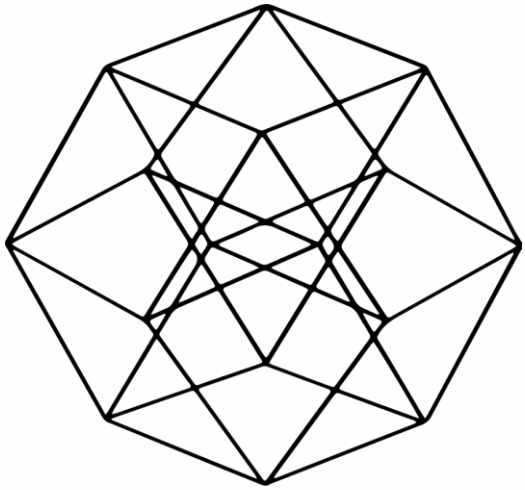
PDPU PANDIT DEENDAYAL PETROLEUM UNIVERSITY

S&T Science & Technical Committee

SAIL



TESSERACT 6.0

RULE BOOK

November 8-10, 2019

FOR QUERIES :-

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- **CRETUS**

Event no(1) : Labyrinth

- Can your robot brave the miseries of a dark labyrinth and save the princess in distress? The challenge is to build a rescue bot, equipped with a mobile camera and flashlights navigate the bot through a perilous maze and bring back the target (princess) in one piece.

RULES & REGULATIONS: **-**

FOR TRACK:

1. The bot should cover complete path of the arena, no shortcut will be allowed.
2. This track will mainly test the manoeuvrability of the bot and the skill of the one controlling it.
3. The object to be rescued will be placed at the centre of arena.
4. The arena will be covered from the top and an inside look of the track has to be achieved by means of mobile camera placed on the top of your bot.
5. There might be obstacles on the inside such as walls, mirrors, and speed breakers Etc.
6. The object to be rescued will be a cube of side length 5cm.
7. Any damage done by the bot to the arena will lead to disqualification of the team.
8. Organizers reserve the right to make modification in the track in case of technical faults or in case situation demands.

For Team:

1. There can be only one bot per team and maximum 4 team members in a team.
2. During the Round, maximum of two team members are allowed in the arena, one member will control the robot and other to guide it.

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Bot Specifications:

1. The Bot should fit in a box of dimensions 25cm (Ht.) × 30cm (L) × 20cm (B).
2. Maximum allowable height of the bot is 25cm along with the mobile phone to be clamped on it.

3. There are various apps available for wireless video transmission from mobile to laptop. Participants may use any of them.
4. The Bots can be wired or wireless and no pre-manufactured bots will be
5. allowed.
6. The connections of wires should be perfectly made, in case of any failure to do the same would not be given a second chance to make any changes in the bot once the bot is placed in the arena. The teams are required to build a bot capable of moving forward reverse, capable of making turns and climbing an incline.
7. The wire should remain slack during the complete maneuvering around the
8. track (Minimum 3 m).
9. All the wires coming out of machine should be stacked as single unit and must be properly insulated.
10. The Bot should have any source of light (like LED‘s, Flashlight, Mobile Flash, etc.) to traverse the darkness of the track.

About game:

1. Timer will start when robot starts from the starting point.
2. The robot will be judged on basis of time to complete the track and bringing the target to exit is must.
3. The target can be pushed, clamped or lifted as per your convenience.
4. A set time limit will be declared by the organizers after which the teams who fail to reach the target object will be disqualified.
5. If the bot stops in the middle of the track the team will not be given a second chance and will be disqualified.
6. Any breakdown or falling of objects from bot will lead to disqualification.
7. In case of Disputes, organizers decision will be final.
8. Organizers reserve the right to delay the event if the situation demands.
9. Organizers reserve the right to bring changes in the rules if situation demands.

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REGISTRATION FEES:

- ✓ PDPU students: - Rs 100/- per team.
- ✓ Non – PDPU students: - Rs 150/- per team.

PRIZE MONEY:

- ✓ 1st : worth 7,000
- ✓ 2nd : worth 5,000
- ✓ 3rd : worth 3,000

Event no(2) : Robo Soccer

- ➢ Design a robot that is capable of playing soccer in a team and compete against other teams on the arena specially designed for this purpose. The event tests robot handling, pushing/dragging mechanisms, teamwork and the various strategies and counter-strategies employed during the game.

RULES & REGULATIONS: -

1. Each team can have a maximum of 4 membeworth
2. The ball should not be enclosed from more than 3 sides.
3. Bots have to drag or push the ball towards the opponent's goal (no
   a. grabbing or usage of adhesives is allowed).
4. The duration of the knockout round would be 6 minutes. After half (3 minutes), teams would exchange sides, and the other team member will maneuver the bot.
5. In case of a technical difficulty, a team would be allowed a maximum timeout of 2 minutes, If it's unable to resolve the issue during the stipulated time, the team would be disqualified.
6. The team scoring maximum goals in 6 minutes, wins.
7. In case of a tie, there would be a 'Golden Goal' round of 2 minutes. machine from each team would compete and the 1st team to score a goal would win.
8. Mauling and hitting from behind would be considered as a foul. Blocking and tackling is allowed.
9. Negative playing will be judged by the organizer and the culprit be penalized with a free kick.
10. Each team must declare a name for their machine at the time of competition.
11. In case of a dispute, the organizers' decision will be considered final and binding.

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Robot Specifications:

1. The robot should fit inside a box of 30cm×30cm×30cm at the starting point. It must not exceed 30cm×30cm×40cm at any point of time during the run.
2. The robot can be wired or wireless.
3. It is recommended that the robot should be self-powered (on board power supply). However, external battery power supply can also be used.
4. The weight of the bot should not exceed 5 kg.
5. The machines you build will be first checked for size and safety.
6. Coordinators have the right to disqualify any machine whose working mechanism or game strategy is considered hazardous to humans, the arena or other machines in the arena in any way.

Rounds:

1. The preliminary round will consist of a qualifying knockout round.
2. Number of further rounds will depend upon the number of teams clearing 3. the qualifying round
3. the qualifying round. The final team will have a one on one amongst its 2 machines, for the first and second prize respectively.

REGISTRATION FEES:

- ✓ PDPU students: - Rs 100/-
- ✓ Non – PDPU students: - Rs 150/-

PRIZE MONEY:

- ✓ 1st Prize: - Worth 7000/-
- ✓ 2nd Prize: - Worth 5000/-
- ✓ 3rd Prize: - Worth 3000/-

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Event no(3) : Robo – Tetris

- The task is to build a robot with gripping mechanism to pick and place the Tetris puzzle and complete certain task midway to reach the Tetris puzzle.

Task:

1. The participating teams must build a robot which can do the job of picking up blocks and dropping them in specified zones in proper orientation.
2. The bot should also be able to overcome discontinuities and slopes.
3. The bot can be wired or wireless. In case the participants use wireless mechanism, they must use dual frequency remote.

