

Utkarsh-2023

Rulebook

THE BABU BANARSI DAS EDUCATIONAL GROUP
2023

Cultural Events
Technical Events
Literary Events
Fine Arts Events
Sports Events
Informal Events
Hotel Management Events



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A BRIEF SUMMARY OF EVENTS AT UTKARSH-2023

CULTURAL EVENTS:

SINGING CATEGORY- SAMAVEDA (GROUP SONG), VENOM (RAPPING COMPETITION), HOSHO (SOLO INSTRUMENTAL COMPETITION), GUL (INDIAN STYLE SOLO SINGING), SYMPHONY (WESTERN STYLE)
DANCING CATEGORY- RANGRITI (FOLK DANCE), IRISES (SOLO DANCE), RAAG YUDH (GROUP BATTLE), PEAL OF THUNDER (STREET DANCE), LILAC (DUET DANCE), RUBARU (FACE OFF),
DRAMA CATEGORY- SAMBHAVA (ADVERTISING CONTEST), RANGO KE DRAVYA (THE SKIT COMPETITION), INDRADHANUSHA (STREET PLAY), KANTI (MIME), AABHA (MONO-ACTING), THE CHAPLIN (STANDUP COMEDY), TARANG (PARODY MAKING),
GLAM FIESTA: MR. & MS. UTKARSH, **BONZOR:** FASHION SHOW

TECHNICAL EVENTS:

SOFT CORNER- BUG HUNT, TECH SPORTS
ROBOGAMES- MINI ROBOWARS (7 KG), ROBOCON, LINE FOLLOWER, ROBO MARATHON, LIGHT FOLLOWER, ARMECDON-THE MACHINE WAR, PICK AND PLACE,
MISCELLANEOUS- TECH MANIA, THINK TANK, BLUE PRINT, KBUT (KAUN BANEGA UTKARSH TECHNOCHAMP), UTKARSH- GREEN EXPO, INNOVATE

LITERARY EVENTS:

ENGLISH CATEGORY- MOCK PARLIAMENT (MODEL UNITED NATIONS), TAIL THE TALE, ENGLISH WORD GAMES, POETRY SLAM, JUST A MINUTE (JAM), LET US TALK (GROUP DISCUSSION), SHIP WRECK (EXTEMPORE), MANIAC (QUIZ), BRAIN CASE (DUMB CHARADES), CASE STUDY COMPETITION (BREAK THE CASE)
HINDI CATEGORY- TARKVITARK (DEBATE), KAVISAMMELAN (HINDI POETRY), AAMNE – SAMNE (GROUP DISCUSSION), GHOSHLEKHAN (CREATIVE WRITING/STORY TELLING), DRISHYAM (EXTEMPORE), SHABD - BHED (WORD GAMES),
URDU CATEGORY- MUSHAIRA (URDU POETRY)
MISCELLANEOUS- UTKARSH FILM FESTIVAL (MOVIE SCREENING)

FINE ARTS EVENTS:

3D COLLAGE MAKING, POSTER DESIGN, PAINTING, WALL PAINTING, CLAY MODELLING, TATOO MAKING, DREAM CATCHER, DESIGN THROUGH PAPER, PHOTOGRAPHY, MEGA STRUCTURE (SELFIE POINT), SKETCHING, RANGOLI

SPORTS EVENTS:

OUTDOOR : - ATHLETICS, FOOTBALL BOYS, VOLLEY BALL (BOYS & GIRLS), BASKET BALL (BOYS & GIRLS), KABADDI (BOYS & GIRLS), LAWN TENNIS (BOYS & GIRLS),
INDOOR:- BADMINTON (BOYS & GIRLS), TABLE TENNIS (BOYS & GIRLS), CHESS (BOYS & GIRLS), CARROM (BOYS & GIRLS)

INFORMAL EVENTS:

MEGA EVENTS- GULLY CRICKET, JAB WE MET (BLIND DATE), LONE SURVIVORS, CAMPUS PRINCESS, BAND WAR
MICRO EVENTS- BBD TALENTS SHOW CASE, ENTERPRENIA (STARTUP PLAN), JANE KYA TUNE KAHA (LIP READING), SCREEN BATTLE (VIDEO MAKING), MINUTE TO WIN IT (GYM FREAK)
STALL EVENTS- TREASURE HUNT, COD (CALL OF DUTY), QUEEN'S GAMBIT (CHESS)

HOTEL MANAGEMENT EVENTS:

ALPAHAR, GREEN PLATTER, BEST OUT OF WASTE, ZAAYKA-E-MITHAS, LAZAT-E-RASOI

Dates: 28th February , 1st & 2nd March 2023

Theme: Go green world.

Registration Guidelines

1. All events' registration portals are available on the Utkarsh-2023 website at <https://www.bbd-utkarsh.org>.
The competitors must sign up online for the category they want to compete in.
2. By February 25, 2023, outstation colleges and institutions must confirm their participation team by email.
3. The participating team must report to the BBDEG campus in Lucknow for in-person registration on February 27th, 2023 from 12:30 pm to 6 pm at the registration help desk set up on site.
4. The remaining instructions will be provided to the participants at the help desk during the time of registration.
5. All teams are expected to bring the following paperwork with them at all points. Any missing documents may cause registration to fail.
 - A letter of authority acknowledging all participants, provided by the director, principal, or dean of the concerned institute or college.
 - An identity card from your school or college and two passport-size, recently colored photos.
6. The registration fee for outside students is 1000/
(*Except sports*)
7. Food and accommodation charges (if preferred): 500/- per person for three days.
8. For sports activities, registration and fees will be accepted on-site and will be handled per event.

Special Rules for Sports

GENERAL RULES

1. Team manager should bring a permission duly granted on the college letter head signed by appropriate authority of the institution.
2. All the teams should be in proper sports kit.
3. A caution deposit of Rs.1000/- has to be paid by each team which will be refunded after adjusting the cost of damages if any.
4. If a team manager wishes to lodge a protest at the end of the match/event. Then such a protest must be in writing and handed to the Org. Secretary

on duty within 10 minutes of the match's ending.

5. All the decisions made by the umpires shall be final and any case of indiscipline on court or in college shall essentially result in disqualification of individual or team/s.
6. All participants must be present at their respective venue before 30 mins of the schedule.
7. All participants must carry their I-Cards otherwise he/she wouldn't be allowed to take part in any event.
8. Separate I-Cards will be issued in exchange of the college I-Cards which would be returned after the event.
9. The schedule and fixtures will be mailed to the college soon.
10. Colleges should confirm their registration for all events before 20 March 2019.

Participation Fees. Rules for participation for will be as follows –

- (a) **Athletics:** - Rs. 100/- (per event).
- (b) **Basketball:** - Rs. 2000/- (per team) 12 Players maximum.
- (c) **Volleyball:** - Rs. 2000/- (per team) 12 Players maximum.
- (d) **Table Tennis:** - Rs. 1000/- (per team) 4 Players maximum.
- (e) **Chess:** - Rs. 1000/- (per team) 5 Players maximum
- (f) **Carrom:** - Rs. 1000/- (per team) 4 Players maximum
- (g) **Football:** - Rs. 2,500/- (per team) 15 Players maximum
- (h) **Badminton:** - Rs. 1000/- (per team) 5 Boys & 3 Girls
- (i) **Lawn Tennis** Rs. 1000/- (per team) 4 Players maximum
- (j) **Kabbadi:** - Rs. 2000/- (per team) 12 Players maximum.

Note:

- (a) Security money of Rs 1000 is refundable at the time of deregistration after adjusting all the damages.
- (b) Security money must be submitted at the time of registration (Rs 1000) per college taking part.
- (c) Teams or individual protest fee is 500 and protest must be done before start of the event.
- (d) Protest fee is refundable if found correct.
- (e) Accommodation fee (fooding & lodging) is 500 per contestant for 3 days.
- (f) Teams needing accommodation must inform before 3 days.

CULTURAL EVENTS

Utkarsh has been long overdue and it's about time we set the record straight.

Cultural events are the soul of Utkarsh, ranging from Dazzling Dances to dumbfounded drama. With that in mind Utkarsh 2023 brings the long awaited cultural events.

There are some general instructions that needs to be followed throughout the dancing and singing events. It includes :

1. The items/services which will be provided by organizing team only includes a computer/laptop for background music. Please bring the music in a Pen Drive in MP3 format.
2. The organizers will not be responsible for arranging practice area for the participating teams. Hence, Nothing will be provided for prior practice.
3. In case of any discrepancies, the decision of the judges is final and binding.
4. Teams exceeding time limit will be penalized.
5. 1 mark for every extra 30 seconds will be deducted.
6. The participants for solo events are allowed to have 1 accompanist.
7. Any instrument, if needed, must be brought by the participant.
8. Everything must comply to the theme, i.e., **Go green world**, Following The theme will be appreciated

[Everyone kindly note : Here, Go green world represents Nature, Hope, Love, Freshness, Flora and Fauna etc]

Singing Category

Utkarsh is known for being a highlighter of hidden talent, and discovering melodious singers is one of them. Our singing event always brings life to the legendary quote "Words make you think. Music makes you feel and A song makes you feel a thought." It's your turn to bring these words to justice. So, take the rage, put it on a page, take the page to the stage, and blow the roof off the place.

The singing category is further divided into the following events :-

| Events | Particulars |
|--------------------------|---|
| Gul (Indian Style) | <ul style="list-style-type: none"> • Gul is an Individual event with total number of entries being 5 per college • The time limit is 5 minutes (3+2) 3 minutes for performance and 2 minutes for soundcheck. • Indian style involves songs that originate from an Indian movie or Indian pop albums. However, Self-composed pieces will be appreciated. • Patriotic, folk, classical songs and recorded music tracks are not allowed. |
| Symphony (Western Style) | <ul style="list-style-type: none"> • Symphony is an Individual event with total number of entries being 2 per college. • The time limit is 5 minutes (3+2) 3 minutes for performance and 2 minutes for soundcheck. • Western music celebrates the cultures of western nations, its genre ranges from western classical music to jazz. • Self-composed music is appreciated and Accompanists are allowed (However, they won't be given any credit) |
| Samaveda (Group song) | <ul style="list-style-type: none"> • Number of members per team must be 3-10. • Number of teams per college can be 3. • Patriotic, folk and classical songs are Not allowed • The time limit is 8 minutes (5+3) 5 minutes for performance and 3 minutes for soundcheck. |

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| | <ul style="list-style-type: none"> • Candidates can use Songs from Indian movies. Self-composed songs and Fusion of 2 or more songs are also allowed. |
| Venom (Rapping competition) | <ul style="list-style-type: none"> • Each rapper will get 3 minutes to perform and the maximum number of entries per college is 2. • The time limit is 4 minutes (3+1) 3 minutes for performance and 1 minute for sound check. • Competitors should not use any cuss words or offensive language, failing to follow this rule will lead to their disqualification. • The Participants should bring their own Karaoke or track. • Only 1 accompanist is allowed. |
| Hosho (Solo-instrumental competition) | <ul style="list-style-type: none"> • It welcomes all the string players (violin, viola, cello, double bass) and pianists etc. However the instruments will not be provided by the organizers. • Maximum number of entries per college is 3. Original composition is much appreciated. • The time limit is 4 minutes (3+1) 3 minutes for performance and 1 minute for sound check. |

Dancing Category

Dancing is yet another example of extraordinary talent displayed by the students of our community. It's usually said that, If you've got nothing to sing about, then DANCE!! Through Utkarsh we're making sure that every potential candidate gets that opportunity and showcase their talent on the dance floor.

