TIARA

COMMEMORATING EXCELLENCE
17th 18th & 19th MARCH

2020

EVENT GUIDELINES

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BOT EVENTS

1) Ace the Maze

Line follower is an autonomous robot which follows black line in white background. In this contest the contestant has to build a self-contained robot to negotiate a maze in the shortest possible time.

General Rules:

- Team size: 2-4 members
- No. of Rounds: 3
- Judges and organizers decision shall be final

Bot Specification:

- Dimensions: 15cm×15cm (no tolerance).
- A maze solving robot shall be self-contained (no remote control).

Arena Specification:

- Width of the tracks: 3cm.
- The starting point will be any of the four corners and the ending point will be a corner with a black square of width 8cm*8cm.
- Multiple paths to the destination are allowed.
- The maze will have a few mandatory checkpoints to clear.

Contest Rules:
- Contestant Bot which clears the first track will be qualified for the second round.
- Each contestant will be given 5 minutes to finish the second round.
- Timer shall start once the robot is placed on the starting point.

- A maze solving robot shall not jump over the tracks or damage the tracks.
- The contestant is allowed to touch the robot only if it jumps the track during the run, with the penalty of 10 seconds added to the total time consumed by the robot to finish the maze.

Judging Criteria:

- Teams whose robot completes the maze with the least amount of time will be the winner in the final round.
- Robot which will stop at the end point will get a bonus point.
- If the robot completes the maze without any hand touches will be awarded with bonus points.
- Each time the member of the team touches the robot during the run will be penalized with 10 seconds added to the total time taken.
- The design and genuineness will also be judged.

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2) CARNAGE

Robowars is an event wherein manually controlled RC bots battle each other. It will be savage. It will be treacherous. Clash of Metals with the alloys grinding red hot. It is a game of style, control, damage and aggression with the robots' pit against each other in a deadly combat.

General Rules:

- Team size: 3-6 members.
- Judges and organizers' decisions shall be final.

Bot Specification:

- The size of the bot can be 600mm * 600mm * 600mm (l*b*h).
- Weight of the robot should be 45 kg with 5% tolerance.

Contest Rules:

- The competition will be played on a knock-out basis.
- The bot will be inspected for safety before the event begins. If found to be unsafe for the participants spectators, it will be discarded.
- The minimum time limit for the clash of combatants inside the arena is 3 minutes.
- A bot will be declared immobile(out) if it cannot exhibit linear motion of at least one inch within 10 seconds. A bot with one side of its drive train disabled will not be counted out if it can demonstrate some degree of controlled movement.
- Teams that are not ready when called for battle will be considered to have declared a walkover, and will receive no points.
- The bot cannot be split into two sub-units. Two distinct parts connected by a flexible cable will be considered separate units.
- Damaging the arena will lead to immediate disqualification.
- Lego kits, readymade kits, car bases and development boards are not permitted. Readymade gear boxes are permitted.
- Technical timeout of 2 minutes will be given. Exceeding this time will lead to deduction of 20 points for every extra minute.
- Maximum voltage allowed - 36V.
- Hopping, jumping and flying bots are not allowed.
- Teams with wired and wireless bots are allowed.
- Acid, high power magnet and flame based bots are not allowed.

Judging Criteria:

- Pushing a bot into a hole will fetch 30 points.
- Lifting a bot for 10 sec (consists of front two tyres) will fetch 40 points.
- Any part (minimum 3cm size) flying out of the bot due to the damage caused by the other bot will be carrying 50 points
- Pinning a bot to the walls of the arena for 5 seconds will carry 20 points.
- Impact hit 40 points.
- Topple 60 points.

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3) RC EXTREME

Design a wireless robot within the specified dimensions that can be operated manually and can travel through all turns of the track. The robot that will complete the specified task in least time will be the winner.

General Rules:

- Team size: 2-4 members.
- Each team will be allowed only one run on the track.
- Judges and organizers' decisions shall be final

Bot Specification:

- The RC car dimensions should not exceed the box size of 30*30*30cm.
- Only wireless mode of communication between the controller and the car is allowed.
- Max weight allowed is 3 kg.

Contest Rules:

- Participants are only allowed to use self-made RC vehicles (no store- bought ready-made vehicles but cars with DIY innovations are allowed).
- Any form of wireless transmission to control the car is allowed.
- Participants are to design an RC car for manoeuvrability, traction, gradient test and suspension track.

Judging Criteria:

● The vehicle which clears the track in the least time will be declared as winner followed by 2nd and 3rd place.
● If the RC vehicle crashes and is unable to rescue itself, a restart will be given from the last checkpoint with. (Max Restart allowed :3 times).

- If the vehicle collides with an obstacle, a time penalty of 2 seconds will be added.
- The winner and runner ups will be decided based on the final timings.

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4) BOT SOCCER

Two Bots from different teams compete against each other on the arena to score goals and prevent the opponent from scoring a goal.

General Rules:

- Team size: 2-4 members.
- Judges and organizers' decisions shall be final.

Bot Specification:

- The following size limitations apply for each robot, Width: 30cm Length: 30cm Height: 20cm
- The robot should weigh under 5kg.
- 5% tolerance will be provided on both dimensions and weight, exceeding this would be leading for disqualification
- The robot can be wired or wireless.
- The Robot must not be made from Lego parts or any readymade assembly kits.
- Participants are allowed to use their own creativity for designing the bot.
- Any kind of hitting mechanism can be used.
- The length of the wire should be of minimum 5m for wired bots.

