Coding

Description:

- Coding is an Individual event consisting of 3 rounds. The event will be common for both the UG and PG participants. Any number of participants per college are permitted to participate in the event. The contestants will be provided with the computer system with required compiler.

Rules and regulations:

- The participants will not be allowed to use mobile phones or other electronic gadgets.
- The programming language will be C in the second and third stage.
- Any type of malpractices will lead to disqualification.
- The decision of judging panel will be final.

❖ PRELIMS
- Prelims is based on online aptitude test.
- There will be 30 questions for prelims.
- Time allotted for prelims round is 30 Minutes.
- One right answer carries 4 marks, no negative marking.
- Top 10 participants will be selected to the second round.

❖ 2nd ROUND
- Bug removal round.
- There will be one question and time allotted will be 15 minutes.
- The decision of judging panel will be final.
- Top 5 participants will be selected to the final round.

❖ FINAL ROUND
- Problem solving with C programming, time allotted will be 30 minutes.
- The decision of judging panel will be final.

BEST PERSONALITY EVENT

"YOUR BEHAVIOUR SPEAKS EVERYTHING ABOUT YOU,THE PERSON WHO DOES BEST WITH THE CONDITIONS AS HE FOUND THEM IS THE BEST"

Rules and regulations:

❖ GENERAL RULES

- Individual event consisting of 3 rounds.
- Any number of participants per college are permitted to participate in the event.
- The decision of judging panel will be final.
- Any type of malpractise will lead to disqualification.

❖ PRELIMS

- Prelims is based on online aptitude test.
- There will be 30 questions for prelims.
- Time allotted for prelims round is 30 Minutes.
- Each question carries 1 mark and there will be no negative marks.

❖ 2nd ROUND

- Group discussion.
- Topic will be given at that moment.
- The decision of judging panel will be final.

❖ FINAL ROUND

- On Stage stress interview.

Event – Gaming   Rules

Tag:Are we just rushin' in? Or are we goin' all sneaky beaky like?

<u>Group event</u>

- Round by Round Elimination
- Team of 4 players
- Use of External gaming equipments prohibited
- Use of console code and cheat code will lead to elimination
- Final Decision will be taken by Gaming Committee.

<u>Individual Event</u>

- Single player game play
- Rounds depend on number of participants
- Use of External gaming equipments are prohibited
- Use of console code and cheat code will lead to elimination
- Final Decision will be taken by Gaming Committee.

<u>Prize Distribution:</u>

Team Event:
1st:6k
2nd:4

Single Event:
1st:4k

MOCK CID RULES

1. The night is dark and full of terrors, so is the case. Solve the case, perform the

2. tasks and find the Murderer.

3. RULES

4. Each team shall comprise of 3 Participants only.

5. Participants will have to solve cases with the help of clues and tasks.

6. (similar to Treasure Hunt)

7. Use of cell phones or any other device for communication is strictly

8. prohibited.

9. No team shall try to communicate with any other team or take any help

10. from the volunteers.

11. The event will be held within the college premises only.

12. The decisions of the organising committee will be final and binding.

13. The Management shall not be held responsible for any kind of injury

14. caused in the course of this event.

15. Use of expletives or aggressive behaviour will result in immediate

16. disqualification.

17. The participants are strictly advised not to disclose the name of their

18. College/Institution to the Jury members/audience.

19. 10.The Organizing committee reserves the right to change the venue, time

20. and rules, if desired.

PROJECT PRESENTATION

- Scheduled on first day of the event.
- Requires whole day
- A hall with projector is required.
- The competitors will have to present their project in front of the evaluators, ppt presentation is not necessary.
- Each competitors will be provided with an ID for evaluator's convenience and time slots will be provided based on the ID.
- Two evaluators will be invited.
- The evaluators will be provided with a sheet which specifies the evaluation criteria and the points be added on.
- Final decision will be made by the evaluators based on the scores.
- Timings can be flexible for the competitors.
- The competitors have to run their project in front of the evaluators.
- The project can be individual or group(max 5 members).

RULES

- Abstract should be provided 5 days before the event.
- The abstract should include the names and the college name along with phone number.
- The competitors should bring a poster that describes their project including their flowchart.
- The report of the project should be brought along with the project.
- Reporting time should be accurate.
- The project will not be exhibited.

The game ..web hunt.

