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## Showcase Events

## MultiGP Drone Racing

### DESCRIPTION:

FPV drone racing is a thrilling aerial sport where pilots race custom-built, high-performance drones through complex race tracks. Pilots wear FPV goggles that display a live video feed from their drone's onboard camera, enabling them to navigate with precision and speed as if they were in the drone's cockpit. Races consist of pilots maneuvering their drones through a sequence of gates, flags, and obstacles, with the fastest pilot completing the course winning the competition.

### ELIGIBILITY:

Open to all.

### RULES:

[https://drive.google.com/drive/folders/1Pjs\\_rrJ1SOILEnFyHZiltheZv5PDNs-](https://drive.google.com/drive/folders/1Pjs_rrJ1SOILEnFyHZiltheZv5PDNs-)

### Contact:

Shobhit Rathi7728010424

Robo-League

## DESCRIPTION:

In this dynamic competition, teams engage in a thrilling display of innovation and strategy as they pit their robotic creations against each other in an intense game of soccer.

The Robo-League is a Team vs Team Robot Soccer extravaganza where participants showcase their prowess in designing, constructing, and operating prototypes that adhere to a set of challenging rules. With a combination of technical expertise and strategic thinking, teams navigate through a multi-game group stage, vying for supremacy and advancing to the knockout stages. Each team is required to design, construct, and operate a prototype meeting the requirements of the problem statement. Teams need to construct a bot that must fit in a specified box provided by us. The competition will have a multi-game group stage followed by knockout stages.

## ELIGIBILITY:

Robo Clubs/ Schools or individuals may participate.

## REGISTRATION:

Team size: up to 3 members

## RULES:

- 1) At the start of the competition, your squad must fit within a rigid sizing box that is no more than 30 cm x 30 cm x 30 cm (internal dimensions).
- 2) maximum weight should not be more than 7Kgs (including battery for wirelessly controlled bots. However, a tolerance of 5% is acceptable).
- 3) A robot can be controlled by only one team member during a game. Swapping control of a robot between members of a team between a game is not allowed.
- 4) Additionally, the top of the robot must adhere to the standard pattern size and surface constraints.
- 5) Dribbling devices that actively exert spin on the ball, which keep the ball in contact with the robot are permitted under certain conditions.
- 6) All energy for the device must be provided by rechargeable batteries. No other forms of stored energy (such as fuels) are allowed.
- 7) You are allowed to replace batteries between different rounds but not while the round is going on.
- 8) Teams must ensure that their robot power source (battery) should last through the entire game without discharging.
- 9) You should be able to switch between radio channels (if using RF) so that multiple bots can be controlled without any interference.
- 10) Mechanical forces via the wires (if wired) may not be used to help propel or control the bot, otherwise you might be penalized (the referee's call is final on this).

- 11) You are not allowed to use any grabbing mechanism (to grab the ball) on the bot. You are however allowed to use mechanisms that allow you to swat the ball around.
- 12) Each team can have at maximum of 3 robots, you can participate with less than 3 robots as well.
- 13) The number of robots in each team will be the same.

Participants need to ensure:

- 1) Batteries must be sealed, immobilized electrolyte type (gel cell, lithium, NiCad, or dry cells).
- 2) The electric voltage anywhere in the machine can be used up to 24V DC at any point in time for each robot.
- 3) Each robot must carry a top marker (1, 2, and 3) unique identity so that it can be distinguished by the referee easily. Unmarked Robots are not eligible to play.
- 4) The robot must not emit infrared light. However, optical sensors (e.g. infrared-distance-sensors) may be used if they do not affect other robots. Infrared light-reflecting materials must not be used on the outside.
- 5) Minor parts that reflect infrared light could be used only if other robots are not affected.
- 6) If robots are painted, they must be painted matte.
- 7) Robots must not produce magnetic interference for other robots on the field.
- 8) If a team claims that their robot is affected by the other team's robot in any way, they must show proof/evidence of the interference.
- 9) Any interference must be confirmed by a Referee if a claim is placed by the other team.
- 10) The robot can be autonomous or manually controlled using a Remote-control system.

Arena: (Tentative Dimensions because arena is not finalized yet)

Arena Dimensions: 10 feet X 6 feet.

Goal post Dimensions: 24 inches X 12 inches.

Penalty arc chord width: 2 feet 2 inches.

Centre Circle diameter: 24 inches.

At the start of each game, the opponent robots will be placed in opposite corners of the field in their respective start zones. The (foot)ball will be placed in the center of the field. The ball will be a size 1 PVC ball.

#### Contact:

Ojasva Goyal: +91 9929997459

## Hover a Boat Challenge



**DESCRIPTION:**

The Hovercraft Innovation Challenge is an exhilarating competition that pushes teams of up to six individuals to showcase their engineering prowess and creativity. Participants are tasked with designing, building, and operating a fully functional hovercraft capable of smoothly navigating both land and water. The ultimate goal of this competition is to create a hovercraft that can autonomously pick up a standard table tennis ball (65-70g) from one location and transport it to another, all while successfully navigating past small obstacles strategically placed along the route.

**REGISTRATION:**

- 1) This challenge is open to all students with engineering and science backgrounds.
- 2) Students from all departments/specialities across India are welcome to participate in teams of upto 6 people.

**RULES:**

The American Society of Mechanical Engineers standards for the competition apply and can be found using the following link:

[https://docs.google.com/document/d/1ItbwpCjfnHLstyqgmL1b6NxO54T2WzoqETHT\\_lhS2w8/edit](https://docs.google.com/document/d/1ItbwpCjfnHLstyqgmL1b6NxO54T2WzoqETHT_lhS2w8/edit)

**CONTACT:**

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## NVIDIA DLI Workshop

### DESCRIPTION:

An instructor-led workshop from the NVIDIA Deep Learning Institute to boost and develop skills in AI, HPC, and the metaverse. The hands-on workshop will be taught by DLI-certified instructors who are experts in their fields. After completing the workshop, students can earn a certificate of competency to validate their skillset.

### REGISTRATION:

No Registration Requirements.

### CONTACT:

Tanisha Sharma: 7433009231

Rishika Kalra: 9580417010

### DESCRIPTION:

It would be a coding contest with participants from across the globe based on algorithms, data structures and problem solving. The event will be conducted in two stages, an online coding round and an onsite coding round. The top 25 teams from the online round and the top 5 teams from BITS Pilani will be shortlisted for the offline event. Coding Club, ACM and CSA, in collaboration, would conduct the event.

### REGISTRATION:

Any student up to graduate level currently enrolled in an educational institute can participate

### RULES:

- 1) First Round will be an online coding competition held on CodeChef.
- 2) Participants would be allowed to participate in teams of 1 or 2.
- 3) Second Round will be an offline coding competition held on CodeChef, with participants being allowed to bring their laptops.
- 4) Top 25 teams (outstation participants) & top 5 BITS teams in the first round will qualify for the second round.
- 5) Judgement Criteria will be number of questions solved.
- 6) In case of ties, the time taken and number of attempts made to solve the questions will be taken into consideration.

### CONTACT:

Shardul Wadajkar: 9356377589

## VR Gaming Stall

### DESCRIPTION:

A VR game that we create is available for people to play

### ELIGIBILITY:

Open to all

### Contact:

Jaiditya Singh: +91 9168421199

# Cryptic Hunt

## DESCRIPTION:

The event is best thought of as a treasure hunt, but completely online, with the aim being to reach the final level of the hunt as soon as possible. The levels are structured as puzzles which yield simple answers which have to be entered into a text field to get to the next level. Using the internet is completely within the rules and is in fact encouraged. The event is meant to be a 48 hour hunt and shall be conducted on the weekend immediately prior to the fest. We plan on making a Discord server for hints and help with any issues being faced by the participants.

## ELIGIBILITY:

Should be students at some educational institution.

## RULES:

- 1) No collaboration with others is allowed.
- 2) There are no rounds per se. It is divided into levels which are grouped together logically, with gradually increasing difficulty.
- 3) The judging criterion is simply the fastest time to solve all the levels.
- 4) No attempting to hack the website.
- 5) No spoiling the experience for other participants or harassing the point of contact.

## Contact:

Siddharth Khemani: +91 95997 43400

# Mind Turner

## DESCRIPTION:

Mindturner is a completely online 48-hour capture-the-flag event wherein participants would have to solve all questions of one stage to proceed to the next. The questions would be unconventional and revolve around utilizing skills related to different domains of tech and CS.

## ELIGIBILITY:

Participants have to be college students.

## REGISTRATION:

## RULES:

- 1) There would be 8-10 stages.
- 2) There would be a live leaderboard.
- 3) The participants must answer all questions in one stage to proceed to the next.
- 4) Participants are allowed to use any online resource.
- 5) Collaboration of any kind would lead to instant disqualification.

## Contact:

Chinmay Ravi Jha:+91 9879750022

## Altair Data Science Hackathon

### DESCRIPTION:

Embrace the World's No-1, End-to-End Cloud native new-gen SaaS, Perform ETL, and ML Workflows, and Process & Visualize data via model-based Data Analytics and AI Platform Altair® RapidMiner.

Challenge: Participants are encouraged to utilize RapidMiner to solve a specific problem, analyze a dataset, or develop a predictive model.

### ELIGIBILITY:

Open to All

### REGISTRATION:

No Specific registration requirements given.

### RULES:

Evaluation is handled by Altair.

### Contact:

Hitansh Tanna: +91 90827 64126

## DESCRIPTION:

1. The first round of SAC's 'Quantaculus' is going to be conducted pre-APOGEE in an online fashion (over a platform such as unstop). This will be a quantitative aptitude based quiz that assesses applicants on their quantitative skills, logical thinking and problem-solving abilities. It concentrates on topics requiring extreme quickness and accuracy in Mental Math and Pattern Recognition.
2. Second round  
An intriguing case study-based round that will test the competitors on their Analytical and Quantitative skills. After a rigorous round 1, the top 25 teams will deal with a fascinating case study.
3. Third round  
After the teams have gone through Rounds 1 and 2, in the 3rd round with only 8 teams of 2 remaining would compete against each other in a good old fashion calculus quiz.

## ELIGIBILITY:

Inter college teams allowed (two people in one team)

## REGISTRATION:

Team Size: 2 people

## RULES:

Round 1: QUANTQUEST

- 1) The test shall have an 80-question structure
- 2) It will take 15 minutes to complete online.
- 3) A time frame of a few hours shall be given to the applicants where they have to attempt the 15-minute test.
- 4) The test will only be taken by the team leader
- 5) The scoring system will be +1 for right answers, -1 for wrong answers, and 0 for questions skipped, similar to what is conducted by quant firms for their aptitude tests.
- 6) Time Duration: 4 slots: 30 minutes each

Round 2: The Unforeseen Dystopia (offline)

- 1) The total time given to two teams will be 40 minutes to solve 5-6 questions based on the case study provided to them.
- 2) Phones will be allowed, but participants are required to use them solely for the use of mathematical calculations.
- 3) The round will contain questions from Probability and Statistics, Permutations and Combinations, Coding questions and Quantitative Analysis.
- 4) The top 8 teams that manage to solve all the questions correctly in the least amount of time will proceed ahead.

- 5) If none of the teams can solve the questions before the time ends, the time criteria will be removed, and the teams with the maximum scores will proceed ahead.

### Round 3: Calculus Bee

- 1) The 8 qualifying teams (2 members each) would be given a set of questions (5 questions of varying difficulty levels).
- 2) They must compete against each other to see who solves the maximum questions in the minimum time.
- 3) At no time will both members solve the questions simultaneously (that would be taken care of by the organizing team).
- 4) The teams would be judged based on the time taken to solve each question, the difficulty of the question solved, and their conduct with respect to the event.
- 5) A specific time limit would be allotted to each question that the participating teams would have to adhere to before moving on to the next question.
- 6) As the teams progress to further parts of the round, they would have to solve questions of increasing difficulty.
- 7) The top 4 teams in the final round would be awarded prizes.
- 8) The teams will have to solve the questions on the chalkboard.
- 9) Only one team member would be solving the question at a point of time, and would be randomly asked to switch with other teammate by the organizing team.
- 10) At the end of the time-period of the matchup the team with the maximum points would be awarded as the winner
- 11) If both the teams have same number of points, a tie breaker question would decide the winner of the match

### Contact:

Vaishali Agarwal: +91 8439425219

Kunj Mehul Doshi: +91 9023430679



## Redesign the Web

### DESCRIPTION:

Participants will have to redesign a website provided by us, creating a new UI/ UX design and basic frontend of the website. The redesigned website should have the same functionality as the given website, any additional features added will get extra points.

### ELIGIBILITY:

The event is open for everyone. Inter-college members are allowed.

### RULES:

- 1) The redesigned website should at least have the same functionality as the original.
- 2) Additional features grant you extra points.
- 3) The website should be submitted within the given time frame.
- 4) Participants are allowed to leave the room, but all the coding related stuff should be done inside the venue.
- 5) Inter-team discussions are not allowed.
- 6) The event has a single 5 hour long round, with a single question.

### Contact:

Krishay Prakash: 9021452504

## Graphic showdown

### DESCRIPTION:

A competition where participants must use their imagination to produce a visually appealing poster based on certain guidelines and only using the assets provided.

### ELIGIBILITY:

The event is open for everyone. Inter-college members are allowed.

### RULES:

- 1) Points will be cut if using assets which were not provided.
- 2) Points will be cut for deviating from the provided theme.

### Contact:

Krishay Prakash: 9021452504

# GREPCTF

## DESCRIPTION:

The round will last 48 hours starting on Day 0. Will be conducted on an online platform.

The name will be the same as the event name GREPCTF.

Starts on 4th April at 12:00 AM and ends on 6th April at 12:00 AM. The winner will be decided by the leaderboard positions at the end of the 48 hours.

## ELIGIBILITY:

The event is open for everyone. Inter-college members are allowed.

## RULES:

- 1) No cheating or sending flags in any way, it's a competition, and the result will be disqualification and ban from the CTF.
- 2) Maximum number is 4 participants per team and the minimum number is 1 per team.
- 3) No unsolicited DMs or pings. Please ask questions in chat before attempting to tag or DM admins or others.
- 4) It is strictly forbidden to attack any machine other than the designated ones.
- 5) Bruteforcing, dir busting or using similar tools and techniques on ctf Platform is forbidden.
- 6) Don't delete flags or brake services.
- 7) Admins and organizers have the final say and discretion.

## Contact:

Krishay Prakash: 9021452504

# HEREvolution Codefest-Hackathon

## DESCRIPTION:

The problem statements that you will be presented with are unique to our industry. We encourage participants to think outside the box and come up with innovative solutions to address challenges related to location technology and mapping.

The teams can choose any one problem statement:

1. Tourism and City Exploration: Design a website or mobile app using HERE Location Services and Mobile SDKs that offers guided tours, historical information, and interactive maps for tourists exploring a city.
2. Sustainable Food Delivery Optimization: Build a solution (website or mobile app) that optimizes food delivery routes for local restaurants using HERE Routing APIs and Mobile SDKs while minimizing environmental impact.

## ELIGIBILITY:

Open to all.

## RULES:

The project will be judged on the following:

1. Novelty and Creativity
2. Implementation Quality
3. Working Demo

Evaluation handled by HERE.