Arena Specification:

Arena will be of 12*8 feet in dimensions.

Contest Rules:

- Each game shall have 2 halves, each half lasting for two minutes.
- The bots should not remain immobile for more than 10 seconds.
- Pushing the opponent's bot into the goal post is allowed.
- The name of the person who is controlling the bot should be announced before the start of the game. The controller cannot be changed during the game.
- One member should hold the wires of the bot during the game. The wires should remain slack throughout the game.

Judging Criteria:

- On scoring a goal, the team will be awarded with one point.
- One point will be deducted for damaging the opponent's bot intentionally.
- The bots are not allowed to enter its own goal post. Entering the goal post will result in one warning followed by deduction of one point.
- The team which gets the highest points will be the winner of the game.
- All decisions about scoring, gameplay and timing made by the coordinators and judges are final.
- In case of a tie, extra one minute of time is provided for a golden goal. i.e.; whoever scores a goal will be declared the winner.
- In case no goal is scored in the extra 1 minute, penalty shots will declare the winner.

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5) TUG OF BOTS:

Two bots connected to each other by means of a string attempt to pull each other across the centre line drawn on the arena.

General Rules:

- Team size: 2-4 members.
- Judges and organizers' decisions shall be final.

Bot Specification:

- Maximum weight of bot is 3 kg and dimensions should not exceed 30cm*30cm*20cm. No tolerance for exceeding this specification.
- Maximum voltage allowed is 24V.
- Robots may be wired/wireless.
- Wired robots must have a minimum wire length of 2.5m. wires must be slack and must not touch the arena.
- A hook must be provided on the bot to attach a string/rope.
- No trail is allowed.
- Use of LEGO or ready-made kits is banned.
- Use of magnets, liquids, shooting parts, flame and any such components hazardous to participants is banned.
- Any device that causes radio interference/jamming is banned.

Arena Specification:

Arena will be a 2m*2m*2.5cm plywood board. The center line will be marked.

Contest Rules:

- Bots shall be placed 30 cm from the centre line on either side String of 60cm length will be connected to the bots. String shall be slack.
- A timeout of 2 minutes can be claimed once per match, after completion of a round only.
- Competitors/ spectators shall not touch the bots or enter the arena during a round.
- In case of dispute, the coordinator's decision is final.

Judging Criteria:

- If any part of the robot crosses the centre line, or the hook breaks, or string slips, that bot loses the round.
- Each match shall have 3 rounds. A bot must win ⅔ rounds to be declared the winner of the match.
- In case no robot crosses the centerline in 1 minute, round is considered draw.

- If the match results in a draw, a tie breaker round is held. At the end of the tie breaker round, the bot closest to the line loses.
- If a bot is immobile then it is deemed to have lost the round.

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CODING EVENTS

1) RunTime Terror:

Participants compete with their skills to code and debug according to the rules which shall be disclosed at the venue.

General Rules:

- Team size: 2 members
- No. of Rounds: 3
- Organizers' decision shall be final in case of tie or any other discrepancies.
- Participants can choose the language of their choice to write programs.

Round Description:

- Round 1: Questions related to coding.
- Round 2: Fix the code and get to the next round
- Round 3: Solve the problem with your coding skills

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Judging Criteria:

- Round 1: Top 15 teams qualify for the next round.
- Round 2: Fastest 4 teams to successfully debug the programs shall proceed to the final round.
- Round 3: Top 2 teams to solve the given problem shall be declared as winners. The code written has to be readable and optimized.

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2) App_Ninja

Participants shall have to develop an android application on the given theme. Theme shall be disclosed on the day of the event.

General Rules:

- Team size: 2 members
- No. of Rounds : 2
- Judges and organizers' decision shall be final.
- Participants must bring their own laptops.
- Android Studio should be pre-installed.

Round Description:

- Round 1: Build the android application based on the given theme.
  - Teams need to develop an application within the given time (5 hours).
  - Only android studio should be used to develop the application.
- Round 2: Presentation
  - Presentation time: 3 minutes (presentation) + 2 minutes (Questionnaire).

Judging Criteria:

- Based on the creativity, coverage, functionality and presentation of the mobile application, winners shall be decided.

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3) Survival:

Survival is a technical event for the geeks of Computer Science. The event demands the knowledge of concepts involved in this domain.

General Rules:

- Team size: 2 members.
- No. of Rounds: 3
- Organizers' decision shall be final.
- Each team should have a mobile phone.

Round Description:

- Round 1: Do you know it all? – Digital Scavenger Hunt
    - Each team shall have a random opponent.
    - Teams will have no knowledge about their opponent.
    - Teams shall have to compete against the time and their opponent to solve the puzzles.
- Round 2: Can you Query?
    - Write queries to solve the given question and get the path to your final treasure.
    - Hint: Office Hunt (DBMS – SQL queries)
- Round 3: Are you a GeeksforGeeks Fan?
    - Hint: A structure shall lead a way to your Bounty. (More about this round shall be disclosed at the venue)

Judging Criteria:

- Round 1: In the random pairs formed, winner in each pair shall move to the next round.
- Round 2: First 5 teams to complete the treasure hunt shall move to the final round.
- Round 3: Judging Criteria shall be disclosed at the venue. Winners shall be decided at the end of this round.

