



Sri Bhagawan Mahaveer Jain Educational and Cultural Trust's
Jain College of Engineering , Belagavi

(Approved by AICTE New Delhi, Affiliated to VTU Belagavi & Recognized by Govt. of Karnataka.)

RULE BOOK

for



ODYSSEY 2018

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RULE BOOK

ODYSSEY 2018

General Rules:

- College ID is Compulsory
- Judges/Event Coordinators decision is final
- Should carry receipt on both the days of the Event
- Event Registration is mandatory
- Cleanliness/Discipline should be maintained
- All the teams must maintain the decorum at all times
- Any item deemed unsafe by the security at the main gate could be prohibited inside the campus
- Registration will be confirmed only after payment of registration fees



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Cultural Events

Event-1: Solo Singing

1. Time: 04 Mins + 2mins for setup
2. Participants will get their own Karaoke
3. Only Hindi, Kannada and English Songs allowed
4. Fees: Rs.100

Event-2: Group Dance

1. Time: 07 Mins + 3mins for setup
2. Max 12 Members per team
3. Minimum 04 members
4. Only Hindi and English songs
5. Fees: Rs 200 for upto 4 members. Above 4 members Fees: Rs.300

Event-3: Fashion Show

1. Groups need to follow the theme
2. Act of Vulgarity is strictly prohibited
3. Use of unethical and unfair means is prohibited
4. Judges decision will be final
5. Group size: 4 to 8 members
6. Time limit for the entire group – 8 Mins
7. Theme: Elements, Seasons or Rock and Roll
8. Fees: Rs 200 for upto 4 members. Above 4 members Fees: Rs.300

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Event-4: Unplugged Band

1. Maximum 06 participants
2. Time limit is 10 mins (including setting time)
3. Only Hindi and English songs
4. Minimum 04 participants
5. Fees: Rs 200 for upto 4 members. Above 4 members Fees: Rs.300

Most important rules for all the cultural events:

- No other language other than Hindi and English will be allowed [Except for solo singing]
- No act of vulgarity will be entertained
- No costumes and Slogans based on caste and language will be permitted in any of the events.
- In case any flag is used in any of the events it shall be the national flag only.
- Participants should be pursuing a degree full-time from a college registered with a valid University..
- Diploma and PUC students are not eligible for any Cultural Event.

VIOLATION OF ANY OF THESE RULES WILL LEAD TO DISQUALIFICATION

- For all the Cultural events the registrations close on 3/04/2018 by 5.30 pm
- On the spot registrations may be allowed for the eliminations if the number of entries is insufficient. This will be at the sole discretion of the faculty in charge of the event.
- Elimination rounds for all the events will be on the 4th & 5th April 2018 between 12noon to 4pm
- Finalists will perform on 6th and 7th April 2018 as per the schedule that will be notified later #Making_India_Great
- The venue for the elimination rounds will be informed soon.





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Computer Science & MCA

CODEZILLA

GENERAL RULES:

The decision taken by the co-ordinator/volunteers will be final.

Use of other electronic devies is prohibited

The participants should be present on the given time

The Number of participants is 2

ROUND 1:QUIZ

- This Round Consists 25 questions and 5 questions for the tie breaker if any Tie's.
- The time limit for this round is 30 Minutes.
- There is no Negative marking for this round.
- Double marking of the answers will not be considered.

ROUND 2:BLIND CODING

- Each team will be provided with a problem statement.
- The monitor will be switched off and the programmer has to type the code with monitor switched off. ROUND
- Winners will be announced based on the minimum time take for compilation and execution.
- In worst case the team with least number of errors will be considered according to aproach.

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ROUND 3:CODE HUNT:

- A code with syntax errors will be given to the team.
- The team has to debug the code given.
- The next task will be based on previous code's output.
- The team should produce genuine output.
- This round is time based.

