

IIT GOA's

द्वितिंग

7th – 9th
February 2020

1st Techno-Cultural Fest



RULEBOOK

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Code of Conduct & General Rules

- You are expected to behave politely with the organisers, volunteers and other participants.
- Consumption of intoxicants inside the campus and acts of aggression are strictly prohibited and will be treated with zero tolerance.
- All participants are required to undergo a baggage check at the security gate. You are required to cooperate with the security guards and volunteers for the same.
- All those who are allotted on-campus accommodation are expected to follow the hostel rules.
- You are responsible for your own luggage and belongings, the institute or organising committee does not hold any responsibility for them.
- Boys aren't allowed in Girls' hostel and vice versa.
- You should not damage any property of the organising institute.
- You have to return the rooms in the same condition they were provided to you.
- Misbehaviour may lead to disqualification and future ban.
- Participants are expected to be present at the venue well in advance for each event. No request for delaying the event will be entertained.
- In all events, the judges' decision will be final and binding.

***Rules and Regulations of the events may be subject to change at the discretion of the organising committee. However, if any such changes occur, the participants will receive prior notification. Always refer to the latest version of the rulebook, given on our website.

The background is a deep blue with a pattern of concentric circles in lighter shades of blue and purple. Scattered throughout are small white dots, resembling stars, and several thin, white, diagonal lines that look like light streaks or comet tails.

TECH

Race It Out

- **Team Specifications:**

1. There can be maximum of 4 members per team
2. Every team must have a unique team name. Organising team reserves the right to reject entries from any team whose name it deems inappropriate, offensive or conflicting.
3. Team name cannot be changed during the event.
4. Not more than 2 members of each team must be present at a time at the arena
5. One member will be the controller of the bot and other will be the wire holder (if car is wired)
6. Both the controller and the wire holder cannot be changed during the match.
7. The teams must register online through the link provided on the website.
8. External power supply will be provided to recharge the batteries
9. Participants should keep spare batteries, otherwise it may lead to disqualification if bot is not ready or stops in between the race.

- **Bot Specifications:**

1. The entire bot must fit within a box of 30cm*25cm*30cm at all points of time during the run. This does not include the remote control and external supply (if any).
2. If the power supply is on board, then it must fit into the above mentioned box along with the machine at all points of time during the run.
3. The bot can be wired or wireless.
4. The machine must be controlled manually.
5. Wireless bot should have sufficient binding capacity. Wired bots should have atleast 2m long wire.
6. The weight of machine should not exceed 3kg (10% error allowed).
7. The machine must not be made of Lego Kits and it must be powered electrically, use of IC engine is not allowed.
8. Voltage between any two points must not exceed 12V (1.2A) at any point of the time during the race.

- **Rules:**

1. If the machine gets stuck in any hurdle or falls off the track then the bot will be placed manually at the start of that particular hurdle with a hand touch penalty of 5s which will be added to the total time (The timer will keep running during this process).
2. If particular team wants to skip any specific hurdle, time penalty of 10s will be added to the total time.
3. If the machine touches the boundary of the track, penalty of 2s will be added to the total time
4. Teams will not get any extra time for practice, testing or calibrations on the arena before the final run.
5. If the car is unable to move for more than 30s then it will be assumed that the car has failed and that round will be considered to have ended.
6. The time measured by the organizers will be final and will be used for scoring the team. Time measured by any contestant by any other means is not acceptable for scoring. In general, the decision of the organizers will be final and binding in all circumstances.
7. The teams will have to compete with cars on the track designed for the competition. The track will either be bounded on both sides by tyres or will be clearly defined by some other means. The width of the track is will be between 40cm to 50cm.