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4) Design O'WEB

Design O'WEB is an 8 hour web designing competition where participants are supposed to build a website according to the theme given.

General Rules:

- Team size: 1-2 members
- No. of Rounds : 2
- Judges and organizers' decision shall be final.
- Participants need to submit Team name and team members during registrations.
- Participants are required to get their own laptop.
- Participants will be given internet access.

Round Description:

- Round 1: Building a website within 7 hours (9am - 4pm)
  - Teams need to develop a website within the given time (7 hours).
  - Topic for website development will be given on spot.
  - Internet Access will be provided.

- ○ Any web development platform can be used to design the website.
- ○ Web development frameworks such as Django, PHP, Flask, NodeJS, ReactJS, VueJS etc. could be used.
- Round 2: Presentation (4pm - 5pm)
  - ○ Presentation time: 3 minutes (presentation) + 2 minutes (Questionnaire).

Judging Criteria:

- Based on the creativity, coverage, functionality and presentation of the developed website, winners shall be decided.
- Marks will be deducted for plagiarism.

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TECHNICAL EVENTS

1) Ease of Flow

Ease of flow is a technical event in which each team will be given a set of pipes and joints using which the participants need to carry water from the source to the destination, through a set of obstructions.

General Rules:

- Team size: 3 members
- No. of rounds: 1
- Judges and organizers' decisions shall be final.

Contest Rules:

- The team should take the water from given source to destination with the help of PVC pipes and joints, through a set of obstructions (2 cubic feet cubes).
- Out of the three destinations, participants will be given a destination based on the slots picked.
- The pipes need to pass along two sides of at least two cubes.
- Use of materials other than the provided pipe connections are not entertained.
- Each participant will get a maximum time of 5 minutes (tentative) to complete the event.
- Participants should report 15 minutes prior to the start of the event.

Judging Criteria:

- Minimum time used for fixing the pipes.
- Minimum time taken by the water to fill the destination (Upto marked level).
- Minimum number of PVC pipes used (Tie-breaker).
- Minimum number of joints used (Tie-breaker).

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2) Grandmaster

The hardest choices require the strongest will. The best manager event is to identify the traits of a good manager and find out how they demonstrate the skills, knowledge and talents of a good manager. If you are a master of minds, then come, fight and prove your strength.

General Rules:

- Team size: 1 member
- No. of Rounds: 4
- Judges and organizers' decisions shall be final.

Contest Rules:

- Participants are required to come in professional attire.
- Participants should bring their own laptops and dongles.
- Rounds and the details of each round will be disclosed on the spot.

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3) Hydro Cannon

Can you replicate and recreate the ancient offense of a Cannon and shoot the farthest? Fire the projectiles as far as you can. Build a mechanism to propel a projectile using hydraulic and pneumatic power

General Rules:

- Team size: minimum 2 maximum 5 members
- No. of rounds: 2
- Judges and organizers' decisions shall be final.

Contest Rules:

- Projectile mechanism should be sturdy and mechanically sound and safe.
- Metal cannot be used for the mechanism.
- Use of compressor is prohibited.

- Energy cannot be pre-stored.
- Use of fire or combustion energy is STRICTLY PROHIBITED.
- Only pressure energy can be used.
- Each team will be given 2 minutes for set-up.

Judging Criteria:

- Projectile having maximum range will be awarded.

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4) Science Exhibition

Education does not simply mean the ability to read and write, it is a wide term used to describe the complete process of development. We are living in a developing country and Science has a very vital role to play in the development of any country. Science exhibition is one of the easiest ways to enhance students' interest in Science and Technology. This exhibition will look forward to your ideas that will help people or the environment for better development.

General Rules:

- Team size: 4 members
- Judges and organizers' decisions shall be final.
- Theme: Benefits of Science to the society.

Contest Rules:

- Participants are responsible for every aspect of the development of their entries.
- Participants must set up their project in the given time and need to be there throughout the judging period.

- No participant/team is allowed to submit more than one project.
- The project displayed and selected will be based on the theme.
- The participating team will have to bear its expenses.
- Eco Friendly materials must be used.
- Use of heat or flame, explosives are prohibited.
- Participants have to submit their exhibits' abstract a week before and also should specify the approximate space required to display their projects/exhibits along with the need of power supply.

Judging Criteria:
- Creative and imagination.
- Scientific and scope of its applicability in future.
- Economic and eco-friendly project.
- Presentation aspects like effectiveness, demonstration, display and relevant explanation.

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5) Flight Mode

In this busy world, no roads are traffic-free. Then how can you be sure about the aerial route? Race your drones through all the obstacles, high and low--on its path and pave the way for the future tech.

General Rules:

- Team size: Maximum 4 members (minimum 2)
- No. of Rounds (if any): 3
- Judges and organizers' decision shall be final.

Drone Specification:

- Dimension: Size of the drone should not exceed 2 sq.ft.
- Multi-rotor with 3-8 motors.

Arena Specification:

- Circle with a diameter of 15 meters.

Contest Rules:
- Drones have to clear all the obstacles and complete 2 or 3 laps.
- No ready to fly drone to be used.
- Autopilot allowed.
- If the drone gets crashed a life is given, with a repair time of 150 seconds. (Applicable, if fewer registrations)

Judging Criteria:

The participant who clears the track in the least time will be declared the winner.

