



SRI BHAGAWAN MAHAVEER JAIN EDUCATIONAL & CULTURAL TRUST'S

JAIN COLLEGE OF ENGINEERING (JCE), BELAGAVI

Approved by AICTE New Delhi, Affiliated to VTU Belagavi, and Recognized by Govt. of Karnataka

Accredited by NBA (Dept. of CVE /CSE /ECE &EEE)

Hunchyanatti Cross Machhe, Belagavi, Karnataka 590014



STUDENT ENGAGEMENT CELL

PRESENTS



JOURNEY TOWARDS EXCELLENCE
A NATIONAL LEVEL TECHNO-CULTURAL FEST

#VIKSITBHARAT

8th and 9th
MAY
2024

RULE BOOK

INDEX

EVENTS

CENTRAL EVENTS

Drama/ mime

Singing - solo

Singing-group

Dance - solo

Dance group

Dance battle

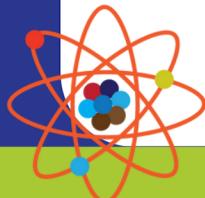
Jugalbandi

Fashion Show

Box Cricket

Rangakshetra

UDAAN- DronePulse



INDEX

EVENTS

1.CIVIL ENGINEERING

- CAD CLASH
- TECH SCOUT
- ROYAL RUMBLE

2.COMPUTER SCIENCE & ENGINEERING

- HACKATHON
- ARENA OF GAMING
- BIG BOSS

3.ELECTRONICS AND COMMUNICATION ENGINEERING

- HORNOK(ROBORACE)
- CIRCUIT CRUSADERS-A JOURNEY THROUGH ELECTRONIC ARTISTRY
- VALORANT

INDEX

EVENTS

4. ELECTRICAL & ELECTRONICS ENGINEERING

- TECH HUNT
- MYSTERIOUS TREASURE
- ESCAPE ROOM

5. MECHANICAL ENGINEERING

- BRIDGE DESIGN AND CONSTRUCTION
- TECHNICAL POSTER PRESENTATION-
HUMANOID ROBOT
- GOAL SHOOT-OUT

6. MBA

- BUSINESS QUIZ
- LOGO DESIGN
- BASKET THE BALL

7. MCA

- RAW TO BEAUTIFICATION
- IDEATHON
- MINUTE TO WIN IT



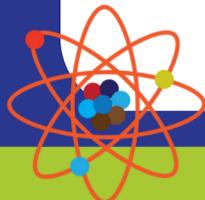
CENTRAL EVENTS

Event Name Mono act / mime

Event Venue Closed auditorium

RULES FOR THE FOLLOWING EVENT

- **MONO ACT**
- **Team size : 1**
- **Entry fee 150 Per person**
- Minimum time duration is 3 Min and 5 Min maximum
- Can perform in any language like English , Kannada,Marathi or Hindi
- Costumes and Props will not be provided
- Karaoke tracks and bgm are not permitted.
- Judge's decision is final.
- Stage cleanliness and discipline must be maintained
- Performance should not harm any religion



- **MIME**
- **Team size : 4-8**
- **Entry fee 500 per Group**
- Minimum time duration is 5Min and 8Min maximum
- Any audio language are allowed
- Costumes and Props will not be provided
- Song tracks to be submitted in a pendrive (strictly in mp3 format) in ready to play condition at least 1 hour before the event begins.
- Karaoke tracks and bgm are not permitted.
- Judge's decision is final.
- Stage cleanliness and discipline must be maintained
- Performance should not harm any religion

Student Co-ordinator

Mr. Mahesh

6360369761

Faculty Co-ordinator

Dr. B. K. Manuprasad

7019447903

CENTRAL EVENTS

Event Name Singing - solo

Event Venue Garden between civil dept
and basket ball court

Registration Amount : ₹150

RULES FOR THE FOLLOWING EVENT

Team size : 1

- The maximum time duration for each performance is 5 minutes (4 minutes for singing + 1 minute setup). Stick to it.
- Karaoke tracks are not permitted.
- Participants may use their own musical instruments.
- There will be only one round, and all rules must be followed by participants.
- Maintain appropriate behavior both on and off stage.
- Avoid any form of cheating or seeking unfair advantage.
- Judge's decision is final.

Student Co-ordinator

Mr. Shalemraj
7411699082

Faculty Co-ordinator

Prof. Sahana Patil
8073831548

CENTRAL EVENTS

Event Name Singing-group

Event Venue Closed auditorium

Registration Amount : ₹500

RULES FOR THE FOLLOWING EVENT

Team size : 3 - 8

- Each group must have a specified number of members that is, 6 to 8.Karaoke tracks are not permitted.
- Maximum time duration is 6 (5 + 1).1 min for setup. Stick to it.Maintain appropriate behavior both on and off stage.
- Karaoke tracks are not permitted.
- Bring your own instruments if required.
- Avoid any form of cheating or seeking unfair advantage.
- Judges' decision is final.

