1. **ROBOWAR**

For all those who have passion in Robotics or Sports, RENAISSANCE’17 presents Robo-war. This competition is to show how long robot of yours can withstand in the arena fighting the other robot. Teams must build a manually controlled machine which can withstand the other robot in the arena.

The bot can be wired or wireless. In case the participants use wireless mechanism, they must use dual frequency remote.

**RULES:**

**Dimensions and Fabrications:**

1. The machine should fit in a box of dimensions 750mm x 750mm x 1000 mm (l x b x h) at any given point during the match. The external device used to control the machine or any External tank is not included in the size constraint.
2. The machine should not exceed 60 kg in weight including the weight of pneumatic source/tank (weight of power source and wires will not be considered).

**Power Sources**

1. The machine can be powered electrically only. Use of an IC engine in any form is not allowed.
2. Each team must have its own power sources. Only 220V volt AC sources will be provided at the arena, but can only be used in the form of DC voltage. The teams have to bring their own battery eliminators.
3. The voltage difference between any two points in the machine should not be more than 36V DC at any point of time.
4. All connections should be made safe to prevent short circuits and battery fires. Any unsafe circuitry may be asked to be replaced; failure to do so will result in disqualification.
5. Use of damaged, non-leak proof batteries may lead to disqualification.
6. Change of battery will not be allowed during the match.
7. It is suggested to have extra batteries ready and charged up during competition so that on advancing to next level, you don't have to wait or suffer due to uncharged battery. If teams don't show up on allotted slot, they will be disqualified.

**Mobility**

1. All robots must have clearly visible and controlled mobility mechanism in order to compete.
2. Methods of mobility may include:

* Rolling (wheels, tracks or the whole robot).
* Walking (linear actuated legs with no rolling or cam operated motion).
* Shuffling (rotational cam operated legs).

1. Jumping and hopping is not allowed.
2. Flying (using aerofoil, helium balloons, ornithopters, etc.) is not allowed.
3. Any other method of mobility which leads the robot to lose contact with the ground is not allowed.

**Robot control requirements**

1. Both wired and wireless remote controls are allowed in the event.
2. All wires coming out of the robot should be bundled as a single unit.
3. The wires should be properly protected and insulated.
4. The wire should be sufficiently long so as to remain slack at all time during the competition.
5. In case of wireless remote controls, the remote should have at least two frequency operations to prevent interference with other team.
6. Teams are recommended to attach a pipe to bot in vertical direction through which wires come out. The length of pipe will not be considered in bot dimension

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**Pnumatics and hydraulics**

1. The robot must use non-inflammable and non-corrosive fluids to power pneumatic and hydraulic devices.
2. Maximum pressure in the tank containing pneumatic fluid should not exceed the limit of 8 bars and there should be a provision to check the pressure in the tank.
3. All hydraulic liquids are required to be non-corrosive and your device should be leak proof. The maximum pressure in cylinder should not exceed the rated pressure at any point of time.
4. Participants must be able to indicate the used pressure with integrated or temporarily fitted pressure gauge.
5. You must have a safe way of refilling the system
6. All pneumatic components on board a robot must be securely mounted. Care must be taken while mounting the pressure vessel and armour, to ensure that if ruptured it will not escape the robot.

**Victory Criteria**

1. A robot is declared victorious if its opponent is immobilized.
2. A robot will be declared immobile if it cannot display satisfactory motion of at least 6 inch 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 deemed unsafe by the judges 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.
5. If two or more robots become entangled or a crushing or gripping weapon is employed and becomes trapped within another robot, then the competitors should make the timekeeper aware, the fight should be stopped and the robots separated by the safest means.
6. Therefore declared the loser. The match will be immediately halted and the opponent will be awarded a win.
7. Robots cannot win by pinning or lifting their opponents. Organizers will allow pinning or lifting for a maximum of 20 seconds per pin/lift then the robots will be instructed by the organisers to release. If, after being instructed to do so, the attacker wants to release but does not, their robot may be disqualified. If two or more robots become entangled or a crushing or gripping weapon is employed and becomes trapped within another robot, then the competitors should make the timekeeper aware, the fight should be stopped and the robots separated by the safest means.

