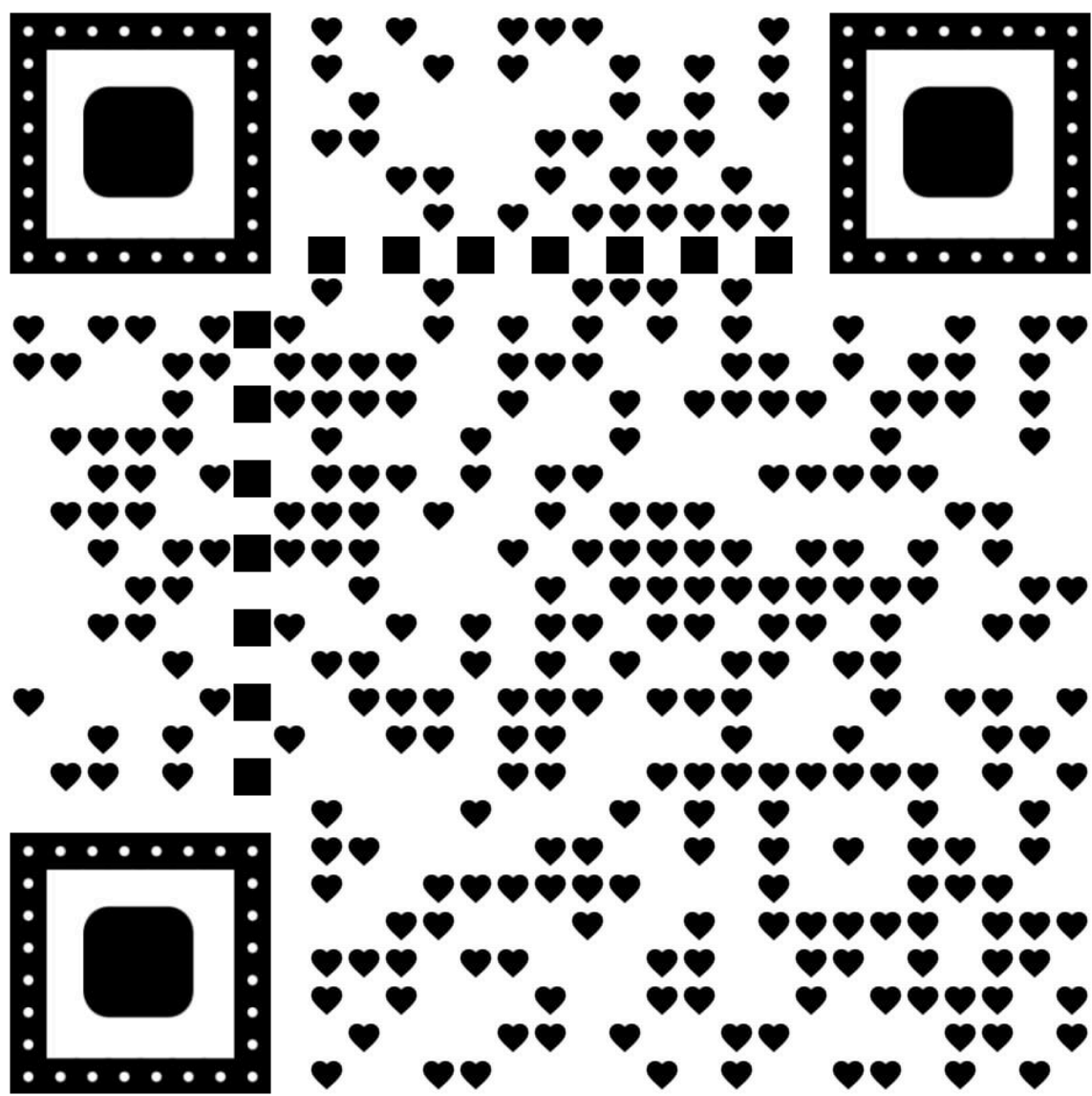


TECH DOODLE 2K25

FOR REGISTRATION



TECH DOODLE 2K25

SYMPOSIUM RULES AND GUIDELINES

General Symposium Rules

1. All participants must complete the registration process before the event.
2. Respect the event schedule and adhere to the designated time slots for each competition.
3. Any form of plagiarism, rule violation, or misconduct will result in disqualification.
4. Participants must follow the instructions given by the organizers and event coordinators.
5. Mobile devices are prohibited during competitions unless explicitly allowed.
6. Any disputes or concerns should be raised with the organizing committee immediately.

TIMINGS :

Registration - 8:30 AM To 9:30 AM

Inauguration - 9.30 AM To 10.00 AM

Events - 9:30 AM To 4:00 PM

Closing Ceremony & Prize Distribution - 4:00 PM To 6:00 PM

Technical Events

Paper Presentation

Timing: 10:00 AM - 12:30 PM

Coordinators: Ishwarya & Latha

Pre-Presentation:

- Complete registration and follow submission guidelines.
- **Paper Submission Last Date:** March 15
- **Intimation to Selected Participants:** March 17
- Maximum **3 members** per paper.

Presentation:

- Time limit: **10-15 minutes**
- Format: **PPT/PDF**
- Use **visual aids** and ensure **clear fonts** for readability.

