

Rule Book

VIVRTI
Intellectum
2K23

16 - 17 FEB, 2023

LIVE CONCERT BY AKHIL / FASHION SHOW
FOLLOWED BY DJ NIGHT

JASANA, TIGAON RD, NEHARPUR
FARIDABAD

CONTACT :
+91 8700192085, +91 7982444628

@Vivrti_2k23

GENERAL RULES

- All The Participants Are Requested To Reach The Acem Campus By 10:00 A.m.
- Transport Facility Will Be Provided By Acem From Badkal Mor Metro Stations At 08:50am till 09:00am For Both The Days.
- Registration Can Be Done On The Spot.

- **Registration Fees:**

SOLO : 150/-

FASHION SHOW :1000/-

GROUP DANCE : 1000/-

GULLI CRICKET : 800/-

STREET SOCCER : 800/-

STREET PLAY : 1500/-

GAMING (per team)(each) : 100/-

GROUP OF 10 : 1000/-

GROUP OF 20 : 1800/-

GROUP OF 30 : 2500/-

GROUP OF 40 : 3500/-

GROUP OF 50 : 4500/-



GENERAL RULES

- Participants Should Carry Their College Id Cards With 2 Passport Size Photographs.
- If Any Person (Participants/non-participants) Is Found Involved In Any Misconduct Or Indiscipline, He/she Would Be Liable To A Fine Depending Upon The Gravity Of The Offense.
- Judges Decision Will Be Final.
- Drinking And Smoking Is Prohibited Inside The Campus.
- For Any Other Information Please Contact With The Event Coordinators.



PRIZES

S.NO.	COMMITTEE	NO. OF EVENTS	EVENT	First Prize	Second Prize
1	CREATIVE	1	POSTER MAKING COMPETITION	1100	500
		2	CARD MAKING COMPETITION	1100	500
		3	TATTOO MAKING COMPETITION	1100	500
		4	RANGOLI	1100	500
		5	MEHNDI	1100	500
		6	FACE PAINTING	1100	500
		7	PHOTOGRAPHY	1100	500
		8	REEL THE FEEL	1100	500

2	INFORMAL EVENTS	1	TREASURE HUNT	1100	500
		2	TUG OF WAR (Fun event)	0	0
		3	GALLI CRICKET	3100	1100
		4	SACK RACE	1100	500
		5	STREET SOCCER	3100	1100
3	DRAMATICS	1	RANGMANCH (STAGE PLAY)	5100	0
		2	MAIDAN - E - RANG (STREET PLAY)	7100	5100
		3	KUCH NA KAHØ (MIME)	2100	0
		4	OPEN MIC	1100	500

4	LITERARY	1	BATTLE OF WITS	1100	500
		2	CONJUROR'S BOARD (Word Play)	1100	500
		3	KNIT-A-NARRATIVE(STORY NARRATING)	1100	500
		4	POSTER/BANNER MAKING	1100	500
5	MUSIC & DANCE	1	SOLO SINGING	1100	500
		2	INSTRUMENTAL DUO	2100	1100
		3	RAP BATTLE	1100	500
		4	DUET DANCE	2100	1100
		5	SOLO DANCE	1100	500
		6	FOLK GROUP DANCE	7100	0
		7	WESTERN GROUP DANCE	11000	0
		8	FASHION SHOW	31000	11000

6	TECHNICAL	1	WEB DEVELOPMENT	1100	500
		2	BLIND CODING	1100	500
		3	BGMI	1100	500
		4	NFS	1100	500
		5	DIGITAL POSTER DESIGNING	1100	500
		6	CAD MODELLING (ME)	1100	500
		7	CIRCUITRIX (ECE)	1100	500
		8	AUTOCAD (CE)	1100	500
		9	CONCEPT & DESIGN DEVELOPMENT (CE)	1100	500
7.	ENTREPRENEURSHIP	1	AAGAAZ	TROPHY	0
		2	BUSINESS INNOVATION	1100	500

EVENT SCHEDULE



VENUE	SOCIETY	EVENTS	TIMINGS
MAIN STAGE	RHYTHM	Solo Dance + Solo Singing	11:45 AM
		Rangmanch (Stage Play)	2:00 PM
	DRAMATICS	Duet Dance	2:30 PM
		Instrumental Duo	3:15 PM
		Western Group Dance	4:00 PM
	RHYTHM	Fashion Show	5:30 PM