Complimentary to the Singing event, The Dancing category is also divided into the following events :-

| Events | Particulars |
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| Rangriti (Folk dance) | <ul style="list-style-type: none"> • Each team will be allotted 5 minutes, 4 minutes for performance and 1 minute for stage management. • Maximum number of teams per college is 2. The team must consist of 5 members minimum and 10 members maximum. • The music and the songs used must be regional songs, depicting some particular format of dance practiced in different states. • As the dance reflects a culture, it's compulsory for the dancers to wear a costume that depicts the respective folk culture. • Dancers are allowed to use Props, however, the props should be shown to the coordinators in advance. |

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| Irises (Solo Dance) | <ul style="list-style-type: none"> • The participants will get 4 minutes, (3 minutes for performance and 1 minute for stage setup.) • For the solo performance, the maximum number of individuals per college is 5. • Songs could be Indian, western or a fusion of two or more songs. • Costumes complimenting the dance are desirable and will fetch marks for the performer. • No second attempts are allowed. |
| Raag Yudh (Group Battle) | <ul style="list-style-type: none"> • Number of Participants allowed per team is 5 members minimum and 15 members maximum. • Maximum number of teams per college is 2. • Classical dance form is not allowed. • Time allowed for each team is 8 minutes (7 minutes for Performance and 1 minute for Stage management). • Teams will get Credit for the props and Costumes. However, they need prior permission for usage of the props. • The teams will be judged majorly on the basis of their costumes, theme, choreography, coordination and stage usage. |

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| Peal of Thunder (Street Dance) | <ul style="list-style-type: none"> • Maximum number of entries per college is 2. Where the teams are allowed to have 5 members Minimum and 10 members maximum. • Such performance could be a blend of hip hop, break dance, popping, locking, and crump styles. • Time limit allowed for participants is 9 minutes in total (8 minutes for Performance and 1 minute for Stage setting). • Props are not allowed. |
| Lilac (Duet Dance) | <ul style="list-style-type: none"> • Maximum number of team per college is 1 • As the event name suggests the team comprises of two participants. • All dance forms are allowed. However, Songs should either be from Indian movies (Hindi), Indian pop albums or fusion of two or more songs. • Time limit allowed for participants is 5 minutes in total (4 minutes for Performance and 1 minute for Stage setting) • Costumes complimenting the dance are desirable and will fetch marks for the performers. |

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| Rubaru (Face Off) | <ul style="list-style-type: none"> • Face Off involves two opponents, that act as each other's opponents and dance till one of them wins the competition. • Song will be played on the spot randomly from a list of 20 pre-selected songs in English and Hindi. • Each Participant will get 2 minutes for each performance. • Any style of dance is allowed. However, No switch of song or second chance will be entertained. • The number of entries per college can be 3. |
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Drama Category

The next category under our Cultural events is Drama. It's an expressive medium for students to showcase their acting and convey their thoughts and emotions through their body language and actions. We all know that drama lies in extreme exaggeration of the feeling, However, that exaggeration discloses the reality. Now it's your turn to step up that ladder of exaggeration and show the world what reality is.

All the participants must follow some general instructions throughout the drama events.

It includes :

1. The items/services which will be provided by the organizing team includes a computer/laptop for background music. Please bring the music in Pen Drive in MP3 format 15 min before the proposed event schedule.
2. Participants can also perform live music but the necessary instruments must be arranged by the team themselves.
3. A set of specified props will be available to the team. Anything apart from these props must be arranged by the teams themselves.
4. Use of vulgar language is prohibited. Points may be deducted and/or the team may be disqualified for the same, based on the judge's discretion. Use of expletives may be allowed with prior clarification with Coordinators.

5. Teams exceeding the time limit will be penalized. 1 mark for every extra 2 minutes will be deducted.
 6. In case of any discrepancies the decision of judges is final and binding.
 7. The performance can be in English, Hindi or Bilingual.
 8. Any in-disciplinary act will lead to immediate disqualification.
 9. None of the performances should depict anything which may be derogatory or may hurt the sentiments of any religion, community, institution or an individual.
- Any such depiction will result in disqualification of participants.

The Drama category is further divided into the following events :-

| Events | Particulars |
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| Sambhava (Advertising contest) | <ul style="list-style-type: none"> • Maximum number of teams per college is 2. Maximum number of participants per team is also 4. • Topics will be given on the spot. • The event will take part in two rounds, <p>Judging Criteria- (Innovative idea) (Product marketing) (Marks on overall performance) (Marks on voice modulation)</p> <ul style="list-style-type: none"> • Time limit allowed per team is 5 minutes to think and 4 minutes to perform in each round. • Jingle is compulsory. |
| Rango ke Dravya (The Skit competition) | <ul style="list-style-type: none"> • Pre-registration of script is mandatory. • Number of teams allowed per college is 1. • Maximum number of participants per team is 15 + 4 (performers + support) respectively. • Time limit allowed per team is 20+5 minutes (performance + stage management). |

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| | <ul style="list-style-type: none"> • Teams can come prepared on any topic of their own choice. • Background Music is allowed but no voiceover allowed. |
| Indradha Nusha(Street Play) | <ul style="list-style-type: none"> • Pre-Registration of synopsis mandatory. • The content should not be copied including music. • Each team must consist of max 25 members . • Maximum number of entries per college is 1. • Time limit for each team is 20 to 25 minutes. • Use of only <i>non-electric instruments</i> and householdarticles are allowed. |
| Kanti (Mime) | <ul style="list-style-type: none"> • Each team must consist of maximum 15 members (performing) + 5 (supporting). • Maximum number of entries per college is 1. • Use of face paint and desirable outfit will be appreciated. • Time limit per team is 15 minutes (performance). • Use of Props is not allowed. • No indicative music is allowed. |
| Aabha (Mono-acting) | <ul style="list-style-type: none"> • It involves individual participation. Number of individual participants percollege is 4. • Time limit allowed per team is 5 minutes. • No recorded voice is allowed. • Use of props is allowed. |

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| | <ul style="list-style-type: none"> • Mimicry will be discouraged. • Content should be original. |
| The Chaplin (Standupcomedy) | <ul style="list-style-type: none"> • Standup comedy is also an individual participation event. • Number of individual participants per college is 3. • Time limit allowed per team is 5 minutes. • No music is allowed. • Use of props is allowed. • Original content is appreciated. |
| Tarang (ParodyMaking) | <ul style="list-style-type: none"> • Registrations for this event will be held a day prior to the event. • The participants will be given name of three movies (Bollywood) 30 min before performance • Time limit for each performance will be 6 to 8 minutes. • The Team size comprises 4 to 6 members. • Maximum number of entries per college is 2. • Teams exceeding the time limit will be penalized and those crossing 2 minutes extra timewill be disqualified. |

Bonzor: Fashion Show

Fashion keeps inviting and exploring new leads and base whenever a new design is developed. With that in mind, this year Bonzor: fashion show has been organized for Utkarsh 2023. The ultimate goal of this fashion show is to open the door to as many bright and beautiful faces as possible. Fashion will never fade its face in any era, hence its time for you to take a stance for visibility, as the face of this generation.

All the participants must abide by the following instructions, as it has to be followed throughout the event :-

1. There will be only one team from each college.
2. Each team should contain 10 members only, in which 8 of the members will perform on the stage while the remaining 2 will be for assistance
3. The clothing line up can include Western, Classical, Ethnic, Indian and Roman dresses. However, all the participants have to keep the theme in mind. No deviation from the theme is allowed.
4. The designers may be asked to explain their designs on the stage. The explanations should not exceed 2 minute.
5. Teams will be judged on the basis of theme, ramp walk, personality, body language, costume, makeup and style/glamour.
6. Each team would be given about 8 minutes for presentation.
7. The team should carry all the material that's required for the event.
8. A little music, dancing postures and hilarious activity is allowed to justify the theme.
9. All the participants are required to bring the music in a Pen Drive in MP3 format.
10. The presentation by the students should not divulge from the theme of **Go greenworld**.
11. The students should not present any ideas that may hurt the sentiments of the audience.
12. The participants should adhere to the codes of decency and body language, no vulgarity and obscenity will be entertained and may result in disqualification.

Mega Bonzor

1. Only the students of BBD can participate in this event.
2. After audition top 10 female and top 10 male candidates will be selected by the jury of judges.
3. On the event day, the introductory round where all the 20 contestants will be judged on the basis of their walk and introduction.
4. Mega Bonzor will conduct 3 rounds in total, However, the instructions regarding every round will be given later.
5. The participants will be judged based on their performance in all 3 rounds

Glam Fiesta: Mr. & Ms. Utkarsh

- 1) Glam Fiesta, also known as “Mr. & Ms. Utkarsh” is one of the most prestigious events of the Annual Fest of the BBDEG, Utkarsh.
- 2) It is a Personality Pageant that judges the contestants on the basis of their confidence, attitude, presentation and spontaneity and the way one portrays his/ her personality.
- 3) It comprises of four Rounds which scrutinizes the overall personality of the participant.
- 4) The rounds are as follows:
 - a. **Introductory Ramp Walk:** The introductory ramp walk includes a formal introduction of the participants. The participants must be dressed up according to theme, which is usually ethnic.
 - b. **The Ground Zero:** An informal round in which the participants perform a task on stage, given either by the anchor or the judges or the audience.
 - c. **The Talent Round:** The participants are required to showcase a talent of their own choice within the allotted time.
 - d. **The Question & Answer Round:** In this round the participants are asked questions by the Judges on the stage

and the participants are required to answer with proper justification.

- 5) There will be Minimum 4 and Maximum 6 applicants from each college.
- 6) The online applicants have to mail their portfolio to dsw@bbdu.org If their portfolio is shortlisted, then they will be informed accordingly.
- 7) The participants will be asked for a confirmation and a NOC from their college.
- 8) For further queries, kindly contact the coordinators.

Technical Events

1. Soft Corner

1.1 Bug Hunt

Event is based on showcasing your C Language skills. The event would comprise of two rounds.

Round 1:

Blind Coding: In this round the participants will be provided single C programming problems and you have to write the code, while the monitor is turned off. Participants with the correct solutions will be selected.

Round 2:

Participants will be given one written program but there will be multiple bugs in each program causing error in the output. Participants have to fix the programs. Judgement will be taken on the basis of time taken. This round will be of 30 minutes.

Rules:

1. Open entries.
2. Team strength should not exceed more than 2. Students only from same educational institutes can form a team.
3. The teams must adhere to the spirit of healthy competition.
4. Judges reserve the right to disqualify any team indulged in misbehavior.
5. Judges decision shall be final and binding on all.
6. Advancing to next level will be judged on basis of time, accuracy and number of questions solved.
7. The participants are required to carry a valid identity card from their respective educational institutes.

1.2 TECH SPORTS

VALORANT ONLINE TOURNAMENT RULES

PREREQUISITE AND IMPORTANT INFORMATION:

- Need to bring your own laptops.
- Need to bring your own peripherals i.e., mouse, keyboard, headphones, and mouse pad.
- Laptops must be having LAN port (Ethernet Port), if not then the player have bring his/her own LAN/Ethernet connector, as the game will be played through a LAN connection and no Wifi connection will be provided.
- Players must be having Riot IDs.
- Valorant should be pre-installed and updated to the latest version of the release in your system. No extra time will be provided to install/update the games at the venue.

ELIGIBILITY:

- In order to compete in the Utkarsh eGaming 2023 VALORANT Tournament, all members of a team must be registered on our registration page with their respective team and team members. This must be done no later than the end registration date

mentioned.

- Each team must have a minimum of five (5) players that are eligible to play for each match. Failure to provide the minimum number of players could result in disqualification.
- All members of a roster must have their Riot account in good standing. This includes not being banned, chat banned, or restricted in any way due to toxicity, breaking game rules, or not complying with Riot's code of conduct.
- This competition is not affiliated with or sponsored by Riot Games, Inc. or VALORANT Esports.
- Teams will be randomly created by Aaina Staff for solo registered players.

COMPETITION STRUCTURE AND DATES

- All matches will consist of a "Best of 1" in a single elimination bracket.
- Matches will be played only from the venue mentioned in the rule book, no play from home is allowed.
- Seeding will be determined by recent collegiate events, open qualifiers for regional events and ranks during VALORANT Episode 5, Act 2 or 3.
- The captain of each team must check in for their match 30 minutes before their scheduled match time. Failure to do so could result in losing "in-game pause time" or disqualification.
- Any team that checks in on time but fails to join the lobby more than 10 minutes after the scheduled start time, will be disqualified.

LOBBY RULES:

- Mode: Standard
- Allow Cheats: Off
- Tournament Mode: On
- Overtime: Win by Two: On
- Server Region: To be agreed upon by teams; if teams cannot come to an agreement, the tournament administrator will make a decision based on regional latency.
- Team Size: Five (5)
- All Matches will be played on the latest patch.

MAP POOL:

- Lotus
- Haven

- Split
- Ascent
- Icebox
- Pearl

MAP VETO PROCESS: BEST OF 1:

- Team A bans 1 map
 - Team B bans 1 map
 - Team A bans 1 map
 - Team B bans 1 map
 - Team A bans 1 map
 - The final map is randomized from the two remaining maps
 - Team B has a side choice
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- After the completion of a match, the score must be reported by the winning team to a tournament administrator, with a screenshot of the scoreboard. If there is a dispute with a match score or result, a tournament administrator must be contacted immediately.
 - Each team will have five (5) minutes of pause time on each map to address technical delays or disconnections. Teams will only be allowed to pause during the buy phase of a round. Pausing at any other time or for any reason deemed unreasonable by a tournament administrator can result in the forfeiture of rounds or the map.
 - Both teams may agree to restart a map prior to Round 1 beginning if the latency is unreasonable for the server selected.
 - The Aaina Team reserves the right to broadcast any match being played. The match will be hosted as normal, and a spectator will be added to the lobby to observe the match. Players are not allowed to stream their perspective of the match.
- ### MISINTERPRETATION/MISCONFIGURATION:
- Games or sets are not to be replayed due to a misinterpretation of the rules OR misconfiguration of game settings, excluding player-specific settings. Game settings should be configured according to sections LOBBY RULE and MAP POOL. It is the player's responsibility to ask the TO for any clarification of the rule set in the event of a disagreement. The outcome of a game or set will not be changed after the fact, unless under extreme circumstances. Judgment is reserved for tournament staff.