The participant have to find the desired question answer by searching from world wide web.It will consist two big rounds. Each round will take you to the next round. The participant who reaches at the end will be listed for the nominations of the winner!!!. The rounds are listed as

1)Prelims

2)Final round

Grab it before you repent.

Rules:-

1. One person per team.

2. Every participant could participate only once.

3. Only 20 teams will be selected for the final event from prelims.

4. No one is allowed to interact with any of the coordinators or

   Volunteers nor to use smart phones during event duration.

5. The judges decision is final and no correspondence will be entered

   Into.

6. Any violation of the above may lead to disqualification.

PHOTOGRAPHY

1.Each entry consists of an entry form, a single photograph, and an entry fee. The entry fee is rs...... per entry

2. Submissions will not be accepted once the deadline lapses.

3. Photos submitted must be at least using 8 mp camera. Photos must be in JPEG format.

4. You can submit only 1 entry

5. You are required to provide a unique title & description for each image submitted.

6. You are only permitted to capture only inside the campus

7. All submitted photos must contain the original EXIF metadata information. However there must be no border(s), logo(s), copyright marks, identifying marks, or any other visible referen ces and/or marks on the image.

8. Basic editing, including colour enhancement, the use of filters, and cropping of the Photo(s) is acceptable, provided any such editing does not affect the authenticity and/or genuineness of the Photo(s).

9. Advanced editing used to create illusions, deceptions and/or manipulations, and the adding and removing of significant elements within the frame is prohibited.

10.Photographs must have been taken at the date of entry

11.The First Place Winner in each Category will receive 00000, and his/her winning photogra ph will be published in college........

QUIZ

RULES AND REGULATIONS

J.A.R.V.I.S. Quotient (Quiz) – Unlock your knowledge at the speed of thought

Description: A showdown of knowledge and intelligence. This quiz is an event to evaluate candidates based on their knowledge on current affairs and in the field of information technology. Event is to conducted over 3 rounds and only one team is will come victorious in the end.

- ❖ Rules and Regulations
- ➢ Prelims
    - A team of two participants is allowed to participate in the event.
    - Each team will be given a set of 30 questions and it is to be completed in 25 mins.
    - Top 10 teams with maximum points will be selected for 2nd round.
    - Decisions of the judges will be final.
- ➢ 2nd round
    - This round will be conducted over three stages.
    - Second and third round will be conducted using augmented reality.
    - Top 5 teams will be selected for the final round.
    - Decisions of the judges will be final.
- ➢ 3rd round
    - This round is to be conducted on stage.
    - This round consists of 5 stages.
    - Each team will be given points at the end of each round.
    - Team with maximum point at the end of 5 stages will be declared winners of the event.
    - Decisions of the judges will be final.
- ❖ Cash prize
    - First prize: Rs. 8,000
    - Second prize: Rs. 4,000
- ❖ Requirements
    - Lab to conducted the first round.
    - A room to conduct round 2.
    - Seminar hall to conduct final round.
- ❖ Time limit
    - Round 1: 25 mins each team
    - Round 2: 45 mins for entire round
    - Round 3: 1 hour .

3 point challenge

Description:

3 point challenge is an Individual event consisting of 3 rounds. The event will be common for both the UG and PG participants. Any number of participants per college are permitted to participate in the event.

Rules and regulations:

- All the participants should wear a sports shoe.

- Player's feet must be completely behind the three-point line at the time of shot .

- Player's feet on or in front of the line will be not considered.

- The decision of judging panel will be final.

Prelims

- Each player will get 2 chance to basket.

- Participants can shoot from any position behind the 3 point line.

- In first chance Players will be getting 2 balls each and need to basket atleast 1 from behind the 3-point line.

- players who basket atlest one will be qualified to the next round.

- Players who didn't basket are given with another chance .

- In the second chance only 1 ball is allowed and need to basket ,otherwise the participant will be out of the game.

Round 1

- There will be 3 racks with 4 balls around the 3 point arc.
- Players will shoot all the balls from each rack before moving on to the next

- The last ball in the rack contain **2 points** and others will have **1 points** each.

- Each participants will be given **60 seconds** to complete the rack.

- An extra round will be provided if the scores are level.

- The goal is to receive the highest score after the minute.

Round 2 (if tied)

- ⑩ There will be 3 racks with 4 balls around the 3 point arc.
- ⑩ Each participants will be given **30 seconds** to complete the rack.