## Contact:

Hitansh Tanna: 90827 64126

## Walmart Hackathon

### DESCRIPTION:

A 3-hour online contest (Round 1) with a single optimization problem statement for teams of maximum 3. Original solutions without external libraries are required, focusing on the theme of Optimization in Supply Chain with provided datasets, problem statements, and related research paper references.

### ELIGIBILITY:

Undergraduate Students

### RULES:

Evaluation handled by Walmart

There would be 2 Rounds

### Contact:

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## Prisoner's Dilemma

### DESCRIPTION:

The Prisoner's Dilemma is a scenario in game theory where two individuals, acting in their own self-interest, may not cooperate even when it seems mutually beneficial to do so. In this dilemma, two suspects are arrested and isolated from each other, given the option to either cooperate with each other by remaining silent or betray each other by confessing to the crime. The outcomes depend on the choices made by both parties:

- 1) If both prisoners remain silent (cooperate), they will each serve a short sentence, say 1 year, for the lesser charge.
- 2) If one remains silent while the other confesses (betray), the one who confesses will go free (goes to jail for 0 years), and the other will serve a long sentence, say 3 years.

- 3) If both confess (both betray), they will each serve a moderately long sentence, say 2 years. In the Iterated Prisoner's Dilemma, the scenario is played repeatedly over multiple rounds, allowing players to remember and react to each other's previous choices. This iteration introduces the possibility of building trust, fostering cooperation, or retaliating against betrayal based on past interactions. Strategies can evolve as players adapt to their opponent's behaviour, leading to complex dynamics of cooperation and competition over time. Various strategies have been developed and studied extensively in the context of the Iterated Prisoner's Dilemma.

**ELIGIBILITY:** Open to all.

**RULES:**

- 1) Each team can have up to two participants, and each team/participant can submit up to 2 strategies.
- 2) There will be 2 rounds - the first is online and its winners will qualify and proceed for the offline round on campus.
- 3) Each time will be given a template python class to complete with a suitable strategy

This is the pay off matrix which will be the determine the result of a given round based on the players' responses:

_____	Co-op	Defect
Co-op	20+5N	-10N 45
Defect	45 -10N	-5N -5N.

Here N increases with 5 successive co-operations. There are 150-200 rounds. There is a 1-2% chance a co-operation from your opponent can be misinterpreted as a defection. In such a case the streak is halved. If either party defects, the streak is reset. Multiple round robins will be conducted to ensure robustness and accuracy in evaluating the strategies. The team with the highest total at the end wins.

**Contact:**

Anjaneya Bajaj: +91 8296079110

## Micromouse

**DESCRIPTION:**

The event is based on the legacy IEEE Micromouse format. The participants will have to build their own Micromouse or code a Micromouse provided to them and solve the maze in least amount of time. The Bill of Material should be provided by the team for the same.

**ELIGIBILITY:**

The participant should have a working Micromouse which they shall run on the maze

provided or the participant should be able to code and interface an already built Micromouse.

### **RULES:**

- 1) The maze is a 16 x 16 block of cells, each cell measuring 18 x 18 cm.
- 2) The walls of the maze are 5 cm high and 1.2 cm thick.
- 3) The robots in the competition may use various sensors to find the most efficient path to the centre of the maze in the shortest amount of time possible.
- 4) The winner of the competition is the mouse that travels from start to finish in the shortest amount of time.
- 5) Robots entered in the competition must not exceed 25 x 25 cm length and width and must be completely self contained.
- 6) Any outside communication with the mouse is strictly forbidden.

### **Rules for the Micromouse :**

- 1) The micromouse shall be self-contained (no remote control)
- 2) The micromouse shall not use a combustion process energy source
- 3) The micromouse shall not leave any parts behind while moving through the maze
- 4) The micromouse shall not jump over, fly over, climb, scratch, cut, burn, mark, damage, or destroy walls of the maze
- 5) The micromouse shall not exceed 25cm in length or width
- 6) A Bill of Material has to be provided where the whole mouse shall not cost more than INR 15,000.

### **Competition Rules :**

- 1) Each micromouse will be allowed 15 minutes of access to the maze
- 2) Each run in which a mouse successfully navigates from the start cell to the destination square will be given a run time.
- 3) The minimum run time a mouse performs will be the mouse's official time.
- 4) First prize goes to the mouse with the shortest run time
- 5) Mice that do not enter the destination square will be ranked by the maximum number of cells they traversed without being touched
- 6) Operators may abort a run at any time pen
- 7) The operator shall not feed any information on the maze into the micromouse.
- 8) The run timer will start and stop when the mouse crosses the start line (outside the start cell) and finish line (at entrance to destination cell), respectively. Every time the mouse enters the start square, a new run begins. The mouse may continue to navigate the maze after reaching the destination square for as long as their time allows.
- 9) Judges have the right to ask the operator for an explanation of the micromouse, stop a run, disqualify a micromouse, or give instruction as they see fit.

**Contact:**

Nikhil Handa: +91 9560229923

## Silicon Chip Smackdown: AI Poker

**DESCRIPTION:**

This competition tasks contestants to design a machine learning algorithm to successfully compete in a game of Texas hold'em style poker against other contestants' models and baselines provided by the organisers.

**ELIGIBILITY:**

Open to all College Students

**RULES:**

Game description

- 1) Texas hold'em poker with standard rules
- 2) 52 card deck, 2 card hand, 5 community cards
- 3) Players must make the best hand of 5 possible
- 4) No side pots, only a single main pot
- 5) Aces either high or low but not both, non-cyclic
- 6) Small and big blind are selected in rotation
- 7) Ranking will be based on a points system - highest points rank first
- 8) There will be two rounds - a preliminary online round pre-APOGEE and an on-campus grand finale

#### Preliminary round

- 1) The preliminary round will be conducted in an online mode
- 2) Teams are expected to design an ML model that performs well against the given baselines
- 3) Points will be awarded for performance against these baselines as well as hidden models with similar architecture
- 4) The highest ranked teams by points will be invited to participate in the grand finale at APOGEE 2024

#### Grand Finale

- 1) At the start of the contest, teams will be provided with a description/code of the models of other contestants
- 2) They may fine-tune, retrain, or otherwise modify their model to improve performance without changing its architecture
- 3) The models will be ranked on their performance against the original models of other contestants as well as their performance against the final fine-tuned models, and optionally against additional baselines, with points awarded based on winrate and/or amount won
- 4) Judges have the right to ask the operator for an explanation of the model, stop a run, disqualify a model, or give instruction as they see fit

#### General Rules

- 1) Models must strictly implement the specified interface
- 2) Model must operate autonomously without user input
- 3) Internet access is forbidden at inference time
- 4) Model must fit within the memory and time constraints specified
- 5) Trained weights should be provided if any
- 6) While modifications are permitted for the final round, the overall architecture of the model must remain unchanged
- 7) Sharing of code and/or information on models outside of teams is strictly prohibited and may result in instant disqualification



Before the AI competition, we will be hosting exclusive sponsorship workshops for our esteemed sponsors. These workshops will provide insights into the event, networking opportunities, and a chance to tailor the brand's visibility. The speakers for these workshops will be distinguished figures in the field of ML.

**Contact:**

Vishnu Hari: +91 9483950310

## AI Karaoke

**DESCRIPTION:**

Participants will be answering 5-6 MCQ questions on a website which will then recommend 3 songs to perform. It is along the lines of a challenge and a fun event, as each time the website is used, it would require a code which is only given after payment. of lets say (Rs. 50-100)

**REGISTRATION:**

AI - Anyone can participate, any number of times. Payment Method - SU/UPI/Cash

**CONTACT:**

Tanisha Sharma : 9580417010

Rishika Kalra: 7433009231

## GameJam

**DESCRIPTION:**

Game development and design contest **Theme : A Space Odyssey.**

Design a game experience set against the backdrop of space exploration, venturing into the unknown or visiting new civilisations on distant lands in an era of technological advancement of the 22nd century. Inviting participants to unleash their creativity in a boundless universe filled with adventure, discovery, and the infinite possibilities of "A Space Odyssey".

### ELIGIBILITY:

Engineering college student across all years, Cross campus teams allowed. By

### REGISTRATION:

Registration and Round 1 Submission: 20th March

Results of Round 1 - 22nd March

Round 2 Offline During Apogee:

- 1) Crisis event Starts After Apogee Inauguration.
- 2) 60 hours to complete the challenge.
- 3) Will be based on Apogee Curtain Raiser.
- 4) Winners will be announced on the Last Day of Apogee.

Registration form link: <https://forms.gle/d5DFAv3gTRvZLmtc7>

### RULES:

Team Size: 1 - 4 members

1) The game should be developed during the GameJam timelines. You may use whatever art, 3D and audio assets you find without legal or copyright infringement. However, we ask you not to use AI to generate your codebase. You can submit your game at any point after the jam begins. If you submit early, you can update the game anytime before the game jam closes.

Also, feel free to use any game engine or framework you like. You can also use the assets that were not made by you from the marketplace or freely available sources. Just make sure you have the right to use them.

Evaluation Criteria

The game will be judged on :

- 1) Theme
- 2) Entertainment and User experience
- 3) Concept
- 4) Ease of Play
- 5) Creativity
- 6) Innovation
- 7) Graphics
- 8) Quality
- 9) Sound
- 10) UI/UX

Each category will be awarded 1-5 points, and the total will be used to decide winners.

Category winners will be decided based on scoring in individual categories.

**Contact:**

Samarth Lonar: +916361388876

## Quantum Computing Workshop

**DESCRIPTION:**

Dive into the world of quantum computing with our Quantum Computing Exploration Workshop, an immersive and enlightening experience designed for participants eager to unravel the mysteries of quantum mechanics and explore the potential of quantum computing. This workshop aims to provide both beginners and enthusiasts with a foundational understanding of quantum principles and hands-on experience in working with quantum algorithms.

**REGISTRATION:**

The Workshop is Open to All.

**CONTACT:**

Shubhranshu Srivastava: 9454600085

## 3-D Printing Workshop

**DESCRIPTION:**

Discover the incredible world of 3D printing at our workshop. From using 3D pens to operating modern 3D printers, you'll gain practical skills and insights that will fuel your creativity. Our expert instructors will guide you every step of the way, making sure you leave with a deeper understanding of how 3D printing works and what you can create with it. Whether you're a beginner or an enthusiast, this workshop is perfect for anyone curious about the magic of additive manufacturing."

**REGISTRATION:**

The Workshop is Open to All.

**CONTACT:**

Shobhit Rathi: +91 77280 10424

## Chemical Events

### Opti-Chem

**DESCRIPTION:**

This coding competition will be conducted in real-time with a specified time limit. Each participant will receive a set of functions and corresponding data to optimize, either individually or collectively. The goal is to apply the most effective optimization technique to solve each set of problems. To successfully address the challenges, consider the following fundamental approaches, preferably using Python or MATLAB:

- 1) Identify the optimal method for solving a set of functions. The competition comprises two rounds. In the initial round, participants must find a suitable solution for the provided optimization problem.
- 2) In the second round, participants will need to determine the operating conditions for the same problem.
- 3) the necessary formulas and data will be provided in advance. The first round will last for 45 minutes, and the second round will extend to 1 hour.
- 4) Your code will be evaluated based on its efficacy, runtime, and the accuracy of the solution output.

**ELIGIBILITY:** Participants must be students from any branch of engineering. Participants must have basic knowledge of Python or MATLAB and mathematical optimization techniques.

**REGISTRATION:**

Participants must register for the competition in advance and follow the instructions given by the organizers. The event is open to teams of 2-4 members from any branch of engineering.

**RULES:**

- 1) The event is open to teams of 2-4 members from any branch of engineering.
- 2) Each team must register for the event in advance and follow the instructions given by the organizers. The event consists of two rounds: the first round is 45 minutes long and the second round is 1 hour long.
- 3) The first round will be an elimination round. Those with a not-optimized solution will get disqualified in the first round.
- 4) The code will be evaluated based on its efficacy, runtime, and accuracy of the output.
- 5) The last round will be judged by professors from the chemical engineering department.
- 6) The teams with the highest scores in both rounds combined will be declared the winners and awarded prizes.

**Contact:**

Mishika Narula: +91 7340943565

## Chem-e-Trade

**DESCRIPTION:**

- 1) This game is real-life business and trade that will involve Chemical Engineering.
- 2) The main objective of the different teams is to establish a particular industry of their choice using the raw materials and other equipment required.
- 3) The game will require the teams to think on their feet as after every round, developments (either positive or negative) would take place in the form of policy changes or global events causing corresponding changes in the prices of the different materials relative to the industry they are associated with. Teams will have to then smartly trade and procure material to build their industry.
- 4) These industries also have to be technically sound from a Chemical Engineering standpoint as well. The winner will be decided on the basis of parameters such as the correctness of the industry, net worth, etc.

**ELIGIBILITY:**

Open to all.

### REGISTRATION:

Each team can have up to 4 members. [Minimum 2]

### RULES:

- 1) This game will comprise of 5 rounds. If time permits, we can have one or 2 additional rounds.
- 2) In case of large participation, we might have a preliminary round.
- 3) Initially, each team will be given a fixed amount of cash to spend along with other helpful material/guides.
- 4) One volunteer will be assigned per team.
- 5) In round zero the bank will be selling limited starter kits of each industry. The teams will have the option to bid for the starter kit for a particular industry of their choice in the auction.
- 6) A team can choose to take part in the auction based on the risk they want to take. Starter kits will be limited and available only in the Zeroth round.
- 7) In round 1 a news clip will be shown which may have a positive or negative impact on a particular industry thus causing fluctuations in the price of the various equipment which will not be revealed by the bank until after internal trade takes place.
- 8) Participants will have to evaluate the impact of these developments on their industry and make wise choices about which material they wish to sell/buy.
- 9) After showing the news clip, an informal trading window will be opened where the various teams can negotiate and trade materials for either cash or kind amongst each other.
- 10) A slide having the new prices of each material will then be displayed.
- 11) A formal trading window with the Bank will be opened for a short period. Interested contestants can purchase material from the bank at a non-negotiable base price.
- 12) If multiple requests are received for a given item whose quantity is less than the demand an auction will be held amongst the interested parties only to purchase that material.
- 13) In a similar fashion other rounds will be conducted.
- 14) There might be other surprises in between the rounds as well to make the game more dynamic.
- 15) After all the rounds, each team's work will be evaluated on 3 parameters.
  - a. Correctness and Accuracy of the Flow Sheet.
  - b. Cash in Hand.
  - c. Overall Worth of each Industry after all the rounds and news clips.

### Contact:

Om Shiv Sharma: +91 9116537348

## Labyrinth

### DESCRIPTION:

The person has to take the water droplet on a hydrophobic board from one end to the other in the shortest possible time while avoiding obstacles.

### RULES:

- 1) the game allows only individual participation.
- 2) The participant has to carry the water droplet to the end point in minimum time and with maximum amount of water.
- 3) no tossing is allowed.
- 4) The participant who finishes in minimum time wins the game.