Race It Out

- **Certification Policy:**

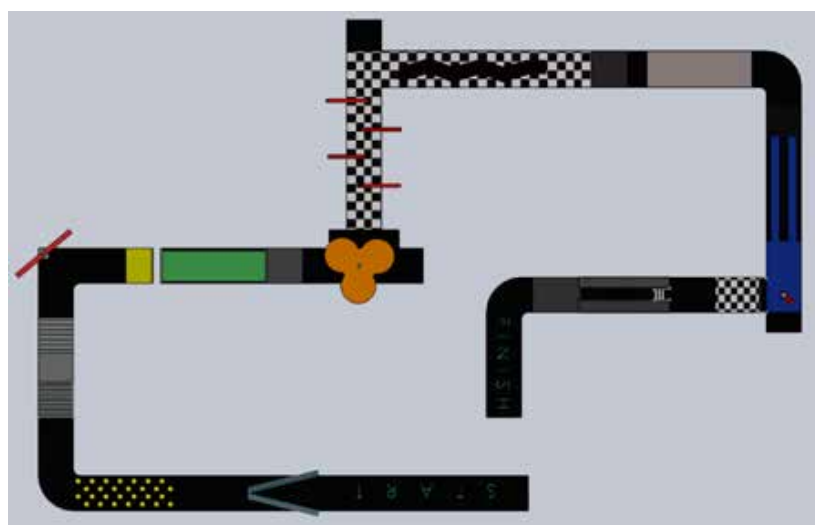
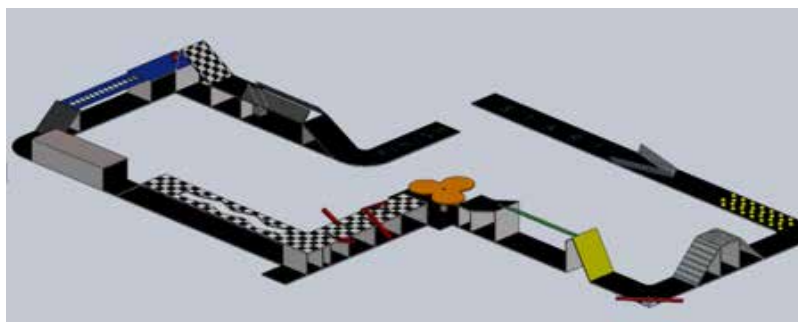
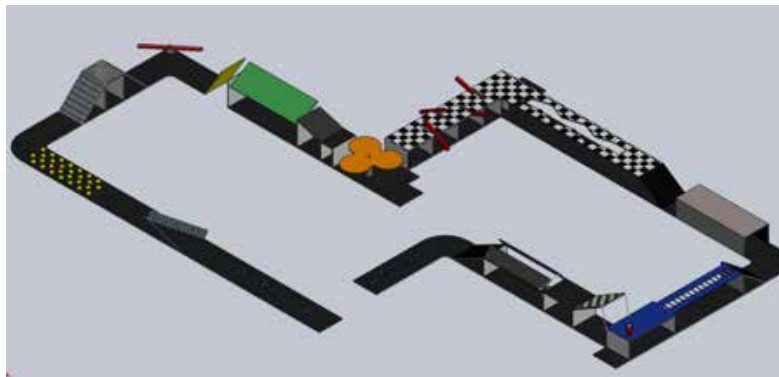
1. A certificate of appreciation will be awarded to top 3 teams.
2. A certificate of participation will be awarded to all the participating teams.
3. No certificates will be awarded to disqualified teams.

- **Obstacles:**

Serial No.	Hurdles	Description
1)	V Neck	Planks placed inclinedly to make a V shape.
2)	Bumpy Bump	The car needs to sail through a patch of bumpy balls of same dimensions, maintaining its orientation successfully
3)	Blueberry Hill	There will be a hill which the bot has to cross by going over it. The hill will have an incline of certain degrees on both sides
4)	Spinning Ark	Machine has to clear the path while avoiding the constantly spinning blade
5)	Jaw Drop	Drop the rod to create an incline and climb up the hill.
6)	Balanced Bridge	Balance your machine safely to get to the other side.
7)	Fidget Spinner	Machine has to get to the other side while riding on the fidget spinner.
8)	Flaming Inferno	Cross the path with touching the ragging infernos
9)	Zig Zag	Cover the path while remaining inside the boundary
10)	Black Out	Closed Tunnel.
11)	Load Runner	Cross the vibrating bridge.
12)	Whip It	Create your own bridge to get across the hurdle.
13)	Draw Bridge	Push the block to make across the bridge.

Race It Out

- Tracks:



- NOTE: The design of the track may vary from that shown in the pictures. Track may consist of steep ramps, bridges, speed breakers, marble pit, slippery path, rotating disc, curve ramp down, seesaw etc.

Robo Soccer

• Team Specifications:

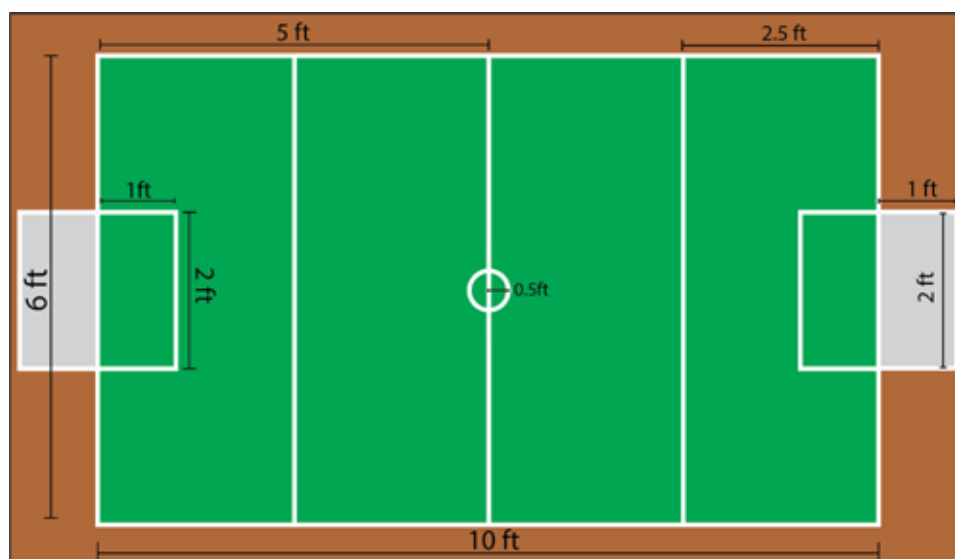
1. There can be maximum of 4 members per team
2. Every team must have a unique team name. Organising team reserves the right to reject entries from any team whose name it deems inappropriate, offensive or conflicting.
3. Team name cannot be changed during the event.
4. Not more than 2 members of each team must be present at a time at the arena
5. One member will be the controller of the bot and other will be the wire holder.
6. Both the controller and the wire holder cannot be changed during the match.
7. The teams must register online through the link provided on the website.
8. There cannot be the same player in two teams.

