

ABOUT THE TRUST

- The memories of veteran freedom fighter, true Gandhian, Ex-parliamentarian & Ex-minister of UP State, Shri Ram Murti Ji, were the inspiration for setting up the Shri Ram Murti Smarak Trust in the year 1990.
- The vision and mission of the Trust are to use all its resources for upliftment of humankind, by service to humanity. With the inspiration of Late Shri Ram Murti Ji and with the untiring zeal and enthusiasm of Shri Dev Murti ji, Shri Ram Murti Smarak College of Engg. & Tech. was established in 1996. Today, the college offers courses in Engineering, Pharmacy, Management, and Computer Applications.
- SRMS CET is recognized as a benchmark institution in defining quality education standards. The Sprawling scenic and serene campus stretching to over 30 acres, provides an ideal atmosphere for the pursuit of academic activities. Shri Ram Murti Smarak College of Engineering and Technology is the only self-financing college in U.P. to have received "Soft Loan" under Technical Education Quality Improvement Programme (TEQIP) of World-Bank.
- The SRMS Trust has also furthered a noble cause by establishing Shri Ram Murti Smarak Institute of Medical Sciences, which includes a 950 bed Multi Super Specialty: Tertiary Care hospital and Trauma Centre a Medical and a Nursing College. The campus of medical college and hospital is spread over an area of 30 acres and is located at 13.2 km on the Bareilly-Nainital Highway, Bareilly (U.P.).
- *Rightly said, "India is the one land that all human beings desire to see and having seen once, by even a glimpse, would not give that glimpse for all the shows of all the rest of the globe combined". Being born in such a great country, we have millions of reasons to say:*

WE ARE PROUD TO BE AN INDIAN

TYRO –THE PIONEERS

Tyro-a beginner, established in 1997, a panel of students comprising the very best amongst the best. The sole aim of Tyro is to bring about diversity of art, culture, academics and sports on a common platform."

Tyro comes into full swing for the organization of mega events – ZEST, AAMOD and TECHVYOM. This is the platform wherein young and creative minds get to exhibit their talents through various competitions.

It's time to extract the series of creativity from the best brains...So, herein, we extend our invitation to all, to be a part of this 'Carnival of elated minds and souls' and experience those scintillating twenty-five years, leaving imprints forever...

***"WE DON'T CONDUCT THIS FESTIVAL....
WE CELEBRATE IT!"***

TECHVYOM
(A National level technical fest)

Over the years now, Techvyom has become a definition. Basic objective of education is to develop the overall personality while pursuing the selected courses.

Techvyom is platform to energize the brainpower and competitiveness while maintaining the technical spirit.

It gives us the immense pleasure to forward an event that is an opportunity for all to really come out with what they possess.

We therefore extend to hearty invitation to you with an effort to make the best out of your qualities.

RULES AND REGULATIONS OF TECHVYOM

- Travelling expenses of participating teams will be borne by the sponsoring institutions.
- All the teams are required to confirm their arrival time and place, well in advance before 06/05/2022, so that they can be received by the volunteers of SRMS.
- Faculty members accompanying the team will not be charged any fee subject to a maximum of two.
- Boarding and lodging would be provided only to the registered members and accompanying faculty members at payable charges.
- No camera would be allowed. There will be an official photographer who can be contacted for special snaps if needed.
- The decision of the judges would be final for all events.
- Any event can be deleted or added without prior notice.
- Registration for any event will stop one hour before the event.
- All the participants are requested to bring their identity cards and a letter of approval from their college authority.
- Participants only from B.tech, B.E., B.Pharm, MBA, Medical, M.Tech, Nursing, Paramedical, B.A.-L.L.B, PGDM and MCA will be entertained.
- In cases of shortage of time, the registration for any event will be done on a first come first serve basis.
- The students from all the participant's colleges will be allowed to participate in the events only after one hour of their registration.
- Smoking and drinking alcohol is strictly prohibited inside the campus.
- The coordinators reserve the right to change the rules if necessary. Changes in the rules will be highlighted on the website.
- Final decisions regarding DISQUALIFICATION, ENROLLMENT OF TEAMS, & RESULTS in all the events will be subject to concerned Faculty Incharges, Judges only.

