



# NUTEC

# WINNING

# PRIZE POOL

# 700,000 PKR

E-GAMING | TECH EVENTS | BUSINESS  
SPORTS | ARTS | SOCIALS

3-5 May, 2024



160, Industrial Estate, Hayatabad, Peshawar  
FAST-NUCES Peshawar Campus  
(091) 111 128 128



SCAN ME



3-5 MAY, 2024



## SPORTS

- Cricket
- Futsal
- Volley Ball
- Badminton Double(male)
- Badminton Single(male)
- Badminton Single(Female)
- Table Tennis(Female)
- Chess

## MLSA

- Web Takra
- UI/UX
- CS Quiz

## METAL

- Qawali night
- Grand AutoShow
- Concert

## Debate Club

- MUN (2 days)

## Quran Society

- Islamic Quiz

## COLAB

- The STEM Symposium

## ACM

- Speed Programming
- Data Analytics
- Mobile App development
- SE Quiz

## E-Gaming

- Valorant
- FIFA 24
- Tekken 8
- PUBG

## FASTICS

- ProPitch
- Sell-a-Thon

## IEEE

- Speed wiring
- Computer quiz
- Speed typing
- Robo War
- DLD Computation

## GDSC

- Git Booster
- Tech & Chai
- Build with AI - Hackathon
- Code Conquer



AND A LOT MORE....

Rupees

7,00,000 +  
Winning Prize Pool



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# INTRODUCTION

The **NUTEC Olympiad** is a three-day annual event at **FAST NUCES Peshawar** that features a combination of technical and non-technical competitions, as well as a range of social activities including Qawali performances and Concert. In addition, participants can also engage in sports events and browse food stalls and company exhibits. It is a student-run mega event that has been providing the best technological and industrial set of opportunities over the years. NUTEC welcomes on average 3500 participants, representing institutions from all over Pakistan.

The event is set to be held from **3rd - 4th - 5th May, 2024**. We are pleased to invite students from your institute to be a part of NUTEC'24, to share with them amazing experiences to remember.

For further information, please visit our website: <https://www.nutecofficial.com>

For any queries, please email us at [nutec.pwr@nu.edu.pk](mailto:nutec.pwr@nu.edu.pk) or [contact@nutecofficial.com](mailto:contact@nutecofficial.com)

Do check out our socials:

<https://www.facebook.com/nutec.pwr>

[https://www.instagram.com/nutec\\_pwr](https://www.instagram.com/nutec_pwr)

[https://www.twitter.com/nutec\\_pwr](https://www.twitter.com/nutec_pwr)

**Regards,**

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## **Registration Guidelines:**

- Each campus will be assigned ambassadors, whose contact details are posted on our website <https://www.nutecofficial.com> for the participants' convenience.
- Participants are requested to keep in touch with their campus ambassadors in order to stay informed about the event.
- All participants (independent as well as institutional) are requested to register for their respective events at the NUTEC website as soon as possible. Please keep in mind that each event has a different registration fee.
- Participants are requested to check their respective events' registration fee before making the payment to avoid future confusion and inconvenience.
- Every team must meet the minimum and maximum team size requirements.

## **Accommodation and Food Guidelines:**

- Participants requesting accommodation during the event shall be duly entertained. Adequate arrangements for accommodation will be made on campus. However, participants have a choice between staying on-campus and making arrangements for accommodation elsewhere. For the events spanning overnight, it is the participant's duty to ensure that they request accommodation as the NUTEC team will not be bound to provide it as part of participation in the event.
- Please note that accommodation done by the NUTEC team will be available for participants during NUTEC days only. If participants intend to extend their stay, they are requested to make alternate arrangements outside the campus.
- Accommodation facilities include arrangements for stay on-campus as well as two meals per day (accommodation + food): breakfast and dinner.

# NUTEC '24 Packages (Detailed)

## Ticket Price for Socials:

A total of PKR 2000 only includes all events mentioned below.

EVENTS	COST
Concert	
Qawali	
	<b>Total: 2,000</b>

## Accommodation & Food Included:

### Package 1 (PKR 2200/- per person)

Description: From Friday to Sunday evening. Includes lodging of 2 nights and 4 meals.

ITEMS	COST
Mattress + Pillow + Sheet	400*2
Food	1400
	<b>Total: 2200/-</b>

### Package 2 (PKR 1600/- per person)

Description: From Friday to Saturday evening. Includes lodging of 1 night and 2 meals.

ITEMS	COST
Mattress + Pillow + Sheet	400*1
Food	1200
	<b>Total: 1600/-</b>

## **Accommodation only:**

### **Package 1 (Single Night)**

Description: Friday night or Saturday night. One night only.

Total: PKR 400 only per person

### **Package 2 (Two Nights)**

Description: Friday and Saturday night both. Two nights in total.

Total: PKR 800 only per person

**Note: No food will be provided if only accommodation is booked.**

## **Payment Guidelines:**

- All institutional participants are requested to submit their registration fees, after registering on the website, Follow the details as mentioned on the website for paying the registration.
- In the case of submitting registration fees, participants will produce a bank receipt or online proof on the day of the event and get registered for their desired events.

## **Payment Modes:**

- The payment details and the method is mentioned on the website, [www.nutecofficial.com](http://www.nutecofficial.com)

## **Competition Guidelines:**

- The competitions held at NUTEC'24 are classified into 6 main categories:
  - Computer Science Competitions
  - Business Competitions
  - Engineering Competitions
  - Sports Competition
  - Socials Events
  - General Events
  - Islamic Competitions
- Participants are required to be present at the venue of their respective events on time to avoid the risk of disqualification.
- The event teams reserve the right to change their event rules without prior notice.

- Participants are requested to stay updated with the official NUTEC website and social media pages shared in the Introduction. Participants are required to bring along their Photo Identity (College Card, NIC, Passport etc.) or B-Form (if under 18 years of age) for verification; otherwise, we will not be able to accommodate you in any case.
- Participants are to report at the front desk on arrival at the venue.
- All the participants who will register online must bring the ‘Ticket/Serial Number’ emailed after registration in printed form to avoid security clearance.
- Smoking is not allowed on campus.
- All the decisions made by event heads, judges in any competition at any stage will be considered final and will not be changed at all.

## **Consequences:**

- Any Inappropriate, illegal or immoral activity shall not be tolerated and strict actions will be taken in the case of the violation of rules.
- The registration of students seen violating rules will be terminated. The student will no longer be eligible to participate in any event organized by FAST-NU PWR Campus in future.
- The issue of violating rules will also be forwarded to the disciplinary committee of the university the student is enrolled in.