• Bot Specifications:

1. Bot can be wired or wireless.
2. The wireless bot must-have range of at least 15 ft.
3. Wire length of wired bot must be greater than 15 ft.
4. Bot dimensions must be as following (10 % tolerance is allowed)
 - a) Length ≤ 30 cm
 - b) Breadth ≤ 25 cm
 - c) Height ≤ 25 cm
 - d) Weight ≤ 5 kg
5. The battery voltage (potential) supplied to the bot should not exceed 12 Volts
6. Any kind of mechanism for kicking (hitting) the ball is not allowed.

• Arena Specifications:

1. Arena dimensions: 10 feet x 6 feet
2. Goal post dimensions: 2 feet x 1 feet
3. Penalty box diameter: 2 feet x 1 feet
4. Centre circle diameter: 12 inch
5. Ball diameter: 3 inch
6. The arena will have a plywood base with a green coloured surface.



Robo Soccer

- **Gameplay:**

1. At the beginning of each half, the ball will be kept within the centre circle (see figure), and both bots must be in their penalty box in their respective half.
2. Both teams will start from the penalty box.
3. After every goal, the ball will be placed within the centre circle and both bots must be placed inside the penalty box, within their own halves.
4. Each match will consist of two halves. The duration of a half will depend on the type of the match as follows:
 - a. Initial knockout matches – 2 minutes
 - b. Quarter and Semi-final – 3 minutes
 - c. Final – 4 minutes
5. In case of foul, the non-fouling team must start the match from the centre circle. The other team must stay in its penalty box until the play starts.
6. In case of a draw, the tiebreaker will be as follows. Additional 2 minute time will be provided to play. The game will start, at the beginning of the half, and both bots may now enter the circle once play starts. Whichever bot scores more goals, wins. If a foul is committed during the tiebreaker, the fouling team is disqualified and the other team wins.
7. If no winner is declared even after the tiebreaker (maximum time of play is 2 minutes), then the golden goal rule will be used to break the tie. Whichever team scores first shall be declared winner. In this case also if a foul is committed the opposite team will be declared the winner.
8. If a team earns a lead of five goals, it will be declared as the winner of the match.

- **Rules:**

1. The soccer bot can only transform to its size at the beginning. It cannot divide into multiple separate parts.
2. Each team will be given a time span of 2 minutes at the beginning of each half to make any changes or modifications to the bot.
3. If the bot becomes immobile during the match, the team will first be given 30 seconds to fix it, without any loss of points. If the team fails to fix it in 30 seconds, another 30 seconds will be given at the expense of 1 point. If the team does not repair the bot within this time, then that bot will be disqualified.
4. No stalling of any kind is allowed.
5. All bots must have their own power supply.
6. Bots will be analysed by the referee before a match. He will select or reject bots, taking into consideration the rules and dimension limits.
7. The match will be paused in case of any entanglement of wires of both the bots.
8. Any clamp in the structure of the bot should not have a length greater than the diameter of the ball.
9. The bot should not lift the ball in the air.
10. In case one team is disqualified, the other team may be asked to play again.
11. The decisions taken by the referees will be final.
12. In case of any disputes, the decisions of the referees or event managers will be final.

Robo Soccer

- **Scoring:**

1. Points are awarded for each goal scored by each team.
2. If a bot scores within 15 seconds after the whistle, it will get a plus 1 bonus point.
3. If a foul is committed, and a goal occurs before play is restarted for the foul, the goal will not be counted.
4. A team gets -1 point for a yellow card (if it does not have 0 points already). See "Fouls" for when a yellow card would be given/
5. The winner will be declared on the basis of points.