PLAYER CONDUCT:

- Any team member who breaks Riot's code of conduct, which prohibits the use of sexism, racism, hate speech, targeted harassment, or any other behaviour of discrimination, will be immediately disqualified from the tournament.
- Any team member who is displaying excessive toxic behaviour during matches may also be disqualified at the discretion of a tournament administrator.
- To report a player for breaking this conduct, please send a screenshot of the offending behaviour to a tournament administrator.

COLLUSION:

- Players suspected of colluding may be immediately disqualified from the tournament. This includes intentionally throwing a game, splitting payouts/prizes(s), or committing any other form of bracket manipulation. The TO reserves the right to deny pay-out of event winnings/prize(s) to any player suspected of colluding.

COMPETITIVE INTEGRITY:

- In all competitions, there should be a fair playing field for all players.
- Every encounter, whether a ladder match or other competition, must be played according to the rules until it is complete and the result on the event page is entered or, at events, the result sheet is completed. Any encounter that did not take place should be deleted. Matches will be opened only by admins.
- It is not allowed for participants to bet on matches in their own competition. Betting against yourself (in team leagues: against your own team) will get you (in team leagues: your team) disqualified and the betting player(s) banned.
- Organizers reserve the right to withhold payout/prize(s) if any of these rules are violated.

FINAL RULINGS:

- If any unforeseen situations occur, judgment by tournament staff is final. Rules may be altered between phases of a tournament in the best interests of the event. (Example: A game-breaking glitch is discovered on a map mid-tournament that could be exploited. The map may need to be removed from legal play for the remainder of the event.)

NOTE: BBD GROUP, AAINA TEAM, OR ANY MEMBER OF THE ORGANIZING TEAM WILL NOT BE RESPONSIBLE FOR ANY KIND OF ISSUE OR UNFAIR/BAD PERFORMANCE RELATED TO YOUR DEVICES DURING THE EVENT. TRY TO BRING YOUR BEST CONFIGURED SYSTEM. PLAYERS HAVE TO TAKE CARE OF THEIR OWN DEVICES BY THEMSELVES, BBD GROUP, AAINA TEAM OR ANY OF THE ORGANIZING TEAM WILL NOT BE RESPONSIBLE FOR ANY PERSONAL DAMAGE OR LOSS OF DEVICES. (RULES APPLIED IN ALL TECH SPORTS I.E. VALORANT, BRAWLHALLA AND FALL GUYS

Brawlhalla Online Tournament Rules

Terminology:

A “game” is defined as an instance of combat where the outcome is determined by a team/player losing all their stocks.

A “set” is defined as the best-of-3 or best-of-5 games that is played until a team/player has won a majority of the set. (Multiple sets are only played in the case of the lower seed team/player winning a set in the Grand Finals.)

A “match” is defined as the set or collection of sets wherein a team/player has officially lost and the winning team/player advances to the next round of the Tournament.

General

A team/player may not forfeit a match. Forfeiting a match will result in punitive measures to be determined by the Tournament Administration, including the loss of any prize money that the team/player may have otherwise been entitled to

If a team/player fails to show up for a match they were scheduled for, they will be subject to punitive measures to be determined by the Tournament Administration, including the loss of any prize money that the team/player may have otherwise been entitled to.

If a team is otherwise disqualified for any reason, they will be subject to punitive measures to be determined by the Tournament Administration, including the loss of any prize money that the team/player may have otherwise been entitled to.

Games are only to be created and started under the instruction of a Tournament Organizer.

Winners Finals, Losers Finals, and Grand Finals are best-of-5; all other matches are best-of-3.

PREREQUISITE AND IMPORTANT INFORMATION:

- Players must be having Steam ID.
- Brawlhalla must be claimed in your Steam ID. (It's a free game.)
- You can bring your own peripherals i.e., mouse, keyboard. Mouse pad. (Not compulsory)
- Must bring your own Ear/Headphones. (Compulsory)
- No need to bring your own laptops, as devices will be provided to play at the venue.

In Game Settings

Every 2v2 game must be created with the following Game Rules:

Game Mode: Stock
 Teams: On
 Team Damage: On
 Lives: 3
 Match Time: 8:0

Gadgets: Off
 Test Features: Off
 Map Set: 2v2

Every 1v1 game must be created with the following Game Rules:

Game Mode: Stock
 Teams: Off
 Lives: 3
 Match Time: 8:00
 Gadgets: Off
 Test Features: Off
 Map Set: 1v1

Every game must be created with the following Lobby Settings:

Region: US-East (for US tournaments), Europe (for EU tournaments) or yourregion's appropriate server.

Friends: Off
 Clanmates: Off
 Room Number: On
 Room Type: Custom
 Max Players: 4 (2v2), 2 (1v1)
 Map Choosing: Tournament Striking
 Blind Pick: Off

Legend/Stance Locking

On the first game of any set, the lower seed player(s) must lock in their Legend(s) and Stance before the higher seed player(s) is required to. In every other game of a set, the winning player(s) of the previous game must lock in their Legend(s) and Stance before the losing player(s) is required to.

After both teams are locked in, the lobby can move forward and map striking begins.

On the first game of any set, the higher seed team/player must strike all but three stages from the map pool. The lower seed team may then choose from the remaining three stages by striking two.

Every game afterward within the set, the losing team/player of the previous game must strike all but three stages from the map pool. The winning team of the previous game may then choose from the remaining three stages by striking two.

Stoppage of Time / Interruption of Game

If a player has an unforeseen issue preventing them from starting their next match, they may have up to 5 minutes within their set to correct the issue and start their match. After 5 minutes, it is up to the discretion of the individual tournament organizer whether or not the offending team/player will forfeit their match or if additional time will be given for the team/player to correct their issue.

If the game has loaded and begun and a player has an unforeseen issue preventing them from competing in the game within the first 10 seconds of the game, they may suicide 3 times to prematurely terminate the game and correct their issue. As stated above, they will have 5 minutes within the entire set to correct these issues.

Player Behavior

Each player must display well-mannered behavior throughout the entire duration of the tournament. This includes before, during, and after competitions. Good behavior is expected in all public areas of interaction which include but are not limited to Twitch, Twitter, Facebook, and the in-game Brawlhalla client.

Poor or negative behavior towards tournament staff, sponsors, or other players is unacceptable and punitive measures will be taken on a case-by-case basis as determined by the tournament organizer.

Cheating is strictly prohibited.

Any players found cheating are subject to removal from all official Brawlhalla tournaments.

If any player is found using any cheat during competitive play, all games that were affected will be subject to forfeiture and other potential penalties.

Intentionally losing a game, collusion, or any other action of a similar or reprehensible nature will not be tolerated.

Each player must use their best efforts to compete in a sportsmanlike manner at all times.

Tournament Administration has the right to deem any name, tag, or clan name inappropriate. If any name or tag (including clans) is flagged as inappropriate, teams or players may be denied registration, disqualified, or required to change it appropriately in order to continue.

Additional content may be required out of players by Tournament Administration, which all players must make themselves available throughout the entire duration of the tournament for.

Fall Guys Online Tournament Rule

Terminology:

The game involves up to 60 players who control jellybean-like creatures and compete against each other in a series of randomly selected mini-games, such as obstacle courses or tag. Players are eliminated as the rounds progress until the last remaining player is eventually crowned the winner.

Competition Structure and Dates

- Matches will be played only from the venue mentioned in the rule book, no play from home is allowed.
- Players must check in for their match 30 minutes before their scheduled match time. Failure to do so could result in loss or disqualification.
- Any player that checks in on time but fails to join the lobby more than 10 minutes after the scheduled start time, will be disqualified.
- There will be 81 different types of maps in Fall Guys: 32 Races, 10 Survival, 12 hunts, 12 Teams, 2 Logic, 1 Invisibeans and 12 Finals. However, 37 of the 81 rounds are currently vaulted, meaning they are unable to be selected from the round pool until they get unvaulted.
- Every match contains 5 rounds and each round can last approximately 1 to 5 minutes max. This means that in the span of about 15 to 20 minutes, 59 contestants will fall and one player will come out victorious.
- The moment the timer starts counting down, players need to dash out and survive the challenges ahead. There is no time to think, simply go out there and run.
- No. of batches will be decided on the total no. of players registered and one batch will consist of 60 players at max. One (1) winner from each batch will be selected and then they will compete with each other until a single winner is not decided.

PREREQUISITE AND IMPORTANT INFORMATION:

- Players must be having Epic Games ID.
- Fall Guys must be claimed in your Epic Games ID. (It's a free game.)
- You can bring your own peripherals i.e., mouse, keyboard. Mouse pad. (Not compulsory)
- Must bring your own Ear/Headphones. (Compulsory)
- No need to bring your own laptops, as devices will be provided to play at the venue.

Maps:

Maps will be selected randomly. Race:

Race minigames will have players, well, racing! Each map will have its own quirks and maybe a unique mechanic or two, but the goal is always the same. Make it to the end as quickly as possible or be knocked out of the game. There are 26 race maps in Fall Guys Ultimate Knockout:

Big Fans
Dizzy Heights

Door Dash
 Freezy Peak
 Fruit Chute
 Full Tilt
 Gate Crash
 Hit Parade
 Lily Leapers
 Knight Fever
 Party Promenade
 Pipe Dream
 Roll On
 See Saw
 Short Circuit
 Ski Fall
 Skyline Stumble
 Slime Climb
 The Slimescraper
 Speed Circuit
 Tip Toe
 Track Attack
 Treetop Tumble
 Tundra Run
 Wall Guys
 The Whirlygig

Survival

Survival Games are another minigame set in Fall Guys. You'll need to outlast a bunch of other players on the map, usually while obstacles and objects are being thrown your way. There are eight survival rounds in Fall Guys:

Big Shots
 Block Party
 Hoverboard Heroes
 Jump Club
 Roll Out
 Snowball Survival
 Stompin Ground
 The Swiveller

Hunt

Hunt games will have players either hunting each other like in Tail Tag, or hunting for scoring points like jumping through hoops. These are usually centered around scoring as many points as possible. There are nine hunt maps:

Airtime

- Bounce Party
- Bubble Trouble
- Button Bashers
- Hoopsie Legends
- Leading Light
- Pegwin Pool Party
- Tail Tag
- Volleyfall

Logic

These are puzzle-based games; luckily, there are only two because they can be really tricky:

- Perfect Match
- Sum Fruit

Team

Team games can be some of the most frustrating games in Fall Guys; this is mainly due to how your teammates can perform in the game. Sometimes you can have a killer round, but your teammates just can't hold their end up. There are 12 team games in Fall Guys:

- Basketfall
- Egg Scramble
- Egg Siege
- Fall Ball
- Hoarders
- Hoopsie Daisy
- Jinxed
- Pegwin Pursuit
- Power Trip
- Rock N Roll
- Snowy Scrap
- Team Tail Tag

Final

The finale games are some of the most intense games in Fall Guys. It all comes down to this moment. Will you be able to snag the crown? There are nine final maps:

- Blast Ball
- Fall Mountain
- Hex-A-Gone
- Hex-A-Ring
- Jump Showdown

Lost Temple
 Roll Off
 Royal Fumble
 Thin Ice

Player Conduct:

Any team member who breakfall Guys code of conduct, which prohibits the use of sexism, racism, hate speech, targeted harassment, or any other behaviour of discrimination, will be immediately disqualified from the tournament.

Any team member who is displaying excessive toxic behaviour during matches may also be disqualified at the discretion of a tournament administrator.

To report a player for breaking this conduct, please send a screenshot of the offending behaviour to a tournament administrator.

Collusion:

Players suspected of colluding may be immediately disqualified from the tournament. This includes intentionally throwing a game, splitting payouts/prizes(s), or committing any other form of bracket manipulation. The TO reserves the right to deny payout of event winnings/prize(s) to any player suspected of colluding.

Competitive Integrity:

In all competitions, there should be a fair playing field for all players.

Matches must be played according to the rules until it is complete and the result on the event page is entered or, at events, the result sheet is completed. Any encounter that did not take place should be deleted. Matches will be opened only by admins.

Organizers reserve the right to withhold payout/prize(s) if any of these rules are violated.

Final Rulings:

If any unforeseen situations occur, judgment by tournament staff is final. Rules may be altered between phases of a tournament in the best interests of the event. (Example: A game-breaking glitch is discovered on a map mid-tournament that could be exploited. The map may need to be removed from legal play for the remainder of the event.)