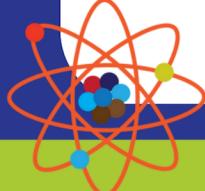
Student Co-ordinator Faculty Co-ordinator

Mr. Koustubh

8431719637

Prof. Varun J

6364687262



CENTRAL EVENTS

Event Name Dance - solo

Event Venue Closed auditorium

Registration Amount : ₹150

RULES FOR THE FOLLOWING EVENT

Team size : 1

- Time duration for each participant is 3 minutes minimum and 4 minutes maximum.
- The timer will start as soon as the music track starts.
- Any form of dance can be performed under this category.
- Song tracks to be submitted in a pen drive (strictly in mp3 format) in ready to play condition at least 1 hour before the event begins.
- The performance should be respectful and sensitive to all religious beliefs. Any content found to be potentially harmful to a religion will result in disqualification.
- Stage cleanliness and discipline should be maintained.
- The decision of the organizing committee is final and participants must abide by it.

Student Co-ordinator **Faculty Co-ordinator**

Miss. sahana b.

7353454347

Prof. Megha S.

9980404962



CENTRAL EVENTS

Event Name Dance group

Event Venue Open auditorium

Registration Amount : ₹600

RULES FOR THE FOLLOWING EVENT

Team size : 4 - 8

- Each group must have a specified number of members that is, 4 to 8.
- There will be only one round.
- 5-8 min is the Duration of performance.
- Any form of dance can be performed under this category.
- Song tracks to be submitted in a pen drive (strictly in mp3 format) in ready to play condition at least 1 hour before the event begins.
- The performance should be respectful and sensitive to all religious beliefs. Any content found to be potentially harmful to a religion will result in disqualification.
- Stage cleanliness and discipline should be maintained.
- The decision of the organizing committee is final and participants must abide by it.

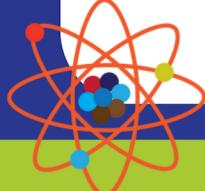
Student Co-ordinator **Faculty Co-ordinator**

Mr. Siddesh kori

8431261086

Prof. Ravindra S.

8861661839



CENTRAL EVENTS

Event Name Dance Battle

Event Venue Near Om cafe (Ramesh canteen)

Registration Amount : ₹150

RULES FOR THE FOLLOWING EVENT

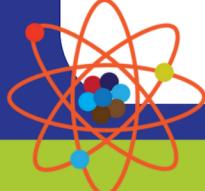
Team size : 1

- Team size: 1 (more than 1 participation from a single college is accepted and encouraged)
- The music will change for each pair of dancers and can range from any music (rap, pop, bollywood)
- First round will be the solo round on any music for 45-50 seconds. Next, each battle will consist of a pair of dancers who will face one another
- Each pair of dancers in the battle will have 1 round of 45-50 seconds
- Judges will choose 1 participant from each battle to advance the next round
- Use of fire, holi color, flowers, smoke, candles or other flammable items are not allowed

Student Co-ordinator Faculty Co-ordinator

Miss. tanvi
9110679615

Prof. Sonal Patange
9740573678



CENTRAL EVENTS

Event Name Jugalbandi (battle of bands)

Event Venue Closed Auditorium

Registration Amount : ₹500

RULES FOR THE FOLLOWING EVENT

Team size : 3 - 8

- Each group must have a specified number of members that is, 6 to 8.
- There will be only one round
- Time Duration is 5 to 8 min
- No background music and audio tracks are allowed.
- The timer will start as soon as the music track starts.
- Bring your own instruments.
- Judges' decision is final.

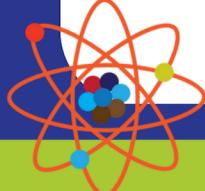
Student Co-ordinator **Faculty Co-ordinator**

Mr. Koustubh

8431719637

Prof. Uttam Koruche

9611968699



CENTRAL EVENTS

Event Name **Fashion Fusion**

Bridging Cultures- Breaking Boundaries

Event Venue **Open Auditorium**

Registration Amount : ₹ 600

RULES FOR THE FOLLOWING EVENT

Team Size :6-10 members (6 min - 10 max)

1. The theme for the event will be open.
2. It is a team event.
3. Performance time: 5 to 12 minutes, including stage setup.
4. The backstage crew must not exceed 3/4 people of the total team members.
5. Vulgarity is strongly prohibited. Any regards to the outfits may result in on-spot disqualification of the team(Outfits for the event should be informed 2 days prior to the event)
6. Should carry their tracks in Pendrive and should be submitted in advance.
7. Use of water, fire or any kind firework (party poppers included) will lead to team disqualification.
8. Decisions of the judges will be final and binding.
9. Judging Criteria.
 - Choreography
 - Synchronization
 - Appearances of models
 - Relevance of theme
 - Walk and Poses

Judges decisions are final and binding.