**Team Size**

1. Students from different colleges can form a team. A team may consist of at least 2 members and should not exceed more than 5 members.
2. The students must carry their valid student ID cards of their college which they will be required at the time of registration.
3. Teams should participate with wired or wireless robots. Only one team member can control the robot. Participants shall not be allowed to be a part of more than one team.

**General rules**

1. There will be three rounds of three minutes each.
2. Any team that is not ready at the time specified will be disqualified.
3. In no case should the arena be damaged by any bot. The competition will be played on a knock-out basis.
4. A BOT will be declared 'KNOCKED-OUT' if it is unable to travel a distance of 6 inches in 30 seconds.
5. If no bot is immobilized then winner will be declared on the basis of the points scored.
6. The organizers reserve the rights to change any or all of the above rules as they deem fit. Change in rules, if any will be highlighted on the website and notified to the registered teams.
7. Violation of any of the above rules will lead to disqualification.
8. Decision of organizers will be final and binding on all.

**Safety Rules**

Compliance with all event rules is mandatory. It is expected that competitors stay within the rules and procedures of their own accord and do not require constant policing.

1. Special care should be taken to protect the on-board batteries and pneumatics, robot without proper protection will not be allowed to compete.
2. 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.
3. Each event has safety inspections. It is at their sole discretion that your robot is allowed to compete. As a builder you are obligated to disclose all operating principles and potential dangers to the inspection staff.
4. Proper activation and deactivation of robots is critical. Robots must only be activated in the arena, testing areas, or with expressed consent of the event coordinators.
5. All weapons must have a safety cover on any sharp edges.
6. 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.
7. All the resources provided at the time of competition from the organizers should be strictly used only after the consent of the organizers.
8. Once the robots should enter into the arena, no team member can enter into the arena at any point of time. In case if a fight has to be halted in between and some changes have to be done in the arena or condition on the robot(s), it will be done by organizers only

**NOTE: Qualification of a robot to next level be subjective and totally on the decision of the judges. A robot winning in a round against its opponent doesn’t guarantee its entrance into the next round. If the judges found the winner robot incompetent to enter into the next round, it may get disqualified. Judges can disqualify both the robots of a match from advancing to the next round.**

**Specifications**

1. The dimensions of the bot should be less than or equal to 750mm x 750mm x 1000 mm (l x b x h) failing which the team will be disqualified from the competition.
2. The bot should be controlled manually.
3. Teams can use both wired as well as wireless control mechanisms. In case of wired bots, the length of wire should be minimum 2 meters so that the wire remains slack at any instant of time. If the participants use wireless mechanism then it is mandatory to use a dual frequency remote.
4. The dimensions of the remote are not included in the size constraint of the bot.
5. Bot can have an on-board or off-board power supply.
6. Irrespective of the mechanism used, only one person will be allowed to control the bot.
7. Top two teams will be rewarded and given prizes.
8. Certificate of participation will be given to all the teams.

**FEES: Rs.800 (Per team)**

**1st Prize: Rs.10,000/-**

**2nd Prize: Rs. 5,000/-**

**VENUE:**

Date: 27-02-2018

Time: 10:00 AM – 3:30 PM

Venue: HAWAMAHAL

**Faculty Coordinators:**

**1. Vikas Sharma**

**2. Devesh Gupta**

**Student Coordinators:**

1. Harish Sharma

2..Chirag maheshwari

3. .Gourav goyal

4. .Chaitanya

5. Rishabh jain

6. Raghuveer

**2. ROBO SOCCER**

**About:** For all those who have passion in Robotics or Sports, RENAISSANCE’18 presents robo-soccer. This competition is to show how good and swift robot of yours can be by playing soccer using it and scoring more goals.

**Rules:**There will be two stages – Preliminary Stage and Knockout Stage. Preliminary Stage There will be two robots per team, and robots of one team will be in one side of arena. At each side of arena there will be a set of same colored balls. The robots of a team have to push the balls in the opponent’s arena. The teams winning in the preliminary stage will move to the knockout stage and the losing team will be out of the competition.

