

VARNOTHSAVA – 2023-24

Technical Event Rules: INTER

Event name	Rules	Event Coordinator (Name/USN/Mobile No/Email Id)
ElectroWiz	<ul style="list-style-type: none"> ● Round 1: The prelims A simple electronics related pen and paper test comprising 20 questions, which has to be solved within a stipulated amount of time. ● Round 2: Knockout The teams that qualified from round 1 will be provided with pictures of circuits containing errors. Their task is to identify the mistakes and then redraw the circuit accurately. ● Round 3: The Mains The top qualifiers of the 2nd round will be allowed to play this Round wherein the participants have to bid for the components they need to rig up an incomplete circuit given to them. Bidding points are purely based on the marks one earns in the first round. <p>Rules And Regulations:</p> <ul style="list-style-type: none"> ● This is a team event with each team consisting of only 2 members. ● All the teammates are required to be present for further rounds. ● Use of the internet or any kind of external reading materials/textbooks will be strictly prohibited. ● College ID is compulsory. ● Organizers will contact the teams selected for higher rounds. 	<p>1.Nikitha Shetty/ 4MW20EC035 /9591123840 nikhitha.20ec035@sode-edu.in</p> <p>2.Dhanush Shastry/4MW21EC018 /7204436424 dhanush.21ec018@sode-edu.in</p>

	<ul style="list-style-type: none"> Participants are expected to abide by the basic ethical norms and requirements of the event. <p><u>Judgement Criteria:</u></p> <ul style="list-style-type: none"> Participants will be judged based on the rounds by the organizers. Judging criteria varies in each round. In case of any complications the lecturer in charge would intervene to judge the qualifier round. 	
WattQuest	<ul style="list-style-type: none"> Round 1: Watt's Word Hunts A crossword puzzle and riddle, consisting of technical terms related to electronics. The teams should try to find the words in 20 minutes. Top 10 teams which have found the highest number of words will go on to the next round. Round 2: Electro Enigma The selected teams will be given a time duration of 3 minutes, one person of the team will be given terms related to electronics. The other person of the team should guess the term from the clues given by his teammate. The clues should consist of characteristics and applications of the term. Top 4 teams go to the next round. Round 3: Circuitize! In the third round, the top qualifiers from the second round will have the 	<p>1. Nikitha Shetty/ 4MW20EC035 /9591123840 nikhitha.20ec035@sode-edu.in</p> <p>2.Dhanush Shastry/ 4MW21EC018 /7204436424 dhanush.21ec018@sode-edu.in</p>

	<p>opportunity to participate. In this round, participants will be required to draw a circuit based on the provided questions (basic analog and digital circuits), the team can select either one and subsequently explain or present their designs. The final result will be an assessment of your overall performance.</p> <p>Rules And Regulations:</p> <ul style="list-style-type: none"> • This is a team event with each team consisting of only 2 to 3 members. • All the teammates are required to be present for further rounds. • Use of the internet or any kind of external reading materials/textbooks will be strictly prohibited. • College ID is compulsory. • Organizers will contact the teams selected for higher rounds. • Participants are expected to abide by the basic ethical norms and requirements of the event. <p><u>Judgement Criteria:</u></p> <ul style="list-style-type: none"> • Participants will be judged based on the rounds by the organizers. • Judging criteria varies in each round. • In case of any complications the lecturer in charge would intervene to judge the qualifier round. 	
Code Troopers Code Rush	<ul style="list-style-type: none"> • This is a single round event where the participant has to solve three questions in two hours. 	<p>1. Chandana B Vaidya /4MW20CS018 / 7483811554 / chandana.20cs018@sode-edu.in</p>