Rules:

Level 1

1. Maximum time given to each team is 15 min.
2. The bot is not allowed to slide the blocks, in case of violation, the team is liable for the penalty.
3. In case the bot gets stuck at any place and at any point of time, then the block it is carrying (if any) will be placed back to its initial position and the bot will be placed back to the starting line.
4. In case a change of battery is required, the team will be penalized a minute and the bot will be put back to the starting point (but need not to restart the task). The timer won't be stopped even during the change of battery.
5. The balance will be adjusted to open the gate completely by 8 to 9 blocks placed successfully.
6. Any damage done to the blocks or the arena will lead to the immediate disqualification/penalty.

Level 2

7. Maximum time given to each team is 20 min.
8. Each team will be allowed first to solve the Tetris by themselves.
9. The bot is not allowed to slide the blocks, in case of violation, the team is liable for the penalty.
10. In case a change of battery is required, the team will be penalized a minute and the bot will be put back to the starting point (but need not to restart themtask). The timer won't be stopped even during the change of battery.
11. In case the bot gets stuck at any place and at any point of time, then the block it is carrying (if any) will be placed back to its initial position and the bot will be placed back to the starting line.

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12. Any damage done to the blocks or the arena will lead to the immediate disqualification/penalty.

General Rules:

1. The machine would be checked for its safety before the run and will be disqualified if found unsafe for other participants.
2. Only one team member is allowed to handle the bot. Other team members are not allowed to enter the arena.
3. The teams must adhere to the spirit of healthy competition.
4. Organizers reserve the right to disqualify any team indulging in misbehaviour or violating any rules.
5. Any team that is not ready at the specified time will be disqualified from the competition automatically.
6. The time measured by the organizers will be final and will be used for scoring the teams.
7. Time measured by any contestant by any means will not be accepted for scoring
8. In case of any disputes/discrepancies, the organizers' decision will be final and binding.
9. The organizers reserve the rights to change any or all of the above rules as they deem fit. Change in rules, if any will be highlighted on the website and notified to the registered teams

Specifications

1. Team: A team may consist of a maximum of 5 membeworth Students from different educational institutes can form a team.

Bot specifications

2. The dimensions of the bot should be less than or equal to 300 mm X 300 mm X 300 mm at the start of the game failing which the team will be disqualified from the competition. However the bot can extend its dimension once the run starts.
3. The bot should be controlled manually.
4. Teams can use both wired as well as wireless control mechanisms. In case of wired bots, the length of wire should be minimum 2 meters so that the wire remains slack at any instant of time. If the participants use wireless mechanism then it is mandatory to use a dual frequency remote.

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5. The dimensions of the remote are not included in the size constraint of the bot.
6. Bot must have an on-board power supply in any case.
7. Participants are not supposed to use any readymade lego components or readymade gripping mechanism. However the participants are allowed to use readymade gear assemblies. Violating this clause will lead to immediate disqualification of the team.
8. Irrespective of the mechanism used, only one person will be allowed to control the bot.

Power Supply:

1. The participants should use an onboard electric or non-electric power supply i.e. the power source should be on the bot itself. The power source must be non- polluting and must satisfy the safety constraints determined by the organizeworth In case of non-electric power supply, the participants must get it approved from the organizers beforehand via email. Organizers are not responsible for the inconvenience if the approval is not sought.

2. In case of an electric power supply, the voltage between any two points should be less than or equal to 24 V DC at all times during the run.
3. AC power supply will not be provided at the time of the competition.
4. The DC batteries should count in the maximum weight for the bot and therefore should be placed along with the bot.

Gameplay:

Round 1

1. The Bot must start from the start line.
2. The Bot is allowed to pick only one block at a time from the starting point. Bot is supposed to climb the slope along with block.
3. Enough load must be added in the drop down area of the barricade, in order to lift it enough till the safe height, for the bot to cross it.
4. The bot is then supposed to go down the slope (having obstacles).
5. Thereafter the bot needs to enter a semi-circular region so as to reach a small tunnel which opens at the finish line.

Round 2

1. The bot must start from the START line.

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2. The bot is allowed to pick only one block at a time. Order of the blocks to be picked is left completely at the discretion of the participants.
3. The bot should pick the blocks and place them to cover bounded area. The bot is not allowed to drag the blocks.
4. The blocks will be of different sizes.

Resources

- The bot can use a holding mechanism similar to the one shown in video: -https://www.youtube.com/watch?v=HMQ4u9UlPSQ
- Participants can create their own mechanism to complete the task as long as it does not damage the arena or the blocks.

REGISTRATION FEES:

- ✓ PDPU Students: Rs 100/- per team.
- ✓ Non-PDPU Students: Rs 150/- per team.

PRIZE MONEY:

- ✓ 1st: - Worth 7,000/-
- ✓ 2nd: - Worth 5,000/-
- ✓ 3rd: - Worth 3,000/-

Event no(4) : Game of Lines

➢ The challenge is to build a bot, which follows the given pattern of black line on white background.

Task

1. The objective of this contest is to complete the course in the shortest period of time while accurately tracking the course line from start to finish which follows the black markers on the white surface on the track.

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Rules

1. Event Managers and Coordinators reserve the right to ask for explanation about the robot at any time during the event.
2. Each team can have maximum 4 members. Students from different departments of same institutions can form a team.

3. Winner of competition is the one who successfully reaches the end point after crossing all the check points.
4. The robot should follow the line accurately. If the robot deviates from the line, contestants are allowed to keep the robot manually in its right direction (5 HAND TOUCH / Round)
5. A sample arena will be available for calibration and the final arena will bedisclosed only after starting the rounds and it will be calibrated before event will start.
6. The judgment of organizers is final and abiding to all.
7. We reserve the right at any time and in our sole discretion to make changes to rules and regulations without prior notice.
8. In case of any disputes the organizers decision will be final and binding.
9. The participants are requested not to assume anything without conforming it from the event Organizers.

ROBOT SPECIFICATIONS:

10. The robot should fit inside a cube of side 25-25 cm.
11. Robot should be completely autonomous.
12. The power supply at any point on robot should not be greater than 20V.
13. A tolerance of 5% is allowed in the dimensions.
14. Sensors must be covered so outside light intensity problem will reduce.
15. No major change in robot will be allowed after successful registration.
16. The robot must use only electric power as the source of energy for driving itself.

Line Follower Arena:

17. The base of the arena is made up of white coloured flex sheet with a black coloured line (to be followed) on it.
18. The thickness of the line will be around 2.5 cm.

ROUNDS:

1. The robot has to travel and complete Part A of track.
2. The robot has to travel and complete Part B of track.

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NOTE:

1. Only participants that complete Round 1 successfully will be eligible for Round 2.

2.Organizers decision shall be treated as final and binding on all.

REGISTRATION FEES:

- ✓ PDPU students: - Rs 100/-
- ✓ Non – PDPU students:- Rs 150/-

PRIZE MONEY WORTH:

- ✓ 1st: - Worth 7000/-
- ✓ 2nd: - Worth 5000/-
- ✓ 3rd: - Worth 3000/-

• BRAHMAND

The Astronomy Club

Event Rules

Event no(1) : Planetarium

- ➢ The participants are requested to maintain discipline and decorum at all times when they are inside the planetarium.
- ➢ The participants are required to strictly adhere to the instructions given by the instructor so as to refrain from causing any damage to the equipment.