# AMBASSADORS PACKAGE

<b>Bronze</b> Ambassador that brings at least 10 participants	<ul style="list-style-type: none"><li>● Participation Certificate</li><li>● 3 Food Coupons</li></ul>
<b>Silver</b> Ambassador that brings at least 20 participants	<ul style="list-style-type: none"><li>● Participation Certificate</li><li>● 5 Food Coupons</li><li>● 20% off in (1) competition.</li><li>● 1 social ticket</li></ul>
<b>Gold</b> Ambassador that brings at least 35 participants	<ul style="list-style-type: none"><li>● Participation Certificate</li><li>● 10 Food Coupons</li><li>● 100% off in (1) competition.</li><li>● 1 social ticket</li></ul>
<b>Platinum</b> Ambassador that brings at least 50 participants	<ul style="list-style-type: none"><li>● Participation Certificate</li><li>● 15 Food Coupons</li><li>● 100% off in (2) competition.</li><li>● 2 social ticket</li></ul>
<b>Best Ambassador Package</b> Ambassador that brings most participants These perks are other than the above mentioned packages	<ul style="list-style-type: none"><li>● Shield</li><li>● 5 Bonus Coupons</li><li>● 1 Bonus social ticket</li></ul>

**Note:**

**Changes can be made in these packages in future according to the requirements. The host team will convey the updates timely.**

# COMMUNITY PARTNERS PACKAGE

<b>Bronze</b> Partner that brings at least 10 participants	<ul style="list-style-type: none"><li>• Social Media Announcement</li><li>• 5 food coupons</li></ul>
<b>Silver</b> Partner that brings at least 20 participants	<ul style="list-style-type: none"><li>• Social Media Announcement</li><li>• 5 food coupons</li><li>• 5% off on all competition &amp; social tickets</li></ul>
<b>Gold</b> Partner that brings at least 35 participants	<ul style="list-style-type: none"><li>• Social Media Announcement</li><li>• 10 food coupons</li><li>• 10% off on all competition &amp; social tickets</li></ul>
<b>Platinum</b> Partner that brings at least 50 participants	<ul style="list-style-type: none"><li>• Social Media Announcement</li><li>• 10 food coupons</li><li>• 15% off on all competition &amp; social tickets</li></ul>
<b>Best Community Partner</b> Partner that brings most participants	<ul style="list-style-type: none"><li>• Shield</li><li>• 2 Bonus Social Tickets</li></ul>

**Note:**

**Changes can be made in these packages in future according to the requirements. The host team will convey the updates timely.**

# CS EVENTS

**Speed Programming**

**Data Analytics**

**Mobile App Development**

**SE Quiz**

**Build with AI Hackathon**

**Coding Competition**

**Web Competition**

**UI/UX**

**CS Quiz**

**The STEM Symposium**

# **Speed Programming**

## **Introduction:**

Code warriors, get ready to unleash your coding prowess in the ultimate test of speed and accuracy.

The Speed Programming Competition is not just about writing code, it's about putting your skills to the test in a high-pressure, time-sensitive environment.

## **Event Details:**

As the clock ticks away, you'll be tasked with solving complex coding challenges and pushing the limits of your mental agility. The competition is open to all levels, from novice coders to seasoned experts, but only one can claim the title of champion. Are you ready to take on the challenge and prove your coding mastery?

**Team Count: 1-3 members**

**Registration fees: 2000/- PKR**

## **Prize Money:**

- Winner Team = Rs. 25,000/-
- Runner-up Team = TBD

## **Rules:**

- Machines: All team members will bring their own laptops.
- Plagiarism between any two teams will result in disqualification.
- The use of any AI tool will result in disqualification.
- You can bring your own TRD (Team Reference Document).

## **Data Analytics**

### **Introduction:**

Data analytics will be completely based on analyzing data using any language they prefer. In this competition, participants have to analyze data and tell the judge how this data can be used to help in making decisions. The decisions will be based on graphs, values they find, and how they utilize the raw data that is provided to them

### **Event Details:**

This competition is open for all the students who want to check their data analytic skills and can analyze data using any language. This competition will help students gain experience in analyzing data and find out how they can analyze the data and make decisions.

**Team Count: 1-3 members**

**Registration fees: 1,500**

### **Prize Money:**

- Winner Team = Rs. 20,000/-
- Runner-up Team = TBD

### **Rules:**

Machines: All team members will bring their own laptops.

Plagiarism between any two teams will result in disqualification.

# Mobile App Development

## Introduction:

Calling all creative minds and coding enthusiasts! Are you passionate about building innovative mobile applications? Do you dream of turning ideas into reality? Then gear up for the **Code to the Future: Mobile App Development Challenge!**

This is your chance to showcase your software engineering skills and compete to develop the next groundbreaking mobile app.

## Event Details:

Get ready to unleash your inner developer! In this fast-paced competition, you'll be presented with a real-world use case. Within a set timeframe, you'll have the freedom to choose the technologies you're most comfortable with to design and build a functional mobile application prototype.

## The Challenge:

- You'll be provided with a detailed use case outlining the problem your app will solve.
- Unleash your creativity! Design an intuitive and user-friendly mobile app interface.
- Develop core functionalities to bring your app to life (focus on core functionalities, not full implementation).
- You are free to choose any programming languages and frameworks you're familiar with.

## The Final Showdown:

After the development phase, prepare to present your mobile app masterpiece to a panel of industry experts. Impress the judges with your:

- App's functionality and ability to address the use case.
- User interface (UI) design and user experience (UX) flow.
- Technical architecture and technology choices.
- Overall innovation and potential impact.

**Team Count: 1-3 Members**

**Registration fees: 2,500**

### **Prize Money:**

- Winner Team = Rs. 25,000/-
- Runner-up Team = TBD

### **Rules:**

- Plagiarism will result in immediate disqualification.
- Participants can leave anytime but they have to leave their development devices.
- Participants can use any technology.

## **SE Quiz**

### **Introduction:**

The Software Engineering Quiz Competition is an event aimed at promoting interest in the field of software engineering among students. The competition will challenge students on their knowledge of software engineering concepts and best practices.

### **Event Details:**

The questions will be based on topics such as software design patterns, software development life cycle, agile methodologies, and software testing. The student's answers will be evaluated based on their accuracy, clarity, and conciseness. Points will be awarded for correct answers and deductions will be made for incorrect answers. The student with the highest score at the end of the competition will be declared the winner.

**Team Count: Solo Participant**

**Registration fees: 1,000**

**Prize Money:**

- Winner Team = Rs. 10,000/-
- Runner-up Team = TBD

**Rules:**

- The teams will be provided with desktop software to attempt the quiz
- No additional material will be provided to help so that the knowledge of the participants is tested/ · There will be 3 rounds for the competition.
- Plagiarism from other teams or from the internet or any other external means will result in direct disqualification of the team from the competition.
- The teams can coordinate within the team with other team members.

## **Build with AI - Hackathon**

**Introduction:**

Dream it, build it, and innovate with us at the Build with AI Hackathon! Prepare to revolutionize the world as you unleash your creativity and craft cutting-edge solutions to real-world challenges. Dive into addressing economic stimulation and education issues using Gemini APIs. Let's come together, innovate, and make a difference!

