

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...

TECHVYOM

(A National Level Technical Fest)

Over the years now, Techvyom has become a definition. Basic objective to held it 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

- Students of colleges other than SRMS Trust are required to bring their college ID along with the authority letter duly signed by the Head of their respective institutions.
- 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 13/05/2023, 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 members.
- Boarding and lodging would be provided only to the registered members and accompanying faculty members at payable charges.
- The decision of the judges would be final for all events.
- Any event can be deleted or added without any prior notice.
- Students of other institutions except SRMS Trust can participate in maximum 5 events.
- Students of SRMS Trust can take part in maximum 7 events.
- Registration for any event will stop one hour before the event.
- Participants only from B.Tech, B.E., B.Pharm, MBA, Medical, M.Tech, Nursing, Paramedical, L.L.B, PGDM and MCA will be entertained.
- In cases of shortage of time, the registration for any event will be done on 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 faculty coordinators reserve the right to change the rules if necessary.

- No camera is allowed in any event.
- Final decisions regarding DISQUALIFICATION, ENROLLMENT OF TEAMS & RESULTS in all the events will be subject to concerned Faculty Incharges , Judges only.
- If number of participants/Teams in any event are 5 or more, then I, II, & III prizes will be distributed.
- If number of participants/Teams in any event are 4, then only I & II prizes will be distributed.
- If number of participants/Teams in any event are 3, then only I prize will be distributed.
- If number of participants/Teams in any event are less than 3 then no prize will be distributed in the respective event.

RULES FOR PARTICIPATION IN TECHVYOM-2023

- Top body of Tyro Club including President, Vice-President, Secretary, Joint Secretaries, Treasurer, and all the Organizing Secretaries cannot participate in any event of the TECHVYOM.
- All chairpersons can participate in any 1 event excluding event for their respective club.
- All the head coordinators can participate in 2 events excluding 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 maximum 3 events.

ILLUMINATI CLUB

MINI HACKATHON

Description:

- The different problem statements are given to each team.
- And they need to make a presentation of the solution they can provide for the respective problem statement in 30 min.
- After 30 min they have to mail their ppt to the coordinator and they need to explain their ppt in 5- 7 mins.

Rules:

- Each of them should bring their own laptop and mobile phone.
- Use of chat gpt and other ai tools are prohibited.
- If any team does not mail their ppt within the time they will be disqualified.
- Total number of slides will be 8 and timing is 1 Hour.
- Two team members are allowed.

CODE WAR

Description:

- It is a coding-based 8-level computer online game.
- Users have to write the code to move the player in the game.

Rules:

- Programming languages like java, python, and c can be used.
- All payers have to start the game on individual pc, and at the end who will complete 8 level first in the given time will be the winner.
- It is individual member event.

BRING THE BEAUTY

Description:

- It is a UI-designing competition.
- Players have to use Figma or Canva or Illustrator.
- The topic or theme is given on the spot.

Rules:

- The player can't use the pre-define templates
- The UI should be presentable.
- Timing: 1 Hour
- Two team members are allowed.

DESIGN THE WEB

Description:

- Participants have to make a web page dynamic/responsive within given time.

Rules:

- Individual event.
- Topic will be provided on the spot.
- Languages used are: HTML, CSS, Javascript.
- Platform used will be notepad.
- Time limit: 50 minutes.

EQUINOX CLUB

BUG WAR

Description:

- Participant has to find, remove the errors, and write the missing codes in the given code.
- Languages are C++, python and java.

Rules:

- Participants have to stick to a single language throughout the session.
- Participants will need to login into Gmail account for this event.
- Timing: 1 Hour
- It is individual event.

e-TREASURE EVENT

Description:

- Some technical questions are given and the answers of the same will be the password of the content.

Rules:

- There will be 5 rounds.
- In each round there will be a folder and a question, the answer of that question will be the password for the folder.
- The next folder will be inside the first and so on.
- The participant who opens the 5th folder first will be the winner.
- Timing: 1 Hour
- It is individual event.

C-EXPERT**Description:**

- Participants have to write the code for the given problems in c only.

Rules:

- There will be 4 problem statements.
- In case to tie the judgement will be based on the time.
- Timing: 1 Hour
- It is individual event.