Student Co-ordinator **Faculty Co-ordinator**

Mr. Aniket
9008243742

Dr. UMA
9986792670

Miss. Saloni
9535419919



CENTRAL EVENTS

Event Name Box Cricket

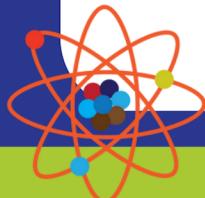
Event Venue Near D Building

Registration Amount : ₹ 600

RULES FOR THE FOLLOWING EVENT

GENERAL RULES:

- All players must carry their university id card along with them or else they will not be allowed to play the match.
- In case of unavoidable weather condition, the match will be stopped and the next day it will resume from the point it was halted on previous day.
- All decisions of the committee of the tournament shall be final and binding on all the participating teams.
- Profanity/consumption of alcohol/ drunken team members are strictly not allowed on the field. Teams will be immediately disqualified from the tournament.



- **SPECIFIC RULES:**

- Every match of this tournament is a kind of knock-out round i.e the team which loses the match will be out of the tournament.
- Each team shall include 7 players + 2 substitutes in a team (total 9).
- There is a 15 min for one innings if the team exceeds that time that team will get penalty, and penalty information will be informed during match.
- In rounds upto Semi Final, all matches are of 5 overs per side.
- Semi Final and Final matches are of 7 overs per side.
- In case of tie, at any stage of a tournament, winner shall be declared on the basis of super over which will be a regular over.
- Matches will be played with soft tennis ball.
- Each team has to bring their own personal bat.
- All players must report at venue 30 minutes before their game start.
- The rival team shall be declared winner if the full team does not reach 10 mins prior to
- The scheduled time of their allotted match.

- **UMPIRE RULES:**

- Umpire decisions are final & irrevocable.
- Arguments with umpire will lead to player/team disqualification.
- Umpire decision will be final decision. No arguments will be tolerated against the umpire.
- In case the bowler change ends he needs to inform the umpire regarding the same or that bowl will be declared as no ball.
- Teams can change wicket keeper after the completion of any over. In case the team needs to change the wicket keeper, he needs to inform the umpire or else the first bowl of the over will be declared as no ball.
- Other Rules which are related to Batting and Bowling will be inform at the beginning of the game.
- For any field disputes, the decision taken by the field umpires will be final.

Student Co-ordinator

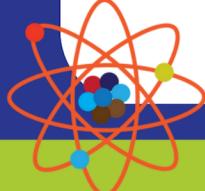
Mr. Aniket

9008243742

Faculty Co-ordinator

Prof. Vipul C

9845554041



CENTRAL EVENTS

Event Name Rangakshetra (ARTATHON)

Event Venue Closed Auditorium

Registration Amount : ₹ 100/person

RULES FOR THE FOLLOWING EVENT

Team size : 2-3

- Duration of the event : One day

GENERAL RULES:

- The event shall consists of three distinct tracks
- Required art supplies should be brought by the participants
- Drawings sheets will be provided by the organizers
- Topics for each round will be given on the spot
- Final evaluation will be done on the basis of all the three rounds
- Participants must adhere to the topic

Student Co-ordinator Faculty Co-ordinator

Aishwarya Walvekar

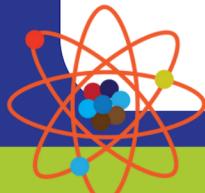
8310350196

Prof. Deepali Patil

8073739070

Saish Karambalkar

6361 850 788



CENTRAL EVENTS

Event Name UDAAN- DronePulse

Event Venue Open area in front of the workshop area A.K.A. cricket ground.

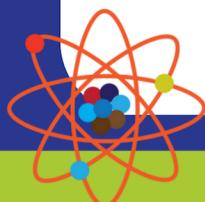
Registration Amount : ₹ 1000

RULES FOR THE FOLLOWING EVENT

Team size : 4

- Total of 2 rounds will be conducted.
- The pilots have to cover an obstacle course. The one to cover in least time wins
- A timer will start as soon as the drone clears first gate
- Non launch on starting tone, arming timeout, flip, etc. – Did not start, rerun granted.
- Missing a gate or obstacle results in penalty of 7 seconds
- In event of collision after passing first gate, pilots can continue if the drone can take off without intervention, otherwise restart.
- Extra points awarded for stunts like flips.

- Pilot Responsibilities
- Pilots are responsible for operating and maintaining their own equipment, the organizer is in now way responsible for any kind of loss. Craft Specs
- Minimum dimension: 75mm x 75mm (Diagonally across the motors - center to center)
- Maximum dimension: 450mm x 450mm (Diagonally across the motors - center to center)
- Multirotor craft with minimum 3 motors.
- No more than 4S maximum LiPo battery, maximum 4.2 volts per cell.
- Must be capable of up to 3-minute race durations. Video Transmitters
- Even if it is a FPV type drone, no pilot is allowed to use any kind of FPV goggles, FPV ground station or LCD displays. Racing competition structure
- Practice: Pilots may practice at the designated practice fields before the event.
- Round 1 followed by Round 2. The obstacle course shall not be disclosed until the competition day. In all cases, the Race Director/ Judge's decision is final.