2. Robo Games

2.1 Mini Robo Wars (7 Kg)

Design a wired/wireless, manually controlled machine that is capable of knocking out or immobilized the opponents bot in a one on one competition.

Specification

1. The bot should fit in a box of 35cm x 35cm x 35cm (LxBxH) at any point during the match. **(Strictly)**
2. The weight of the bot should not exceed the 7 Kg including the weight of pneumatic source/tank. **(Strictly)**
3. All robots must have easily visible and control mobility in order to compete.
4. Power supply should not exceed 24 volt DC supply. **(Strictly)**
5. Use of an IC engine in any form is not allowed.

Weapons

Robots can have any kind of magnetic weapons, cutters, flippers, saws, lifting devices, spinning hammers etc.

Team Specifications

College teams: A team may consist of a maximum of 4 participants, all from the same institute.

Gameplay

1. A robot is declared victorious if its opponent is immobilized.
2. A robot will be declared immobile if it cannot display linear motion of at least two inches in a timed period of 30 seconds.
3. In case both the robots remain mobile after the end of the round then the winner will be decided subjectively.
4. A robot that is unsafe, as deemed by the judges, will be disqualified immediately and the opponent robot will be declared as the winner.
5. Every match will consist of 2 rounds of 5 min each and each subsequent round will have a time gap of 1 min each.
6. If a robot is thrown out of the arena the round the opponent will be given extra points.
7. Robots cannot win by merely lifting their opponents. Organizers will allow lifting for a maximum of 20 seconds for each lift and then the attacker robot will be instructed to release the opponent. If, after being instructed to do so, the attacker is unable to release, their robot may be disqualified.
8. If two or more robots become entangled due to any reason and becomes trapped within another robot, then the competitors should make the timekeeper aware and the fight should be stopped and the robots should be separated by the safest means.
9. Points will be given on the basis of aggression, damage, control and strategy.
10. Each Team must have a Team Representative. All communications will be coordinated with the specified Team Representative only.

11. All students with a valid identity card from their respective educational institution are eligible to participate.

Certificate

1. Certificate of Excellence will be given to all the winners.
2. Certificates of Participation will be given to all teams.

The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.

2.2 RoboCon

Build a wired/wireless, manually controlled robot which can play a match by ball passing or dragging in goal post.

Specification

1. Build 1 bot which can play with opponents' team.
2. The bot should fit in a box of 30cm x 30cm x 30cm (LxBxH) at any point during the match.
3. The weight of the bot should not exceed the 5 Kg. **(Strictly)**
4. All robots must have easily visible and control mobility in order to compete.

(Strictly)

5. Power used should not exceed 12 Volt DC supply. **(Strictly)**
6. Use of an IC engine in any form is not allowed.

Team Specifications

College teams: A team may consist of a maximum of 4 participants, all from the same college.

Game Play

1. The bot will start from the bot starting zone.
2. Once started team members are not allowed to touch the bot.
3. Only one member is allowed to control the bot.
4. Two restarts are allowed during a game and bots will be placed at the last checkpoint it crossed. Judges' decision will be last and final in case of any dispute.
5. Physically damaging opponent's bots will lead to foul and advantage will be given to the opponent team.
6. Each Team must have a Team Representative. All communications will be coordinated with the specified Team Representative only.
7. All students with a valid identity card from their respective educational institution are eligible to participate.

Certificate

1. Certificate of Excellence will be given to all the winners.
2. Certificates of Participation will be given to all teams.

The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.

2.3 Line follower

The participants should build an autonomous bot that can follow the given path in minimum possible time, without deviating from the line. The aim of the event is to check the stability and sensing capabilities of the robot in comparison with other opponents

Specification

1. The bot should fit in a box of 30cm x 30cm x 30cm (LxBxH) at any point during the match.
2. The weight of the bot should not exceed the 5 Kg including the weight of pneumatic source/tank.
3. All robots must have easily visible and control mobility in order to compete.
4. Power supply should not exceed 24 Volt DC supply.
5. Use of an IC engine in any form is not allowed.

Rules

The bot follow a black line.

1. Caging will be done before the start of the event.
2. Teams are not allowed to feed any information about the track although they can calibrate their sensors as per the arena. Five minutes will be given to each team for calibration.
3. The bot should not be constructed using readymade Lego kits or any readymade mechanism. However, readymade gear assemblies can be used. Violating this clause will lead to disqualification of the team.
4. Once started team members are not allowed to touch the bot.
5. Bot should not receive any signal from external means like wireless/RF/Bluetooth.
6. Three restarts are allowed during a run and bots will be placed to last checkpoint it crossed
7. Judges decision will be last and final in case of any dispute.
8. Each Team must have a Team Representative. All communications will be coordinated with the specified Team Representative only.
9. All students with a valid identity card from their respective educational institution are eligible to participate.

Team Specifications

College teams: A team may consist of a maximum of 4 participants, all from the same institute.

Certificate:

1. Certificate of Excellence will be given to all the winners.
2. Certificates of Participation will be given to all teams.

The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.

2.4 Robo Marathon

Build a wired/wireless, manually controlled robot which can complete the given track in minimum possible time.

Specification

1. The bot should fit in a box of 30cm x 30cm x 30cm (LxBxH) at any point during the match. **(Strictly)**
2. The weight of the bot should not exceed the 5 Kg. **(Strictly)**
3. All robots must have easily visible and control mobility in order to compete. **(Strictly)**
4. Power supply should be in range of 12-19 Volt DC supply.
5. Use of an IC engine in any form is not allowed.

Team Specifications

College teams: A team may consist of a maximum of 4 participants, all from the same institute.

Game Play

1. The bot will start from the bot starting zone.
2. Once started team members are not allowed to touch the bot.
3. Only one member is allowed to control the bot.
4. There will be three check points in the arena.
5. Two restarts are allowed during a run and bots will be placed at the last checkpoint it crossed Judges' decision will be last and final in case of any dispute.
6. Each Team must have a Team Representative. All communications will be coordinated with the specified Team Representative only.
7. All students with a valid identity card from their respective educational institution are eligible to participate.

Certificate:

1. Certificate of Excellence will be given to all the winners.
2. Certificates of Participation will be given to all teams.

The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.

2.5 Light follower

The participants should build an autonomous bot that can follow the given light in minimum possible time. The aim of the event is to check the stability and sensing capabilities of the robot in comparison with other opponents

Specification

1. The bot should fit in a box of 30cm x 30cm x 30cm (LxBxH) at any point during the match. **(Strictly)**
2. The weight of the bot should not exceed the 5 Kg including the weight of pneumatic source/tank. **(Strictly)**
3. All robots must have easily visible and control mobility in order to compete.

4. Power supply should not exceed 12 Volt DC supply. **(Strictly)**
5. Use of an IC engine in any form is not allowed.

Rules

The bot will follow a light.

1. Caging will be done before the start of the event.
2. Teams are not allowed to feed any information about the track although they can calibrate their sensors as per the arena. Five minutes will be given to each team for calibration.
3. Teams found using hard coding will be disqualified.
4. The bot cannot be constructed using readymade Lego kits or any readymade mechanism. However, readymade gear assemblies can be used. Violating this clause will lead to disqualification of the team.
5. Once started team members are not allowed to touch the bot.
6. Bot should not receive any signal from external means like wireless/RF/Bluetooth.
7. Two restarts are allowed during a run and bots will be placed to last checkpoint it crossed
8. Judges decision will be last and final in case of any dispute.
9. Each Team must have a Team Representative. All communications will be coordinated with the specified Team Representative only.
10. All students with a valid identity card from their respective educational institution are eligible to participate.

Team Specifications

College teams: A team may consist of a maximum of 4 participants, all from the same institute.

Certificate

1. Certificate of Excellence will be given to all the winners.
 2. Certificates of Participation will be given to all teams.
- The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.

2.6 ARMECDON-THE MACHINE WAR

About the Event

RoboWars is an event that allows you to merge your passion for robot making with your love for destruction. In this ferocious, tracherous competition with robots in an arena of destruction with their flipping tusks, pneumatic spikes, hydraulic pincer, angle grinders and lots more, slashing and wrecking other robots. This will decide the fate of your robot whether it will be the king of ultimate glory or will end up in a junk yard.

Team Specification

1. Maximum of 7 members in a team.

2. Team members can be from same college.
3. Each Team must have a Team Representative. All communications will be coordinated with the specified Team Representative only.
4. All students with a valid identity card from their respective educational institution are eligible to participate.

Weight and Size

1. The robot should fit in a box of dimension 800mm x 800mm x 600mm (L*B*H) [at any time during the match]. The remote used to control the machine or any external tank is not included in the size constraint.
2. The machine should not exceed 40 kg of weight.

Mobility

1. Methods of mobility includes Rolling (with wheels or tracks), jumping or hopping. Flying (with helium balloons, aerofoil, etc.) is not allowed.
2. Non-wheeled robots (whose whole body rolls being in contact with the floor) should not have a continuous rolling motion.
3. The controller must not be changed during the game.

Robots Control

1. The robot could be controlled with wired or wireless remote.
2. Teams with wired control are completely responsible for the tangling problem with their own bots. In such a case, match will not be halted.
3. Teams with wireless remote control should have at least three frequency wireless remote circuits to avoid frequency interference with other teams. The case of any interference in the wireless systems will not be considered for rematch.

Battery

1. The robot should be powered electrically and power Supply has to be carried by the participants. It can be either onboard or via wire. Use of any type of IC (internal combustion) engine to power the bot is not allowed.
2. Batteries must be sealed, immobilized electrolyte type.
3. The electric voltage (EPD Electric Potential Difference) between 2 points anywhere in the robot should not be more than 40V DC at any point of type.
4. All efforts must be made to avoid short circuits which may cause battery fire, failure to do so will cause direct disqualification immediately.
5. Special care must be taken to protect the onboard batteries. Failing to do so will cause a disqualification immediately (will be regarded as unsafe).
6. Changes of battery will not be allowed during the match (exemption can be made in case of battery damage, which will be decided by the judges).
7. There should be a provision of a mandatory 'kill switch' to stop the robot in case of any uncontrolled response.
8. It is suggested to have an extra battery ready and charged up during the event so that you don't have to suffer due to uncharged or damaged batteries.

Weapon Systems

1. Robots can have any kind of magnetic weapon, cutters, flippers, saws, lifting devices, pneumatic weapons. Refer below for further details on Pneumatics or Hydraulics based weapons.
2. Use of any kind of nets, tapes, gluebased, radio jamming, tasers, tesla coils explosives or flame based weaponry systems are not allowed.
3. The robot itself should not intentionally be split into components.
4. Spraying of any kind of liquid or gaseous substance on the opponent is strictly prohibited.

Hydraulics

1. Robots can use noninflammable liquid to actuate hydraulic devices.
2. All hydraulic devices onboard must be securely mounted to ensure that if ruptured, direct liquid streams should not escape the robot.
3. All hydraulicbased weaponry systems should use noncorrosive liquids and your robot should be leakproof. Maximum pressure allowed is 8 bars.
4. Participants must indicate the used pressure with integrated or temporarily fitted pressure gauge.
5. Entire hydraulic setup should be on board, no external input (from outside the arena) could be given to the robot for functioning of its hydraulic system.
6. Each Team must have a Team Representative. All communications will be coordinated with the specified Team Representative only.

PNEUMATICS

1. Robots can use noninflammable, noncorrosive gases to actuate pneumatic systems. Maximum pressure allowed is 8 bars.
2. Participant must be able to indicate the used pressure with integrated or temporarily fitted pressure gauge. Also there should be a provision to check the cylinder pressure on the robot.
3. Participant should have a safe way of refilling the systems and determining the onboard pressure.
4. All pneumatic systems must be securely mounted to ensure that if ruptured it will not escape the robot.

SAFETY RULES

1. Special care should be taken for onboard batteries, pneumatics and hydraulics; those without proper protection will not be allowed to compete.
2. If you have a robot or weapon design which does not fit within the categories set forth in the above rules, please contact the event organizers.
3. Proper activation and deactivation of robots is critical. Robots must only be activated/ deactivated in the arena or testing area with proper consent of the event organizers.
4. All weapons with sharp edges must have a safety cover. Event organizers will check your robots before the event. So safety covers are necessary. Without them your bots will not be checked, and hence are not allowed in the event.
5. All participants build and operate robots at their own risk. Combat robotics is inherently dangerous. There is no amount of regulation that can encompass all

the dangers involved. Please take care to not hurt yourself or others when building, testing and competing. Any kind of activity (repairing, battery handling, pneumatics systems etc.) which may cause damage to the surroundings during the stay of the teams in the competition area should not be carried out without the consent of organizers. Not following this rule may result in disqualification.

