YANTRAGENE

RULE BOOK

NOTE: MIMIMUM OF 3 PARTICIPATING TEAMS MUST BE IN EACH EVENT (EXCEPT PUBG MOBILE and INFORMAL GAMING). IN CASE OF LESS THAN 3 TEAMS THE EVENT SHALL BE CALLED OFF AND SO WILL BE THE REWARDS FOR THE EVENT.

ALGOSENSE

The event will have 2 rounds :

1. **QUALIFIER ROUND :**

   In this you will have 2 problems Top 20% of competitors will qualify this round The marking will be done according to
   - accuracy of your output
   - Complexity of algorithm

Time limit :

   - Maximum 30 min will be given to solve the problem.
   - The problem should be solved in as less time as possible.
   - As soon as we will get the top 20% of the competitors the round will be called off.

2. **FINAL ROUND :**

   In this you will have 5 problems Top 3 competitors will be ranked 1st 2nd and 3rd respectively The marking will be done according to
   - accuracy of your output
   - Complexity of algorithm

Time limit :

   - Maximum 90 min will be given to solve the problem.
   - The problem should be solved in as less time as possible.
   - As soon as we will get the top 3 of the competitors the round will be called off.

Contact for Enquiry:

AKASH KUMAR- 79853245540

JHANVI- 7395076340

APP MANIA

Event Description:

In this event you are required to develop an app on any technologies such as:

• Java

• .Net

• Php

• Python

• Node-JS

• You are required to develop an application based on any technologies such as Web Application or standalone application.

• A problem will be given with proper description to develop the app.

Rules and regulations:

• Time allowed to develop the application is 3 hrs.

• There is no restriction on use of editors except IDE which provide drop and drag editing.

• The decision of the judge will be final & abiding.

• Maximum 3 candidates & a minimum of 1 candidate are allowed in a team.

Judging criteria:

The teams will be judged on following criteria:-

1.First priority will be proper functionality of the App and then the GUI.

2. Features included in the application.

3. Problem solving approach.

4. Efficient back-end development.

Contact for Enquiry:

ARYAN GAUTAM- 8765906943

ALANKRIT SINHA- 9044501514

DIGI CANVA

Event Description:

Participants will have to design poster using digital tools and software with the object images given to them.

Rules and regulations:

• Images of objects will be given on the spot on which the poster must be designed.

• The participants have to effectively define and describe what they want to express from their poster.

• Participants will be provided 120 minutes to complete the given task.

• Only digital tools like Photoshop, Corel etc . Powerpoint and Word is Not Allowed.

• Participants must have their own systems with required software.

• Participant team can have at most 2 members and minimum 1.

Judging criteria:

Those participants will be chosen who will effectively make use or object images given and will clearly define what the poster describes. Points will be given for proper description and neat design.

Contact for Enquiry:

MAYANK PRAKASH SINGH- 8266968487

HIMANSHI- 8249767152

WEBBIT

Event Description-

1) There will be 5 problems based on HTML, CSS and JavaScript.

2) Templates will be displayed on projector screen and the contestant has to design web page using the same within given time span.

Rules and Regulations-

• Time Limit: 3 Hours

• Any CSS or JavaScript library will not be used.

• Languages Used:- HTML , CSS ,JavaScript

• Decision of the judges will be final and abiding.

• Internet will not be used for any purpose.

• Maximum 3 candidates and minimum 2 candidates are allowed in a team.

• Every team has to bring a laptop.

• No integrated environment will be used.

Judging criteria-

The teams will be judged on following criterion (listed in descending order of priority)-

• Completion of exact task

• Efficient coding and design

• Time taken for completion of task

Contact for Enquiry:

TARUN- 8941001932

RITIK- 9119881551

ZUMO WAR

Engineering is something that knows no international boundaries. We, at yantragene have done it for the Techies. We are making you to take part in the national game of Japan i.e. SUMO WRESTLING. But here the fighters will be the bots that makes it zumo war; a very amusing event which is sumo match of robots, in which a player must fix a light weight metal plate on the front robot to push its opponent outside of arena. There will be 3 rounds in a match whichever team wins 2 rounds will win the game.

