ROBO CLENCH

EVENT FLOW:

- Robo clench is a tournament where manually controlled robots do some task.
- Task will mainly include some boxes which are needed to be placed in right place to continue.
- The team which completes the task in mmimum time will be the winner.

RULES:

- Team specifications:
- There can be a maximum of 3 members per team.
- Only 2 members of the team may be present at a time at the arena.
- One member will be the controller of the bot and the other will be wire holder. o Both the controller and the wire holder cannot be changed during a match. ● Robot specifications:
- Bots can be wired or wireless.

  O The wire length of wired bots should not touch the arena in any manner. O The bot dimensions should be as follows (10% tolerance is allowed): o a) Length 30 cm 0 b) Breadth 25 o c) Height = 30 cm o The battery voltage supplied to the bot should not exceed 12 volts

CAD-WARS

EVENT FLOW:

- The event would consist of 2 rounds.
- The 1st round would be an elimination round.
- All the participants would be given a specific design/model which they have to design on any of the designing software of their choice.
- The time limit for the first round would be 1 hr.

- Once the time limit is over the designs/models of every participant would be checked and depending upon the accuracy and procedure of designing 5 best participants would be qualified for the next round.
- The 2nd round is the final round with a surprise twist that would be announced at that very instant.
- Depending upon the accuracy and procedure of designing the winner would be declared.

RULES:

- The decision of the Judges/Event Heads would be final.
- No copying is appreciated i.e. the participants cannot refer to manuals or any other source of references for help. If found so would be immediately disqualified. No change of design/model would be done at any circumstances.
- No additional time would be given to the participants.
- The participants should preferably carry their own laptop with the desired designing software preinstalled (if not having a laptop or the required software, should inform the concerned authority 1 day prior of the event).

ROBO SOCCER (FLAGSHIP EVENT)

EVENT FLOW:

- Day 1: All the rounds will be participation rounds and selection will be done on the knockout basis
- Day 2: Second and Third round will be played and based on that the winner will be decided

RULES:

TEAM SPECIFICATIONS:
- There can be a maximum of 3 members per team.
- Only 2 members of each team may be present at a time at the arena.
- One member will be the controller of the bot and the other will be wire holder.
- 4.Both the controller and the wire holder cannot be changed during a match.

ROBOT SPECIFICATIONS:

- Bots can be wired or wireless.
- The wire length of wired bots must be greater than 3.5 meter.
- The bot dimensions should be as follows (10% tolerance is allowed):
  a) Length <= 30 cm   b) Breadth 25
    c) Height 25 cm   d) Weight 5 kg.
- The battery voltage supplied to the bot should not exceed 12 volts.
- Any kind of mechanism for kicking the ball is not allowed.

ROBO RACE (CLASS B EVENT)

EVENT FLOW:

- Robo-race is a tournament in which a manually controlled robot has to complete a series of tasks with certain obstacles

RULES:

- The competition will be played on knockout basis.
- The robot will be inspected for safety before the event begins. If found to be unsafe fort the participants/spectators, it will be discarded immediately.
- The organizers reserve the right to change any or all of the rules as they deem fit. Changes in rules, if any, will be informed personally.
- A robot will be declared immobile if it cannot exhibit linear motion of at least one inch within 10 secs. A robot with one side of its drive train disabled won't be counted out if it can demonstrate some degree of controlled movement.
- Although modifications are allowed when progressing to the second round, it isn't allowed during a match.
- The robot cannot be split into two sub-units. Two distinct parts connected by a flexible cable will be considered as separate units.

- Lego kits, readymade kits, car bases and development boards are not permitted. In all cases, the judge's decision will be final and binding.
- Violation of any of the rules or extensively damaging the arena will result in immediate disqualification.

NOTE:

The arena dimensions are subject to change without the prior notice of anyone. However, this draft should be considered to be the latest version.

Robowar:

RoboWar is a robotics competition in which participants build robots to compete against each other in various challenges or battles. The aim of the competition is to design and build a robot that can successfully defeat other robots in a battle arena. The rules and objectives of the competition can vary but typically, robots are required to disable or destroy their opponents while avoiding damage to themselves.

Rules:

Robot dimensions: Robots must fit within specified size constraints and should not exceed a certain weight limit.

Weapons: Robots can have weapons, such as saws, hammers, spikes, and flamethrowers, as long as they do not violate safety regulations.