DJ NIGHT 6:30 PM - 7:00PM

RECEPTION	CREATIVE	Rangoli	11:30 AM
GROUND	CREATIVE AND INFORMAL	Photography	11:30 AM
		Gully Cricket	11:30 AM
		Reel the feel	11:30 AM
		Street Soccer	11:00 AM
		Treasure Hunt	1:00 PM
		Creativity on Poster (Poster Making)	1:00 PM
		Face Painting Competition	2:00 PM
		Tug of War	3:00 PM

GROUND	ENTREPRENEUR	Aagaaz	11:00 AM
ROOM NO 313		BUSINESS INNOVATION	2:00 PM
PD LAB	LITERARY	Conjurors Board	12:00 PM
		Knit A Narrative (Story Narration)	2:00 PM
PHYSICS LAB	LITERARY	Banner/Poster Making	1:00PM
SEMINAR HALL	DRAMATICS	Kuch Na Kaho (MIME)	3:00 PM
LAB-5,6		CAD/CAM (MECHANICAL)	11:00 AM
SURVEY LAB		Concept and Design Development(CIVIL)	11:00 AM
LAB-1		NFS (GAMING)	12:30 PM
LAB-3,4		Web Design(CSE)	12:30 PM

EVENT SCHEDULE



VENUE	SOCIETY	EVENTS	TIMINGS
MAIN STAGE	RHYTHM	Chance Pe Dance	10:30 AM
		Rap Battle	11:15 AM
GROUND	DRAMATIC S	Maidan - E - Rang Street Play/Nukkad Naatak)	11:00 AM
MAIN STAGE	RHYTHM	Folk Dance	12:30 PM

NO STAGE EVENTS AFTER 2:00 PM (MUSIC+STAGE TESTING)

STAR
PERFORMANCE 4:00 PM

GROUND	CREATIVE AND INFORMAL EVENTS	Gully Cricket	10:00 AM
		Street Soccer	10:00 AM
		Card Making	12:00 PM
		Mehndi	1:00 PM
		Tattoo Making Competition	2:00 PM
		Sack Race	2:30 PM
SEMINAR	ENTREPRENEUR	Aagaaz	11:00 AM
	LITERARY	Battle of wits	10:30 AM
	DRAMATICS	Open Mic	12:00 PM
LAB-1,2	TECHNICAL	Blind Coding(CSE)	11:00 AM
ROOM NO-316		BGMI	12:00 PM
LAB-5		CAD-Mania(Autocad) (CIVIL)	11:00 AM
MPI LAB-313		Circuitrix(ECE)	12:00 PM
LAB-3,4		Digital Poster Design	1:00 PM



R U L E B O O K

MUSIC & DANCE

COMMITTEE - RHYTHM

CONTACT :

+91 93103 45122 (ASHISH KUMAR JHA)
+91 99585 82766 (MANASAVI)



F A S H I O N S H O W

- There will be a single round.
- There should be 10-15 participants per team exclusive of the choreographer and supporting members.
- Time limit for the round is 10-12 minutes (Inclusive of stage setup). Points will be deducted for exceeding the limit.
- Theme would be of your choice.
- No props and costumes will be provided by us. Teams have to bring their own costumes and props.
- Use of materials like candles, matches, cigarette, alcohol, and any hazardous materials on stage is prohibited.
- Two copies of sound tracks to be submitted to the coordinators. (In C.Ds and pen drive only, no laptops)
- Vulgarity of any kind would lead to disqualification of the team from the event.
- It is imperative that all team members must possess a valid college ID which must be presented at the time of registration.
- Prior registrations by 15th February till 12 noon.

S O L O D A N C E

- Prior registration required by 14th February 2019 till 12:00 noon.
- Participants will perform for 2-4 minutes.
- Use of props permitted and extra marks awarded for it.
- Time limit includes setting of props on stage.
- All dance forms allowed including classical.
- Negative marking for using fire or spoiling the stage.
- Negative marking for exceeding the time limit.
- Submit music of your competitive performances before one day i.e. 14th Feb 2019 at **aravalifest2023@acem.edu.in** or deposit it to stage committee at registration counter immediately after arriving in the college premises. Pen drives are allowed.