RULES FOR PARTICIPATION IN TECHVYOM-2022

- Top body of Tyro Club including President, Vice-President, Secretary, Joint Secretaries, Treasurer, and all the Organizing Secretaries cannot participate in any events of TECHVYOM.
- All chairpersons can participate in 2 events including 1 event for their respective club.
- All the head coordinators can participate in 4 events including 2 events for their respective clubs.
- Committee co-coordinator can participate in total of 4 events of TECHVYOM but not in the event in which they are Coordinating.
- Tyro Executives can participate in 7 events in total.

ROBOTRAX CLUB

✦ LINE FOLLOWER ROBOT (WRONG TURN)

➤ INTRODUCTION

❖ LINE FOLLOWER ROBOT is one of the most exciting Robotics Event of all time. You just must move your bot through the given arena comprised of an interesting path. All you need is to make your bot compatible for every type of path that you can imagine, the path will be of BLACK colour and the background is going to be of WHITE colour. The Arena will be revealed during the competition. Tag Line: - Being on the Line will make you Shine.

➤ LIMITATIONS FOR THE ROBOT

- ❖ The size limitation should be of 200mm lengthwise and 200mm widthwise.
- ❖ It must be controlled autonomously without any human aid.
- ❖ The robot must be powered by a battery source placed on it.
- ❖ Readymade Lego kits and IC engines are not allowed.

➤ Rules: -

- ❖ There must be a team of 2-4 members and the weight of bot not more than 2kg.
- ❖ Point description will be disclosed on the spot before commencement of the event.
- ❖ In case of any discrepancy's faculty decision will be final and binding.
- ❖ Any team found flouting any rules would be automatically disqualified.

- ❖ Robot must not exceed circuit voltage of 12v at any point of time.
- ❖ Testing on the track will not be allowed, & if done so, the team will be automatically disqualified.

★ **ROBORACE (ASPHALT)**

➤ **INTRODUCTION**

- ❖ The better you control your bot, better you make choices, better chances to compete your opponent. Construct a bot (Wired/wireless) which can reach the destination while traversing through hurdles, sharp turns, wavy and muddy paths and wedges etc.

➤ **RULES (TEAM OF 2-4 MEMBERS)**

- ❖ A team will be disqualified if it is not present with its bot in the allotted time.
- ❖ The team will be disqualified if its bot fails to fulfil the given bot specifications.
- ❖ The team will be disqualified if its bot is found to be damaging the opponent team's bot or the arena.
- ❖ The bot will be checked for the safety of the opponent's team and the arena and would be disqualified if found unsafe.
- ❖ Participants need to carry their own adapter only 220v AC supply will be provided.
- ❖ LEGO kits or any other similar kits are not allowed.
- ❖ Power supply should not be exceeded 24V & 3Amp DC.
- ❖ Flying of bot using air foil, helium balloons, etc. is not allowed.
- ❖ The coordinators reserve the right to change any or all of the above rules as they deem fit.

- ❖ The decision of the faculty will be final and binding on all. In case of any misbehaviour with coordinator & faculty team will disqualify.
- ❖ Teams misbehaving with any of the organizers will be disqualified and in unexpected cases, the decision of the Event Head will be final.
- ❖ 5% tolerance will be given in dimension & power supply.

➤ **BOT SPECIFICATIONS**

- ❖ Maximum allowable dimensions of the bot will be 32 cm x 32 cm x 32 cm (l x b x h).
- ❖ The bot can be manual or semi-autonomous. The weight of the bot should not exceed 5 kg. This includes the weight of all external control devices.
- ❖ Use of an IC engine in any form is not allowed.

➤ **GAMEPLAY DETAILS:**

- ❖ Bot will start from 1st checkpoint.
- ❖ There will be a penalty of 5 secs for each restart while 10 secs for each skip.
- ❖ Once started team members are not allowed to touch the bot.
- ❖ Only one member can control the bot.
- ❖ Wireless bot will be benefitted with an extra 5 second concession.
- ❖ If the bot goes out of track at most 5 times, then the team will be disqualified.
- ❖ Each manhandling penalty 5 secs will be added to the total time.