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NON TECHNICAL EVENTS

1) Debate

A fair battle of facts, opinions and thoughts by a genuine discussion on a particular topic or resolution chosen. Two make a team, the most eloquent team wins the battle as decided by the judges.

General Rules:

- Team size: 2 members
- No. of rounds: 3
- Judges and organizers decision shall be final

Event Guidelines:

- A team should comprise of a Motion Speaker and Rebuttal Speaker.
- Participants will choose their topic by picking lots. (3 hours prior to the event)
- They will also select their side of the motion (for/against) shortly after the choice of topic.
- Each team can represent only one side of the motion. (i.e. both members of a team can speak only "for" or "against" the motion.)

Rounds:
Round 1
- Motion Speaker initiates the argument by making an opening statement on the motion and presents his/her opinion for/against (as chosen earlier) the motion.
- Motion Speaker is allowed to speak only in the first round.
- Rebuttal Speaker does not have a say in this round.

Round 2:
- Rebuttal Speaker of every team is permitted to ask a maximum of two questions to the opposing team.
- This speaker has to make counter arguments and answer questions imposed by the Rebuttal Speaker of the opposing team.

Round 3:

- Four teams will be qualified to the final round.
- Each team will select a fresh topic 45 minutes prior to the commencement of the final round.
- Competition will proceed as directed in Round 1 and 2.

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2) Limelight (Mock Press)

Mock Press Conference is an event wherein the participants would pose as public figures ranging from writers to scientists, politicians to singers, sports personalities to film stars. The event is modelled on a press conference and the participant will be asked questions by the judge.

General Rules:

- Team size: 1 member
- Judges and organizers decision will be final

Event Guidelines:

- The characters to be impersonated will be given on the first day of the fest.
- All participants are requested to be half an hour prior to the venue.
- Use of music for the entrance is allowed and the same must be submitted at the mc desk one hour prior to the event.
- Fire, water or any form of litter will not be allowed.
- Any vulgarity or disrespect shown to the judges will be taken as grounds for disqualification.

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3) Khoj (Treasure Hunt)

Awaken the pirate in you! As the Hunt for the treasure needs it the most! He who falls behind is left behind! Each crewmate is to keep their weapons of wit and guns clean for action! Only the pirate king has the power to claim the treasure! May your ANCHOR be tight, your CORK be loose, your RUM be spiced, and your COMPASS be true.

General Rules:

- Team size: 4 members
- No. of rounds: 2
- College ID is mandatory for every participant.
- Judges and organizers' decisions shall be final.

Event Guidelines:

- Event consists of 2 rounds. An eliminator and final round.
- No phones allowed throughout the event until informed.
- The rules will be announced at the venue for the event.

Rounds:

Round 1:

- It will be a round of simple tasks that will test your skills in puzzles and brain teasers.
- Teams will not be allowed to use smart electronic gadgets, being found on using, those teams will be disqualified.
- Only 10 teams will be qualified to the finals.

Round 2:

- This round will test your capacity as a team to figure out the final location or object.
- An initial event briefing will be given to the finalists over the rules that need to be strictly followed.
- Team reaching the goal first will be the winner!

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3) Mime

Mime is the art or technique of portraying a character, mood, idea, or narration by gestures and bodily movements.

General Rules:

- Team size: 6-8 members
- Time allotted: 5+1 minutes (including stage setup)
- Judges and organizers decision shall be final

Event Guidelines:

- Beyond the allotted time 5 marks shall be deducted from the total score every 10 seconds.
- Props, facemasks, lip syncing and placards are not allowed.
- No narration or dialogues allowed

Student Coordinators:

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4) Mad Ads

Mad ad is an advertising competition where creativity meets madness. This competition helps the students to showcase their talents in marketing different products. Its objective is to make students familiar with the promotional strategies.

General Rules:

- Team size: 5 - 10 members
- Time allotted: 4+1 minutes (including the setup time).
- Judges and organizers' decisions shall be final.

Event Guidelines:

- Exceeding the time, marks will be deducted accordingly.
- Props are allowed. Use of water, fire or animals is prohibited.
- During act there should be no exposure to biases against any caste, community, religion or political affairs.
- Use of vulgar expression and language will lead to disqualification of the team.

Judging criteria:

Participants shall be judged based on
- Spontaneity
- Content
- Adherence to the topic
- On stage presentation
- Coordination
- Overall appeal to the advertisement

Student Coordinators:

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5) JAM

A Panel Game in which the contestants are challenged to speak for one minute without hesitation, deviation or repetition on any subjects that comes up.
Points are gained for speaking when the minute is up, correctly interrupting, or being wrongly interrupted.

General Rules:

- Team size: 1 member
- Judges and organizers' decisions shall be final.
- Rounds: 2

Rounds:

- Two main rounds will be conducted, the elimination round and the final round.
- In each elimination round, 5-6 participants will play the panel game, from which a winner will be selected.
- The winners of every elimination round will battle each other in the final round, where the ultimate winner and runner up will be declared.