	<ul style="list-style-type: none"> • The participants have to be present near the venue 5 mins prior to the start of the event. • Participants have to login to the contest platform with the registered email id. • Participants can bring their own laptop or participate using the computer system provided. • Each challenge has a predetermined score. • A participant's score depends on the number of test cases a participant's code submission successfully passes. • If a participant submits more than one solution per challenge, then the participant's score will reflect the highest score achieved. • In a game challenge, the participant's score will reflect the last code submission. • Participants are ranked by score. If two or more participants achieve the same score, then the tie is broken by the total time taken to submit the last solution resulting in a higher score 	<p>2. Vikram Bhaskar Poojary/ 4MW21CS067/ vikram.21cs067@sode-edu.in/ 9008549423</p>
BugBane Brawl	<ul style="list-style-type: none"> • BugBane Brawl is an offline debugging event (software) consisting of two rounds. with the second round being accessible only to participants who successfully pass the first round. • Each round comprises 5 questions related to debugging and coding challenges. 	<p>1. Shridhar S Sherugar / 4MW20CS082/ 9108274939 / shridhara.20cs082@sode-edu.in</p> <p>2. Pooja V/4MW21CS065/ pooja.21cs065@sode-edu.in/ 7760943388</p>

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	<ul style="list-style-type: none">● Participants are required to arrive at the contest venue at least 15 minutes before the scheduled start time.● All participants will use the same coding environment provided by the organizers.● Each question is assigned a predetermined score.● If a participant submits more than one solution for a question, their score for that question will be based on their highest achieved score.● Each round will have a predetermined time limit, and participants must complete questions within the given time.● The use of online tools or resources for assistance during the contest is strictly prohibited. Participants must rely solely on their own skills and the provided coding environment. Violations may result in disqualification.	
TechnoQuiz	<ul style="list-style-type: none">● This is an event with 5 rounds and elimination in between.● A breach of fair play will lead to immediate disqualification.● Each team consists of 2 members.	<p>1. Chandana B Vaidya /4MW20CS018 / 7483811554 / chandana.20cs018@sode-edu.in</p>

	<ul style="list-style-type: none"> ● One member must bring their smartphone. ● Points will be assigned to each question or round. The team with the most points at the end wins. ● The phone-carrying member can only use their phone when a round specifically allows it. 	
Robo Soccer	<p>Robo Soccer:</p> <p>A manually controlled robot, by means of a tethered or wireless interface, must tackle the opponent bot to shove the ball into the opponent's goalpost.</p> <p>Rules:</p> <ol style="list-style-type: none"> 1. Game play: <ul style="list-style-type: none"> ● Each match will be of knockout type, where the winning team progresses to the next round. ● Each match shall be of 5 minutes, where each round will be of 2 mins each and a technical timeout of 1 min in between the 2 rounds. ● Additional timeout of 1 minute shall be provided on the team's request without deduction of points. If the timeout is to be extended, a deduction of 1 point per minute shall be in force. ● A maximum timeout of 1+3 minutes is allowed, beyond which the team is bound to be disqualified. 	

	<ul style="list-style-type: none"> • The ball will not be reset after a goal is scored. Each goal carries one point. • A robot can push or hit the ball, but not withhold/ grab the ball. • Any impairment to the opponent's bot ON PURPOSE, will lead to immediate disqualification, on receipt of objection. • In case of a lack of motion from both the bots for 10s, the bots will be reset. Toppled bots can be reset AFTER the indication by the referee. The nature of reset shall be determined by the referee. • A breach of fair play will lead to immediate disqualification. <p>2. Robot specifications:</p> <ul style="list-style-type: none"> • The robot must be within 30cmx30cmx30cm dimensions. • Bot must weigh within 5kg(+500gm tolerance). • Bot can only be electrically powered. Use of I.C.E. is prohibited. • The voltage between any 2 points on the bot must not exceed 12V DC. • The robot can be wired/wireless. • Moving arms to assist in scoring goals, will not be allowed. • Arms can be provided in a static condition only. 	
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	<ul style="list-style-type: none">• Any parts with intent of damage to opponents will lead to disqualification.• Wires must not restrict the motion to the corners of the arena. <p>3. General rules:</p> <ul style="list-style-type: none">• Only pre-registration is accepted. Spot registration is not allowed.• A team must consist of at least 2 and at most 4 members.• One participant can operate only 1 bot throughout the tournament. Team members may be exchanged, without violating the above rule.• Robots may not be exchanged between teams.• Deliberate interference in the opponent's wireless interface will lead to disqualification.• Accidental interference in radio signals will not pertain to the organizers.• Human interference is not allowed during the duration of the game, without the referee's consent. Any timeout will be officiated on the referee's command.• Timeout will be provided to untangle & rectify the bot.• Robots must remain intact until results are announced.• Referee's judgment is considered to be final and binding.	
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	<ul style="list-style-type: none">● Scrutiny will be conducted at the beginning of the tournament. Additional scrutiny will be conducted at the referee's discretion.● Arena dimensions: 6'x4'● Entry fees of Rs.300 is to be paid for each bot.	
BGMI	<ul style="list-style-type: none">● Each team's roster must contain a maximum of 4 players. Three to four people can register.● No using of triggers or gaming consoles, using of finger sleeves is allowed.● Using iPads/Emulators is not allowed. If a team wants to report a cheat, record the death replay from in-game.● Matches will be played in the advance room.● The number of finishes will be awarded 1 point each. Position points will be based on the BGIS points table.● Total points for the team will be position points + the number of finishes.● If found teaming up or using any modification of the BATTLEGROUNDS MOBILE INDIA game client by any player, the team will be disqualified from the tournament.● The number of finishes will be given priority if there is a points tiebreaker between the teams.● In the first round, Classic Erangle will be played. The top four teams with the highest number of points will move on to the next round. Similarly, the top	