<u>(Only Wireless Robots are Allowed.)</u>

<u>Rules and regulations:</u>

• The maximum number of participants allowed in a team is 3.

• Participants from different colleges can form a team and more than one team is allowed from particular college but one student can't be part of more than one team in one event.

• Dimension of robot must not exceed 40x25x10cm (LxBxH).

• The weight of the robot must not exceed 3 kg.

• Dimension of wheel must not exceed 4 cm in width & 5 cm in radius.

• The power supply used by a robot must not exceed 18 volts and 2 amperes. So, try to use small to avoid large current consumption.

• The rpm of motor must not exceed 500.

• Robot must be strictly wireless.

• Armors are not allowed.

• The Decision of the judges shall be final and binding.

<u>Contact for Enquiry:</u>

SAUMYA- 7355044424

VINEET- 6393476871

ROBO SOCCER

Fever of soccer is blowing everybody's mind these days so why do technocrats should be left behind to showcase their sporting skills? We at YANTRAGENE are giving opportunity to the electronics enthusiasts to prove their talent but without their physical strength but by guiding their ROBOTS to score goals for them.

 (Wired/Wireless both Robots are allowed.)

General Rules:

• Team can have a maximum number of 4 members.

• Team members can be from different colleges.

• A team is allowed to play with only one robot.

 • In case the robot moves out of the arena, the robot will be placed at the previous checkpoint.

 • Touching the robot during the game will lead to negative points. • No test practice will be allowed on the main arena.

 • Unfair game may lead to disqualification of the team.

• The robot should not damage the field. Damaging/harming the arena may lead to disqualification. • Decision of the Judges shall be final and binding.

BOT Specification:

 • The ROBOT can have a maximum dimension of 40 x 25 x 10(l x b x h) (all in cm) with a tolerance of 5%.

• The maximum potential difference between any two points should be 18 volt and 2 ampere DC.

 • The maximum weight is 3kg.

 • The thickness of the Wheel used in robot must not exceed 4cm and radius of wheel also must not exceed 5 cm.

• Motors used in robot must not exceed 500 RPM.

• It should be controlled by a single person at a time.

Contact for Enquiry :

HARSH KUSHWAHA- 9773913414

NEHA- 8299014161

ROBO RACE

Robotics events are incomplete without a robotic race. So here it is, YANTRAGENE gives the opportunity to the technocrats to charge and make their bot run like the BOLT. The race will be on specialized track having different obstacles throughout. For clearing every obstacle there will be points. The bot that complete the race in least possible time and with maximum points will win the race.

<u>(Wired/Wireless both Robots are allowed.)</u>

General rules:

• Team can have a maximum number of 3 members.

 • Team members can be from different colleges.

 • A team is allowed to play with only one robot.

• In case the robot moves out of the arena, the robot will be placed at the previous checkpoint.

• Touching the robot during the game will lead to negative points.

• No test practice will be allowed on the main arena.

• Unfair game may lead to disqualification of the team.

• The robot should not damage the field. Damaging/harming the arena may lead to disqualification. • Decision of the Judges shall be final and binding.

BOT Specification

• The ROBOT can have a maximum dimension of 40 x 25 x 10(l x b x h) (all in cm) with a tolerance of 5%.

• The maximum potential difference between any two points should be 18 volt and 2 ampere DC.

• The maximum weight is 3kg.

• The thickness of the Wheel used in robot must not exceed 4cm. And Radius of wheel also must not exceed 5 cm.

 • Motors used in robot must not exceed 500 RPM.
• It should be controlled by a single person at a time.

Contact for Enquiry :
ASHUTOSH PANDEY- 7905120900

UTKARSH- 6387925112

ROBO BALLOON FIGHT

As children love to play with balloons, we at YANTRAGENE too but in a different style. This event is now and yet most fun based and exciting. As the name suggests, you need to create a wireless robot and fit a needle or little spear on the front side and paste a balloon at the back side of your robot and try to pierce the opponent's balloon in order to win. There will be 3 rounds in a match. The team which wins 2 rounds shall be announced victor of the game.

<u>(Wired/Wireless both Robots are allowed.)</u>

General rules:

• Team can have a maximum number of 3 members.

