

BLITZSCHLAG'16

TECHNICAL EVENTS RULEBOOK

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The registration fee for participation is Rs 100 per person,for 3days.

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UPDATES IN THE RULEBOOK.

Robotics

FASTLANE

Theme:

A driverless car is an autonomous vehicle that can drive itself from one point to another without any external assistance. Navigation is accomplished by a system of markers retrofitted on existing roads which provide inputs to the sensors that drive the corresponding actuators on the vehicles.

A line following vehicle is in a way an entry level autonomous vehicle that can navigate any course while following on a contrasting background.

About:

One simple task- make a robot that can traverse the given path with ease. The most simplified and precise robot which will complete the given task in the minimum time will be judged the victor. This event will be an onset of the technologies which can be used in the transportation of goods, disaster management purposes and future automated vehicles making this event a perfect opportunity for the participants to use their technical understanding of machines in solving the real time problems. 3D Line Seek will surely compel its participants to think differently and shun the orthodox approaches.

No abstract submission is required for this event.

PROBLEM STATEMENT:

Design and fabricate an autonomous vehicle capable of navigating efficiently through guided white lines on a contrasting color Background (Red/Green/Blue/Black). The vehicle must be able to effectively follow the guiding path. The racers will be tested for speed and accuracy of path following.

Chances to win exciting goodies and cash prizes worth Rs.7000/-.

FRODO HOCKEY

Theme:

The ice hockey game that originated in the 19th century in Canada has garnered enough fame to be played all around the world. From kids' play zones to the original rink - the game is full of excitement wherever played and the unprecedented turnaround of events can be an element of surprise. Ice hockey is a contact team sport played on ice, usually in a rink, in which two teams of skaters use their sticks to shoot a vulcanized rubber puck into their opponent's net to score points. Frodo Hockey is the same game, but, it is the human controlled robots that play the game.

About:

Frodo Hockey requires teams to build competent robots that can play the game and win over the opponent. The event shall test not only the efficient construction of the robot and its mobility and shooting capabilities but the efficient handling of the same as well. Participants' dexterity at building extremely mobile, easy to operate and good shooting ability having robot will be put to the test.

No abstract submission is required for this event.

PROBLEM STATEMENT:

Build a manual robot capable of playing one-on-one ice hockey against the opponent's robot and score the maximum number of goals.

Chances to win exciting goodies and cash prizes worth Rs.7000/-.

HELL IN A CELL

Theme:

Fascinated by the world of robots, aren't you? It's time for you to make your mind as you enter the battlefield with your robots equipped with weapons. Hold your nerves and enhance your moves to eliminate your opponents out of the battleground. Get ready to embrace the sound of roaring engines, firing weapons and protect their pride in the ultimate battle for supremacy. Evolving from the era of battle of Homo sapiens, drift into the war of Robo Sapiens.

About:

This robowars extravaganza is to be won by the team that brings in, the best balance of mechanical design in artillery cum mobility and perfect handling and war tactics to the battlefield. The battle of the robots probes the skills of the participants in the design and implementation of a robust robot that can withstand lethal blows from opponents. Are you ready to prove your mettle? It is time to concentrate on the hacking and slashing of the robots. Now it is time to rumble.

No abstract submission is required for this event.

PROBLEM STATEMENT:

Design and construct a remote controlled robot capable of fighting a one on one tournament.

Chances to win exciting goodies and cash prizes worth Rs. 7000/-.

SALVATOR

Theme

The alarm has rung, and the tech-squad has headed forth for the rescue operation. The culprits have planted bombs along the railway line at places yet to locate. Under the hour of crisis, the event SALVATOR brings to you the opportunity to be recognized as the expert tech-squad whose aim is to successfully locate the bombs using an automated system and to bring them to the safe zones where they can be diffused. Even some of the bombs have been reported to have been exploded. The squad has got to hurry as the regular passenger train is on the way. The places where the bombs have been exploded have to be reconstructed before the train arrives.

USP:

Line seeking and manual control

PROBLEM STATEMENT:

Build two bots, one autonomous bot capable of seeking white line and detecting obstacles, and one manually controlled bot having mechanisms to remove obstacles from the path as well as to use pit-fillers to complete broken portions of the path.

No abstract submission is required for this event.

TASK:

Seek a white line via an autonomous robot.

Remove obstacles from the path and keep them on designated platforms using the second manually controlled robot.

Use pit-fillers to complete the broken portions of the path.

Chances to win exciting goodies and cash prizes worth Rs.7000/-.

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CHEMICAL ENGINEERING

Poster Presentation

Topics:

1. Plastics reuses

Plastics are responsible for many environmental problems. By simply reusing as many plastic products as you can, you do your bit to save the environment. Reusing materials extend their life, helping to use less of the earth's resources. For instance, waste plastic along with hot mixes can be used for constructing bitumen roads. Propose innovative ways of reusing plastics. (General ways of reusing plastics like reusing bottle cans, cups, refillable pens, decoration will not be considered).

2. Food waste recycling

The best thing that can happen to food is that it makes it to our plates and is enjoyed. Avoiding throwing out food that could have been eaten will save our money and help to reduce greenhouse gas emissions. Around 7 million tonnes of food is thrown away by households in the UK every year, and most of it could have been eaten. Little by little all this waste adds up, over a year the average family throws away around £700 of food shopping – equivalent to an annual utility bill. Don't let the food create a mess this time. If the solution clicks in your mind, it's time to put it forward.

3. Sweetening of crude oil

Sour crude oil contains H_2S and other sulphur-containing compounds. Even small amounts of H_2S make the crude oil extremely toxic and corrosive.

There are various technologies available for Crude Oil Stabilisation and Sweetening which include a column with a reboiler, nitrogen stripping or fuel gas stripping and multi-stage flash drums.

Come up with some non-conventional solution to the suggested problem.

Chances to win exciting goodies and cash prizes worth Rs. 7000/-.

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Viscometer

Introduction:

“Through perils both on wind and limb – through thick and thin, you have to win.” That’s the motto of the event, where the one who cognizes the oozy and glutinous fluids shall overcome the phobia of Gumobia.

Problem statement:

Design and craft a viscometer which will measure the viscosities of 3 different fluids within the range of 1-800 CP.

Game play:

- Each team can comprise of maximum 2 members.
- No material will be provided, design as per your convenience prior to the event.
- The participants will be given three different liquids with a maximum volume of 200 ml of unknown viscosity.
- The participants will have to measure the viscosity of the fluids.
- The participant with the closest reading will win.
- Chances to win exciting goodies and cash prizes worth Rs.7000/-.

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Chem-Quiz

Introduction:

If you think you have grit, passion and skills to be an ultimate CHEM-E, here's the opportunity. BLITZSCHLAG'16 presents CHEMQUIZ, the ultimate place for all the best minds to test their knowledge and prove themselves. So just put on your thinking caps and be ready to face the maze of questions that not only leads you to an amazing world of "Chemical Engineering", but also ensures amazing prizes.

Game play:

- The quiz is conducted in 3 rounds.
- Each team can comprise of maximum 2 members.
- The questions will be based on science and technology with a flavour of chemical engineering.
- Any act of use of unfair means will lead to disqualification of the team.