**Knock-Out Stage**-One robot of each team will be the defender and the other will be the striker. The team which scores maximum number of goals within the given time in football-type arena will win the match.

**FEES:**Rs.500 (Per Team)

1st Prize: Rs.5000

2nd Prize: Rs.3000

**VENUE:**

Date: 25-02-2018

Time: 9:.30 AM – 3:00 PM

Venue: Quard-angle A-Block

**Faculty Coordinators:**

1.Mr. Vikash Mishra- 7737562658

2.Ms. Deepmala Kulshrestha- 7023876718

**Student Coordinators:**

1. Mr. Hardik Rathi-8426007971
2. Ms. Juhi Garg-9509161341
3. Mr. Anuj Goyal
4. Ms. Bharti
5. Mr. Vishal
6. Mr. Ankit

**3. FORMULA ZERO**

For all those who have passion in Robotic so far Sports, RENAISSANCE͛’18 presents Formula zero. This competition is to show how good and swift robot of yours can be,by crossing the hurdles using it and scoring more points.

1. Event Rules and Specifications

**1.1. Arena**

The arena consists of the following:

1. Track filled with pebbles, sand, water, spikes, soil, etc.
2. Five ramps, with inclination of 20 degrees and 30 degrees.
3. Semi cylindrical shaped hurdle of diameter 500 mm.

**Note:**

1. **The dimensions of the arena will be accurate to within 5% or 20mm, whichever is less.**
2. **The diameter of the pipe may vary within +/- 10 mm.**
3. **THE TRACK WILL BE UPLOADED SOON.**
4. **The arena may be slightly different.**
   1. **Team Size**
5. Students from different colleges can form team .A team may consist of at least 2 members and should not exceed more than 5 members.
6. The students must carry their valid student ID cards of their college which they will be required at the time of registration.
7. Teams should participate with wired or wireless robots. Only one team member can control the robot. Participants shall not be allowed to be a part of more than one team.
8. **Eligibility**

Any student from a recognized institute/college can participate in this event.

**3.Rules**

**Power Supply:**

1. The participants can use an on-board or off-board electric power supply. However the power source must be non-polluting and must satisfy the safety constraints determined by the organizers.
2. The voltage between any two points should be less than or equal to 24V DC at all times during the run.
3. In case of off-board power supply, participants have to manage on their own.
4. **Game play:**
5. The Robot must start from the START line.
6. There are 10 Test Modules in the track.
7. Each Test Modules has specified points, viz.

* Test Modules 1: 30 points.
* Test Modules 2: 30 points.
* Test Modules 3: 40 points.
* Test Modules 4: 40 points.
* Test Modules 5: 50 points.
* Test Modules 6: 50 points.
* Test Modules 7: 60 points.
* Test Modules 8: 60 points.
* Test Modules 9: 70 points.
* Test Modules 10: 70 points.