REGISTRATION FEES:

- ✓ For all Students: - Rs 30/- per head

Event no(2) : Q-riosity

➢The Quiz will be having three rounds/stages.

➢The winners from the previous stage move on to the next stage.

- ➢ The rules and methodology to be followed for each round will be given before the commencement of each round.
- ➢ Any case of unfair means will be treated strictly and will lead to direct disqualification of the team from the quiz contest.
- ➢ Failure in following of any of the rules or guidelines will lead to immediate disqualification of the team.
- ➢ The decision of the committee regarding any issue will be final and binding.

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REGISTRATION FEES:

- ✓ For all Students: - Rs 20/- per head

PRIZE MONEY WORTH:

- ✓ 1st: - Worth 3500/-
- ✓ 2nd: - Worth 2250/-
- ✓ 3rd: - Worth 1250/-

Event no(3) : Astro-Hunt

- ➢ The interested participants are required to form their teams in advance and register prior to the event.
- ➢ The rules to be followed during the time of the event will be declared at the start of the event.
- ➢ All the participants of the team must strictly abide to the rules and regulations stated, failure of which may lead to the disqualification of the team from the event.
- ➢ The final decision made by the committee will be final and binding.

REGISTRATION FEES:

- ✓ For all Students: - Rs 10/- per head

PRIZE MONEY WORTH:

- ✓ 1st: - Worth 3000/-
- ✓ 2nd: - Worth 2000/-
- ✓ 3rd: - Worth 1000/-

Event no(4) : Gravity Well Demonstration

- ➢ The students are requested to maintain discipline and decorum during the time of demonstration.
- ➢ Students are requested to maintain a safe distance from the demonstration apparatus to refrain from causing any damage to the equipment.
- ➢ Any modification or experimentation to the model can be requested to be demonstrated by first approaching the instructor/guide present at the time of demonstration.

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- **RESPAWN**

Apocalypse

(1) Game no. 1: - Rainbow Six Siege

1. Team of 5 members
2. No. Of Rounds – 6
3. Overtime Rounds – 3
4. Overtime Score Difference – 1
5. Friendly Fire – On
6. Match Type – TDM BOMB
7. Preparation Phase Duration – 45 sec
8. Action Phase Duration – 180 sec. Map
9. Selection – Random
10. All Operators Are Available.
11. Rainbow Six Siege Ver. – Grim Sky

REGISTRATION FEES: -

- ✓ PDPU Students: - Rs 250/- per team.
- ✓ Non – PDPU Students: - Rs 500/- per team.

PRIZE MONEY WORTH:

- ✓ 1st: - Worth 2700/-per team
- ✓ 2nd: - Worth 2000/-per team

(2) Game no. 2: - FIFA 20

1. Half Length- 6 Mins
2. Difficulty- Legendary
3. No Home Stadium Support
4. Weather Type- Clear
5. 1 club and 1 international will be ban by each player.
6. Defending type- Tactical Defending
7. After Full Time, If Match is drawn then it continues with Classic.
8. After Extra Time, it goes to Penalties.
9. All match will be knock out.

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REGISTRATION FEES: -

- ✓ PDPU Students: - Rs 50/-
- ✓ Non - PDPU Students: - Rs 100/-

PRIZE MONEY WORTH:

- ✓ 1st: - Worth 2700/-per team
- ✓ 2nd: -Worth 2000/-per team

(3) Game no. 3: - Counter Strike: Global Offensive

1. Competition Method: - 5 vs. 5 (Team Play, 5 players per team).
2. Victory Condition: - The first team to win 16 rounds will be declared winner.
3. Official Maps: - Dust 2, Mirage, Inferno, Chache.
4. Each team can eliminate one map, and from remaining maps, one random will be selected.
5. There will be a knife round to decide the side (CT\T).
6. The Server Master will record the demo of the match (Quarter Final onwards)
7. General Game Setting: - Rounds: 30 Rounds (Max rounds format): Each Team plays 15 rounds as Terrorists and 15 rounds as Counter-Terrorists.
8. Round Time: 1 minute 45 seconds.
9. C4 Timer: 35 seconds.
10. Players are expected to bring **ONLY their gaming accessories. (Keyboard, Mouse-optional).**

REGISTRATION FEES: -

- ✓ PDPU Students: - Rs 250/- per team.
- ✓ Non – PDPU Students: - Rs 500/- per team.

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PRIZE MONEY WORTH:

- ✓ 1st: - Worth 2700/-per team
- ✓ 2nd: - Worth 2000/-per team

(4) Game no. 4:-PUBG MOBILE RULES

1. There will be 5 classic matches of SQUAD mode.

2. The map will be decided on the event day so make sure that you have downloaded all the maps.

3. The team who wins the maximum number of

"CHICKEN DINNER" will be considered as the winner of the event.

4. If two teams win the same number of CHICKEN DINNER then we will consider the team who has got the maximum kills.

NOTE:

- We will not provide you any kind of peripherals.(Mobile Phone,headphones etc)
- We will not provide any kind of internet connection if you are having connection problem at the venue.
- We will provide you charging point for the phone.

•REGISTRATION FEES: -

- ✓ PDPU Students: - Rs 200/- per team
- ✓ Non - PDPU Students: - Rs 400/- per team

PRIZE MONEY WORTH:

- ✓ 1st: - Worth 2700/-per team
- ✓ 2nd: - Worth 2000/-per team

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GENERAL RULES & REGULATIONS: -

1. Players are expected to bring their own gaming accessories (especially headset and mouse)
2. A player can join only one team, which means he cannot play for two different teams.

3. Any kind of cheats like wall hack and aim lock is STRICTLY restricted.
4. If any player caught cheating, his team will be dismissed and other team shall be declared as winner.
5. Default skins must be used.
6. For Club's X-Core committee members, there will be only one game entry will be free.

- **ENVIROFREAKS**

Event no(1) : TRASHOMANIA (WORKING MODEL OUT OF WASTE COMPETITION)

- **DESCRIPTION:** The greatest thing about "Do It Yourself" things is that you can do something ingenious out of scratch. And that's when the authentic pleasure commences. Trashomania is one type of best out of waste competition where in you have to make a working model making the optimum use of waste materials which is eco-friendly for a sustainable co-existing ecosystem.

RULES:

1. Each team must have a minimum of 2 members and maximum of 4 members.
2. Each team has to announce a leader and a name for the group while registration.
3. Each team is entitled to pay ₹100 as a registration fee.
4. Teams can use their mobile phones and internet during the event.
5. The total time of 4 hours will be provided. The teams need to make the working model in the said duration only.
6. After the duration of 4 hours, each team need to present and explain their working model in front of the judges.
7. Every teams will be provided the waste materials (for example plastic bottle, cardboard, cans, pipes, rope, newspaper, straws,

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clothes, pencils, scale, fevicol, scissors etc) and also can utilize any waste material which they see in the university.