Event Guidelines:

- Topic will be provided on spot.
- Topic could be a word or a phrase.
- When the chair says start talking, start talking Immediately.
- Contestants cannot start with the topic word or phrase.
- Try not to speak too quickly.
- Don't speak too slowly. That's called hesitation.
- Late starts and early starts can be caught.
- Never say 'er', 'erm', 'um', or 'ahhhh'.
- Contestants have to speak continuously without any pause, stutter or continuous repetition of a particular word for 60 seconds
- Short words don't count as repetitions. You won't lose points for repeating words like 'I', 'you', 'a,' or 'the'.
- Watch out for acronyms, because letters do count. USSR, BBC or CCTV are common pitfalls for newcomers.
- Don't change the topic, that's deviation.
- Contestants cannot repeat the idea once stated and they cannot steal the ideas of others.
- Speaking continuously for 5 seconds will gain the participants 5 points
- The participants who finish the topic at the 1min mark will get 10 extra points
- In case of any discrepancy, argument or confusion, the decision of the judges will be final.

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6) Inquizition

Knowledge is knowing Tomato is a fruit. Wisdom is not putting it in a fruit salad. Philosophy is wondering if that means ketchup is a smoothie. Common Sense is knowing that ketchup isn't a smoothie. This is the battle of the brains. A mind sport wherein the players, attempt to answer questions posed to them correctly, using intelligence, intuition and imagination.

General Rules:

- Team size: 1 - 3 members.
- Lone wolves are welcome.
- Judges and organizers' decisions will be final.
- Rounds: 2
- The quiz will consist of a prelims round to select 6 teams to the final round.
- They will face off in the finals consisting of 6 different rounds.

Event Guidelines:

- This is a general knowledge quiz.
- Questions will be based on various topics from different fields.
- Cross-college teams are not allowed.
- Quizmaster's decision is final.
- Rules are subject to change as per the discretion of the organizing team.

Student Coordinators:

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7) Funkaar (Stand Up Comedy)

The stand-up comedy event will be the place where the contestants get to try the funny side of them. And here everything will be totally dependent on improvisation. The contestant will have to prove his comic talent to the judges.

General Rules:

- Team size: 1 member
- Time allotted: 8+2 mins
- Judges and organizers' decisions will be final.

Event Guidelines:

- The act should be light-hearted and should not be offensive in any way.
- The result will be decided by the panel of judges.

Student Coordinator:

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9) Sthira (The Jenga Game)

Building it high and strong, years and decades is what it takes. But tearing it down, right to the ground it will take you only ONE mistake. Be the best and put your opponent to the test!

General Rules:

- Team size: 2 members.
- Judges and organizers decisions will be final.
- Number of rounds: 3

Event Guidelines:

Round 1: Place it smart or fall apart

- Taking one block on a turn from any level of the tower (except the one below an incomplete top level) using only one hand.
- Placing the removed block on the topmost level to complete it.
- The game ends when the tower collapses.

Round 2: Answer it right or lose the fight

● Each team will be asked a non-technical question.
● The wrong answer to the question leads to a penalty of removing a block from the tower.
● The right answer to the question saves you from penalty.
● The team responsible for collapsing of the tower will be eliminated from the corresponding round.

Round 3: Take aim cause its endgame.

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VISUAL ARTS

1) Lensation (Photography)

Photography is an art. Taking an image, freezing the moment, reveals how rich reality truly is. Photography is an art of observation. It's about finding something interesting in an ordinary place. It has little to do with the things you see and everything to do with the way you see them. Here the participants show their skills and their creativity by capturing photographs through their lenses, which would mesmerize one and all. The contestants would be given a theme on which they have to capture a photograph.

General Rules:

- Team size: 1 - 2 members
- Judges and organizers' decisions shall be final.

Event Guidelines:

- Contestants should bring their own photography kits.
- Mobile photography is not allowed.
- Themes will be given on spot.
- The photograph must be of jpeg or jpg format.
- Basic editing, including colour enhancement, and cropping of the Photo is acceptable, provided any such editing does not affect the authenticity and/or genuineness of the Photo.
- Competition will be judged on the basics of quality, creativity and content that the photograph portrays.
- The submission of the photograph should be done within the due time. Failure to do this would lead to disqualification.

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2) Reflection (Video Editing)

Videography is capturing moving images on electronic media and even streaming media. The term includes methods of video production and post- production. It could be considered the video equivalent of cinematography.

General Rules:

- Team size: 1 - 2 members
- Judges and organizers' decisions shall be final.

Event Guidelines:

- Contestants should bring their own videography equipment (including laptop).
- Video output should be in mp4 or mov format.

- Length of the video should be between 1- 3mins.
- Templates cannot be used.
- Competition will be judged based on quality of the video, transitions, colour grading, stabilization and maximum event coverage.

Student Coordinators:

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3) Celluloid (Short Movie)

Every short movie has a few key things in common: concise storytelling, great performances, an original concept, and stunning visuals. This is a short film competition and hence ONLY Short Films should be submitted. NO DOCUMENTARIES. The entries can be short digital animation films too based on the topic.

General Rules:

- Team size: 4 - 8 members
- Number of rounds: 1

Round 1:

- A proper short movie (max of 6 +1 minutes) must be captured and must include the content /clips which they have used in the 1st round.

Event Guidelines:

- The films shall not be more than 6 + 1 minutes (300 seconds), including the beginning and end credits. Films exceeding this time limit are liable to be rejected. The minimum length should be 1 minute.
- The short films can be in their original language, but MUST be subtitled in ENGLISH. Films submitted previously to any other events/occasions will not be considered for this contest. If found later, will be disqualified for the contest/prize withheld.

