TIME	6-7PM	7-8PM	8-9PM									
25-Apr	INAUGRAL CEREMONY LT5	MAZEBOT - SUM AB CORRIDOR	ЮВОТ									
23-Api												
	CONCRETE CUB ROBO SOCCER(A B cor	SE TESTING (1) (CIV										
			,									
TIME	9-10AM	10-11AM	11-12A.M	12-1PM	1-2 PM	2-3PM	3-4PM	4-5PM	5-6PM	6-7PM	7-8PM	8-9PM
								•				
26-Apr	PLC AND SCADA WORKSHOP-AUTOMOBILEWORKSHOP					PLC AND SCADA WORKSHOP-AUTOMOBILE WORKSHOP						
						FOLLOW ME(AB CORRIDOR)						
						CAD ARENA			CRACK THE CIRCUIT			
			CODE MANIA (P	RELIMS)		(CAD/CAM LA	AB MECH DEPTT.)	CALC (POWER LAB)	POWER LAB			
				TELINIO,		CODE	MANIA (FINAL) (DSP/	VLSI LAB)	COSMO (LT-5/1/2)	TEC	CH HUNT (1)	
			DSP/VLSI					SUMOBOT - MAZE	BOT (AB CORRIDOR)			
										CORDIDOR)		
						JUET WALL STREET - BLITZ CHESS - LAN GAMING (AB CO JUNKYARD WARS(ROUND 1 MECHANICAL LAB AREA)				.OKKIDOK)		
								ROBO SOCCE	ER(A B corridor)			
										SETU	J RACHNA (PAN	TRY AREA)
								TOP GEA	R(GROUND)			
									R(GROUND)			_
TIME	9-10AM	10-11AM	11-12 NOON	12-1PM	1-2PM	2-3PM	3-4PM	TOP GEA	R(GROUND)		6-7PM	
					1-2PM			4-5PM	5-6PM			
TIME 27-Apr			11-12 NOON		1-2PM				5-6PM			
				SHOP	1-2PM MOBOT - MAZEBOT	PLC		4-5PM	5-6PM			
			.UTOMOBILEWORK:	SHOP	MOBOT - MAZEBOT	PLC	: AND SCADA WORKSH	4-5PM OP-AUTOMOBILEWOR	5-6PM			
			.UTOMOBILEWORK:	SHOP	MOBOT - MAZEBOT	PLC F (AB CORRIDOR)	AND SCADA WORKSH	4-5PM OP-AUTOMOBILEWOR	5-6PM			
		DA WORKSHOP-A	UTOMOBILEWORK: JI	SHOP SUM UET WALL STREE	MOBOT - MAZEBOT ET - BLITZ CHESS - ROBOCHAS	PLO T (AB CORRIDOR) LAN GAMING (AB COI SE (AB CORRIDOR) BINARY TAMBOLA	RRIDOR) CONCRETE CUBE TES: (FINAL) (C	IOP-AUTOMOBILEWOR	5-6PM			
		DA WORKSHOP-A	.UTOMOBILEWORK:	SHOP SUM UET WALL STREE	MOBOT - MAZEBOT	PLO T (AB CORRIDOR) LAN GAMING (AB COL SE (AB CORRIDOR)	RRIDOR) CONCRETE CUBE TEST (FINAL) (C	4-5PM OP-AUTOMOBILEWOR	S-6PM KSHOP			
		DA WORKSHOP-A	UTOMOBILEWORK: JI	SHOP SUM UET WALL STREI DRAG O MAN (AB C	MOBOT - MAZEBOT ET - BLITZ CHESS - I ROBOCHAS IIA CORRIDOR) AN (LT-1/2)	PLO T (AB CORRIDOR) LAN GAMING (AB COI SE (AB CORRIDOR) BINARY TAMBOLA	RRIDOR) CONCRETE CUBE TEST (FINAL) (CI I AM A PHYSICST LT5	IOP-AUTOMOBILEWOR	5-6PM			