GROUP DANCE (WESTERN)

- Prior registration required by 14th February 2023 till 12:00 noon.
- Minimum of 6 members on stage compulsory otherwise may result in negative marking.
- Props usage should be mentioned during registration.
- Time limit 5-8 minutes.
- Use of props allowed and extra marks for it.
- Negative marking for using fire, any kind of sprays or any other object that would make the stage dirty.
- Negative marking for exceeding the time limit.
- Weight age for choreography, music, sync, coordination, props and costumes, theme depiction.
- Time limit includes setting of props on stage.
- Folk and pure classical dances are not allowed.
- Host entry allowed -2, other institutes-1.
- Submit music of your competitive performances before one day i.e. 14th Feb 2023 at **aravalifest2023@acem.edu.in** or deposit it to stage committee at registration counter immediately after arriving in the college premises. Pen drives are allowed.

GROUP DANCE (FOLK)

- Prior registration required by 14th February 2023 till 12:00 noon.
- Minimum of 5 members on stage compulsory otherwise may result in negative marking.
- Time limit 5-8 minutes.
- Props usage should be mentioned during registration.
- Use of props allowed and extra marks for it.
- Weight age for choreography, music, sync, coordination, props and costumes.
- Time limit includes setting of props on stage.
- Negative marking for using fire, any kind of sprays or any other object that would make the stage dirty.
- Host entry allowed -2, other institutes-1.
- Submit music of your competitive performances before one day i.e. 14th Feb 2023 at **aravalifest2023@acem.edu.in** or deposit it to stage committee at registration counter immediately after arriving in the college premises. Pen drives are allowed.

CHANCE -PE- DANCE

- Individual entries are allowed on the spot.
- Participant has to give on the spot performance, on any number played at that moment for 1 minute.
- Song can be of any type, classical or western.
- Any choice of music to participant will not be given.
- Weight age for confidence and dance moves.

SOLO SINGING

- TIME- 3 Minutes per participant including sound check.
- Karaoke is allowed.
- Only 1 instrument is allowed during the performance.
- Medley is allowed.

SARGAM (INSTRUMENTAL DUO)

- Only 2 participants per team (1 singer + 1 instrument player)
- TIME- 4 Minutes per team including sound check.
- Only one instrument is allowed during the performance. Medley is allowed.

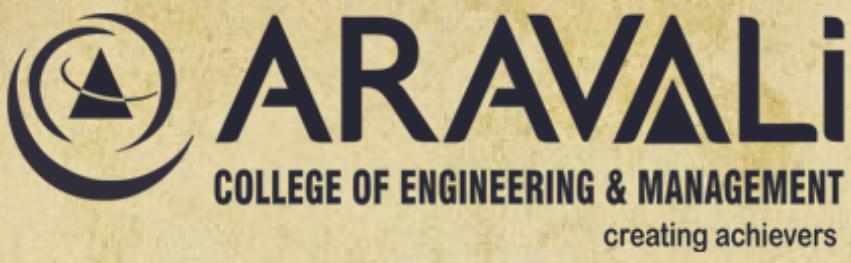
RAP IT UP (RAP BATTLE)

- TIME- 2-3 Minutes per participant.
- Student can bring their background music in CD.
- Any type of vulgarity will lead to disqualification.
- Submit music of your competitive performances to stage committee at registration counter immediately after arriving in the college premises. Pen drives are allowed.

DUO SAGA

(DUET DANCE)

- There should be only 2 participants per team.
- Participants will perform for 2-4 minutes.
- Use of props permitted and extra marks awarded for it.
- Time limit includes setting of props on stage.
- All dance forms allowed including classical.
- Negative marking for using fire or spoiling the stage.
- Negative marking for exceeding the time limit.
- Submit music of your competitive performances before one day i.e. 14th Feb 2023 at **aravalifest2023@acem.edu.in** or deposit it to stage committee at registration counter immediately after arriving in the college premises. Pen drives are allowed.



RULE BOOK

ERUDITE

COMMITTEE - LITERARY

CONTACT :

+91 85274 86678 (SAGAR)

+91 79825 23752 (ANMOL)

CONJUROR'S BOARD

Description : Enjoy wordplay, anagramming or going off Tangents into rabbit holes of Aesthetic words? Then this event is tailor-made for you. From Spoonerism to Word Ladders ,the literary quizzes to cryptic crosswords ,we've got you covered. Don't worry, we also give you hints.