**Event Details:**

**Team Count: 3-4 persons**

**Registration fees: Rs. 2000/- (Per Team)**

**Prize Money:**

- Winner Team = Rs. 15,000/-
- Runner-up Team = TBD

## **Rules:**

- Teams must consist of 3 to 4 members.
- Each team must develop an AI-powered solution addressing a specific challenge or problem related to real life.
- The participant will be providing the technical solution to the problem within the given time with the help of Gemini API.
- Participants are responsible for bringing their laptops and an internet device.
- Projects will be evaluated based on creativity, technical implementation, impact, and presentation quality. Judges' decisions are final.
- Participants retain full ownership of their projects. By participating in the hackathon, teams grant organizers the right to showcase their projects for promotional purposes.

# **Code Conquer**

## **Introduction:**

Welcome to Code Conquer, where your programming skills will be put to the ultimate test! Get ready to dive into the Capture the Flag (CTF) event, designed to challenge your expertise in C++ programming, Object-Oriented Programming (OOP) concepts, and Data Structures (DS). With three rounds of increasing difficulty, teams will compete head-to-head to conquer output-based programming challenges within strict time limits. Are you ready to conquer the code?

## **Event Details:**

- The Capture the Flag (CTF) event is a programming competition designed to test participants' skills in C++ programming fundamentals, Object-Oriented Programming (OOP) concepts, and Data Structures (DS).
- The event consists of three rounds, each increasing in difficulty level.
- Teams will compete against each other to solve output-based programming challenges within a specified time limit.

**Team Count: 2-3 persons**

**Registration fees: 1,500 (Per Team)**

## **Prize Money:**

- Winner Team = Rs. 15,000/-
- Runner-up Team = TBD

## **Rules:**

1. Each team can consist of 2 to 3 members.
2. All programming must be done strictly in C++ (no other language).
3. Teams are not allowed to use any external resources or communication devices during the competition.
4. Any form of plagiarism or cheating will result in immediate disqualification.
5. Teams must adhere to the time limits specified for each round.
6. The decisions of the judges will be final and binding

## **Web Takara**

### **Introduction:**

Dive into the digital domain with our Web Design Challenge, an exhilarating showcase of creativity and coding prowess. This event is tailored to ignite passion and ingenuity among university students, inspiring them to craft innovative web solutions

### **Event Details:**

Participants will embark on a journey through the realms of HTML, CSS, JavaScript, and beyond, crafting captivating web experiences that push the boundaries of design and functionality. From sleek interfaces to dynamic interactions, each project will be a testament to the participants' creativity and technical acumen

**Team Count: 1-3 Members**

**Registration fees: 2,500**

### **Prize Money:**

- Winner Team = Rs. 50,000/-
- Runner-up Team = TBD

### **Rules:**

- Eligibility: Open to undergraduate students pursuing a Bachelor of Science degree.
- Team Size: Teams are limited to a maximum of three members.
- Originality: Projects must be original creations developed during the competition.
- Technology: Participants have the freedom to utilize any programming languages, frameworks, or tools.
- Submission: Projects must be uploaded to GitHub by the competition deadline.
- Judging Criteria: Creativity, functionality, user experience, and design quality.
- Plagiarism: Immediate disqualification for any form of plagiarism.
- Fair Play: Ethical behaviour is expected; any attempt to disrupt other teams will lead to disqualification.
- Resources: Online resources are permitted with proper attribution.

## **UI/UX**

### **Introduction:**

Embark on a design odyssey with our UI/UX Design Quest, a celebration of creativity, innovation, and user-centric design. This event is designed to inspire participants to craft visually stunning and intuitively navigable user interfaces that delight and inspire.

### **Event Details:**

Participants will immerse themselves in the art of UI/UX design, leveraging their creativity and technical skills to create seamless digital experiences. From wireframes to prototypes, each submission will be a testament to the participants' ability to blend aesthetics with functionality.

**Team Count: 1-3 participants**

**Registration fees: 2,500**

### **Prize Money:**

- Winner Team = Rs. 30,000/-
- Runner-up Team = TBD

### **Rules:**

- Eligibility: Open to undergraduate students pursuing a Bachelor of Science degree.
- Individual Participation: Participation is restricted to individuals only.
- Design Tools: Participants may utilize any design software or tools of their preference.
- Theme: Participants have the option to choose their own theme or adhere to a provided theme.
- Submission: Designs must be submitted electronically by the competition deadline.
- Judging Criteria: Creativity, usability, adherence to design principles, and overall user experience.
- Originality: Designs must be original and not previously published or submitted elsewhere.
- Plagiarism: Immediate disqualification for any evidence of plagiarism.
- Feedback: Judges may provide feedback to participants post-competition.
- Ownership: Participants retain ownership; designs may be used for promotional purposes with proper attribution.

## **CS Quiz**

### **Introduction:**

Gear up for the ultimate test of intellect and knowledge with our CS Quiz Showdown, where students will battle it out in a battle of wits and wisdom. This event is designed to challenge participants to their understanding of computer science concepts, algorithms, and programming principles.

## **Event Details:**

Participants will navigate a maze of questions covering a wide range of computer science topics, from algorithms and data structures to programming paradigms and software engineering principles. With each question, participants will have the chance to display their knowledge and analytical skills.

**Team Count: 1-2 participants**

**Registration fees: Rs 1000/-**

## **Prize Money:**

○ Winner Team = Rs. 20,000/-

## **Rules:**

- Eligibility: Open to undergraduate students pursuing a Bachelor of Science degree.
- Team Size: Maximum of two members per team.
- Format: Multiple-choice questions covering various areas of computer science.
- Time Limit: Total duration of 30 minutes.
- No External Resources: No external resources such as books, notes, or electronic devices are allowed during the quiz.
- Cheating: Immediate disqualification for any attempt to cheat.
- Fairness: Questions designed to cover a range of difficulty levels to ensure fairness.
- Scoring: Correct answers earn points; no penalties for incorrect responses.
- Tiebreaker: Additional tiebreaker questions may be used to determine the winner in the event of a tie.
- Judge's Decision: The decision of the quiz moderator/judge is final and binding.

# **The STEM Symposium**

## **Introduction:**

The STEM Symposium - an immersive platform dedicated to celebrating and advancing the fields of Science, Technology, Engineering, and Mathematics (STEM). In an era defined by innovation and technological advancement, the significance of STEM disciplines cannot be overstated. "The STEM Symposium" stands as a beacon, bringing together leading minds, budding enthusiasts, and industry pioneers to explore, collaborate, and inspire.

## **Event Details:**

Prepare a presentation on any captivating scientific topic of your choice. Design your slides and showcase your knowledge, creativity, and communication skills. This competition offers students the chance to delve deep into a scientific subject, refine their presentation abilities, and share their passion for science with others. Join us at "The STEM Symposium" and unleash your potential to inspire and innovate.

