



**23 March 2023**

# Rule Book

## SHRI MADHWA VADIRAJA INSTITUTE OF TECHNOLOGY AND MANAGEMENT

(A Unit of Shri Sode Vadiraja Mutt Education Trust®, Udupi)  
Accredited by NBA | Accredited by NAAC with 'A' Grade | Affiliated to VTU, Belagavi  
Approved by AICTE, New Delhi & Recognized by Govt. of Karnataka  
Vishwothama Nagar, Bantakal-574 115, Udupi District, Karnataka, INDIA



## **ABOUT VARNOTHSAVA**

Varnothsava, the festival which celebrates the talents and cherishes the enthusiasm among the techno buds has completed its journey of 9 beautiful years, with every year adding a new glory to its account ! Milestones are reached when impossible is made possible, Varnothsava is one such milestone that gives out a platform for all the kinds of talents ranging from technical to gamings and from cultural to western art forms! Technical and Cultural events with the glimpse of thrill and excitement VARNOTHSAVA 2023 awaits for you .... !

## **FROM PRINCIPAL'S DESK**

In the present day, abundant platforms are available to showcase the talents of students. VARNOTHSAVA is one such precious platform to perform. Varnothsava has always been a great destination for all the young and budding future engineers who have the zeal of achieving something not ordinary! The successful 9 years of VARNOTHSAVA is an achievement in itself which is purely fueled by the participants from various colleges! It's time to explore the talents and motivate the enthusiasts for the better future! All the very Best for VARNOTHSAVA 2023 - The Colourful blend of Talents.

# *General Instructions*

- Entry fee: Rs 150/- per participant. (Maximum of 4 events per participant)
- Participants should bring their college ID Card.
- Judges' decision will be final.
- Online registration Link: <https://varnothsava.sode-edu.in>
- Registration fee shall be paid on the day of Varnothsava.
- Events will be cancelled if the number of participants/ teams are less than 4.
- Registration starts from 10<sup>th</sup> March 2023. Last date for registration is 20<sup>th</sup> March 2023.
- No Spot registration is allowed.



# *Cultural Events*

# *Pada Yatra*

**-Solo singing Classical**

Time: 10:30 AM    Venue: Admin Block Seminar Hall

- Duration: 7 minutes (including set-up and clearance time).
- Maximum of 2 accompaniments are allowed, excluding a Shruthi box.
- Karaoke is strictly not allowed.
- The item can be presented in either Hindustani or Carnatic style.
- Film songs are not allowed for this competition.



# Nanna Haadu

-Light Vocal Solo(Indian)

Time: 11:30 AM    Venue: Admin Block Seminar Hall

- Duration: 5 minutes (including set-up and clearance time).
- Maximum of 2 accompaniments are allowed, excluding a Shruthi box
- Film / non-film songs can be presented. [Examples: Geet, Ghazal, Bhajan, Bhavageethe, Janapada geete].
- Karaoke is strictly not allowed..



# *Geeta Gayana*

**-Group Song(Indian)**

Time: 12:30 PM    Venue: Admin Block Seminar Hall

- Team may consist of maximum 6 members.
- Duration: 8 minutes (including set-up and clearance time).
- Maximum of 2 accompaniments are allowed, excluding a Shruthi box.
- A team must present one song, either patriotic or folk (Film songs are allowed).
- Only Indian languages will be used for group songs.
- Karaoke is strictly not allowed..



# Rocking Rhythm

-Group Song(Western)

Time: 1:30 PM      Venue: Admin Block Seminar Hall

- Team may consist of maximum 6 members.
- Duration: 8 minutes (including set-up and clearance time).
- A maximum of 2 accompanists are allowed.
- The song(s) must only be in English.
- Karaoke or Programmed Music is allowed.





# Boom Boom

-Solo Dance (Indian/Western)

Time: 10:30 AM    Venue: Open Stage

- Duration: 7 min
- Recorded music is allowed
- Any Indian/western dance form may be performed.
- Songs from films may be used.



# Natya

**-Group Dance (Indian/Western)**

Time: 12:00 Noon    Venue: Open Stage

- Group may consist of minimum 3 maximum 10 members.
- Duration: 8 min.
- Recorded music is allowed.
- Any Indian / Non-Indian dance form may be performed.
- Props may be used.
- Obscene dressing, presentation and vulgarity are not allowed.
- Water, color, gas and fire should not be used.



# Click Click

## -Spot Photography

Time: 10:30 - 12:30 PM

- Type: Solo
- Topic: Given on the spot
- Image format: JPG/ JPEG. Images taken on mobile cameras only will be accepted.
- Photo should be original. Cropping / corrections of brightness, contrast, sharpness, white balance to enhance the quality are not permitted.
- Image with mixing / merging of two or more images, adding / deleting of the contents from the original image will be disqualified and rejected.
- If demanded/required, participants shall produce the original digital soft copy photo for verification.



# *Rangitaranga*

-Face Painting

Time: 10:30 - 12:30 PM

- Type: Solo
- Topic: Given on the spot
- Participant shall paint on self or may get accompany.



# Chittara

## -Canvas Painting

Time: 11:30 - 1:30 PM

- Type: Solo
- Duration: 2 hour
- Themes:(anyone of these will be given):
  - Beautiful morning
  - Mountains and Forests
  - Animal Kingdom
  - Village life
  - Lovely waterfall
- Only A4 canvas sheet will be given.

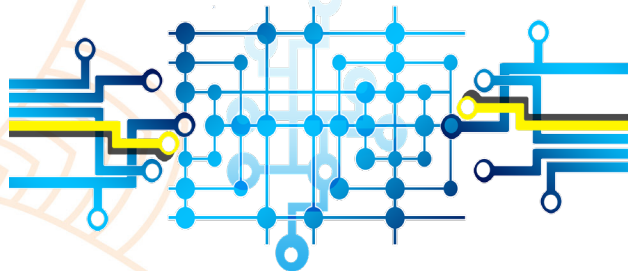




*Technical Events*  
*Gaming Events*

# *Electrocuted*

- Type: Team of 2 members
- Round 1: The prelims: A simple electronics related pen and paper test comprising 10 questions, which has to be solved within a stipulated amount of time.
- Round 2: The Mains: The top qualifiers of the 1<sup>st</sup> 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.



# *Code Troopers Code Contest*

- This is a single round event where the participant has to solve three questions in two hours.
- 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.



# Robo Soccer

## Robo Soccer:

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.

## Rules:

### 1. Game play:

- 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.

- 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.

## 2. Robot specifications:

- 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.
- Any parts with intent of damage to opponents will lead to disqualification.
- Wires must not restrict the motion to the corners of the arena.

### 3. General rules:

- 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.
- 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

- 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 four teams will continue to move on to the next round till the finals.
- 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.



# Contact Us

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SMVITM



AGAM

# LIVE IN CONCERT



**On 26<sup>th</sup> March 2023**

**7:00 PM onwards**