✦ **ROBOWAR (KURUSHETRA)**

➤ **TASK:**

- ❖ To Design a manual bot capable to fight with another bot with or without a weapon and damage it completely.

➤ **Gameplay:**

- ❖ The event will be played in 2 rounds.
- ❖ Member – 2 to 6.

▪ **Round1:**

- ❖ This round will test the strength of the bot.
- ❖ In this round no weapon is allowed to be used.
- ❖ Only the bot will wrestle against their opponent in order to win the match.
- ❖ This round is divided into 2 parts.
- ❖ 2:30 min (No Weapon) + 2:30 min (With Weapon).

▪ **Round 2:**

- ❖ This round will be a one-on-one battle between the robots with all weapons engaged.
- ❖ The match will end with either one of the robots being rendered immobile or at the end of the stipulated time of 5 minutes. In case no team is able to win the match in this stipulated time decision of the winner will be taken by the judges on the basis of their performance in the match.
- ❖ The decision of the judges will be binding and final.

➤ **Power supply:**

- ❖ The bot should be powered electrically. Use of an IC engine in any form is not allowed.
- ❖ Each team must prepare its own power sources. Only 220 volts A.C. the source will be provided at the arena. The teams have to bring their own battery.
- ❖ In the case of using onboard batteries, the only permitted batteries are ones that will not spill or spray any of their contents when damaged or inverted.

- ❖ 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.

➤ **Bot Specification**

- ❖ The Dimension of the bot should not exceed 55cmx55cmx55cm.
- ❖ Tolerance of 5% is allowed.
- ❖ The weight of the bot should not exceed 28KG.
- ❖ The bot should fit in a box of 55cmx55cmx55cm before the start of the match.
- ❖ Ground Clearance of the robot should be at least 2mm.

➤ **Mobility:**

- ❖ All robots must have easily visible and controlled mobility. 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).
 - ❖ Jumping, hopping, flying or any other method of mobility which leads the robot to lose contact with the ground is not allowed.

➤ **Weaponry:**

- ❖ All kinds of weapons except following:
 - Weapons designed to cause invisible damage (Electrical weapons, RF Jamming, EMF fields, etc.).
 - Any kind of projectile.
 - Weapons using liquids, gases or foams.
 - Weapons using any source of heat or fire.
 - Explosion based weapons.

- Rotor is allowed.
- ❖ The arena should never be damaged by the weapons in any case. If found violating this, the team will be disqualified depending on decision of the judges which will be FINAL AND BINDING.

Connection should be made prior to event

✦ ROBO SOCCER (WILD SOCCER)

➤ Introduction: -

- ❖ For all the techies as well as soccer fans out there, having desire of show-casing their talent in football, but also are too lazy to actually play football, here comes an event meant for you. All you need is a higher level of tenacity, passion for football, an all-time habit of beating your opponent and you are good to go.

➤ Rules: -

- ❖ This is a team event 2 to 5 members in a team with exactly two bots.
- ❖ The participants must build a wired/wireless, manually controlled robot which can play a match by ball passing or dragging in goal post.
- ❖ The bot which can play with the opponent's team.
- ❖ The bot should fit in a box of 35cm x 35cm x 35cm (l x b x h) at any point during the match.
- ❖ All robots must have easily visible and controlled mobility in order to compete.
- ❖ Power used should not exceed 24-volt & 3-amp DC supply.
- ❖ The weight of the bot should not exceed 3 kg.
- ❖ Use of an IC engine in any form is not allowed.
- ❖ Readymade Lego kits and IC engines are not allowed.

- ❖ The event faculty decision will be deemed final.
- ❖ Bot should be on the wheel any other body should not be grounded.

➤ **Game Play: -**

- ❖ The
 - ❖ In this round 2 bots of each team will play against the 2 bots of the other.
 - ❖ There will be no negative points if the ball falls out of the arena. But there will be negative points if the bots purposely try to damage the opponent's bot.
 - ❖ There will be three rounds in the wild soccer. Each match will be of 2min.