Rules:

- Entries are accepted in Pairs or Groups of 3.
- There will be 3 rounds in the event.

Round I : Jumbled words

Rearranging the words in correct meaningful form.

Round II : Unpuzzle the Puzzle

Solve the riddle and get the word . Easy!!!!

Round III : Spill the spelling

Spell out the word.

- Time limit for each round will be declared on the spot.
- The decision of the judges will be final and binding.
- Digital devices (like mobile phones) will not be allowed during the event.

BATTLE OF THE WITS

Description : Unleash your inner Eminem or Harry Baker and show us how Wittily Creative you are. Be ready to experience an assortment of Lit activities served to you with abundant of Wit and humour.

Rules:

- Entries are accepted in Pairs or Groups of 3.
- There will be 3 rounds in the event.

Round I : Jumbled words

A questionnaire will be provided to all participants. Answer a few simple ones while the clock is ticking. You'll judged on originality and humor.

Round II : Unpuzzle the Puzzle

You'll be given a hypothetical situation; example: that they are in a plane that is about to crash. While sticking to the personality given to them, you've to convince the judges why you deserve the parachute over all the other famous personalities in the plane.

Round III : Spill the spelling

It is an Improv but with a twist. Participants are given a situation but are placed in four squares, each being specified with a different emotion. Rest would be future....

- Time limit for each round will be declared on the spot.
- The decision of the judges will be final and binding.
- Digital devices (like mobile phones) will not be allowed during the event.

KINT - A - NARRATIVE

Description : Have you been waiting to wake up the storyteller in you? Do you want to display how fast you can think on your feet? Are you ready to hit the button for your creative explosion? Fill up your ink pots and don on your thinking caps. Come join us.

Rules:

- Single participation and entries in pairs: both accepted.
- Basis of narrative will be provided on the spot.
- It will be in pen-paper mode.
- No-Word limit.
- Judging criteria: Creativity, wit & Catharsis.
(A bit of Grammar and Vocabulary obviously)
- Time limit will be declared on the spot.
- The decision of the judges will be final and binding.
- Digital devices (like mobile phones) will not be allowed during the event.
- Online registration is compulsory for each participant.

BANNER MAKING

Description : Have a thing for strokes of colors?

Ignite your inner M.F Hussain and bug your creative instincts because we have a perfect event here waiting for your artistic talent.

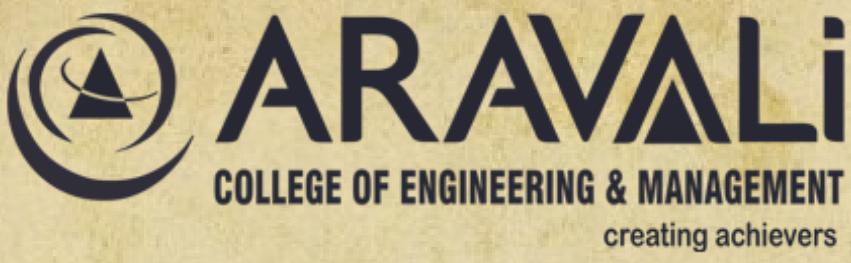
RULES :

- Single participation and entries in pairs: both accepted.
- Drawing / painting must be on chart. Chart will be provided by us.
- Colours or any other Medium to draw or decorate shall be brought by you.
- Time limit will be declared on the spot.
- The decision of the judges will be final and binding.
- Online registration is compulsory for each participant.

JUDGEMENT CRITERIA :

Judgment will be based on:

- Relevance to the theme
- Originality
- Artistic composition
- Creativity
- In accordance with the given instructions



RULE BOOK

DRAMATICS

COMMITTEE - DRAMATICS

CONTACT :

+91 81684 86849 (SHIPRA)

+91 88823 87708 (GUNJAN)

RANGMANCH

(STAGE PLAY)

RULES :

- Play can either be in Hindi or English.
- Maximum members: 8 (onstage) + 2 (offstage)
- One entry per college is permitted.
- Time limit: 10-15 minutes.
- Sound system & lights will be provided with prior notification of the requirements only.
- Props may not be provided
- Team exceeding the time limit will be subjected to negative marking.
- Any vulgar act may lead to disqualification, depending upon the judge's decision

MAIDAN - E - RANG

(STREET PLAY)

RULES :

- Play can either be in Hindi or English.
- Maximum members: 15, Minimum members:10
- One entry per college is permitted.
- Time limit: 15-20 minutes.
- Props like music system, pre recorded music or voice not allowed except gulal , drums, flags.
- Team exceeding the time limit will be subjected to negative marking.
- Any vulgar act may lead to disqualification, depending upon the judge's decision.

