



# ABOUT US

Heritage Utsav is the reformed, annual cultural and technical festival of Heritage Institute of Technology, Kolkata - one of the finest educational institutions in the state. It combines the realms of Technology and Culture into 6 days of fun and ecstasy, with events ranging from varied fields – dance, music, theatre, fine arts, science, technology, debating, photography, film and literature. The highlights of the festival are usually the DJ and Guest Performances that span over the last two evenings. The festival witnesses the gathering of talents from all the aforesaid fields, from all around the city in particular and the country in general.

With a plethora of cultural, sports and technical events and inter-college competitions, the 16th anniversary of the fest, Heritage Utsav 2019 is touted to be one of the best college fests of Eastern India. Gear up for a major happening from the 1st to 6th of April!

# TECH EVENTS

APRIL 01-03



EVENT	TIME	VENUE	ORGANISED BY
Blood donation drive	10:00 – 16:00	MCA Lobby	NSS & Rotaract
TechTonic	10:00 – 12:00	SAC Auditorium	Geeks United
Construkt	12:00 – 16:00	ICT 311,312,305	Geeks United
CircuiTricks	12:00 – 17:00	ICT ECE Labs	Geeks United
Sudocode	10:00 – 11:00	ICT 311	Geeks United
Rural-La-Carte	12:00 – 14:00	Executive Hall	EDC
Science Quiz (Prelims)	11:00 – 13:00	CB607	Science Club
Model and Poster Making	14:30	CB Executive Hall	Science Club
Debate Competition	14:00 – 17:00	SV Auditorium	Debate Society

April 01

EVENT	TIME	VENUE	ORGANISED BY
Carpe Diem	10:00 – 12:00	A-SEM	EDC
Cad-O-Mania	10:00 – 14:00	CE CAD Labs	Geeks United
Game of Roads	10:00 – 17:00	CB Executive Hall	Geeks United
Cross-Roads	10:00 – 17:00	CB Executive Hall	Geeks United
Drift-O-Drop	10:00 – 17:00	CB Executive Hall	Geeks United
League of Bots	10:00 – 17:00	CB Executive Hall	Geeks United
Mutex	11:00 – 15:00	MCA 302, 303	Geeks United
Code It	11:30 – 14:30	MCA 302, 303	Geeks United
Brand-a-Thon	12:00 – 14:00	A-SEM	EDC
Precision Prelims	14:30 – 16:00	MCA 302, 303	Geeks United
Science Quiz (Finals)	14:30 – 16:30	CB607	Science Club
Counter Strike GO (Knock Out Day 1)	10:00 – 17:00	CB607	Gaming Club
FIFA (Knock Out Day 1)	10:00 – 17:00	CB607	Gaming Club
Conundrum	13:00 – 16:00	SV Auditorium	Atmadweep

**April 02**

EVENT	TIME	VENUE	ORGANISED BY
Scam Jam	10:00 – 12:00	CB Executive Hall	EDC
ChemPower	10:00 – 14:00	CE ChE Labs	Geeks United
ElectroSprint	10:00 – 17:00	ICT ECE Labs	Geeks United
Drone Works	11:00 – 13:00	CB416	Flying Club
Code It	11:00 – 14:00	MCA 302, 303	Geeks United
Innovation Challenge	11:00 – 16:00	ICT 409	Geeks United
Biz-Tech Quiz	12:00 – 14:00	SV Auditorium	EDC
X-Wings	13:00 – 14:00	SAC Ground	Flying Club
Flip It Up	14:00 – 15:30	SAC Ground	Flying Club
Precision Finals	14:00 – 16:00	MCA 302, 303	Geeks United
Counter Strike Go (Knock Out Day 2)	10:00 – 17:00	CB607	Gaming Club
FIFA (Knock Out Day 2)	10:00 – 17:00	CB607	Gaming Club