BLIND CODING

Description:

- Participants have to code the given problems without seeing it on display.

Rules:

- Time- 1 hour
- Individual event
- Students should code given questions when display will be disconnected
- After completing the code judgement will be done after attaching display and checking the code

SYNERGY CLUB

JUNK-WARS

Description:

- 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.

DRONE RACE

Description:

- 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.

FUTURISTIC TECHNO PANEL GAME

Description:

- Participants are asked questions one-by-one and marks will be awarded.

Rules:

- It is two round events.
- The participant that will answer to most number of questions will be promoted to next round.
- In the second round, the post will display the question on-by-one and the participant who will answer first and have most points will be awarded as winner.
- Questions can be simple and of any engineering branch.
- Maximum two members are allowed.

DRAG AND PLACE

Description:

- 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.

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.

Limitations 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.

ROBOTRAX CLUB

LINE FOLLOWER ROBOT (WRONG TURN)

Description:

- 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.

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.

Limitations for the Robot:

- The size limitation should be of 200mm lengthwise and 200mm width wise.
- 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.

ROBO-RACE (ASPHALT)

Description:

- 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:

- 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 seconds for each restart while 10 seconds 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 seconds will be added to the total time.

ROBO-WAR (KURUKSHETRA)

Description:

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

Rules:

- 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 on board 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.
- The event will be played in two rounds.

ROUND-1:

- 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.

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 & Weaponry:

- 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.
- 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.

ROBO-SOCCER (WILD SOCCER)

Description:

- 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 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 and Lego Kits in any form is 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:

- In this round one bot of each team will play against the one bot of the other team.
- 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 2 min.

MAZE-SOLVER

Description:

- Maze solver is one of the most exciting events of Robotrux 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.
- In this contest the contestant or team of contestant's design and build small self-contained robots to negotiate a maze in the shortest possible time.

Rules:

- There must be a team of 2-4 members and weight should not be more than 2kg.
- Any team found flouting any rules would be automatically disqualified.
- A Robot shall not leave any part of its body behind while negotiating the maze.
- Robot must not exceed circuit voltage of 12V at any point of time.
- Decision of judges will be final and binding on all.
- In no case should the arena be damaged by any bot.
- Testing on the track will not be allowed and if done so, the team will be automatically disqualified.
- A robot shall be self-contained (no remote control) and powered by a battery source placed over it.
- Violation of any of the above rules or any misconduct will lead to disqualification.
- A Robot shall not jump over, fly over, climb, scratch, cut, burn, mark, damage, or destroy the walls of the maze.
- A Robot shall not be larger either in length or in width, than 16 centimetres. The dimensions of a Robot that changes its geometry during a run shall not be greater than 16 cm x 16 cm.
- Any violation of these rules will constitute immediate disqualification from the contest and ineligibility for the associated prizes.
- The faculty reserve the rights to change any or all of the above rules as they deem fit.

AERONAUTICS CLUB

CHAIN REACTION

Description:

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

Rules:

- Maximum 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

Description:

- 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
 - Modelling 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 wings span should be of 30 cm.

BRIDGE BUILDING

Description:

- Be a real builder, identify how the geometry affects the bridge design, functions and apply that knowledge to construct a model of a bridge using ice cream sticks.

Rules:

- Each Team can have 4 maximum members.
- Design a Bridge of given specifications satisfying the stated constraints using popsicles (ice).
 - *Span length: 60-65 cm and 10 cm at both ends*

- *Height of the horizontal span: 11 cm (max.) from the ground*
- *Stick overlapping should not exceed 3 cm*
- *Arch Crown must be above horizontal & its height should not exceed 25 cm. No extra chemicals with Allowed by student.*
- It is a two round event:
 - Round 1:**
 - The Bridge will be checked by the faculty co-ordinator, width, height and material constraints. The Bridge satisfying all the conditions of round loads 1 will be allowed for next round.
 - Round 2:**
 - The upper deck will be subjected to concentrated loads. The applied will be gradually increased on the weighing support hung at Centre of the upper deck of bridge till the FAILURE.

CAD TRICKS

Description:

- The CAD Tricks is an event of making 3-d model in solid works software 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 will be provided at the time of event.