### CONTACT:

Mishika Narula : 7340943565

## Workshop on Aspen-Modelling

### DESCRIPTION:

Aspen Modelling Workshop will be held during Apogee. This workshop aims to provide comprehensive training in both steady-state and dynamic modeling using the Aspen software suite. We believe that this workshop will be beneficial for professionals and enthusiasts looking to enhance their modeling skills using Aspen software. Join us for a transformative two-day Aspen Modelling Workshop during Apogee, led by seasoned professionals and experts well-versed in Aspen modeling, where we delve into the fundamentals of both steady-state and dynamic modeling using the industry-leading Aspen software suite.

### REGISTRATION:

No Specific Requirements given.

### RULES:

NA

**CONTACT:**

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Arnav Pandey +91 9981133448

## Chem Poker

**DESCRIPTION:**

Chem-Poker is a card game where you play with a mix of poker and chemical trivia. You get cards, make bets, and answer chemical engineering related questions. Right answers help you win with better card hands, but wrong answers affect your bets. The goal is to earn maximum points over five poker rounds. It's an easy game to play, and you can track your scores easily. It's not just a game, It's a fun way to test your chemical knowledge while having a blast with your friends.

**REGISTRATION:** Experience in chemistry is required. Team will be of 2 -4 members each.

**RULES:** There will be 2 rounds in the event. First round will be a simple STEM based quiz to select a team for the 2nd and final round. Judging criteria and rules for the 2nd round is provided in the document link:

[https://docs.google.com/document/d/1mvKLyvtA1jqF\\_tDFAq9xDAhWgrqngSS8IMTEIX0oioI/edit](https://docs.google.com/document/d/1mvKLyvtA1jqF_tDFAq9xDAhWgrqngSS8IMTEIX0oioI/edit)

**CONTACT:**

Hardik Mantri: +91 9770601170

## Chem-e-car

**DESCRIPTION:**

The chem-e-car stall displays the innovation and research done by the AIChE Bits Pilani Chapter over the years towards building a scale-able vehicle powered by chemical reactions. The car will be participating in the Student Regional Conference by AIChE. The stall will give complete information about the vehicle's working and the chemical engineering concepts related to it.

**REGISTRATION:**

Non-competitive

**RULES:**

Non-competitive

**CONTACT:**

Chirag Harithsa: 8431594910



## Chem-e-jeopardy

### DESCRIPTION:

Chem-e-jeopardy is an event hosted by AIChE BITS Pilani based on the popular American game-show jeopardy. The questions will be spread out across topics like Chemical engineering, sports, pop culture, history, geography and many more topics.

### ELIGIBILITY:

Should be registered on Unstop with required background data.

### RULES:

 Team size: 3-4 members only

- 1) The 1st round consists of a pen and paper quiz of 30 minutes based on topics related to chemical engineering, sports, pop culture and many more.
- 2) Round 2, semi finals and finals will be structured based on the American gameshow ""Jeopardy"".
- 3) The topics will remain same as the 1st round.
- 4) The points and marks per question will be decided based upon the number of participants.

Any changes during the event will be informed to the teams and decision taken by AICHE BITS Pilani will be final.

### Contact:

Chirag Harithsa: +91 8431594910

## Case Competitions

## IFSA Case Competition

### DESCRIPTION:

The finance case competition serves as the ultimate assessment of strategic thinking, negotiation prowess, financial understanding, and business acumen. In this high-stakes event, participants will face real-world scenarios, requiring them to devise innovative solutions crucial to the success or failure of a deal. The focus of the case will be on mergers and acquisitions, challenging participants to assess and analyze synergies in such transactions. The competition comprises three rounds.

### REGISTRATION:

- 1) Each team should consist of 1-4 members
- 2) Any number of teams can participate from a single institute

- 3) Cross-college and cross-specialization team members are allowed.
- 4) Modification of the team post-registration will not be allowed.
- 5) Top 10 teams from Round -2 will be called on campus for presentation.

#### **RULES:**

- 1) The initial elimination round is a quiz competition that evaluates participants' grasp of finance concepts, including compounding, time value of money, financial news, stock market dynamics, and more.
- 2) The top individuals or teams from this round will progress to round 2. Here, participants assume the role of investment bankers, tasked with planning a merger and acquisition. They must submit a presentation, and the highest scorers will be invited to the BITS Pilani campus for an offline presentation.
- 3) Round 3 marks the final stage, where participants must pitch their ideas to the judges and defend their presentation against cross-questions.

#### **CONTACT:**

Kaushal Duggar: 6354827319

## CaseQuesta

#### **DESCRIPTION:**

A nationwide Case competition where teams from different colleges will come here and present their final cases to the judges on the case problem given to them through Unstop.

#### **ELIGIBILITY:**

Only undergraduate college students are allowed to take part.

#### **REGISTRATION:**

Team size of 1 to 4 people.

#### **RULES:**

- 1) Round 1: In the style of a quiz, round 1 will be a unique combination of logical reasoning, quantitative aptitude, finance, and business challenges. This round will test an individual's analytical and improvisational abilities. This round will be one of elimination.
- 2) Executive Summary Round-The qualifying teams from Round 1 will be presented with a case that relates to the practice of advising organizations on how to improve their performance. A consultant concentrates on problem-solving and identifying new and improved methods of operation. There will be both qualitative and quantitative analysis involved. Teams are expected to collaborate and generate a proposal that clearly outlines their strategy. This proposal must be submitted online. On each slide, plans/recommendations must be proposed and supported by analysis and rationale. Moreover, this will be an elimination round.
- 3) At APOGEE 2024, the technical festival of BITS Pilani, the qualifying teams will be invited to showcase their work offline at the final round.
- 4) The team's presentation should consist of no more than 20 slides, excluding the opening and closing slides.
- 5) The finalists will be invited to present their case solutions live in front of a panel of industry professionals, seasoned consultants, or academics with expertise in analytics and consulting.
- 6) The round will be conducted in an offline mode during APOGEE.

**Contact:**

Medhansh Jain: +91 9686713723

## Stratops Blitz

**DESCRIPTION:**

Introducing "Ops Strategia: An Operations Case Competition" – a groundbreaking Pan India event hosted by APOGEE at BITS Pilani. Dive into the realm of operations through three exhilarating rounds that promise to challenge, enlighten, and showcase the best strategic minds across the country.

Round 1: Quiz on Logical Reasoning/Aptitude

Kickstart the competition with a battle of wits! Engage in a quiz that tests your logical reasoning and aptitude skills. Only the sharpest minds will advance to the next stage.

Round 2: Short Slide Deck Submission

Craft your strategy and present it visually! Teams will submit a short slide deck, providing a glimpse into their operational prowess. The competition intensifies as participants navigate real-world scenarios through compelling presentations.

### Round 3: Final Round Problem Presentation on Campus

The top 10 teams emerge as finalists, earning the chance to present their comprehensive solutions on the campus stage. Face the ultimate challenge as you tackle complex problems and showcase your operational acumen to esteemed judges.

### Prize Money, Problem Statements, and Judgement from Sponsors

We aim high with lucrative prize money, unique problem statements crafted by industry leaders, and a distinguished panel of judges – all thanks to our esteemed sponsors. Stay tuned for updates as we unveil the incredible opportunities and challenges that await!

### Hosted on Unstop with No Registration Fees

Join us on the innovative Unstop platform for a seamless and immersive experience. Best of all, there are no registration fees! A commitment to accessibility ensures that students from all backgrounds can participate and thrive.

### **ELIGIBILITY:**

- 1) Academic Affiliation: Open to students currently enrolled in undergraduate or postgraduate programs in any recognized university or institution across India.
- 2) Team Composition: Teams must consist of a minimum of 3 and a maximum of 5 members. Interdisciplinary teams are encouraged, bringing together diverse skills and perspectives.
- 3) Fields of Study: Participants from all academic disciplines are welcome. While the competition focuses on operations, a variety of backgrounds can contribute to holistic problem-solving.
- 4) Year of Study: Participants should be in their second year or higher for undergraduate programs. Postgraduate students from any year of study are eligible to participate.
- 5) Communication: All official communication will be conducted through the provided contact details during registration. Participants must promptly respond to emails or notifications to ensure smooth coordination.
- 6) Code of Conduct: Participants must adhere to ethical standards throughout the competition. Plagiarism or any form of academic dishonesty will lead to disqualification.

- 7) Technology Requirements: Participants should have access to a stable internet connection and necessary technology to engage in the competition hosted on the Unstop platform.
- 8) Availability for Final Round: Teams must confirm the availability of at least one member to present the final round problem presentation on the campus, should they qualify.
- 9) Nationality: The competition is open to Indian and international students studying in recognized institutions in India.
- 10) Language Proficiency: Participants must have proficiency in English, as all communication and submissions will be in English.

### REGISTRATION:

There are no registration fees for participation. Teams must register within the specified deadline to be considered for the competition.

### RULES:

- 1) Team Composition: Teams must consist of a minimum of 3 and a maximum of 5 members. No changes in team composition are allowed after the registration deadline.
- 2) Round Progression: Advancement to subsequent rounds is contingent on successful completion of the preceding round. Teams failing to qualify for a round will not proceed to the next stage.
- 3) Submission Guidelines (Round 2): Round 2 requires teams to submit a short slide deck. Submission deadline and format details will be communicated clearly. Late submissions will not be considered.
- 4) Final Round Presentation (Round 3): The top 10 teams will present their final round problem solutions on the campus. At least one member from each qualifying team must be available for the on-campus presentation.
- 5) Code of Conduct: All participants must uphold the highest standards of academic integrity and ethical conduct. Plagiarism or any form of cheating will result in immediate disqualification.
- 6) Communication: All official communication will be conducted through the contact details provided during registration. Regularly check emails and the Unstop platform for updates and announcements.

- 7) Technology Requirements: Participants are responsible for ensuring they have access to a stable internet connection and the necessary technology for the competition hosted on the Unstop platform.
- 8) Language of Communication: English is the official language for all communication, submissions, and presentations.
- 9) Judging Criteria: Criteria for evaluation will be shared with participants before each round. Teams will be judged on creativity, strategic thinking, problem-solving, and presentation skills.
- 10) Disqualification: Violation of rules or unsportsmanlike conduct may lead to immediate disqualification. Decisions of the judges and organizers are final and binding.
- 11) Event Timeline: Teams must adhere to all deadlines and event timelines provided. Failure to meet deadlines may result in disqualification.
- 12) Participation Confirmation: Teams must confirm their participation in each round within the specified timeframe to be considered for advancement.
- 13) Sponsor Engagement: Teams are encouraged to engage respectfully with sponsors providing problem statements and judges for the final round.
- 14) Event Modifications: The organizing committee reserves the right to make changes to the event structure, rules, or any other aspect if necessary. Participants will be duly informed.
- 15) Event Etiquette: Participants are expected to maintain a professional and respectful demeanor throughout the event.

**Contact:**

Tarun Sai D: +91 7013465915

## Supply Chain Fruit Beer Challenge

**DESCRIPTION:**

The Supply Chain Challenge is a simulation game that involves several participants playing different roles within a supply chain. Each Individual role of the Retailer, Wholesaler, Distributor and Manufacturer all involve having a unique understanding of the role . This game will emphasize the importance of information sharing, planning, and collaboration throughout the supply chain process and provide participants with a unique learning experience.

**REGISTRATION:**

Teams of 4 people each.

**RULES:**

- 1) The Primary judging Criteria is minimizing sales.
- 2) Further information about round details need to be figured out.

### CONTACT:

Parth Pandey: +91 9930831993

Siddharth Gupta: +91 9871157803

## Impact - X, Conferencia de Youth 2024

### DESCRIPTION:

Impact-X is a Case-study competition which challenges participants to tackle real-world issues rooted in social disparities by devising innovative solutions. Participants will analyze detailed scenarios highlighting specific challenges stemming from economic inequality, discrimination, or systemic injustices, aiming to develop comprehensive strategies for lasting change. Successful solutions require deep understanding, thorough research, and creative thinking, addressing the root causes of the problem while considering broader implications and engaging with stakeholders. Through these competitions, participants not only gain valuable experience but also contribute to creating a more equitable and just society.

### REGISTRATION:

1. Each team must consist of 2-5 members.
2. The team leader of the team will remain the single point of contact for the competition.
3. A participant can register only in one team, multiple entries are not allowed.
4. Team members can be from different programs and Institutes including BITS Pilani
5. Teams should strictly adhere to the time limit.
6. Teams should strictly adhere to the slide count stated.

### RULES:

Round 1 : Crack the case!

This round, which will take place at the given venue, will have a total duration of 2 hours, which can be further divided into two consecutive stages as given below.

The first half hour will be dedicated to displaying the problem statement, which will be based on a contemporary social issue. The participants are supposed to analyze the problem and brainstorm among their group members for ideas. Any questions regarding the presentation part will be satisfied during this period.

During the larger second part, which will go on for one hour and 30 minutes, the participants have to prepare their analysis and their proposed solution as a report (.pdf) or a presentation (.pptx) to the given problem. An URL will be provided, which will contain the submission link. Participants are allowed to access the internet during this time. At the end of this period, the submission link will be closed and no further responses will be accepted.

The teams have to submit a report (.pdf format) or a presentation (.pptx format) analyzing and finding a solution to the problem to a case study that will be given on the spot.

We recommend the teams to limit the document to a maximum of 4-5 pages. The document format will be shared.

In case the teams choose to prepare a presentation, a maximum of 10 slides should be submitted and should contain all the required details and information.

The submissions will be judged on various parameters such as innovation, impact on society, and feasibility of the approach provided as a solution to the problem.

Judging criteria:

1. Only submissions as per the format will be entertained,
2. Impact and sustainable approach towards the problem,
3. Feasibility of the approach,
4. Validity of the responses given by the participants.

**CONTACT:**

Mahin Patel: +91 94084 69111



## Space/Aero Events

### Planetarium

#### **DESCRIPTION:**

A geodesic planetarium hosted by "tare zameen par". They have multiple audio-visual shows that they show to the participants inside the planetarium, about Space and Space exploration.

#### **ELIGIBILITY:**

Open to all.

#### **Contact:**

Jyotiraditya Sikder: +91 89107 76993

## SpaceTech Exhibition

### DESCRIPTION:

Many companies will set up stalls and demonstrate their technology and provide insights on Space Technology (about satellites, rockets, etc.)

### ELIGIBILITY:

Open to all.

### Contact:

Jyotiraditya Sikder: +91 89107 76993

## STAR Rocketry Workshop

### DESCRIPTION:

Workshop about rocketry. Professionals will come and teach about how a rocket works and how its manufactured.

### CONTACT:

Jyotiraditya Sikder: +91 89107 76993

## Sky High

### DESCRIPTION:

Sky High is a one-of-its-kind event, where with NO prerequisite knowledge, and absolutely NO equipment from your side, you get to build, fly, and then KEEP your airframe with you, all while standing a chance to win massive prizes.

**REGISTRATION:** No pre-requisites, upto 4 members per team.

### RULES:

Building Session

- 1) Teams will be given a curated kit of materials consisting of- Building materials consisting of Coroplast, aluminum Rods, 3D printed servo attachments. (Any specific minor materials will be available in limited quantities on request)
- 2) Basic overview about designing and building techniques will be given.

- 3) Participants will be given tried and tested designs from RC Club. They are completely free to make any change they design.
- 4) Participants must adhere to the design guidelines for attaching the POWERPOD.
- 5) Teams may use the workstations for Hot glue, Screwdrivers, double-sided tapes.
- 6) Teams are free to decorate their planes using the spray paint available. Only wings will be allowed to be spray painted.