Definition of terms

- DNS: Did Not Start – Aircraft fails to cross start gate.
- DNF: Did Not Finish – Aircraft fails to complete all requirements set out by the respective competition guidelines.
- DQ: Disqualified – Disqualification parameters outlined herein.
- OOB: Out of Bounds – The aircraft exceeds the specified area for each respective track design. General piloting guidelines
- Unlawful flight, such as flights near an event at locations where flying is prohibited, can result in disqualification from the event.
- All pilots must be able to demonstrate effective Fail-Safe procedures defined by the Race Director. In most cases this is a “Drop” method, where the aircraft will immediately cease flight by stopping all motors and operation if it loses contact with the radio transmitter.
- All pilots must have an “ARMING” position switch or sequence on their radio. The aircraft should not power up by any accidental controls from the radio. Aircraft arming must be executed via a control switch.
- Pilots will not power up video transmitters unless instructed to do so, e.g. Race Director has given approval to take part in a race. Powering up a video transmitter at all other times may result in an immediate disqualification from the event. Venue operations
- Pilots must adhere to all rules within the competition venue, and will not fly in any other part of the venue unless it is a designated flight zone.
- Pilots must contain all equipment and, airframes within the designated pilot pit area.
- All batteries must be stored in a LiPo-safe bag or in an approved, fire resistant container.

Student Co-ordinator

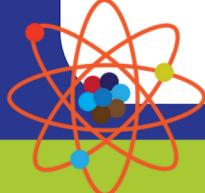
Nikhil Upadhye

8073830902

Faculty Co-ordinator

Dr.Anand.k.Hosamani

8073278275



CIVIL ENGINEERING

EVENTS

Event Code	Event Name
CVE01	CAD CLASH
CVE02	TECH SCOUT
CVE03	ROYAL RUMBLE



CIVIL ENGINEERING

Event Name CAD CLASH

Event Code CVE01

Event Venue Civil Dept.CAD LAB

Registration Amount : ₹100

RULES FOR THE FOLLOWING EVENT

Team size : 1

Only individual participation is allowed

- AUTOCAD will consist of two rounds
- Final Evaluation will be based on both round performance.
- In round 1 each participant should attempt a quiz related to Civil engineering drawing
- In round 2 candidates will be provided with a Problem Statement of drawing
- The duration for round 1 is 20 minutes & for round 2 is 3hrs.

Student Co-ordinator

Aditya Patil

7338631307

Faculty Co-ordinator

Prof. Ravi Angadi

9900481671

Prof. Naresh Patil

9738805935



CIVIL ENGINEERING

Event Name TECH SCOUT

Event Code CVE02

Event Venue Behind A Building (Volleyball Court)
Entire Place

Registration Amount : ₹300

RULES FOR THE FOLLOWING EVENT

Team size : 4

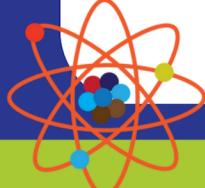
- 4 Members are allowed in the Group.
- Event is held in three rounds.
- In 1st Round, the participants should answer the questions related to Civil Engineering subjects in a sheet which contains MCQs(Subject Related MCQs i.e Surveying, SOM, RCC & Concrete Technology & GT).
- The shortlisted team is will get qualified for the next round (2nd Round)
- .

Student Co-ordinator

Soundarya Talawar
9686400402

Faculty Co-ordinator

Prof. Darshan N
8951530091
Prof. Siddharth.P
7019451070



CIVIL ENGINEERING

Event Name ROYAL RUMBLE

Event Code CVE03

Event Venue JCE Campus (B & C Building)

Registration Amount : ₹50

RULES FOR THE FOLLOWING EVENT

Team size : 1

- This game contains 7 levels. (Just like super minute games)
- Each Level has its own task
- Winners will be decided based on the minimum time taken to complete all tasks
- The necessary information will be shared 10 Minutes prior to its commencement.
-

Student Co-ordinator

Pramod Pattar

7338448460

Mallanna Dore

8050622518

Faculty Co-ordinator

Dr. Nityanand S. K

8147147981

Prof. Shashank U. V

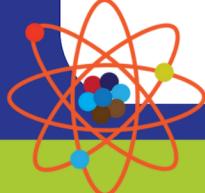
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COMPUTER SCIENCE ENGINEERING