		SOLDERON TECH HUNT (2	JUTOMOBILEWORK:	SHOP SUN UET WALL STREI DRAG O MAN (AB C B-PLA DRAG BOAT R	MOBOT - MAZEBOT ET - BLITZ CHESS - I ROBOCHAS IIA CORRIDOR) AN (LT-1/2)	PLO T (AB CORRIDOR) LAN GAMING (AB COI SE (AB CORRIDOR) BINARY TAMBOLA	RRIDOR) CONCRETE CUBE TEST (FINAL) (CI I AM A PHYSICST LT5	IOP-AUTOMOBILEWOR TING EWIL DEPTT.) BOFORS (GROUND)	S-6PM KSHOP EXHIBITION			
		SOLDERON TECH HUNT (2	UTOMOBILEWORK: JI N(POWER LAB) 2) (JUET CAMPUS)	SHOP SUN UET WALL STREI DRAG O MAN (AB C B-PLA DRAG BOAT R	MOBOT - MAZEBOT ET - BLITZ CHESS - I ROBOCHAS IIA CORRIDOR) AN (LT-1/2) AAA (LT-1/2) AACING KING AREA)	PLO T (AB CORRIDOR) LAN GAMING (AB COI SE (AB CORRIDOR) BINARY TAMBOLA LT-5	RRIDOR) CONCRETE CUBE TEST (FINAL) (CI I AM A PHYSICST LT5	IOP-AUTOMOBILEWOR TING EWIL DEPTT.) BOFORS (GROUND)	S-6PM KSHOP EXHIBITION			
		SOLDERON TECH HUNT (2	N(POWER LAB) 2) (JUET CAMPUS) CTURES (LT-1/2)	SHOP SUM UET WALL STREI DRAG O MAN (AB C B-PLA DRAG BOAT R (PARK	ROBOT - MAZEBOT ET - BLITZ CHESS - I ROBOCHAS IIA CORRIDOR) AN (LT-1/2) RACING KING AREA) ROBO SOCCER(A	PLO T (AB CORRIDOR) LAN GAMING (AB COI SE (AB CORRIDOR) BINARY TAMBOLA LT-5	RRIDOR) CONCRETE CUBE TEST (FINAL) (CI I AM A PHYSICST LT5	IOP-AUTOMOBILEWOR TING EWIL DEPTT.) BOFORS (GROUND)	S-6PM KSHOP EXHIBITION			
		SOLDERON TECH HUNT (2	UTOMOBILEWORK: JI N(POWER LAB) 2) (JUET CAMPUS)	SHOP SUM UET WALL STREI DRAG O MAN (AB C B-PLA DRAG BOAT R (PARK	MOBOT - MAZEBOT ET - BLITZ CHESS - I ROBOCHAS IIA CORRIDOR) AN (LT-1/2) LACING KING AREA) ROBO SOCCER(A	PLO T (AB CORRIDOR) LAN GAMING (AB COLO SE (AB CORRIDOR) BINARY TAMBOLA LT-5 A B corridor)	RRIDOR) CONCRETE CUBE TEST (FINAL) (CI I AM A PHYSICST LT5	IOP-AUTOMOBILEWOR TING EWIL DEPTT.) BOFORS (GROUND)	S-6PM KSHOP EXHIBITION			
		SOLDERON TECH HUNT (2	N(POWER LAB) 2) (JUET CAMPUS) CTURES (LT-1/2)	SHOP SUM UET WALL STREI DRAG O MAN (AB C B-PLA DRAG BOAT R (PARK	ROBOT - MAZEBOT ET - BLITZ CHESS - I ROBOCHAS IIA CORRIDOR) AN (LT-1/2) RACING KING AREA) ROBO SOCCER(A	PLO T (AB CORRIDOR) LAN GAMING (AB COLO SE (AB CORRIDOR) BINARY TAMBOLA LT-5 A B corridor)	RRIDOR) CONCRETE CUBE TEST (FINAL) (CI I AM A PHYSICST LT5	IOP-AUTOMOBILEWOR TING EWIL DEPTT.) BOFORS (GROUND)	S-6PM KSHOP EXHIBITION			