✦ **MAZE SOLVER**

- ❖ Maze solver is one of the most exciting events of Robotrax Club. You just have to solve the maze in the shortest time.
- ❖ All that you just need is to make your bot compatible enough to solve the maze, one can imagine.
- ❖ You just have to take your genie to its magic pot by solving the maze and the team doing this in shortest time will be the winner. The arena will be disclosed at the spot time.

➤ **LIMITATION**

- ❖ The dimension of the bot should not exceed 25X25X25 cm.
- ❖ It must be controlled automatically without any human aid.
- ❖ The bot must be powered by a battery source placed over it i.e., it should be totally autonomous.

➤ **Rules: - (2 to 4 members)**

- ❖ This event requires that participants construct a 4 wheeled gripper robot with constrained dimensions which could move over various terrains and performs simple tasks such as grabbing and shifting.
- ❖ It requires 1 bot for a team.
- ❖ The bot should not be beyond 35cm*35cm*35cm during the entire game play.
- ❖ The bot has to start from the initial starting point, pick up blocks and stack them. Multiple blocks can be carried only in the gripper not anywhere else.
- ❖ There must be a team of 2-4 members and weight should not be more than 2kg.
- ❖ Point description will be disclosed on the spot before the commencement of the event.
- ❖ In case of any discrepancy faculty decision will be final and binding.
- ❖ Any team found flouting any rules would be automatically disqualified.
- ❖ Robot must not exceed circuit voltage of 12V at any point of time.
- ❖ Testing on the track will not be allowed and if done so, the team will be automatically disqualified.
 - ❖ The faculty reserve the rights to change any or all of the above rules as they deem fit.
 - ❖ Violation of any of the above rules or any misconduct will lead to disqualification.
 - ❖ Decision of judges will be final and binding on all.
 - ❖ Participants have to stack the box.
 - ❖ In no case should the arena be damaged by any bot.

SYNERGY CLUB

✦ JUNK-WARS (E-WASTES CONVERSION)

➤ OBJECTIVE: -

- ❖ To build a model from E-Waste & That Model Should Show Some Output.

➤ **Rules: -**

- ❖ Make a useful product out of the waste that can include household waste, stationery waste, etc.
- ❖ Product will be judged upon Creativity, Innovation, Explanation and Maximum use of utility.
- ❖ Material has to be brought by the participants.
- ❖ The participants should use their theoretical knowledge, practical skills and ability to make the best out of what is available.
- ❖ The judge's Decision is the final Decision.

✦ **ROBO RAMBLE**

➤ **OBJECTIVE: -**

- ❖ Design remote-control Robot wireless and compete with another last stand out will be winners.

➤ **Rules: -**

- ❖ 3 – 5 students per team.
- ❖ Use of readymade kit is not allowed.
- ❖ Each car should be designed, constructed, launched, and repaired by a team.
- ❖ The design of Robo should be
 - Wheelbase 20 cm.
 - Width 10-12 cm.
- ❖ No other things are provided by the club.
 - Dimensional specifications are not met (Penalty of 10% of the total score).
- ❖ Use of material accordingly.

- ❖ No touching is allowed. If the required coordinator can touch.

✦ **DRONE RACE (ART OF FLIGHT)**

➤ **OBJECTIVE: -**

- ❖ The better you control your drone, the better you make choices, and better chances to compete with your opponent. Construct a drone that can reach the destination while flying through hurdles and sharp turns etc.

➤ **Rules: -**

- ❖ Each team is allowed to have max 5 members.
- ❖ The Robot that earns most point wins.
- ❖ Readymade Lego kits are not allowed.
- ❖ When the Drone is restarted, points will be deducted.
- ❖ Evaluation will be done by faculty members or coordinators.
- ❖ At the time of event the team member will have to explain the working of their drone.

✦ **DRAG AND PLACE**

➤ **INTRODUCTION: -**

- ❖ Drag and Place is one of the most exciting synergy events. you just have to drag the obstacle and place it in their required places. the arena will be revealed during the competition.