EVENTS

Event Code	Event Name
CSE01	HACKATHON
CSE02	ARENA OF GAMING
CSE03	BIG BOSS



COMPUTER SCIENCE ENGINEERING

Event Name HACKATHON

Event Code CSE01

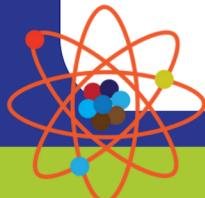
Event Venue A-101, A-102

Registration Amount : ₹200

RULES FOR THE FOLLOWING EVENT

Team size : 3

- Each team must consist of a minimum of 3 members and a maximum of 5 members who can be from different colleges, branches, and semesters.
- Participants must not use previously developed projects or codebases as a basis for their submission.
- Participants are expected to maintain a respectful and inclusive environment. Any form of harassment, discrimination, or inappropriate behavior will not be tolerated and may result in immediate termination.
- Projects must be submitted before the specified deadline along with a demo of the project.



- The project should be developed using a full stack web development approach. The usage of OPEN SOURCE and AI TOOLS is permitted, as long as it can be explained.
- Participants are requested to bring their necessary belongings, such as laptops.
- It will be a full fledged Hackathon and there will be no rounds.
- It will be a 5 Hour Hackathon

Student Co-ordinator

Sneha Bhovi
8197906912

Faculty Co-ordinator

Prof Mayur Jartarkar
73876 86114



COMPUTER SCIENCE ENGINEERING

Event Name ARENA OF GAMING

Event Code CSE02

Event Venue A-306

Registration Amount : ₹300

RULES FOR THE FOLLOWING EVENT

Team size : 4

TEAM COMPOSITION

- Each team should consist of 4 members (1 Substitute)
- Teams can be of any college, any branch. CODE OF CONDUCT
- Participants are requested to maintain a respective and friendly environment, any kind of harassment, discriminative & inappropriate behavior or abusing during the game will not be tolerated and may result in disqualification of the team.

ROUNDS

- **Round 1** - Qualification round (2 matches)
- **Round 2** - Final round (2 matches) GENERAL RULES
- A player is allowed to represent only one Team
- A player should carry their own device and accessories
(NOTE :- No iPad or tablets are allowed).



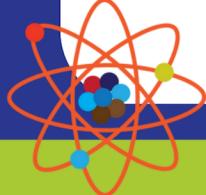
- One team must have (4+1) players (1 player for substitute is optional)
- Once the tournament starts, you cannot replace any player • A substitute player may only be added before the game starts
- This player cannot be part of any other team's roster which is participating or has participated in the same tournament.
- The match will be played with minimum of 16 to 20 teams
- There will be only one qualifying round of two matches, from which top teams will be qualified for final round
- Final round will be played of two matches.
- Illegal Activity. Team Members must comply with all applicable laws at all times. A Team Member may not engage in any activity which is in violation of laws, regulations, ordinances or public administration rules.
- No additional time will be given for warm-up
- Organizers decision will be final.
- Each finish is equal to 1 point
- Maps will be decided by the organiser

Student Co-ordinator

Supreeth B H
6361899268

Faculty Co-ordinator

Prof Siddharth Bhatkande
97428 53282



COMPUTER SCIENCE ENGINEERING

Event Name BIG BOSS
Event Code CSE03
Event Venue A-206

Registration Amount : ₹150

RULES FOR THE FOLLOWING EVENT

Team size : 2

TEAM COMPOSITION

- Each team should consist of 2 members only.
- Team members can be of any college and any branch.

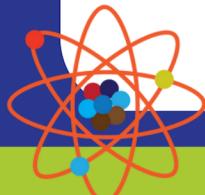
GENERAL RULES

- ID Card is Compulsory.
- There will be different rounds of various tasks.
- The participant must not engage in any form of violence and must strictly abide by the rules.
- The decision of the organizing committee is final and participants should abide by it.

Student Co-ordinator Faculty Co-ordinator

Vaishnavi Punnari
7026205852

Dr Ryan Dias
97319 52232



ELECTRONICS & COMMUNICATION ENGINEERING

EVENTS

Event Code

ECE01

Event Name

HornOK(roborace)

ECE02

CIRCUIT CRUSADERS-A JOURNEY
THROUGH ELECTRONIC ARTISTRY

ECE03

VALORANT



ELECTRONICS & COMMUNICATION
ENGINEERING

Event Name HornOK(roborace)

Event Code ECE01

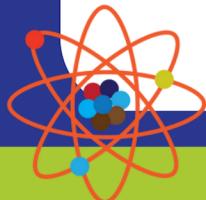
Event Venue Besides Bunkyard(near C building)

Registration Amount : ₹150

RULES FOR THE FOLLOWING EVENT

Max 2 members /Team

- **ROBO RACE**
- Problem Statement: A manually controlled robot, wired or wireless, has to traverse through a track full of turns and obstacles in the minimum possible time.
- **Bot Specifications**
- The dimensions of the bot should be less than or equal to 300 mm X 250mm X 250mm (lxbxh) and the bot should be under 3Kg. failing which the team will be disqualified from the competition (the dimensions includes tires).
- The bot must be controlled manually. And the mechanism used should be such that only one person will control the bot.
- Teams can use both wired as well as wireless control mechanisms. In the case of wired bots, the length of the wire should be a minimum of 2 metres so that the wire remains slack at any instant of time.
If the participants use a wireless mechanism they have to use either a dual-frequency remote, Bluetooth, or Wifi.
- The machine must not be made from Lego parts, or any ready-made assembly kits.
- Failing to meet any of the above specifications will lead to immediate disqualification.