LITERARY CLUB

SHABD-E -SHAYRANA

Description:

- It is a shayari-poetry event.

Rules:

- Open-Theme
- Individual event
- Reading from the paper is allowed.
- Slang or abusive words must NOT be used.
- Content should not be copied from anywhere, it should be your own.
- Maximum time limit is 2 minutes.
- Winners will be decided on the following criteria: Content, Speaking skills, and time limit.

BE THE SHERLOCK HOLMES

Description:

- It is a treasure hunt event in which participants have to find the hidden treasures by solving riddles.

Rules:

- Team Event 2-3 members
- No participants will be judged after the time limit of the event.

ROUND 1:

- Qualifiers will be decided by maximum correct answers.

ROUND 2:

- Participants have to report to the event venue each time they find a key.
- The time will be recorded each time.
- Either the team finding the last key coming within the time limit will be announced as winner or the team having maximum keys in least time will be considered winner.

JAM : JUST A MINUTE

Description:

- In the event, participants will get the topic at the moment and they have to speak on that topic for one minute.(Impromptu)

Rules:

- Individual event
- Time limit – 1 min strictly
- Slang or abusive words must not be used.

- Participants can speak in either Hindi or English.
- The topic will be provided by picking a chit
- Winners will be judged on the following criteria: Content, Speaking skills, and time limit.

WHO AM I ?

Description:

- The team has to guess the speaker of the audio.

Rules:

- Team Event – 2 members only
- It is a buzzer round and maximum time to press the buzzer is 10 seconds.
- If the buzzer is not pressed by any team until 10 seconds audio will be skipped.
- The team pressing buzzer and not giving answer will be negatively marked.

ROUND 1:

- Teams will compete simultaneously, the team pressing the buzzer first will give the answer first and if the answer is wrong the other competing team can answer.

ROUND 2:

- In second round, all the qualifying teams will compete at once.
- In case two teams have same score, round will be extended
- Winners will be the team having the maximum score.

DUMB CHARADES ON BOOK

Description:

- One member of the team has to make his/her team guess the name of book just by actions.

Rules:

- Team Event – 3 to 4 members
- Each team has to guess maximum number of books in given time limit.
- The member acting can be switched after guessing one book.
- Lipsing, murmuring, speaking, writing, alphabetic guesses will be considered as cheating.
- No abusive actions should be used.
- Book names will be provided by chit system
- Time limit will be provided before the start of event.
- Winner will be the team who will guess maximum books in minimum time.

PHARMQUIMICA CLUB

AAVISHKARAK

Description:

- The event is about preparing working models related to the Pharmaceutical and life sciences.

Rules:

- Model should be related to pharmaceutical science and life science.
- Maximum number of participants in a team – 3 (3 members from any batch).

PHARMA-DESK

Description:

- The event is about preparing Pharmaceutical / Nutraceuticals / Cosmeceuticals products (Eg – Chawanprash, Herbal cookies, Soap, Candle)

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)
- Each team has to speak for **2 min** on the prepared product.

PHARMA BINS AND RECYCLING

Description:

- The event is about making Innovative Product prepared from waste product generated from pharmaceutical waste like tablet wrappers, syrup bottles, etc.

Rules:

- Each team should comprise of 2 members.
- Participants have to make the product prepared from waste materials generated from pharma products only.
- Time limit- 50 minutes.
- Explanation time-5 minutes.
- Participants have to bring their own materials.
- Net-access is prohibited.

PHARMA-MINDS

Description:

- The event is situation based case study is given to participants and they have to prepare line of treatment according to patient diseased state or medical condition.

Rules:

- Case study will be given on the spot.
- Net access is prohibited
- **15 min** will be provided to solve the case study.
- Explanation time - **5 min**
- **2min**- Question round will be there.
- Each team will have 2 members (from any year).

MANDALA ART COMPETITION

Description:

- In this event, the participants have to make Mandala art which is related to Pharmaceutical Science and Biological Science.

Rules:

- Participants have to bring their own materials.
- Sheets will be provided to the participants.
- Theme - Pharmaceutical Science and Biological Science.
- Time limit: **45 minutes**
- Explanation time: **5 minutes**
- Interpretation and Clarity of the theme should be clearly depictable through the Art.