NAUTANKI (ON THE SPOT)

Description : If you think you have the world talent group amongst you, If you think you have the guts to challenge on the spot situation, then we offer a platform to showcase your ability and scream out your talent through your mesmerizing acts/ performances.

RULES :

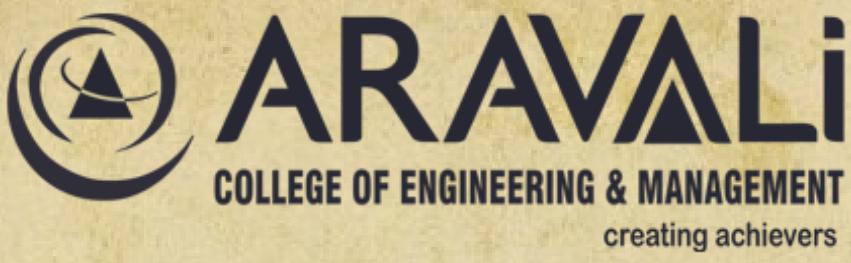
- The event will consist of two rounds.
- Members required: Min. 2 - Max. 4
- Maximum 2 entries per college.
- Any vulgar act may lead to disqualification, depends on the judge's decision

KUCH NA KAHО (MIME)

Description : Mime is an art of portraying characters and acting situations by gestures and body movement without speaking out a single word. A very different and powerful act of lifeless undistinguished dummies coming alive to show the reality and make every one realize the power of actions to spread their message through their spectacular innovation of using their body parts and to portray every life or scene setup in their act without any support of properties and music (except the situational background sound effects given out by the people behind the stage without any use of any instruments).

RULES :

- Maximum members: 10 [(8 onstage) + (2 offstage)]
- Time limit: 7-9 minutes + 1 minute introduction of the mime.
- Indicative costumes are not allowed.
- No props allowed.
- Pre recorded sounds, instrumental music, voices & karaoke not allowed.
- Exceeding time limit may subject to negative marking.



RULE BOOK

CREATIVE COMMITTEE - CREATIVE

CONTACT :

+91 78080 42599 (VEER)

+91 92057 13054 , 82906 86286 (HEMANT)



RANGOLI

- No. of members- 4 members in one team
- Maximum Entry per college- 3
- Time limit: 1 hr. 30 min
- The participants must have their identity cards.
- The participants have to bring their own colors and other useful material.
- Theme- ‘PRITHVOTSAV’ (The Nature Carnival)
- Decision of Judges will be final.

CARD MAKING

- Time limit- 1hr.
- No of members- 1
- Maximum Entry per college- 3
- The participants must have their identity cards.
- Requirements- Carry on your own colors, etc.
- A4 sheets will be provided.
- Topic- Save Earth.
- Assessment based on Depiction of theme.
- Explanation of your creation may be asked.
- Limitations-Use of A4 sheet (to be folded).

TATTOO MAKING

- Time limit-30 min
- No. of Members-2
- Maximum Entry per College-3
- The participants must have their identity cards.
- Requirements- Carry on your own pens/sketches etc.

POSTER MAKING

- Time limit- 1hr.
- No of members- 1
- Maximum Entry per college- 3
- The participants must have their identity cards.
- Requirements- Carry your own colors, etc.
- A4 sheets will be provided.
- Topic- Lifestyle for Environment.
- Assessment based on Depiction of theme.
- Explanation of your creation may be asked.
- Limitations-Use of A4 sheet (to be folded).

MEHNADI

- Time limit- 30 mins.
- No of members- 2.
- Maximum Entry per college- 2.
- The participants must have their identity cards.
- Requirements- Cone will be provided.

