

DAY 2

1. MECH AXIS

2. CODECRYPT

3. THINK LINK

4. ARCHOVA



EVENT: 6

MECH AXIS

Think it. Test it. Apply it.

ROUND 1: MECHANICAL MINDSTORM

- Participants will answer multiple-choice questions based on core mechanical engineering concepts
- Questions may cover manufacturing processes, tools, materials, and basic mechanical principles

ROUND 2: ENGINEERING EDGE

- Participants will perform a practical task in a selected workshop domain
- Using the provided tools and materials, participants must carry out a basic operation related to the chosen workshop area.

EVENT TYPE

- Solo

EVENT: 7

CODECRYPT

Decode • Design • Execute

ROUND 1: EMOJI CODING

- Participants will be shown code snippets represented entirely using emojis
- Tasks include:
 - Interpreting the emojis
 - Identifying the underlying programming logic
 - Predicting the concept and writing the output
- Languages may include Java, Python, or C

ROUND 2: SQL TREASURE HUNT

- Shortlisted participants from Round 1 will advance to this round
- Participants will take part in an interactive technical treasure hunt where each clue is hidden inside a database
- To progress, participants must:
 - Analyze the given problem statement
 - Write correct SQL queries
 - Execute queries to retrieve hidden clues from database tables
- Each correct query reveals:
 - A keyword
 - A code
 - Or the next clue/location in the hunt
- The hunt continues until the final treasure is unlocked

EVENT TYPE

- Round 1 (team of 3)
- Round 2 (team of 3)

EVENT: 8

THINK LINK

Observe it. Connect it. Prove you noticed.

ROUND 1: TRUTH TRAP

- Participants join the quiz using the provided online link.
- Each question displays four similar common statements, with only one correct answer.
- A fixed time limit is provided for every question; answers are auto-locked by the platform.
- Scores are updated automatically, and teams are shortlisted based on the leaderboard.

ROUND 2: CONNECTION

- Image clues are displayed sequentially.
- Teams must identify the personality connected to the clues.
- Clues are revealed partially to increase difficulty and engagement.

ROUND 3: LOGIC LOCK

- Aptitude and logical reasoning questions are framed.
- Questions test analytical thinking, numerical ability, and observation skills.
- The round is strictly time-bound.
- Calculators and external aids are not permitted.

EVENT TYPE

- Team of 2

EVENT: 9

ARCHOVA

Observe it. Analyze it. Draw it.

ROUND 1: FAULTLINE

- Participants will be shown a series of civil engineering-related images
- Images may include construction sites, structural elements, and building components
- Each image will contain one or more construction/structural errors
- Participants must carefully observe and identify the faults or mistakes
- Basic civil engineering knowledge is sufficient

ROUND 2: STRUCTURA

- A civil/structural problem statement will be provided
- Participants must prepare and present a structural drawing
- The drawing should include:
 - Proper dimensions
 - Structural elements
 - Technical clarity and standard conventions
- Evaluation will be based on accuracy, creativity, and adherence to standard drawing practices

EVENT TYPE

- Solo

EVENT: 10

BALLUP

ROUND 1: BALLOON BALANCE CHALLENGE

Event Description:

- The Balloon Balance Challenge is an individual game that tests agility, hand-eye coordination, and speed.
- Participants must manage two tasks simultaneously: keeping a balloon in the air while gathering objects from the ground.
- The game requires strategic timing to ensure the balloon never touches the grass while the player works to clear the field.

Rules:

- Each participant is provided with one large balloon and a set of small balls scattered on the ground.
- The game begins by tossing the balloon into the air.
- Participants must use their hands to keep the balloon afloat at all times.
- While the balloon is airborne, the participant must pick up the small balls and place them into a designated cardboard box.
- If the balloon touches the ground before all balls are collected, the participant is disqualified or must restart.
- Participants are not allowed to hold the balloon; it must be kept in motion by striking or tossing it.
- The individual who successfully places all balls into the box in the shortest amount of time is declared the winner.

ROUND 2: BALLOON CUP PYRAMID

Event Description:

- The Balloon Cup Pyramid is a fast-paced team-building activity that challenges lung capacity, precision, and steady hands.
- Participants must move and stack paper cups to form a pyramid using a unique technique: they can only use the air pressure from a balloon to lift and transport the cups.
- This game is designed to develop focus and fine motor skills under pressure in a fun, competitive environment.

Rules:

- Each participant starts with a set of paper cups and one uninflated balloon.
- Participants are strictly prohibited from touching the cups with their hands once the game begins.
- To move a cup, the participant must place the uninflated balloon inside the cup and blow it up until the balloon expands against the inner walls to create a grip.
- While keeping the balloon inflated, the participant must carefully move the cup to the stacking area.
- Participants must slowly release the air from the balloon to drop the cup into place to build a stable pyramid.
- If a cup falls or the pyramid collapses, the participant must restart that section of the structure.
- The first person or team to successfully complete a stable pyramid is declared the winner.