8. Judges have all the rights to take final decision for any matter during the event.
9. Use of partial, whole or readymade model and any other unfair means will directly lead to disqualification.
10. Disrespecting and vandalism of University property will lead to disqualification.

REGISTRATION FEES: -

- ✓ For all Students: - Rs 100/- per team.

PRIZES WORTH:

- ✓ **1st Prize:** worth. 3500/-
- ✓ **2nd Prize**: worth 3000/-
- ✓ **3rd Prize:** worth. 2500/-

Event no(2) : VOCIFY (ELOCUTION +EXTEMPORE COMPETITION)

- **DESCRIPTION:** Elocution is a public verbalizing event where the participants recite a piece from recollection. The piece may be in prose or poetry. It can even be dramatic. In elocution, the participants are judged individually. While Extempore is another public verbalizing event where the participants have to verbalize on an unseen topic provided to them. They may be allotted some time for preparation after the topics are declared. The participants are judged individually. There are no restrictions as such on the content of the verbalization but in extempore, the verbalization are mostly in prose.

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RULES:

1. The speech is intended to reveal a competitor's ability to develop a point of view on a general topic and to deliver impromptu speech within limited preparation time.

2. Judges will be looking for clarity of thought, logical organization, sincerity and effective use of the language.
3. Speech notes are not to be used by competitors in the presentation of their speeches.
4. Medium for speech can be English or Hindi. (MAY INCLUDE QUOTES AND PROSES FROM OTHER LANGUAGE)
5. Use of abuse words or such sentences is prohibited and it may lead to disqualification of the participant.
6. Decision taken by the judges will be considered as final judgement.
7. **Round 1** will be Elocution based on one pre-decided topic.
    - Sequence will be decided by draw.
    - Participants can also bring research papers, posters, ppt, videos to prove their point more clearly and that will hold some special points.
    - Participant needs to conclude their speech within a time limit of 5 minutes.
    - A warning bell is given at the end of 4½ minutes and final bell at 5 minutes.
    - 50% of total participants will be selected for Round 2.
8. **Round 2** will be Extempore round where topics will be related to current environmental issues.
    - Each participant will be given 5 minutes time for preparation before their final speech
9. Judging Criteria:
    - ✓ Content
    - ✓ Body Language
    - ✓ Presentation
    - ✓ Time Limit

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REGISTRATION FEES: -

- ✓ For all Students: - Rs 20/- per team.

PRIZES WORTH:

- ✓ **1st Prize:** worth.1500/-
- ✓ **2nd Prize**: worth.1200/-
- ✓ **3rd Prize:** worth.800/-

• SYMMETRY

Event no(1) : Dessinateur- The Online Poster Designing competition

- Participants with their creative designing skill will require to design a poster on the theme "Science Fiction."
- Send us your entries to: Symmetry.pdpu@gmail.com
- Judging criteria: Winners will be judged on the basis of points earned by the respective designed poster. Points will be based on: Number of votes on Instagram story.

Rules and Regulations:

1. Not more than 2 submissions per participant.
2. Posters that have been use for commercial purposes and/or published will not be eligible.
3. The poster have to be submitted to Symmetry.pdpu@gmail.com with the subject: [Dessinateur_Name of Participant_University] after the event opens.
4. Poster should not be greater than 10mb in size and should be in jpeg format (.jpeg extension)

PRIZE WORTH:

- ✓ Worth 2800/-per team

Event no(2) : The Gift-Giving Project

- The Gift-Giving Project is 90-minute (plus debrief) fast-paced project through a full design cycle. Students pair up to interview each other, come to a point-of-view of how they might design for their partner, ideate, and prototype a new solution to “redesign the gift-giving experience” for their partner.
- Participants with their creative designing skill will require to design a poster on the theme "Science Fiction."
- Prizes are worth ₹ 2800.

Judging criteria:

- Winners will be judged on the basis of points given by the respective interviewee person and our team.
- Number of students expected: 40-45
- Preferred day and room: 2nd day of Tesseract in any LH

Rules and regulations

1. Design that have been use for commercial purposes and/or published will not be eligible.
2. Participants are allowed to take the example image or clipart (non copyrighted)
3. Writings or words in the poster are required to use English

Assessment Criteria:

1. Compliance with the theme
2. Originality works
3. Interesting, useful and informative
4. The basic idea, concept, creative innovation work
5. Follow the requirements

PRIZE WORTH:

- ✓ Prize Worth 2800/-per team

• ALCHEMY

Event no(1) : Parla technology

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Description:

- "It is better to debate a question without settling it than to settle a question without debating it…" **- Joseph Joubert**

- Parliamentary kindo of debate regarding the technological advancements in India. Main focal point will be determine

whether it is boon or a ban. So, techno savvy people will be more excited.

- Topic for debate is `Current issues in chemistry on global level'

- We are looking forward to good response from other colleges as well. 25-30 teams will participate in this debate competition. Each team will have a minimum of 3 and a maximum of 5 membeworth

Rules & Regulations:

1. Registration should be compulsorily done on google link.
2. There is no age restriction to participate.
3. Each team should have 3 to 5 membeworth
4. In case of any controversy, the decision of the officials will be final.

- **SOM**

Event no(1) : A Rickety Adventure

Background of Event

- Rick and Morty are back at it with another dimension jumping mind numbing adventure. What is it that you say? Well Rick contacted the harbingers of Mathematics at PDPU so that we can give the people a taste of what it is to be an invulnerable mad scientist. Your team which will be a Rick and a Morty (team of two) will be given a catalogue of questions which is a portal of each dimension. The teams solve the question and jump to the portal of the next dimension. The dimension number will be the answer of the previous question. Have fun jumping dimensions and experiencing profound intelligence and profound stupidity at the same time!

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Rules

1. Team size: 2 people
2. In case of a tie, there would be a buzzer tie-breaker round among two teams
3. There are 3 introductory questions, the answer to which would lead to other questions, leading to a chain of questions.
4. Every chain would have the same start and end point. A chain starts from question 1 would end at question 1. For example- 1->8->4->9->1.
5. Some questions would be “limbo questions”. These are questions which might terminate the chain or lead wrongfully. These would be duplicate questions which won’t be a part of any chain.
6. Solving a chain through duplicate questions would lead to negative marking. For example, if a chain goes 1->8->4->9->1 and is solved 1->8->3->9->1 (where 3 is a limbo question), negative marking would be done.

Registration Fees

- ✓ PDPU Students – Rs 50
- ✓ Non PDPU Students – Rs 75

Prize Money

1. Winner: Worth 1500
2. Runner-up: Worth 500

- **AATMANN- The Psychology Club**

Event no(1) : Human Relay Race

The race is divided into 4 rounds. The group that performs all these activities the fastest wins. Learning outcome: leadership, cooperation and time management.