FACE PAINTING

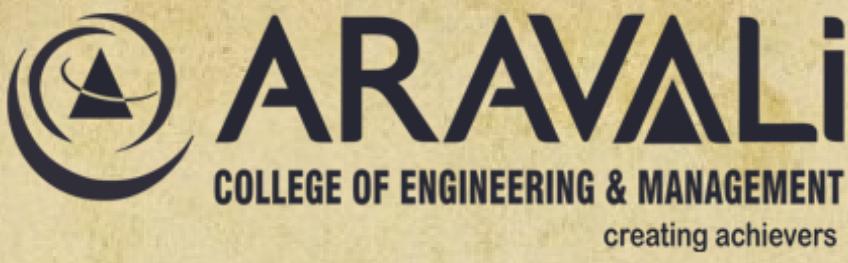
- Time limit- 1hr.
- No of members- 2
- Maximum Entry per college- 2
- The participants must have their identity cards.
- Requirements- Carry on your own.
- Topic-Angel And Devil.
- Assessment - Depiction of theme, explanation of your creation may be asked.
- Limitations- Use of spray is not allowed.

PHOTOGRAPHY

- The photograph should depict the theme “Life is beautiful”.
- Only one entry is allowed per photographer.
- The photograph must be original and no watermark of any kind should be on the photograph.
- Participants may submit color and/or black and white photographs taken up to one year before the competition (Feb 16, 2023).
- The photograph must be of highest resolution possible.
- It can be in Landscape/Portrait mode.
- Photographs that have been digitally altered beyond standard optimization (removal of dust, cropping, reasonable adjustments to exposure, color and contrast, etc.) will be disqualified.
- Adult content of any kind will not be entertained and would lead to direct disqualification.
- Student can email their entry with their name , roll number , phone number, college name , on **aravalifest2023@acem.edu.in** before 14 Feb, 2023.

REEL THE FEEL

- The reel must be an original creation. You can only be inspired by existing trends online. Plagiarized content lead to disqualification.
- Any offensive, name-calling, derogatory remarks, and/or regional slang towards any person or community should not be used.
- The video should not exceed 60 Seconds.
- Individual, as well as group entries (not more than 3 people), are allowed.
- Please use one medium of language for the reels. The submissions can be in either English or Hindi.
- Each Participant will accept only one entry, and a second entry will lead to disqualification.
- As per Reel format, the video should be made vertically and not horizontally.
- Student can email their entry with their name , roll number , phone number, college name on **aravalifest2023@acem.edu.in** before 14 Feb, 2023.



RULE BOOK

INFORMAL EVENTS

COMMITTEE - FROLICS

CONTACT :

+91 95991 18858 (TESHANK)
+91 90657 11210 (SAKET)



TREASURE HUNT

- A college/institution can send THREE participants.
- The participants must have their identity cards.
- Time limit: 30 minutes.
- They will be given a list of objects & they have to find them in the given college area & in the given period of time.
- Winner is decided on the basis of time which takes less time to complete whole competition.
- Decision of Judges will be final.

SACK RACE

- The participants must have their identity cards.
- A sack is used to play this game.
- Finishing point of race will be at 50 m from starting point.
- Once fallen, the participant will be disqualified.

GULLY CRICKET

Team Formation Rules

- Team composition: A team of 10 players can be formed, but only 8 players are involved in the game at any point of the match. So, while batting or bowling, any 8 of the 10 players are chosen (So, the other two players are like super-subs and subs cannot be replaced during matches. They can only be replaced in future matches).

General Rules

- The participants must have their identity cards.
- Duration: Each inning will be of 40 minutes
- Inning Break: 5 Minutes
- Live Scoring will be done via mobile application.
- Complete Round Arm Action without jerk only be allowed.
- restriction which will be looked after by the Umpire only.
- the usual international rules like, bye, leg bye, LBW are OFF. No ball, wide & over throw rules are ON
- Umpires decision would be considered final in case of any discrepancy.
- Match will of 8 overs. Every bowler can ball a maximum of 2 overs.
- Cosco (green) ball will be used for matches

- Only One team from a college will be allowed
- Team that violate the rules will be disqualified from the competition

TUG OF WAR

- A college/institution can send 10 participants.
- The participants must have their identity cards.
- A tug is used to play this game.
- The team to take the tug to their side will win the game.
- Officials will not tolerate over-aggression; it will result in elimination from the game and/or facility.
- Decision of Judges will be final.