#### Flight Session:

- 1) Every registered team will be allotted a time slot for flight session.
- 2) Teams get 5 flight attempts and 3 propellers, whichever get exhausted first.
- 3) Teams will be graded based on the following binary criteria: flight duration >1min [20 points], which concentric circle they are able to land in (landing target zone will be demarcated with 3 concentric circles) [10, 20, 30 points based on circle], perform a barrel roll [20 points], perform a loop-the-loop[30 points], fly inverted through the hoop [40 points], propeller is not broken upon landing (crash or not:) [10 Points].
- 4) Points will be considered only for the best flight of all attempts in terms of points.
- 5) In case of tie for 1st and 2nd place, they be called for tie-breaks and if they appear, they will get additional flights in a round-by-round fashion until the tie is broken with the same points system.
- 6) 1st place gets the entire RC Kit, 2nd gets the entire kit except Transmitter and Receiver.
- 7) Only 3 propeller replacements will be allowed per team in case of crash.

#### CONTACT:

Nishant Kondekar :+919341008321

## Night's Watch

#### DESCRIPTION:

Astro Club is eager to kick off Apogee '24 with our marquee event, Night's Watch. Any individual who has ever dared to look up at the mighty cosmos and been awed at its brilliance will most definitely enjoy a night of stargazing, which is precisely the central idea of Night's Watch. The experience includes :

Gazing at planets, stars, nebulae, and our moon

Our astrophotography booth, where we acquaint people with the art of taking stellar photographs of the celestial sphere with your smartphones

The lore behind a telescope which dates back a century and a half

Embark on a virtual journey through the cosmos with our immersive VR headset experience.

**REGISTRATION:** Open to All

**CONTACT:**

Arnav Gupta :+91 74281 11553

## Space Mission Simulation

**DESCRIPTION:**

Simulation Based game, where people will compete against each other to get to the moon first.

**ELIGIBILITY:**

Open to all

**RULES:**

Rules and Guidelines

1.Objective: To be the first one to make a soft touchdown on the Minmus(The moon equivalent in the simulator). The timer will stop when the player has planted their flag on the salt flats of minmus

2. Entry Requirements: Each participant needs to bring their own laptops(Windows/Mac). The entry must be in official save file format, submitted through the medium of local host. The entry must be an original work of the participant(design and mission plan)

3. Judging: Winners will be decided on three criteria- time till landing, the design/mission planning and the state of the aircraft and points will be awarded/subtracted for each in accordance to our judging criteria Bonus supernumerary points will be awarded for successful reentry back to Earth; however landing on Minmus is sufficient to be considered

4. Prizes:Cash Prizes will be awarded to the top 3 entries.(TENTATIVELY) Winners will be announced on the spot

5. Disqualification: Entries that do not comply with these rules will be disqualified. Any fraudulent activity or attempts to manipulate the competition will result in immediate disqualification. Using cheats and mod menus is strictly prohibited and will result in immediate expulsion from the competition

6. Agreement to Rules: By participating in the competition, participants agree to abide by these rules and the decisions of the judges.

**Contact:**

Vimanyu Veer: +91 8178219321

## Rocketry

**DESCRIPTION:**

T minus 10 is a high power rocket demonstration by the team at Astro Projects. Witness us push our rocket “Zenith” to the limit, aiming to reach a peak height of 700m and accelerate to almost 750kmph in just 1.6 seconds!!

**ELIGIBILITY:**

Open to all

**Contact:**

Arnav Gupta: +91 7428111553

## Exhibitions

### Space Exhibition (IAASC)

**DESCRIPTION:**

Many companies will set up stalls and demonstrate their technology and provide insights on Space Technology (about satellites, rockets, etc.)

**ELIGIBILITY:**

Open to all.

**Contact:**

Jyotiraditya Sikder: +91 89107 76993

## Robocon Exhibition

### DESCRIPTION:

Showcase of autonomous quadcopter, hexacopter and 4-legged quadruped

### ELIGIBILITY:

Open to all.

### Contact:

Ojasva Goyal: +91 99299 97459

## BITS Expo '24

### DESCRIPTION:

The BITS Expo at the APOGEE tech fest of BITS Pilani is a dynamic showcase featuring Formula Student, Shell Eco, and FSAE cars from various student-run tech teams all across India. This event will serve as a platform for teams to exhibit their innovative vehicles and present research papers, fostering a vibrant atmosphere of knowledge exchange. Additionally, the event will have various activities like a pitstop challenge, presentation, etc. A leaderboard will be maintained for the same and the winning teams will get prize money! Moreover, there will be events for the visitors as well like a photography competition and a forza horizon simulator, the winners of which will get exciting prizes!

**ELIGIBILITY:** Student-run technical teams

### RULES:

- 1) Photography Contest:

Capture the essence of automotive beauty and showcase your artistic flair! Throughout the fest, participants can unleash their creativity by capturing stunning moments at BITS Expo.

Visitors will be told to submit their pictures which will be posted on the Instagram handle of Team BITS. The participant's social media handle shall be given in the description of the post. They shall share the posts and urge their followers to like the post. The post with the maximum likes will win a prize.

2) Innovative Car Presentations:

Engage in a battle of wits as teams present their automobiles to esteemed Chief Guests. Highlight the innovative features that make your vehicle stand out in the automotive landscape. Points will be awarded by the chief guest for creativity, technological advancements, and overall presentation finesse. The team with the most points will win.

3) Pitstop Challenge:

Think fast, act faster! Pit against the clock in our exhilarating Pitstop Challenge. Teams will showcase their efficiency and teamwork in executing rapid pitstops. Precision, speed, and coordination will be the key factors in winning this adrenaline-fueled competition. The team with the fastest pit stop will win. Teams are allowed to have a maximum of 4 persons at a time.

4) Pre-Fest Instagram Competition:

Kickstart your BITS Expo journey with a pre-fest competition! Each participating college team will post their unique automotive stories on the BITS Expo Instagram page. Extra points will be awarded based on the number of likes garnered. May the best social media-savvy team claim the lead before the event even begins!

5) Visitors' Choice Points:

The audience has the power to influence! Collect points from the visitors by leaving a lasting impression. Engage with the crowd, showcase your team spirit, and let the spectators vote for their favorite team. The team with the highest visitor points at the end of the expo secures a significant advantage in the overall standings.

6) Open Event for All - Forza Horizon Simulator:

Rev up your virtual engines and experience the thrill of the race in our Forza Horizon Simulator! An open event for all participants, this simulator challenge will test your virtual driving skills. Compete against fellow enthusiasts and claim the title of the BITS Expo Forza Horizon Champion. The visitor with the best race completion time will win.

**Contact:**

Arunav Garg: +91 9315778560



## Room Of Amusements

### DESCRIPTION:

This event is a showcase of physics experiments, including our principal project, a Nuclear Fuser. This event, in particular, will focus on the creation of an interactive radiation control safety protocol maze that surrounds the nuclear fuser. While seeing these demonstrations, visitors will be encouraged to learn more about radiation safety practices.

### REGISTRATION:

Open to all

### CONTACT:

Shubhranshu Srivastava: 9454600085

## Rover Showcase

### DESCRIPTION:

Rover Showcase highlights a champion Mars rover that excelled at the International Rover Challenge (IRC) 2024 competition. The event offers an in-depth look at the rover's design, engineering, and the technology that allows it to navigate challenging extraterrestrial environments. Attendees will gain valuable insights into the world of space exploration and the innovative field of rover development

### ELIGIBILITY:

Open to all.

### Contact:

Shobhit Rathi: +91 77280 10424

## Experience Zone - Demo Showcase

### DESCRIPTION:

Experience the power of robotics firsthand! This exciting event offers both hands-on participation and cutting-edge technology demonstrations.

#### Participatory Events:

- 1) Robosoccer: Take the reins and guide your autonomous robot team to victory in a thrilling match.
- 2) Drone Football: Feel the excitement of piloting drones in a high-stakes aerial football game.
- 3) Roborace: Put your skills to the test as you race robotic vehicles to the finish line.
- 4) Mini Robowars: Enter the arena and command your mini robot warrior in thrilling combat.

#### Showcase Highlights:

- 1) Robodogs: Witness lifelike robotic dogs perform amazing feats and demonstrate their incredible abilities.
- 2) Humanoid Robots: Be amazed by the advanced movements and task execution of humanoid robots.
- 3) VTOL Drones: Explore the potential of Vertical Take-Off and Landing (VTOL) drones and their various uses.
- 4) Agricultural Drones: Discover how drones are transforming agriculture through precision farming methods.

### ELIGIBILITY:

Open to all.

### Contact:

Mahip Gorana: 9358424602

# Arts

## PIXEL

### DESCRIPTION:

the event consists of three themes :

- 1) FERAL
- 2) TRAILVIBE
- 3) CLARITAS

event descriptions:

1 FERAL: -We exclusively welcome images that showcase the rich biodiversity of wildlife, encompassing birds, insects, and animals. -Submissions must strictly adhere to the theme, excluding landscapes to maintain the focus on wildlife conservation and appreciation.

2 TRAILVIBE : - TrailVibe is all about using long exposure techniques in your pictures. -This contest seeks to illuminate the intricate interplay of light and time, capturing the ethereal beauty inherent in prolonged photographic exposures.

3 CLARITAS: -This competition is centered around editing in the realm of photography. -Participants will receive a set of photos and are required to exclusively employ these images to craft a newly manipulated composition. -While participants are at liberty to use any editing software, it is imperative to note that AI generation/manipulation will not be permissible. -Participants may be requested to submit PSD files if deemed necessary. Non-compliance with this requirement will result in immediate disqualification.

### ELIGIBILITY:

Open to all.

### RULES:

1. Eligibility - The competition is open to photographers of all skill levels.
2. Submission Deadline: - The submission period begins on 25th feb 2024 and ends on 7th MARCH 2024 at EOD. - All Entries must be strictly submitted on this Google form:

3. Entry Requirements: - Each participant must submit only 1 photography in each category.  
- The maximum size limit of the entry is 30MB, and has to be in JPEG format. -Photos must not contain any watermarks, logos, or copyright marks. -The entry must be an authentic work of the participant.

4. Copyright and Permissions: - By submitting photos, participants affirm that they own all rights to the images and grant The Photography Club, BITS Pilani non-exclusive rights to use the images for promotional purposes related to the competition. - Participants must not submit photographs that infringe on the copyrights or rights of privacy of any third party.

5. Editing and Manipulation: - Basic editing such as color correction, cropping, and minor adjustments are allowed. - Excessive manipulation or use of digital effects that alter the original scene significantly is not permitted.

6. Judging: - A panel of experienced judges will evaluate the photographs based on creativity, composition, technical skill. - Judges' decisions are final and binding. - We reserve the right to call for the RAWs of any of the photo if there is suspected manipulation .

7. Prizes: - Cash Prizes will be awarded to the top 2 entries in each category.

8. Notification of Winners: - Winners will be announced on the Photography Club, BITS Pilani's Instagram Page [@photog.bits]. - Winners will also be notified via email provided during registration.

9. Disqualification: - Entries that do not comply with these rules will be disqualified. - Any fraudulent activity or attempts to manipulate the competition will result in immediate disqualification.

10. Rights to Cancel or Modify: - The Photography Club, BITS Pilani reserves the right to cancel, modify, or suspend the competition for any reason, including if technical difficulties or other unforeseen circumstances arise.

#### Contact:

Rajat Agrawal - 8668987933

## Photobooth

#### DESCRIPTION:

Photobooth is an event where the participants can come and click photos with their friends and peers and get them printed instantly .

#### Contact:

Rajat Agarwal: +91 86689 87933

## Splash

### DESCRIPTION:

Face painting event where people can paint each other's faces or get their faces painted.

### Contact:

Akshaya Venugopal: +91 8297936939

## Galleria

### DESCRIPTION:

An art gallery consisting of artwork made by students of BITS Pilani.

### Contact:

Akshaya Venugopal: +91 8297936939

## AstroPixel

### DESCRIPTION:

Online Astrophotography competition

### ELIGIBILITY:

Open to all

### RULES:

#### 1. Entry Requirements:

Each participant may submit up to 5 photographs. The maximum size limit of the entry is 100MB, and has to be in JPEG format. Photos must not contain any watermarks, logos, or copyright marks. The entry must be an authentic work of the participant.

2. Copyright and Permissions: By submitting photos, participants affirm that they own all rights to the images and grant The Astro Club, BITS Pilani non-exclusive rights to use the images for promotional purposes related to the competition. Participants must not submit photographs that infringe on the copyrights or rights of privacy of any third party.

4. Editing and Manipulation: Basic editing such as color correction, cropping, and minor adjustments are allowed. Excessive manipulation or use of digital effects that alter the original scene significantly is not permitted.

5. Judging: A panel of experienced judges will evaluate the photographs based on creativity, composition, technical skill. Judges' decisions are final and binding.

6. Prizes: Cash Prizes will be awarded to the top 3 entries.

7. Disqualification: Entries that do not comply with these rules will be disqualified. Any fraudulent activity or attempts to manipulate the competition will result in immediate disqualification.

8. Rights to Cancel or Modify: The Astro Club, BITS Pilani reserves the right to cancel, modify, or suspend the competition for any reason, including if technical difficulties or other unforeseen circumstances arise.

**Contact:**

Arnav Gupta : +91 7428111553

## Pride Stall

**DESCRIPTION:**

Pixel Painting - Everyone who visits our stall gets to paint one pixel of a large painting, with the goal of collectively painting the complete picture as a community

Wall of Happiness - People can leave positive messages for the queer community and stick them on the wall of happiness.

**Contact:**

Deergha Kulkarni: +91 97570 24308

Ayush Mandwar: +91 95298 44752

## Kalamvansh Music Workshop

**DESCRIPTION:**

Workshop about music

**Contact:**

Raaghav Pahariya : +91 99020 55482

## Kalamvansh Music Showcase

**DESCRIPTION:**

A musical demonstration of the various elements of hip hop by the members of Kalamvansh

**Contact:**

Ram Sanjive: +91 99020 55482

## Literature and Cinema

### Poetry Slam

#### DESCRIPTION:

Slam Poetry is a performance poetry that combines elements of performance, writing and sometimes audience participation. This is a slam Poetry Show where 4-5 Poets from an organization will put up a performance.

#### REGISTRATION:

NA. The participants are invited guest

#### CONTACT:

Sindhura Rajyam: 8956663001

### Chaupal

**DESCRIPTION:**

Panel discussion on Hindi and Urdu Poetry and literature. Usually, panelists are Professors and Academics. This time, we are in talks with renowned organizations like Rekhta and Hindwi.

**REGISTRATION:**

NA. Participants are invited guests.

**CONTACT:**

Sindhura Rajyam : 8956663001

## Conspiring Minds

**DESCRIPTION:**

A quiz-style game on pop culture and associated trivia conducted entirely by first years from the club. This event usually has 2 rounds and a prize money for the winners of the final one.

**REGISTRATION:**

No criteria, everyone is allowed to participate in groups of 1-3. The top 3-4 teams in the first round qualify for the second and final round, which happens right after the first round results.