- Submission of final video must be done on time.
- The decision of the jury shall be final, unquestionable and binding on all participants.
- The topics will be given on the day of the event.

Format:

- The films may be shot in MPEG4 or AVI format.
- The recommended ratios are: 16:9 / 16:9 Full Height Anamorphic – in DV / HDV.

Student Coordinator:

Manish B Karkera

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FINE ARTS

1) Doodle It

Doodles are simple drawings that have representational meaning or may just be abstract shapes. This event focuses mainly on the creativity of the participants.

General Rules:

- Team size: 1 member
- Judges and organizers decision shall be final

Event Guidelines:

- The participants have to carry their own drawing kits and all the essential items that they would require for the art.
- The drawing sheets will be provided to them at the event venue.
- There is no restriction on the theme so the participants are free to choose the themes according to their continence.
- The drawing has to be completed within the given time.
- The art will be judged on the basis of the creativity level, content and neatness.

Student Coordinators:

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Sushan Sapaliga
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2) Paper Vogue (Quilling Art)

Quilling Art is an art form that involves the use of paper strips that are rolled, shaped, and glued together to create decorative designs. The paper is rolled, looped, curled, twisted, and otherwise manipulated to create shapes which make art.

General Rules:

- Team size: 1 member
- Judges and organizers decision shall be final.

Event Guidelines:

- It can be a 2D or 3D art with a particular theme of the participants' choice.
- Participants have to bring their own material i.e. coloured sheets, quilling strips, quilling tools, fevicol etc. No material will be provided by the college.

- Your artwork must be your own original work.
- Participants have to start the whole work at the time of commencement of the event.
- Theme should be duly explained to the judges.

Student Coordinator:

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3) Naqaab (Face Painting)

Your partner is your canvas as we take make_ups to a whole new level! Let your creativity loose and paint your partner's face to serve as a mask, because being yourself might be cool, but it's cooler to be Batman!

General Rules:

- Team size: 2 members
- Judges and organizers decision shall be final

Event Guidelines:

- Team event. (2 people - The one who will paint and the other whose face will be painted)
- Topic will be given on spot.
- Participants should bring their own colours, brushes and other artistic things.
- Participants must be able to explain their art.
- Participants will be judged on the basis of creativity, innovation and design.
- Use of reference (viz. mobiles, photos etc.) to paint will lead to immediate disqualification.

Student Coordinators:

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4) Sketch-It

Pencil sketching art is perhaps the most expressive of all art forms. This content is for all artists who bring out their creativity, imagination using lead pencils. So, grab your HB pencils and get us into the mesmerizing world of black and white shades.

General Rules:

- Team size: 1 member
- Judges and organizers decision shall be final

Event Guidelines:

- The theme will be given on the spot.
- No colour artwork will be accepted, only drawings that are done in lead pencils will be accepted.
- Only drawing sheets will be provided by the organisers.
- Do not copy someone else's work

Student Coordinators:

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5) Street Talk (Graffiti Art)

Graffiti art can be seen almost everywhere as an artistic form of public expression. So here we provide the budding artists with an opportunity to showcase their graffiti techniques. So, pack your bags, pick up your sprays and brushes and splash your creativity on our walls.

General Rules:

- Team size: 1-3 members
- Judges and organizers decision shall be final

Event Guidelines:

- The Canvas for the graffiti shall be provided of size 4' * 6'.
- Spray paints and other required things should be brought by the participants.
- Theme: Mangaluru Culture
- No vulgarity in the graffiti shall be entertained.

Student Coordinator:

Sumashri K
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6) Poetry

A literary event that enables writers to express their ideas and emotions according to their imaginative style in which words are chosen for their beauty and sound and are carefully arranged, often in short lines which rhyme.

General Rules:

- Team size: 1 member
- Judges and organizers decision shall be final.

Event Guidelines:

- A poem must be an original work by the person entering the contest.
- Do not use "texting" lingo. Properly spell out all words and numbers
- Poems containing languages that are vulgar, offensive or wholly inappropriate will not be accepted.
- In the first round, poetry can be written in any poetic style and on any subject.
- In the second round, the topic will be given on the spot.
- All poems must have a title and must not exceed more than 55 words.
- Poems must be written in English or Kannada.

Student Coordinators:

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GAMING EVENTS

1) Call Of Duty Mobile

Call of Duty is a mobile multiplayer shooting game where two teams are pitted against each other in a series of rounds. Each round is won by reaching a certain objective score first.

General Rules:

- Team size: 5 members
- Judges and organizers decision shall be final

Event Guidelines:

- Teams must have all 5 players present before the start of any match.
- All matches will be played in Multiplayer mode.
- Only smartphones must be used to play the game. PCs, consoles, tablets, laptops, iPads or any other non-handheld devices cannot be used.
- Each round will be a knockout round.
- The latest version of the game will be used.
- The maps will be decided on the day of the event.
- Account sharing is not allowed.
- All cheats, hacks, exploiting glitches and bug abuse are strictly forbidden.
- The Internet will not be provided.