➤ **LIMITATION FOR THE BOT: -**

- ❖ It must be controlled autonomously without any human aid. The robot must be powered by 24 volts DC.
- ❖ The size should be 35*30*25 [l*b*h]. The Max weight of robot is 5 kg.
- ❖ Readymade kits and IC engines are not allowed.
- ❖ The robot should be controlled over wired or wireless.

➤ **Rules: -**

- ❖ There must be team of 3-5 members.
- ❖ There will be three types of 3d obstacles are presented in the arena i.e., square, triangle and sphere.
- ❖ Placing of square will reward you 15 points.
- ❖ Triangle will reward you 20 points.
- ❖ sphere will reward you 35 points.
- ❖ Wireless robot will award you bonus of 20 points.
- ❖ Touching of robot will during event will cause you deduction of 5 points.
Maximum time for a team is 5 min.
- ❖ Testing on the track will not be allowed.

★ **AQUA RACE (PIRATES OF CARRIBEAN)**

➤ **INTRODUCTION: -**

- ❖ In this event, the robots have to move the blocks of wood from one position (start) to the other position (stop) in water.

➤ **Rules: -**

- ❖ Each team is allowed to have 3-5 members.
- ❖ Max. weight of the bot should be less than 2.5 kg.
- ❖ The decision of Coordinators and faculty members will be Final.
- ❖ The Supply given to model should not exceed more than 24V.
- ❖ IF the bot touches any hurdle there will be an addition of 5sec (for each touch) in the total time of completion of track.
- ❖ Dimension should not exceed (20x20cm)

EQUNIOX AND ILLUMINATI CLUB

✦ WEB BATTLE

➤ DESCRIPTION: -

- ❖ Design a web page (static or dynamic) on the theme provided.

➤ RULES: -

- ❖ Theme will be provided on the spot.
- ❖ Languages allowed are Java/PHP/Python.
- ❖ All needed Software's/IDEs will be provided.
- ❖ At least 6 pages should be designed.
- ❖ Time limit will be 1:30 hour.
- ❖ Code should be error free & executable.
- ❖ Participants can use different search engine as well.

✦ BEAT-THE-BUG

➤ DESCRIPTION: -

- ❖ Participants has to find a programming mistake or error in the given block of code

➤ **RULES: -**

- ❖ Individual event.
- ❖ Time limit is 30 minutes.
- ❖ Questions will be based on C, Java, C++ and Python.
- ❖ All the judgment will be based on marks secured. It will be held on Hacker Earth.

NOTE – PROBLEM FOR FIRST YEAR STUDENT WILL BE DIFFER (LOW LEVEL(EASY)).

✦ **DB Knight**

➤ **DESCRIPTION: -**

- ❖ Participants has to write a code /query for the schema(tables) provided.

➤ **RULES: -**

- ❖ Database Schema will be provided on the spot.
- ❖ Make Database for the schema on SQL Server.
- ❖ Retrieve the data from the database on the basis of given queries.
- ❖ Time limit will be 1:00 hrs.

✦ **C-EXPERTS**

➤ **DESCRIPTION: -**

- ❖ Participants has to perform Programming in C.

➤ **RULES: -**

- ❖ Individual Event.
- ❖ Programming language used is C.
- ❖ IDE provided (Turbo C, Visual).
- ❖ Problem statements will be provided on the spot.
- ❖ Time Limit will be one hour.

✦ **TECH-PLAY**

➤ **DESCRIPTION: -**

- ❖ Participants are required to perform a play on given problem.

➤ **RULES: -**

- ❖ TEAM EVENT (Consist of max six members).
- ❖ Technical problem will be provided.
- ❖ All the final decision depends upon judges present over there.
- ❖ Theme will be provided on the website and in the rule book.

AERONAUTICS CLUB

✦ CHAIN REACTION

➤ Objective: -

- ❖ Chain Reaction is a sequence of reactions where a reactive product causes additional reactions to take place.
- ❖ In a Chain Reaction positive feedback leads to a self- amplifying chain of events.