 • Team members can be from different colleges.

• A team is allowed to play with only one robot.

• In case the robot moves out of the arena, the robot will be placed at the previous checkpoint.

• Touching the robot during the game will lead to negative points.

• No test practice will be allowed on the main arena.

• Unfair game may lead to disqualification of the team.

• The robot should not damage the field. Damaging/harming the arena may lead to disqualification. • Decision of the Judges shall be final and binding.

BOT Specification

• The ROBOT can have a maximum dimension of 40 x 25 x 10(l x b x h) (all in cm) with a tolerance of 5%.

• The maximum potential difference between any two points should be 18 volt and 2 ampere DC.

 • The maximum weight is 3kg.

• The thickness of the Wheel used in robot must not exceed 4cm. And Radius of wheel also must not exceed 5 cm.

• Motors used in robot must not exceed 500 RPM.

• It should be controlled by a single person at a time.

Contact for Enquiry:

AYUB PATHAN-8563855734

AMBUJA- 9455126286

EMBEDDED EXPO

Introduction: Embedded Expo provides a platform to inspire the innovator within to come up with their working and nonworking model that can improve the efficiency of presently employed system or provide an innovative solution to real time problem. Some of the current challenges exist in fields associated with general hardware implementation, social and rural life and green technology. The creative and ethical use of technology helps to transform the society lets come and take few steps.

Event rules:

• Participants can use any models strictly related to electronics for demonstration purposes in this event.

• The maximum no. of participants allowed in a team is 4.

• Participants from different colleges can form a team and more than one team is acceptable from a particular college. A single student cannot be a part of more than one team in the same event.

• Low power consumption, low cost and High Security will help you gain extra marks.

• The Decision of the judges will be final and binding. Copying of prototype will not be entertained. Authenticity of the prototype will fetch marks. If there is violation of any of the rules, by any team then that team will be disqualified.

Contact for Enquiry:

SUGANDH (ECE)- 9305055857

ANURAG SINGH (CSE)- 9838012136

AVADHESH (ME)- 9616667460

 MOHIT KUSHWAHA (AE)- 9935811455

BRIDGE-IT

Rules and Regulations:

• A suspension bridge is to be constructed by the participants.

• Use ice-cream sticks of standard dimensions.

• Sticks can be altered physically, notched at any angles.

• Only Fevicol can be used as adhesive, use of other adhesives may lead to disqualification.

 • Use of thread is allowed.

Overall Dimension:

• The Bridge dimension should be within specified limit of :

 Length = 56-60 cm   Width = 10-11 cm Weight:

• The bridge must weigh 250 grams or less.   WEIGHT HANGING MECHANISM **U have to make a mechanism which shapes like a ring in which we can Hang weight to measure, you can use rope or metallic wire to make that Weight hanging mechanism with a diameter of 1-3 cm.

• The weight of your mechanism will be subtracted from the total weight of your Bridge.

• **Team Size:** Max 5 members per team.

Construction:

• Sticks cannot be stuck together length wise to form stronger structural elements.

• Maximum number of sticks that can be stuck together are three.

• 2 sticks cannot be joined by using more than 25 percent surface area

• or length. Judging and scoring:

• First the structure will be reviewed to check if it violates any rules mentioned above.

• Scoring of structure will be based on performance as well as aesthetics.

 • The bridge will be scored on how well the material has been used to support the load. The efficiency will be calculated as the ultimate load capacity and bridge weight.

• Winner will be decided on the basis of maximum efficiency.

Decision by judges: In case of any discrepancies, the decision taken by the Judges and the council will be the final verdict.

Contact for Enquiry:

ABHIJEET- 8112856332,   MANSI- 9411272400,   SACHIN - 8687021535

CONTRAPTION

Based on the principle of chain reactions. Tasks to be performed:

• Turn 2 pages.

• Burst a balloon.

• Staple a page OR tear a page.

 • Parallel Reaction: - Two independent reaction that stars from point A and terminates at point B (both the reaction from point A to B has to take same time).

Rules:

• There will be 3 hours for setting up the all stuff.

• Teams have to make a chart with description of all the energy transformation and number of steps to be performed.

• Cannot use explosives.