**Team Count: Solo Participants**

**Registration fees: Rs 500/-**

## **Prize Money:**

- Winner Team = Rs. 15,000/-
- Runner-up Team = TBD

## **Rules:**

1. Participant Eligibility: Students of all semesters can participate.
2. Team Formation: Participants will compete solo.
3. Time Limit: 5 min will be given to each person.
4. Scoring System:

Scoring will be based on the following criteria:

- Audience Engagement.
- Clarity and Organization of the Topic.
- Communication Skills and Slides that match.
- Adherence to the Time Limit.
- Awe-Inspiring Factor/Coolness.

## **5. Instructions:**

- Prepare a presentation on any gripping scientific topic that interests you.
  - Prepare the slides.
  - Come and present your topic to the best of your ability.
6. Maintain a quiet environment during the session.
  7. Students have to bring ID cards from their respective institutions with them.

8. The decision of the judges will be final.

**Note: The method of sharing slides shall be communicated later on, however, keep your slides with you. Either on your phone or on a USB. Google Slides may also be Accommodate**

# **EE EVENTS**

**Speed Wiring**

**Computer Quiz**

**Speed Typing**

**Robo War**

# **Speed Wiring**

## **Introduction:**

Speed wiring competitions, also known as wiring sprints or wire-off contests, are events where participants compete against each other to see who can complete a wiring task the fastest and with the highest level of accuracy. Here are some common rules that may be found in a speed-wiring competition.

## **Event Details:**

**Team Count: 1-2 participants**

**Registration fees: 1500**

## **Prize Money:**

- Winner Team = Rs. 10,000/-
- Runner-up Team = TBD

## **Rules:**

- Sharing of any material between teams is strictly prohibited.
- Circuit diagrams will be provided to the teams.
- Components, wires, and data sheets for the IC's will be provided to the participants.
- Once a team announces the completion of its circuit, time will be noted, and the team will be asked to leave the workplace.
- Judgment of the circuit will be based on the Time during which it is implemented, Correct result and neatness.
- Positions will be awarded on the basis of efficiency and neatness of the circuit and the decision of the judges will be considered final & cannot be claimed.
- Winner will be decided on the basis of neatness if two teams complete the circuit at the same time.
- The host university reserves the right to disqualify participants in case of violation of the above rules or usage of unfair means.
- In addition, the host university also reserves the right to modify the above rules and regulations without prior notice. However, such changes will be notified to the teams before the start of

competition.

- No mobile phones, programmable watches etc. will be allowed during the event.
- Violation of the decorum or misbehavior with the event management will be subjected to strict action and can result in disqualification of the team.
- Plagiarism and/or interaction with another person except team members will not be tolerated.
- No irrelevant material shall be allowed inside the venue.
- In case you didn't stop within 5 seconds of stop time you will be disqualified automatically.

### **Note:**

The rules can vary prior to the competition, in that case the participants will be informed timely about the variation.

## **Computer Quiz**

### **Introduction:**

Get ready to flex your computing brain because the computing quiz is here! Brace yourselves for three riveting rounds that will challenge your understanding of the computing world. Join us to find out who gets the title of Computing Champ.

### **Event Details:**

#### **Team Count:**

**Team Count: 1-2 participants**

**Registration fees: 1000**

#### **Prize Money:**

- Winner Team = Rs. 10,000/-
- Runner-up Team = TBD

## **Rules:**

Machines: All team members will bring their own laptops.

Plagiarism between any two teams will result in disqualification.

## **Speed Typing**

### **Introduction:**

Get ready for the Speed Typing Competition! We invite all skilled typists to test their speed against others and find out who's got the fastest typing fingers. It's a fun challenge you won't want to miss - join us and let the typing games begin!

### **Event Details:**

**Team Count: Solo Participants**

**Registration fees: 1000**

### **Prize Money:**

- Winner Team = Rs. 10,000/-
- Runner-up Team = TBD

## **Rules:**

Machines: All team members will bring their own laptops.

Plagiarism between any two teams will result in disqualification.

# **Robo War**

## **Introduction:**

Robo Wars, also known as robot combat competitions, typically have specific rules and regulations in place to ensure the safety of participants and spectators, as well as to establish a fair and competitive environment.

## **Event Details:**

**Team Count: 4 participants**

**Registration fees: 4000**

## **Prize Money:**

- Winner Team = Rs. 40,000/-

## **Rules:**

- The Contest judges may stop any robot at any time if they feel that it is performing, or is about to perform any action that is dangerous to people or equipment.
- All Electronic Circuitry must be designed and fabricated by the Contestants themselves.
- Combat robotics is dangerous. All participants build and operate robots at their own risk.
- Please take care to not hurt yourself or others when building, testing and competing.
- Maximum effort in the design and fabrication of the robot should be generated by the contestants themselves.
- In all matters of interpreting the rules before and during the Contest and in any issues not covered by these rules, the decisions of the Contest Judging Committee will be final.
- The given track below can be changed due to the feasibility of constructing it.
- Judges reserve the right to eliminate any team on the basis of discipline.
- In all matters of interpreting the rules before and during the contest and in any issue not covered by these rules, the decisions of the judging committee will be final.
- In any case, the decision of the judges would be the final

## Arena Description

- The arena is square shaped, each square side equals 16 ft.
- The arena will be made up of plywood painted matte black which is neither Slippery nor rough.
- Region-coloured red is the fire pit (make sure your batteries are protected). Note: The arena given above can be changed due to the feasibility of constructing it.

## Robot Operation

- The qualifying teams will compete with each other in a knockout format. In each match two teams will compete against each other, maneuvering their robot in the contest arena. Teams will be declared as a red team or blue team based on the coin toss before every match. Robots will be manoeuvred by wireless remote control of any sort, without any intervention of the human body.
- Contestants are NOT allowed to touch their robots or enter the contest arena after startup. If the contestants enter the arena during the match, it would automatically be counted as a timeout. After the blow of the whistle, the robot would have 5 minutes to compete with another robot.
- The robot must be placed at the defined point in the arena before fighting. The team can request a timeout if the robot is stuck in the arena. A maximum of 2 timeouts are allowed during a fight.
- Allowed timeout will be of a 1-minute duration. The team will be knocked out if it is unable to fix the fault.

## Fighting Rules

- Before the start of every match, both teams are required to move and rotate their robots inside the arena.
- For a match, both teams would face the same conditions. Winning would be dependent on maximum damage to the opponent and mobility of the robot at the end of the match.
- Any team that damages the arena will be disqualified.
- The robot must not use any harmful substances such as oil, petrol etc. in its operation that can damage the arena.
- The Robot CAN NOT split after the start of the fight, only one Robot can compete with the opponent.
- During its operation the robot is NOT allowed to extend any extension/support for any purpose, the area of the robot should remain the same throughout the operation i.e. it should fit in 3x3x3 feet.
- The Robot must use some destructive or dangerous weapon to knock down the opponent.
- The robot is not allowed to climb over the walls of the arena.