Rules:

1. Each team should consist of 7 to 10 membeworth
2. The registration must be done priorly.
3. Time taken by each team per round will be averaged according to the number of members in the team. The three team with least time will be awarded 3,2 and 1 points, respectively for each round.
4. The top 3 teams with maximum points shall be declared winners at the end of the event.

Prize Worth

- ✓ 1st Prize – Worth3000
- ✓ 2nd Prize - Worth2000
- ✓ 3rd Prize – Worth1000

Note:

1. If two teams are incomplete, they will be merged on spot.
2. The number of rankings is subject to participation.

Event no(2) : Interactive workshop

- A three hour ***Interactive workshop*** by highly specialised speakers on extrasensory perception, intuition and mindfulness. This seminar would help one to understand the unexplained thought recurrences, understanding dreams and one's intuition.

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Event no(3) : Psychometric tests

- Stroop test: It determines the reaction time of a task occurs due to a mismatch in stimuli.
- Mirror drawing test: It determines the eye-hand coordination.
- Magic No. 7 test(George Miller): It is a memory test.

• ENCODE

Event no(1) : CODE WAR

DESCRIPTION: Code War is an event where a team or a single member competes against others to complete a given set of question statements in order to win.

RULES:

1. Each team must have a maximum of 2 members
2. Each team is entitled to pay ₹100 as a registration fee.
3. Teams are not allowed to use their mobile phones and internet during the game.
4. All the questions will be given to the teams on beginning of the session only, its upon the members' discretion to decide the order of approach.
5. On the spot registrations are available.

PRIZES WORTH:

- ✓ **1st Prize:** Worth 5000/-
- ✓ **2nd Prize**: Worth 3000/-
- ✓ **3rd Prize:** Worth 2000/-

REGISTRATION FEES: -

- ✓ For all Students: - Rs 100/- per team.

Event no(2) : Alexa Workshop

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A workshop on Alexa Skill Development. A 6-hour session from #1 Voice Ambassador of Voice Summit 2019, Mr. Nimesh Solanki, which will begin from the scratch. The registration fees will be 130 Bucks

REGISTRATION FEES: -

- ✓ For all Students: - Rs 120/- per head.

• CUBE-i-CULT

Event no(1) : Official WCA Event Tesseract Open 2019

-General Rules & Regulations

1. Registration should be compulsorily done on WCA website.
2. Participation is Individual.
3. There is no age restriction for participating. Anyone can participate.
4. Participants **must** bring their own puzzles, puzzles **won't** be provided from the organising end at the venue.
5. In case of any controversy, the decision of the official WCA Delegate will be final.
6. Every competitor is expected to know and comply with all official WCA Regulations, mentioned on their website. (www.worldcubeassociation.org)

- **List of Events**

1. 3x3x3 Cube
2. 2x2x2 Cube
3. 4x4x4 Cube
4. 5x5x5 Cube
5. 6x6x6 Cube
6. 7x7x7 Cube
7. Clock
8. Megaminx
9. Pyraminx
10. Square-1
11. 3x3x3 Fewest Moves

✓ **Registration Link:** *https://www.worldcubeassociation.org/competitions/TesseractOpen2019/register*

✓ **Payment Link:** *https://www.cubelelo.com/tesseract-open-2019-2791*

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- **ANIRVEDA**

Event no(1) : BREAKING BUSINESS

Initiating sequence for a Start Up simulation experience to put Shark Tank to shame

- Be ready to be a part of a business simulator like no other, which explores the creative, innovative and economical skill to make, run & handle a business.
- It consists of THE PITCHERS, who in this simulation atmosphere will create a product/service and thereby pitch it (duh) to THE INVESTORS*, who would be provided with virtual money to invest (duh 2.0) in the business models presented to them so as to facilitate maximum return from the initial capital.
- This event aims to give participants a taste of the trials and tribulations of starting a business and the economics involved with it under the guidance of esteemed guest judges.

Round 1 Shark Tank 2.0

Objective: Collecting Starting Capital

1. *Teams of pitchers will be formed, consisting of 6 participants each.
2. Each team will be given a unique set of conditions around which they are to develop a product/service and a consequent business model within a finite period of time.
3. Investors will hold the virtual capital/money.
4. Each team of The pitchers will be given 3 minutes to present their business model.
5. Investors will gauge the practical market viability of each of the team's products/services/business model based on the pitches and invest accordingly.
6. The details of the pitches made by a particular team and the consequent investment by the investor would be kept confidential between the two parties involved until the 3rd round.
7. As a teams finishes its pitch it would proceed to the next round while the remaining teams make their pitches.

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8. A stock market round will be introduced at this stage, which would be concluded in the third round.
9. Judges will evaluate the pitchers thoughout the round on the basis of the practical viability of their model, creativity, presentation and capital procured along with other parameters.

Round 2 - Mad Men : Millennial Edition

Objective: Marketing

1. Each team will be given 10 minutes to curate a marketing strategy and campaign for their consumer audience.
2. They are free to use any/a combination of media forums of their choice to market their product/service.*

The only rule is that there are no rules. Go NUTS!

3. Judges will evaluate the team on their analysis of their demographic audience, the appropriate media forum required and originality of the idea.

Round 3 Into the ENDGAME

Objective: Crisis Management

1. Once the previous round is completed all the confidential details of round 1 would be made public.
2. It is at this stage that a crisis would be introduced.
3. The teams would have to come up with a strategy to manage the crisis and minimise the damage caused within an allocated period of time.
4. Investors would have advisory status during this stage based on their stake in different teams.
5. Evaluation of the crisis management strategy would be done by the judges based on a team's ability to come out of the crisis efficiently.

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*Terms and Conditions

1. Investors would be from the organising committee
2. 6 participants per team. For single participants, teams would be made by the committee.

3. Participants are requested to bring their laptops along with them.
4. Participants found indulging in collusion with other teams would be disqualified.
5. The final decision in case of any conflict would be made by the committee.

REGISTRATION FEES: -

- ✓ For all Students: - Rs 200/- per team.(max. 6 member in team)
- ✓ For all Students: - Rs 70/- per head

PRIZES WORTH:

- ✓ 1st Prize: - Worth 2500/-
- ✓ 2nd Prize: - Worth 1500/-
- ✓ 3rd Prize: - Worth 1000/-

Event no(2) : GLOBAL-O-POLY 3.0

Description:

- ➢ This time ANIRVEDA planned to include Avengers in our Globolopoly event. We have thought to give each country a specific Avenger power for it use.The participant will have to bid for the powers they deem fit for their country.
- ➢ Avengers are a creation of marvel series in which they fight with Thanos to save the world. Here in our version they will fight against global terror, crashing economies and peoples insecurities.
- ➢ This year tesseract will witness first of its kind event which gives immense thrill and power to the participants.

RULES:

1. This game will require two-three participants from each team.
2. Participants will be given their respective country 3 days before the event so that they can research about their country.
3. On the day of the event, the participants will be given a country profile that will contain data like the country's GDP , existing resource that the country has (3 resources per country, which are nontradable), the agenda/problem to be solved, etc.