Round 1:

- Questions in the quiz will be MCQ based with one correct answer.
- Time duration will be 1 hour.
- Top 15 teams will qualify for round 2.

Round 2:

- Questions will be displayed on the screen at once for a specific period of time.
- Slides will not be redisplayed in any case.
- OMR sheet will be provided to the participating teams.
- Top 5 teams will qualify for round 3.

Round 3 (Final):

- This will be Buzzer round.
- 2 points will be awarded for each correct answer and 0.5 points will be deducted for incorrect answer.
- In the case of an incorrect answer, the question will be passed on to the next team for which 1 point will be awarded for a correct answer.

Chances to win exciting goodies and cash prizes worth Rs. 7000/-.

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CHEMCARS

Introduction:

An important part of chemical engineering is the ability to control a chemical reaction. Another key skill for chemical engineers is to design a chemical process which is safe and cost-effective and which can be delivered on time and on a budget. Chemcars brings the opportunity for all those enthusiastic and innovative minds, who are never tired of playing with chemicals!

Chemcars is a fun, interactive and open-ended learning experience for undergraduate chemical engineering students.

Problem Statement:

Construct a small chemical powered model car which will carry a specified load over a specified distance or close to it over minimum possible time.

Game Play:

- Each team can have a maximum of 3 members.
- No chemicals and materials will be provided, design as per your convenience prior to the event.
- The length of the race track will be specified. Chemcar covering the specified distance in minimum time will be the winner.
- The decision of the judges/event co-ordinators will be final and no cribs will be entertained.

Chances to win exciting goodies and cash prizes worth Rs.7000/-.

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CIVIL ENGINEERING

CIVI - SYMPOSIUM

Student Conference Contest Guidelines

Purpose

The Student Conference Contest offers the undergraduate ,postgraduate and Ph.D scholars opportunities to showcase their latent talent for carrying out research. Students are only required to submit abstract (not required to write the whole paper at any stage). This is in collaboration with **International Journal of Engineering and Management Research (IJEMR)**<http://www.ijemr.net/IJEMR/Home.aspx>,which will provide students a good researchplatform.

Eligibility

1. The entrant must be an undergraduate or postgraduate or Ph.D scholar and can be from any branch/discipline.
- 2.Each individual candidate has to present his own abstract ; its not a group event.
3. A student has to complete and submit an application for participation in the event prior to entry in the Contest.

Subject Matter

1. Abstract should cover technical, engineering, management, or societal aspects of subjects reasonably from the following topics only:

RENEWABLE ENERGY
CONSTRUCTION MATERIALS(CONCRETE,STONES etc.)
SUSTAINABLE DEVELOPMENT
WATER RESOURCE MANAGEMENT
TRANSPORTATION AND URBAN PLANNING
ANY OTHER OPEN CATEGORY

2. The work should, however, be original in treatment and concise . Original work is highly recommended.Students are also advised to take care of plagiarism issues as best abstracts are going to be printed in a separate magazine by IJEMR.**Please use font size of 12,Times New Roman everywhere. Send it in pdf format only.**

ROUNDS

This event comprises of two rounds as follows:

LEVEL 1-Candidates are required to submit only brief abstract before the deadline. Abstract should not contain more than **500 words**. Covering page of abstract must clearly mention name, sex, designation, branch/discipline, college name, mobile no. and Email-id of participant

Please mail your abstracts on mnitciviconference16@gmail.com latest by **30 march 2016**.

LEVEL 2-Selected candidates will have to give presentation of their abstract in front of the jury. On basis of abstract quality, oral presentation and response to the questions of jury, the winners will be declared. Date and Venue of Level 2 is as follows:

Changes in date and venue of LEVEL 2 will be communicated to you (if any)

Oral Presentation (Level 2)

Maximum of **7 minutes** shall be allotted for the oral presentation and four (2) minutes for questions from the audience, however this might change depending on the

number of participants, any time prior to the start of the contest.

Judging

Evaluation and judging is divided as 35% for the abstract and 65% for the oral presentation.

PRIZES

Exciting prizes.

Participation certificate to each contestant.

Best abstract will be published separately in a magazine by **International Journal of**

Engineering and Management (IJEMR).

Winners will be provided the **soft copy of this magazine**.

If the committee of International journal likes the abstract then it may approach the student directly for paper publication.

Rules, Discrepancies, Disputes, and Clarifications:

In the event that any discrepancy in the rules arise, any clarification is required, or any dispute regarding the rules is brought up, it will be settled by the sole judgment of the paper contest chair. Any rule made by the paper contest chair will be considered official and final.

Chances to win exciting goodies and cash prizes worth Rs. 7000/-.

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PYGMY BARRIER

Problem statement:

Design & construct a MODEL-DAM with given construction material in a trench. Use all your logic & innovation to achieve the maximum water retaining capacity to weight ratio.

Participation rules:

Participate in a team of max. 4 persons.

Game play:

The Event will be conducted in two rounds:

Qualifying Round- There will be an objective quiz to test conceptual understanding & general awareness about dams & its technical features.

Main Round- Selected teams from the Qualifying Round will have to design and construct a scaled down dam. Materials provided will be soil, fine aggregate & coarse aggregate. The size of the rectangular trench will be fixed. Participants will have to design & construct dam such that its retaining capacity is maximum & weight is minimum.

Chances to win exciting goodies and cash prizes worth Rs. 7000/-.

⇒ For rules and regulations, abstract submission details, pre-game setup, arena, specifications and judging parameters, please contact us

Contact Us:

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AQUA JUDGE

Problem statement:

It's time to apply the theoretical knowledge to solve a field problem. Find out the best suitable application of given water sample by lab tests.

Participation rules:

Participate in a team of 2 or 3 persons. Registration is free & open to all civil/chemical engineering students.

Gameplay:

There will be two rounds in the event:

Elimination Round- There will be a written quiz to test knowledge about water quality, treatment & various lab tests involved.

Final Round- Qualifying teams will be given water sample to test & judge its characteristics & usability. Participants are free to choose any test for analyzing the sample. All the chemicals & apparatus will be provided in the lab.

Chances to win exciting goodies and cash prizes worth Rs.7000/-.

⇒ For rules and regulations, abstract submission details, pre-game setup, arena, specifications and judging parameters contact us

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BUILD IT

As in the present time context, most towers are constructed using column and beam structures. The motto of this event is to distribute the material between columns and beams in such a manner that there is no redundant stress capacity in any element (column or beam). The overall aim is to optimise the use of material and economise the structure. The participants are expected to design an efficient tower that can sustain maximum load.

Materials to be used: Popsicle sticks and glue

Overall Dimensions:

- Tower height should be more than 45 cm and less than 60 cm.
- There is no restriction on tower base dimensions.
- All beams should have the same cross section area.
- All columns should have the same cross section area.

- The top of the tower should be flat enough to support the particle board on which weight will be added and have a minimum dimension of 15cm when measured along the x-y axis.
- Your model should be stable.
- There will be 25 percent weightage for model geometry.

Weight:

The tower must be 600gm or less.

Loading:

- The models will be loaded to ultimate capacity during the competition i.e. until the models will break.
- An equal uniformly distributed load will be applied at the top storey.

Judging:

A panel of technical judges will review the design for any rule violations. Any building with violations will be disqualified.