- The fight will be over when a robot completely crushes the opponent.

## Robot Size and Weight

- The robot must fit within a 3x3x3 feet cube at all times of its operation.
- It is not allowed to extend any extensions at any time of its operation. All robots will be carefully measured.
- All weapons on the robot will be counted as part of the robot's total dimensions.
- If contestants want to add a flag, hat or other purely decorative, non-functional items to the robot, they may do so.
- The decorations may be removed for measurement purposes.
- The weight of a robot excluding decorations must not exceed 50 kg.
- The penalties detailed in the section below will be levied if the robot does not fulfil the size and/or weight criteria.

## Mobility

- All robots must have easily visible and controlled mobility to compete.
- Proper activation and deactivation of robots is critical. Robots must only be activated in the arena or testing areas.
- All robots must be able to be FULLY deactivated, which includes the power to drive and weaponry, in less than 20 seconds by a manual disconnect.
- All robots not in an arena or official testing area must be raised or blocked up in a manner so that their wheels or legs cannot cause movement if the robot is turned on.

## Robot Control Requirements

- All robot radio systems must have a way to change frequencies or coded channels to prevent radio conflicts.
  - Having at least two frequencies or coded channels available is recommended.
  - You will be required to send the frequency that you are using before the event so that any overlap of frequencies can be avoided.
- Weaponry Allowed:
  - All kinds of weapons with edges and spikes. Hammers of all kinds. For example:
  - Rammer
  - Spinner
  - Wedge
  - Full body spinner
  - Lifter
  - Flipper

- o Overhead hammer/axe
  - Weaponry Not Allowed:
    - All pyrotechnics, explosives, flames, firearms, corrosives, liquids, and electronic devices - e.g. radio jamming, heat guns, and Tesla coils - are banned.
  - Devices using inflammable or combustion-supporting gasses are banned. Electronics:
  - All electronic circuitry must be designed and fabricated completely by the participants themselves. Circuits should not be fabricated with the help of professional developers.
  - You can also use microcontroller development boards like Arduino.
  - Microprocessors and single-board computers are not allowed.
  - Motor drive circuits should be designed and fabricated by the participants themselves and made from discrete components like transistors and logic circuitry. H-bridge ICs like L297 or L298 are not allowed.
- Power Supply:
- The robot must be battery-powered.
  - Liquid/acid batteries are not allowed to ensure safety.
  - The robot must not have any wired connections with its surroundings.
  - The voltage of the machine's electrical power source must not exceed 48-volt DC.
  - All efforts must be made to protect battery terminals from a direct short and causing a battery fire.
  - All robots must have a light, easily visible from the outside of the robot that shows its main power is activated.

## Duration of Match

- Each match will be of a maximum 5 minutes duration.
- Teams will be given 1 minute for setting up the robot at the start.
- Robots can be started at the instant when the start signal is given and a whistle is blown. Robots must be constructed so that they can be started in the minimum possible steps.
- Once the robot starts, team members will not be allowed to touch the robot or enter the contest arena.
- Timing shall start once the start signal is given and the whistle is blown.
- If none of the teams can disarm, stick or crush the opponent in the allocated 5 minutes, then the team having more points and the least damage at that time would win the match.
- If both the teams have scored the same points in the allocated time slot, the decision of the winner will be on the judges.

- **Timeout:**

If the robot is strayed due to some reason, timeouts are allowed.

- There is a limitation of 2 timeouts within the 5-7 minutes duration of the match. No points will be deducted first timeout but the second timeout will result in a 2-point penalty.
  - If a team wants to take a timeout, then they must ask the referee or just wave their hand.

- Once the referee announces a timeout, the team will restart its robot from the start zone. This can be done by any of the members of the team. A maximum of 1 minute time is allocated on each timeout for fixing the fault.
- 
- If one team takes a timeout then other teams are not allowed to fix their robot, if done so one time out of the respective team will be reduced.
- Changing the microcontroller or reprogramming the robot is not allowed. A team may change the batteries of the robot if required but only once in a round.

## **Disqualification**

The following behaviour shall be considered for disqualification by the referee and the team could be disqualified:

- Attempting to damage the game field.
- Performing any act that fails to comply with the spirit of fair play.

## **Note:**

The rules can vary before the competition, in that case, the participants will be informed timely about the variation.

## **DLD Computation**

### **Introduction:**

Propitch is an innovation challenge where participants or teams are tasked with designing and prototyping a hardware-based product related to their idea or a part of their idea within a specified period. Following the prototyping phase, participants will pitch their product to a panel of judges, showcasing its features, functionality, market potential, and innovation.

## **Event Details:**

**Team Count: 1-2 Members**

**Registration fees: Rs. 700/-**

## **Prize Money:**

- Winner Team = Rs. 10,000/-
- Runner-up Team = TBD

## **Rules:**

- Eligibility: Participation is open to all individuals interested in digital logic design (DLD) computation, regardless of expertise level.
- Team Formation: Participants may compete individually or form teams, with team sizes to be determined by the organizing committee.
- Submission Requirements: Participants or teams must submit their software-based DLD computation projects before the specified deadline. Projects should demonstrate innovative solutions to digital logic design challenges.
- Software Tools: Participants are free to use any software tools or programming languages for their projects, provided they adhere to the competition guidelines.
- Evaluation Criteria: Projects will be evaluated based on factors such as functionality, efficiency, creativity, and adherence to DLD principles.
- Scoring: A panel of judges will assign scores to each project based on the evaluation criteria. The highest-scoring project(s) will be declared the winner(s).
- Code of Conduct: Participants must conduct themselves professionally and respectfully throughout the event. Any form of cheating, plagiarism, or unethical behaviour will result in immediate disqualification.
- Ownership and Rights: Participants retain ownership of their project's intellectual property. However, by participating in the event, participants grant the organizing committee the right to showcase their projects for promotional purposes.
- Dispute Resolution: Any disputes or disagreements will be resolved by the organizing committee, whose decisions are final and binding.
- Prizes: Prizes may be awarded to individual participants or teams based on their project's performance, as determined by the judging panel.

# BUSINESS EVENTS

**Pro Pitch**

**Sell-a-thon**

## **Pro Pitch**

### **Introduction:**

Propitch is an innovation challenge where participants or teams are tasked with designing and prototyping a hardware-based product related to their idea or a part of their idea within a specified period. Following the prototyping phase, participants will pitch their product to a panel of judges, showcasing its features, functionality, market potential, and innovation.