ROUND 4:CONFUSED CODER:

- Each team will be given a problem statement.
- The keys on the keyboard will be swapped and mapped with different keys and that will be informed.
- The programmer should execute the program considering the swapped values.
- This is a time-based round.
- First teams to execute the program proceed to the next round.
- one which is given by opponent and one which he/she has given to the opponent.



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ROUND 5:PROGRAMMERS KARMA

- All programmers will be giving a problem statement to their opponents from a given list.
- The problem statement should be such that the team which has given the statement shall also able to solve it.
- At the end, each team has to solve 2 problem statements i.e. one which is given by opponent and one which he/she has given to the opponent.
- If the programmer is not able to solve the problem statement which is given by the programmer himself/herself then he will be eliminated
- "KARMA:WHAT YOU GIVE COMES BACK TO YOU".
- his round will be time based.
- Max time of 30:00 mins will be given.

Student Coordinators

Harshvardhan P. (8861101717)

Dharshan B. (9742991940)



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LAN Gamming:

- You are responsible for your actions and equipment.
- We are not liable for anything that happens to you and your equipment.
- Do not attempt to steal items from the event or anyone else.
- Cheating is not tolerated.
- Do not bring any type of hacks/viruses/etc. to the event.
- Listen to those in charge. Coordinator's decision will be considered as the final decision.
- We reserve the right to remove anyone from the event for any reason we fit

Student Coordinators:

Akash Killedar (9482573282)

Kishan Tambralli (7406571560)



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Minute To Win It:

- Compulsory 2 participants must be participating in the event.
- Instructions if not clear must be clarified before the round.
- All decisions by the judges are final.
- Each Challenge must be completed within the required amount of time in order to advance to next round.

Student Coordinator:

.Asha Sanshi (9008973626)

Rubia Dias (9481126507)

Rohan Sereo (7795336967)



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RULE BOOK

ODYSSEY 2018

Mechanical Department

ROYAL FIESTA

- **ROUNDS :-**

ROUND 1: QUIZ

- > Common set of Question paper for all teams will be given, having 30 Questions based on Current Affairs, Bollywood and 1 year B.E syllabus.
- > Out of 30 Question:- 15 will be based on 1st Year Syllabus and other 15 will be based on Current Affairs and Bollywood
- > Each right answer will add up 1 point to thier total team score.
- > Allotted time per team :- 30mins

- **ROUND 2: RAPID FIRE & VISUALISATION**

1. RAPID FIRE

- ☒ A Question will be asked and the first team to hit the buzzer will get a chance to answer the Question.
- ☒ Each right answer will add up 5 points to their total team score.
- ☒ Penalty of 2 points for every wrong answer.

2. VISUALISATION

- ☒ A Common video clip will be displayed to all the teams and the required answer to be given on the paper slip provided to every team.

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Mechanical Department

ROYAL FIESTA

->Every right answer will add up 5 points to their total score, No penalty for wrong answers.

- Round 3: BEST OUT OF WASTE
- All required materials will be provided by us.
- Required Accessories if you need any should be brought by the Participants.
- Judging of this round will be done by the Judges and every team will be Judged based on their Team work, Creativity, Execution and Presentation.
- Total Points : 60

• Student Coordinator:

Basavaraj Chinnapur (7795515215)

Sourabh Pawar (8197134726)



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Mechanical Department

Royal Crossfit :

- Round 1:One Minute push Up Challenge.
 - > Maximum pushup done by participant will be selected.
 - > Hands should be locked by straight.If hands are not straight then that will not be counted.
- Round 2: Barbell Curls
 - > Participant will be provided with a bar and some weight at both the ends.
 - > Participant needs to do it correctly, if not then that will not be counted.
 - > It is a Time based task.
- Round 3: Flip the Tyre
 - > Participant should flip the tyre from paint till the end point.
 - > participant should run back from the end point back to starting point.
- Venue: Near FFlag Post



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Mechanical Department

Royal Crossfit : (For Girls)

- Round 1: Skipping
 - > 1 minute maximum Skipping done will be selected.
- Round 2: Squating
 - > 1 minute maximum Squats done will be selected for next round.
- Round 3: Catching Bricks in Both Hands
 - > The bricks should be held in hands and the hands should be till shoulder level.
 - >The longer the participant holds the brick will proceed to the next round.

