A NATIONAL LEVEL TECHNICAL FESTIVAL

Technokruti

2K25

20th and 21st February 2025

Event Details of

EC/Electrical Engineering Department

"Sparkonix"

1. Poster Presentation
2. Model Presentation
3. Circuit Mania
4. Buzz Off
5. Electro-Quizz
6. Laser Maze
7. Arduino
8. Clash of Clans
9. Octa Carrom
10. Dart Stroke

Student Coordinator	Faculty Coordinator
Riken Prajapati	Prof. Brijesh Parmar
6353463819	9099927306

"Sparkonix"

Poster Presentation

Event Type	Group Event
No. of Participants	Maximum 5
Registration Fee	Rs. 100
Event Location	B3

Rules

- Registration fees for each team is 100/-.
- Students are instructed to make posters that should not exceed 36 inches wide x 48inch height with 1" margin on all sides.
- Posters should be readable from a distance of 6 feet.
- The team of students may prepare hand-outs about their project for distribution at the Fair.
- The poster should be self-explanatory so that one is free to supplement and discuss particular points raised by inquiry by the visitors.
- Certificates will be given to all the participants.
- Judge's decision will be considered final.
- If your poster is ready then on the spot entries are allowed.

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Model Presentation

Event Type	Group Event
No. of Participants	5
Registration Fee	Rs. 100
Event Location	B3

Rules

- Maximum 5 persons per group are allowed.
- Participants have to come up with the model.
- Any topics are allowed.
- Teams violating rules will be disqualified.
- Certificates will be given to all the participants.
- The judge's decision will be considered final.
- If there is any requirement from the participant, inform the coordinator before 2 days.
- On the spot entries are allowed

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Circuit Mania

Event Type	Group Event
No. of Participants	Maximum 2
Registration Fee	Rs. 100
Event Location	B11

Rules

- First round will be circuit designing round in which actual application has to be made.
- The qualifying team will be in second round.
- In second round the another circuit will be made.
- All the component and material required for the circuit will be provided by organiser.
- All the teams have the same kit of components.
- In case something got damaged you may request the organiser to replace the components/parts.
- For the qualification less time, accurate results and proper connection will be marked.
- Certificates will be provided.

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Buzz Off

Event Type	Individual Event
No. of Participants	1
Registration Fee	Rs. 30
Event Location	Between A & B Wing

Rules

- Path of the wire should be completed by participants using a hook with minimum time.
- Buzzer starts ringing as soon as the hook touches the wire path.
- If the buzzer sounds more than three times, then the team will be disqualified.
- For one touch 5 sec will be added in total completion time.

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Electro-Quizz

Event Type	Group Event
No. of Participants	Maximum 2
Registration Fee	Rs. 50
Event Location	B8

Rules

- Only team entries are allowed, and the team shall consist of three people there is no limit of the team from single institution.
- The decision of the quiz-master will be final and will not be subjected to any change.
- The participants shall not be allowed to use mobile or other electronic instruments during the quiz time.
- The shall be in the form of multiple choice question
- Audience/supporters shall not give any hints to the competitors.
- Replacement of any participant of a team is not allowed after registration.
- There will be three round in the quiz competition
    - Preliminary round
    - Elimination round
    - Final round (Buzzer round)
- In the preliminary round, each team will be given 30 seconds per question.
- Each round will carry 10 marks.
- In the second round,the team consisting of fewerpoints will be eliminated.
- In the final round, for each wrong answer minus marking will be done.
- Selected team shall have to appear for the final round

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Laser Maze

Event Type	Individual Event
No. of Participants	1
Registration Fee	Rs. 50
Event Location	B6/1

Rules

- Once the laser is started by the participants, they cannot turn off the laser.
- 5 minutes will be given to all the participants to complete the event.
- Once the laser touches the destination point, participants cannot change the position of the mirror.
- The participants will have to complete the event in a way that the distance covered by the laser should belong enough. The participants who will cover the longest distance using the laser will win the event.
- Each and every participant will be given 1 laser light and 5 mirrors with which they will have to reach the destination point.
- Only volunteers will measure the distance covered by the laser.
- On the spot entry will be accepted.

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Arduino

Event Type	Group Event
No. of Participants	Maximum 3
Registration Fee	Rs. 100
Event Location	B12

Rules

- Participants can join as a team consisting of 1-3 Members. Students from different institutes can form a team.
- Each member of the team must contain the identity card of his/her respected institute.
- There will be a qualifying round if more teams participate.
- The problem statement necessary component, PC will be provided during the course of the event.
- The use of mobile phones will be prohibited during the course of the event.
- The winning team will be determined based on successful completion of Arduino coding and interfacing, resulting in accurate output.
- The organiser reserves the right to disqualify any team if found using any unfair means. The organisers reserve the right to change any or all of the above rules as they deem fit
- Changes in rules, if any, will be highlighted in the rule book and will be notified to the registered students.
- Faculty coordinators have all the rights to take final decisions for any matter during the event.
- Judges decision will be considered final.
- On the spot entries will be allowed

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Clash of Clans

Event Type	Group Event
No. of Participants	5
Registration Fee	Rs. 100
Event Location	B29

Rules

- 5 team members are required.
- Maximum addition of TownHall should not be more than 70.
- Same account is required for the next round.
- One player cannot attack the 2nd time.
- Special troops are not allowed in war.
- Preparation time: 15 minutes.
- War time 30 minutes.
- In case of tie match 1V1 match will be played between any two players.

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Octa Carrom

Event Type	Group Event
No. of Participants	2
Registration Fee	Rs. 50
Event Location	Between A & B Wing

Rules

- Registration fees for each duo is 50/-.
- Each Team has a maximum of two players.
- The winner will break the circle of pieces by shooting the striker.
- The striker must touch both base lines on the shooting player's side of the board when shot. A player must flick the striker to shoot it, not push it.
- Scoring does not matter. Just win the game.
- One team will play with another three teams on the carom board.
- Four different colours of cookies for each team and it will be decided by the organising committee.
- If any one player goes to any of the eight corner holes then it's their fault. So one piece of cookies will be placed at the centre of the board.
- Decision of the umpire (Coordinator) will be final.
- On the spot entries are allowed.

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Dart Stroke

Event Type	Individual Event
No. of Participants	1
Registration Fee	Rs. 30
Event Location	Between A & B Wing

Rules

- Registration fees for each person is 20/-.
- The three-darts given to each participant.
- The first dart given to participants can be used with a freehand.
- Rest of two darts given with some obstacles.
- First circle (Near to centre) contains maximum points. Far away from the centre circle reduces the weighted of points.
- Winner should be decided based on maximum point count.
- Faculty-coordinators have all the rights to take final decisions for any matter during the event.
- Judge's decision will be considered final.
- On the spot entries are allowed.