**RULES:****Round 1:**

- 1) Teams are in sizes of 1-3 members and compete independently.
- 2) They are quizzed on various aspects of pop culture and trivia, one question per category, and given scores of 10 (if correct) or 0 (if incorrect).
- 3) Judging is binary scoring on the basis of correctness of the response.
- 4) The 3-4 top scoring teams are selected for the next round.
- 5) Each team's attempt is timed to use the timing as a tiebreaker if required.



- 6) Teams may play more than once, but only their first attempt will be counted for the competition.

## **Round 2:**

- 1) The teams that move on to the second and final round are made to compete against each other.
- 2) A common question is asked and whichever team presses the buzzer first gets to answer it first.
- 3) If they answer correctly, they get 10 points, and 0 points if they answer it incorrectly and the question is passed to the next team.
- 4) If all teams cannot answer the question, it is skipped entirely.
- 5) 15 questions are asked in all.
- 6) The team with the highest total after all the questions are done wins.
- 7) In case of a tie, bonus questions are asked with the same scoring until the tie is broken.

## **CONTACT:**

Siri Sindhura Rajyam:+91 89566 63001

## **Amalgam**

### **DESCRIPTION:**

This would be a compilation of short plays, put up in NAB Audi, with themes of contemporary and traditional Indian and Western cultures revolving around celestial looks.

### **Contact:**

Gairik Mukherjee: +91 9930595342

## **Riot Story**

### **DESCRIPTION:**

The event consists of two rounds -

- 1) Elimination Round: Mystery Box- Participants will receive a set of prompts and questions that they must answer creatively.  
The top 8 teams selected from this round will qualify for the next round.

- 2) Auction Round: Riot Story: Riot Story-Teams will bid on elements that make up a story, i.e., characters, props, locations, and dialogues, using the currency time, and then work on creating an engaging story with the elements they have purchased. The duration of this round can be up to 3 hours and there will be a judge who will evaluate each story based on creativity, storytelling, and coherence. Teams have to perform/narrate their story to the judges and points are also awarded on the basis of storytelling. The story can be written in either Hindi or English.

### REGISTRATION:

Open for all, Participants can register individually or in teams of 2-5 members.

### RULES:

Mystery Box (elimination round):

- 1) This will be a trivia event consisting of 2-3 mini rounds.
- 2) It will serve as the eliminator round for the auction event of Riot Story.
- 3) Teams can register in groups of 2-5 participants.
- 4) The mini-rounds and their rules will be announced on the spot and will be based mostly on general knowledge, creativity and spontaneity.
- 5) Each round will be approximately 45 minutes.
- 6) Points will be awarded to each team based on their performance in that round.
- 7) The host of the round will announce the allocation of points.
- 8) The organizer's decision will be final and binding.
- 9) At the end of the event, the top 8 teams will proceed to the final event of Riot Story.

Riot Story:

### RULES OF AUCTION:

- 1) The auction would consist of 4 rounds i.e Characters, Locations, Objects, and Dialogue.
- 2) The currency of the auction is – TIME (in minutes).
- 3) There will be a total of 8 teams participating in the auction.
- 4) In the beginning, all the teams will be having 180 minutes as currency.
- 5) With those 180 minutes only, the team has to buy all the required elements to form a story. After forming the story they will also be narrating the story.
- 6) The base price in each round is of format X+(Y) minutes. This means that X minutes is the base price of each item in that round and bidding will increase the price by Y minutes per bid. In any discrepancies, the decision of the auctioneer will be final and abiding.

- 7) If a team fails to reach the minimum number of elements at the end of any round, then the auctioneer will allot random elements from the unsold elements to that team at the cost of 1.5 times the highest bid of that round.
- 8) Each team will be allowed to discuss internally, however, the bid for each team can be made only by the captain of that team.
- 9) Each team needs to keep track of its own time. The time remaining with each team will be announced at the end of each round.
- 10) For dialogues, a reverse auction will happen where each team will bid a certain amount of extra time to be added to their total time to incorporate that dialogue in their story.
- 11) The bidding for this round will happen in X-[Y] min where each team will decrease the time to be added in each new bid. Here the minimum time that can be added is 0 min with no further bidding after that.

#### POST-AUCTION RULES:

- 1) The team will be required to complete the story in the time remaining with them.
- 2) After the time finishes the team will be required to send the final draft of the story to the allotted volunteer.
- 3) All the teams also have to narrate the story on that podium which will be recorded. Any member(s) of the team can narrate the story.
- 4) The story narrated should be on the lines of the draft submitted by the team.
- 5) Late submissions of the drafts would be penalized

#### CONTACT:

Namah Gupta : 9179717503

Divyam Bafna: 94248 10061

## Film Screening with Guest

#### DESCRIPTION:

We'll call a guest related to technical aspects of Film making like Directors, Music directors etc. for their respective films to be screen in Audi (maybe incoming or his/her past works) and after a small talk and QnA with it.

#### CONTACT:

Nihal Bobe: 8767121747

## Blender Workshop

**DESCRIPTION:**

It's a Pre- APOGEE Event. It's a workshop which is for Blender enthusiasts and beginners too. We can also invite a guest who's good in this business not famous enough would be ok. It would be max.1 day long and at last, students can also be given projects to do on the basis of what they learned. The best would be given prizes.

**REGISTRATION:**

No eligibility, only interest in Blender

**RULES:**

After the workshop, students would be given Blender projects to do till a certain deadline. The top 3 can be given prizes.

**CONTACT:**

Virendra Sankpal: 9373082855

## Film Screening

**DESCRIPTION:**

Movie Screening, Open to all.

**CONTACT:**

Yash Tiwari -7651867493

## Game Room

**DESCRIPTION:**

We conduct various mini board games.

**ELIGIBILITY:**

Open to all.

**Contact:**

Yash Tiwari: +91 7651867493

## Manga Cafe

### DESCRIPTION:

We'll be decorating the room allotted to us.

### ELIGIBILITY:

Open to all.

### Contact:

Yash Tiwari: +91 7651867493

## Sentier

### DESCRIPTION:

It is a public speaking event. It has 4 rounds:

- 1) Riddle-solving round (- where participants are given some riddles to solve in some time. The time given for the next round is decided depending on the score they get.
- 2) Impromptu speaking- Participants are given a topic and are expected to deliver a speech of around 3 minutes on the spot. Each team member gets to speak.
- 3) Storytelling with a twist- Participants are given the freedom to tell the story they want but with the meanings of a few words changed.
- 4) Picture ppt- Contestants are provided with some pictures each which they have to connect and give a speech

**REGISTRATION:** Team size of 3 or 4 people.

**RULES:** Judging criteria- language, structure, confidence, time limit, content, body language, gestures, eye contact, and clarity.

### Contact:

Vishnu Chebolu: +91 9880267898

## Mechanical/Manufacturing/Civil Engineering Events

### Reverse Engineering

#### DESCRIPTION:

Reverse Engineering, as by the name involves tracing back journey to basic components from a complex mechanism. Today this concept and steps are adopted by organizations while developing new products or improving the existing products. It is also used for studying the technology used by competitors and market leaders of that Industry.

In this competition the participant has to prove his understanding of fundamental concepts as an engineer. It requires them to have a systematic approach to analyzing and reasoning the engineering design of devices and systems.

## REGISTRATION:

- Basic knowledge of CAD softwares like fusion 360, Solidworks etc.
- Basic knowledge of Mechanical Engineering.

## RULES:

- 1) Participants are required to register in teams of 4-6 people.
- 2) An online trivia quiz based on Reverse Engineering and Fusion 360 as a preliminary round out of which 10 teams will be selected. The quiz will be till 20th March, a month before APOGEE.
- 3) Selected teams would be called on the BITS Pilani campus during APOGEE.
- 4) A live demo will be given by a mechanic on how to dismantle and reassemble an IC engine from a scooter.
- 5) Teams will be given a 4-stroke IC engine to disassemble, model certain components on computer software (ideally Fusion 360), and then reassemble.
- 6) The level of disassembly, CAD model, and level of reassembly will serve as the judging criteria.

## CONTACT:

Parth Pandey: +91 9930831993

## Solar RC Racing

### DESCRIPTION:

The participants would be racing against each other in groups of 4. All the batteries would be solar charged to a certain percentage, there would be 3 tracks between the start and the finish line. The tracks would include a charging station, their lengths would differ and other relevant sustainability parameters would be set across each track. The participants would have to choose the most sustainable path to reach the finish line first.

### REGISTRATION:

No eligibility criteria.

### RULES:

Participants will participate individually. There are no rounds, the winner of each race will be considered the winner of said race.

The participants will be judged on the basis of how sustainable the path they choose and what amount of time they took to finish the race.

**CONTACT:**

Anisha Nandimath 8830152849

Kartik shrivastav +91 88268 96279

## CAD-A-THON

**DESCRIPTION:**

Online Round:

This round tests the team's 3d modeling skills and expects them to replicate a given model with utmost accuracy.

Offline Round:

This round challenges the teams to use their analytical skills to develop a practical solution to real world problems. The teams will be required to design a prototype solution model and explain the design decisions. The model will be judged based on three points

- 1) Uniqueness
- 2) Feasibility
- 3) cost and time effectiveness.



### **REGISTRATION:**

Participants must be full time students enrolled in undergraduate or postgraduate programs from any recognised university or college. Involvement of any professional body other than students is not allowed.

### **RULES:**

Round 1: (Online)

Description: This round tests the team's 3d modeling skills and expects them to replicate a given model with utmost accuracy.

Round 2: (Offline)

Description: This round challenges the teams to use their analytical skills to develop a practical solution to real world problems. The teams will be required to design a prototype solution model and explain the design decisions.

### **CONTACT:**

VIJAY UDHANI: 8279598975

## **Bridge Blitz**

### **DESCRIPTION:**

Bridge Blitz is a competition where numerous teams build bridges of approximately the same dimensions with the same amount of material. The event is judged in several rounds, where in each round the load applied to the bridge is increased. The process continues until only one bridge is left standing.

### **ELIGIBILITY:**

Open to all.

### **RULES:**

TEAM DETAILS: Number of members per team: 3 - 4

## ROUND FORMAT:

### Building round:-

Each team will get 1 hour

The participants plan their design and implement it in the time slot provided

No material other than the provided material may be used to build the structure

### Judging rounds-

1) All bridges made by the participants are tested under a load of 3 kg.

The bridges that can withstand this load are qualified for the next.

2) Testing load=5 kg

3) Testing load=7kg

4) Testing load=9kg

5) Testing load=10kg

6) Further rounds: All bridges that could withstand up to 10 kgs in load are subjected to gradual further loading (load increasing in 250 grams).

The failure point of the bridges is noted, and the winning team is decided accordingly.

### Judging criteria:

Number of sticks used in making the bridge

Maximum load borne by the bridge

## Contact:

Satwik: +91 8328840177

## Nakshatra

### DESCRIPTION:

Nakshatra is an exciting event where participants get to design their dream layout for the BITS Pilani campus. They'll place landmarks, plan roads, add fun spots like parks and eateries, making the campus just the way they want. It's a fun way to connect with the campus and make it even better.

### ELIGIBILITY:

Open to all

### RULES:

Team Details:

1) Teams consist of 2 to 3 participants.

- 2) Each team must appoint a team leader for communication and coordination.
- 3) All team members must actively contribute to the design process.

Round Format:

- 1) Sketching and Presentation Phase:
- 2) Teams will be provided with chart paper and drawing materials.
- 3) They will have 30 min to sketch their futuristic plan for BITS Pilani.
- 4) Emphasis will be on creativity, feasibility, and efficiency.
- 5) Following the sketching phase, teams will present their designs to judges.
- 6) Judges may ask questions for clarification.

Judging Criteria:

- 1) Creativity: Originality and innovation in the design concepts.
- 2) Feasibility: Practicality and realistic implementation of the proposed plan.
- 3) Efficiency: Effectiveness in optimizing space, resources, and functionality.

#### Contact:

Bhuman Pandita: +91 8971722642

Vansh Desai: +91 9409029360

## Ice Box Challenge

### DESCRIPTION:

This event challenges teams to tackle real-world problems related to mechanical engineering. Teams will select one problem from a set of options, proposing innovative and feasible solutions

**ELIGIBILITY:** All FD, HD and PhD students

**RULES:** Round Format: Round 1 - Online Submission:

- 1) Submission Method: Teams will submit their solutions through the online form provided via Unstop D2C. Submission Deadline: EOD March 31st
- 2) Submission Requirements: Each team must submit their solution in the form of a PowerPoint presentation with a maximum of 12 slides.

- 3) Evaluation: The submitted solutions will be reviewed, and the best solutions will be shortlisted for the final round.

#### Round 2 - Final Round (Offline):

- 1) Shortlisted Teams: Teams with the best solutions from Round 1 will be invited to the final round, which will be held offline.
- 2) Presentation: Each team will present their solution to guest faculty from the Mechanical Engineering Department of BITS Pilani.
- 3) Prototype Requirement: In addition to the presentation, teams must prepare a working prototype of their solution. This can be in the form of a physical model, CAD design or an ANSYS simulation.
- 4) Judging Criteria: The judge will score each solution based on innovation, feasibility, and manufacturability.
- 5) Winner Determination: The team with the highest score from the judge will be declared the winner.

#### Important Rules:

- 1) Plagiarism Policy: Any plagiarized content will result in immediate disqualification.
- 2) Solution Sharing: Teams cannot share their solutions with each other before the final round.
- 3) Submission Format: All teams must submit their solutions in PowerPoint presentation format with a maximum of 12 slides.
- 4) Prototype Requirement: For the final round, each team must prepare a working prototype of their solution, either as a physical model or a CAD design.
- 5) Judging Criteria: Innovation: Uniqueness and originality of the proposed solution.
- 6) Feasibility: Practicality and viability of implementing the solution.
- 7) Manufacturability: Ease of manufacturing and scalability of the solution.

**Contact:** Ritabrata Chakraborty : +91 8910783548

## Mathematics Events

### Integration Bee

#### DESCRIPTION:

Participants compete in teams sized 2 to solve integrals, but with a twist!

#### ELIGIBILITY:

All students

#### RULES:

Participation in teams sized 2.

#### Round 1 (R1):

- 1) Teams will answer multiple-choice questions (MCQs) focused on integral solving.
- 2) Teams will be evaluated based on the correctness of their answers. The top 8 teams with the highest scores will advance to the next round.

#### Round 2 (R2): Duel Relay

- 1) Teams are randomly paired into duels. Each pair will solve the same integration question on the board in a relay-based manner.
- 2) Winners of each duel remain in the round, and the process repeats until one team emerges as the overall winner.
- 3) Answers must be submitted within the specified time limit and must be in closed form.

#### Round 3 (R3): Integration Battle

The lone team qualified from Round 2 will compete against itself. Members of the team engage in a classic integration battle.

Tiebreakers: In case of ties, additional tiebreaker questions may be introduced.

- Any kind of cheating will lead to immediate disqualification.

#### Contact:

Aashay Agarwal 7906613281

## Gambling Math

#### DESCRIPTION:

This event challenges participants to wager on their mathematical prowess. Solve problems, gain points!

#### ELIGIBILITY:

Open to All

### **RULES:**

Participation in teams sized 2.

Round 1 (R1):

- 1) Teams will answer multiple-choice questions (MCQs) focused on integral solving on a online platform within a specified attempt window.
- 2) Teams will be evaluated based on the correctness of their answers. The top 12 teams with the highest scores will advance to the next round, carrying forward the points earned here.