- **Fouls:**

1. The offences considered as fouls are as follows:
 - a. Kicking the ball out of the arena.
 - b. Damaging the opponent bot.
 - c. If any team member touches any bot without the referee's / event manager's permission, it is considered a foul.
 - d. Damaging the arena.
 - e. Any other offensive or aggressive behaviour will be considered a foul and treated as such.
2. A foul will result in a restart (as explained in the "Gameplay" section).
3. A foul would result in a warning on the first and second offences, a yellow card on the third offence, and a red card (resulting in disqualification) on the fourth offence.
4. A yellow card will result in -1 points.
5. Foul counting will be reset after half time.
6. In extra time, a single foul will result in losing the match.

Note: Winning does not guarantee to qualify for the next round. Performance of individual bot will be considered for qualification. Rules mentioned above are subject to change at any time.

Line Follower

- **Team Specifications:**

1. All teams can have a maximum of 4 members.
2. A team name should be unique and not offensive to anyone.
3. A team can have a logo to put on the bot. (We encourage you to make a logo artwork.)
4. No two teams can have common members.

- **Bot Specifications:**

1. All teams are free to make use of motors of any size, shape, and technology (i.e. brushless, geared, servo, etc.)
2. All teams are free to make use of any microcontroller (i.e. Arduino UNO/Mega/Micro, RPi, etc.)
3. All bots should take input from strictly the track. No manual input can be provided to the bot while in race.
4. A bot should fit in a box of size 25 cm x 25 cm x 25 cm.
5. All teams must make use of a battery of voltage less than or equal to 12 V.
6. Teams can choose any design or artwork for their vehicles.
7. All teams are free to make any structure that they feel would improve the aerodynamics of the vehicle.
8. Make sure your artwork is not offensive to anyone.
9. Do not make use of any abusive artwork or comments on the vehicle

- **Rules:**

1. There will be two events – Racing : This event will test the performance of the bots on the track.
Best Bot : This event will judge make of the bot.
2. A track with base of plywood will be made. On the base, a track of white line with black road will be made. Participants should make a white line following bot which can find out the unique way to the finish line.
3. Each bot has 3 lives. In case, a bot crashes or stops or makes an undesirable move it will be given in total 3 chances to start all over again from starting position.
4. If a bot completes the race, but the team is not satisfied with the score, they can retry to race it over. Best of the total 3 times will be considered for final result.
5. No bot should ever damage or alter the track. If a bot alters the layout of the track, the team of the bot will be disqualified.
6. No bot should leave any color or tyre marks over the track damaging the white line.

- **Judging Criteria:**

1. Racing Event : Time to find the path.
Time to escape the maze after finding the path.
Number of penalties.
2. Best Bot Event : Outer Looks.
Neatness of circuits.
Cleanliness of code.

- **References:**

<https://www.youtube.com/watch?v=H40k5s0Y0nQ&feature=youtu.be>

Watch this video to find out how the event is going to be. The track will be similar but not the same.

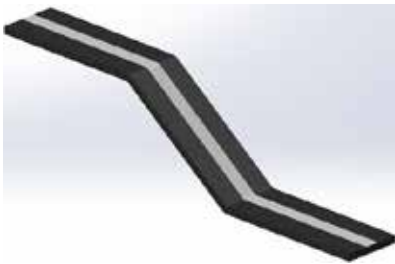
Line Follower

- Track:

1. Cross Roads :



2. Hills :



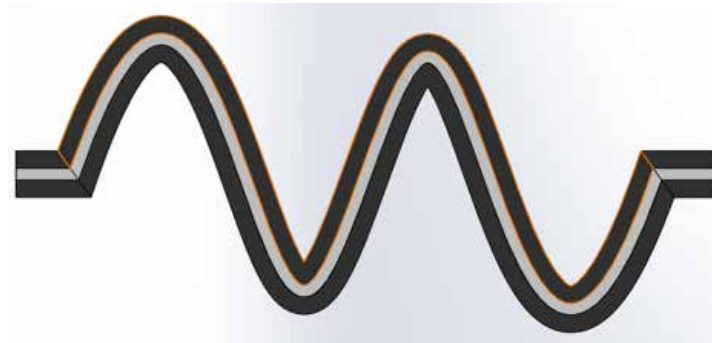
3. Turns :



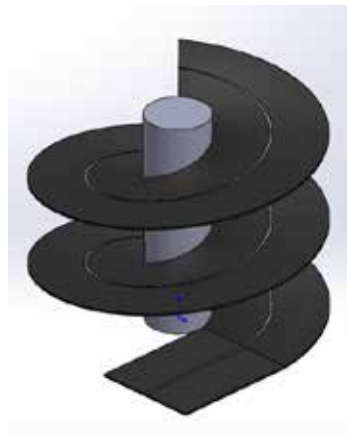
Line Follower

- Track:

4. Zig-Zag :



5. Tower :



6. Line Breaks :





CULT

Battle of Feet

'Entrance the audience as you go dancing!'

- **Event Info:**

1. Solo event
2. Eliminations : 3-5 mins
3. This event consists of a preliminary elimination round followed by a final face-off.