Scoring:

Your tower will be scored on how well you have used your materials to support the load. We call this as the efficiency of the structure and define it as the ratio of ultimate load capacity to model weight. In engineering, the best solution may not always be the strongest building. Typically our designs are driven by limitations such as money or availability of resources. These constraints often push us to find a solution that satisfies these limitations most efficiently.

General Rules:

- Any undergraduate student of any discipline is eligible to participate in the event.
- Each team will have maximum of four members.
- No team is allowed to send more than one entry for the same departmental event.
- The event will be conducted in two stages and its detailed procedure has been clarified below.
- In case of any discrepancy the decision of the organizer will be final.

STAGE I: Abstract submissions

- The first round is an online submission round.
- Participants are needed to send in the abstract of the original/review work including the references, the idea proposed with figures (if needed) to buildit.blitz@gmail.com.
- Abstract should not exceed 200 words and the covering page of the abstract must have Name(s), Institution of study, semester, Email address(es), Contact number(s).
- The abstract should consist of the detailed section views of the model/tower.
- The section views of the building can be send on either a cad file(pdf format) or proper hand drawn sketch with detailing.
- For any particular queries regarding the event, please contact the event coordinators.

STAGE II: Building the model

The second round will be conducted at MNIT, Jaipur during Blitzschlag 2016 (8th-10th April).

The participants will have to construct the proposed model using popsicles and glue provided at the venue in the given duration.

The tower will then be tested for different loads until it breaks completely.

Chances to win exciting goodies and cash prizes worth Rs.7000/-.

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COMPUTER SCIENCE

APP-A-CREATE

INTRODUCTION: Android has a dictionary meaning of being a human that resembles automation. The true character of its name is it's the Google created software stack for creating comprehensive Mobile Applications and Software to realize the full potential of one's Mobile handset and its possibilities. Android is a comprehensive software stack of mobile devices that includes an operating system, middleware, and key application. This rich source of software bunch is used in Mobile Technology through its innovation module of The Android Software Development Kit (SDK). People are gradually moving towards various smart phone platforms; so to make their life easier, mobile apps are developed.

TASK: Participants need to develop an Android app. You will be given a problem statement to develop an app that will be from the following categories:

- Business Tools: Accounting & Finance; HR, Legal & Logistics; Marketing & Analytics; Sales & CRM etc.
- Education: Academic Resources; Family; Foreign Languages; Teacher & Admission Tools etc.
- Entertainment: Books; Music & Radio; Online Video; Photos; TV; Movies etc.
- Games: Arcade & Action; Board & Card; Puzzle & Brain; Role Playing & Strategy; Sports Games; Virtual Worlds etc.
- Lifestyle: Astrology; Food & Health; Money; Religion; Shopping; Travel etc.
- News and Weather: News Reporting; Social News; Sports; Weather Forecasts etc.
- Productivity: Creative Tools; Developer Tools; Office Applications; Search and Browsing Tools; Task Management etc.
- Social and Communication: Blogging; Chat & IM; Email and Contacts; Phone and SMS; Social Networking etc.
- Utilities: Alarm Clocks; Bookmarks; Calculators; Dictionaries; Notepads etc.

The problem statement will be given at the beginning of this event. You will be given 48 hours to develop an app based on the problem statement given to you.

Event Rules and Specifications

Event Structure

The apps will be judged based on their user-interface, usability, and innovation by an expert panel of judges. The winning app will be given a chance to be hosted in the Google Play Store. The Event will be a longterm Event and hence will be concluded in one Round only.

Team Size

Maximum 3 participants are allowed in a team. Students from different colleges cannot form a team.

Eligibility

Any student from a recognized institute/college can participate in this event.

Rules

- Participants will be considered only after the timely submission of the app.
- The decision of the judges shall be final and binding on all the participants.
- The organizers reserve all rights to change any or all of the above rules. However, you are suggested to keep checking the website regularly.

Judging Criterion

- The team with greater points will be awarded superior rank.
- The top three teams will be given certificates and prizes.
- All the participants will be awarded a certificate of participation.
- All decisions taken by the organizing team will be deemed as final.

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Code – Geeks

Introduction:

This Event is for all those, who think themselves as great coders. Undertake a thrilling journey through a series of brainstorming questions that will test your heights of programming skills. You need to have an acute knowledge of c/java language to solve the nerve cracking problems code. "So be ready to code your way to be declared the Gods of the trade."

Gameplay/Rules:

Round 1: (Prelims) will be an online competition among the participants. Here some Quality 'problem statements' will be uploaded on some of the Online Coding Platform. Time Duration: 90 minutes, you need to register online for this event. The Competition will comprise of 30 Objective Question followed by 2 Coding Question. This event would be on the first day of the main event. Shortlisted teams would be declared on site on the same day of Prelims Round.

Round 2: (Mains) will be again an online test, on some of the Online Coding Platform. Time Duration: 120 minutes it will be on the Second day of the Main Event (Blitz)

(Languages allowed: c, c++, Java)

Team Structure: 2 members per team

Chances to win exciting goodies and cash prizes worth Rs. 7000/-.

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CRYPTO-GRAM

CRYPTO – GRAM is an interesting mathematical cum programming contest in the area of Cryptography. The participants shall use their deducing, cryptography and programming skills to decrypt a set of messages provided. It aims to introduce the participants in the area of Information Security.

If you love cracking codes, demystifying the truth, have a knack for unravelling mysteries, solving baffling puzzles or are fascinated by decrypting codes, you have come to the right address.

Cherish the moments of glory after being crowned as the CRYPTO – GRAM of Blitzschlag'16. Here you will decipher the codes or puzzles based on clues or hints given.

Format:

There will be two rounds, both will be conducted online.

Round A: The 1st round containing objective and a code Question will last for 1 hour.

Round B: Those selected in the first round will be eligible for the second round which will again be online containing code questions but a little twister and a bit harder. Final Judgement would be done after the second round.

Rules:

Any sort of attempt to contact moderators personally for answers will lead to disqualification of the participant. 2. Funda for winning is simple: Solve all questions correctly before anybody else. 3. The discretion and judgement of the moderators will be final.

Judging Criteria:

- The person who completes the event first correctly wins the event.
- The person who solves it second will be first runner-up and so on. In any case of cheating, the participant will be immediately disqualified.
- The discretion and judgment of the moderators will be final.

Chances to win exciting goodies and cash prizes worth Rs.7000/-.

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ELECTRICAL ENGINEERING

JUGAAD

Introduction:

Jugaad is a technical modelling competition. It is a big platform for innovators where they can present their creative ideas through models. The theme for the event in this year's edition of Blitzschlag is 'Jugaad', which is a word that can mean an innovative fix or a simple workaround, used for solutions that bend rules, or a resource that can be used as such, or a person who can solve a complicated issue. It is a mixture of tradition, culture and attitude since it is an ancient management technique which signifies attaining any objective with the available resources at hand. It is a cost effective method to solve our day-to-day problems since only minimal resources are used.

Team Specifications:

- The competition will be held in two rounds.
- There can be a maximum of 3 members in a team.
- There is no restriction on the number of teams participating from an institute.

Rules:

First Round

In the first round, the participants have to submit a written abstract of their model giving details about their idea before 5th April. Abstracts have to be submitted at jugaad.blitzschlag@gmail.com.