### **Event Details:**

**Team Count: 2-5 Members**

**Registration fees: 5000**

### **Prize Money:**

- Winner Team = Rs. 20,000/-
- Runner-up Team = TBD

### **Rules:**

- Eligibility: Participants must be members of the Fast Incubation Society or affiliated through partnerships or sponsorships. Non-members can participate only with organizing committee approval.
- Team Formation: Participants may compete individually or in teams, with team size limits set by the organizing committee. Teams must be finalized before the event starts and cannot be changed afterwards.
- Idea Submission: Participants or teams must submit their initial hardware-based idea before the event begins, specifying the focus area for prototyping.
- Prototyping Phase: Participants or teams have a set time to design, prototype, and build their product, sourcing materials independently.
- Product Presentation: Participants pitch their product to judges, demonstrating features, functionality, market potential, and innovation using visual aids.
- Pitch Duration: Time limits are set for pitches, and adherence is mandatory to avoid penalties or disqualification.

- Judging Criteria: Judges assess pitches based on innovation, market potential, feasibility, presentation quality, and alignment with the initial idea.
- Code of Conduct: Professionalism, integrity, and respect are expected towards all involved. Disrespectful or unethical behaviour leads to disqualification.
- Prizes and Awards: Prizes may be awarded based on performance, with details communicated in advance.
- Dispute Resolution: The committee resolves disputes with decisions deemed final and binding.
- Intellectual Property: Participants retain IP rights but grant the Fast Incubation Society promotional usage rights.
- Amendments: The committee reserves the right to amend rules to ensure fairness.

*Note:* Propitch offers a platform to transform hardware-based ideas into tangible products. Creativity, technical expertise, and market understanding are key to success in both the prototyping and pitching phases.

## Sell-a-thon

### Introduction:

Sell-a-thon Express is a high-energy, fast-paced event where participants or teams are given a product at runtime and challenged to sell it within a specified timeframe. This event is designed to test participants' sales skills, creativity, and ability to think on their feet. Participants will face unpredictable scenarios and must adapt their sales strategies accordingly to succeed.

### Event Details:

**Team Count: 2-4 Members**

**Registration fees: Rs. 2500/-**

### Prize Money:

- Winner Team = Rs. 20,000/-
- Runner-up Team = TBD

## Rules:

- Eligibility: Participants must be members of the Fast Incubation Society or affiliated with it through partnerships or sponsorships. Non-members may participate only with approval from the organizing committee.
- Team Formation: Participants can compete individually or form teams, adhering to the maximum team size set by the organizing committee. Teams must be finalized before the event starts and cannot be altered once the competition begins.
- Product Allocation: Each participant or team will receive a product randomly assigned by the organizing committee at runtime. Products may vary in type, size, value, and complexity.
- Sales Strategy: Participants must develop a sales strategy on-the-fly based on their allocated product. Creativity, innovation, and resourcefulness are encouraged in their approach.
- Sales Period: The event will have a specified duration during which participants can sell their allocated products. Start and end times will be communicated at the event's outset.
- Sales Reporting: Participants must accurately report their sales within designated reporting periods. Failure to do so may lead to disqualification or penalties.
- Scoring and Evaluation: Performance will be assessed based on criteria including total sales revenue, sales strategy effectiveness, customer engagement, and adaptability. Criteria and weighting will be communicated by the organizing committee prior to the event.
- Code of Conduct: Participants must adhere to a code of conduct promoting professionalism, integrity, and respect. Disrespectful, discriminatory, or unethical behavior may result in immediate disqualification.
- Prizes and Awards: Prizes may be awarded to individuals or teams based on their performance. Prize details will be determined by the organizing committee and shared with participants beforehand.
- Dispute Resolution: Any disputes will be resolved by the organizing committee, whose decisions are final.
- Amendments: The organizing committee reserves the right to amend the rules at any time to ensure fairness and integrity

Note: Sellathon Express provides a dynamic sales experience where quick thinking and adaptability are key. Embrace the challenge and showcase your sales prowess in this unique event!

# E-GAMING

# EVENTS

**Valorant**

**FC 24**

**Tekken 8**

**PUBG**

## Registration Price

<b>Games</b>	<b>SOLO</b>	<b>TEAM</b>
<b>PUBG</b>	-	3000/- Per Team
<b>FC 24</b>	1000/- Per Person	-
<b>Tekken 8</b>	1000/- Per Person	-
<b>Valorant</b>	-	3000/- Per Team

## Prize Pool

### **FC-24:**

Winner: 15,000

Runner up: TBD

### **Tekken-8:**

Winner: 15,000

Runner up: TBD

### **Valorant:**

Winner: 20,000

Runner up: TBD

### **PUBG:**

Winner: 20,000

Runner Up: TBD

## RULES & Requirements

### **PUBG**

#### **Rules And Regulations:**

- The Final will be on campus (Availability Compulsory).
- The Internet will NOT be provided, One should bring their own device or facility of the Internet.
- Screen Recording is a must for every match and for every player's POV.
- The screenshot of the results is mandatory for each team.
- No OUTSIDER will be tolerated to join the room.
- In case of ID-Pass leakages, one will get a permanent ban from the tournament AT THE SPOT.
- Each team should be at their allotted SLOT, violating the slot list will result direct kick.
- Join with only registered players.
- A minimum of three players should have similar clan tags.
- Cheating will result in a direct ban.
- Intentionally using any in-game bug to seek an advantage is exploiting and is prohibited.
- Playing under another player's account or Gamer Tag, or soliciting
- Triggers or anything that gives an unfair advantage over other players is NOT allowed or inducing someone else to play under another player's account or Gamer Tag is prohibited.
- TABLETS are strictly prohibited.
- Match-fixing will be subject to maximum sanction in each instance.
- The Tournament Organizer will have the right to monitor compliance with these General Rules  
and the applicable Competition-Specific Rules and investigate possible breaches.

### **FC- 24**

#### **Game Settings**

- Tournament Style: Knockout
- Platform: PS4
- Custom Formations not allowed
- Final: length 12 minutes

- Half Time: 6 minutes
- Difficulty: Legendary
- Game Speed: Slow
- Camera: Tele Broadcast
- Legacy Defending is not allowed
- Injuries: OFF
- Offside: ON

A strict Walkover rule will be applied if the players do not show up at the dedicated time.

Game Rules:

- In Case of Interruption due to Load-Shedding, the Match will start again, and the referee holds the right to decide whether to start the match again or decide the winner.
- In Case of a Draw before the semi-final Stages, the Match will directly go to penalties.

## **Valorant**

### General Gameplay Rules:

- Allowed Agents and Weapons: All agents and weapons are permitted for use.
- Team Size: Each team must consist of 5 members to participate.
- Game End: The game concludes when one team achieves 13 rounds. In case of a 12:12 tie, overtime activates until one team secures a 2-round lead.
- Best of 3 Maps: Matches comprise a best-of-three maps format. The team winning 2 maps first is declared the match winner.