1. The robot has to cross each level in the given order only.
2. If robot is not able to cross a particular level then it can skip that level.
3. Maximum number of skips allowed is **THREE**, failing which will result into disqualification.
4. Points of the skipped levels will not be counted.
5. It is a time based game, the timer will start when the robot starts running from the START point.
6. The timer will not stop while skipping process.
7. The timer will count till robot reaches the FINISH point.
8. **General Rules:**
9. The teams must adhere with the spirit of healthy competition.
10. Organizers reserve the right to disqualify any team indulging in misbehavior or violating any rules.
11. Any team that is not ready at the specified time will be disqualified from the competition automatically.
12. The time measured by the organizers will be final and will be used for scoring the teams.
13. Time measured by any contestant by any means will not be accepted for scoring.
14. In case of any disputes/discrepancies, the organizers' decision will be final and binding.
15. The organizers reserve the rights to change any or all of the above rules as they deem fit. Change in rules, if any will be announced before the gameplay.
16. Note that at any point of time, the latest information will be that which is given on the day of event. The information provided in the PDF downloaded earlier may not be the latest. However, registered participants will be informed before the game play.
17. All decisions taken by the organizing team will be final. No argue will be encouraged.
18. **Game Rules:**
19. The machine would be checked for its safety before the run and will be disqualified if found unsafe for other participants.
20. Only two team members are allowed to enter in the arena, however only one member is allowed to control the bot. Other team members are not allowed to enter the arena.
21. The bot will be liable for disqualification if it causes any kind of damage to the arena.
22. In case the bot gets stuck at any place and at any point of time for more than 10 sec, then the bot will be placed back to the initial start position of that Level .The timer won’t be stopped during this process.
23. Maximum of 8 minutes will be given for each team for completing the track.
24. **Scoring:**
25. Points will be awarded for crossing individual levels as given above.
26. Total points for completing track will be 500 points without any skip.
27. In skip, equivalent point is added in the participant track completion time as penalty time.
28. Total score = Total points + Number of seconds left from 480 seconds (Number of seconds will be accounted only if the bot has crossed the FINISH line).
29. The team with maximum points will be the winner.
30. **Specifications**
31. The dimensions of the robot should be less than or equal to 300 mm X 250 mm X 250 mm (l\*b\*h), failing which the team will be disqualified from the competition.
32. The robot should be controlled manually.
33. Teams can use both wired as well as wireless control mechanisms. In case of wired bots, the length of wire should be minimum 2 meters so that the wire remains slack at any instant of time. If the participants use wireless mechanism then it is mandatory to use a dual frequency remote.
34. The dimensions of the remote are not included in the size constraint of the bot.
35. Robot can have an on-board or off-board power supply.
36. Irrespective of the mechanism used, only one person will be allowed to control the robot.
37. **Certificate Policy:**
38. Top two teams will be rewarded and given prizes.
39. Certificate of participation will be given to all the teams.
40. **Entry fee: 500/-(per Team)**
41. **Prize money:**

**1st prize ----- 5000+ Goodies**

**2nd prize ------ 3000+ Goodies**

**VENUE:**

**Date 27-03-2018**

**Time:11:00 AM to 3:00 PM**

**B- Block Fountain Area** **B Block fountain Area**

11 faculty Coordinator

1. Mr. Ankur Gangwar
2. Mr. Neha Singh

**12 Student Coordinators**

1.Gaurav gupta

2. Jaya mittal

3. Anshul Dhaka

4.Anant

5.Sandeep

6. Naman

**4.Line Follower**

For all those who have passion in Robotics or Sports, RENAISSANCE’18 presents Line follower. This competition is to show how good and swift robot of yours can be by following a line using it and scoring more points.

**RULES:**

1. The robot would be checked for their safety before the run and would be discarded if found unsafe for other participants and spectators.
2. Participants should not dismantle their robots before the completion of the whole competition as the robots might need to be verified by the judges at a later stage to ensure that the participants have not violated any of the rules.
3. Judges' decision shall be treated as final and binding on all.
4. The organizers reserve the right to change any or all of the above rules as they deem fit. Change in rules, if any, will be highlighted on the website and notified to the registered participants.

**Guidelines:**

1. Students from different colleges can form a team. Ateammayconsistofatleast2membersand shouldnotexceedmorethan4 members.
2. The students must carry their valid student ID cards of their college which they will be required at the time of registration.
3. Teams should participate with wired or wireless robots.Only one team member can control the robot. Participants shall not be allowed to be a part of more than one team.

**FEES: Rs.500 (Per Team)**

1st prize ----- 5000+ Goodies

2nd prize ------ 3000+ Goodies

**VENUE:**

Date: 08-03-2017

Time: 11:00 AM – 3:00 PM

Venue: C-401

**Faculty Coordinators:**

**1. Dr. Vinita Mathur**

**2. Ms. Parul Tyagi**

**Student Coordinators:**

Mithlesh Yadav (7877217118)

Nandita Jain (773786983)

Dhairya Gupta (9119328622)

**Volunteers**

Niharika Bansal (8058554120)

Pankaj (9664008281)

**5 Game Of Drones**

**About:** Build your Drone to travel from source to destination crossing various interruptions, hurdles, etc., along the path of journey. This is an open event for all (*but should not be from any industry or a professional*).