During Presentation:

- Start on time and **stay concise**.
- Follow **time limits** strictly.

Post-Presentation:

- Engage in **Q&A** session.
- Receive **feedback** from judges.
- Upload presentation if required.

Code Competition

Coordinators: Dhanasekaren , Hemanth

Timing:

- Batch 1 (10:00 AM - 11:00 AM) – Some may miss due to other events.
- Batch 2 (2:00 PM - 3:00 PM) – For those who missed Batch 1.
- Winners: Top two scores across both batches.

Rules:

- Individual participation only – No teams.
- No mobile use – Only laptops/PCs provided by organizers.
- Strict timing – Late submissions not accepted.
- Platform: Contest on **HackerRank** – Familiarize yourself beforehand.
- Scoring: Based on correctness & execution time; ties resolved via efficiency & submission time.
- Submission: One final submission only; plagiarism is strictly prohibited.
- Conduct: Unauthorized resources lead to disqualification.
- Technical Issues: Report immediately; no extra time granted.
- Updates: Check the designated event channel (e.g., WhatsApp) for announcements.

Cipher Doodle (Cryptography Event)

Coordinators: Karthi, Kalaiselvi

Timing: 12:00 PM - 1:00 PM

Round 1: Encryption and Decryption

Description:

Unlock the secrets of cryptography in CipherQuest, an event where participants decode and encode cryptographic words using various encryption techniques. Test your problem-solving skills, reveal hidden messages, and compete to be the ultimate cryptography master.

Rules:

1. Each team should contain 2 members.
2. The time duration for Round 1 will be 20 minutes.
3. Any kind of malpractice leads to disqualification.
4. The top 5 teams will be selected for the next round.

Round 2: QR Cracking and Riddle Solving

Description:

Solve mysterious riddles and crack QR codes to uncover hidden words. Each clue brings you closer to the final mystery—think fast, decode smarter, and race to the finish!

Rules:

1. Each team of 2 participants must compete according to event guidelines.
2. Each riddle must be solved to proceed to the next challenge.
3. All riddles and codes must be solved within the given time frame.
4. Time duration: 10 minutes.
5. Any form of cheating or rule violation will lead to disqualification.

Non-Technical Events

1. Treasure Hunt 🏆

Team Size: 2 to 4 Members

Coordinators: Sanjay K, Vasanthakumar C, Mahesh K, Sujitha

Timing: 2:00 PM - 4:00 PM

Rules:

- Each team will receive the first clue at the starting point.
- Teams must follow the clues in sequential order to find the final treasure.
- At each checkpoint, teams must complete the given task to receive the next clue.
- No team is allowed to tamper with, hide, or destroy other teams' clues.
- Use of mobile phones or external help is strictly prohibited.
- All team members must stay together; splitting up is not allowed.
- Only one winner – the first team to find the treasure wins!

Let me know if you need any further modifications! 🔥 🏆

2. Connection (Team Size: 2 to 3 Members)

Team Size: 2 to 4 Members

Coordinators: Vishwaa P, Velmurugan G, Sabitha

Timing:

- Batch 1 (10:00 AM - 11:00 AM)
- Batch 2 (11:00 AM - 12:00 PM)

Rules:

1. A set of **images** will be displayed on the screen.
2. Teams must **guess the correct word, movie, or song name** by **connecting the images**.
3. Each **correct answer earns points**.
4. A **time limit** will be given for each question.
5. The **team that presses first** will get the opportunity to answer. If they fail, the question will pass to the **next team**.
6. **Top 4 teams from each batch** will move to the **final round**.
7. The team with the **highest points in the final wins**.
8. **Use of mobile phones or external help is strictly prohibited**.

Be quick, think sharp, and connect the dots to victory!

3. Free Fire Tournament Rules (Knockout Format – 4v4 Clash Squad Mode)

Coordinators: Simeon A, Gokul P

Timing: 2:00 PM - 4:00 PM

General Rules:

1. **Format:** Knockout (Elimination) matches in **4v4 Clash Squad Mode**.
2. **Match Rules:**
 - **Best of 15 rounds** (First squad to win **8 rounds** advances).
 - The tournament follows a **knockout system** – losing teams are eliminated.
3. **Game Settings:**
 - **Guns: Standard weapon selection** (No custom weapon loadouts).
 - **Gun Skins: OFF** (No weapon attributes from skins).
 - **Character Skills: OFF** (No additional abilities allowed).
 - **Glow Wall Breaking: NOT ALLOWED** – Intentionally breaking other teams's Glow Wall will lead to disqualification.
4. **Map Restrictions:** No rooftop camping – players found abusing rooftops will be disqualified.
5. **Device Restrictions:**
 - **No Emulators** – Mobile devices only.
 - Players must use their **own devices & stable internet**.

Additional Rules:

 **No hacking, teaming, or use of third-party software** – leads to immediate disqualification.

✔ **Toxic behavior, abusive language, or team griefing** will result in penalties or removal.

✔ **Players must be present before match time** – latecomers forfeit their match.

🏆 The last squad standing wins the tournament!

CONTACT DETAILS

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STUDENT COORDINATORS

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For any queries or concerns, please reach out to the symposium organizers.

Good luck to all participants!