• Flames/fire can be used but in controlled way for e.g. lighter, candles, matchsticks.

• Free to use anything but if judges found anything dangerous, that step/energy conversion will be removed.

Point System:

• Points will be given on:

• Number of energy conversions.

• Number of steps.

• No marks will be given on repetition of same energy conversion again and it will be considerable as step.

• Marks will be deducted on hand touch and maximum 4 hand touches are allowed per team, after that teams will be disqualified.

Contact for Enquiry

SHAILESH- 831858854

ASHISH KUMAR- 6393992553

TECHYSHOT

Introduction: For this event the team has to prepare a model, such that it accumulates maximum force generated by the chemical reaction (given below) and perform the various tasks of the respective rounds. The best suited model will be decided as the winner of the event. Chemicals to be used are:

Baking Soda and Acetic acid. The reaction to be used for the production of the desired thrust must be: $NaHCO_3(s) + CH_3COOH(l) \rightarrow CO_2(g) + H_2O(l) + CH_3COONa(aq)$

Event structure: Stage 1: Presentation Round (30 points)

• There would not be any PowerPoint presentation; you need to present your prototype to the judges.

• Explain its specifications to them.

• Presentation should be given by the team on the day of the competition in front of the judges.

• The candidates should describe their model for its creativity, appearance, technical design and innovation.

• Your model will be inspected for any forgery. If found any, you will be disqualified.

 • Presentation should be given prior to the performance competition, Team members should be

• present during judging to answer questions of the judges.

• The presentation round consists a total of 30 points. The presentation will be judged according to the

• following criteria: o Design of the prototype for its innovation, creativity and its unique features (tor e.g. trigger o mechanism, robustness of the model.

Stage 2: Precision Round & Range Round (70 points) as described under the Rules and Guidelines tab. a) Team member presentations will be a deciding factor for the Winner. b) The team scoring maximum from the two Stages (sum of the scores) will be declared as the winner of the event. Rules and guidelines:

• Each team may have a maximum of two members.

• Chemicals (acetic acid and baking soda) will be provided by us. Maximum amount of both the chemicals is as follows: Acetic acid: 23 ml, Baking Soda: 30 g. (per chance).

• There will be three stages as follows: 1. Prototype explanation 2. Precision round 3. Power round

• The teams will be asked to get ready 15 minutes prior to the start of the competition.

Precision round:

 • This round is all about the accuracy and design of your prototype.

 • In this round your prototype is required to shoot a stream of water through a hole in a cardboard. The hole that you hit will determine your score.

• The ejection point of your prototype will be kept 3 m from the target. You cannot change the position of the of your prototype which will be kept at the center of the table, but you can change its orientation.

 • Height of the screen is 1m above the base/reference plane (top surface of the table provided).

• In this round you will be given two chances (i.e. chemicals will be provided twice).

 Range round:

• This round would be checking the impact (basically momentum/impulse) created by the stream from your prototype.

• It is a one on one competition between the qualified teams of the previous rounds.

• The participant getting maximum range/displacement from the starting spot would be the winner of this round.

Eligibility criteria: Abstract submission is the criteria for getting eligible for the event.

Contact for Enquiry:

SHREYANSH- 9005214992

TWINCY- 7388661323

DAXTER ORIGAMI

General:

Participants will be provided equal No. of Sheets with which they have to form hollow, rigid structure by skilful foldin techniques without using any adhesives or binding resins.

The Event will comprise of three rounds, each eliminating certain number of participants.

Round 1:

Internal volume will be the criteria for qualifying this round.

Round 2:

Maximum load bearing capacity will be the criteria for qualifying this round.

Round 3:

The final deciding round will be a qualifier round by the Judges.

Contact for Enquiry:

TUSHIKA – 7355045274

HARISH- 8808856184

AIR FRAY

Introduction: Well, everyone has flown planes at younger age. Making a paper plane was always fun, but it is always interesting and challenging to make a paper plane that will travel the longest distance or remain in air for a comparatively longer time. Problem statement: You have to make a paper plane and project it in air such that it will travel longer distance in comparison to others. The far your plane will go, the better is the chance for winning this competition.

