



# Y'S MEN INTERNATIONAL

"To acknowledge the duty that accompanies every right"

INDIA AREA | SOUTH CENTRAL INDIA REGION | DISTRICT-3

Y's Service Club of GCT YOUTH

# INTELLECT '24

## RULE BOOK

NOV 4 - NOV 8

5 DAYS  
25 EVENTS



REGISTER  
NOW



# LIST OF EVENTS



LinkSphere

DigiByte

Civitas

Design  
Horizon

Dash Of  
Trivia

MR.Work  
shop

Idea  
Exchange

Tech Trek

Speak Up

Building  
Visions

Spec Build

Technex

Electrogen

Talentina

Shark  
Tank

# INTELLECT'24

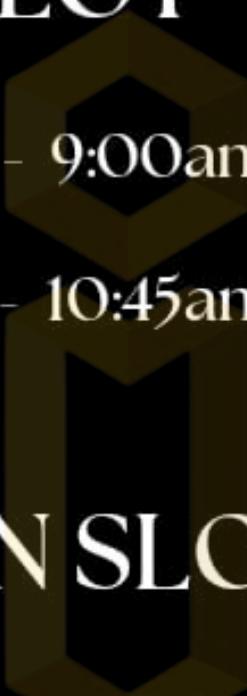
DAY AND SLOT	MORNING SLOT	AFTERNOON SLOT
DAY 1	LINK SPHERE	DIGIBYTE CIVITAS
DAY 2	DASH OF TRIVIA	MR. WORK SHOP IDEA EXCHANGE
DAY 3	SPEAK UP	BUILDING VISIONS SPEC BUILD
DAY 4	ELECTRO GEN	FINALS
DAY 5	SHARK TANK/ TALENTINAA	VALEDICTORY CEREMONY

# **INTELLECT'24**

## **MORNING SLOT**

**SESSION - 1** - 9:00am - 10:45am

**SESSION - 2** - 10:45am - 12:30pm



## **AFTERNOON SLOT**

**SESSION - 1** - 1:30pm - 3:15pm

**SESSION - 2** - 3:15pm - 4:45pm

## **EVENING SLOT**

**FUN EVENT** - 4:45pm - 5:45pm

# EVENT: I

# LINK SPHERE

Shaping the Mechanical Landscape

## ROUND 1: TOOLBOX TACTILE

- A team of two blindfolded players must identify tools by touch and communicate clues to each other without using the tools' names. Time limit: 1 minute .

## ROUND 2: SCREW IT UP

- Shortlisted teams will move to this round. Each team will be tasked with matching different types of bolts and nuts. Time limit: 5 minutes .

## ROUND 3: PRESSURE PURSUIT

- Shortlisted teams from the second round will move to the third round. Teams will design a simple mechanical system that uses hydraulic principles with the provided materials. Time limit: 45 minutes.

# EVENT: 2

# DIGIBYTE

Evaluate their skills in digital logic and Verilog programming.

## ROUND 1 : DECRYPT HUNT

- Participants will tackle a quiz centered around basic digital logic concepts. This round requires participants to solve problems to obtain numerical values. These values will then be decoded into a word using ASCII characters.

## ROUND 2 : VERISYNTH

- Students are encouraged to bring their laptop with stable internet connection. Teams will log in to EDA Playground for circuit simulations, where they will write programs .Participants will draft their code on a provided paper sheet before simulating it in EDA Playground

# EVENT: 3

# CIVITAS

Evaluating organization and logistic skills in the field of Civil Engineering

## ROUND 1: LINK UP

- Participants will be shown a set of images related to civil engineering. They must analyze and relate the images to determine the corresponding civil engineering term. Correct answers will earn points.
- Time limit : 30 minutes

## ROUND 2: CIVIL DISCOURSE

- Participants will be divided into two teams. Each team will have 10 minutes to prepare arguments on a chosen civil topic. The debate will consist of alternating speeches (3 minutes each) followed by a rebuttal round (2 minutes each). Points will be awarded for clarity, persuasiveness, and respectful discourse. Judges will determine the winning team based on overall performance. Time limit : 30 minutes

## ROUND 3: BUILD RUSH

- Teams shortlisted from Round 2 must construct a model using provided materials within a 2-hour timeframe.