- **Eliminations:**

Perform 3 mins to 5 min of your prepared song on the stage.

- **Finals:**

1. Two participants will be called on the floor at the same time
2. A song is played and the first participant dances while the other spectates (for the first half of it). Then the other participant gets the chance.
3. Around 3 songs will be played for each pair.

- **Judging Criteria (100 marks):**

1. Choreography & Versatility
2. Spontaneity
3. Energy
4. Overall Impact

- **Penalty for exceeding time limit:**

1. 5 marks will be deducted for each minute exceeding time limit.
2. After 7 minutes, the music will be stopped and you will be asked to leave the stage.

Groove It

'Gather up your gang for the group dance event!'

- **Event Info:**

1. Team composition: 6-20 members (including backstage members and a minimum of 6 dancers)
2. Time limit: 4-9 minutes (including voice over of maximum 90 secs)(+2 mins setup and clearance time)
3. The event consists of a single showcase round which will be open to spectators and held on a stage.

- **Props:**

1. Usage of props is allowed, but it will not fetch any extra points.
2. The Organising Committee must be notified of the props at least 2 weeks prior to the performance by sending a mail to event head.
3. Props have to be brought by the teams themselves but it will be allowed on stage only at the discretion of the organising committee.
4. In case the teams need any props which they find difficult to bring themselves, they may write a mail to the event head. The availability of the props is not guaranteed and is subject to the discretion of the organising committee. In the instance the props are made available, it is the responsibility of the teams to return them in the same condition in which it was made available. They will be heavily penalised for failing to do so.
5. The losses/damage to the props that the teams bring is not the responsibility of organisers.
6. Props have to be shown during practice slot. (Props will not be allowed if you fail to show them in practice slots)

- **Regulations:**

1. There must be minimum 4 dancers on the stage at any point of the performance.
2. Participants may use more than one song in their performance.
3. Music track should be minimum 5 and maximum 9 minutes long and must not be vulgar (contain inappropriate, lewd or offensive language).
4. Relevant voice overs are allowed according to given limits: 90 seconds.
5. The soundtrack should also be brought in a pen drive (in .mp3 format only) during Fest and submitted at the venue 1 hour before the event starts.
6. Any kind of fluid, flame, powders, glitters, heavy or sharp objects or any material which has possibility of tampering/damaging the stage is STRICTLY not allowed.
7. Vulgarity and obscenity is left to the judges' discretion. They may lead to disqualification. Songs are to be chosen accordingly.

- **Judging Criteria (100 marks):**

1. Choreography & Versatility
2. Synchronization
3. Energy
4. Overall Impact
5. Creativity and Uniqueness

- **Penalty for exceeding time limit:**

1. For 9-10 mins : 10 marks
2. For 10-11 mins : 20 marks
3. After 11 mins, the music will be stopped along with a penalty of 35 marks

Cascading Amps

'Join us in this battle of bands!'

- **Event Info:**

1. Team composition : 3-8 people on stage
2. Duration: Maximum of 15 minutes + 5 minutes (for setup & sound check)

- **Regulations:**

1. A minimum of two songs have to be performed.
2. The song should only be in Hindi or English.
3. Percussions and vocals are mandatory.
4. The vocalists may choose to hum, whistle, sing Taranaas, Sargam or in Aakar.
5. A standard drum kit will be provided. The teams are expected to bring the other instruments with them.
6. Profanity is not allowed in the lyrics.
7. There is no constraint on the genre of songs. Suitable judges will be called upon to judge both Eastern as well as Western Music. However, variety will be appreciated.
8. Number of people on the stage should be at least 3 and no more than 8 during any point of the performance.
9. It is advised that apart from the performing group, an extra person guides the audio engineer for the off-stage mix.

- **Judging Criteria (100 marks):**

1. Rhythm
2. Sur(Melody)
3. Pitching
4. Choice of Songs
5. Overall Performance
6. Entertainment value

Symphony

'Sing your hearts out!'

- **Event Info:**

1. Team composition : 1 or 2
2. Duration: Maximum of 5 minute per performance including sound-check.

- **Regulations:**

1. The person singing can also play the instrument.
2. Karaoke or recorded tracks are not allowed
3. Availability of the following instruments (if required) is assured:
 - A Keyboard (in Piano tune)
 - An Acoustic Guitar
4. There is NO restriction on language and genre.
5. The song can be in English (Western) OR in any Indian language (Indian). In case the song is not in Hindi/English, the participants must e-mail one copy of the lyrics, translated to Hindi/English.

- **Judging Criteria (100 marks):**

1. Melody
2. Rhythm Sense
3. Expressions/Voice quality
4. Improvisation
5. Overall Impression/performance

- **Penalty for exceeding time limit:**

1. For 5-6 mins : 10 marks
2. For 6-7 mins : 20 marks
3. After 7 minutes, the participants will be asked to leave the stage with a penalty of 35 marks

Capture It

'Calling all shutterbugs to click the best photos!'