Round 2 (R2):

- 1) Teams will engage in minigames where they will have to bet points in an attempt to win big.
- 2) Teams can come anytime within the specified window.

Round 3 (R3):

Top 6 teams will battle in an enhanced version of Poker!

Tiebreakers: In case of ties, additional tiebreaker questions may be introduced.

Any kind of cheating will lead to immediate disqualification.

### **Contact:**

Samyak Savi: 8851265900

## Electrical Events

### Digital Design

#### **DESCRIPTION:**

The Digital Design Challenge is being organized by Inspired Karters Electric. It will feature 3 rounds: written (approximately 90 minutes), simulation (approximately 2 hours), and design (approximately 3 hours).

### REGISTRATION:

Students can participate in teams of two or more members. The team members may be from different colleges and of different specializations.

### RULES:

Round 1:

This will be a fundamental knowledge test with objective questions.

The duration for the test would be approximately 90 min and it will be held offline

Round 2:

This will be a simulation-based challenge wherein you will use logisim or verilog to complete the tasks. It will be held offline, in the computer lab on campus.

This will be held for a duration of approximately 2 hours.

Round 3:

This will be a design challenge held in the electronics lab using hardware (breadboard, ICs, etc.) . You will get approx. 3 hours to complete the challenge.

### CONTACT:

Nishit Shetty: 9082193410

Vijay Kumar Udhani: 8279598975

## Srikant Visweswariah Analog Design Challenge (SVADC)

### DESCRIPTION:

- 1) The Analog Design Challenge has been instituted in memory of Srikant Visweswariah, an alumnus of BITS Pilani. Srikant Visweswariah graduated with a degree in Electronics Engineering from BITS Pilani in 1971.
- 2) This is an Alumni sponsored event.

### ELIGIBILITY:

- 1) B.E. and M.E. students of BITS Pilani, Pilani Campus
- 2) Must have knowledge about Microelectronic Circuits.

### REGISTRATION:

### RULES:

- 1) There will be separate categories for both B.E. as well as M.E. students of BITS Pilani, and students are eligible to join in teams of upto 2 members. The event will have 3 rounds.
- 2) Round 1 - The Electronics Quiz: a pen-paper based test of intuition. The teams shortlisted will proceed to next rounds.
- 3) Venue: NAB room
- 4) Round 2 - Design Round: Design simple circuits using LTSpice (for BE category) and Cadence (for ME category) to resolve the provided situations.
- 5) Venue: 2239 Olab (ME category); IPC (BE category)
- 6) Round 3 - Design Challenge: Circuit design on LTSpice/Cadence with tighter constraints.
- 7) Venue: 2239 Olab (ME category); IPC (BE category)
- 8) The questions and evaluation will be done by the professors.

### Contact:

Aditya Bhaskar: +91 9150247155

Talks

Pragrah



**DESCRIPTION:**

A storytelling event where the speaker would share his or her journey and share his area of expertise.

**Contact:**

Vaishnavi: +91 7294958943

## Manufacturing Workshop

**DESCRIPTION:**

Sandeep Gupta, AVP of Maruti Suzuki is going to deliver a talk on safe manufacturing practices followed by a Q&A session.

**ELIGIBILITY:** No Prerequisites.

**CONTACT:**

Parth Pandey: +91 9930831993

## PM Talk

**DESCRIPTION:**

It's a product management related workshop/talk in which we are calling a senior product director to give insights about PM and about a specific topic they choose.

**ELIGIBILITY:** No Prerequisites.

**CONTACT:**

Sameer Singla : +91 70175 68130

## ENSPIRE

### DESCRIPTION:

A panel discussion and/or a talk hosted by a serial entrepreneur who has been a popular face and is invested directly in the field of entrepreneurship. The panel discussion will include people who have been entrepreneurs and great speakers themselves and can provide insights on the booming startup culture in BITS as well as the country and the fallacies around it.

**ELIGIBILITY:** Open to all

### RULES:

Non-Competitive Event

**Contact:** Suryam Maniar: +91 9712329877

# Quiz

## Anime Quiz

### DESCRIPTION:

Anime Quiz with rewards to winner.

### RULES:

Will be evaluated upon correct answers marked.

### Contact:

Yash Tiwari: +91 7651867493

## F1 QUIZ

**DESCRIPTION:** A well-designed and intellectually-stimulating quiz for Formula One enthusiasts and fans. Rounds description:

Qualifying 1: 10 questions

Qualifying 2: 10 questions

Qualifying 3: 10 questions

The Race: 30 question

**REGISTRATION:** Anybody can participate in team of (1-3)

### RULES:

- 1) First 30 questions are planned to be with pen and paper. Questions to be displayed on PowerPoint.
- 2) The Race is going to be a verbal quiz. We'll take the top 8 - 10 teams for the Race.
- 3) We'll keep on eliminating people from each Qualifying event.
- 4) The top scoring team of all cumulative sessions will get to decide if they want to go first or last.
- 5) Similarly the order will be decided for the Race. Teams to be consisting of 1-2 teammates.
- 6) We maintain a separate leaderboard for all 3 qualifying sessions.
- 7) All qualifying sessions will eliminate the same or almost similar number of teams such that the participating teams for The Race will be 8-10 whatever is decided later.
- 8) Each qualifying session will start anew and the previous qualifyings won't count later, other than to decide the order of the race and in case we get less than 8 or less than 8 teams we will not eliminate anybody from the qualifying.

### CONTACT:

Nishit Shetty: 9082193410

Vijay Kumar Udhani: 8279598975

# Overhead Transmission

## DESCRIPTION:

- 1) ELAS is back again with the Overhead Transmission Quiz!
- 2) Hosted by Major Chandrakant Nair, the Overhead Transmission is a general quiz to keep you on the edge of your seats for hours. A quiz for veterans and beginners alike, our flagship quiz for APOGEE has one of the largest prize pools! Participate individually or in teams of 2.

## ELIGIBILITY:

All BITSians and outside participants as well, if pre-registered.

## RULES:

- 1) Maximum 2 people in a team. Single-member teams are also allowed.
- 2) Participants must be registered undergraduate students of invited colleges.
- 3) Registered teams must come to the Pilani campus for both prelims and finals.
- 4) Prelims will be a written round with questions displayed on the screen.
- 5) The top 6-8 teams will go on the finals which will be held right after the prelims. Short break in between.
- 6) For any answer, the quizmaster's discretion is final.
- 7) Use of any sort of electronic device or other means for cheating will lead to immediate disbarment from the event.
- 8) The top three teams get cash prizes. Distribution will be announced later.

## Contact:

Aditya Bhaskar: +91 9150247155

## Biz Quiz

### DESCRIPTION:

The Biz Quiz, hosted by Aryapriya Ganguly, is packed with enlightening factoids about the diverse and rich culture of industries, it's a treat for business enthusiasts. Whether you're a seasoned entrepreneur or a budding professional, this quiz is designed to keep you engrossed for hours! Form a power duo as the maximum team size is 2.

### ELIGIBILITY:

All BITSians and outside participants as well, if pre-registered.

### REGISTRATION:

### RULES:

- 1) Maximum 2 people in a team. Single-member teams are also allowed.
- 2) Participants must be registered undergraduate students of invited colleges.
- 3) Registered teams must come to the Pilani campus for both prelims and finals.
- 4) Prelims will be a written round with questions displayed on the screen.
- 5) The top 6-8 teams will go on the finals which will be held right after the prelims. Short break in between.
- 6) For any answer, the quizmaster's discretion is final.
- 7) Use of any sort of electronic device or other means for cheating will lead to immediate disbarment from the event.
- 8) The top three teams get cash prizes. Distribution will be announced later.

### Contact:

Aditya Bhaskar: +91 9150247155

## Brain of BITS

### DESCRIPTION:

It is a movie screening.

### ELIGIBILITY:

A lone-wolf quiz hosted by a previous BOB winner. This historic competition boasts a rolling trophy, inviting participation from all BITSians. Join the oldest and most esteemed quiz competition on campus, showcasing your knowledge and intellect in this revered event.

### REGISTRATION:

### RULES:

- 1) Lonewolf. Only single-member teams are allowed.
- 2) Participants must be registered undergraduate students of BITS Pilani, Pilani campus only.
- 3) Prelims will be a written round with questions displayed on the screen.
- 4) The top 6-8 teams will go on the finals which will be held right after the prelims. Short break in between.
- 5) For any answer, the quizmaster's discretion is final.
- 6) Use of any sort of electronic device or other means for cheating will lead to immediate disbarment from the event.
- 7) The top team gets cash prizes.

### Contact:

Aditya Bhaskar: +91 9150247155

## Sci-Tech Quiz

### DESCRIPTION:

The Sci-Tech Quiz, hosted by ELAS, is brimming with captivating factoids about the diverse and dynamic culture of innovation. It's a delight for science and tech enthusiasts, designed to captivate minds for hours. Team up with a partner, as the maximum team size is 2.

### ELIGIBILITY:

All BITSians and outside participants as well, if pre-registered.

### RULES:

- 1) Maximum 2 people in a team. Single-member teams are also allowed.
- 2) Participants must be registered undergraduate students of invited colleges.
- 3) Registered teams must come to the Pilani campus for both prelims and finals.
- 4) Prelims will be a written round with questions displayed on the screen.
- 5) The top 6-8 teams will go on the finals which will be held right after the prelims. Short break in between.
- 6) For any answer, the quizmaster's discretion is final.
- 7) Use of any sort of electronic device or other means for cheating will lead to immediate disbarment from the event.
- 8) The top three teams get cash prizes. Distribution will be announced later.

### Contact:

Aditya Bhaskar: +91 9150247155

# MindKraft

## DESCRIPTION:

MindKraft is the ultimate brain teaser that dares participants to flex their mental muscles! Dive into the world of quirky advertisements, and cutting-edge non-conventional tech, and decipher mind-bending phrases from graphics.

## ELIGIBILITY:

Open to all.

## REGISTRATION:

Teams of 3 to 5 people.

## RULES:

- 1) 2 Rounds: Prelims and Finals
- 2) Each round is further divided into 2-4 sub-rounds.
- 3) The top 9 Teams with the highest scores will be selected from the Prelims to participate in the finals.
- 4) In case of any discrepancy, the decision made by the Department of Controls will be final.

## Contact:

Bakul Gupta: +91 8699933761



## Dopper's quiz

### DESCRIPTION:

A fun quiz based on famous movies, novels, and web series related to well-known drugs, notable compounds, and other substances people use, see and often encounter in their daily lives.

### ELIGIBILITY:

Open to all

### REGISTRATION:

#### RULES:

1) Round 1: Pen-Paper Quiz (45 minutes)

Format: 20 multiple-choice questions

Time Limit: 45 minutes

Scoring: Points are awarded based on the number of correct answers.

The top-performing teams will qualify for Round 2.

2) Round 2: Rapid-Fire Round (Top 5 Teams)

Format: Rapid-fire round with quick questions

The top 5 teams from Round 1 qualify.

3) Each team has the opportunity to answer quick questions for points.

If the first team answers correctly, they receive 10 points. If not, the question passes to the next team.

4) If the second team answers correctly, they receive 5 points.

A total of 10 questions will be asked in this round, with each team getting 2 questions (excluding the passing of questions).

5) Scoring: Teams accumulate points based on correct answers.

The team with the highest points at the end of Round 2 is awarded the first prize.

### Contact:

Aditya Tripathi : +91 6376475208

**DESCRIPTION:**

Quiz on astronomy and astrophysics

**ELIGIBILITY:**

Open to all

**RULES:**

**ROUND 1**

- 1) Each subpart of a question will be a fraction of 1 mark, all subparts adding up to 1 mark.
- 2) There will be 30 questions.
- 3) Some questions will have hints, which will be said in a regular interval, until someone blocks
- 4) hints. After block hints, no one can ask for hints.
- 5) After going through all the questions, we will go through the questions once again quickly.
- 6) The decision of the quizmaster is final and binding.
- 7) There is no negative marking.

**ROUND 2:**

- 1) This will be a buzzer round.
- 2) -0.5 points for pressing the buzzer but getting the incorrect answer.
- 3) 1 point for each correct answer.
- 4) You CAN press the buzzer before the question has been completely said.
- 5) Only 2 chances will be given for each question, i.e. if 2 teams say the incorrect answer for a
- 6) question, the question will be skipped (if the answer is correct on the second attempt NVthen you will be awarded 0.5 marks)"

**Contact:**

Anish Mall: +91 7428111553

# Innovation & Research

## Prototype: Project Presentation Competition (aka Projects)

### DESCRIPTION:

Project Presentation is one of the pillars of APOGEE. It gives a platform to participants from top colleges in India to present prototypes of their projects. It allows room for interaction and inputs from highly qualified professors, who judge these presentations and select the winners of the event.

**ELIGIBILITY:** Any team/individual participating in the event must currently be enrolled in any professional course in a recognised college.

There is strict check on the plagiarism of the submitted works. Any paper not meeting the specifications will be disqualified.

### RULES:

1. Each team will be given 8 minutes for the presentation. They are expected to present their project in a crisp and effective demonstration and presentation. Teams will be evaluated based on their prototype as well as their presentation skills in this round. They can expect questions from the jury at the end of their presentation. Note that the lack of a working prototype / model / simulation will be detrimental to your score.
2. The decision of the judges will be final and binding.
3. Presentation details: The participant must carry their working model and a PowerPoint presentation describing and detailing the various attributes and working of the project.
4. A particular project can be presented only in one category.

### Contact:

Siddharth Sirohi: +91 8396957303

Amarthya Guru: +91 8437282414

## Paper Presentation

### DESCRIPTION:

The Paper Presentation event held during APOGEE is India's longest standing undergraduate Paper Presentation event. The event involves students from various colleges to come to BITS Pilani along with BITS Student from various campuses to come together and present their research to the professors of BITS Pilani. The event judges the participant's innovativeness and helps them get valuable feedback from the professors along with various cash prizes.

**ELIGIBILITY:** 1. The student should CURRENTLY pursue either a undergraduate degree from any college in India or a Masters in Business Administration(MBA) from any college in India.  
2. The student should be a citizen of India.  
3. The research should be credible and free of any form of plagiarism.  
4. The final research paper should be ready along with all the supporting evidence, analysis regarding their thesis.

**RULES:** Team Size : 1-4 Members

Rounds: Abstract Submission (Deadline - 29th February)

Paper Submission (Deadline - 25th March), Paper Presentation ( 4-7th March)

Judging Criteria:

1. Citation Format(4 Marks)
2. Works Cited/Bibliography(4 Marks)
3. Introduction/Thesis( 4 Marks)
4. Quality of Information/Evidence ( 4 Marks)
5. Support of Thesis/Analysis(4 Marks)
6. Organization/Development of Thesis( 4 Marks)
7. Conclusion(4 Marks)
8. Style/Voice(4 Marks)
9. Grammar/Usage of Mechanics(4 Marks)
10. Usefulness to Society(4 Marks)
11. Originality/Innovativeness (4 Marks)

### Contact:

Ananya Krishna: 9871120256

# Entrepreneurship Conclave

## DESCRIPTION:

Business plan competition

## ELIGIBILITY:

Open to all

## REGISTRATION:

Team Composition: Students will participate as teams where each team will consist of a minimum of 1 (One) and a maximum of 4 (four) student participants.