### Map Selection:

- Home Team Decision: The home team, designated by the 'designated host,' selects either the map or attacker/defender roles.
- Away Team Choice: The away team chooses the remaining option.
- Map Bans: Each team bans one map, and the remaining maps are available for selection.
- Side Selection: The team not choosing the map decides the attacking and defending sides for the match.

Note: You can bring your own laptops.

# **TEKKEN 8**

## Game Settings:

- Game Platform: PC
- Sides will be chosen on a coin toss

## Rounds:

- Group stage match: 1 match of 3 rounds
- Winner finals and Loser's finals: best of 3 (each match of 3 rounds)
- Grand Final stage: best of 5 (each match of 3 rounds)
- Timer: 60 seconds per round
- The tournament is knockout-based
- Stage selection random
- No customized characters are allowed
- There will be no practice round. The match will start at the exact designated time.
- In Case of Interruption due to Load-Shedding, the undergoing map will start again.
- In the case of a Draw before the final Stages, the Match will directly go to penalties.

## Match Procedure:

The following steps outline the process of playing a Match.

1. Players select their sides
2. Players select their characters.
3. Players play Match
4. The winner proceeds to the winner bracket, loser proceeds to the loser bracket
5. The players in the loser bracket will get knocked out of the tournament if they lose even 1
6. more matches.
7. The next Game is played
8. Repeat steps 4 and 5 for all subsequent Games until the Match is complete

Note: Management holds the right to change the rules as per the situation of the tournament

# **SPORTS EVENTS**

**Cricket**

**Futsal**

**Volleyball**

**Badminton**

**Table Tennis (Female)**

**Chess**

# **Cricket**

## **Introduction:**

**CRICKET** Get ready to experience the ultimate cricket extravaganza at the Olympiad's cric-fest! It's your time to shine on that legendary 22-yard pitch and showcase your skills like never before. This event is all about honour, pride, and the thrill of competition. So gear up and get ready to conquer the cricket world!

## **Event Details:**

**Team Count: 11 Members**

**Registration fees: Rs. 7000/-**

**Prize Money:** TBD

## **Rules:**

- Each team will consist of 11 players (9 playing + 2 reserves).
- Each Inning will be of 6 overs.
- The Over Limit would be 2-2-1-1.
- Runs from overthrows would be counted.
- A walkover will be given if the team does not arrive within 10 minutes of time conveyed.
- Toss would be conducted by the organizing committee and all decisions made
- No runs of byes and leg byes.
- The bowler with illegal action would not be allowed to bowl (Judgement would be made by umpire).
- If the match ends in a tie, there would be a super-over to decide the winner.
- 2 Bouncers are allowed per over.
- On the line would not be considered a wide.
- Every type of no-ball would result in a free hit. All other standard cricket rules would apply.
- Cricket teams should have proper team kits. Kit design must be unique and does not match any other team.

## **Futsal**

### **Introduction:**

Join us for an electrifying futsal tournament filled with intense competition and camaraderie! The Olympiad beckons all passionate players and enthusiasts to showcase their skills in a thrilling sporting event. Don't miss the chance to be part of the action and create lasting memories on the futsal field. Save the dates and get ready for a dynamic tournament experience!

### **Event Details:**

**Team Count: 7 Members**

**Registration fees: Rs. 5000/-**

**Prize Money: TBD**

### **Rules:**

Each team can have a maximum of 7 players

- Each team starts with 2 outfield players and a goalie No limit to the number of substitutions a team can make
- Substitutions will be made without stopping the game (rolling substitution)
- Two halves lasting 15 minutes each, with a 5-minute break for half-time
- The clock stops whenever the ball goes out of play or there is a break in play
- The clock only starts again when play resumes
- Fouls are penalized by a free kick direct/indirect or a penalty kick as the referee finds suitable
- A delay in taking a free kick/kick in will result in a warning from the referee and if after the warning there is still a delay the ball will be awarded to the other team.
- Fouls can be sanctioned with a yellow or red card, as the referee finds suitable
- If a player is shown a red card his team will have to play without him for 4 minutes. His team will be playing with 4 on-field players excluding him. After the 4-minute duration, the team's coach can substitute any player he wishes for the remaining time except for the one who got the red card.
- Arguments with the referee will lead to a yellow card and a Red card successively .
- All teams are required to either wear a kit or similar color shirts to avoid confusion on the field.
- A Red card or yellow card will not be carried forward to the next game.

# **Volleyball**

## **Introduction:**

Feel the adrenaline surge as players soar through the air, throwing powerful spikes that send the ball hurtling towards victory. The court echoes with the rhythmic thuds of teammates synchronizing their moves, creating a symphony of athleticism. In this dynamic dance, precision meets power, and every dive is a declaration of determination. Get ready for the high-flying, heart-pounding excitement of volleyball!

## **Prize Money: TBD**

## **Rules:**

- 3-set matches-2 sets of 25 points and the third set of 20 points A team of 6 starting players with 4 substitutes are allowed to play.
- Maximum of three hits per side
- Player may not hit the ball twice in succession (a block is not considered a hit) A ball hitting a boundary line is "IN"
- A ball is "out" if it hits: the floor completely outside the court, the referee stand or pole, the ceiling above a non-playable area It is legal to contact the ball with any part of a player's body once
- It is illegal to catch, hold, or throw the ball
- If two or more players contact the ball at the same time, it is considered one play and either player involved may make the next contact (provided the next contact isn't the teams 4th hit)
- Any player can block or attack or serve

## **SUBSTITUTION RULES**

- There will be a maximum of 4 substitute players Substitutes can replace players of the starting line-up unlimited times per set
- Substitutes must stand in the official substitution zone just outside the court
- Players can re-join the game at any position
- Before a substitution can go ahead, the referee has to give authorization for it

## **SCORING RULES**

- A fixed point scoring will be used instead of rotation There will be a point scored on every scare of the ball
- The offense will score on a defence miss or bound hit Defense will score on an offensive miss, out-of-bounds hit, or serve into the net

## **Badminton**

### **Introduction:**

In the world of badminton, where speed and smarts come together, aspiring champs follow a tough journey. The game needs quick thinking and precise moves. To climb the ranks, players put in a ton of practice, honing their skills to become highly proficient. But winning at the Olympiad? That takes something extra special talent, tons of practice, and the mental strength to shine brighter than the rest. Being a badminton champ at the Olympiad is about more than just playing well; it's about having something truly outstanding that makes you the best out there.

### **Event Details:**

#### **Registration fees:**

**Badminton-Single (Male) PKR 1,000**

**Badminton-Single (Female) PKR 1,000**

**Badminton-Double (Male) PKR 2,000**

#### **Prize Money: TBD**

#### **Rules:**

- A match consists of the best of 3 games of 21 points.
- Every time there is a serve - there is a point scored.
- The side winning a rally adds a point to its score.
- At 20 all, the side which gains a 2-point lead first wins that game.