**Rules:**

1. The Drone Copter will be evaluated with various stages of designing, construction, implementation of innovation and flying.
2. Each and every part will be observed for judging which includes the connection of various parts, fixing of components, materials used, how the stuff is implemented, etc.
3. The timer will start from the moment the countdown finish.
4. The timer will stop only when the drone finally comes to start zone.
5. The electric voltage anywhere in the machine should not be more then 12V DC at any point of time.
6. The organizers reserve the rights to change any or all of the above rules as they deem fit. Change in rules, if any will be highlighted on the website and notified to the registered teams.
7. Violation of any of the above rules will lead to disqualification.
8. Decisions of judges will be final and binding on all.
9. Participants will be responsible for damage to their drones.

**Competition Stages and Elimination rounds**

**Round 1**

1. The goal will be for the Drone copter to takeoff from a specific location and land within the boundary of a predetermined circular landing crossing various hurdles in a time limit of 3 min.
2. The performance will be evaluated basis the time taken from takeoff to landing within the specified circle.
3. Teams unable to complete this task or completing task in much more time (compared to other teams) will go through elimination.
4. During this stage the teams will be given a maximum of two attempts for take-off and landing.

**Round 2**

1. This stage meets the perfection in the stability of the Drone Copter.
2. During this stage the Drone Copter has to travel through the gaps in the various hurdles. This is a time sensitive round and a maximum of two attempts will be provided. The circuit needs to be completed without avoiding any of the hurdles.
3. The hurdles difficulty level will be higher than elimination round.
4. The team completing all the above tasks in minimum time with more accuracy will be the winner

**Fees:** Entry Fees-1000/-

1st Prize-8000

2nd Prize-4000/-

**Venue**- GH Lawn

**Date**- 26/03/2018

Time- 11.00 Am to 2 Pm

Faculty Coordinator

Siddharth Chturvedi

Naresh kumar

Ashish Sharma

**6.TECHNOPHILIA**

This event is to develop research aptitude among engineering students. Future of education belongs to research. Students who want to pursue higher studies in india or abroad are very much inquisitive about developing research aptitude . Technophilia will provide them a solid platform to begin.

**General Rules-**

1. The event consists of 2 rounds.
2. Students from all the branches can take part in the given event.

**Rules for Round 1**

1. Teams will be given a research paper and they have to write the abstract and title for it.
2. Selected teams will proceed to round 3.
3. Based on the accuracy of title , meaningfulness of title and number of words used to write abstract and their effectiveness in explaining the research paper meaning.
4. Time period- (1.5hr)

**Rules for Round 3 –**

1. Teams will be evaluated on their communication skills and understanding of the paper given in round 2.
2. 30 minutes time will be given to them to prepare the PPT.
3. Every team will have to present a 5-7 min PPT on paper given in round.

**Guidelines:**

1. Presentations should be in .ppt or .pptx format.
2. For the presentations, a LCD projector, a computer, a mike and speakers will be provided.
3. The time for one presentation will be 5-7 minutes. One buzzer will be rung after 5 minutes to remind the participants about the time and final buzzer will be rung after 7 minutes.
4. Any extension in the allotted time will result in the loss of points.

**The papers will be judged on the basis of their innovation, in depth knowledge of the field and presentation skills. The decision of the judges will be final and binding.**

**Fees:** Rs. 200 per team (2 members in a team)

First prize :Rs.2500.

Second prize : Rs.1500

Date: 26-03-2017

Time: 9:30 AM – 2:30 PM

Venue: CAD LAB(ECE), B-BLOCK,GROUND FLOOR

**Contact:**

Faculty co-ordinator:

Rajesh Bhataija :9414399891 S.S.Manaktala:9828089494

**Student Coordinators:**

* 1. Shipra Goyal 8619188128
  2. Radhey Shyam

**7.PHONEIX**

**About: “CASH THE ASH”**, In this event students have to develop a working model from the available components of a non working or discarded device according their innovative idea. Creating is not finding of a thing but making something out of it after it is found so get your mind work to create something innovative from the ASH.