- **Theme:** Will be announced on social media pages
- **Submission deadline:** 7th February 2020
- **Submission:** Captured Photographs must be submitted only in the following way:- Upload them on Google Drive and email the link to originals@iitgoa.ac.in with subject of the email to be "Cultrang 2020 Capture It - Name of participant - Name of College"
- **Regulations:**
 1. Participant can add captions to their entries. A maximum of 30 words can be used. Caption should be written in a word file/PDF file and submitted along with the photographs.
 2. Photographs must contain EXIF data. Leads to disqualification if not followed.
 3. Participants must submit both raw images (CR2/NEF/SR2, etc) and edited images (jpeg/jpg). Leads to disqualification if not followed.
 4. Do not include your credentials (Name, Watermark, Date, etc) in the frame of the photograph
 5. Photographs should not contain any objectionable content
 6. Only global editing is allowed. Entries with local editing will be disqualified.
 7. For global editing/ local editing refer: http://www.damiensymonds.net/art_global.html.

Behind the Scenes

'If it can be written or thought, it can be filmed!'

- **Event Info:**

1. The 40 hour filmmaking competition is a theme based event.
2. Submissions will be accepted offline.
3. You are to complete everything including scripting, shooting and editing in only 40 hours.
4. A short synopsis of the film should also be submitted.

- **Theme:** Will be announced on the first day of the fest

- **Time Limit :** 3 - 8 min (including credits)

- **Team size :** 4 - 20 members

- **Submission deadline:** 40 hours after the theme is announced

- **Submission:** Final movie, some major raw shots used to make the final movie (the host institute reserves the right to ask for specific raw shots if needed) and the recording of the route to the shooting locations from the host campus main gate.

- **Regulations:**

1. The content of the movie should be appropriate for public screening and thus should have no kind of vulgarity or obscenity. All the entries will be screened on the last day.
2. The sequence of screening will be decided by picking up chit on submission.
3. Subtitles are compulsory in case of usage of languages other than English/Hindi. It is optional for English/Hindi.
4. The movie must not suggest in any way (explicitly, or implicitly) the name of the college that made it.
5. Organising team is not liable for providing you with any props or shooting locations.
6. Points will be deducted for late submission and after 3 hours of deadline, no submissions will be accepted.

Film Wars

'Showcase your story in this short filmmaking competition!'

- **Theme:** Will be announced on social media pages
- **Time Limit :** 3 - 8 min (including credits)
- **Team size :** At most 6 (Without Including Cast)
- **Submission deadline:** 7th February 2020
- **Submission:** Completed movies (accompanied by the details of team members along with their role in the making of the movie) and a short synopsis of the film must be submitted in .mpeg or .avi or .mp4 formats only in the following way:- Upload the video on Google Drive and email the link to originals@iitgoa.ac.in with subject of the email to be "Cultrang 2020 Film Wars - Title of movie - Name of College"
- **Regulations:**
 1. The content of the movie should be appropriate for public screening and thus should have no kind of vulgarity or obscenity.
 2. Entries must be the original work of the entrant and must not infringe third-party's rights
 3. Subtitles are compulsory in case of usage of languages other than English/Hindi. It is optional for English/Hindi.
 4. Please avoid photo animation, slideshows, remixes, spoofs and advertisements.
 5. Sound tracks (no max time limit) and stock footage (time limit : max of 1 min 30 seconds) can be borrowed, but with due credits.

Designer Hunt

'Bring out the illustrator in you!'

- **Theme:** Will be announced on social media pages
- **Submission deadline:** 7th February 2020
- **Submission:** Participants need to send their posters in the .psd/.ai or .svg file format along with the .jpeg/.png file of the same in the following way:- Upload the folder on Google Drive and email the link to originals@iitgoa.ac.in with the subject of the email to be "Cultrang 2020 Designer Hunt - Name of Participant - Name of College"
- **Regulations:**
 1. Entries must be the original work of the entrant and must not infringe third-party's rights. You are allowed to use the free Vectors/Stock Photos available on the internet.
 2. Any sign of plagiarism may lead to disqualification.

Bellas Artes

'Unleash your innovation as you create masterpieces!'

1. Paint a Tee

- Event Info:

1. Team Composition : 2-3 members

2. Duration : 3 hours

3. Regulations:

- The event will be conducted in two rounds.
- In the first round, you have to display your ideas on a sheet of paper that will be provided and then if selected, in the second round you will be provided with a plain white t-shirt to paint on.
- Time duration is divided as follows - 1 hour for displaying your ideas and the remaining 2 hours for painting your Tee.
- You'll have to paint according to the theme which will be provided on the spot.
- Team shall bring their own paints, brushes, mixing plates, pens, pencils etc.
- Ready made material eg. Stickers etc. is strictly prohibited.
- Use of any other paint other than fabric paint is not allowed.