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4. The participants will be shown some additional resources and thereafter they will be given 30 minutes to analyse and strategize about the problem and resources.
5. Each country will have a cash reserve equivalent to 1 % of their respective GDP which can be used during an auction of additional resources and then those can be used for trading amongst countries post-auction.
6. An auctioneer will be appointed to carry out the auction. In case of conflict the final decision will be taken by committee.
7. After the auction, a span of 40 minutes will be given to the participants to re-strategize and trade the additional resources amongst the participants.
8. The participants are required to present their solutions. The order of presentation will be random.
9. Each participant would be given maximum 5 minutes to present the solution and an additional 5 minutes for the question answer session.
10. The participants will be judged on the basis of optimum utilization of resources, uniqueness and feasibility of the solution.

REGISTRATION FEES: -

- ✓ For all Students: - Rs 150/- per team.(max. 3 member in team)
- ✓ For all Students: - Rs 60/- per head

PRIZES WORTH:

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- ✓ 1st Prize: - Worth 3000/-
- ✓ 2nd Prize: - Worth 2000/-
- ✓ 3rd Prize: - Worth 1000/-

• BULLS & BEARS

Event no(1) : BAZAAR

Event Rules & Regulations :

1. Participants can register for the event on an individual basis only, group applications will not be entertained.
2. Bazaar is a stock market simulation game, hence all figures and values used in the game will be purely for gamification purposes and does not equate to any monetary value outside the game.
3. Every participant must be at the premise 1 hour before the start time to ensure that the method of the game is briefed to you and your respective queries are duly resolved.
4. During any issue that might arise during the game, the decision of the Bulls&Bears committee will be considered final.
5. Prior registration is compulsory in order to participate in the game.
6. Participation will only be confirmed once the registration fee has been paid.
7. Participants are expected to thoroughly go through all the material sent across prior to the event by the Bulls&Bears team, as it would set the base for the game and increase your chances of winning.

REGISTRATION FEES:

- ✓ Rs 100/-per head

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PRIZE WORTH :

- ✓ Total prize worth 10,000

• VIDEO GRAPHICS ASSOCIATION

Event no(1) : AMAZING MOVIES NIGHT

- It is a unique short video/film screening event. It's idea is to find short films around the web which are technically amazing as well as artistically sublime and to screen those movies to increase the appreciation of short films among vieweworth This event helps to encourage the filmmakers across the country.
- It will consist of:

Screening of Amazing Short Films consist of two categories :

1. FLICKER's AVENUE and
2. Personal Film Making Competition.

NOTE: Every team has to send in their scanned college ID cards and a passbook detail page copy of their team leader via mail during the submission of the film.

- **Flicker's Avenue 9.0**
  - Flicker's Avenue 9.0 is the OPEN THEME short film-making competition at TESSERACT 2019, the Annual Techno Fest of PDPU, organized by Video Graphics Association - The Film Making Club of PDPU. Attractive prizes to be won. So cinefolks,Get the reel moving! Take positions and start shooting!!

Rules :

1. There is no fixed theme for the competition.
2. Racist, violent or vulgar content will be subjected to DISQUALIFICATION.
3. Films having original screenplay will be recommended. Adaption will be valid only if the participant isn't committing copyright infringement.
4. The maximum limit for duration of movie is 15 minutes and minimum duration should be 3 minutes.
5. The maximum limit for number of cast and crew members is 15.
6. Completed movies (accompanied by the name of the college and the details of team members alongwith their role in the making of the movie) must be submitted before the specified date.

TESSERACT 6.0

7. The accepted extensions for the movie will be .avi, .mp4, .wmv, .mpeg, .mpg .
8. The use of high resolution camera is recommended. Movies will be subjected to rejection if the quality is extremely low.
9. Subtitles are recommended if the movie is in any regional language.
10. The decision of the jury will be final.
11. Deadline for Submission is 1st Novmber,2019

Registration:

- ✓ The movies should be uploaded on G-Drive and shared with vga@pdpu.ac.in and along with the team name,college name.

Prizes :

1. 1st prize - worth 13000/-
2. 2nd prize - worth 9000/-
3. 3rd prize – worth 5000/-

- **Personal Film Making Competition**

  - ➢ Personal Film Making is an OPEN THEME short video making competition atTESSERACT 2019, Annual Techno Fest of PDPU, organized by Video Graphics
  - ➢ Association - The film making club of PDPU
  - ➢ This will be an online competition in which one has to make a personal video which can be Vine, V-log, Ad's, Documentary, or anything which is proper form of Video in which the participants Video Making skills, the new concept of the making a video or the innovation the participants can bring can be judged. Best/winning video will be screened during Amazing Movies night.

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Rules :

1. There is no fixed theme for the competition.
2. subjected to be judge on the Concept, New idea, Film-Making skills, editing skills, Story boarding and Content.

3. Racist, violent or vulgar content will be subjected to Participants can select the type of the video freely but the video is DISQUALIFICATION.
4. Films having original screenplay will be recommended. Adaption will be valid only if the participant isn't committing copyright infringement
5. The maximum limit for duration of movie is 10 minutes.
6. The maximum limit for number of cast and crew members is 15.
7. Completed videos (accompanied by the name of the college and the details of team members alongwith their role in the making of the movie) must be submitted before the specified date.
8. The accepted extensions for the movie will be .avi, .mp4, .wmv, .mpeg, .mpg.
9. The use of high resolution camera is recommended. Participants can use mobile camera (1080p /720p) but Movies will be subjected to rejection if the quality is extremely low.
10. Subtitles are recommended if the movie is in any regional language.
11. The decision of the jury will be final.
12. Deadline for Submission is 1st November, 2019.

Prizes

1. 1st prize – worth 6000/
2. 2nd prize - worth 4000/
3. 3rd prize - worth 3000/-

Registration

- ✓ The Videos should be uploaded on G-Drive and share with *vga@pdpu.ac.*in and along with the team name, college name.

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- # MIND RIPPLE

Event no(1) : Human Board Game

1. All teams must participate in pairs of two, and are required to register their teams prior to the event. Registration link shall be provided.
2. The event shall be on first-come-first-serve basis. Non-compliance with the timings would lead to the team not being allowed to participate even if they have registered.
3. Each team shall be asked a question, and if answered correctly they'll get a chance to roll a life-sized dice.
4. The participant has to move ahead as per the number on the dice.
5. Each step has an attached consequence. For example, a team may be asked to skip a turn or move back 3 steps, as per the consequence on the step the participant has come to.

Event no(2) : Qarnival

1. Teams can participate in pairs of two or a single person can play as alone wolf. Participants are required to register their teams prior to the event. Registration link shall be provided.
2. All team scan participate in the Preliminary Round, which shall be a written round. Participants must bring along a pen to write answeworth Answersheet shall be provided.
3. Teams with the highest scores in the Preliminary round proceed for the further rounds.
4. The quizmaster's verdict shall be final.

