

A NATIONAL LEVEL TECHNICAL FESTIVAL

Technokruti

2K25

20th and 21st February 2025

Event Details of
Civil Engineering Department
“Aadhar”

1. Straw Strapper
2. Bridge Your Way
3. Mind Bend
4. Construct O Planning
5. The Observer
6. Ludo
7. Box Cricket
8. Break The Pyramid
9. The Battle Ground (BGMI)
10. The Presenter

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Organized By



SITARAMBHAI NARANJI PATEL INSTITUTE OF
TECHNOLOGY & RESEARCH CENTRE, UMRAKH
(Formerly Vidyabharti Trust Institute of Technology & Research Centre)

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“Aadhar”

Straw Strapper

Event Type	Group Event
No. of Participants	4
Registration Fee	Rs. 150
Event Location	B4 and B5

Rules

- Materials will be provided once group wise.
- No extra help will be taken from outside, if done so respective group will be disqualified.
- Only complete projects will be judged.
- Judgement will be done based on stability, tilting, height, members at each node and creativity.
- Decision of judges will be last and final; no argument and re-evaluation will be entertained.

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Bridge Your Way

Event Type	Group Event
No. of Participants	4
Registration Fee	Rs. 150
Event Location	B4 and B5

Rules

- Materials will be provided once group wise.
- Only complete projects will be judged.
- Decision of judges will be last and final, no argument and re-evaluation will be entertained.
- In this event, through (upper) truss bridge is to be constructed using Pop sticks (ice cream sticks) satisfying the stated constraints.
- Shape-Structure would satisfy all the constraints, and the length of the bridge should be 90 cm. (+ OR - (1cm)), the width of the bridge must be 20 cm and height must be 18cm, and also weight will be considering according to the judging criteria.
- The layer of the sticks for deck will be 2 and for the truss it is 2.
- Once the structure is approved by authorized coordinators you are not allowed to modify the structure in any way.
- Any team that is not ready at the time specified, they will be disqualified immediately.
- Judge's decision shall be final and binding above all.

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Mind Bend

Event Type	Group Event
No. of Participants	4
Registration Fee	Rs. 100
Event Location	B26

Rules

- A team shall consist of max two students and only one team from each participating college can participate.
- The decision of the quiz-master will be final and will not be subjected to any change.
- Participants shall not be allowed to use mobile or other electronic instruments.
- Questions shall be in the form of multiple choice, True / False statement, Visuals, Specific-answer question etc.
- Audience shall not give any hints or clues to the competitors.

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Construct O Planning

Event Type	Group Event
No. of Participants	4
Registration Fee	Rs. 150
Event Location	B4

Rules

- Materials will be provided once group wise.
- Only complete projects will be judged.
- Decision of judges will be last and final, no argument and re-evaluation will be entertained.
- Use of bye-laws/web/smart phones is prohibited.
- Drawing sheets are provided by organizer.

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The Observer

Event Type	Group Event
No. of Participants	4
Registration Fee	Rs. 100
Event Location	B4

Rules

- Observation Round: Teams enter their selected room and have a set amount of time to observe everything inside without touching or moving anything.
- Question Round: After the observation period, teams move to a different room and are asked a series of questions related to the room they observed. Questions can pertain to specific items (e.g., windows, chairs, books), colors, or other details.
- Scoring: Teams earn points based on the accuracy of their answers. Each correct answer earns points, and partial points may be awarded for close guesses.
- Rotation: The process is repeated for multiple rounds, with teams observing different rooms each time and facing new sets of questions.
- Bonus Round: To add excitement, a bonus round is included where teams have to solve a puzzle or complete a task related to the rooms they have observed.
- The team with the highest total score after all rounds wins the game.
- Note: Photography or videography is not allowed, and teams are prohibited from taking notes; observations must be made mentally.

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Ludo

Event Type	Group Event
No. of Participants	5
Registration Fee	Rs. 100
Event Location	B25

Rules

- Participants will be given 30 seconds of time to roll the dice.
- Simultaneous four players are playing whichever one of these players reaches the destination will be the winner.
- The team who reaches home first will be the winner.