- **Student Coordinator:**

Abhishek. Kadolkar (9449596445)

Saurabh Patil (9880276325)



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MBA

Mixed Cricket:

- Team composition: Total 6 Members (4 Boys & 2 Girls).
- No. of overs in the match will be Three.
- Boys hitting a Six are declared out.
- Pitch catch is also declared out.

Student Coordinators:

Akshay Kodagekar (9844090991)



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Electrical and Electronics Engineering

JCE Treasure Hunt:

Round 1: GO BOWLING

- Each team will get two chances to bowl, if fixed number of bottles are knocked down then team gets a chance to answer a question.
- Time to answer the question is 20 seconds.
- Team will be awarded with 1 mark for correct answer and no mark for wrong answer.
- Second chance will be given to bowl to any one member of the same team.
- The same above steps are followed.
- If two chances are over then the next team will be given the chance to bowl.
- The same steps as above are followed for all the teams.
- No change of question is allowed.

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Round 2: RAPID FIRE:

- Teams qualified in the first round will play second round.
- Each team has to answer maximum number of questions out of 20 in less time.
- Team with high scores will be qualified to next round.

Round 3: Treasure Hunt

- Teams qualified in the second round will play third round.
- Each team will be given a unique identity.
- All teams will be sent out at the same time.
- To collect a clue, all the team members should be present at that place.
- The time limit to collect all the clues is two hours.
- The team which collects all the clues in less time will be the winner.
- If in case no team completes the task in 2 hours, then team with more number of clues will be winner.
- No team member should interact with public while searching clues.

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Student Coordinators:

Kartik Patil (8123344508)

Mayuri Varali (8971763913)

TAKESHI CASTLE:

Rules and Regulations

- It is a game of 2 contestants.
- It consists of six levels.
- It is a time beating game, considering faults (1 fault=5sec).
- The contestant with minimum consumption of time and faults will be declared as winners.

LEVELS

1] Stepping stones:

- The contestants need to cross this level by stepping on the bricks, simultaneously holding hands.
- The faults will be considered if the leg touches the ground or if the hands are separated.

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2] Animuddle(puzzle in sand):

- The contestant 1 need to find the puzzle pieces in the sand and pass it to the contestant 2, one by one.
- Whereas the contestant 2 is at certain distance and needs to solve the puzzle.
- Fault is considered when the contestant 1 passes more than 1 piece of puzzle to the contestant 2.
- Once the puzzle is solved the contestants need to go the next level by skipping.

3] Bite the bread:

- One among the two contestant need to jump & bite the bread & eat it
- Fault will be considered if the contestant try to grab the bread by their hands.

4] The run way:

- One among the two contestants needs to sit in the bowl, while the other contestant needs to drag the bowl to the next level.
- Fault will be considered if the contestants go off track.

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5) Escape:

- At this stage one leg of each contestant will be tied together, they have to make through the moving gunny bags to the next level.
- Fault will be considered if the gunny bags hits them.

6) Paandu Paaro:

- At this level one among the two contestants is blind folded & other will be standing at the end.
- The Contestant standing at the end should instruct the other contestant to collect the clue and move till the end point using the given instructions.
- Fault will be considered if the contestant goes off track.

The contestant with minimum consumption of time will be declared as winners.