Second Round

- The participants will have to present their working model in front of the jury.
- Parameters of judgement will be an idea, working, aesthetics, cost and usage.
- Model exhibitors will be provided an electric supply (220 V/ 50 Hz AC/ 3-pin) from the organizers' side.
- This is a great opportunity to showcase the project to the corporate world and will be a head start for the project to find a place for itself in the market.
- Top 3 teams from each category will be awarded exciting prizes.
- In a case of ambiguity, the decision of the judges would be considered final.

Chances to win exciting goodies and cash prizes worth Rs. 7000/-.

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Quiz-a-thon

Problem Statement:

What is the use of skills if you don't have any platform to perform on. Quiz-a-thon brings you a platform to use your QUIZZING & RIDDLE SOLVING skills in minimum time to create another hero in the quizzing world. This is a multiple rounds "on the spot" event consisting of 3 stages and allotted time is 30 minutes.

Game-play:

Stage 1: (QUALIFYING ROUND)

- Each team will be given no. of questions and team who will give answers in minimum time are eligible for stage 2.
- Top 6 teams will be selected.

Stage 2:

- It's a riddle round, especially consisting of electrical riddles.
- Answers to the riddles indicate the toughness of the questions in stage 3.
- The toughness of the riddle is according to the toughness of question in stage 3.
(For easiest question in stage 3, toughest Riddle is present in stage 2 and vice-versa.)

Stage 3:(FINAL ROUND)

- 6 teams qualifying round 1 and round 2 will play this round.
- Each team will be given 3 questions.
- 100 points will be awarded for every correct answer.
- The question can be changed (on request) leading to a reduction of 25 points.
- Hints are available for every question, (if asked but 50 points will be deducted)
- The team having maximum points after allotted time will be the winner.

Chances to win exciting goodies and cash prizes worth Rs. 7000/-.

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Strommarkt

Problem Statement:

To test the techno-managerial skills of the participants. The participants use their limited resources in the field of Electric Energy-management to maximise their profits.

Round 1:

Event Format:

- All the registered participants will be playing either as an energy Buyer or an energy Seller.
- Participants(Buyers/Sellers) will be bidding from a pool of 30 different bids for 10 sessions (3 slots per sessions)for the energy trade.
- The buyer/seller participants need to manage their bids in such a manner that the bid of Buyer is greater than the bid of the sellers for eachsession(as per the market rules).
- The bid of a buyer gets selected if his/her bid is greater than the average bid of the suppliers for that session.
- The bid of a seller gets selected if his/her bid is smaller than the average bid of the buyers for that session.
- Participants whose bids selected for maximum no of sessionsget selected for the second round.

Round 2:

Event Format:

- All the participants will perform the role of broker between the selling company and the consumers.
- Participants must maximise their profit in the electricity trade for a given network with the given constraints.
- On the violation of the constraints, some points will be deducted.
- In the end of the given time, the participants with maximum virtual money win.

Rules:

- A team can consist of maximum 2 members.
- Students from different colleges can form a team. Time limit for Round 1 is 45 minutes and Round 2 is 90 minutes.
- Penalty price for the second round will be mentioned at the time of the event.
- Judges decision will be the final and binding to the participants.

Chances to win exciting goodies and cash prizes worth Rs. 7000/-.

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CIR-KART

INTRODUCTION:

Everyone loves gadgets, many marvel at their working gets a kick out of using them while some admire how they work, they dismantle all the parts, study the components and end up innovating the circuit. If you are one of the budding masterminds who just not wonder but make others wonder at their creation, if you are zealous in fulfilling your hunger for innovation, we bestow you CIR-KART wherein you play to build.

Round 1 (Capital building round):

- This is a Quiz round. Questions will test participant team's basic knowledge of electrical components.

- Every correct answer will earn the participant team a definite amount of virtual money.
- A minimum amount of money should be earned in order to qualify the round and move on to the next round.
- The money earned by the team will become the asset with which the team will start its business in the next round.

Round 2 (Manufacturing and Marketing):

- A list of available electrical components with their prices and a separate list of the electrical circuit that can be built with those components will be provided to each team.
- Team has to purchase the required components using their virtual money (that they earned in Round 1) and then build circuit according to the given problem statement.
- Based on the Robustness and reliability of circuit, the team will be awarded virtual money.
- The team with maximum virtual money will win the round.

Rules and regulations:

- A team can consist of maximum 2 members. Students from different colleges can form a team.
- A team can return a component at any time. The money will be refunded, but only with a small penalty.
- The time spent during this exchange will be counted in the team's stipulated 2 hour time.
- Penalty price will be mentioned in the list given at the time of the event.
- Datasheet (with pin configuration and other basic details) for IC's in the component list will be provided.
- The completed circuit will be sold at a price which will lie in the range mentioned in the list. The actual price at which the circuit will be sold will depend on the robustness of the circuit and will be decided by the judge.
- Judging would be subjective.
- At the end of the round, the team which has maximum virtual money on hand, either in the form of cash or the possessed components will win. The actual price of possessed components will be calculated by subtracting the penalty.
- Any kind of malpractice will be strictly prohibited.
- Judges decision will be the final and each team should accept it.

Chances to win exciting goodies and cash prizes worth Rs. 7000/-.

Contact Us:

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Shubham Singh Rao

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ELECTRONICS AND COMMUNICATION

Circuit mania

Team Specifications:

- Maximum 3 participants per team are allowed.
- Team members can be of same or different university/college.
- Any participant cannot be a part of two teams, failing on which both teams will be disqualified.

Gameplay:

- There will be two rounds: prelims and finals. As per in prelims there will be a circuit debugging competition and teams will be selected as per the minimum time taken to debug the circuit correctly.
- In the finals there will be circuit designing on the given problem statement (which will be given just before the event in the gap of prelims and finals). And the team completing it correctly in minimum time will be declared as the winner.
- The participants need not bring any of the equipment with them. All the equipment and tools required will be provided to them by us .
- No extra time will be given to participants. In case of the time lapse the discretion of judges will be final and abiding.

Chances to win exciting goodies and cash prizes worth Rs. 7000/-.

Contact:

Kishan Atal	Vijeta Ghawari	Lucky Agarwal
(7820941470)	(9887624194)	(8387930239)

POSTER PRESENTATION

INTRODUCTION:

“Even small creative ideas of individuals have the potential of being the foundation stones of tomorrow’s massive technologies.” Are you waiting for a platform to showcase your innovations? Here is a great opportunity for budding engineers to unleash their innovative technical ideas. Yes, the poster presentation event at Blitzschlag’16 is all set to give you a golden platform to put your innovative ideas on topics given below:

- Internet of Things
- Li-Fi Technology
- Biomedical Engineering
- 5G Technology
- Digitalization of India

Rules:

- The participants should bring their posters prepared with them.
- Only pin board will be provided for presentation.
- The poster should contain Topic, Candidate’s name and college name.
- A team should contain a maximum of 3 students
- .keep your poster presentation per judge for 15 minutes
- On the basis of best poster presentation, 1st, 2nd winner will be awarded the appropriate Cash Prize.

Chances to win exciting goodies and cash prizes worth Rs.7000/-.