➤ Rules: -

- ❖ Maximum of 3-5 members are allowed in a team.
- ❖ The final step is to turn on electric switch.
- ❖ The final step is to pour cold drink in a glass.
- ❖ The final step is to raise curtain and display a message.
- ❖ Minimum time is 1-minute, maximum time 3min.
- ❖ Maximum 3 touches are allowed. (Reaction initiating touch would not be considered)

✦ GLIDER PLANE

➤ Objective: -

- ❖ Participants will design and build a Glider Plane made of **Balsawood**, which will be launched by using a hand. The goal of the contest is to keep the glider aloft for the longest period of time.

➤ Rules: -

- ❖ Team event of 2-4 members.

- ❖ Club will provide BalsaWood.
- ❖ No ready-made kits are allowed. Each glider should be designed, constructed, launched and repaired by team.
- ❖ The following are the only materials that may be used to build the glider.
 - BalsaWood
 - Glue (Fevicol), Tape (any type). No other adhesive is allowed.
 - Modeling Clay.
 - No decorations, coatings may be used.
- ❖ Any glider that incorporates additional materials not mentioned above will be disqualified.
- ❖ There is no restriction on the size or weight of the glider, minimum wingspan should be of 30 cm.

★ **THE MICRONES**

➤ **Objective:** -

- ❖ Elasticizing of material's characteristics at the microscopic level.

➤ **Rules:** -

- ❖ Individual Event.
- ❖ Specimen with etching agent will be provided at the lab.
- ❖ No extra chemicals with Allowed by student.

★ **CAD Tricks**

➤ **Objective: -**

- ❖ The 3D creation is an event of making 3d model in solidworks of the given design.

➤ **Rules: -**

- ❖ One hour will be given to the participant.
- ❖ Individual member event.
- ❖ Individual system will be given.
- ❖ No use of internet. If caught, participant will be disqualified.
- ❖ Time will be noted, fastest one to finish the given design will be the winner.
- ❖ No external storage device is allowed.

DESIGN CLUB

★ *Technical Painting*

➤ Rules: -

- ❖ Canva will be provided but participant have to bring their own colours.
- ❖ Painting must be as per the theme given one day before.
- ❖ Time limit 1hr.
- ❖ Water colour only.

★ *Multimedia art*

➤ Rules: -

- ❖ Software will be provided by us.
- ❖ Time limit 1hr.
- ❖ As per the theme.

★ *Best out of waste*

➤ Rules: -

- ❖ Time limit 1 hr.
- ❖ Use waste material only.
- ❖ It must be Useful and attractive.

✦ *Quill the Techvyom*

➤ Rules: -

- ❖ Time limit 1hr.
- ❖ Material will be provided.
- ❖ Theme based.

PHARMQUIMICA CLUB

✦AAVISHKARAK (WORKING MODEL)

➤ Rules: -

- ❖ Model should be related to pharmacy.
- ❖ It should be related to the recent advancements in Pharmacy and Pharmaceutical science. It can be presented in groups/individual.
- ❖ Maximum number of participants in a team-3 (from any batch).

✦PHARMA-DESK

➤ Rules: -

- ❖ Participants should present their formulations which they were allotted under concerned faculty members.
- ❖ It can be presented in groups/individual.
- ❖ Maximum number of participants in a team (3 members).

✦COLLAGE-O-FACT (COLLAGE MAKING)

➤ Rules: -

- ❖ Each team should comprise of 2 members.
- ❖ Topic should be related to Pharmacy / Environmental Issues.

- ❖ Participants have to make the collage with the help of **WASTE MATERIALS**.
- ❖ Time limit- **30 minutes**.
- ❖ Participants have to bring their own waste materials and sheets (A-3 sheet /A-1 sheet).
- ❖ Net-access is prohibited.

✦PIONEERDOM (STARTUP IDEAS)

➤ Rules: -

- ❖ Participants have to bring their own startup and business ideas in the form of the ppt.
- ❖ Bring your presentations in the pen-drive.
- ❖ Net access is prohibited.
- ❖ Explanation time –5min.
- ❖ 2min- Question round will be there after presentation.
- ❖ Each team will have 2 members (from any year).
- ❖ Number of slides minimum-6, maximum-8 (excluding thanking note).