Student Coordinators:

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2) Counter Strike Source

Counter Strike Source is a multiplayer shooting game which pits a team of Counter-Terrorists against a team of Terrorists in a series of rounds. Each round is won either by completing an objective (such as detonating a bomb) or by eliminating all members of the opposition

General Rules:

- Team size: 5 members
- Judges and organizers decision shall be final

Event Guidelines:

- Teams must have all 5 players present before the start of any match.
- Headphones / Earphones won't be provided.
- Required gears for gaming has to be bought by the player. (Mouse is provided)
- The maps will be decided on the day of the event.
- Each round will be a knockout round.
- Cheat codes, scripts, use of banned items/weapons or any unfair means to get an advantage over another team will cause immediate disqualification of the team.
- Team side will be decided by a coin toss.

Student Coordinators:

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3) PUBG Mobile

PlayerUnknown's Battlegrounds (PUBG) is an online multiplayer battle royale mobile game where multiple teams parachute down from an airplane onto an island and make use of various weapons, armoury, vehicles and medicine to survive. The last team standing will be declared the winner.

General Rules:

- Team size: 4 members
- Judges and organizers decision shall be final

Event Guidelines:

- Teams must have all 4 players present before the start of any match.
- The latest version of the game will be used.
- Only smartphones must be used to play the game. PCs, consoles, tablets, laptops, iPads or any other non-handheld devices cannot be used.
- All matches will be played in TPP(Third-Person-Perspective).
- The maps will be decided on the day of the event.
- Account sharing is not allowed.
- All cheats, hacks, exploiting glitches and bug abuse are strictly forbidden.
- Internet connection will not be provided.

Student Coordinators:

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CULTURAL EVENTS

1) NRUTYA (EASTERN GROUP DANCE)

It is the spirit of both eternity and time. It is the spirit of both man and woman. It is the Purusha and Prakriti, expression and evolution of the moment a truly creative force that has

come down to us. This embodiment of sound and rhythm is called nrutya. Be the swargaduthas of nrithya and create a magnificent prabhava for yourself.

General rules:

● Team size: 7 - 15 members.
● Judges and organizers' decisions are final and binding.

Event Guidelines:

● All kinds of eastern forms like folk, semi-classical, contemporary, Freestyle and folk are included. Time allotted is 5+1 mins.
● Participants will be judged on Choreography, Synchronization, Costumes, Facial expression and Creativity. Sound tracks should be submitted in a pendrive prior to the event to the respective event coordinator.
● An instance of vulgarity/disturbing content will lead to forceful hault of performance and immediate disqualification.
● An individual cannot take part in multiple groups in the same event.
● No use of any powdered substances/fire/water/animals/smoke machine on stage.
● College ID is mandatory at the event site.

Student Coordinators:

Mohammed Sahil   Mariah Sneha Hudson
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2) TREMOR (WESTERN DANCE GROUP)

Don't become a follower, begin to take a chance. Try becoming a dreamer and create your own dance. Waiting for that single fleeting moment when you feel alive? Keep your head up and let your feet do the magic.

General rules:

● Team size: 7-15 members.
● Judges and organizers' decisions are final.

Event Guidelines:

- All kinds of western forms like Ballroom, hip hop, B-Boying, crumping, locking & poping are included. Time allotted is 5+1 mins.
- Participants will be judged on Choreography, Synchronization, Costumes, adherence to western dance form and creativity. Sound tracks should be submitted in a pendrive prior to the event to the respective event coordinator.
- An instance of vulgarity/disturbing content will lead to forceful hault of performance and immediate disqualification.
- An individual cannot take part in multiple groups in the same event.
- No use of any powdered substances/fire/water/animals/smoke machine on stage.
- College ID is mandatory at the event site.

Student Coordinators:

Varun Raj J   Kavitha J Rao
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3) INSTRUMENTAL JUGALBANDI

JUGALBANDI literally means 'entered turns'. Create the most unique piece of music and pave your way into creating one of the most beautiful pieces of all time? So, bring on your best and create magic with your blend of notes harmoning and finding their way into the listeners heart!

General rules:

- Team size: 1-3 members.
- Maximum 3 instruments per team. Participants can use any type of instrument.
- Total time of performance will be 6 minutes with two minutes of set up time. (4+2)
- No vocals are allowed.

Rounds:

- Elimination Round
- Face-Off Round

Event Guidelines:

- The judging criteria will be based on musicality, time management, technicality, synchronisation and overall stage presence.
- On spot performance is expected in the Face-off round.

Student Coordinators:

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Shelden Samuel Pereira
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4) GAME OF TONES (WESTERN GROUP SINGING)

Happiness is randomly singing a song and your friends join in to create the perfect harmony! Have you ever had those moments? Come along with your group and fill the atmosphere with awe, Because the only thing better than singing is more singing.

General rules:

- Team size: Maximum number of members (including accompanists) - 12; Minimum number of singers per team – 04.
- Maximum number of instruments: 03; Type of instruments: unplugged.
- Time duration: 08 mins (includes setup time); Language: English.

Event Guidelines:

- Team size: Maximum number of members (including accompanists) - 12; Minimum number of singers per team – 04.
- Maximum number of instruments per team: 3
- Type of instruments: unplugged.
- Time duration: 08 mins (includes setup time).
- The song should be sung in English language only.

Student Coordinators:

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Preemal Serrao
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5) SAPTHA DHWANI (EASTERN GROUP SINGING)

Eastern music is one of the finest ancient art forms of the world. Apart from its beauty and entertaining qualities as a pure performing art, its spiritual propensity as well as the ability to positively affect and enhance one's mental intellectual capacities in multiple ways is well acknowledged. Has your group gotten the swara, laya, tala, raga and sahitya to make it big? Join us in a quest to capture the sound of the clouds!