Rules and regulations:

• Each participant will be provided 2 sheets for making paper plane.

• Each one has to make his/her plane using, one sheet at a time. Therefore, the participant will get chances to challenge others

• Each one has to use the provided material only.

Contact for Enquiry:

PRANEHAL - 8787241532

NILESH - 8299402850

SKY RC

<u>Rules and regulations:</u>

• A group of 3 members can participate.

• Participants need to carry their own fabricated RC planes.

• Participants also need to carry transmitter and receivers.

• The setup of the esc, battery, transmitter & receiver will be done at arena.

• The marking will be done upon Design, Gliding, Flying & Gliding Time.

• There will be 2 gates by which participants should need to pass the RC plane.

• Jury member have the rights to disqualify and team.

• If any plane found purchased that team will be automatically disqualified.

• The time that will give to the team will only 5 min to complete the task.

<u>Contact for Enquiry:</u>

ABHISHEK - 8439419311

SONAL - 9795378698

HOVERMANIA

Rules and regulations:

• Participants have to bring their handmade hovercrafts.

• Only a singles person can control the hovercraft at a time.

• Participants shall not fly their hovercrafts without the permission of the judges.

• Each Team can have a maximum of 3 members and a minimum of a single member.

Specifications:

 • L X B = 60 X 50 cm (MAX)

• ESC should not exceed 25A (Ampere).

• Power Supply above 2V is not Allowed.

Contact for Enquiry :

DANISH - 91497888441

SATYA - 7355789483

KINEMICS

Rules and regulations:

- Make a mechanism to perform a specific task.

- Max time allotted will be 15 minutes.

- Max 5 members in a team.

- Winner will be decided on the basis of minimum time taken and mechanism efficiency.

Contact for Enquiry:

SIHSHIR- 7014071364

UMA- 7844969051

PUBG MOBILE TOURNAMENT

TOURNAMENT RULES

REGISTRATION FEES: RS.100 (FOR SOLO)

REGISTRATION FEES: RS.150 Per Team (FOR DUO)

How to Register:

In order to register for the tournament, you must make Payment on the Paytm Number Given Below and send the screenshot of the payment along with the name of the team ,IDNUMBER and INGAME Name of the Two Players for whom you have registered (eg: SOUL$MORTAL) on the WhatsApp number provided below:

PAYTM/PHONEPE NUMBER: 9455052254 (DEEPAK KUMAR) WHATSAPP NUMBER: 9455052254 (DEEPAK KUMAR)

PRIZES & REWARDS (FOR SOLO):
1ST Prize – Upto INR 2000, Certificates
2nd Prize – Upto INR 1500, Certificates
3rd Prize – Upto INR 700, Certificates
4th Prize – Upto INR 500, Certificates
5th Prize – Upto INR 300, Certificates

PRIZES & REWARDS (FOR DUO):
1ST Prize – Upto INR 2500, Certificates
2nd Prize – Upto INR 2000, Certificates
3rd Prize – Upto INR 1500, Certificates

NOTE- HERE UPTO MEANS NUMBER OF CANDIDATES TAKING PART AS PER REWARDS ARE DISTRIBUTED IF CANDIDATES ARE MORE THAN 100 THEN PRIZE WILL INCREASE AS PER INCREASE IN PARTICIPATES.

General:

By taking part in the tournament, participants must read, understand and agree to the rules for participation in the YANTRAGENE Championship: Battle Royale Mobile Edition. Players must agree and consent to the rules laid out by the organizers as well as Event's organizers and game marshals to enforce them. Every player is expected abide to the rules, and any failure to follow them can result in disciplinary actions to be taken. By participating in our tournament, you consent to agreeing our rules. Players and teams of any age group and college/school/anywhere else are allowed in the event.

Conduct:

Please behave in a human way to other gamers, competitors and to any member of the staff. If a player is found guilty of misconduct by a game marshal, they may receive a penalty. Teams and individuals may face bans and expulsions from the Competition for any and or all misconducts decided at Judge's sole discretion.

Competition Rules:

Points will be given per match meaning that in each tournament a player will be given points.
As matchs are played 2 times,top 25 team for DUO and SOLO for 50 players for next match qulification.
10 points will be awared per kill and further points will be given depending on the position as per table below.