- **Power Supply**

- In the case of an electric power supply, the voltage between any two points should be less than or equal to 12V DC at all times during the run.
- The Bot may have an onboard power supply or remote power supply any case.
- AC power supply will be provided only to be used for battery charging (Any adapters will not be provided).
- Participants should keep spare batteries.

- **Gameplay**

- The robot will be placed at the start line.
- The robot starts when the timer starts.
- The robot should remain on track, otherwise it has to start from the last checkpoint crossed, though the timer will not be stopped.
- There are penalties for each obstacle skipped.
- Penalties will be added to the total time.
- Timer will stop as soon as the robot crosses the finish line.

- **Track**

- The track surface and course may have unevenness.
- There will be obstacles in the race track, which will try to slow down the robot.

Student Co-ordinator

Prajwal Palled
9513190384

**Faculty Co-ordinator**

Prof. Ravindra Sulebhavi
88616 61839

ELECTRONICS & COMMUNICATION ENGINEERING

Event Name	Circuit Crusaders-A Journey Through Electronic Artistry
Event Code	ECE02
Event Venue	C-112

Registration Amount : ₹300

RULES FOR THE FOLLOWING EVENT

Max 3-4 members /Team

- Problem Statement:** -Participants are given a problem statement or a set of requirements that their circuit design must fulfill. - This could range from designing a specific type of amplifier or filter to creating a circuit for a particular application such as a sensor interface or a communication system.
- Constraints:** - There may be constraints imposed on the design, such as limitations on component count, power consumption, size, or cost. - These constraints mimic real-world design challenges and require participants to optimize their designs accordingly.
- Design Phase:** - Participants brainstorm and develop circuit schematics and layouts to meet the given requirements while adhering to the imposed constraints. - They may use simulation software to verify the performance of their designs before proceeding to the implementation phase.

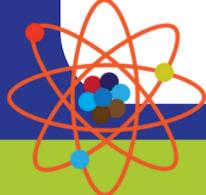
- **Implementation:** - Once the design is finalized, participants proceed to build the circuit using electronic components such as resistors, capacitors, transistors, integrated circuits, etc. - They may solder components onto a breadboard for their circuits.
- **Testing and Evaluation:** - After completing the construction, participants test their circuits to ensure that they function as intended and meet the specified criteria. - Judges may evaluate the designs based on various factors such as functionality, performance, efficiency, creativity, and adherence to the constraints.
- **Presentation:** - Participants may be required to present their designs to a panel of judges, explaining their design choices, methodologies, and the rationale behind their circuit designs. - This presentation component allows participants to demonstrate their understanding of the underlying principles and their ability to communicate effectively.

Student Co-ordinator

Nikhil Upadhye
80738 30902

Faculty Co-ordinator

Prof. Shivanand Channi
95382 28432



ELECTRONICS & COMMUNICATION
ENGINEERING

Event Name VALORANT

Event Code ECE03

Event Venue C 105, C106

Registration Amount : ₹400

RULES FOR THE FOLLOWING EVENT

Max 5 members /Team

- **1.GAME ACCOUNTS**
 - A player can have only one (1) Valorant account active on their account. Valorant/ Riot I'd.
 - You are not allowed to share or use another person's game account. Your account is for your use, and your use alone.

- **2. TEAMS AND ROSTERS**
 - Each team's roster must consist of at least 5 players.
 - Each team's roster will be allowed to have 5 main players and 1 substitute. Once the tournament starts, you cannot replace any player.
 - A substitute player may only be added before the Tournament Start
 - This player cannot be part of any other team's roster which is participating or has participated in the same tournament.
 - Match must be played in the following format: 5v5.
 - A player is allowed to represent only one Team.
 - Player must be a student of Lovely Professional University



- **AGE RESTRICTIONS**
- Each participant (Player) needs to be of the age of Sixteen (16) or older at the point of the tournament start date.
- **GAMEPLAY SETTINGS**
- MAPS
 - Bind
 - Haven
 - Split
 - Ascent
 - Icebox
 - Breeze
 - Fracture

4.2 SERVER SETUP

- Map: depending which map must be played from the map pool
- Mode: Standard
- Options
- Allow Cheats: Off
- Tournament Mode: On
- Overtime: Win by Two: On