6. There should be a 'kill switch' on the bot visible normally which would disconnect all the power supply.

7. If you have a robot or weapon design that does not fit within the categories set forth in these rules or is in some way ambiguous or borderline, please contact the event organizers. Safe innovation is always encouraged, but surprising the organizers with your brilliant exploitation of a loophole may cause your robot to be disqualified before it even competes.

JUDGING

1. A robot is declared victorious if its opponent is immobilized. In case both the robots remain mobile after the end of the round then the winner will be decided subjectively as described below.

2. A robot will be declared immobilized if it cannot show linear motion of at least one inch for a period of 30 seconds. However if it can show some degree of circular movement, it will not be considered as immobilized. In case both the robots will remain mobile after the match, then the winner will be declared subjectively.

3. Robots cannot win by pinning or lifting. Maximum of 10 seconds is allowed per lift/ pin. Then the attacker robot is instructed to release the opponent.

4. If robots become entangled within a grinding or crushing weapon of the opponent robot, the attacker will be instructed to release the opponent. Failing to do so will lead to disqualification.

5. A robot that is deemed unsafe by the organizers after the match has begun will be disqualified and therefore declared the loser. The match will be immediately halted and the opponent will be awarded a win.

6. If a robot is thrown out of the arena the match will stop immediately, and the robot still inside the arena will automatically be declared as the winner.

7. Points will be given on the basis of aggression, damage, control and strategy.

8. **Aggression** – Aggression is judged by the frequency, severity, boldness and effectiveness of attacks deliberately initiated by the robot against its opponent. If a robot appears to have accidentally attacked an opponent, that act will not be considered Aggression.

9. **Control** – Control means a robot is able to attack an opponent at its weakest point, use its Weapons in the most effective way, and minimize the damage caused by the opponent or its weapons.

10. **Damage** – Through deliberate action, a robot either directly or indirectly reduces the functionality, effectiveness or defensibility of an opponent. Damage is not considered relevant if a robot inadvertently harms itself. Also, if a pressure vessel or a rapidly spinning device on a robot fragments, any damage to the opponent will not be considered "deliberate".

11. **Strategy** – The robot exhibits a combat plan that exploits the robot's strengths against the weaknesses of its opponent. Strategy is also defined as a robot exhibiting a deliberate defence plan that guards its weaknesses against the strengths of the opponent
12. The decision of organizers will be final and in no case a organizer can be persuaded to reconsider his/her decision by the participants.
13. Note : It has nothing to do with winning or losing. Winning is subjected to making the opponent immobile.

Certificate:

1. Certificate of Excellence will be given to all the winners.
 2. Certificates of Participation will be given to all teams.
- The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.

2.7 PICK AND PLACE

This event requires that participants construct a 4 wheeled gripper robot with constrained dimensions which could move over various terrains and performs simple tasks such as grabbing and shifting

PROBLEM STATEMENT

Bot Specifications

1. The bot should not be beyond 35cm*35cm*40cm (L*B*H) during the entire game play.
2. There should not be a potential difference of more than 24V between any twopoints.
3. The wires should remain slag at all times during the game play.
4. Teams will have to bring their own power supply source for their bot.
5. Weight of the Bot Should not exceed 7Kg. **(Strictly)**

Game Play

1. Game play will be a total of 4 minutes.
2. The bot has to start from the initial starting point, pick up blocks and stack them. Multiple blocks can be carried only in the gripper not anywhere else.
3. Block size will be 7 cm * 7 cm * 7 cm (L*B*H). **(Strictly)**

Points System

1. Two tower stacking - 10 points
2. Three tower stacking - 30 points
3. Four tower stacking - 50 points
4. A team can do any number of stacks.
5. There will be a total of 12 blocks.
6. If a team completes the task before 4 minutes then their time taken will benoted.

Tie Breakers

1. Time taken for first stacking shall be noted and would be considered to resolveany tie - breakers.

2. In case of any disputes, the decision of the coordinators would be final and binding to all.

Team Specifications

1. College teams: A team may consist of a maximum of 4 participants, all from the same institute.
2. Each Team must have a Team Representative. All communications will be coordinated with the specified Team Representative only.
3. All students with a valid identity card from their respective educational institution are eligible to participate.

Certificate

1. Certificate of Excellence will be given to all the winners.
2. Certificates of Participation will be given to all teams.

The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.

3 Miscellaneous

3.1 UTKARSH- GREEN EXPO

Welcome to the world of technology and the technocrats. Exhibitions are the most cutting edge technology on display. This is the ideal platform for the budding technocrats and the tech-savvy, providing them an opportunity to gain exposure and interact with various researchers whose global expertise has brought these breathtaking exhibits into existence.

Rules and regulations:

1. Open Entries
2. Maximum participants per team: 5, all are of same institute.
3. No repetition of team members allowed.
4. Each Team must have a Team Representative. All communications will be coordinated with the specified Team Representative only.
5. All students with a valid identity card from their respective educational institution are eligible to participate.

Going Green

The engineering projects are invited from students under the theme GO GREEN.

The idea behind GO GREEN is to use non-conventional sources of energies. Green Expo is focused on spreading awareness about renewable resources and save mother nature.

Students are invited to show their live projects in Green Expo.

Use of Artificial Intelligence Techniques and IOT systems is suggested. The projects can be built under the ideas such as use of robotics in agriculture, solar energy, green products, water conservation, waste management, air purifiers, green building, renewal energy and organic food etc.

3.2 Tech Mania –

Event is based on testing the knowledge of participants about technology and software industry. The event would comprise of two rounds.

Round 1: Qualification Round

The teams will have to face a quiz in which each team will have to answer the MCQs (30 Questions) based on topics like technological advancement, software industries, coding, social media, tech companies and their founders. This round will be of 20 minutes. Top 10 teams will be selected.

Round 2: Face-Off

The Face-Off round will be based on answering questions displayed on screen. Each team will be provided link to the quiz. Questions will be based on company founders, coding, tech personalities and software industries. Team with the highest points will be the winner.

Rules

1. Open entries.
2. Team strength should not exceed 2. The teams must adhere to the spirit of healthy competition.
3. Judges reserve the right to disqualify any team indulged in misbehavior.
4. Judges decision shall be final and binding on all.
5. Advancing to next level will be judged on basis of time and accuracy.
6. All students with a valid identity card from their respective educational institution are eligible to participate.

3.3 Blue Print

Participants are expected to present a power point presentation on the following theme:

“Go Green using Artificial Intelligence”

Rules and Regulations:

1. It's an individual event.
 2. Maximum of 7 minutes will be given for your presentation.
 3. In Round 1 participant has to submit an abstract (in not more than 350 words).
 4. Failing to do so would result in automatic disqualification of the participant.
- IMPORTANT NOTE - The email should clearly mention the registration ID of the participant, the name of participant, college details and contact number of the participant.
5. Only shortlisted candidates will be called for the final presentation round.
 6. All students with a valid identity card from their respective educational institution are eligible to participate.

The shortlisted candidates will give their presentations and candidates will have to handle the queries asked by the Judges. Their presentations will be evaluated on the following benchmarks.

| | |
|---------------------|-----|
| 1. Content | 20% |
| 2. Confidence level | 20% |
| 3. Feasibility | 20% |
| 4. Originality | 20% |
| 5. Query Handling | 20% |

There may be a final round of faceoff between the final selected candidates in which a technical debate over a topic based on the theme would happen. Specific details would be disclosed to the candidates later.

3.4 Think Tank

Think Tank is an opportunity for young entrepreneurs to showcase their products. The product should be based on the theme GO GREEN. Candidates will pitch their ideas and products in front of the Judges using power point presentation. Think Tank is an chance to advance the ideas to real life application.

| | |
|-------------------|-----|
| 1. Product | 20% |
| 2. Innovation | 20% |
| 3. Feasibility | 20% |
| 4. Originality | 20% |
| 5. Query Handling | 20% |

Rules

1. Open entries.
2. Team strength should not exceed 5. The teams must adhere to the spirit of healthy competition.
3. Judges reserve the right to disqualify any team indulged in misbehavior.
4. Judges decision shall be final and binding on all.
5. All students with a valid identity card from their respective educational institution are eligible to participate.

3.5 KBUT (Kaun Banega Utkarsh TechnoChamp)

All the questions of KBUT (First and Final Round) will be asked from the title “**Use of Artificial Intelligence and IOT in Monitoring and Control of Air Pollution**” along with the fundamental facts and statistical data about air pollution.

FIRST ROUND

REGISTRATION: Prelims Round

1. Shortlisting by MCQ based Technical Quiz Paper (General Technical Questions).
2. 04 students will be selected for final round (One Student from University and Each College)

FINAL ROUND

Main Game playRules:

Total number of Questions – 12

The timing and stages are given below.

| |
|---------------------------------|
| Stage 4 (Champion Prize) |
| 12 |
| 11 |
| Stage 3 (Second Prize) |
| 10 |
| 9 |
| Stage 2 (Third Prize) |
| 8 |
| 7 |
| 6 |
| 5 |
| Stage 1 (Token Prize) |
| 4 |
| 3 |
| 2 |
| 1 |

Lifelines

1. **50:50-** There will be four options for each question, but if the participant selected this life line, two options will be omitted and two options will remain.
2. **Carry-A-Friend-** The participant will carry a friend to answer one question for which this lifeline is selected.
3. **Expert Advice-** Each participant will be provided with an EXPERT to answer one question for which the participant will select this life line.

Time Limits

Question No. 1 to 4: 20 Seconds

Question No. 5 to 8: 25 Seconds

Question No. 9 to 10: 30 Seconds

Question No. 11 to 12: 35 Seconds

The participant will be declared “Utkarsh Techno Champ” if he/she completes all the stages successfully. In case if no participant completes all the stages, the participant with highest marks will be declared Techno Champ considering value of each question as 10 marks.

3.6 Innovate

Innovate is an intellectually stimulating environment that spurs innovation and collaboration to get the best out of technologists. Innovate is a hackathon which encourages the participants to create modernized and innovative approach to current issues faced by the industries. Each team will have to make and present projects on one of the following problem statements –

1. Develop an automated irrigation system for gardens.
2. Develop an automated smart library management system.
3. Make waste management system for lakes and rivers.
4. Develop a software which tells farmers which tells the farmer when to irrigate the crop on the basis of weather predictions.
5. Develop a smart system that converts normal speaker to smart speaker using 3.5mm jack or USB.
6. Make a family safety software or a device for the protection of each family member.
7. Develop an AI based software that tells farmers about the pesticides to be used on crops on the basis of picture taken.
8. Make fire proof robot that can help people stuck inside the building of fire.
9. Develop a cost efficient attendance management system.
10. Develop an online ambulance booking and tracking system.
11. Develop a white cane that feedbacks the blind person.
12. Develop a real time subtitle making software for calls for deaf people.
13. Develop a system which detects the flood prone areas.
14. Develop a device or software that provides blind people a secondary vision.
15. Develop a portal for jobs available in the local region for disabled people.
16. Make IOT device and a software for women safety.

Judging criteria will be based on the following

| | |
|---------------------------|-----|
| factors: Originality | 20% |
| Creativity | 20% |
| Commercial viability | 20% |
| Innovation | 20% |
| Design and Implementation | 20% |

Rules

1. Open entries.

2. Team strength should not exceed 6. The teams must adhere to the spirit of healthy competition.
3. Judges reserve the right to disqualify any team indulged in misbehavior.
4. Judges decision shall be final and binding on all.
5. All students with a valid identity card from their respective educational institution are eligible to participate.

LITERARY Rule Book

General Rules and Regulations:

- 1. British English shall be followed throughout the English events and Hindi shall be strictly followed throughout the Hindi events. In case of cross- checking if it is found out that the language used is not as mentioned previously, the participant shall be penalized.**
- 2. Any use of derogatory or harsh words involved throughout the course of events may result in direct disqualification of the participant.**
- 3. Decorum throughout the events shall be given utmost importance. If a participant is found misbehaving or engaging in any act that is inappropriate and goes against the spirit of a healthy competition, the participant may be disqualified.**
- 4. The students shall be required to bring their own stationery items. Papers shall be provided at the venue.**
- 5. College uniforms shall not be worn by the participants to ensure no kind of favoritism takes place. Participants are requested to attend their events in a casual attire instead.**

6. Changes in rules, if any, shall be communicated to the participants beforehand.

7. The decision of the judges shall be final and binding in the case of all events.

8. For any doubts/ complaints, kindly contact your event coordinator.

A. Category 01: English:

1. E Pluribus Unum! (Group event: Two members per team)

a. Two teams per college will be allowed.

b. This event will be conducted in a round- robin format. The agenda for this event shall be declared on the spot.

c. Various countries will be allotted to the teams at the time of allotment of the agenda, of which the governments shall be represented by the team members (for example, if a team gets allotted the country India, they shall be representing the Indian government).

d. The speeches should be in accordance with the principal ideologies of the governments of the nations allotted only.

e. A time period of one hour shall be given to the team members for the preparation of their speeches. Use of outside help including the use of electronic gadgets is permitted in this round only.

f. Once the preparation time is over and the event begins, no outside help shall be

allowed.