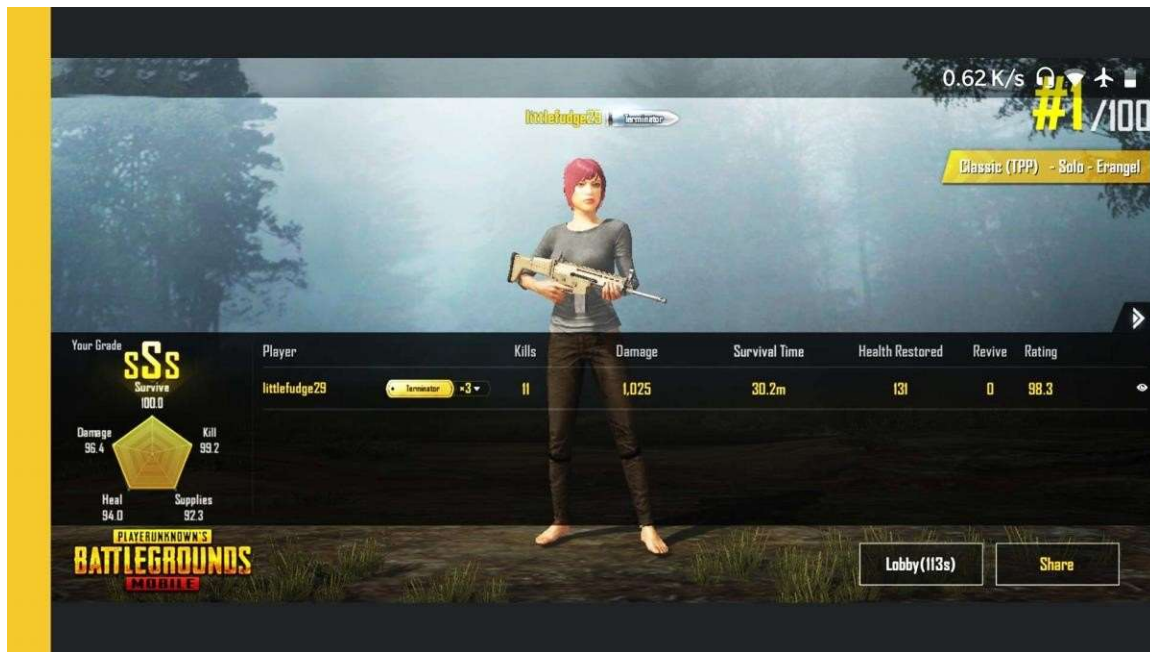| Finish Position	Position Points
1	200
2	160
3	140
4	120
5	100
6	90
7	80
8	70
9	60
10	50
11	40
12	30
13	20
14	10
15	10

If the event is cancelled due to any reason other than the fault of the player/team, the money of the player/team shall be refunded.
The Event shall be cancelled if the total number of registrations for the entire event is less than 100 People (50 Duo)- The money shall be refunded
as same as if participates are less than 50 game then it may cancelled and money shall be refunded.

- At least One member of the team is required to take the screenshot of the number of kills page.

The results will be given out on the basis of the screenshots itself. If a team is unable to produce the screenshot of the final result of the game then the team shall not be counted in the final result. (The Screenshot Must be as shown Below.)

- The Map shall be decided by the Game Marshall for each match of the tournament.
- Each team must hold an appropriate name. Any team with an unsuitable name, will be asked to create a new name in order to participate in the competition. Else a default name assigned by a game

Marshall will be used until a suitable name is found.

- If any bug happens during the competition, the player must inform the nearest game Marshall immediately. Failure to do so will result in demerit points, temporary suspension, and/or bans from future competitions.
- Players found to be using the bug to their advantage will immediately disqualify their team from the match, day or event -" THE MONEY SHALL NOT BE REFUNDED IN CASE OF CHEATING".
- Possible technical issues with PUBG, its servers and/or network may cause games to be rescheduled or canceled at the sole discretion of the organizers.
- Match will be restarted if the settings of the server are incorrect.
- Cheating is strictly prohibited.
- Emulators are not allowed in the Mobile Event. Emulators can be used only in the emulator event.
- Players can Also play from wherever they are. If a team wins which is playing from their own place and they win, then the prize shall be sent into their account and the certificates on their mail and goodies sent to their address.
- If two or more teams are seeing teaming up during a match then the teams who have teamed shall be disqualified from the match and the tournament instantly without the money being refunded.