Contact us:

Tanvi Sahu	Priyanka Verma
9610966384	7727084576

LET'S GET QUIZZICAL

Quiz Rules

- A team shall consist of max two students.
- The decision of the quiz-master will be final and will not be subjected to any change.
- Participants shall not be allowed to use mobile or other electronic instruments.
- Questions shall be in the form of multiple choice, True / False statement, Specific-answer question etc. Questions will test the technical know-how as well as the knowledge of current trends in the field of electronics.

Elimination Round

- Each team would be given a set of 30 questions.
- Marking scheme: correct: +3 incorrect: -1 and not attempted: 0
- Time limit - 30 minutes
- In the case of a tie between 2 or more teams, teams with lower negative marking would be given preference for final selection.
- The selected teams will move forward to the final round.

Final Quiz – Stage Rounds

Round 1:

- each team will undergo a rapid fire round
- 10 marks for each correct answer, 0 marks for passing and -5 marks for an incorrect answer.
- Answering time is only 10 seconds.
- Team discussion is allowed.
- A team's first answer shall be considered the final answer.

Rounds 2:

- Each team would be asked 5 questions each.
- 20 marks for each correct answer, 0 marks for passing and -10 marks for incorrect answer.
- If a team cannot answer the question, they can pass the question & then the question would be forwarded to the next team. Answering time is only 10 seconds.
- Team discussion is allowed.
- A team's first answer shall be considered the final answer.
- The final winner shall be decided as per the overall scores in all the three rounds.
Chances to win exciting goodies and cash prizes worth Rs.7000/-.

Contact us:

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MECHANICAL ENGINEERING

Hydraulic Arm

Event description:

Make a hydraulically actuated arm that can pick and place objects, and complete the given task in the shortest possible time, without the use of electronics.

Format:

This event Consist of two stages:

Stage 1:

The participants will have to submit an abstract of the design.

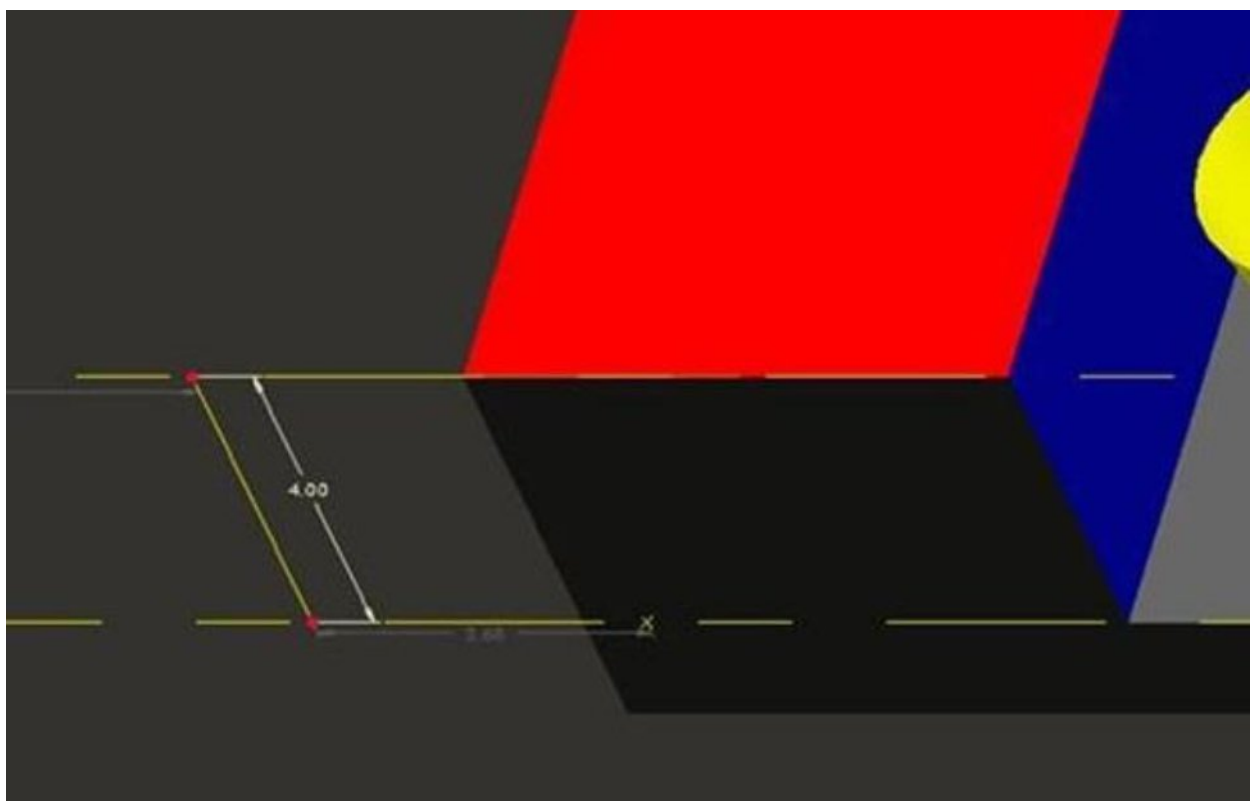
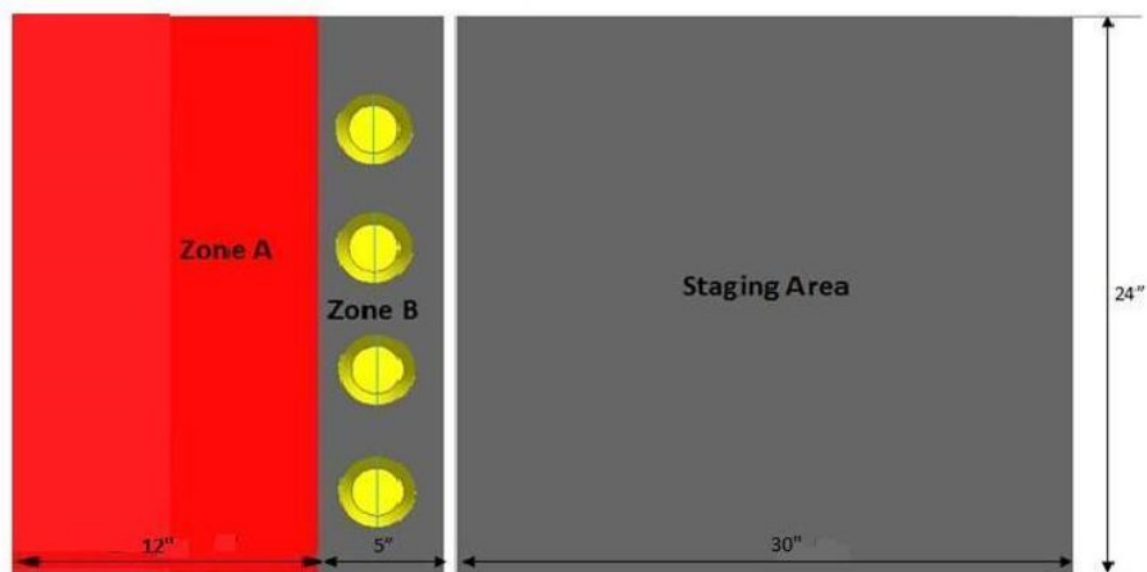
Stage 2: Divided into two parts

Part A:

- The participants have to pick colored blocks (3*3*3 Rubik's cube) from Zone B and place it in Zone A(elevated platform) in order to form a given formation
- Timer will be stopped when all cubes are arranged in given way.
- Each team will be granted only 3 trials. If the task is accomplished in all three trials, the best of three timings will be taken. In the case of any failure, etc., that particular trial will be considered used.
- In the case of failure, the team has a maximum of 10 mins to fix the problem.
- Regarding the PRACTICE arena, teams may perform dry runs for a duration of 5mins max. Use of the practice arena is unlimited, but will be monitored to ensure all teams have equal opportunities.