MANAGEMENT CLUB

Ad MAD

Description:

- Bring out the creativity inside you and make an outstanding advertisement of your own. Be it funny or sensitive, be it just your creativity and ad sense.

Rules:

- It is a team event. Each team should have 3-4 members only.
- Topics would be provided on the spot.
- 30 minutes preparation time for each team.
- Time limit for the performing the advertisement is 1-2 minutes.
- Participants shall be judged on the basis of spontaneity, content, adherence to the topic, on-stage presentation, coordination and overall appeal of the advertisement.

BUSINESS QUIZ

Description:

- Quiz will have questions related to the world of business
- No external help will be provided.
- Coordination and Discipline Should be maintain properly during the quiz.

Rules:

- It is a team event. Each team should have minimum 2 and maximum 3 members.
- Maximum 2 teams from one department
- Judges Decision will be final.
- There will be 5 rounds and last round will be Buzzer Round
- More detailed rules will be given at the time of the quiz.

BUSINESS PLAN

Description:

- Participants have to express a business plan made by using their creativity.
- The solution for the problem should be innovative, feasible and market compatible.

Rules:

- A team of maximum four people can participate.
- The team should submit their innovative ideas in the form of ppt presentation.
- Ppt presentation should have 6 slides containing problem statement, existing solutions, innovative solution, Implementation, target community, Prototype, conclusion.
- Pitching duration for each idea will be 5 minutes and 2 minutes of question and answer.
- The ideas will be evaluated on the basis of innovation, practicality, feasibility, scalability and social relevance.

DESIGN CLUB

DOODLE ART

Rules:

- Time limit 1 hour.
- Individual event.
- Theme will be given on the spot.
- You have to bring your own stationary.
- Only pencil colors are allowed.
- Sheets will be provided by us.
- Judgement will be based on creativity, neatness and perfection.

TECHNICAL PAINTIING

Rules:

- Time limit 1 hour.
- Individual Event.
- Participants have to bring their own colors.

QUILL THE TECHVYOM

Rules:

- Time limit 1 hour.
- Individual event
- Sheets will be provided by us.
- Participants have to bring their own materials.
- Judgement will be based on creativity and uniqueness and neatness.

DIGITAL POSTER MAKING

Rules:

- Time limit 1 hour
- Individual event
- Theme will be given on the spot.
- The poster must illustrate the theme. Fonts and images should be clearly visible.
- Software will be provided by us.
- Size of poster must be A4.
- Judgement will be based on creativity and neatness and uniqueness.

MEDIA RELATION CLUB

SCREEN MASTERS

Rules:

- Time- 1 Hour.
- Individual and team event (max 3)
- Participants have to make documentary short film of 3-4 minutes.
- The documentary must be on the following topics-(any 1)-
 - My City (Bareilly)
 - Nature
 - Technology and it's future
- Video editing tools can be used but heavy filters are prohibited.
- The documentary must be pre-prepared and sent on MRC Email Id till 12 May (Midnight).(No entry after this will be considered)
- The documentary will be played on the day of TECHVYOM in front of the judges.

PURSUE THE MARKET

Rules:

- Time – 1.30 HOUR.
- A situation/topic will be given regarding marketing or advertising.

- Min 1 member, Max 3 members are allowed.
- Participants have to come up and pitch their ideas regarding the problem statement.
- How will you advertise given the situation and solve the marketing problem.
- Participants have to give a professional pitch/speech (no presentation required) to explain their strategies, ideas and plans.
- Language: English
- 45 minutes will be allotted to come up with solutions and prepare the pitch.
- Participants can jot down a few key points to use in their speech.
- Time limit: 5 minutes for one pitch.

BATTLE OF MEMES

Rules:

- Digital platform event
- Platform - Canva
- Individual event
- Time - 1 hour
- Participants have to make a meme or comic strip on the given topic.
- The theme will be disclosed on the spot.
- Net access is prohibited for any ideas.
- No offensive content will be entertained.(Such participants will be disqualified on the spot.

LAN GAMES

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.

OPEN EVENTS

- Tech Gallery
- PLC Designing
- Technical Quiz
- Round the Cube