**Rules:**

1. Participants will have to redesign and invent a working model from non-working projects or things not being utilized per their choice this may be their own (any non-working device at their home).
2. Participants will demonstrate their working model on the event day.
3. The teams are expected to make necessary arrangements for demonstration of the working model.
4. Judges may change and add the rule and guidelines on day of event.
5. The decision of the judges will be final.

**Fees:** 200 rupees per team (team size is two students)  
1st Prize: 2500  
2nd Prize: 1500

**Venue:**

Date: 26th March,18

Time: 9:30 AM to 3:30 PM

Venue: ECE workshop & BS-12

**Faculty Coordinator:**

1. Mr. Ashish Kulshrestha
2. Mr. Rajkumar Jain

**Student Coordinator:**

1. Mr. Maneet- 7691858302
2. Mr. Giriraj- 8875732013
3. Mr. Kailsh- 9784613422

**8**. **Renovators**

**About:**

Renovators is a technical event that falls right in into the core of engineering. It emphasis on the basic circuits that are involve in the course of engineering. It also disperse light onto the innovation and creativity.

There are 2 rounds, first about the identification of circuit elements and second about the design of already studied circuit

**Rules:**

Rules and Regulation

**Round 1(Objective)(1hr)** : Identifying the missing circuit elements or output.

The circuits are drawn onto the paper with some elements missing. The participant has to identify the missing elements, such that the output of the circuit remains same (or within a permissible range).

The circuits are taken from the electronic, electrical , communication , and engineering physics and are the simple illusion of the basic circuitry.

There will be a fixed time given to the participants for the identification of missing elements of circuits.

**Round 2 :(2 hr)**

Designing the circuits chosen from the vast set of circuit that are pre- decided.

The participants have to choose the circuit that they can design It is Given By List of experiment list . Then they have to make as much circuits as they can in the limited amount of time. Tteams have to make the circuits in the hardware form(Sheet and **Bread boad**).

Circuit may be judge by the respective teachers for the correctness and innovation.

The participants that are short listed for this event have to make the circuit they have designed in the round 2 on practical hardware.

This round may be time limitless.

The circuits are then to be judged on the basis of the complexity of circuit and use of new and innovative thinking.

**Entry Fees:**  200

prize (1) 2500   
 (2) 1500

**Venue:**   
 Date: (25-03-2018)

Time:11AM to 2 PM

Venue: BG-15, BG-16

**Contact:**

Faculty coordinators

Name : Mr. Deepak Sankhala

Email Id : [deepak.ece@jecrc.ac.in](mailto:deepak.ece@jecrc.ac.in)

Mr. Venimadhav Sharma

**Student Coordinators**

**1.Ambuj Shukla**

**2. Anchal Agrawal**

**3. Anchal Khandelwal**

**4. Deveant Kumar**

**5. Lovey Agrawal**

**6.Abhay Goyal**

**9.TechinoBuzz**

“When you want to know how things really work, study them when they're coming apart.”

([William Gibson](http://www.goodreads.com/author/show/9226.William_Gibson), [Zero History](http://www.goodreads.com/work/quotes/10567916))

Techino Buzz is a Technical poster presentation. This is the presentation of research information or an idea with an academic or professional focus on a poster. For any professional, communicating his/her idea efficiently determines his success professionally. The primary motive of this competition is to enhance the ability to deliver a visual presentation without any other audio/video aids. This event basically focuses on the creativity of the students. Here at Renaissance we provide you a platform to showcase your innovation, creativity, knowledge, and ability to tackle practical problems.