- At 29 all, the side scoring the 30th point wins that game.
- The side winning a game serves first in the next game. Interval and Change of Ends When the leading score reaches 11 points, players have a 60-second interval.
- A 2-minute interval between each game is allowed.
- In the third game, players change ends when the leading score reaches 11 points. At the beginning of the game (0-0) and when the server's score is even, the server serves from the right service court. When the server's score is odd, the server serves from the left service court.
- If the server wins a rally, the server scores a point and then serves again from the alternate service court. If the receiver wins a rally, the receiver scores a point and becomes the new server. They serve from the appropriate service court - left if their score is odd, and right if it's even
- The shuttle must be hit below the waist level during the serve.
- If the shuttle lands on the line, it is considered IN.
- A player can't touch the net with any part of their body or racket.
- Appropriate sports attire and footwear to be used.

#### **Referee's Decision:**

- The referee's decision is final, and players must abide by it
- Players should respect the referee's judgment on line calls and other decisions.

## **Table Tennis**

#### **Introduction:**

Table tennis, also known as ping-pong, is a sport in which two or four players hit a lightweight ball back and forth across a table, divided by a net, using small rackets.

#### **Event Details:**

##### **Registration fees:**

**Prize Money:** TBD

## RULES AND REGULATIONS

- The match will consist of three sets, with each set played to 11 points. Players must bring their own rackets.
- The game will begin with a toss and winner may:
- Elect to serve (if he chooses this option the opponent will decide the side of table he prefers to play from) Decide which end of the table he prefers to play at first (if he decides this option
- the opponent player will have the option to either serve or make the opponent serve.
- Each side of the table alternates serving two points at a time.
- In doubles, the service must go diagonally, from your right half to your opponent's right half. If the ball lands on the centerline, it is a valid serve. In doubles, the person who just finished serving switches with his partner and does not receive the next serve.
- Doubles partners must alternate hitting balls in a rally, no matter where the ball lands on the table.
- In case of deuce the service will alternate after each point until one player gains a two-point lead. The server who served at 0-0 will be the one to serve first in case of a deuce.
- A let is when the serve hits your side then hits the net and then goes onto the other side of the table correctly. If the ball does not hit your side and/or your opponent's side, it's a fault. You never lose a point for serving a let. Even if you serve
- 3,4,5 or 100 lets in a row it's always a let.
- In case of lucky points (ball touches the net and fall in opponents' area or strikes the edge and goes out of play) point shall be considered.
- The match would be started on time with 5-minute tolerance, and penalty of the player arriving in tolerance time would be to automatically lose the toss. Failing to
- arrive after tolerance time will lead the award of walk over to the opponent. All players must wear proper sports kit, including joggers, during matches. If any of the rules are not described over here, the decision of march referrals on spot would be considered final.

## **Chess**

### **Introduction:**

Sell-a-thon Express is a high-energy, fast-paced event where participants or teams are given a product at runtime and challenged to sell it within a specified timeframe. This event is designed to test participants' sales skills, creativity, and ability to think on their feet. Participants will face unpredictable scenarios and must adapt their sales strategies accordingly to succeed.

### **Event Details:**

**Team Count: Solo Members**

**Registration fees: Rs. 500/-**

**Prize Money: TBD**

### **Rules:**

According to the International Chess rules

# SOCIAL EVENTS

**Model United Nation**

# MUN

## Introduction:

Experience the thrill of diplomacy and debate in a condensed yet impactful Model United Nations simulation, focusing solely on the dynamics of the Pakistan National Assembly Committee. In this Mini-MUN, participants will step into the roles of Pakistani parliamentarians, tackling pressing national and international issues, crafting legislation, and engaging in spirited debates. As delegates representing various political parties and constituencies, participants will navigate the intricate workings of the Pakistan National Assembly, honing their negotiation skills, mastering parliamentary procedure, and seeking consensus on vital matters of policy. From drafting resolutions to defending their positions, delegates will experience firsthand

## Event Details:

The event is a Model United Nations (MUN) simulation focusing exclusively on the Pakistan National Assembly Committee. Participants will assume the roles of Pakistani parliamentarians and engage in debates, negotiations, and legislative processes to address pertinent national and international issues.

**Team Count:** Solo Participant

**Registration fees:** Rs. 600/-

## Prize Money:

- Winner Team = Rs. 10,000/-
- Runner-up Team = TBD

## Rules:

- Participants must represent a designated political party or constituency within Pakistan National Assembly.
- Participants must adhere to parliamentary decorum and respect the rules of procedure.
- All speeches and statements must be respectful and relevant to the agenda.
- Delegates must submit position papers outlining their stance on the agenda

topics.

- Plagiarism or the use of offensive language is strictly prohibited.

## **Guidelines:**

- Participants must register individually or as part of a delegation.
- Position papers must be submitted before session started in hard or soft form.
- Speeches during committee sessions should be concise and to the point.
- Delegates are encouraged to conduct thorough research on their assigned roles and agenda topics.
- Participants must actively engage in debates and negotiations to contribute to the resolution process.
- Dress code: Formal attire is recommended during committee sessions.

# QURANIC EVENTS

**Islamic Quiz**

# **Islamic Quiz**

## **Introduction:**

Islamic Quiz - an enriching journey into the diverse world of Islamic knowledge and culture. Rooted in centuries of history, Islamic civilization has made profound contributions to art, science, philosophy, and more. The Islamic Quiz serves as a platform to celebrate and explore this rich heritage, inviting participants to test their understanding of Islamic history, teachings, and traditions.

## **Event Details:**

Join us for an exhilarating intellectual journey at the "Islamic Quiz" competition! Open to students of all semesters, this event offers a dynamic platform for teams to showcase their knowledge of Islamic history, culture, and teachings. Participants will form teams of 2 to 3 members, gearing up to tackle short-answer questions posed by our esteemed panel of judges. With correct answers earning 2 points and a tight 15-second time limit per question, teams must stay sharp and focused. It's not just about winning; it's about delving into the depths of Islamic knowledge and fostering a deeper understanding of this rich and diverse heritage. So, gather your teammates, bring your institution ID cards, and get ready to test your wits in a friendly yet competitive atmosphere. See you at the "Islamic Quiz" where learning meets excitement!

**Team Count: 2 to 3 members**

**Registration fees: 500**

**Prize Money:**

**Winner Team = Rs. 15,000/-**

**Runner-up Team = TBD**

## **Rules:**

- 1. Participant Eligibility:** Students of all semesters can participate in the form of a group/team.
- 2. Team Formation:** Participants will compete in teams. (Minimum 2 and

Maximum 3 members for each team).

3. **Quiz Format:** Short answers. The panel of judges will ask the questions from each team.

4. **Scoring System:** Correct answer = 2 points. Incorrect answer = 0 points

5. **Time Limit:** 15 seconds will be given for each question.

6. Maintain a quiet environment during the session.

7. Students have to bring ID cards of their respective institutions with them.

**8. Decision of the judges will be final.**