- g. The individual team performance will be divided into three parts:
 - i. **Opening Arguments:** Two Minutes Per Team
 - ii. **Closing Arguments:** Two Minutes Per Team
 - iii. **Rebuttals:** A total of two questions will be asked in this round, where each participant has to answer a question (One minute per team).
- h. If one participant delivers the opening arguments, the other will have to deliver the closing arguments (both the participants will have to take part).

2. Borlaug (Story Writing) (*solo event*):

a. The number of entries per institute for this event has no restrictions.

b. The theme will be provided on the spot, on which the participants will have to write a short story.

c. The event will be conducted in two rounds:

- i. The **first round** will be an introductory round where the introductory plot of the story will be written by the participants. The word limit has been set to be **min: 150 words**. The time allotted for this round is **30 minutes**. The participants should stick to only a single theme while writing their stories.
- ii. The **second round** will involve a shuffling of the stories written by the participants among themselves so far, after which the participants will be required to conclude the story in front of them. The word limit has been set to **min: 150 words**. The participants will have to stick to the same theme that has been specified in the incomplete story. The time allotted for this round is **30 minutes**.

3. 2030 (Poetry Slam) (*Solo event*):

a. This is a picture/ theme- based round in which pictures or themes will be given on

the spot.

- b. Thirty minutes will be given to write a poem on the allotted theme.
- c. Top 10 entries will be short-listed for the next round in which the poem is to be recited.
- d. The recitation time has been set to **minimum: 5 minutes**.

4. *Sustain To Remain (JAM) (Solo event):*

- a. The maximum number of participants per college is 6.**
- b. A topic will be given on stage by the 'JAM God', after which the participant will begin to speak immediately.
- c. In case a participant makes an error while speaking, the other participants may tap on the tables to notify the Jam God that an error has been made in the speech.
- d. The Jam God is entitled to make changes to the pre-existing rules and regulations and the participants will have to adhere to them strictly.
- e. The JAM God's decision is final and binding.

5. *Oppenheimer (Turncoat) (Solo event):*

- a. The number of entries per institute for this event is maximum 6.**
- b. A box of numbered chits will be presented before each participant, from which the participant will be required to pick up a chit for a topic's allotment.
- c. The topic allotted will be the topic linked to the number mentioned on the chit picked up by the participant. The participant will choose one side (for or against) and start speaking.
- d. After a while when the judge feels the need, the judge will ask to 'turn the coat' after which, the participant will be required to switch the motion. This may happen more than once in the entire speech.
- e. The total time allotted to each participant will be 3 minutes.

6. *Swaminathan (Group Discussion) (Solo Event):*

- a. The number of entries per college is set to a maximum of 5 and the registration will close down at 50 entries.**
- b. 5 groups will be formed, with each group containing 10 participants.
- c. Each group will be given a topic for group discussion, in which the participants will be required to put forward their views and try to convince the other members of their stance.
- d. All the rules of a basic group discussion will be applied.
- e. The winners from each group will contest in the final group discussion.

7. *Katrina (Extempore) (Solo Event):*

- a. The number of entries per college is set to a maximum of 3 and the registration will close down at 30 entries.**
- b. A set of numbers from 1 to 30 will be displayed on the screen. Each number will be assigned a picture.
- c. Each participant will select a number on the spot.
- d. The picture corresponding to the number will be shown on the screen.
- e. The participants will be given 30 seconds to think and 2 minutes to speak on the spot.

8. *Chernobyl (Quiz) (Group Event: Two members per team):*

a. Three teams per Institute will be allowed.

b. This is a quiz competition that will consist of questions from the following TV series:

- i. Game of Thrones
- ii. Death Note
- iii. Suits
- iv. F.R.I.E.N.D.S.
- v. The Vampire Diaries

c. The list of questions will consist of an equal number of questions from all the aforementioned shows.

d. The team with the maximum correct answers wins.

9. *El- Nino (SPIN – A-YARN) (Solo Event):*

a. Only four members per college will be allowed.

b. The opening sentence will be provided on the spot by the judge. All the participants will then have to carry on the story in an **oral format**.

c. The first contestant as per the judge's direction will have to begin a story.

d. The successors are then supposed to continue the same story.

e. Each participant will be allotted with only 01 minute to speak and carry the story forward.

10. *Dark Waters (Break the Case) (Group Event: Two members per team):*

a. Maximum two teams per institute will be allowed.

b. The case study will be provided to the teams and they will have to submit the executive summary of the case, written in 300 words.

c. The time limit is set to thirty minutes.

d. All the basic rules of a case study competition will be applied.

B. Category 02: Hindi:

11. Harit Kranti (Hindi Debate) (Group Event: 2 members per team):

- a. A maximum of two teams per institute will be allowed.
- b. Only the first sixteen teams that have registered, online or offline will participate.
- c. Each team will pick a topic number by the chit system with the chits numbered 1 to 8. Teams with the same number will debate against each other on the same topic.
 - i. **Opening Arguments:** Two Minutes Per Team
 - ii. **Closing Arguments:** Two Minutes Per Team
 - iii. **Rebuttals:** A total of two questions will be asked in this round, where each participant has to answer a question (One Minute Per Team).
- d. If one participant delivers the opening arguments, the other will have to deliver the closing arguments (both the participants will have to take part).
- e. Points will be deducted for speaking less than the minimum time limit or more than the maximum time limit.

12. Bahuguna (Hindi Poetry) (Solo Event):

- a. The number of entries per college is unrestricted but the registration will close down at 30 entries.

- b. A picture or a theme will be given on the spot.
- c. Thirty minutes will be given to write a poem on the given picture or theme.
- d. Top 10 entries will be shortlisted for the next round in which the poetry is to be recited.
- e. Recitation time will be min: 2 and max: 4 minutes.

13. *Swachchh Bhaarat! (Group Discussion) (Solo Event):*

- a. The number of entries per college is unrestricted but the registration will close down at 50 entries.**
- b. Each group will consist of 10 participants.
- c. The participants will be required to put forward their views on a given topic and try to convince the other members of their stance.
- d. Hindi language is supposed to be strictly followed throughout the group discussion.
- e. All the rules of a basic group discussion will be applied.
- f. The winners from each group will contest in the final group discussion.

14. *Joshimath (Creative Writing/ Story Telling) (Solo Event):*

- a. The number of entries per college is unrestricted.**
- b. 5 themes will be disclosed on the spot.
- c. The participants will have to write a short story of minimum 250 words.
- d. The time limit has been set to 30 minutes.
- e. The top ten participants qualifying for the final round will have to recite their

stories.

- f. The recitation time will be min: 3 minutes and max: 4 minutes.

15. *Sanjeevani (Extempore) (Solo Event):*

a. Only 3 members per institute will be allowed.

- b. A set of numbers from 1 to 50 will be displayed on the screen. Each number will be assigned a picture.
- c. Each participant will select a number on the spot.
- d. The picture corresponding to the number will be shown on the screen.
- e. The participants will be given thirty seconds to think and 2 minutes to speak on the spot.

16. *Prakriti (Word Games) (Group Event: Min: 2 and Max: 3 Participants):*

a. Only two teams per college are allowed.

- b. A Hindi question paper will be given in which participants will be required to solve various questions related to 'muhaavre', 'paryayvachi', 'vilom', 'sandhivichhed', 'tatsam- tatbhav', 'kahaavatein', 'dohe' etc.
- c. The time limit for solving the question paper is 30 minutes.
- d. The top 5 teams with the maximum correct answers shall qualify for the final round.
- e. The final round shall be a buzzer round.

c. Category 03: Urdu:

17. MUSHAIRA (Urdu Poetry) (Solo Event):

- a. A maximum of two participants per college shall be considered.**
 - b. It comprises of two rounds.
 - c. The first round (or the shortlisting round) will be a theme- based round and will be conducted through online submissions.
 - d. The second (or the final round) will be conducted in the main auditorium.
 - e. There is a relaxation over involvement of other languages but Urdu will be preferred.
-

D. Category 04: Miscellaneous:

18. *UTKARSH FILM FESTIVAL (Movie Screening):*

- a. Only 02 movies per Institute will be considered.**
- b. This event is based on short films made by students.
- c. The language must be Hindi/ English with English subtitles.
- d. The movie must not be copied from anywhere.
- e. The short film must not be of less than 5 minutes and must not exceed 10 minutes.
- f. The movie should not be more than fifteen months old from the date of the fest.
- g. The participants are supposed to submit their documentaries/ short films online.
- h. The films will be judged on the basis of direction, screenplay and dialogues.
- i. The winning movie will be screened in the auditorium.

Fine Arts Events

Fine Arts: Creativity has versatile forms. Fine Arts is an opportunity for the artistically creative minds to demonstrate their skills and paint vivid pictures on the canvas.

So, get the creative gears working and become a part of the Fine Arts events of Utkarsh 2023.

NOTE :-

- Reporting time for all the events is 30 minutes before the events start
- For on the spot entries, registration will start 30 minutes before the event start
- Candidates can bring their extra materials and accessories for the respective events .
- Venue for all events H-Block BBDU.

1. 3 D COLLAGE MAKING

Through this competition, you can display your organization's achievements, goals, vision and uniqueness in the form of a 3D Collage.

3D Collage is a composition in which you can creatively combine your ideas with different mediums like paint, paper, photograph, news paper clippings, colored threads etc. Its subject should underline the specialty and achievements of the institute and its presentation should be artistic.

- Maximum number of entries is 4.
- 1 teams per college can participate .
- Collage basic material will be provided.
- Submission will be on 1st day of the fest.

2. POSTER DESIGN

- Maximum number of entries is 24
- 4 teams per college can participate while 8 on the spot entries may be done
- Each team must consist of 2 members
- Submission will be in form of A2 size printout.
- Participants should bring their laptops.
- Theme will be provided on the spot. The time limit will be 4 hours

3. PAINTING

- Maximum number of entries is 24
- 4 teams per college can participate while 8 on the spot entries may be done
- Each team must have a maximum of 1 participant
- The time limit allotted is 6 hours
- Materials will be provided on the spot
- The participants are expected to bring their own extra colour brushes
- The size of canvas will be 18" x 22"
- The decision of the judges will be final

4. WALL PAINTING

- Maximum number of entries is 12
- 2 teams per college can participate while 4 on the spot entries may be done .

- Maximum number of participants per team is 3
- Materials will be provided on the spot.
- The time limit for final round is 6 hours.

5. CLAY MODELLING

- Maximum number of teams is 24.
- Maximum number of teams per college is 4; while 8 on the spot entries may be done
- Maximum number of participants per team is 2
- Materials will be provided on the spot. Theme will be provided on the spot
- Time limit is 3 hour

6. TATOO MAKING

- Maximum number of teams is 30.
- 5 per college while 10 on the spot entries may be done.
- Maximum number of participants per team is 2.
- Basic materials will be provided on the spot, participant can bring extra needed material.
- Theme will be provide on the spot.
- Time limit is 1.5 hour. Only one hand will be judged.

7. DREAM CATCHER

- Maximum number of teams is 24.
- 4 per college while 8 on the spot entries may be done.
- Maximum number of participants per team is 2.
- Basic materials will be provided on the spot, participant can bring extra needed material.
- Theme will be provide on the spot.
- Time limit is 3 hour.

8. DESIGN THROUGH PAPER

- Maximum number of teams is 24.
- 4 teams per college can participate while 8 on the spot entries may be done
- Each team must have a maximum of 2 participants
- The time limit allotted is 4 hours
- The theme as well as materials will be provided on the spot.

9. PHOTOGRAPHY

- No limit for entries .
- Theme will be provided on the 1st day

- Maximum number of participants per team is 1
- Submission will be on 2nd day in form of A4 size.

10. MEGA STRUCTURE (SELFIE POINT)

- Maximum number of teams is 8
- 1 team per college can participate while 4 on the spot entries may be done
- Maximum number of participants per team is 6
- Time limit is 12 hours
- Pre-sketches have to be submitted.
- Basic materials will be provided on the spot, participant can bring extra needed material

11. SKECHING

- Maximum number of teams is 30.
- 5 per college and 10 on the spot entries.
- Maximum number of participants per team is 1
- Theme will be provided on the spot. Time limit is 2 hours
- Materials will be provided on the spot.

12. RANGOLI

- Maximum number of teams is 30
- 5 per college and 10 on the spot entries
- Maximum number of participants per team is 3
- Theme will be provided on the spot. Time limit is 2 hours
- Participants are requested to bring their own materials
- It can be made with materials like marble dust, wooden dust, holi colors etc
- Maximum allowed size is 1Mx1M.