Student Coordinators:

Supriya Shivangekar (7892438082)

Gururaj Kulkarni (8904341544)

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Electronics & Communication

Robo Soccer

- The matches will be conducted in knockout manner
- Lords will be conducted before the start of the event
- The robots will be verified before the start of the event.
- Registration closes at 11.00 am on 6/04/2018.
- Judges decision will be final
- Each half is 5 minutes
- A team can consist of a maximum of 2 members.
- A team is allowed to play with same robot only.
- Knowingly If any kind of damage done to the arena will be disqualified.
- All the required accessories have to be brought by the participants.
- No technical assistance will be provided by the coordinators during the time of the event.
- No practice runs will be provided.
- Use of an IC engine in any form is not allowed.i



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- If a participant does not comply with the rules of the event he/she will be disqualified from the event.
- Human interference (e.g. touching the robot, stepping into the arena) during the game is not allowed.
- A robot with the base of a toy car and its gearbox as a machine part will be
- disqualified. Also, LEGO kits are strictly prohibited and will lead to disqualification.
- Participants with wired robots are strictly advised to get wires of length 3m or more.
- In case of wired robots the wired should be slacked throughout the game.
- Readymade PCB's are not allowed

Student Coordinators

Nitin Hubli (9945625889)

Prashant Patil (9901670972)



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5-A Side Football:

- The matches will be conducted in knockout manner.
- Lords will be conducted before the start of the event.
- Registration closes at 11.00 am on 06/04/2018.
- Referees decision will be final.
- Each team should consist of 5 players.
- The game is of 14+1 minutes. (Extra 1 minute is in case of any delays)
- Each half is of 7 minutes.
- If the ball goes out of the playing arena then the restart will be done by a leg kick.
- The players cannot touch the ball with his/her hands.
- The players must stand outside the D line of the goal post at all times.
- If there is contact of the ball with any player within the D line, then a penalty will be awarded.
- Any argument or violence with the referee or any other player will lead to instant disqualification.



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- If there is a draw, then 3 penalties will be given to each team. If there is still a draw after penalties then sudden death penalty is given (1 penalty each team). If there is still a draw, a coin toss will take place.
- Players are expected to play the game in good spirit and make sure that no other players or spectators are injured/harmed.
- Teams are required to ensure that they arrive at the location on time. Failure to arrive on time may lead to disqualification.
- Maximum number of teams is 32.

Student Coordinators:

Pavan Motagi (7411798557)

Karan Nawar (7411669332)



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CIVIL ENGINEERING ULTIMO

PHASE 01-

- Marks will be allotted based on number of paper cuts assembled with minimum time.
- Wrong assembly will also carry negative markings.

PHASE 02-

- Based on timing and accuracy of answers points will be allotted.
- For (T.T.H) top 5 fastest finishers will be given points.
- Arguing with judges or student coordinators will lead to disqualification.

PHASE 03-

- Winners will be chosen by the judge only based upon percentage of model completed with the specified time.

Student Coordinators:

TAHEER ALI .A.K (7406815006)

IMAMHUSSEN.M (8073702552)

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Mad Race

Round 01-

- BLIND FOLD

ONE CONTESTANT WILL BE BLIND FOLDED AND THE OTHER WILL GUIDE .THEY SHOULD CLEAR THE LEVELS OF OBSTACLES .

- FILL IT UP

ONE CONTESTANT WILL FILL THE GLASS AND OTHER WILL HELP HIM TO COMPLETE THE TASK

- BEAT AND FLIP

THE CONTESTANT WILL BEAT AND FLIP THE TYRE

- LUCK BY CHANCE

CONTESTANT SHOULD FIND THE SAME NUMBER

- BE THE SULTAN

RULES WILL BE ANNOUNCED ON THE SPOT

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ROUND TWO:

- MIXED LAGORI
- DOUBLE BLIND FOLD
- FILL IT UP VOL.2.0

RULES WILL BE ANNOUNCED ON THE SPOT FOR ROUND TWO.

ALL CONTESTANT SHOULD WEAR SHOES COMPULSORILY

Student Coordinators:

Sreeram Soudagar (7406964628)

Vaishnavi Jahagirdar (9008651061)



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