Part B

- Points will be awarded on the basis of weight; the arm with the lightest weight will get the maximum point.
- The participations have to lift the weight with the help of hydraulic arm and place it to instructed spot.
- The weight will be sequentially increased to a limit (approx. 100-150 gm and points will be awarded accordingly.)



Arena dimension

3*3*3 Rubik cube to be used. (Approx. 3"*3"*3")

Judging criteria:

- Time taken to finish the given task is the basic criteria.
- Other than that minimum numbers of people operating the arm and aesthetics of the arm have importance in the case of ties.

Rules:

Submit an appropriate abstract describing the design of the arm before 28th March 2016. If unable to contact us.

- The “mechanical arm” should be set up in the staging area before starting the event.
- No part of the arm should cross the demarcating line before the commencement of the event.
- The teams are allowed to start operating the controllers only after the start of the timer when instructed by the organizer.

Regulations:

- A team can consist up to 4 members
- The arm should have a stable base and must be able to stand by itself at all positions.
- All the joints of the arm must be actuated hydraulically and must be operated with manual controls.
- The controls must not be mounted on any of the moving parts of the arm.
- The controls may be placed on the base or any part of the staging area.
- The participants will be allowed to handle only the controls and not the arm or the cubes during the event.
- The participants are allowed to use any material (Popsicle sticks, plywood, etc) to build the arm.
- Stock arms are not allowed.
- Electrical or Electronic components such as motors, batteries should not be used.

Resource:

<https://www.youtube.com/watch?v=qVDae3EEewA>

Chances to win exciting goodies and cash prizes worth Rs.7000/-.

Contact Detail:

Anubhav Kashyap-7073155680

Ashvin Ratnawat 9406684210

BALLISTA

DESCRIPTION:

BALLISTA is an event wherein you integrate your intellect and tenderness to develop weapon / projectile to hit the distant target. So blend your engineering and creativity to win the battle.

DESIGN SPECIFICATION AND CONSTRAINTS:

- You need to design a ballista to hit the specific target in the field.
- The weapon should be able to throw a ball/sword to a minimum of 10m.
- Weapons must be equipped with a well triggering mechanism (trigger means to throw a projectile at your own will like to fire a gun).
- Your target point may be at a certain height and may contain obstacles so design your weapon accordingly.
- You can only use mechanical components to fabricate your weapon.
The maximum dimension allowed for your weapon is 15cm*15cm*15cm.
- Your weapon must be equipped with a suitable mechanism to throw the projectile at different angles.
- You can choose or design your projectile according to your weapon. (It can be of different shape and size e.g. stick or small balls)

STAGES:

The event comprises of 3 stages which are designed considering the following factors

- The range of the projectile.
- A number of attempts to hit a target.
- Accuracy
- Modelling of the weapon.
- Any innovation in the weapon will give you bonus points.

RULES AND REGULATIONS:

- Each team can consist maximum of 2 members.
- The design of the weapon and projectile should not harm anyone.

- Both the members should be present at the event.
- Teams should be able to present the working, mechanism and design considerations to the judges.

VENUE:

To be disclosed later.

REFERENCE: <https://www.youtube.com/watch?v=CjCoE4dAEp8>

Chances to win exciting goodies and cash prizes worth Rs.7000/-.

CONTACT:

Nidhi Lambhate :7727049772

Mritunjaya Tripathi :9694458024

I NVENTO

ROUND 1:

Problem statement:

Design a wheelchair for DIVYANG persons. Find the existing problem in the existing wheel chair which disabled person faces. Give some innovative & feasible changes in the existing wheel chair design.

- A team should include at max 2 Students.
- Design should be made in any Autodesk Software (E.g. Autodesk inventor, Fusion 360, Autodesk Maya)

Judging Criteria:

- Proper identification of the existing problems in wheelchair.
- Novelty in proposed solution.
- Designing skills and hands on the software.
 1. 3D model (all ipt/iam files)

2. Take snapshots (jpeg) of your modeling at regular interval.
3. 2D Drawing (dwg) of the model.
4. Bonus points would be given for exploded view & animation.

NOTE:

-All the Files should be zipped in Folder naming it as
TEAMNAME_COLLEGENAME.

-None of the parts should be copied from INTERNET. Team would be disqualified
if found doing.

Top 10 teams would be shortlisted and would be eligible for Round 2.

Round 2 is an ON-SPOT challenge.

Chances to win exciting goodies and cash prizes worth Rs.7000/-.

Contact details:

Mitesh Rajput- 9772135960

Mandeep Singh Kapoor -9001461739

METALLURGY

DESIGN PROBLEM

ABOUT THE EVENT:

Students will be given designing problems related to metallurgy which will test their knowledge of fundamental concepts and problem solving skills.

RULE:

- There will be a pen and paper based test.
- Time allotted for the event is 1 hour.
- Single participation is allowed.
- Problems will be asked related to metallurgy and material science. (TO BE GIVEN)
- Evaluation will be done by Faculty members from the Department of Metallurgical and Material Engg. , MNIT Jaipur.

Chances to win exciting goodies and cash prizes worth Rs.7000/-.

METVIDZ

ABOUT THE EVENT:

This event will test knowledge and concepts in Metallurgy and Material Science.

RULE:

- Each team comprises of 2 students.
- The Quiz round consists of Objective type Questions.
- There will be a pen and paper based test
- Evaluation will be done by Faculty Members from the Department of Metallurgical and Materials Engg. MNIT Jaipur

Chances to win exciting goodies and cash prizes worth Rs.7000/-.

PAPER PRESENTATION

ABOUT THE EVENT:

The participants are required to submit a paper on any one of the allotted topics related to the field of Metallurgical & Material Engineering.

RULES:

- Maximum of 3 Students per team is allowed.
- Each team has to submit its abstract in PDF/DOC form.
- The maximum limit for the abstract is 4-5 pages.
- Selected teams will be called to give a detailed Power Point Presentation.
- Time allotted for each presentation will be 15 minutes.
- Students can select any one of the following topics as given by the technical teams (TO BE GIVEN)
- Evaluation will be done by Faculty members from Metallurgical & Materials Engineering, MNIT Jaipur.

Hitesh Gupta : 7742055950

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Vikas Pratap: 9928582267

2013umt1423@mnit.ac.in

Chances to win exciting goodies and cash prizes worth Rs.7000/-.

MATERIALS' HUNT

ABOUT THE EVENT:

This event will test practical and experimental knowledge in Metallurgy and Materials Science. Participants have to scout for the materials by deciphering riddles.

RULE:

- Maximum of 3 Students per team is allowed.
- Riddles will be provided on the spot.
- Time limit will be 90 minutes.