Sports Events

SPORTS ACTIVITIES

- Following sporting activities will be conducted during UTKARSH-2023
- **Outdoor Games.**
- Athletics
- Football.
- Volleyball.
- Basketball.
- Kabaddi.
- Lawn Tennis
- **Indoor Games.**
- Badminton.
- Table Tennis.
- Chess.
- Carom.
- **Athletics.**
- 100 Mtr. Race –Boys & Girls
- 200 Mtr. Race -Boys & Girls
- 400 Mtr. Race -Boys & Girls
- 800 Mtr. Race - Boys & Girls
- 4X100 Mtr. Relay Race -Boys & Girls
- Long Jump – Boys & Girls
- Triple Jump -Boys & Girls
- Javelin Throw – Boys & Girls
- Discuss Throw – Boys & Girls
- Shot Put –Boys & Girls
- **General Rules.**
- Team Manager(s) should bring a permission letter for participation, **duly signed by the Director of Institution on the college letter head.**
- All the teams should be kitted properly.

- A **caution deposit of Rs. 1000** will be paid by each team. The caution deposit **will be refunded** after adjusting the cost of damages if any.
- **Protests.** If a team manager wishes to lodge a protest at end of the match/event, then such a protest must be in writing and handed to the **Organising Secretary on duty within 10 minutes of the ending of the match.**
- College shall provide medical backup for all emergency and normal purposes along with necessary First Aid medicines.
- All the decisions by the umpires shall be final. Indiscipline on the court or anywhere in the college will result in the disqualification of the individual or teams.
- All participants must be present at their respective venue(s) 30 minutes before the scheduled time.
- All participants must carry their I-Cards otherwise he/she will not be permitted to take part in any event.
- Separate I-Cards will be issued in exchange of the college I Cards which will be returned after the event.
- **Separate registration fees** will be payable for girls and boys team.
- The schedule and fixtures will be mailed to the colleges.
- **Colleges are requested to confirm participation/registration for all events by 25 February 2023.**

1. **Athletics.**

- **Boys and Girls**
- **Rules :**
- For 100m, 200m, 400m, 800m races, there would be heats followed by finals.
- All other races, throws and jumps will have finals directly and results will be based on timings.
- Maximum **Two participants** are allowed from each college in any athletics event (excluding relays).

- Throws and jumps are for both boys and girls.

2. **Football (Boys).**

(a) **Maximum No. of players allowed in a team is 15.**

(b) **Rules:**

- (i) Normal FIFA rules apply.
- (ii) Offside etc. as per current format.
- (iii) Max. Three substitutes allowed.
- (iv) Extra time for knockout stages will be notified only before the match.
- (v) Referees decision will be final.

3. **Volley Ball-Rules (Boys & Girls).**

(a) **Maximum No. of players**- 12 (girls & boys).

(b) **Type of Tournament** – League, Pool or knockout depending on the number of teams.

(c) With Proper Kit.

4. **Basketball (Boys and Girls)**

(a) **Rules:**

- (i) FIBA rules are applicable.
- (ii) 10 minutes each quarter with Two minute break between the quarters and five minutes at half time.
- (iii) Teams should report to basket ball court half an hour before their match.
- (iv) All the players of the team should have same colour of jersey with printed numbers.
- (v) Maximum 12 players are allowed in a team.
- (vi) No players should have anything on his/her hand or neck (wrist watch, necklace, ring, kada, bracelet etc.) Jewellery of any kind is not allowed and nails have to be properly cut.

5. **Kabaddi (Boys and Girls)**

(a) All the international rule of kabbadi.

(b) Maximum 12 Players in a team.

6. **Lawn Tennis(Boys & Girls).**

- (a) Event is as like Devis Cup rule.
- (b) Max.Participants allowed per college would be four boys and four girls.

7. **Badminton (Boys and Girls)**

- (a) **Events:** Singles Doubles, Mixed Team.
- (b) **Rules:**
 - (i) Teams for every game are submitted before the match (specifying who will be playing 1st singles, doubles and 2nd singles).
 - (ii) This team can not be changed after submission. Latest IBF rules will be followed.
 - (iii) Maximum permitted players will be five for boys and five for girls each or a combination team of three boys and two girls would be allowed.
 - (iv) One player can play in two matches only (one singles and one doubles).

8. **Table Tennis (Boys & Girls).**

(a) **Boys Team. (Rules)**

- (i) **Format of Play:** singles (A vs X), singles (B vs Y), doubles and reverse singles (A vs Y & B vs X).
- (ii) All games will be best of 5.
- (iii) Players paying singles won't be allowed to repeat in doubles.
- (iv) Max Participants allowed per college would be three boy and three girls.

(b) **Girls Team. Rules**

- (i) **Format of Play:** single (A vs. X), singles (B vs. Y), doubles and reverse singles (A vs. Y B vs. X).
- (ii) All games would be best of three.

9. **Chess (Boys and Girls) Team Event.**

- (a) **Events:** Classical (mixed), Problem Solving (mixed).
- (b) **Rules:** Limit on numbers of players:
 - (i) Classical: 5 (4 + 1 reserve)
 - (ii) Lightning: 5 (4 + 1 reserve)

(iii)

Problem Solving: 3.

10. Carom (Boys and Girls) Team Event

(a) Rules:

- (i) Standard carom rules apply.
- (ii) An individual can participate in not more than one singles and one doubles match.
- (iii) Each team comprises of **four players** only.
- (iv) A game shall be of 25 points or eight boards. The player/team who reaches 25 points first or leads at the conclusion of the eight boards shall be winner of the game.
- (v) The participants will be made familiar with the rules before the start of the tournament.
- (vi) Any hand may be used in play. Participants can change hand during the game.
- (vii) In case of any conflict, **decision of the Organizing Committee will be final.**

INFORMAL EVENTS

1-MEGA EVENTS

CAMPUS PRINCESS

Registration fees: - Rs. 250

Introduction

Make-up is an art and beauty is spirit. This is an event for girls to showcase their talent. Various rounds would be conducted to find out the princess of campus.

GENERAL RULES

1. *The participants will have to register at the helpdesk before the event.*
 2. *This event is only for girls.*
 3. *This is a solo event.*
 4. *Participants must agree to abide by all the rules and regulations on set by the organizers.*
 5. *Participants have to bring their own jewellery and make-up*
- RULES AND REGULATIONS**
- *There will be 3 rounds along with the prelims*
 - *After registration, Preliminary round will be conducted.*
 - *Preliminary round will be an elimination round*
 - *After Preliminary round candidates will be selected for round 1.*

Round 1

- *Best 10 candidates will be selected for other rounds.*
- *They can present any talent of theirs.*

Round 2

- *The participants have to perform ramp walk.*
- *This will be followed by Q&A session.*

JAB WE MET (BLIND DATE)

Registration fees – Rs. 250

INTRODUCTION

In 'Blind Date', boys and girls will be randomly paired and will be sent on a Blind Date. Six couples will be eventually selected for the second round & four pairs will be selected for the final round.

In the final round, only one couple will be the winner. Through this event the participants will be given different tasks to perform. The participants have to buy tickets for the first round. The cost of the ticket will be decided by the judges. 'Blind Date' is one of the most thrilling investments ever.

Be prepared to be surprised!

GENERAL RULES

1. *The participants will have to register at the helpdesk before the event.*
2. *Participants will have to follow the rules of the events.*
3. *Pairs will be made by the assigned authority.*
4. *You cannot pair up beforehand.*
5. *10 minutes will be given to each pair to know each other.*

RULES AND REGULATIONS

1. *This is a duet event.*
2. *There will be 3 rounds along with the prelims.*
3. *After registration, the PI round will be conducted.*
4. *After the PI round best 15 couples will be selected for round 1.*

Round 1(Couple Dance)

- *The selected 15 pairs have to dance.*

- *The best 6 teams will be selected for round 2.*

Round 2 (Couple Act)

- *The pairs have to act on a topic provided to them.*
- *The topic will be given on spot.*
- *The best 4 teams will be selected for the final round.*

Round 3 (Ramp walk)

- *The couples have to walk on the stage.*
- *Couples will have to introduce themselves.*
- *Introduction will be followed by the Q&A session.*
- *Only 1 couple will be the winner.*

Note:- In case of any discrepancy, the final say stays with UTKARSH'23, BBD Group.

BAND-WAR

Introduction:

Band war is all about teamwork, coordination, symphony and the zeal with which you play. One mistake can get you out of the competition but at the same time can teach you a very important lesson in your life i.e., balance and coordination. So, bind your force and come to show the best you have in UTKARSH '23.

Registration fees:

Rs. 2500

General rules:

- 1. The participants will have to register at the helpdesk before the event.*
- 2. The participants will register themselves with their band name.*
- 3. The participants must agree to abide by all the rules and regulations set by the organizers.*

Rules and regulations:

- At least 01 vocalist, 01 guitarist and 01 drummer is mandatory in each team.*
- Any style can be performed.*
- No restriction on languages.*
- Purely classical numbers are not allowed; however, a classical refrain is permitted.*
- There shall be a maximum of 08 members in a team.*
- The participants are required to bring their instruments.*
- Time limit: 20 minutes for performance (+5 minutes for setup and clearance).*
- Time limit should be followed strictly.*
- If the time limit exceeds, the team will be penalized.*
- The decision of the organizers regarding the final line-up will be final.*
- Obscenity of any kind is not allowed and will lead to immediate disqualification.*
- Violation of any of the above rules will lead to disqualification.*

Note: In case of any discrepancy, the final stays with UTKARSH '23, BBD Group.

GULLY CRICKET

Registration fee – Rs. 250

INTRODUCTION

Cricket is more than a game for Indians. it's a part of their life.

Almost every kid in the country has grown up playing the gully cricket. A game of great enthusiasm and enjoyment is waiting ahead.

General Rules

- 1. The participants will have to register at the helpdesk before the event.*
- 2. Teams can bring their own bat at their convenience.*
- 3. Umpire's decision will be final.*

Rules and Regulation

- 1. Each team will consist of 5 players and 1 substitute.*
- 2. The match will be 4 overs.*
- 3. One bounce, on one hand, will be considered as out.*
- 4. Each match will be a knock-out match.*
- 5. Teams have to register at the registration desk.*
- 6. No boundary runs, only single and double runs will be counted.*
- 7. Trophies and Certificates will be provided to the winners.*
- 8. Bowling style will be over the arm, last man batting will not be allowed.*
- 9. Matches will be played by Cosco Cricket (tennis) ball.*
- 10. Walk-over will be given to the opposite team if the team doesn't arrive within 15 minutes of scheduled time.*

LONE SURVIVORS

Registration fee – Rs.250

INTRODUCTION

"It's all fun and games, don't take it so seriously, in this event both males and females can register in the event. Participants are shortlisted and selected for the 1st round based on of the PI round, they are provided with different products to sell on a high cost. They will be selected for the second round as the product will be sold at the high cost. The second-round participants have to play a throwing arrowsgame best 10 contestants qualify the third round. The third round/ final round is based on the Chit Chat Jar game and Contestants have to Perform the task on the Spot.

General Rules

1. *The participants will have to register at the helpdesk before the event.*
2. *Participants will have to follow the rules of the events.*
3. *Maximum 3 members from each college are allowed.*

Rules and regulation

This is a solo event.

There will be 3 rounds along with the prelims

After registration, PI round will be conducted.

After PI round candidates will be selected for round 1.

Round 1

Products will be provided to the participants.

They have to sell the product in the campus.

1 hour will be provided to the participants for this activity.

Best 15 contestants will be selected for round 2.

Round 2

Participants have to Play Throwing arrows game.

The best 10 contestants will be selected for round 3.

Round 3

They have to play Chit Chat Jar game and Whoever do the best.

The decision of the judges will be final.

NOTE:- In case of any discrepancy, the final say stays with UTKARSH'23 , BBD Group.

2- MICRO EVENTS

Screen battle (Video making)

Registration fee:- Rs. 70

INTRODUCTION

We invite young and passionate vloggers to create a professional video covering Utkarsh'23 . The theme of the video will be GO GREEN WORLD. The video also aims to raise awareness among the public towards green and clean environment.