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- **Event no(3) : Matrix Breakout**
  - **Description** – Teams of 3 to 4 people enter an escape room. The room is littered with puzzles and riddles that the teams must make sense of and solve in a sequential manner to reach to the final task. Each completed task gives a vital clue for the next one. Various simulated scenarios will be run, such as an apocalyptic world where

you must find the radio broadcast frequency of a survivor's colony. Teams get 20 minutes to finish all the tasks and exit the room.

Rules –

1. Teams participating must be of 3-4 members. No more than 4 people would be allowed in a team.
2. Each team gets 20 minutes to break out of the Escape room.The clock starts as soon as the door is locked.
3. The teams need not solve all the puzzles. The only requirement is to finish the last task/puzzle.
4. No smartphones or any kind of electronic gadgets are allowed. If caught, the team would be directly eliminated.
5. Any kind of damage to the room and its constituents would result in disqualification.
6. In case of any disagreement, the organiser's verdict is final.

Registration Fees

✓ For all Students: - Rs 30/- per head / Rs 120/- per team.

Prize Worth

✓ chocolates and/or coupons worth Rs 50/-

- # AVIONICS

Event no(1) : AEROSWEEP

In association with **IDRL**

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Important terms:

- **DNS**: Did Not Start
- **DNF**: Did Not Finish
- **DQ**: Disqualified
- **OOB**: Out of Bounds
- **E**: Eliminated from entire race

General Rules

1. Pilots must show Fail Safe and Arming/Disarm Working at Registration Desk
2. Drone Specs:
    - Upto 6 inch props.
    - 6” max frame size
    - 2, 3 or 4 blade max.
    - FPV goggles / FPV screen compulsory. No Line of Sight Flying allowed.
    - Any material for props but not Carbon Fiber.
    - No Weight Limit
    - VTx Rating = Switchable 25mW/200mW 5.8 Ghz for FPV with at least 40 channels with support for Raceband Channels.
    - These channels need to be supported on VTx and VRx:
    - **Raceband Channels (5658, 5695, 5732, 5769, 5806, 5843, 5880, 5917) and Channels 5645, 5740, 5800, 5860, 5945**
    - 6S Max Battery Pack
    - **Turtle Mode is allowed at IDRL** to flip and recover your quad.
3. Pilots will carry a minimum of 2 batteries
4. Pilots will carry their own battery chargers, charging points would be provided.
5. Pilots should bring their own soldering and other materials.
6. All frames must pass a safety and airworthiness inspection. Once the airframe has been checked and approved, it must not be modified or changed, or it will need to be re-inspected.
7. Pilots are allowed to bring their own launch pads to races.
8. Pilots will only use circular antenna on quads and antenna must be in good condition.

Venue Rules :

1. Pilots must adhere to all rules within the competition venue, and will not fly in any other part of the venue unless it is a designated flight zone.
2. Pilots must arrive at the venue with their complete setup 1 hour before the official race time and must be in complete READY-TO-GO state 15 mins before race time.
3. Pilots will NOT be given any practice sessions during the 15 mins before race starts.

4. Pilots who are not in READY-TO-GO state 15 mins prior to race start will be disqualified from participating in the race.
5. Pilots MUST NOT assume any change of race time until it is officially announced by the organizeworth
6. Pilots must contain all equipment and airframes within the pilot pit area and must not solder, weld or cause any spark within the pit area. There will be established workbench areas for soldering, repairs and modifications.
7. A charging station would be provided with power points.
8. General charging of electronic devices including radios or any device with a self-contained power supply is permitted.
9. All batteries must be stored in a LiPo-safe bag or in an approved, fire resistant container.

Race Rules :

1. Pilots must stay within all prescribed flight paths.
2. Pilots must keep all aircraft in the disarmed state until they have been given the "ARM" signal. This will happen only when the aircraft has been placed on the starting deck.
3. All pilots will be allotted their respective frequencies and split into heats well before race day. Frequencies will be primarily allotted from Raceband Channels (**5658, 5695, 5732, 5769, 5806, 5843, 5880, 5917**) or from **5645, 5740, 5800, 5860, 5945** in case of certain situations where Raceband is problematic.
4. Hard 3 min Pilot seated Goggles Down Timeout Timer with drone placed on race pod or ground. No excuses tolerated for even 1 extra sec. DQ for heat if timeout and E if complaining further and delaying otheworth
5. In event of unexpected media intervention while Timeout timer, timer paused and resumed on announcement.
6. E for any non flying pilot discovered to have plugged in at the pits during any heat.
7. 1 Race of 4 Pilots for Finals with winners based on First Finish order.
8. Any heat including finals will restart only if there is a false start or contact between any two drones resulting in a crash previous to the start gate.
9. No assumptions for any new rules tolerated until incorporated in the Official IDRL Rulebook.
10. Given race circumstances, all pilots have to say yes to a suggested modification for rule to be applied to that race.

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11. Pilots will **NOT be given any Retries**
12. Pilots will be given best of 3 rounds max. in which to record their best lap time in the Qualifier Rounds. 1 round is mandatory while 2 rounds are optional if the pilot is happy with his/her lap time in any of the 3 rounds max.
13. Pilots must adhere to the prescribed launch sequence. No movement before the starting signal. False starts will incur a penalty.
14. Pilots must maintain control of their aircraft at all times and only fly within their skill level. Any pilot who exhibits unsafe flying procedures may be disqualified at any time.
15. Once pilots have successfully completed all laps, they must return to the start/finish pad, land and DISARM.
16. Pilots that have crashed at any point during the heat and are unable to resume racing must DISARM their aircraft and wait until the heat is over.
17. Race tracks would have gates, pilots must successfully fly through all gates, around the flags, and other obstacles (if any) on the course. If a pilot misses an obstacle or gates, they must safely turn around and attempt the obstacle again. If they don't turn around and continue to race, that entire heat would not be counted.
18. If a pilot due to any reason, knowingly/unknowingly/accidentally goes out of bounds then pilots first priority should be to get the drone back in the bounds. And continue to race. If such incident occurred multiple times then organizers have full right to disqualify the pilot from heat or whole event.
19. In the event of a crash or the inability to resume flight safely, the pilot must immediately DISARM their aircraft and give the Thumbs Down signal. For that heat pilot is deemed as DNF.
20. Pilots may have multiple airframes, and each airframe must pass all safety and airworthiness checks before flying.
21. Modifications to any of above or new Race Rules require majority vote in the IDRL Premier X Group.

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Judging Rules and Race Format

1. All races will be governed by an appointed team of judges/organizeworth
2. All races will follow the general rules and regulations of the competition.
3. Each race will be monitored by judges, cameras, timing/lap systems and volunteers to maintain fair and accurate competition.