Each participating student can be a part of only one team.

Once selected as one of the top 8 teams for the Final Presentation Round, none of the team members can be changed.

## RULES:

The Competition will be held in 2 rounds.

Round I : Screening of entries to select 8 finalists i.e. the Top 8 teams. The screening will be done based of deck submissions

Round II : Selection of Top 2 Winner teams for cash prizes

The 8 finalists will be expected to present a business plan to convince an independent jury and potential investors on the value and potential of their business plan. A comprehensive, feasible and viable business plan is required along with creativity in presentation.

Objectives:

To enable the students to learn and gain experience in:

Problem/solution/business idea identification; exploring business opportunities; creating the lean business model canvas and creating a pitch deck; working as part of a team

Performing market research and feasibility studies using primary and/or secondary data

Present their idea to peers as well as entrepreneurs, innovators, business professionals and academicians

Developing communicational and presentation skills

Business Plan Application Screening and Qualifying Round

All submissions will go through a screening process to select the top 8 team applications for the Final Presentation Round.

The screening shall be conducted by a panel constituted by associates from Campus Fund India.

#### Final Presentation Round – Business Plan Competition

The Final Round will be planned as an in-person presentation/pitching round and will be a part of the Entrepreneurship Conclave Finale to be held at the BITS Pilani Campus.

The pitch evaluation and selection of Winners will be done by an Independent jury panel.

Each team will be given 15 minutes to pitch in front of the jury panel and the audience. There will be 5 minutes reserved for the jury Q&A. Jury will evaluate and score the pitches and select the Top 2 Winners who will be eligible for prize money.

#### Evaluation criteria for Qualifying and Final Presentation Round

Significance of the identified problem and relevance/viability/feasibility of the proposed solution or the business/product/solution/service idea

Reason/s for starting the business and practicality of the business objectives and plan

Target market and value proposition

Secondary and primary research and analysis to support the business plan

Understanding and clarity with respect to Business Model elements

Clarity of thought, expression and creativity in the Business Plan Presentation/Pitch Deck including infographics

Creativity in pitching

#### Contact:

Kunal Dhingra: 9891813434

## Samadhan, Conferencia De Youth (CDY)

### DESCRIPTION:

Conferencia de Youth is a social conference held annually to allow various social service groups in colleges to work together. The forum has been a colossal success every year and inspires positive synergy and creativity amongst all participants. The specially moulded events functioned as brainstorming arenas to find solutions for various problems, including some that came anew during the pandemic, and to inspire budding entrepreneurs, thinkers, and writers to create a better world for all out there. Events under this are:

1) Samadhaan: Samadhaan, a Social Entrepreneurship and Innovation Competition, organized by NSS BITS Pilani is an opportunity for entrepreneurs to showcase their ideas and receive mentorship from experienced panelists and innovators. The participants will present their ideas to a panel of judges, who will select the winners based on the impact of their ideas and their potential to create sustainable social enterprises. The winners will receive funding and support to help them bring their ideas to life. We believe that this competition can inspire the next generation of social entrepreneurs and create a positive impact on society.

### RULES:

Samadhaan :Guidelines of the event:

Each team must consist of 1-4 members. The team leader of the team will remain the single point of contact for the competition. A participant can register only in one team, multiple entries are not allowed. Team members can be from different programs and Institutes. The idea must be innovative and original. Teams should strictly adhere to the time limit allotted by the panel.

Round 1 - The Pitcher: The team with prototype plus stage start-ups will be submitting a pitch deck (.pptx format) along with the questionnaire provided below as part of their registration. The candidates need to highlight the following in their pitch deck:

- 1) Problem statement
- 2) Solution/product offering
- 3) Revenue model/business model
- 4) Market size
- 5) USP
- 6) Team brief - background
- 7) Valuation, potential revenue & other financials

## Round 2 - The Finale:

Now the startups will have the opportunity to present their pitch in the main event (offline).

During this presentation, the teams will have the chance to pitch your product or service extensively to our esteemed panel of industry experts and answer questions in an intensive Q&A session. This program provides valuable services, such as business development

support, access to funding, legal and financial advice, and networking opportunities. This program aims to support startups in overcoming common challenges faced by new businesses and increasing their chances of success.

### **CONTACT:**

Kavish Chandra: 9354483494

Harshit Nahar: 9748219525

Tanisha Sharma: 7433009231



# Economics & Finance

## Stock Market Simulator

**DESCRIPTION:** Mock stock market (paper trading)

**ELIGIBILITY:**

Open to all.

**RULES:**

Participants must execute at least two transactions to be eligible for the prizes (buying and selling will be considered one transaction, and transactions in the same stock will be regarded as one).

The winner will be declared based on their net worth (cash in hand + value of stock held), highlighted on the leaderboard. Traders with the highest net worth will be declared as winners.

This content is exclusively for the stock market; other security won't be considered.

In case of any conflicts, the decision made by the organizing club will be considered final and abiding.

Details of the simulation will be shared with the registered participants separately.

**Contact:**

Kunal Dhingra: 9891813434

# Miscellaneous

## Apt to Act

### DESCRIPTION:

A fun event involves students to flaunt their acting skills in which they can choose their favourite movie scene and can recreate them by the help of props and green screen. We'll be holding this event in FMaC booth which would also hold sale of Framed Posters of movies. Top 3 would get Free Framed Posters.

### ELIGIBILITY:

No eligibility, anyone having interest in Acting can participate in the event

### RULES:

- 1) Team can have maximum 3 people, but in general it's an individual event.
- 2) Only main round
- 3) Participants will be judged based on Acting Skill
- 4) They'll be rewarded them with Free Unique Framed Posters that we'll sell in FMaC Booth

### Contact:

Pranjal Maheshwari 8279553372

# Armageddon

## DESCRIPTION:

- 1) Armageddon is an electrifying convergence of skill, strategy, and adrenaline. As the name suggests, Armageddon brings together the fiercest esports competitors from within the campus, creating an epic battlefield where champions are forged.
- 2) Prepare for an immersive experience where virtual worlds collide, and gaming prowess takes center stage. Armageddon showcases the best in esports talent from our small campus across various gaming genres, ranging from pulse-pounding first-person shooters to strategic multiplayer battle arenas. Witness the intensity as teams and solo players alike face off in a bid for glory and recognition.
- 3) Armageddon isn't just an event; it's a celebration of the esports spirit. Whether you're a seasoned gamer or a passionate spectator, join us for a gaming spectacle that promises to push the boundaries of competition.

**ELIGIBILITY:** Have a basic understanding of the rules to be followed in a competitive Valorant match. Must have a rank in the games they have registered for ( Valorant and BGMI)

## RULES: VALORANT

- a) Tournament would be played in the Single Elimination BO1 format till the Quarter Finals, Single Elimination BO3 Semis and BO5 Finals, with peers being randomly allotted.
- b) Teams need to report to the Armageddon Discord server at the earliest possible. All further announcements and fixtures will be posted on the same.
- c) Server Link:
- d) On joining the Discord Server, each player must select their role as Valorant from role-assign. The team captain must select both Valorant Captain + Valorant as their role. There can be only one captain from each team. Once the roles are selected, you'll be able to see relevant announcements and voice channels.
- e) Failure to report on time will result in the opposition team getting a walkover. If the team is not present/non-responsive when their match is announced, then the admins reserve the right to announce a walkover at their discretion.
- f) Upon entering the allotted waiting rooms, the team members need to change their names in Discord in the following format:  
TeamName\_InGameName>

- g) BO1 (Team B is better seeded):
  - Team A – banning the first map
  - Team B – banning the second map
  - Team A – banning the third map
  - Team B – banning the fourth map
  - Team A – choosing the map for the game
  - Team B – choosing the side to begin with in the
- h) game BO3 (Team B is better-seeded):
  - Team A – banning the first map
  - Team B – banning the second map
  - Team A – banning the third map
  - Team B – banning the fourth map
  - Team A – choosing the map for the game 1
  - Team B – choosing the side to begin with in the game 1
  - Team B – choosing the map for the game 2
  - Team A – choosing the side to begin with in the game 2
  - Team A – choosing the map for the game 3
  - Team B – choosing the side to begin with in the game
- i) 3 BO5 (Team B is better-seeded):
  - Team A – banning the first map
  - Team B – banning the second map
  - Team A – choosing the map for the game 1
  - Team B – choosing the side to begin with in the game 1
  - Team B – choosing the map for the game 2
  - Team A – choosing the map for the game 3
  - Team B – choosing the side to begin with in the game 3
  - Team A – choosing the map for the game 4
  - Team B – choosing the side to begin with in the game 4
  - Team A – choosing the map for the game 5
  - Team B – choosing the side to begin with in the game 5
- j) Match Settings/Server Settings:
  - The following match settings need to be used during the Tournament:
  - Map: depending on the veto process.
  - Mode: Standard
  - Options:
    - Allow Cheats: OFF
    - Tournament Mode: ON
    - Overtime Win by Two: ON
    - Play Out All Rounds: OFF
    - Primary Servers: Mumbai
    - Break during half time: disabled.

## 2) BGMI

- a) It is a 4(+1) player team tournament. A 4 man-starter roster and up to 1 substitute.
- b) Emulators are not allowed in any gamemode organized. The player will be disqualified if found using any kind of emulator.
- c) Any game modifying tools except 'GFX tool' is not allowed.
- d) Players can play on android/ios tablets/phones only.
- e) Only in-game voice chat should be used after the game is started till its completion.
- f) Any use of unfair means such as aimbot, trigger bot, ESP will be disqualified.
- g) Should a team/player fail to join the room in time, their squad/they will be given 0 points for it.
- h) Waiting time is at most 10 minutes between games.
- i) Exiting a game without good reason will disqualify the team.
- j) The exploitation of bugs that hinders fair play will result in disqualification.
- k) For the tiebreaker of the points, total team/solo kills will be considered for breaking the tie.
- l) For the further tiebreaker, number of chicken dinners will be considered.
- m) Organizers would not be held responsible for connectivity issues on the participant's side.
- n) The entry fee would not be refunded under any circumstances.
- o) Organizers reserve the right to accept or reject any entry without stating a reason thereof.
- p) Participants are requested to remain ready at least 15 minutes prior to the start of any match. Late entries would not be allowed.
- q) Tournament Guidelines:

Players will participate as a 4 man-squad.

Up to 64 players will be playing in a lobby.

Maps selected will be notified to the participants before the match.

The group stage is a 3-map series.

Kill - 1 point.

1st - 15 points.

2nd - 12 points.

3rd - 10 points.

4th - 8 points.

5th - 6 points.

6th - 4 points.

7th - 2 points.

8th - 12th - 1 point.

13th - 16th - 0 point.

**Contact:** Nalin Aditya Chaganti : +91 9822430824

## Go karting

### DESCRIPTION:

Go karting

### REGISTRATION:

Must be in sound state ,fit into the safety gear

### RULES:

Not a competitive event but, Should sign a safety undertaking form, handle the rover with care, pertain to the time/lap limit.

### CONTACT:

Shriya: 8591270279

Harsh pandey: +91 98368 70162

## Comedy Show

### DESCRIPTION:

Students performing their original comedy sets on stage.

### Contact:

Prasoon Narayan Singh 8005101167

## PODX

### DESCRIPTION:

A fun event for participants where they can talk about the topic in 3 minutes of their choice. If they haven't prepared topics, we can provide them with a list of topics from which they can select one to talk about.

### ELIGIBILITY:

Participants must have at least basic knowledge about the topic.

### RULES:

- 1) The time limit is 3 minutes for each person or team.
- 2) Based on the performance, we will give kind points.

### Contact:

Vaishnavi: +91 7294958943

## Apogee at Lens

### DESCRIPTION:

A vlog event where participants can record the experience of Apogee or any event in about 2 minutes. Rather than just talking about events, it should reflect the experience of the person. The best clip or clips can be used for post-apogee reels that will be published on a website.

### ELIGIBILITY:

Participants must attend Apogee physically to participate in this event. Simple recording won't be sufficient. There is no team participation in this event.

### REGISTRATION:

No Specific Requirements.

### RULES:

- 1) Participants must record in about 2 minutes.
- 2) The clip can be segmented into the following categories:
  - a. What was the best part of this Apogee?
  - b. What were the things they enjoyed about? (For events, it can be anything specific.)
- 3) Message for the people who would like to attend future Apogee editions.
- 4) The best clips will be featured in the post-Apogee reel or video.

### Contact:

Vaishnavi: +91 7294958943

# Egg-Drop Challenge

## DESCRIPTION:

The EggDrop Engineering Challenge is a competition that challenges participants to showcase their engineering ingenuity and creativity by designing and constructing a container capable of protecting a raw egg from breaking when dropped from varying heights. The primary objective of the competition is to create a container that not only ensures the egg remains intact after impact but also allows contestants to easily retrieve the egg undamaged.

## REGISTRATION:

- 1) This challenge is open to all students with engineering and science backgrounds.
- 2) Students from all departments/specialities across India are welcome to participate in teams of upto 4 people.

## RULES:

The American Society of Mechanical Engineers standards for the competition apply and can be found using the following link:

<https://docs.google.com/document/d/1vF4k-FuSCxyAGHN5ogbsNr6jB5vgWYcjUAeu8Mwu03E/edit>

## CONTACT:

Gauransh Nankani: +91 92679 81772



## Cyclotron

### DESCRIPTION:

Participants will use standing cycles to compete. The objective is to pedal as fast as possible for 20 seconds. Speed and distance covered will be accurately recorded. Distance covered will be indicated by a dynamic LED strip.

### REGISTRATION:

No eligibility criteria.

### RULES:

Each participant will have a 20-second time slot to pedal as fast as they can. Distance covered will be measured in meters and displayed on an LED strip in real-time. The participant covering the highest distance during their turn wins the event. In the case of a tie, additional rounds will be held to determine the winner. All safety precautions will be taken to ensure the well-being of participants.

### CONTACT:

Anisha Nandimath: 8830152849

Kartik shrivastav: +91 88268 96279

## BITS Blockchain Week

### DESCRIPTION:

The event will be for 7 days, the first 4 days of which will see workshops and talks, and the latter part of the week is when the participants will build and submit their Web3 projects.

### REGISTRATION:

Open to all.

### RULES:

Each team may have a maximum of 4 members. There will be no rounds, the winners will be decided based on the projects submitted. The sponsors will be the Judges and declare the winners as they deem fit, while ensuring parameters like originality, practicality and feasibility.

### CONTACT:

Rudraksh Singhal: 9606036246

## Solar cooker

### DESCRIPTION:

Homemade solar-cooked cakes, etc would be sold by Prof. Manoj Soni and team.

### REGISTRATION:

Pre-registration and on spot registration is allowed.

### RULES: NA

### CONTACT:

Anisha Nandimath 8830152849

Kartik shrivastav +91 88268 96279

## Bidweiser

### DESCRIPTION:

Step into the thrilling world of cricketing drama and strategic brilliance at Bidweiser IPL Auction! Get ready for a mock IPL auction experience like never before, where cricket enthusiasts and strategic minds come together for an adrenaline-fueled bidding war.

### REGISTRATION:

Open to all (Team size 4-8).