	<p>four teams will continue to move on to the next round till the finals.</p> <ul style="list-style-type: none">● In the final, two matches will be played and the winner will be decided based on the number of points earned.● In the unlikely event of a server crash, the game will be restarted. The decision of the admins/judges is final in all matters.	
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Line Follower	<p>ABOUT EVENT</p> <p>A competition played by an automated wireless bot which is capable of racing on the given track in the shortest period of time.</p> <p>RULES AND REGULATIONS</p> <ul style="list-style-type: none">● The competition will consist of 2 rounds.● The first round will be a knockout round, where the qualified bots will reach round 2.● The second round will be the final judgement round where the fastest finisher wins the tournament.● Each round will have different maps (round 2 with a more complex map than that of round 1)● The maps will be disclosed on the day of the event.● All the rounds will have black line/trajectory on white arena.	
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	GENERAL RULES <ul style="list-style-type: none">● The team should contain 2-4 members.● A robot cannot be used by more than one team.● The robot must be prepared by the students and cannot be readymade.● Once a robot has crossed the start line it must remain fully autonomous, else the team will be disqualified.● Participants should arrange their own batteries, and power supply must be on board.● The robot must remain intact until results are announced.● The referee's judgment is considered final and binding.	
TECH-JAM	ABOUT EVENT: <ul style="list-style-type: none">● JAM(Just A Minute) competition, infused with a technical flair, where participants blend their creative improvisational skills with technical prowess to deliver a unique and engaging performance.● The competition will feature four designated themes.<ol style="list-style-type: none">1. IOT (Internet Of Things)2. AI (Artificial Intelligence)3. Renewable energy4. Global Events● Of the above mentioned themes the participants will have the opportunity to choose a theme that they prefer.	1. Clinton Justin Noronha /4MW20CS019 / 7349137115 / clinton.20cs019@sode-edu.in

- The participants will then pick a topic (which will be randomly assigned) from their chosen themes.
- Participants should speak for “1 minute” about the assigned topic.

RULES AND REGULATIONS:

- The participants need to be present at the venue 10 minutes before the commencement of the event.
- They will be assigned a serial number tag, which must be worn by personnel at all times.
- Participants can neither change the theme nor the topic after picking a topic.
- The participants will be given 5 minutes preparation time after receiving their topics.
- Phones are allowed to be used during this preparation time.
- The participants will be guided by the event volunteers to whom they must adhere to.
- Participants are prohibited from reading off a paper or any digital device.
- A long bell will be rung to signal the start time for a participant's presentation
- At the 50 seconds mark a short bell will be rung , after which the participants are compelled to begin the conclusion of their presentation.

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	<ul style="list-style-type: none">● After the completion of 1 minute a long bell will be rung marking the end of a participant's presentation. <p>JUDGING CRITERIA:</p> <ul style="list-style-type: none">● Content Accuracy● Clarity of Expression● Creativity and Innovation● Time Management● Relevance to the Theme	
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