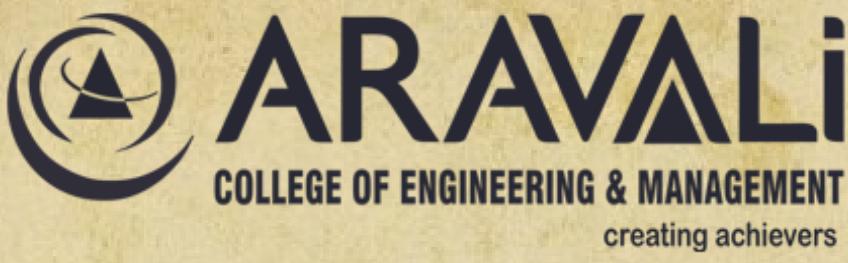
STREET SOCCER

Team Formation Rules

- A college/institution can send Seven participants (5 are playing including Goalkeeper).

General Rules

- The participants must have their identity cards.
- Duration: two equal period of 15 minutes.
- Half time: 5 minutes.
- If a player receives a YELLOW CARD then he will be out for 5 minutes from the game
- If a player receives a RED CARD then he will be out from the game
- All the matches shall be played on Knock out basis.
In case of draw match 3 Panelty kicks will be provided
- All the free kicks are INDIRECT. Penalty Kicks will only be used for tie-breakers- final consolation.
- Penalty kick to be taken from the center of the field, 8 ynds from goal line.
- There is no offside in 5v5
- A kick-in will be taken in place of the throw-in
- Free kick/kick-in -distance from the ball -5 yards.
- Decision of referee will be final



RULE BOOK

TECHNICAL EVENTS

COMMITTEE - TECHNITUDE

CONTACT :

+91 8178479899 (SOMAY KAPOOR)

+91 99108 38498(AKASH GUPTA)



AUTO CAD (CIVIL)

- Two floor plan drawing (elevation and section) will be given and the task will be to generate drawing using AutoCAD
- Duration: 1 Hour 10min
- Team size maximum 1 students per team
- **Note: Rest of the details will be announced at start of competition.**

CONCEPT & DESIGN DEV (CIVIL)

Team size

- 1- 2 students per team.

Themes

- Smart Bus stand.
- Smart Parking.
- Waste to energy.
- Floating structure.
- Smart irrigation.

Time Duration:

- 1hours.

Note: Stationary will be provided by college. Rest of the details will be announced at start of competition.

NFS (NEED FOR SPEED)

GENERAL RULES

- No Cheats will be tolerated.
- Players can bring their peripherals such as mouse, headphones, keyboards, mouse pad etc.
- Event team reserves the right to change any rules as per the situation and if so then that will be intimated to the players on the spot.
- All the players will be provided the option to choose one of the 4 cars for all the rounds.
- Change of car is not allowed once the game is started.

RACE TYPE: CIRCUIT

- Total laps allowed = 3
- All the players will be provided the option to choose one of the 4 cars.

BGMI

GENERAL RULES

- Match will be squad-only.
- Tournament will be played on the global version of BGMI. Chinese versions are not allowed.
- Any person found using any malicious software or unfair means, respective team will be banned.
- Ranking system will be on knockout basis.
- Participants must bring their own devices.
- Participants are responsible for their own internet connection. Internet will not be provided by the college.
- Emulators are not allowed.
- Room id and password will be provided at the time of the event.
- Participants can use earphones/headphones.
- The participants must report 15 minutes before the event to the venue.
- Candidates must register their squad at the registration desk before 10:30 am. Any entries made after this will not be entertained.

DIGITAL POSTER MAKING

POSTER SIZE

- Poster can be horizontal or vertical, measuring 8.5" x 11".

MEDIA

- Limit your text. A good rule of thumb for maximum text use is 1/3 text to 2/3 visuals.
- Choose an image or two that portrays your message well.
- Use no more than two font types and only three or four font sizes.
- Don't go overboard on color. The background should be a muted color or should contrast the text color.
- When it comes to the layout, leave lots of space.
- Finding the right company for poster printing can be a hassle.