Student Co-ordinator

Prithiviraj Desai
86188 58967

Faculty Co-ordinator

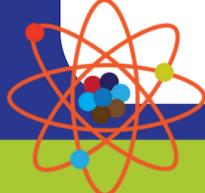
Prof. Shahak Patil
9742424252



MECHANICAL ENGINEERING

EVENTS

Event Code	Event Name
MEE01	Bridge Design and Construction
MEE02	Technical Poster Presentation- Humanoid Robot
MEE03	Goal Shoot-Out



MECHANICAL ENGINEERING

Event Name Bridge Design and Construction

Event Code MEE01

Event Venue B305 Design lab

Registration Amount : ₹200

RULES FOR THE FOLLOWING EVENT

Max 2 members /Team

EVENT DESCRIPTION :

- The aim of the event is to design and construct a bridge that can hold the maximum weight.

RULES AND REGULATIONS :

- The event is open to all participant
- Each team should consist of 2 members.
- Each team will be provided with a fixed number of popsicle sticks and glue.
- The bridge should have a length of 13 inches(minimum) and width of 4 inches.
- The bridge should be constructed within a given time limit of 1-2 hours.
- Teams cannot use any additional materials other than popsicle sticks and glue.
- Teams can use any construction technique as long as it involves only the use of popsicle sticks and glue.



- Teams will be judged based on the amount of weight their bridge can hold without breaking. 9. The weight testing will be conducted using small weights or objects, and the bridge will be deemed to have failed when it collapses or breaks.

Student Co-ordinator

Surya Kamkar
9538641511

Faculty Co-ordinator

Prof. Vinayak Ratan
9620806830



MECHANICAL ENGINEERING

Event Name Technical Poster Presentation-Humanoid Robot

Event Code MEE02

Event Venue B303 Skill Lab

Registration Amount : ₹150

RULES FOR THE FOLLOWING EVENT

Max 2 members /Team

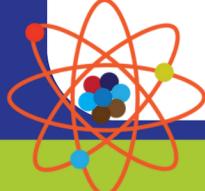
- The event is open to all participants.
- Each team should consist of 2 members.
- Each team will be provided with Drawing sheet, Eraser, Pencil, Scale..
- Other drawing Materials can be brought by the Participants.
- Drawing Duration 2 hrs and presentation 5 Mins. and other rules will be briefed during the event.

Student Co-ordinator

Shrayank Waddinavar
8277604306

Faculty Co-ordinator

Prof. Darshan Katgeri
8792529101



MECHANICAL ENGINEERING

Event Name Goal Shoot-Out

Event Code MEE03

Event Venue Opposite to workshop Building ground

Registration Amount : ₹400

RULES FOR THE FOLLOWING EVENT

- The event is open to all participants.
- **Each team should consist of 5 members.**(One Goal keeper and four members for goal shoot-out.
- Max. Five Goal shoot-outs for each team
- One member can have Max. 2 Goal shoot outs and other rules will be briefed during the event.

Student Co-ordinator Faculty Co-ordinator

Suraj Kole

7483848839

Prof. Rajshekhar Unni

9538632476

Pratik Patil

7624820989

Tushar Pawar

6363938148



ELECTRICAL & ELECTRONICS ENGINEERING

EVENTS

Event Code	Event Name
EEE01	Tech Hunt
EEE02	Mysterious Treasure
EEE03	Escape Room

ELECTRICAL & ELECTRONICS ENGINEERING

Event Name Tech Hunt

Event Code EEE01

Registration Amount : ₹150

RULES FOR THE FOLLOWING EVENT

- **Each team consists of 2 members**
- Decoding each puzzle they go to next level
- There will be 4 rounds , for 3 round has 3 questions and team has to clear the round.
- The last round is to hunt the treasure by using clue which is in the form of puzzle.

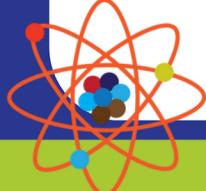
Student Co-ordinator

Mr. Prajwal Kalasa
6361730020

Mr. Apparayagouda
7353705153

Faculty Co-ordinator

Prof.Laxmi Brungi
9591421638



ELECTRICAL & ELECTRONICS ENGINEERING

Event Name Mysterious Treasure

Event Code EEE02

Event Venue C Building down floor,Parking Area

Registration Amount : ₹150

RULES FOR THE FOLLOWING EVENT

2 members /Team

- One student throws the dice and reads the number on the dice.
- The technical quiz question is asked to the other student who is idol.
- Upon answering he will receive some marks. The next team continues with similar playing in round robin fashion.