**Rules & Regulation along with policies of Event**:

**GENERAL RULES**

* Each team must contain 3 members each.
* Each team must submit their poster on the venue on the day of competition.
* The poster should be of A2 (420 × 594mm) size.
* Teams should give the name of their poster which they are going to submit a week before the competition.
* The marks will be given on the basis of their:

1. *Creativity*
2. *Future aspects*
3. *Presentation*

* First round will be the techitracer , which consist of four sub rounds i.e., Techdummy , Explanation , Future aspects , Rebuttle.
* First round will carry 40 marks. Each sub-round will carry 10 marks each.
* Second round will be the Blaze round (rapid fire).
* Team should answer maximum questions in 1:30 minutes of time.
* Second round will also carry 10 marks.
* Winner will be decided based upon the score.

**FEES: Rs.200 (Per Team)**

**1st Prize: Rs.2500**

**2nd Prize: Rs.1500**

**VENUE:**

**Date: 27-03-2018**

**Time: 9:00 AM – 12:30 PM**

**Venue: BF-01**

**Faculty Coordinators:**

**1. Ms. Ritu Vyas**

**2. Ms. Shivam Upadhyay**

**Student Coordinators:**

1. **Mr. Ayush Jain-9462178437**
2. **Mr. Ajay Agarwal -7727989894**
3. **Mr. Ayushi Johari- 7792018585**
4. **Avi Goyal - 9414585689**
5. **Aman Khandelwal- 9509637976**
6. **Ashish Gupta- 9468760288**

**Name of Volunteer:**

1. **Rishit Varshney- 9414340099**
2. **Manan Bindra- 9001202082**

**10.QUIZOLIC**

A Quiz Is More Than Just A Collection Of Questions In Search Of Answers. It Is A Reflection Of The Times We Live And Have Lived In. The Event Presents A Medley Of Well Gleaned Technical Questions To Test The Intellectual Capabilities. If Archie Was The First And Backrub Became Google, The Advent Of Search Engines And Internet Has Meant That Answers To Anything Are Just A Click Away.

**Rules & Regulation along with policies of Event**:

**GENERAL RULES**

* A team shall consist of max two persons.
* The participants shall not be allowed to use mobile or other electronic instruments.
* Replacement of any participant of a team is not allowed after registration.
* Team members can be from different colleges.
* In all round each answer carries +4 marks for right and -2 marks for wrong answer respectively.

**FEES: Rs.200 (Per Team)**

**1st Prize: Rs.2500**

**2nd Prize: Rs.1500**

**VENUE:**

**Date: 28-03-2018**

**Time: 9:00 AM – 12:30 PM**

**Venue: BG-07, BG-14**

**Faculty Coordinators:**

**1. Ms. Ritu Vyas**

**2. Ms. Shivam Upadhyay**

**Student Coordinators:**

1. **Arushi Khandelwal- 9887452530**
2. **Akshansha Singhal- 8852008581**
3. **Bhavit Mathur- 9166417976**
4. **Devansh Dadich- 9414655308**
5. **Anubhav Khandelwal- 9414154940**

**Name of Volunteer:**

**1. Rahul Sharma- 9131462641**

**11.TECH TAMBOLA**

Combine your luck and your skills, solve basic mathematical equations and circuits and play Tambola. Improve your skills, solve time based questions and win exciting prizes.

**RULES:**

You'll be given equations and circuits to solve, you'll get the number, if you have the same number on your ticket, strike it out. The first one to strike out all numbers wins. **Evaluation Criteria:**

All numbers to be stricken out.

**Guidelines:**

It is a team event.(2 participants)

Participants have to bring their own pen, everything else will be provided.

No external electronic devices will be allowed.

Decision will be fair and transparent.

**FEES:** **Rs.200(Per team)**

**1st Prize: Rs.2500**

**2nd Prize: Rs.1500**

**DATE: 25th March, 2018**

**VENUE:**

**TIMINGS: 11:00-12:00**

**Faculty Coordinators:**

**1.Mr. Ashish Sharma**

**2.Mrs. Deepmala**

**Student Coordinators:**

**Ms. Peehu Choudhary- 8426972112**

**Mr. Parth Sharma-9079297285**

**Ms. Shivali Purwar- 8426972409**

**Mr. Ramakant Rajput- 9784266425**

**Ms. Priya Bhargava- 9588022903**