2. Sketching

- Event Info:

1. Team Composition : 1 member

2. Duration : 4 hours

3. Regulations:

- A3 size drawing sheets will be provided. Participants shall bring their own pencils, erasers, etc.
- Thick cardboard will be provided, that can serve as a base while drawing.
- No external help (eg. Internet/photograph phone or camera) is allowed during the event.

3. UnBrush

- Event Info:

1. Team Composition : 1-2 members

2. Duration : 2 hours

3. Regulations:

- Paints and Drawing Sheets will be provided. You are supposed to bring basic stationery (pencils, erasers, sharpeners, rulers, etc.) needed.
- Paint without using a brush. You may use your fingers, vegetables (which will be provided), or any other natural tools. The tools you are using will be checked.
- You'll have to paint according to the theme which will be provided on the spot.

Bellas Artes

'Unleash your innovation as you create masterpieces!'

4. Blind Art

- Event Info:

1. Team Composition : 2 members

2. Duration : 2 hours

3. Regulations:

- Paints, brushes, drawing sheets, etc. will be provided. You are supposed to bring basic stationery (pencils, erasers, sharpeners, rulers, etc.) needed.
- One of the team members who will be drawing and painting will be blindfolded and the other will instruct on how the drawing is supposed to be made.
- Don't touch the artist's hand when he/she is drawing.
- Instructor is not allowed to touch artist anywhere to give indications, only verbal communication is allowed)

5. Face Painting

- Event Info:

1. Team Composition : 1-3 members

2. Duration : 4 hours

3. Regulations:

1. Paints and Brushes will be provided. You are supposed to bring basic stationery (pencils, erasers, sharpeners, rulers, etc.) needed.
2. There can be any number of faces and painters in the team.
3. You'll have to paint according to the theme which will be provided on the spot.
4. PRECAUTIONS: Make sure that colors don't get into eyes or mouth. Rinse thoroughly if it happens. Contact the organizing team in case of any emergency.

Lafz

'Poetry Slam!'

- **Event Info:**

1. Solo event
2. Time limit : 3 minutes

- **Regulations:**

1. The poem should be in Hindi/English completely with a few Urdu words allowed.
2. A person is allowed to recite only one poem.
3. The poem recited should be an original composition written by the participant.
4. Plagiarism will lead to disqualification.
5. You have to submit the poem you are going to recite before 1st February. Submission details will be shared on our website. Once submitted the poem can't be edited.
6. The use of unparliamentary/vulgar terms is not allowed.
7. The use of any music or prop is not allowed. However, you are allowed to use a piece of paper or mobile to refer to while reciting.
8. You will be judged on the basis of content, stage presence, voice modulation, fluency, vocabulary and overall impact.

Online Literary Events

'Show your writing skills here!'

1. English Story Writing

- **Event Info:**

1. Solo Online event

- **Regulations:**

1. Entries should be in English.
2. Plagiarism will lead to disqualification
3. A person is allowed to submit only one entry. In case you submit more than one entry, only the latest one will be considered.
4. Word Limit is 2000 words
5. Theme : To be declared on 15th January on our website
6. Entries must be submitted in PDF form and must not be scanned copies or photographs of handwritten text.
7. The use of illustrations to aid your story is not allowed.
8. Submit before 1st February. Submission details will be shared on our website.
9. You will be judged on the basis of content, vocabulary, grammar, flow of the story and relevance to theme.

2. Hindi Story Writing

- **Event Info:**

1. Solo Online event

- **Regulations:**

1. The entries should be in Hindi and typed in Devanagari.
2. Plagiarism will lead to disqualification
3. A person is allowed to submit only one entry. In case you submit more than one entry, only the latest one will be considered.
4. Word Limit is 2000 words
5. Theme : To be declared on 15th January on our website
6. Entries must be submitted in PDF form and must not be scanned copies or photographs of handwritten text.
7. The use of illustrations to aid your poem is not allowed.
8. Submit before 1st February. Submission details will be shared on our website.
9. You will be judged on the basis of content, vocabulary, grammar, flow of the story and relevance to theme.

Online Literary Events

'Show your writing skills here!'

3. English Poem Writing

- Event Info:

1. Solo Online event

- Regulations:

1. The poem should be an original composition written in English language.
2. Plagiarism will lead to disqualification.
3. A person is allowed to submit only one poem. In case you send more than one poem, only the latest one will be considered.
4. Theme : To be declared on 15th January on our website
5. Entries must be submitted in PDF form and must not be scanned copies or photographs of handwritten text.
6. The use of illustrations to aid your poem are not allowed.
7. Submit before 1st February. Details will be shared on our website.
8. You will be judged on the basis of content, vocabulary, poetic language and relevance to theme.