Chances to win exciting goodies and cash prizes worth Rs.7000/-.

Contact us:

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Amrita Dixit – 8504034433 (2013umt1787@mnit.ac.in)

LABYRINTH

It is the OFFICIAL MNIT LAN GAMING EVENT which will be held during BLITZSCHLAG'16.

Four games will be played during the course of this event –TEKKEN 3, FIFA 14, NFS MOST WANTED (2005) and COUNTER STRIKE 1.6.

Tournament Rules and Regulations

By entering the Labyrinth Tournament, you acknowledge the following terms and conditions and agree to adhere to the tournament rules:

- ❖ The final retail-edition will allow participants to configure buttons to their preferred settings prior to each match (but cannot be altered once a match has begun).
- ❖ Competitors may choose to play rounds on their own pad if preferred, but agree that all equipment will be subject to inspection by Gaming staff prior participation.
- ❖ All Participants are responsible for their own equipment and Gaming staff will not be liable for any loss or damage to participant equipment.
- ❖ The participation fee is Rs. 50 per head.

TEKKEN 3

RULES

TOURNAMENT FORMAT:

- Matches will be a single elimination knock out.
- Participants will proceed upon winning Matches.
- Players must bring their own controllers and keyboards.
- Each Fight will be set to a best of three Rounds. (First to reach two K.O.s).
- The Initial Matches of the tournament - the Fights will be played to a best of 7 Fights.
- The Semi Final Matches of the tournament - the Fights will be played to a best of 11 Fights.
- The Final Match of the tournament - the Fights will be played to a best of 15 Fights.
- Participants that lose their Match will be eliminated from the tournament and can play no further part, regardless of forfeiture or abstention from other participants.
- Any failure from a contestants own equipment during the Grand Finals Event will result in the participant forfeiting the Fight – It is your own responsibility to ensure your own equipment is in good working order.

TIE BREAKERS, BYES & FORFEITS:

- By entering the tournament you accept that Gaming Staff reserves the right to award Byes to further rounds, settle Tie Breakers and administer Forfeits at their own discretion.
- You also accept that Gaming Staff decisions are final and failure to follow their directions can result in the forfeit of Fights or disqualification from the tournament.

Round Forfeiture:

- If a participant presses PAUSE during a Fight they will immediately forfeit of the Round unless sanctioned by a member of Gaming Staff.
- Labyrinth Gaming Staff will not tolerate excuses attributed to mobile phone rings, itches, sneezes etc. and their decision is final.

Fight Forfeiture:

- If a participant wishes to change the configuration of their controller buttons once a match has already begun they must forfeit the Fight.

FIFA '14

General Rules - FIFA '14

- -Competition Method: 1 vs 1
- -Game Mode: Kick off
- -Teams: All International teams & Clubs (except FC Barcelona, Real Madrid FC, FC Bayern Munich, Classic XI, World XI and Adidas All-Star)
- -Players must bring their own controllers and keyboards.
- -Player can only PAUSE the game when the ball is out of play during his own possession
- -Consoles are allowed, initially console players will be matched against keyboard opponents, but in later stages of competition keyboard vs keyboard or consoler vs consoler matches would be done according to admin's wish in case no other opponents of same type are available.
- -The teams' and players' abilities cannot be modified arbitrarily.

- -Players on both sides must select the options before they begin the game. The match result will be accepted even if the players, during or after the match, find out each other's settings were different from the official settings.
- -Player changes and strategy changes are limited to 3 times during the game. (The changes before the start of first and second half are not included in this count.)
- -Players must pause the final screen till the official records the result of the match

Game Rules

Preliminary rounds

Knock Out (One leg only)

- In a case of a draw after 90 min, Golden Goal rule will be followed in extra time.
- If a winner is not decided after extra time, a new match would be started and the first player to score a goal wins.
- Neutral stadium
- If an odd number of players result after knockouts, the final decision would be in the **hands of the admin**

Semi-final and final rounds

- Two legs (away goals rule will be followed)
- In a case of a draw after both fixtures, Classic rule will be followed in extra time.
- If a winner is not decided after extra time, the winner would be decided on Penalties.

Game Settings

- Custom Formations: NOT allowed
- Custom Tactics: Allowed
- Half Length: 5minutes
- Difficulty level: world class
- Game Speed: Normal
- Camera: Any. If the players cannot agree on which camera angle to use, admin shall decide it for them.

- Injuries: On
- Offsides: On
- Bookings: On
- Handball: Off
- Subs On Bench: 7
- Radar: 2D
- Time/Score Display = ON
- Weather: Clear
- Time of day: Night

CONTROLLER SETTINGS: Players are allowed to choose any controller settings they prefer.

NFS MOST WANTED 2005

Game Version: NFS Most Wanted 2005

Game Type

- Circuit / Sprint
- Host, client will be announced before the match or decided by coin toss. (Only for LAN Tournament)
- Players must bring their own controllers and keyboards.
- At the end of each match, players must maintain the final screens and receive confirmation from a referee.
- All the participants playing at a time will have to play with the same car.
- The car and the track will be decided by the chit system.

Tournament Format

Basic Round:

- In this round sprint & circuit races will be played.
- Four participants will be competing in this round at a time.
- The winner after the race will advance to the next round.

Advance Rounds:

- In these rounds there will be 3 races between the participants.
- Four participants will be competing in this round at a time.
- First will be Sprint, second will be 2 lap circuit and the third will be Drag.
- The participant winning 2 of the 3 races will be in the semi-final.
- If a participant wins 2 races continuously, then the third race will not be run.
- This process will be continued until we get top 9 participants.

Semi Finals:

- In semi-finals there will be 4 races between participants.
- Three participants will be competing in this round at a time.
- First will be Sprint, 2nd will be 2 lap circuit, 3rd will be Sprint and 4th will be Drag.
- At the end of all races the participant who wins most races will be advanced to finals.
- In case of a tie an extra sprint round will be played.

Finals

- In finals there will be 5 races between participants
- Three participants will be competing in this round at a time.
- First will be Sprint, 2nd will be 2 lap circuit, 3rd will be OUTRUN** (details of this race are mentioned at the end of this page), 4th will be Drag and 5th will be sprint.
- The participant winning 3 races first will win the tournament.
- In case of a tie an extra sprint round will be played.

**OUTRUN

- The loop for this race will be NFS World Loop.
- Every participant will play individually and the best timer will be adjudged the winner of outrun.

Game Settings

- The Course selection may be changed prior to the tournament. Players will be informed of any such changes before the tournament.
- Race Mode Options : Circuit/Sprint
- Track Direction : Forward
- Number of LAPS will be decided by admin
- N20 : ON
- Collision Detection : Off
- Performance Matching : Off

Player Options

- Game Moment Camera : Off
- Car Damage : Off
- Rear-view Mirror: Player's own discretion
- Units : Player's own discretion

Disconnect

- Intentional Disconnection will be decided by the referee, any offending player will be charged with a loss by forfeit.
- If the disconnection is deemed to be unintentional by the referee, the match will be restarted. If any player does not agree to a match restart, that player will lose by default.