General rules:

- Team size: minimum of 3 and maximum of 7 vocalists.
- TIME LIMIT: 6+2 (2 minutes being the time for stage setting).
- Karaoke tracks are not allowed.

Event Guidelines:

- Each team can have no more than 3 instruments.
- Judges and organizers' decisions are final.

- Songs can be in any regional language.
- Songs must not contain any vulgar lyrics.
- Judging of this event will be on the basis of quality of the singing and not on the basis of the accompanists.
- Marks will be deducted for exceeding the time limit.

Student Coordinators:

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6) GROOVE (SOLO DANCE BATTLE)

To live is to be musical starting with the blood dancing in your veins. Everything living has a rhythm. Do you feel your music? Dance to your own rhythm. When you do, winning moment taps its toes to your beat!

General rules:

- Team size: 1 member.
- No. of Rounds: 3
- Judges and organizers' decisions are final.

Event Guidelines:

- The soundtracks of the prepared sequences must be submitted to the event coordinator in a pen drive, prior to the event.
- The judging criteria will include:
  - Elimination: Choreography, expressions and stage presence.
  - Round 2: Creativity in using props.
  - Final Round: Entertainment factor, spontaneity, creativity.

Elimination round:

- Participants will be required to perform a 2-minute sequence and send a video without the use of special effects or post production.
- Use of props, fire and powder is strictly restricted.

Prop round:

- This round will spice things up a bit as its the prop round where the performers should perform their 2+1 routine and do it with a prop / specified theme provided to them on the day of the event.
- The music track should be provided to the event coordinator on the day of the event.

Final round:

- Two participants will be called on the stage simultaneously. The first participant dances to a song played on the spot while the other stays still.
- At the signal of the judges, the first participant will stop and the second participant will immediately begin dancing to the continuation of the same song.
- The process will be repeated every time the song is changed. The starting sequence for each song will be performed by participants 1 and 2 alternately.
- In this way, the song will be changed several times while the participants dance in an alternating manner.

Student Coordinators:

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7) BATTLE OF BANDS

Everything has an expiration date. EXCEPT! Good music. Battle it out on the stage of rock n roll and bring the audience to their feet! Be the Sultans of Swing in a musical battle and emerge victorious!

General Rules:

- Team size: 3-6 members.
- Judges and organizers' decisions are final.

Event Guidelines:

- Age Limit: 18 – 25 years.
- Minimum number of members per band – 3(minimum use of 3 instruments is a must), Maximum number per band – 6. (Members performing for more than one band will lead to disqualification of all the involved bands).
- Time limit 5+15 (exceeding the time limit will lead to loss of points).
- There is no specific genre for the battle however the overall atmosphere of the music has to be western.
- Slot Picking, Id and age verification will be done one day prior to the battle i.e. on The 16th of March 2020. (All the band members need not be present; However, the Band representatives need to have the necessary documents for verification for all the members).
- Audition links to be submitted by March 10th 2020 with all the necessary details of the bands (including brief introduction of the bands with social media links, links to the released music or YouTube covers and the details of band members. Bands failing to do so will not be considered into the battle). The selected Bands will be contacted back. (For the Tiara committee: Submission link – tiara@sjec.ac.in)
- All the Rules and regulations will be briefed to the band representatives on the day prior to the battle.

Student Coordinators:

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8) FLOUNCE

Fashion is the language of style and that of pride. Ramp the compose to shine and even the destructor to break heart very fine. Fashion has always been a repetition of ideas. But what makes it new is the way you put it together. Walk the ramp with elegance, purpose and make jaws drop with your radiance and skill and keeping your heels a standard high.

General Rules:

- Event consists of two rounds. Round 1 will be an audition round and round 2 the final round. One entry per college.
- Group event. Teams can have a total of 10+2 members. (including Offstage and Onstage).
- Judges decision will be final.

Event Guidelines:

- Teams can be formed without any gender restrictions.
- Teams can choose their own themes.
- Teams exceeding time limit and deviation in fashion choreography will be penalized by deduction in their scores.
- Any sort of fireworks including poppers, sprays, flamethrowers are strictly prohibited.
- Any sort of vulgarity, obscenity will lead to direct disqualification of the team.
- Teams will be judged on Creativity, Music, Confidence, Attitude, Coordination, Garments, accessories and props used.
- Themes can be disclosed by the team.
- Usage of specific tracks is allowed. Provided the teams must submit it in a pen drive to the technical manager on site as well as mail it to the organizers in mp3 format 2 days prior to the event.
- Organizers reserve the right to disqualification if the teams are found to be violating the rules and regulations of the institution and campus.

Rounds:

- **Round 1:**

  - Teams are supposed to submit a video of 4 mins in length to the organizers on or before 10th March 2020.
  - Submitted video should be a part of actual performance. (4 mins of video sent should be included anywhere in between 8 mins).
  - Must include onstage members in the video, satisfying the member restriction rules. 40% of the prop to be used should be shown.

- **Round 2:**

  - Registration is mandatory for the shortlisted teams.
  - 8+2 mins for performance and setup will be provided.
  - Round 2 is the final round - The Rampwalk.

Student Coordinators:

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