



27 April 2023

Rule Book

mı	mon Rules: -
	Participants have to bring their college ID.
	Participants are not allowed to carry mobile phone.
	A participant can participate in maximum 04 events.
_	come-first- serve basis.
	Final decision regarding Disqualification, Enrollment of Team and results in
	all the events will be subject to the concerned judges.
	Rules can be change on the spot as per the circumstances.
	Registration will be closed 1 day before the event.
	Mobile phone will be allowed only for event duration, if the mobile phone
	is caught by anyone other than event duration, then the participant will be
	responsible.
П	Registration Fees:
	Registration fee per event: Rs. 20/-
1	CAD TDICKS.
1.	CAD-TRICKS:-
	It is an event of making 3D Design of the given design using software
	named Solid Works.
	Rules:-
П	One hour will be given to each participant.
	Individual member event.
	Individual PC will be given.
	No external storage device is allowed.
_	No use of internet. If caught, participant will be disqualified.
	Time will be noted, fastest one to finish the given design will be the winner.
	Time will be noted, fastest one to finish the given design will be the willier.
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2.	COFFEE KLATCH:-
	Rules:-
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	It is a team event (Max.3 members)
	Each team will be shown image just for 1 minute and in next 5 minute, they will
	have to narrate the story based on their vision. The positive vision will be
	judged.

3. TRICKY CIRCUITS:-

Rules:-

- > Team Event (3 members).
- > Draw the given circuit on paper and then make the circuit on bread board.
- > Time limit will be given on the spot.
- > Teams have to complete the task in minimum possible time with output.
- > Judgment will be based on time & output.

4. **DE-CODE THE HIDDEN**:-

Rules:-

It is a team event (Max.3 members).
Round 1
• Clue will be given to the participants & they have to reach at desired place & click the Photograph, write answer on the paper.
Round 2
• Teams selected in round 1 will participate in round 2.
• Clue will include general facts, logical, reasoning, mathematical & common understanding skills.
The winner will be chosen at the end of round based on minimum time.
Photograph will be clicked of whole team at the location.
Participants reaching timing at location will be measured.

5. <u>LET'S GET QUIZZICAL</u>:-.

Rules:-

- □ Round 1
 - Quiz will be conducted in off-line mode.
 - Team event (Maximum 3 members in a team).
 - Questions on Basics of Science & Technology.
 - One minute per question will be given.
- □ Round 2
 - Teams selected in round 1 will be participating in round 2.
 - Advanced questions on Science & Technology.
 - Negative marking of 1/4 is done.

6. **BUG-WAR:-**

	Rules:-
	Individual Event. The participants have to find and debug errors. Code should be error free and executable. Time Limit will be 30 minute. Winner will be decided by implementation or logic applied.
7.	LINE FOLLOWER ROBOT:-
LIMI	TATIONS FOR THE ROBOT
	The size limitation should be of 200 mm length-wise and 200 mm width-wise. The robot must be powered by a battery source placed on it.
	Rules:-
	There must be a team of 2-4 members and the weight of bot not more than 2kg Paint description will be disclosed on the spot before commencement of the event. In case of any discrepancies coordinator decision will be final and binding. Any team found flouting any rules would be automatically disqualified. Robot must not exceed circuit voltage of 12v at any point of time. Testing on the track will not be allowed & if done so, the team will be automatically disqualified.
8.	POSTER PRESENTATION:-
	Rules:-
	Individual Member event. Poster should be original. The Topic of poster and theme should be clearly mentioned at the top margin of the Poster. Theme will disclose on the spot before the event starts and the participants had
	to made the poster in the respective labs in canva. Poster will be submitted in JPEG form. Copied poster will be disqualified.

Judgment Criteria:

Judgment will be based on:
Relevance to the theme.
Originality.
Creativity.
Message conveyed by the poster.
Effectiveness in communicating the intended message.

STUDENT COORDINATORS:-

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