Power Source: Robots can have a variety of power sources, including batteries, electric motors, and internal combustion engines.

Safety: Robots must have safety measures in place to prevent harm to humans, such as shut-off switches, safety nets, and protective barriers.

Battle format: Battles are usually held in an arena and may be one-on-one or team-based.

Scoring: Points are usually awarded for successful hits on the opponent's robot, and penalties may be imposed for violations of the rules.

Technical inspection: Robots must pass a technical inspection before participating in the competition to ensure that they comply with the rules.

Events For Brochure

- **Non-Contingent Events**

1.Neon Cricket

A neon cricket match is a 4vs4 type of cricket game that is played in a special environment with every match lasting 45mins and of total 4 overs, where the playing field and equipment are illuminated by neon lights. This type of cricket match is designed to provide an immersive and visually exciting experience for the players and spectators. The neon lights create a unique atmosphere that sets this type of cricket game apart from traditional cricket matches. Neon cricket matches are often held in indoor venues or at night, and they typically feature music, laser lights, and other special effects to enhance the overall experience.

2. Glow football

A glow football match is a type of football game that is played in a low light or dark environment, with the players, ball, and playing field illuminated by neon materials. The goal is to provide an immersive and visually exciting experience for the players and spectators. Its usually played in indoor venue. The game is played using standard football rules and equipment, with the addition of the glow-in-the-dark elements, making it a fun and enjoyable way to play and watch football.

3.Tech Debate

A tech debate is a discussion about technology, where people present their opinions and arguments about a specific topic related to technology. Participants in a tech debate will present their arguments and support their viewpoints, while also considering and responding to the arguments presented by others. The goal of a tech debate is to understand different perspectives and promote critical thinking and constructive discussion about technology.

Debate will be of 4 rounds i.e. as follows

1.IDEATION - In this round the teams will be given 2mins each to put their points, on which they will debate in the further rounds.

2.DEBATE - In this round the teams will start debating against each other. Each team will be given 1min to speak. This will continue for 5 cycles.

3. REBUTTAL - In this round the teams continue their debate but with more intensity

and aggressively. Each team will be given 1min to speak. This will continue for 5 cycles.

4. QUESTION AND ANSWER - In this round the teams will be asked some questions by the audience and judges and the opposition team. Team will get 30secs to answer their question.

4.Laser Mesh

Laser mesh is an fun event in which the participant is bound to complete in a room which contains multiple mirrors kept at various angle forming a maze which the participant has to complete without himself touching the lasers relfected. The scores of individual participant will be displayed on the leaderboard in the form of thier time taken to complete the challenge. The participant with most minimum time will be winning the game !

5.Open Cube

Open Cube is an events where participants compete to solve 3x3 or multiple types of Rubik's Cubes as quickly as possible. The rules vary, but typically each competitor has a set amount of time to inspect the mixed up cube and then solve it under timed conditions. Solving techniques are typically based on algorithms and pattern recognition. The fastest time is recorded and the competitor with the quickest time is declared the winner.

6.Giant Jenga

1)Giant Jenga is a larger version of the classic Jenga game, where players stack wooden blocks on top of each other to form a tower.

2)In Giant Jenga, the blocks are much larger in size compared to traditional Jenga.

3)The objective is the same, players take turns removing a block from the tower and placing it on top, without causing the tower to fall.

4)The game is typically played outdoors and can be a fun activity for groups of people.

7. BITS AND BYTES

Each player has to guide their Program through the Grid (avoiding Walls, Bugs and the dreaded CPU) to reach the planet Ram. The player does this by issuing their Program with Instructions on how to move by showing the other players an instruction card (the player is writing a line of computer code for their Program).

Each player chooses one of the Programs to play and is given four INSTRUCTION cards (one of each)

Shuffle the Grid cards and set the cards up as shown on the right. The Programs

should all face in aclockwise direction (the arrow above the Program's head

determines the direction it is facing)

By default there are 60 Grid cards included in the game but only 56 are required. Place the 4 spare Grid cards to one side (they are

not needed)

If a player finds all of their paths blocked by Walls or other obstacles then at the start of their

turn they can nominate an obstacle to be removed. They then have their turn as normal

After the player has had their turn, they keep the Instruction card they showed and the next player has their turn (players should always have the four Instruction cards to choose from). Players continue taking it in turns until everybody has reached planet Ram.