EVENT: 4

# DESIGN HORIZONS

Evaluating the creativity and framework of the Art  
being made



## ROUND 1: MAGAZINE FRONT COVER CREATION

- Participants will design a magazine front cover. Theme will be revealed on the spot. The design must be created using Canva software. Time limit: 30 minutes

## ROUND 2: LOGO DESIGN

- Only shortlisted participants will move to this round. Theme will be revealed on the spot. The design must be created using Canva software. Time limit: minute.

EVENT: 5

# DASH OF TRIVIA

Evaluate coding skills through thought-provoking programming challenges.

## ROUND 1 : TECH-TIAN

- Teams of two will tackle a series of multiple-choice questions, including puzzles and riddles, all within a specified time limit.

## ROUND 2 : HACK O HUNT (Treasure Hunt)

- Participants will receive a problem statement accompanied by clues leading to various locations. They must navigate through these clues, gather essential information, and ultimately solve the problem statement.

EVENT: 6

# MR. WORKSHOP

Evaluating the design and innovation of a product  
being made

## Round 1: BRAND BRILL (FIND THE NAME USING LOGO)

- Participants are giving car and bike brand logos. They must find the brand name. Time limit: 20 minutes.

## ROUND 2 : WORKSHOPGEEK

- Shortlist participants are allowed to participate in this round. Participants are given with 1st year workshop based questions (for second years) or given with 2nd year lathe and special machines based questions(for third years) .

## ROUND 3 : WORKSHOP RIZZ

- Finalists from second years are allowed to work in workshop to present a product of given design. Finalists from third years are allowed to work in lathe to present a product of given design

## EVENT: 7

# IDEA EXCHANGE

Evaluate your skills in paper presentation by your accent and thoughtfulness

- Other department Participants (apart from IBT) has to choose any one of the following topics and should create PPT.
- PPT presentation should be limited to 10-12 slides.
- The PPT's are presented to the judges for evaluation.
- IBT participants are asked to join the WhatsApp group by using the WhatsApp link given below for topics.
- Topics
  - 1. New innovations in biology field
  - 2. New innovations in engineering field
  - 3. New innovations in industrial biotechnology field



# EVENT: 8

# TECH TREK

Testing the technical skills and problem-solving abilities of participants across various areas, including general aptitude, programming, and circuit design.

## ROUND 1 : APTI-QUEST

- Participants tackle questions on general aptitude. Topics like quantitative reasoning, logic, and verbal skills are covered, giving students the chance to prove their analytical abilities under a limited timeframe. Those who perform well advance to the second round.

## ROUND 2 : TECH-TRIVIA

- This round focus on technical knowledge, specifically programming, algorithms, and data structures . Here, teams must navigate a series of challenging questions designed to assess their understanding of core computer science concepts.

## ROUND 3 : CODE CLASH

- This round requires participants to solve competitive programming problems, testing their coding skills in real-time, where the most adept teams will showcase their programming prowess.

EVENT: 9

# SPEAK UP

Evaluating your enthusiastic presentation and confidence

## ROUND 1: GROUP DISCUSSION

- Respect all opinions. No interruptions. Speak concisely & stay on topic. Avoid personal attacks. Time limit: 20 min. Spot topic will be given.

## ROUND 2: PUBLIC SPEAKING

- Choose your own topic. Keep content relevant. Be mindful of language and tone. Respect fellow speakers. Engage with the audience. Time limit: 1min (for each) ⏳

## ROUND 3: MARKETING

- Shortlisted candidates are given a product to enhance with an innovative feature, then market it through a compelling pitch aimed at convincing the panel to "buy" their improved product.

EVENT: 10

# BUILDING VISION

Elevating the Art of Building

## ROUND 1: DISCOVER THE ICONS (FIND THE MONUMENTS)

- Paper will be provided to the students. Historical monuments will be displayed on the screen. Students must write the correct place name on the paper within the time limit. Time limit: 30 seconds (for each question).

## ROUND 2: BLUEPRINTS IN GRAPHITE (ARCHITECT THE BUILDINGS)

Only shortlisted teams will move to this round. The theme will be provided on the spot.

### For second years

- Design the buildings with the time limit, using only pencil. Necessary materials (pencil, eraser, sharpener, drawing sheet) will be provided.

### For third years

- Design the buildings with the time limit, using only AutoCAD software. Laptop will be provided to the participants

# EVENT: II

# TECHNEX

- Combines knowledge and creativity through a quiz and a hands-on circuit/project challenge.