### RULES:

#### Round 1:

- 1) The first round would be an online quiz for each team. The quiz will comprise questions encircling the domain of cricket. The top 8 highest scoring teams would move on to the next round.
- 2) Ties in the scores of any teams would be broken by taking into account their time of quiz completion. The team which took the lowest time would win.
- 3) The quiz will be conducted on Unstop. 30 questions would be required to be answered, with a different time limit to each, depending on its difficulty level.

**Round 2:** This would be the main auction round between the top 8 teams. The total purse for each team would be 125 crore rupees.

- 1) The total player pool is 120 players. Each team can form a maximum of 15 players, out of which the best 11 would be considered, with one legacy player and one coach.
- 2) The minimum player type requirements in each team are: Batsmen: 4; Bowlers: 4; Wicketkeeper: 1; All-Rounders: 2; Legacy player: 1; Coach: 1.
- 3) It is the responsibility of the team to ensure that they do not cross the total number of players, or get less than the minimum number of each type. Failure to do so would result in direct disqualification of the team.
- 4) Each player would be shown on the screen with their name, price bracket and rating.
- 5) The players would be rated according to the ICC ratings of the past 3 years.
- 6) The final judging of the team would be by adding up the points of the best 11 players out of the total team + legacy player + coach. The team with the highest ratings, wins.

### CONTACT:

Aditya Srivastav: 9892523270

## Volunesia, Conferencia De Youth (CDY)

### DESCRIPTION:

Volunesia: Volunesia is a presentation-based competition wherein teams from various social service organisations of colleges across India, are required to present the tasks/projects that they have undertaken in the past year, followed by a short discussion on the same. Volunesia has offered a platform to exchange ideas and experiences of other chapters, implement them in one's areas of benefit too, and socialize with some of the country's best minds!

### REGISTRATION:

Eligibility- Team members can be from different organizations and institutes.

### RULES:

Volunesia

Round 1 - Ignite Your Impact

The teams have to submit a presentation (.pptx format) on their current social initiatives and future ideas/plans, as part of their registration. We recommend the teams to limit the slideshow to a maximum of 10 slides. The presentation should include a slide stating the future plans of the respective teams on how they are planning to use the cash prizes. The submissions will be judged on various parameters such as innovation, impact on society, and quality of presentation.

Round 2 : Volunesia

The shortlisted entries will showcase their social projects to a larger audience, composed of their fellow participants, experts, and judges. This segment typically involves a live in-person presentation lasting between 8-10 minutes, followed by a brief Q&A session. The teams have to present their previous work done for society in the first 5 minutes. In the second 5 minutes, the teams have to lay down a full-fledged plan on how they will be spending the prize money on different new initiatives.

The judging panel will evaluate the participants based on several factors, such as the effectiveness and scalability of their initiatives, the calibre of their presentation, and their ability to respond to queries from the audience and judges.

#### Additional Details -

The team leader of the team will remain the single point of contact for the competition. A participant can register only in one team, multiple entries are not allowed. Team members can be from different programs and Institutes. Teams should strictly adhere to the time limit. Teams should strictly adhere to the slide count stated. Round 1 is a free online elimination round. The shortlisted teams in round 1 will be attending APOGEE for Round 2 - Volunesia.

Only the teams attending round 2 will have to pay the fees for attending APOGEE.

#### Judging Criteria:

Impact and sustainability of the current work presented by the social chapter. Validity of the responses given by the participants, Presentations delivered to the panel Confidence of the participants, and their presentation skills.

#### **CONTACT:**

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# Real Politik

## DESCRIPTION:

Event will be conducted in two phases. Round 1 will be a quiz round, which will also be an elimination round followed by round 2 which is the final round, auction round, of Real Politik, where the teams will be required to form a cabinet by bidding on the political leaders.

## ELIGIBILITY:

team size of 1 to 4

## RULES:

Teams will be required to form their cabinet by bidding on the political leaders.

Size of the cabinet has to be 8.

1: You can sway a political leader to your council by offering seats from the purse of 1000 seats allotted to you in the beginning.

2: You can start bidding only after the base price has been announced by the auctioneer.

3: Every bid raises the seats offered by 5.

4: You are not allowed to increase your own bid.

5: You are not allowed to cross question the auctioneer. Decision of the auctioneer will be final.

Disqualification: 1) your team is unable to form an 8 member council.

2) Your team has no female leader in the council.

3) Immediate disqualification if volatility exceed 32.

4) Immediate disqualification if you bid above the amount present in your purse.

## Contact:

Vikhyat Giri: 7310099996

## Nirmann Stalls

### DESCRIPTION:

- 1) Women Empowerment Stalls- Here we showcase the products made by our female casebeneficiaries for sale. Designed to foster awareness, dialogue, and a sense of community, this stall is a testament to the strength, resilience, and achievements of women.
- 2) Food Challenge: We will serve food dishes such as vada pav for the food challenge and the participants having the maximum no of vada pavs will be rewarded and others have to pay for the same.

### CONTACT:

Pahal Seervi: 7300210715

## Pun-a-thon

### DESCRIPTION:

Pun wars between two different teams divided on the spot.

### CONTACT:

Suryansh Singh: 7725948337

## SciFlix

### DESCRIPTION:

This event entails participants dissecting science fiction films and debunking its physics through talks and slides. This event mixes scientific analysis with entertaining presentations. This event, will be judged based on both scientific precision and presenting entertainment, provides a unique opportunity for competitors to demonstrate their presentation skills

### REGISTRATION:

Open to all, Pre and On spot Registrations Allowed

### RULES:

Team Size: 1–2 Members ;

Initial Screening Round followed by Elimination Rounds;

Judging Criteria:

- 1) Quality of Presentation & Communication
- 2) Scientific Accuracy
- 3) Integration of Comedic Elements

### CONTACT:

Shubhranshu Srivastava: 9454600085



## ChemQuestArena

**DESCRIPTION:** Chemistry Quest Arena will include many games like:-

1) Periodic Table dart game :

Make periodic table on a chart then paste balloons on the spaces of element in the pt, each balloon will have the of which it has taken place. Then a chit will be drawn by each person for a Molecule. Let's say Nacl is drawn. Now that person has to target and shoot on both the elements in compound on pt then he has to shoot the element with dart on the target element

2) Reactify: The Chemical Prediction Challenge:

This event is a thrilling opportunity for participants to engage in hands-on experimentation and witness the magic of chemical reactions firsthand. On a designated board, cylindrical tubes containing various chemical substances will be carefully arranged. Each tube will be covered with butter paper, concealing the contents within. Participants will have the chance to punch out two such tubes of their choice. Once the tubes are selected, participants will eagerly mix the contents of their chosen tubes, eagerly awaiting the colorful outcomes of their chemical concoctions. If the reaction yields a vibrant and visually striking color change, the participant emerges victorious!

The event aims to not only entertain but also educate participants about the fascinating world of chemistry. It encourages curiosity, experimentation, and a deeper appreciation for the science behind everyday phenomena.

### **RULES:**

- 1) Each player must pay a set of entry fee before participating in any game within ChemQuest Arena.
- 2) All players must adhere to the rules and regulations of the game. Cheating or unsportsmanlike behavior will not be tolerated.
- 3) If a player wins a game segment within ChemQuest Arena, they will receive either their entry fee back or double the amount, as per the rules of that specific segment.
- 4) Entry fees are non-refundable if a player loses the game segment.
- 5) Leaderboard system-It is competitive,there will be a leaderboard displaying top 10 players per mode with the least amount of time taken to construct the model. At the end of the event, the top 3 players can be rewarded with kind points etc.

### **Contact:**

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## SilentJam

### DESCRIPTION:

A silent disco event is a unique party experience where participants listen to music through wireless headphones instead of traditional speakers. Each attendee wears headphones that receive transmissions from multiple DJs or playlists. This setup allows people to dance and enjoy the music while experiencing a quiet environment outside of their headphones. It's a fun and immersive way to enjoy music without the need for loud speakers, making it ideal for outdoor venues or places with noise restrictions.

### ELIGIBILITY:

Open to all.

### REGISTRATION:

### RULES:

None

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## Vibes (KC Nite)

### DESCRIPTION:

Vibes is Karaoke Club's semesterly musical performance filled with all the classic songs that are universally loved, guaranteeing an enjoyable experience for all attendees. Members of our club perform covers of some of the most popular songs out there from a variety of genres.

### ELIGIBILITY:

Open to all.

### RULES:

None

### Contact:

Aryan Chaturvedi: +91 8619475188

## ATV Racing

### DESCRIPTION:

The event will have two ATVs (both 200cc) and it will be a ticketed event. Individual can choose from two pricing categories- 3laps (400Rs) and 5laps (600Rs). Safety gear will be provided to the individual. The event spans for 6 hours each for 2 days.

**ELIGIBILITY:**

Individual should be above 16+ years of age.

**RULES:**

None

**Contact:**

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## Moneyball

**DESCRIPTION:**

The Moneyball Football Auction Event gathers 10 teams of three participants each for an exhilarating football auction experience. Teams strategically bid on real players within budget constraints, fostering teamwork and strategic thinking. The dynamic auction environment adds excitement, engaging both participants and spectators. This innovative format promises an unforgettable experience for football enthusiasts, blending the thrill of auctions with the strategic challenges of team management. The event will be held on two days : Day1 Preliminary quiz and bidding Day2: Finale and negotiations.

**ELIGIBILITY:**

Any UG, PG student.

**RULES:**

Round 1: Online Unstop

Round 2: (Day 1) 10 teams, Each team will have 3 members.

The base amount will be given to each team: 600Lakh(60Million)

Preliminary quiz: Opportunity to add 3 million.

Bidding process:

Teams must have 11 players in their starting line-up.

Including :

(1-2) Goalie

(3-5) Defenders

(2-4) Midfielders

(2-4) Forwards

Finals(Day 2) - 4 will proceed to finals. These 4 teams will be the winners after a simulation done by an algorithm. 6 Teams will be eligible to sell 3 players to the top 4 teams. This will help them to maximize their purse amount. The best negotiator award would go to the team with the highest purse amount among the 6 eliminated teams after negotiation. After this, top 4 teams will undergo a simulation again, in order to determine the winners. Winners, runner ups, and best negotiator will get awards.

**Contact:**

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## ADzap

**DESCRIPTION:**

Adzap is an event where participants enact ads on a given product within a limited time. It tests creativity, communication skills, and the ability to create engaging ads and primarily to improve marketing skills, which would come in handy when the students enter an industry. Students need to demonstrate immense creativity and out-of-the-box thinking skills by coming up with innovative ideas. The teams will be given the time to think of the best way to advertise or sell the topic or idea allotted to them. Every team had to present a 3-minute pitch to present on the stage. They will convince the judges that their product or idea was the best. They can use one-liners and taglines, poems and skits, etc, to present their respective products. The ads are judged based on factors such as originality, relevance to the product, innovative idea, humour, team coordination, expression, and overall impact.

**ELIGIBILITY:** Open to all

**RULES:**

- 1) Participants must create an advertisement on the given product within 5 minutes.
- 2) The participants will be given 2 minutes to enact their advertisement.
- 3) The advertisement must be original and created specifically for the event.
- 4) The advertisement must not contain any offensive or inappropriate content.
- 5) Teams must not plagiarise or copy existing advertisements.

- 6) Usage of electronic gadgets like mobile phones, tabs etc., is strictly prohibited during the event.
- 7) In the case of a tie between the participants, then tie breaker rounds will be conducted.
- 8) Final round will be announced on the day of the event.
- 9) No utilities will be supplied nor provided by the organisers.

**Judging Criteria:**

- 1) Originality: Does the advertisement stand out and bring something new and innovative to the table?
- 2) Relevance to the theme: Does the advertisement effectively address the theme and demonstrate a clear understanding of its message?
- 3) Creativity: Does the advertisement showcase a high level of creativity and imagination?
- 4) Communication skills: Does the advertisement effectively communicate its message to the audience?
- 5) Impact: Does the advertisement leave a lasting impression on the audience and leave them with a clear message?
- 6) Humour: Can the advertisement stay in the minds of the viewer?
- 7) Team Coordination: How well the team is coordinated during the enactment?

**Contact:** Sanjana: +91 9500151248

# Murder Mystery/Escape Rooms

## Murder Mystery

### DESCRIPTION:

An expansive university-wide treasure hunt awaits, where participants, organized into groups, engage in deciphering a captivating murder mystery case. Intriguingly, certain clues are intertwined with fundamental biology concepts, yet accessible to individuals from diverse academic backgrounds. This event fosters collaborative problem-solving, uniting students from various disciplines in an inclusive and intellectually stimulating quest.

### RULES:

1-10 members in a team are permitted. Only one round. The fastest team to decipher the mystery and find the murderer while following the appropriate story will be the winner.

### CONTACT:

Sanya Agarwal: 07017461807

## Dexter's Lab

### DESCRIPTION:

It is an escape room event in which the team has to perform a series of experiments which test the team's biology as well as analytical skills.

### REGISTRATION:

No eligibility criteria.

### RULES:

Team size : 4-8

No. of rounds : 1 (2 teams in one slot)

Judging criteria : First team to solve all the experiments successfully wins. If both teams are unable to complete all the experiments in the stipulated time period (TBD), both teams will be disqualified.

### CONTACT:

Aaditya Rajeev: 8587082955

## Uncharted Escape Room

### DESCRIPTION:

It is a dark room which has clues which directly involve film knowledge and by finding all clues, a team wins and whosoever wins the fastest wins the prizes. It's a paid event which is 50/- per person.

### REGISTRATION:

No eligibility, only group should be a minimum of 4

### RULES:

Two teams of four enter at the same time and find themselves in a dark room filled with movie posters and two helpers of our club to help them with clues. They would find the 'key' by solving all the clues to escape from the room and the group wins which find all the clues the fastest. Fastest team of all the rounds would be given kind points.

### CONTACT:

Samyak Jain: 8003580081

# Whodunnit

## DESCRIPTION:

Whodunnit, is a campus-wide murder mystery-based game. It consists of two days. Day 1 will be a filtering round based on analytical skills and detective mindset of team members (2-4 people). On day 2 selected teams will be given the story in pieces with chemistry-based hints which will lead them to different clues and eventually to the final murderer. Top 3 teams to reach will be the winner.

## REGISTRATION:

Only those competitors who were successful in registering for the event before it began will be allowed to participate in day 1 of the competition.

In order to take part in the event, you are required to have a group that consists of three to four people.

## RULES:

- 1) The purpose of the game is to identify the murderer, the murder weapon and the motive behind the crime.
- 2) Ensure that all players follow the rules of the game and do not reveal any information that could give away the secret.
- 3) The event spans two days, with the first day
- 4) Featuring the distribution of clues situated throughout the campus.
- 5) They have to roam around the campus to collect further clues required to solve the murder mystery.
- 6) At every stage participants will be furnished with a clue which reveals the succeeding part of the story along with a question which leads them to the next location.
- 7) On the second day, participants will be provided with a scenario to investigate and identify the culprit of the crime. Use of the internet is allowed.
- 8) Top 15 teams will qualify for the Day 2 of Whodunnit 2024 and will be provided with a clue of the murder mystery. Photography and tampering of the crime scene is strictly prohibited, if done, the team will be disqualified.

## CONTACT:

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