General Rules

1. *The contest is open to all, targeting amateur video-makers.*
2. *Entry can be as an individual.*
3. *One individual can only submit ONE entry.*
4. *One person can only participate in ONE team.*
5. *The decision of the Judges will be final and will not be subjected to any change*
6. *The participants have to fill the form.*
7. *The form will be available at the help desk.*

Rules and Regulation

1. *Video should be between 3 to 5 minutes in length. Videos that are not in between of the length mentioned will be disqualified.*
2. *All information presented in the video must be cited, giving credit to the original source.*
3. *Contestant has to shoot the video inside BBD Campus During The Event UTKARSH'23 and Submit it to the Judges after editing.*

4. *The background of video should show the landmark of BBD Campus.*
5. *Use of applications like Instagram / viva video etc. For editing of the video is prohibited.*
6. *Maximum 30 min time is provided to make the video.*
7. *The video must not contain material that is obscene, defamatory, libellous, pornographic, and offensive or encourages conduct that would be considered a criminal offence or violates any law. Videos must be appropriate for viewing by the general public and by a multi-cultural international community.*
8. *By submitting a video, individuals teams agree to allow BBD to use their videos for marketing, promotion, information and education purposes, at no cost. BBD reserve the right to publicize and promote the video for their purposes.*
9. *The judges' decision is final. Entrants agree to be bound by the official contest rules, guidelines and decisions of the judges.*

NOTE:- In case of any discrepancy, the final say stays with UTKARSH'23 , BBD Group

BBD Talent Showcase

Registration fee 100

Introduction

It's believed that we all have some talent within us, so here the BBD group is providing an amazing stage for all the youngsters to showcase their talent.

General rules

- 1. The participants will have to register at the helpdesk before the event.*
- 2. The participants can perform in solo or team.*
- 3. The information of the solo or team performance must be provided to the organizers.*
- 4. Participants must agree to abide by all the rules and regulations set by the organizers.*

Rules and regulations

- 1. Artist can showcase their any talent (dancing, singing, dialogue delivery, beatboxing, stand up comedy, rap, mimicry etc)*
- 2. First come first serve basis.*
- 3. There should be no obscenity or disrespectful comment on caste or religion.*

Entreprenia (start-up)

Registration fees:- Rs. 100

INTRODUCTION

Being an entrepreneur is an art to succeed the hurdles, learn from failures and do not allow situations to ruin your dreams. Entreprenia gives you a stage to pitch your start up idea. Entrepreneurs are the one who have creative mind, brings innovation, analyses the problem of society and comes up with the best solution.

General Rules

- 1. Maximum 2 Teams are allowed from one Institute/college.*
- 2. A team shall consist of max 3 persons.*
- 3. The decision of the Judges will be final and will not be subjected to any change.*
- 4. Replacement of any participant of a team is not allowed after registration.*
- 5. Teams selected for the final rounds will be allowed to give themselves an appropriate name related to the competition by which they may want to be known.*

Rules and Regulation

- The participants will have to submit the hard copy of executive summary 2 hours before the event.*
- Participants have to give a presentation of their abstract on stage where they will be judged by our panel of judges.*
- The participants will make a presentation (12 slides and 10 min maximum, including the introduction) summarizing their product and Start-up plan.*
- 3-5 minutes are reserved for question and answer session raised by the judges.*

Jaane kya tune kahi - Lip Reading

Registration fee- Rs. 100/-

Introduction-

Words are the essence of the statements we deliver, lips are the medium of it. JANEKYA TUNE KAH! is a game in which a team of 02 members will participate one member of each team have to act according to the music played in headphones or instructions given, and the other two have to find out the act or identify the action.

General Rules:

- 1. The participants will have to register at the helpdesk before the event.*
- 2. Participants must agree to abide by all the rules and regulations set by the organisers.*
- 3. Maximum 02 members in a team are allowed.*
- 4. The final decision rests in the hands of the assigned authority.*

Rules and Regulation:

- Only one person from a team comes in front to take the lead and act for others and signal them with their gesture.*
- Headphones will be provided by the college.*
- The lead candidate will have to explain the words given/songs/structure to their respected team member by gestures and speaking the words without voice, 02 minutes will be provided for this.*
- Rest team members must identify the song/word/structure. • For the scoring, 10 points will be provided for each correct identification, and 05 points will be deducted in case the team fails to identify the correct song.*
- Team on basis of a higher score will be declared as the winner and first runner-up.*

There will be 3 rounds:

Round 1:

- Headphones are given to a person with loud music playing in them.
- The other person will hear a word and explain it to the person with headphones.
- The person with headphones will have to lip read it and give a final answer.

Round 2:

- Headphones are given to a person with songs playing in them.
- The person with headphones will have to listen to the song for 30 sec and then have to explain it to others via hook step or actions.
- Others have to identify the hook step or action to identify the song.

Round 3:

- A structure will be given to the lead person.
- The lead person will have to explain the structure in geometrical terms with indications without facing the other person.
- Board and a pen will be given to the person at the end to draw the structure with the help of the indications.
- The lead will have to explain the image or structure to others.

Minute to Win it- Gym Freak

Registration fee: RS.150/-

Introduction:

Nowadays, everyone is obsessed with having a good body, dieting, exercising and lots of stuffs they do to achieve their goal. Gym membership usually grow specially after the holiday when people eat somuch. Then they go to the gym to burn the fat. Going to the gym is a commitment that people should make if they are serious in getting in shape.

General Rule:

1. *The participants will have to register at the helpdesk before the event.*
2. *The participants will register themselves with their proper name and university name.*
3. *The participants must agree to abide by all the rules and regulation set by the organizer.*

Rules and Regulations:

- *There must be only 20-40 participants in this event.*
- *Each an every participant has to bring their own clothes for the competition.*
- *There will be 3 levels in this event.*

- The **1st** level will be of **PUSH Ups** and all 20-40 participants will be divided into 5 groups.
- From **1st** level only selected participants will qualify for **2nd** level. And **2nd** level will be **SQUAT**. All the selected participants will squat as instructed by the judge.
- From the **2nd** level only selected participants will qualify for **Final level i.e level 3rd**. This level consists of **PLANK**.
- All the selected participants will do plank and the last two who stay for longer period of time will win the competition.

3-

STALL EVENTS

TREASURE HUNT

Registration fee: 150/-

Introduction:

A treasure hunt is a game in which the organizers prepare a list defining specific items, which the participants seek to gather or complete all items/clues on the list to achieve the final treasure, it is basically an act of searching for treasure.

General rules:

1. The participants will have to register at the helpdesk before the event.
2. Participants must agree to abide by all the rules and regulations set by the organisers.
3. Maximum 3 members in a team are allowed.

Rules and Regulations:

Clues will be given to you by our volunteers at different spots.

You have to collect the clues by volunteers only with your team.

You can't split your team while searching for the clue in order to gain multiple clues atonce.

Volunteers will keep monitoring you and your actions.

Any misconduct or misbehaviour will directly lead you and your team to disqualify.

Team has to follow the guidelines and perform accordingly, hence will be disqualified.

The first team to find the treasure will be the winner of the game.

In case more than one team find the treasure collectively, then the first team to reachthe treasure spot will be the winner, this will be identified by the timer at the end.

CALL OF DUTY MOBILE **(VIRTUAL GAME)**

Registration Fees:- 200

INTRODUCTION:-

"It's all fun and games, don't take it so seriously, man"- have you ever heard this sentence and it just irked your soul? Do you think gaming is more than just games? Do you live to win and are you born to win? Don'tworry,

UTKARSH 2023 welcomes you to a world of fierce rivalries and fiercer camaraderie. The much awaited

The CALL OD DUTY MOBILE tournament is finally here and if you got what it takes to rule the arena, giddyup, you are in for a wild ride. Grit your teeth, roll your sleeves and snatch away the crown from the most lethal gamers around. Happy gaming, y'all!

General Rules

- 1 This event is a squad event only.
2. A team will consist of 4 members.
- 3 *Use of emulators in laptops is not allowed.*
- 4 *Participants will play on their mobile phones only.*
- 5 *NO CHEATING, i.e, Teaming up, use of aim-bots, speed-bots, etc. is strictly prohibited. If caught, the*

teams involved will get eliminated.

6 Teams are required to register and check in before time so that the room ID and password can be provided on time.

7 A player can only register for one team.

8 Maps will be selected randomly.

9 Any hardware or technical issue will not be dealt by us.

Qualification Instructions

1. The team getting the chicken dinner will be awarded by 15 points, while the teams securing second and third positions will get 12 and 10 points respectively and so on.

2. Match will be conducted in 3 rounds.

3. The team who scores more points and be on the top of point table will win the tournament.

4. Points will be given according to the position and kills of team.

POINTS SYSTEM

| RANK | POINTS | RANK | POINTS |
|-------------|---------------|--------------------|---------------|
| 1 | 15 | 6 | 4 |
| 2 | 12 | 7 | 2 |
| 3 | 10 | 8-15 | 1 |
| 4 | 8 | 16-25 | 0 |
| 5 | 6 | Kill Points | 1 |

QUEEN'S GAMBIT(Blitz Chess)

Registration fee: Rs. 100

INTRODUCTION

Blitz Chess (also known as **speed chess**) is a type of chess in which each player is given 10 minutes or less time to consider their game than normal tournament time controls allow. This is a fast chess where few minutes are provided to the players. One single wrong step and you may lose the game.

General Rules

1. The participants will have to register at the helpdesk before the event.

2. The decision of the Judges will be final and will not be subjected to any change.

Rules and Regulation

- *The game is of 20 minutes (10 minutes to each player).*
- *The player gets only get 10 minutes exceeding which result in timeout.*
- *All games will be played on knock out basis.*
- *Repeating a move more than 3 times will result to loss the game.*
- *The rule of international chess will be conducted.*

SCHOOL OF HOTEL MANAGEMENT, BBDU

LIST OF EVENTS WITH THEIR RULES AND REGULATION

1. ***Alpahar*** *“Snacks Preparation Competition”*

Venue : H-block, 6th floor, Food Production Lab

Date : 28th Feb 2023

Timing : 11:30 am to 01:00 pm

Rules:-

1. Maximum teams-ten
2. Maximum no. of team per college: 02
3. No. of participants per team: 02
4. Time limit: 01:30hr.
5. Only Vegetarian Preparation
6. Contestants have to bring their own presentation crockery and cutlery, ingredients, material, chopping board, Knife set etc.
7. Utensils and cooking range will be provided at venue.
8. Use only eatable material and ingredients.
9. Parameters for judging – taste/flavor, originality, visual appeal, ease of preparation

2. ***Green Platter*** *“Salad Making Competition”*

Venue : H – Block, 6th floor Corridor

Date : 28th Feb 2023

Timing : 03:00 pm to 04:00 pm

Rules:-

1. Maximum no. of team per college: 02
2. No. of participants per team: 02
3. Time limit: 01 hr.
4. Only Vegetarian Preparation
5. Contestants have to bring their own equipment, material, ingredients.
6. Use only eatable material and ingredients.
7. Parameters for judging – taste/flavor, originality, visual appeal, ease of preparation.

3. ***Best out of Waste*** *“Decorative item from Plastic waste preparation Competition”*

Venue : H-block, 6th floor Corridor
Date : 1st March 2023
Timing : 11:30 am to 12:30 pm

Rules:-

1. Maximum teams-ten
2. Participants are required to make decorative item using waste – single use plastic
3. Students can carry their own single use plastic waste for decoration
4. Glues, Pins Tapes/Adhesive, Scissor and brushes are allowed
4. Decorative items can be a piece of art or can be for any help.
5. All cuttings should be done on the spot, No prior preparation should be done
7. Time limit: 60 Min
8. Maximum no. of teams per college: 02
9. No. of Participants per team: 02
10. Parameters for Judging- originality, appearance, ease of preparation, concept and use of items.

4. Zaayka-e-Mithas

“Sweet Dish Preparation Competition”

Venue : H-Block, 6th floor, Food Production Lab
Date : 1st March 2023
Timing : 01:30 pm to 03:00 pm

Rules:-

1. Maximum teams-ten
2. Maximum no. of teams per college: 02
3. No of Participants per team: 02
4. Time limit: one and half hour.
5. Only Vegetarian Preparation
6. Contestants have to bring their own presentation crockery and cutlery, ingredients, material, chopping board, Knife set.
7. Utensils and cooking range will be provided at venue.
8. Parameters for judging: taste/ flavor, originality, visual appearance & ease of preparation.

5. Lazat-e-Rasoi

“Main Course Preparation Competition”

Venue : H-Block, 6th floor, Food Production Lab
Date : 02nd March 2023
Timing : 10:30 am to 12:30 pm

Rules:-

1. Maximum teams-ten
2. Only Vegetarian Preparation
3. Contestants can choose one preparation from following combination.

➤ [One Cereal (Bread ,Rice ,Noodles etc) +Vegetable Preparation (Gravy /Dry)]

4. Utensils and cooking range will be provided at venue.
5. Contestants have to bring their own. Crockery, cutlery, Ingredients, Chopping board, Knife set.
6. Recipe must be submitted with the form.
7. Time limit: two hrs
8. Maximum no. of teams per college: 02
9. No. of Participants per team: 02
10. Parameters for Judging- taste/flavor, originality, appearance, ease of preparation.