8.Technical Triathlon

1) Buzzkill- The participant should carry a hook from one end to another through a long-elongated wire without touching the wire.

2) Logo- This would be a 1v1 competition. Logos of widely known companies would be shown to the participants.

3) Twister- The participants should complete the hurdle by placing appropriate combination of hand and leg as displaced on the floor.

Rules:

 1) Buzzkill- As soon as the hook touches the wire a buzzer would turn on this eliminating the participant.

2) Logo- The one with maximum right guesses would move on to the next round.

3) Twister- Two chances would be provided with a particular time constraint.

TREASURE HUNT

-Treasure hunts are information based puzzle hunt where teams are formed.
-They are expected to decode d technical clues presnted to them which will lead them to a particular place.
-The teams must solve the given information in a particular order to reach to the final solution.
-All the clues together will have a secret message that will ultimately lead to the treasure.
-The team that finds it's first will be declared as the winner.

RELAY CODING

-Contestants will be competing with each other in the form of teams.
-Every participant is given a chance for coding.
-Specific time will be given for each person to complete particular part of the code.
-If the code is completed before the time then the next person in the team is allowed to continue the next part of the code.
-The team which finishes the code at the earliest wins the game.

Ultimate FIFA champion
1v1 matches and Direct elimination 10 mins per match
Rules:
All participants will have to reach the venue atleast 10 min prior to their allotted match slot. If the participant fails to reach the venue on time without prior notice will be directly eliminated from the competition.
Any damage caused to the controller by the player by purpose(in anger) will have to be replaced
by the player.
Each match will be of 5 mins per half.
In case of a draw a match of penalties will take place.
Money once paid will not be returned under any circumstances.
No time will be wasted during matches

REEL MAKING

-Reel Making Competition is an initiative to portray your creativity in any form to the wider public.

-Participants have to cover the whole ICARUS event in a short 30-60 seconds video.

-The best nd the most creative one out of all will be declared as the winner

○ PARLIAMENT

1. Each participant should research and prepare a speech on current issues and the stance they will take
in the debate.
2. They can prepare on various topics related to national and international issues.
3. Participants can introduce bills on various issues and debate on them before passing them into law.
4. The debate should be moderated and timed to ensure a fair and efficient discussion.
5. Points should be awarded based on the quality of arguments, coherence, and relevance to the portfolio.
6. The participant with the most points at the end of the debate wins

○ Project presentation

Our Tech Project Presentation is a hands-on event where participants will have the opportunity to create
their own tech projects from start to finish. Participants will work in teams and receive support from experts
in technology and innovation.
At our Tech Project Presentation, you will learn:
1. Project Ideation: Learn how to generate ideas for your tech project and evaluate their feasibility.
2. Technical Skills: Develop your technical skills and knowledge through hands-on project making9.
3. Teamwork: Work with others to bring your tech project to life and develop your teamwork skills.

○ TECHNICAL QUIZ

Technical Quiz will have multiple rounds that cover different technical subjects. Each round will have a
different format and level of difficulty.
1. General Round: Teams have 30 seconds to answer each question and can earn 20 points for a correct
answer. Passed questions can also be answered for 10 points with a 15-second time limit.
2. Rapid Fire Round: 10 questions are asked one after the other and teams have 5 seconds to answer each
question. Correct answers earn 10 points.
3. Buzzer Round: 10 questions are asked and teams press a buzzer to answer. After the buzzer is pressed,
no discussion is alowed. Correct answers earn 10 points and incorrect answers incur a negative 5-point

penalty. After 20 seconds, the question is passed to the team who pressed the buzzer second.
4. Audio Visual Round: Each team is asked one audio-visual question.
The winners of the Technical Quiz will receive prizes and awards for their outstanding performance. The
prizes will be awarded based on the scoring system and the total points earned by each participant or
team.

◯   Poster
Participants to showcase their technology innovations in a visually appealing and interactive format.
Participants will have a poster display to present their ideas and engage with attendees.
And Judges will cross question for 2-3 minutes about the poster.
Participants will be evaluated based on the following criteria:
1. Originality: Participants will be evaluated on the originality and uniqueness of their technology
innovation.
Technical Feasibility: Participants will be evaluated on the technical feasibility of their technology
innovation.
3. Engagement: Participants will be evaluated on their ability to engage with attendees and effectively
communicate their technology innovation.