photograph. Your entry must be entirely your own original work, it should not defame anybody or breach any copyright.

BLIND VOLLEY-BALL

EVENT DESCRIPTION

In this event participants have to come as a team of 7, where they will play volley ball with all standard rules as applicable but the twist in the game would be that no team can see the whereabouts of each other because the net would be fully covered/opaque.

RULES

> Team of 6 member can play and 7th player is substitute if any.
> Similar rules as regular volleyball except that net would be fully covered so the teams will not be able to see the position of the opponent team.
> The team who tries to sneak the position would be disqualified on the spot.
> Game would be of 11 points.

CRIME SCENE INVESTIGATION

EVENT DESCRIPTION

In this event the participants have to solve the murder/mystery about the case which would be documented and provided to them using different clues and hints, the numbers of clues would be in decreasing order as the event would progress so as to eliminate participants.

RULES

Round 1 would be elimination round where Participants have to solve the case and find the witness within the campus with the hints obtained from the crime scene and take statements in order to complete their theory.

Round 2 would be interrogation round in which they have to prove their theory.

LOGO-DESIGN

EVENT DESCRIPTION:

● To extract & test the Logo designing skills and to bring out the creativity of the participants. To project your ideas and imagination in the most ingenious way possible by creating a unique & innovative Logo Designs. To compete on the enhancement of the computer generated quality graphics, to participate in the most creatively and uniquely designed event and stand the rare chance to follow your intuitive & resourceful mind.

Rules

● ·This event is open for all the students of various disciplines
● ·Students are supposed to be using Photoshop and Corel draw as required.
● ·Participants are not allowed to bring his/her own Laptop.
● ·Decision taken by the judges will be consider as a final decision, and it cannot be challenged in any circumstances.
● If any misbehaviour or indiscipline shown by the participants then they will be disqualified from the events at that time.

ROUND 1:
● ·Time duration: 35 Minutes.
● ·Students will be given printed logo, and they are supposed to generate identical logo within given time limit.
ROUND 2:
●
● ·Time duration: 45 Minutes.
● ·Students will be given logo of particular brand and they are supposed to generate alternative logo suitable for that brand within given time limit.
ROUND 3:
● ·Time duration: 75 Minutes.

- ·Students will be given a brand name along with brand description.
- ·Students can make use of internet in this round.

TECH SNAKE AND LADDER

Event Description

- The event would consist of 3 Person per team (mandatory), Number of rounds have to answer certain questions while playing the conventional snake and ladder. Where two students would answer the question and one would roll the dice and move on the track.to be played would be accordingly to the number of teams, where each team

Rule:

- 1.Basic rules of snake and ladder will be consider.
- 2.Team should consist of three members only.
- 3.There are three rounds in this game.
- 4.Question will be technical and non-technical both and level of the question will be increase according to the rounds.
- 5.The judging criteria will be decided by the event organizers only and the decision made by the event organisers will be final.

Round 1:
- 1.If the questions will be answered correctly then and only then the respected team member will roll the dice and will move on the track.
- 2.Swapping between team members are allowed only two times.
- 3.The team which will reach up to the final mark will be qualified for the next round.

Round 2:
- 1.Rules of round one will be considered in round two also.
- 2.In this round swapping is compulsory only at particular position.
- 3.Particular task will be given to perform at some position.

Round 3:
- 1.It is surprise round and the rule will be displayed at the time of competition only.

LAN GAMING

CS:-

EVENT DESCRIPTION

In this event, the participants would participate in teams (min of 3 and max 5 members) and they have to play the game following rules determined by the organizing team. No team member can use their desired accessories other than provided by the institution (e.g. Mouse and pen drives). In each round the winning team will be selected and would be promoted to the next round until an ultimate winning team is accounted.

-
- **RULES**
-
- ·Each participant has to make a team of min 3 members and maximum of 5 would be allowed.
- ·Participants won't be allowed to use any external device.
-
- <u>**NFS:-**</u>
-
- **EVENT DESCRIPTION**
-
- In this event, the participants have to face a face-off against other ones. They would be grouped in to 4 and the game would be conducted amongst them the winner would qualify for the next round until we get an ultimate winner.
-
- **RULES**
- ·Participants won't be allowed to use any external device.

ENTANGLE

EVENT DESCRIPTION

In this event, participants have to play different stages of the game designed by organizing committee as the participant would move to the next stage the difficulty level would also increase, and stages would be such as walking and balancing on pole, climbing net ropes, and other adventurous stuff. As the participant would move to the next stage more and more fun and adventure would come on its way.

RULES

Participant has to finish the level in given time period/or as per the criteria decided by the organizing committee, where each stage would be different and all necessary safety measures would be taken care of and each participant strictly has to follow the rules and every measure decided by the organizing committee.

POSTER PRESENTATION

EVENT DESCRIPTION

In this event, participants will represents their ideas using posters developed by them. Handouts are also allowed along with the posters.

RULES

1. Max 5 per team.
2. Students are instructed to make posters that should not exceed 36 inches wide x 48 inch height with 1" margin on all side.

Preparation of Posters:

- Prepare the poster on material that is lightweight. The material can be on one sheet so that it can be rolled up for easy transport or on separate panels for individual mounting.
- Posters should be readable from a distance of 6 feet (2 meters). For adequate visibility, capital letters should be at least 3/8 inch (1 cm) height after enlargement to full poster size.
- The team of students may prepare handouts about their project for distribution at the Fair.
- The poster should be self-explanatory so that one is free to supplement and discuss particular points raised by inquiry by the visitors.

SYSTEM DEMONSTRATION

EVENT DESCRIPTION

In this event, participants have to demonstrate their system and they have to showcase their models in a digital way.

RULES

1. Max 5 per team.

Judgement will be based on concept of idea, knowledge and representation of model orally as well as physically.

Technotronix
Electronics & Communication Engineering Department

ECQC (Electronics & Communication Quiz Contest)

RULES:

1. Maximum 2 persons per group are allowed.
2. For qualify the quiz there is objective type examination (30 questions in 30 minutes).
3. If tie happened then re-examination for shortlisting final 5 groups.
4. Contest will be played among 5 groups.
5. There will be 4 rounds:
   - In 1st round 10 rapid fire questions.
   - 2nd round is buzzer round.Negative marking for wrong answer will be applicable for round 2
   - 3rd round is invention through images.
   - Final round is problematic trouble shooting.
6. Any digital gadgets like calculator, cell phone, Bluetooth device are strictly not permitted.
7. Pen, paper will provide to each team, if necessary.
8. All the rights for tie breaker question will be reserved by organized committee.
9. Judge's decision will be considered final.
10. Certificates will be given to all the participants.

CIRCUITRIX

Rules:

1. Maximum 2 persons per group are allowed.
2. For qualify the quiz there is objective type examination (30 questions in 30 minutes).
3. Any digital gadgets like calculator, cell phone, Bluetooth device are strictly not permitted.
4. Pen, paper will provide to each team, if necessary.
5. All the rights for tie breaker question will be reserved by organized committee.
6. Contest will be played among 10 groups.
7. Three rounds for final justification:
   - Round 1 will be various electronics component testing.
   - Round 2 will be various sensors testing.
   - Round 3 will be circuit implementation on breadboard.
8. Judge's decision will be considered final.