## ROUND 1: ELECTRONIQ

- Participants will face 25 questions that explore key topics in electrical engineering, electronics, and the Internet of Things (IoT).**

## ROUND 2: DESIGN-O-LOGIC

- Students are encouraged to bring their laptop with stable network connections . Each team will be challenged to build a circuit or create a simple project using TinkerCad , a user-friendly online platform.**

# EVENT: 12

# SPECBUILD

Evaluate software engineering knowledge and skills in documentation and system design.

## ROUND 1: TECH-WIZ QUIZ

- Participants will tackle 15-20 questions covering OOPs, basic software engineering concepts, SRS documentation, and modular programming within a 15-minute time limit.

## ROUND 2: SPEC-DOC CRAFTERS

- Shortlisted teams will create an SRS document for a specified theme. Evaluation will focus on creativity, clarity, and accuracy.

## ROUND 3: BLUEPRINT ARCHITECTS

- Participants need a laptop with stable wifi connection. Teams will design a basic software architecture for the software solutions specified via SRS Document.

# EVENT: 13

# ELECTROGEN

Evaluate the problem-solving skills in the world of circuit design and debugging.

## ROUND 1: CONNECTOPIA

- **each team will draw a question paper from a bowl and receive the necessary components at their table. Teams will have 15 minutes to design a circuit based on the block diagram or problem statement provided in their question paper.**

## ROUND 2: ERROR HUNT

- **These teams will select a new question and must identify and correct errors in a given circuit. After debugging, they will redesign the circuit with a focus on producing the correct output, all within a time limit of 45 minutes**

# EVENT: 14

# SHARK TANK

Shark tank provides an exciting platform for aspiring entrepreneurs to showcase their startup ideas, participants will present their concepts, and the most promising idea will be selected for prototyping

## WHAT IT TAKES:

- **Pitch Presentation**
- **Supporting Documents**
- **Prototyping Resources**

## RULES:

- Team size is limited to 4 members.
- Advance submission of startup ideas is required.
- Each team will have a specific time to pitch their idea to judges, focusing on clarity and engagement.
- Evaluation criteria include innovation, feasibility, market potential, and execution ability.

# EVENT: 15

# TALENTINA

An open stage event where performers from all walks of life showcase their talents that provokes passion, creativity and enthusiasm..

## DESCRIPTION:

- In this event, participants are asked to showcase their talents in the open stage. It can be of any genre:right from entertainment or thought provoking performance that include dance,singing,acting etc...
- Materials must be brought by yourself.

## RULES:

- Any number of members can be participate as team.
- Prize will be awarded based on your performance.
- Vulgarity must be strictly avoided.
- A maximum of 8 minutes will be given for each. team

# FUN EVENT 01

# CLASSIC CRAZE

'90s games were simple, outdoor fun—filled with chasing, aiming, teamwork, and laughter! Minimal equipment, endless play

## ROUND 1: BACK TO 90's

1. **Seven Stones:** Knock, dodge, stack.
2. **Gilli Danda:** Strike, flip, score.
3. **Snake & Ladder:** Roll, climb, win.
4. **Four Corners:** Swap, steal, stay.
5. **Kho Kho:** Chase, dodge, tag.
6. **Marbles:** Aim, hit, collect.

Simple rules, endless fun!

## ROUND 2: TUG OF WAR

- Shortlisted participants from round one → Tug of War: a strength and teamwork challenge → Two teams pull a rope → Aim to drag the other team across the center line!

FUN EVENT 02

# BALOON

A TEST FOR PRECISION AND ENTHUSIASM!  
**BLAST**

## DESCRIPTION:

The core gameplay focuses on protecting their balloons from others. Participants can showcase their skills through various engaging challenges. Winners will be rewarded with delicious "Thatuvada set" as a special treat!

## FUN EVENT 03

# TREASURE

A fun and engaging adventure where teams solve clues to navigate and find hidden treasure!

## DESCRIPTION:

The Treasure Hunt begins with a welcome and rule explanation, followed by team formation and distribution of the first clue. Teams then solve clues to navigate to various checkpoints, completing challenges to receive the next clue. The hunt culminates in discovering the treasure at the final location. An awards ceremony recognizes the winning team with prizes, followed by a wrap-up sharing highlights and gathering feedback for future events!

# MR AND MS INTELLECT

## DESCRIPTION:

In the arena of competition, you thrived with determination, you truly strived. Embraced the challenge and gave it your all. Victory awaited, you heeded the call to become the next Mr. And Ms. Intellect! Brace yourself and give it your all!

## RULES:

- Just your presence matters!
- Every step of yours is keenly observed!