✦PHARMESQUISSER (PENCIL SKETCH PAINTING)

➤ Rules: -

- ❖ Participants have to bring their materials.
- ❖ A-4 sheets will be provided to the participants.
- ❖ The theme will be disclosed on the Spot.
- ❖ Time limit: **35 minutes (30 minutes for designing+ 5 minutes for explanation).**

❖ Interpretation and Clarity of the theme should be depictable throughout the Painting.

LITERARY CLUB

✦ Arz Kiya hai!

➤ Rules: -

- ❖ Open-Theme.
- ❖ Individual event.
- ❖ Time limit: - 2 minutes.
- ❖ Reading from the paper is allowed.
- ❖ No use of slang/abusive words.
- ❖ Content should not be copied from anywhere it should be your own.

✦ Let's get Quizzical

➤ Rules: -

✓ Round 1

- ❖ Team event with 2 members on each team.
- ❖ Literary, technical & general questions.

✓ Round 2

- ❖ Teams selected in round 1 will participate.
- ❖ The level of questions will be harder.

✓ Round 3

- ❖ Final round to select the winner.
- ❖ The difficulty level of questions will increase.

★ Spell -o-ween

➤ Rules: -

- ❖ Individual event.
- ❖ Spell and pronounce the words.
- ❖ Each Player will be given 1 min.
- ❖ The one who will spell and pronounce max. words correctly will win the round.

★ Escape Room

➤ Rules: -

- ❖ Team Event- 3 players each.
- ❖ Solve riddles to win the rounds.
- ❖ It will contain 2 rounds.

★ Word Bee

➤ Rules: -

- ❖ Individual Event.
- ❖ Rounds.
- ❖ The time limit for each player: 2 mins.
- ❖ Negative Marking for wrong answers.

LAN GAMES

✦ CIVIL WAR (BGMI)

➤ Rules: -

- ❖ In case of a tie, certain parameters such as finishes, kill rate, survival time, etc will consider.
- ❖ Only registered players can play in the tournament.
- ❖ Unfair practices are subject to disqualification.
- ❖ Limited registration is there.
- ❖ Participants can bring their accessories.

✦ MINI- MILITIA

➤ Rules: -

- ❖ The total player is 5 (4+1) in a match.
- ❖ The application will be provided.
- ❖ Maps are- Catacomb, High Tower, So long.
- ❖ Unfair practices are subject to disqualification.
- ❖ Knockout basis qualification.

✦ FIFA

➤ Rules: -

- ❖ Knock out basis (qualification).

- ❖ No two players can play with the same team, in the case of the same team, there will be a toss for selecting a team.
- ❖ Half length (for qualification 5-min). (For semi-final-8 min).
- ❖ Injuries (on), Booking (on), Handball (on).
- ❖ Classic XI and World XI are banned.
- ❖ In the case of two players willing to play with a keyboard, both players will be allowed to play with controllers.
- ❖ There is no provision for a golden goal.

Media Relation Club

✦ POLAROID EXPOSURE (Photographic Skills)

➤ Rules: -

- ❖ The photograph should be related to in and out of Techvyom preparations.
- ❖ Before Techvyom i.e., 4th May 12" noon is the last date of submission of your image. The participant can send their image via email Id (**mrc.media17@gmail.com**) with **name, branch, year, department with one to three lines description of image.**
- ❖ The photograph will be uploaded on SRMS Instagram handle.
- ❖ The photograph attaining most likes and popularity will be rewarded. **NO AUTOLIKERS WILL BE ALLOWED AND WILL CAUSE DISQUALIFICATION.**

✦ PICTOGRAPH/ LOGOGRAPH DESIGNING ACTIVITY (Logo Making Competition)

➤ Rules: -

- ❖ The logo should be only **handmade.**
- ❖ The theme of logo making activity will be disclosed on the spot.
- ❖ Half an hour will be provided to make the logograph.
- ❖ You cannot take help from the internet i.e.; net access is prohibited and you have to make the logo on your own.
- ❖ The handmade makers have to bring their own stationary materials and they will be provided with craft A4 white sheets from college.

OPEN EVENTS

- **Tech Gallery**
- **3D Printing**
- **PLC Designing**
- **Technical Quiz**