- **The Race Format will be as follows:**

1. There will be 2-3 Rounds of Qualifiers with pilots categorized into multiple heats.
2. Each Heat will run for 3 laps which usually lasts for 3-4 mins.
3. In the Qualifiers, each pilot will be given a chance to set their fastest recorded time.
4. Top X number of pilots (usually 8 pilots where X is dependent upon the number of attending pilots) based on their fastest time set in the Qualifiers will progress through to the A Main Round.
5. Pilots ranked beyond 8 in the Qualifiers will go into the B Main Round.
6. One Pilot from B Main Round based on fastest lap timing will join the 8 pilots into the Semi Finals which will have total of 9 pilots.
7. 1 or 2 Rounds of Semi Finals will then be held depending upon the available time during the day with 4 pilots qualifying into the Finals based on fastest lap timing.
8. All 4 pilots will go at once in the Final Race with the first to complete 3 laps winning the competition and the others ranked according to their respective finishes.
9. Beginner Race Selections for Pro Race: Top 3 Pilots from Beginner Race automatically qualify for Pro Race. The remaining pilots are individually judged by the race judges on various parameters of flying such as speed and control of their drone to see if their skills can enable them to run the Pro Race and are accordingly qualified or disqualified. There is a "feel" system employed where the judges need to become confident of the beginners ability to qualify for the Pro Class.
    A. In the event of a mid-air collision after the start gate, pilots can resume the race if they are able to take off again without intervention, otherwise their heat is considered a DNF.
    B. Any practice or behaviour deemed unsafe, (i.e. flying above the max ceiling height) will result in an immediate disqualification.

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• AJIA BUNKER

The Japanese and Korean Culture Club

Event no(1) : Anime Quiz 2.0 + Live Dubbing event

Description

The annual PDPU anime quiz, later followed by a live dubbing session. Participants will dub (with improv) over various anime scenes.

Event Rules

Live Dubbing:

- ➢ The participants are requested to maintain discipline and decorum at all times during the event.
- ➢ The participants will Dub over various iconic scenes from anime and tv-shows alike. Everyone will be given a script, and according to that they will do voiceovers (with some improve) for various characteworth The languages will be English and Japanese.

Anime Quiz 2.0 (BATTLE ROYALE)

- ➢ The Quiz will be having two rounds/stages.
- ➢ The winners from the previous stage move on to the next stage.
- ➢ The rules and methodology to be followed for each round will be given before the commencement of each round.
- ➢ Any case of unfair means will be treated strictly and will lead to direct disqualification of the team from the quiz contest.
- ➢ It's a Battle-Royale themed quiz, every team for themselves. The main objective of each team is to reduce the points of the other team. The last team standing with the most points will win the quiz.

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➢ The decision of the committee regarding any issue will be final and binding.

REGISTRATION FEES: -

- ✓ PDPU students: - Rs 20/-
- ✓ Non – PDPU students: - Rs 25/-

PRIZES WORTH:

- ✓ Total prize is Worth 3000/-

• ICE PDPU

Event no(1) : TENDER FILLING WORK (cost estimation and e tenders)

- ➢ DESCRIPTION – The event named tender filling is about conducting the workshop on the cost estimation and tender filling for the private as well as government tenders including roads, bridges ,house, car parking and other structure and importance of tender filling. The workshop will be of 3-4 hours in which an experienced contractor (faculty or engineer) will be guiding the participant which will include the details of how tender is filled up and selected by the govt or private institute. the main importance of of conducting this workshop is the history of India where always the contractor is ahead of engineers when it comes to an earnings and it is not compulsory that only civilian can fill up the tender.

The workshop will be in 3 parts

1. Detail explanations of cost estimation
2. Offline tender filling
3. Online tender filling

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Event no(2) : BATTLE OF STRUCTURES (MODEL MAKING COMPETETION OF G+1 CAR PARKING OR BRIDGE)

- DESCRIPTION – This competition include making model of G+1 car parking (including different design as participant wishes) OR making model of bridge (of any kind). The participant is expected to follow certain condition for both the models as mentioned below.team can be of minimum 2 members and maximum 4 membeworth

1. **FOR G+1 CAR PARKING**

   a) It can only be made through card board sheets which will be provided.
   b) Use of thermocol and paper sheets is allowed
   c) Use of wooden sticks is allowed for stability purpose
   d) It must and should contain atleast one slope with the definite angle on which a toy car can roll.
   e) If the participant whishes to add another floor, it is allowed but no additional sheets will be provided.
   f) Elevator and lift can also be added (not compulsory)
   g) The base area should not be less then 400 cm-sqr (only for ground floor)
   h) Any shape defining the symmetry or structure in existence is allowed for making shape of ground floor and the top flooworth
   i) Only water paint can be used

2. **FOR BRIDGE**

   a) It can be made through card board sheet or thermocol sheet
   b) Use of wooden sticks is allowed (sticks of small dia.)
   c) It should not be a sticks model bridge.
   d) Any type of bridge can be made using provided stationary items
   e) Thread can be used to make different types of bridge
   f) Use of white papers sheet is allowed
   g) Only water paints can be used
   h) Use of toy is allowed to make bridge attractive

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JUDGING CRITERIA

The competition will be judged from two round of 50 marks

ROUND 1 – A model (any one) is to be made in max 3 hrs of time provided (30 marks)

a) Design and planning
b) Strength and stability
c) Attractiveness
d) Time management
e) Size and shape (min and max limit provided)
f) Explaination or presentation of well defining the reason behind making the design and plan.

ROUND 2 – Giving basic cost estimation and filling up tenders (may or may not be offline) – 20 marks

Participating team is to be judged on the tender they fill up with the basic idea of min cost and max outcome for the model they have made. Marks will be provided by the experienced judge and the team of committee based on the cost estimation + tender filling process.

REGISTRATION FEES: -

- ✓ For all students: - Rs 250/-per team for both event.

PRIZE MONEY:

- ✓ 1st Prize: - Worth 5000/-
- ✓ 2nd Prize: - Worth 3000/-
- ✓ 3rd Prize: - Worth 2000/-

TESSERACT 6.0

• CSI & IEEE

Event no(1) : Workshop on Computer Vision by Kaustubh Sadekar

- Computer Vision is an interdisciplinary scientific field that deals with how computers can be made to gain high-level understanding from digital images or videos.
- This workshop will include some interesting methods for acquiring, processing, analyzing and understanding digital images and extraction of high-dimensional data from the real world in order to produce numerical or symbolic information.
- The event will be totally Hands-on. All the participants will use their own system to implement and explore various topics and methods of Image Processing.
- Following the event there will be a MINIATURE HACKATHON which will include some interesting problem statements regarding the Computer Vision and the projects will be mentored and judged by the expert himself. The winners of the Hackathon will be getting prizes worth
- Kaustubh Sadekar the expert for the workshop is himself a PDPU alumni and is currently working as a Research Associate at IIT, Bombay. He has mentored many workshops on Computer Vision
- and Machine Learning and has been the software developer in computer vision department at Geeky Bee Ai Pvt Ltd.

REGISTRATION FEES: -

- ✓ PDPU students: - Rs 100/-
- ✓ Non – PDPU students: - Rs 150/-

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PRIZES WORTH:

- ✓ 1st Prize: - Worth 1200/-
- ✓ 2nd Prize: - Worth 800/-
- ✓ 3rd Prize: - Worth 500/-