Penalty for Unfair Play

- Unfair play
- Use of any cheat program
- Intentional disconnection
- Use of any settings exceeding standard and permitted settings.
- If the match is disrupted due to unnecessary chatting, the player may be given a warning or lose by default at the referee's sole discretion.
- Upon discovery of any player committing any violations regarded as unfair play, that player will be disqualified from the tournament.
- During the course of any match, the operations staff and/or referee may determine other actions to be unfair play at any time.
- Two warnings constitute being disqualified from the tournament.

COUNTER-STRIKE 1.6

Introduction

Counter-Strike is a first-person shooting game in which players join either the terrorist or counter-terrorist team. Each team attempts to eliminate the opposing team. Various LAN tournaments are held throughout the world to compete in the extreme environment of Counter Strike 1.6.

General:

- 4 vs. 4 Team Play

- Rounds:

Initial Rounds: 14 Rounds (Max Round Format), 7 as Terrorists(T) and 7 as Counter-Terrorists (CT) per team

(Victory Condition: The first team to win 8 rounds .If a team wins 8 rounds first ,the match will end immediately).

- In Semis: 24 Rounds, 12 as T & 12 as CT (Victory Condition: The first team to win 13 rounds).

- In Final: 40 Rounds, 20 as T & 20 as CT (Victory Condition: The first team to win 21 rounds).

- Team captain winning the toss can select either the map or side (CT or T).

- In case of a tie after the regulation rounds end, 6 extra rounds will be played (3 as T & 3 as CT).

- In case of yet another tie after 6 extra rounds,6 additional rounds will be played until the tie is broken.

- Round Initial Money:\$800

- Extra Round Initial Money:\$10,000

- Maps: De_Dust2, De_Inferno

- General settings:

Spectate is OFF, fade to black (after death) is ON

Map Time : 1 minutes 45 sec

Freeze Time: 4 seconds

Buy Time: 20 seconds

Friendly Fire: ON

Details :

- Use of Automatic snipers (D3/Au-1 and Krieg-550) and tactical shield is strictly prohibited.

- If disconnection occurs during a match then scores till the last round will continue and starting money will be decided by the organizers.

- Team messages are allowed.

- Use of console commands is strictly prohibited

- Players can bring their equipments such as Mouse, Keyboard, Headphones and Mouse Pads.
- Use of any CFG'S in between the Game, will lead to DISQUALIFICATION to the team.

Match Forfeiture:

- If a contestant cannot be located after his name has been called he/she will automatically forfeit the Match.
- Any participant deliberately attempting to sabotage or damage Labyrinth Gaming equipment to restart matches will be immediately disqualified from the tournament.
- Any persons who attempt to disrupt Matches with verbal or physical abuse of Gaming Staff or tournament competitors will be disqualified from the tournament and may be removed from the venue.
- Refusal to play a Fight or committing any disruptive behaviour that can delay the tournament will result in forfeiture of the Match regardless of contestant tournament standings.

Further Terms And Conditions:

- Your co-operation in this matter is greatly appreciated. If you are in any doubt regarding this rule, please speak directly with the management before entering a tournament, to ensure you fully understand what is required of you.
- These rules exist in order to protect the integrity and fairness of Labyrinth Gaming events.
- Please note that in exceptional circumstances, the tournament rules may be subject to change at short notice. In the event of such a change, the tournament director and/or management will make every effort to make participants aware of this fact as soon as possible.
- We also reserve the right to eject any participant who, in our opinion, is detrimental to, and/or is having a negative impact on the event. The management's decision on all matters is absolute and binding.

These rules are for the "Labyrinth Lan Gaming Event" and "Labyrinth Team" holds the right to modify.

Chances to win exciting goodies and cash prizes worth Rs. 7000/-.

For further queries contact:

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SUSHMIT MOON 8696123094

SARVESH VISINIGIRI 7728060343

BLITZCHLAG'16 ACCOMMODATION POLICY

Accommodation facilities will be provided from 8th April'16 to 10th April'16. These facilities can also be availed on 7th April for the teams participating in the prelims.

PROCEDURE

- Fill the details at the website

ACCOMMODATION CHARGES

*** PLEASE NOTE: THE ACCOMODATION FEE CAN BE PAID IN THE FORM OF A DEMAND DRAFT (DD) IN THE NAME OF "MNIT REGISTRAR" AND SUBMITTED ON THE REGISTRATION DESK OF ACCOMODATION. ***

The cash can be paid on the spot too.

- Charges for Accommodation per person are Rs. 1000 (excluding the entry ticket of Rs.200) for 3 days or less. These charges include the food facility which will be provided to the participants taking accommodation by the hostel mess. No other charges would be taken apart from this for basic food facility.
- The participants will have to pay in advance at the Registrar's desk on their arrival for accommodation.
- In case the stay is extended, accommodation will be provided subject to availability. The payment for the extra days should be made at the Accommodation Desk.

IMPORTANT GUIDELINES

- Please indicate your exact date and time of arrival in the online form.
- Any request at the last moment for accommodation will be entertained based on the availability only.
- All participants should carry their college ID.
- The Team Leader should complete all the formalities on behalf of the whole group. The Team Leader must report at the Accommodation Desk with the confirmation College IDs of all members of the team and collect their Accommodation IDs.
- Due to space constraint in MNIT Campus, accommodation availability is limited. Hence, accommodation is provided on first come first serve basis.
- Damage to any college property & misbehaviour of any kind will not be tolerated and a fine will be imposed accordingly. In case of any dispute with the college committee and if found guilty, the organizers hold the authority to cancel the accommodation of the participant/individual at any time during the event.

GENERAL INFORMATION

PAYMENT INFORMATION:

- The participants each have to pay Rs.200 for entry ticket , this will include entry to all pronites. The entry ticket have to be bought only once for all three days.
- The participants have to pay an additional fee of Rs.100 per head fee for participation in any technical event only once for all three days.
- The team registration for Panache,nukkad, battle of bands, Ramba Samba and stage play is Rs 600 per team.
- The participants are required to carry the tickets at all times and shown whenever demanded by the Blitzschlag team or college authority.
- The accommodation fee is Rs. 1000 per head, for three days or less. The participants are required to pay Rs 200 at the registration desk for entry fee.

ACCOMMODATION GUIDELINES:

- The participants will be accommodated in guest houses and well-constructed hostel common rooms of over 11 hostels. The decision about the kind of accommodation provided to the teams would be made by the accommodation team on first come first serve basis.
- Accommodation along with required accessories (mattresses, buckets & mugs) per room basis will be provided beforehand itself.
- First priority will be given to the event participants; visitors will get accommodation if space permits.
- Accommodation ID should be carried at all times and shown whenever demanded by any member of Hospitality or Security Team.
- Participants are advised to carry a small lock and chain for safety of their luggage as no lockers or any other storage facility is provided. Team Blitzschlag shall not be responsible for any kind of loss/theft.
- Any kind of obscenity, vulgarity or misbehaviour will lead to immediate expulsion from the institute.
- In Case of any disputes, the decision of Accommodation Heads would be final and binding.
- Girls will have to be in their respective hostels before 10 p.m.
- The participants have to vacate the hostels before 12 noon on 11th April.

CONTACT US:
ORGANISING TEAM

NEMISH SHAH 7568677632

VAGISHA SHARMA 7568561343

DIVYANSH AGARWAL 9460451759

KUSHAGRA PORWAL 7734964102

NIKHIL AGARWAL 8302616146

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