As a condition of their participation in Yantragene Player Unknown Battleground Mobile competition, players agree to refrain from manipulating the game files in any way, using of any unapproved game modifications, programs, or any other methods that gives one an unfair advantage over another player. The definition of cheating will be determined by the organizers where applicable.

Streaming:

- Every Match shall be streamed live on Our Yantragene Facebook Page.
- The entire event shall be spectated by 10 Volunteers at every time, thereby watching every team currently playing.

Contact For Enquiry:

+91-9455052254-DEEPAK KUMAR

+91-8887246212- SONU KUMAR

INFORMAL GAMING

- FREEFIRE

- CALL OF DUTY MOBILE

- MINI MILITIA

- NEED FOR SPEED – MOST WANTED

Note:

Any Event may be cancelled if there are less than 2 (Two) Participants, whereby the money shall be refunded to the participating parties. How to Register: In order to register for the tournament, you must make Payment on the Paytm Number Given Below and send the screenshot of the payment along with the Person Registering for the Game and the Informal Game you are registering for. For any enquiries contact the number given below:

PAYTM NUMBER: (AJESH KUMAR) 7880888260

Game Marshall: (AJESH KUMAR) 7880888260

Prize and Rewards:

Prize Money will be Based on the number of registrations. For prize Money, contact 1 Day before the Fest on the Contact Number given above.

FREEFIRE - **REGISTRATION FEES: RS.75 Per Person (SOLO)**

CALL OF DUTY MOBLIE - **REGISTRATION FEES: RS. 250 Per Team (5 Members)**

MINI MILITIA- **REGISTRATION FEES: RS.200 Per Team (4 Members)**

NEED FOR SPEED: MOST WANTED - **REGISTRATION FEES: RS.100 Per Person (1Member)**

BUSINESS PLAN

RULES:

- Team size : 3-5 members
- The decision of the judges shall be final and binding to all the participants.

FORMAT:

- Phase 1 : Online B – Plan PowerPoint presentation submission
- Final Round: Pitching your B – Plan at our Campus during YANTRAGENE, 2020.

EVALUATION CRITERIA:

1. Value proposition
2. Originality
3. The value created by the new product/services.
4. The attractiveness of the market opportunity.
5. The competitive advantage of the proposed venture.
6. Operational & technical viability.
7. Capital requirements & financial forecast.
8. The capital of the management team.
9. Exit strategy.
10. Strength f the oratory & PowerPoint presentation.

CONTACT FOR ENQUIRY:

ABHEEJAY-8604841963

DEVYANSHI-7007530266

MANJARI-9792849107

TECHNICAL PAPER PRESENTATION

ROUND 1 : (PAPER SUBMISSION)

- Submission must include title, author's details, abstract, key words & should be of minimum 4 to maximum 6 pages as per IEEE Paper Submission Guidance.

- Participants should bring 2 hard copies of their paper.

ROUND 2: (POWERPOINT PRESENTATION)

- Presentation duration should be of 8 minutes to maximum of 10 minutes.

- Participants should bring their presentation in **pen drives** only.

CONTACT FOR ENQUIRY:

VIPUL - 9598046526

VAGISHA - 8840304825

OPEN MIC

RULES:

1. This event will have three categories:

- Story/prose - 3 to 5 minutes
- Poetry - 3 minutes
- Standup comedy - 5 to 7 minutes

2. Language isn't a barrier. It can be either Hindi or English.

3. Only original and self-composed content will be entertained.

4. The best speaker in each category will be rewarded.

5. Participation fee is Rs.30

6. Political ideas won't be appreciated.

7. Presence is mandatory during the entire event.

CONTACT FOR ENQUIRY:

AJAY - 90056 37006

AMRITA - 94536 53499

MUSKAN - 94551 04662

RAMAVTAR - 95653 65659