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Box Cricket

Event Type	Group Event
No. of Participants	6
Registration Fee	Rs. 150
Event Location	Near B-Wing

Rules

- Match format: 3 overs, 6 players a side (2 extra players per team)
- Over per bowler limit: 1 bowler can bowl max 1 Overs.
- Bowler Bowl the First and Second Over Can't Opening Batsman.
- Wide ball rules:
 - Wide ball is Counted and 2 runs penalty to the team
 - Successive wides: 1st wide- 2 runs, 2nd wide-4 runs, 3rd ,4th,5th, & 6th wide – 6 runs
- NO Ball rules:
 - Ball not counted, 2 runs penalty, and next ball is a free hit.
 - Full toss above waist is a no-ball, 2 runs penalty
 - 3rd bouncer over shoulder height, following 2 warnings is a no-ball, 2 runs penalty, and next is a ball free hit.
 - 3 no balls are allowed, 4th no ball in the same over, bowler will be disqualified
 - Throw bowling is not allowed. Decision will be taken by the umpire.
- Boundaries:
 - Fours: Beyond marked pillars, and below horizontal mid-beam
 - Sixes: Same as fours, except above horizontal mid-beam
 - Fly through shots will be counted as four or six based on 1st impact point
 - Over throws to the fence can result in 4's and 6's.
- Fielding Rules:
 - No more than 3 fielders in the 1st half of the ground
 - Wicket keeper is not mandatory
- Catches: Direct catches, no rebounds. For roof rebounds, ball in play but not a catch
- LBW: No LBW outs, foot deflections may result in leg byes/byes.
- In case of Tie, Super Over will be played

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- Admin Rules:
 - All players must report at venue 30 minutes before game start.
 - If the full team doesn't report 10 minutes prior to the official start time, the opposite team will be awarded as winners.
 - Games will be postponed in case of rain.
 - Umpire decisions are final & irrevocable.
 - Arguments with umpire will lead to player/team disqualification. This will be strictly followed.

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Break The Pyramid

Event Type	Individual Event
No. of Participants	1
Registration Fee	Rs. 30
Event Location	B15

Rules

- Objective: Knock down a tower by throwing ball at it.
- Setup: Build a tower using glass and set a throwing distance.
- Gameplay: Players take turns throwing objects (e.g., balls or bean bags) to knock down tower, with a set number of throws per round.
- Winning: The player or team who knocks down the entire tower wins the game.

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The Battle Ground (BGMI)

Event Type	Group Event
No. of Participants	4
Registration Fee	Rs. 120
Event Location	B30

Rules

- Each participating player must use a Mobile to participate throughout the tournament. If found using emulator/blue stacks will be straightaway disqualified and kicked out of the competition.
- Personal statistics of all players must be kept visible otherwise will be disqualified.
- Any type of cheating is not allowed, anyone found guilty will be immediately disqualified.
- Additional hardware like joysticks or mobile triggers is not allowed. Anyone found using them will be disqualified from the competition.
- It is the responsibility of the player to ensure proper connectivity and organizers won't be responsible for it.
- The version used for all Tournament Games will be the latest version.
- It is expected that all Tournament Games will begin at the scheduled time. Any delay caused by issues arising out of a Team Member's inadequate preparation will be assessed by Techfest Organizers
- The Character ID of the players submitted during registration must match with the Player's ID in the Room during the whole tournament.
- In case of any discrepancy, the final call will be taken by the Tournament Organizers.
- Ipads are not allowed.
- Successful registration does not imply participation.

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The Presenter

Event Type	Individual Event
No. of Participants	1
Registration Fee	Rs. 30
Event Location	B15

Rules

- General Criteria
 - 1. Relevance to Theme: The presentation should align with the Techfest theme.
 - 2. Originality: The idea, concept, or solution presented should be original and innovative.
 - 3. Technical Depth: The presentation should demonstrate a good understanding of the technical aspects related to the topic.
- Presentation Criteria
 - 1. Content Organization: The presentation should have a clear and logical structure.
 - 2. Visual Aids: The use of visual aids such as slides, videos, or props should be effective in supporting the presentation.
 - 3. Communication Skills: The presenter should demonstrate good communication skills, including clarity, confidence, and audience engagement.
 - 4. Time Management: The presentation should be within the allotted time frame.
- Technical Criteria
 - 1. Technical Soundness: The technical aspects of the presentation should be sound and accurate.
 - 2. Innovation: The presentation should demonstrate innovative thinking and approaches.
 - 3. Practical Application: The presentation should show potential for practical application or implementation.
- Judging Criteria
 - 1. Idea and Concept (30%): Originality, innovation, and relevance to the theme.
 - 2. Presentation and Communication (25%): Clarity, confidence, and audience engagement.

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- 3. Technical Depth and Soundness (20%): Technical accuracy, innovation, and practical application.
- 4. Visual Aids and Design (15%): Effectiveness of visual aids in supporting the presentation.
- 5. Time Management and Organization (10%): Adherence to time frame and logical structure.
- Evaluation Process
 - 1. A panel of judges will evaluate the presentations based on the above criteria.
 - 2. The judges' decisions will be final and binding.
 - 3. The winner(s) will be announced at the end of the event.

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