WEB DEVELOPMENT

- Web page must employ standards-based web design with well formatted HTML & CSS.
- Use at least an image and coded with the alt tag.
- Use no more than two font types and only three or four font sizes.
- The background should be a muted color or should contrast the text color.
- You to create at least internal and external links in design.

BLIND CODING

This event requires programming skills with the correct manner quickly to solve their problems and compete with other participants.

- Only One member should register in a team.
- System provided by the campus.
- Problem given on the spot by the coordinators according to their branch year.
- Event timing for the coding is 20 min.
- Event have 2 rounds to compete.
- Participants selected in the first round with min errors in their program.

CIRCUITRIX (ECE)

Event will be conducted in three stages

Stage 1: Written test

- The participants have to answer 15 questions in 15 minutes.
- The questions are based on simple electronics concepts & general awareness.
- This round contains objective type & problem solving questions.
- On clearing this round participants can step on to next round

Stage 2: Identification & Implementation of circuits

- Each team will be given with few components to identify within a given time.
- Circuits will be given in descriptive form which is to be implemented on bread board within a given time.
- On clearing this round participants can step on to next round.

Stage 3: Troubleshooting

- In this round electrical circuits with some mismatch/flaws will be provided to teams.
- Teams will be given 2 mins per circuit.
- Teams will be expected to analyze the circuit/connections and write the error they found and justify the answer.
- Points will be awarded to the team based on justification to the problem

RULES

- Each team consists of maximum of 2 members.
- This event is only for electrical and electronics branch.
- Participants will be provided with necessary components.
- The winners of this event are decided on the performance in three rounds.
- Participants disobeying the instructions given will be disqualified and judge's decision will be final in all disciplines.
- Based on the student's registrations the rules may have a small changes.

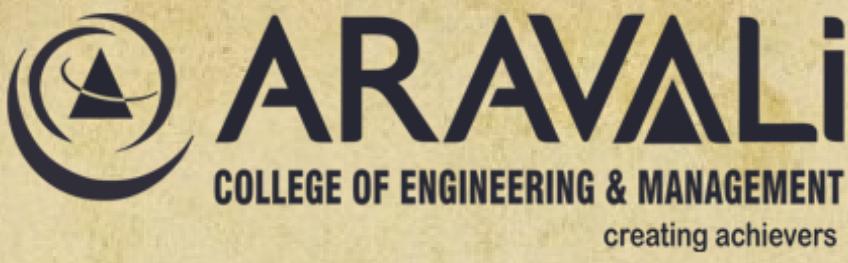
CAD/CAM MODEL DESIGNING(MECH)

In this event, participants will be provided with a drawing or a work piece and by observing the proper dimensions of that work piece or drawing, participants will have to make drawings on AutoCad.

RULES

- Any discrepancy action from the participants will lead to disqualification.
- Maximum participation from a college can be three in each of the event.
- College identity card and verification will be required for the participation.
- Only limited no of students are allowed to participate.
- The drawing should be made with proper dimensioning.
- Total time allotted for the event is 25 minutes and 5 minutes to think over the matter before drawing.
- Who finishes the task first with proper dimensioning, will win the first prize.
- Venue for the event is Lab 5 & 6.

*** In case the numbers of candidates are more, a MCQ test on designing is conducted for screening purpose.**



R U L E B O O K

E N T E R E P R E N E U R C O M M I T T E E - E N T R E P R E N E U R

C O N T A C T :

+91 85958 82739 (ANKIT)
+91 99996 67985 (RADHIKA)



AAGAAZ

WELCOMES CREATIVE ENTREPRENEURS

Interested students can open their stalls (game, food, cold drinks, art & craft stalls etc.)

- Competitive Activity.
- Number of Participants: 3-5 per Team.
- Last Date of Registration: 1 Feb.
- No unethical games.
- Facility: 2 Table and maximum of 5 chairs.
- No Electricity will be provided.
- In case of food stall, no gas stove will be provided.
- Judgement Parameters: Return on investment, Uniqueness of idea, Presentability (decoration, cleanliness etc.)
- Judge's decision will be final.
- Winners will be awarded.

BUSINESS INNOVATION

Round 1 : Idea Submission

- Abstract Submission

Round 2 : Presentation

- You have to Present your ideas to the judges
- Teams Size: 2-3 members