Student Co-ordinator

Ms. Aishwarya T
7411630840

Mr. Satvik S
9019793238



Faculty Co-ordinator

Prof. Nagaraj Aiholli
6361566137

ELECTRICAL & ELECTRONICS ENGINEERING

Event Name Escape Room

Event Code EEE03

Event Venue A-001

Registration Amount : ₹200

RULES FOR THE FOLLOWING EVENT

Max 3 members /Team

- All the participants must report to the given venue at least 15 minutes before the commencement of the round
- Team Size - 3 members/team
- Each round will be an eliminatory round. Round 1: Elimination round - A pen paper based quiz. Round 2: Special Round - A special on the spot task to be accomplished . Round 3: Escape Room!
- Mobile phones, cameras and other devices cannot be used in the Escape Room. All you need can be found inside.

Student Co-ordinator

Mr. Mallik T
9740290557

Mr. Vrishabh M
9110255572

Faculty Co-ordinator

Prof.Priyanka Kothavale
7709157878

MBA

EVENTS

Event Code

MBAE01

Event Name

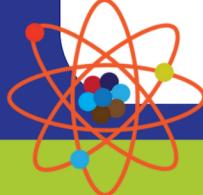
BUSINESS QUIZ

MBAE02

LOGO DESIGN

MBAE03

BASKET THE BALL



MBA

Event Name Business Quiz

Event Code MBAE01

Event Venue A 304

Registration Amount : ₹200

RULES FOR THE FOLLOWING EVENT

- **2 participants in each group is allowed**
- There will be Two Rounds (Written and Oral)
- Final Evaluation will be based on both round performance.
- The duration for round 1 is 30 mins & for round 2 is 1 Hour.

Student Co-ordinator

Mr. Sourabh Mohite
8762602990



Faculty Co-ordinator

Prof. Anumesh
9742283392

MBA

Event Name Logo Design

Event Code MBAE02

Event Venue A 303

Registration Amount : ₹100

RULES FOR THE FOLLOWING EVENT

Team of 1 member

- Rules for Logo Design : It Consists of one individual
- There will be Only one Round
- Winners will be declared based on the Judge evalatuion
- We will give them the brands/ product , the candidate is expected to design Unique Logo.
- Duration : 2 HoursMax 2 members /Team

Student Co-ordinator

Mr. Aditya Joshi
8431278080

Faculty Co-ordinator

Prof. Faiz I Raut
9148381936



MBA

Event Name Basket the ball

Event Code MBAE03

Event Venue A 302

Registration Amount : ₹150

RULES FOR THE FOLLOWING EVENT

Max 2 members /Team

Rules for Basket the ball :

- There will be 3 chances given to basket the ball
- Duration of this game will be : 2 Hours

Student Co-ordinator

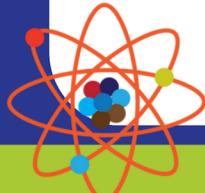
Mr. Anish Ladda

9538533260

Faculty Co-ordinator

Prof. Raviprakash

8050407442



MCA

EVENTS

Event Code

MCAE01

Event Name

raw to beautification

MCAE02

Ideathon

MCAE03

Minute to Win IT



MCA

Event Name Raw to Beautification

Event Code MCAE01

Event Venue A 309

Registration Amount : ₹250

RULES FOR THE FOLLOWING EVENT

Max 3 members /Team

- Not allowed to use any template, participants have to develop the product from scratch.
- No use of chat gpt if found directly disqualified.
- Preparation of PPT for final demonstration.
- Team of 3 Max.
- Registration fees: Rs. 250/ team.
- Judgement valuation is done on the bases of : a) satisfying the problem . (b) team coordination. (c) Presentation skill.

Student Co-ordinator

Rahul kittur

7483764445

Aditya

9019551331



Faculty Co-ordinator

Prof. Vinayak Patki

9620738163

MCA

Event Name Ideathon

Event Code MCAE02

Event Venue B102

Registration Amount : ₹150

RULES FOR THE FOLLOWING EVENT

- Maximum 2 member participation is allowed
- Ideathon will consist of two rounds
- Final Evaluation will be based on both round performance.
- In round 1 each participant should define the problem statement based on theme (theme will be given on the day itself)
- In round 2 candidates give the presentation on solution of their problem statement for 10 min
- Judgment on the basis of innovation, impact, technical complexity & presentation quality carry your own laptops

Student Co-ordinator Faculty Co-ordinator

Aniket

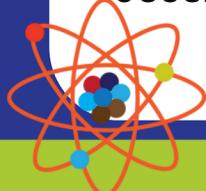
7411297137

Aishwarya

9353298685

Prof. Sonal Patange

9740573678



MCA

Event Name Minute to Win IT

Event Code MCAE03

Event Venue B203 & B204

Registration Amount : ₹100

RULES FOR THE FOLLOWING EVENT

- **Maximum 2 members** participation is allowed.
- Need to complete given task with in the allotted time.
- Elimination after every round based on the performance.

Student Co-ordinator

Guruvandan
8970275490

Shiny
9901813862

Faculty Co-ordinator

Prof. Swati Sangolli
8310601838