4. Hindi Poem Writing

- Event Info:

1. Solo Online event

- Regulations:

1. The poem should be an original composition written in Hindi. However, the use of a few Urdu words is allowed. It should be typed in Devanagari.
2. Plagiarism will lead to disqualification.
3. A person is allowed to submit only one poem. In case you send more than one poem, only the latest one will be considered.
4. Theme : To be declared on 15th January on our website
5. Entries must be submitted in PDF form and must not be scanned copies or photographs of handwritten text.
6. The use of illustrations to aid your poem is not allowed.
7. Submit before 1st February. Submission details will be shared on our website.
8. You will be judged on the basis of content, vocabulary, poetic language and relevance to theme.

Debate

'Come and raise your voice to win the argument!'

Event Info:

1. Solo event
2. Only three participants per college
3. Each participant will be provided a side of the motion randomly by the organisers .
4. Then the debate topic will be released and a preparation time of around 30 mins will be given to all the participants.
5. Then each speaker will present their arguments (time limit : 5-7 mins) which will lead to the conclusion of the first round.
6. The next round will consist of question/answer session where each participant will be asked questions by all the other participants.
7. The question should not exceed a time limit of 45 secs and the complete question-answer session per participant should not last more than 10 mins.
8. Any participant can raise his/her hand and ask a POI (point of information) while a participating is presenting his/her argument. The speaker can choose to answer that question or not.
9. Also every participant will be provided the liberty to ask only one speaker a POI that they have to answer compulsorily. That POI will be a 'nuke'.

Tamasha

'Own the arena in the street play event!'

- **Event Info:**

1. Team composition : 7 - 25 members
2. Time limit : 20 minutes from empty arena to empty arena

- **Regulations:**

1. The act can be in English or Hindi or both.
2. The time expended because of interruption due to applause will not be added to the timing of the play.
3. Exact copying of scenes will be considered plagiarism, and the penalization will be left to judges' discretion.
4. No pre-recorded voices or music is allowed.
5. Teams are expected to bring their own props.
6. In case the the teams need any props which they find difficult to bring themselves, they may write a mail to the event head. The availability of the props is not guaranteed and is subject to the discretion of the organising committee. In the instance the props are made available, it is the responsibility of the teams to return them in the same condition in which it was made available. They will be heavily penalised for failing to do so.
7. The losses/damage to the props that the teams bring is not the responsibility of organisers.
8. Any kind of fluid, flame, powders, glitters, heavy or sharp objects or any material which has possibility of tampering/damaging the arena is STRICTLY not allowed.
9. Obscenity, profanity and vulgarity is left to judges' discretion.

- **Judging Criteria (100 marks):**

1. Script and originality
2. Acting, Energy and Voice
3. Direction & Coherence in implementation
4. Creativity and Overall Impact

- **Penalty for exceeding time limit:**

1. Deduction of 5 marks per minute after the 20th minute.
2. After 25 minute, the team will be asked to leave the stage along with a penalty of 30 marks.

Know-It-All?

'Time to hone your quizzing skills!'

- **Event Info:**

1. Team composition : 1-3 members

- **Regulations:**

1. Quizmaster's decisions are final and binding in all possible scenarios
2. There are three themes :
 - College Sci-Biz-Tech
 - College Sports & Entertainment
 - Open General Quiz
3. The round structure of the quiz will be elaborated upon at the event.
4. The use of unfair means (as determined by the quizmaster) will lead to immediate disqualification of the team from this event.

Contact Us

'For any doubts/queries regarding any event'

- Overall Team Coordinator : Abhay Kajaniya - 7830252199, 8077945876
- Events Manager : Jatin Johri - 8859690970

- Event Heads

1. A.I. Gaming : Pranav Yeola - 9371617987
2. Chaos : Mahipal Singh - 9079797429
3. The Coding Triathlon : Raj Hansini - 9079883803
4. Line Follower : Raj Jagtap - 9167292278
5. Race It Out : Jainam Jain - 9082339636
6. Robo Soccer : Shreyas Pawar - 9730587495
7. Battle of Feet : Medha Khitoliya - 8585903472
8. Groove It : Saksham Goyal - 6283344251
9. Cascading Amps : Aaryan Kadam - 9137901402
10. Symphony : Aditi Saxena - 8057518121
11. Capture It : Rahul Baviskar - 9028665523
12. Behind the Scenes : Rahul Baviskar - 9028665523
13. Film Wars : Rahul Baviskar - 9028665523
14. Designer Hunt : Devang Jain - 8764151448
15. Bellas Artes : Tushya Chheda - 7016443939
16. Lafz : Kalyani Goyal - 9518635739
17. Online Literary Events : Saksham Goyal - 6283344251
18. Debate : Himali Goel - 9029010945
19. Tamasha : Shirshendu Naveen - 9918373258
20. Know It All : Sanya Vachher - 8975372005

Rulebook last updated on 10/01/2020. Keep Checking for Updates!