April 03



# cultural events

april 04 - 06



EVENT	TIME	VENUE	ORGANISED BY
Eastern Fusion Band Competition	10:00 - 13:30	MAIN STAGE	Resonance
Eastern Group Dance Competition	14:00 - 16:00	MAIN STAGE	Ghungroo
Creative Writing Competition	11:00 - 12:00	CB607	Literary Club
Adspoof Competition	11:00 - 12:30	A-SEM	Anubhav
Script Writing Competition	13:00 - 14:00	CB416	Literary Club
Film Quiz	13:00 - 16:00	A-SEM	Pravasana
Movie Screening	10:00 - 17:00	THA Auditorium	Pravasana
Antakshari (Faculty)	15:00 - 17:00	CB416	Resonance
Stage Drama Competition	13:00 - 17:00	SV Auditorium	Anubhav
Photography Exhibition	12:30 - 17:00	CB LOBBY	Pravasana
Film Debate	12:30 - 17:00	CB607	Pravasana

April 04

EVENT	TIME	VENUE	ORGANISED BY
Western Band Competition	11:00 - 15:00	MAIN STAGE	Resonance
60 Secs To Fame	12:00 - 13:30	A-SEM	HFC
Solo Dance Competition	11:00 - 12:30	SV Auditorium	Ghungroo
Eastern Solo Singing Competition	13:00 - 16:00	SV Auditorium	Resonance
Instrumental Event	16:00 - 18:00	SV Auditorium	Resonance
Street Play Competition	11:00 - 15:00	CB GROUND	Anubhav
Photography Competition (On Spot)	11:00 - 15:00	-	Pravasana
Movie Screening	15:30- 18:00	THA Auditorium	Pravasana
Short Film Competition	10:00 - 15:00	THA Auditorium	Pravasana
Photo story Competition	10:00 - 17:00	EXECUTIVE HALL	Pravasana
Photography Exhibition	12:30 - 17:00	CB LOBBY	Pravasana
Western Group Dance	15:00 - 16:00	MAIN STAGE	Ghungroo
Fashion Show	16:30 - 18:00	MAIN STAGE	HFC
Guest Performance/DJ	19:00 - 21:00	MAIN STAGE	ADHOC Committee

April 05

EVENT	TIME	VENUE	ORGANISED BY
MAdvertisement	11:00 - 13:00	A-SEM	EDC
Outdoor Painting Competition	14:00 - 17:00	EXECUTIVE HALL	Pravasana
Review Competition	13:00 - 15:00	CB416	Pravasana
Movie Screening	11:00 - 17:00	THA Auditorium	Pravasana
Photography Exhibition	12:30 - 17:00	CB LOBBY	Pravasana
Photography Workshop	11:00 - 13:00	SV Auditorium	Pravasana
College Bands Performance	12:00 - 14:00	MAIN STAGE	Resonance
Western Solo Singing Competition	14:00 - 16:00	SV Auditorium	Resonance
Guest Performance/DJ	19:00 - 21:00	MAIN STAGE	ADHOC Committee

April 06



# HERITAGE INSTITUTE OF TECHNOLOGY

AERONAUTICS CLUB HITK



3RD  
APRIL

DRONE SEMINAR  
X-RACE  
FLIP IT UP



VENUE- SAC GROUND

TALK TO US

7003926402  
8100229697



## The Flying Club

HERITAGE UTSAV 2019

### FLIP IT UP

ABOUT: WATER ROCKET COMPETITION, JUDGED ON DISTANCE COVERED AND ALIGNMENT MAINTAINED  
DATE: 03.04.2019  
VENUE: 30 BIGHA FIELD  
DURATION: 2PM – 3PM  
TEAM SIZE: 4 MEMBERS(MAXIMUM)

#### GENERAL RULES:

- A MAXIMUM OF 4 MEMBERS ARE ALLOWED PER TEAM.
- THE MEMBERS MUST BRING IDENTITY CARDS OF THE COLLEGE.
- NO PERSON SHOULD BE A MEMBER OF TWO TEAMS.
- NO MODEL CAN BE SHARED BY TWO TEAMS
- THE PARTICIPANTS WILL BE PROVIDED WITH LAUNCHER IF INFORMED BEFORE HAND
- ANY KIND OF DAMAGE TO THE ARENA BY THE ROBOT WILL LEAD TO DIRECT DISQUALIFICATION
- ANY ACT OF MISBEHAVIOUR OR MISCONDUCT WILL LEAD TO DIRECT DISQUALIFICATION.
- ANY DECISION OF THE CO-ORDINATORS WILL BE FINAL AND BINDING
- ROCKETS WILL LAUNCH FROM THE POINT MARKED ON THE ARENA.
- IF ANY TEAM IS HAVING ANY TROUBLE AS FAR AS THE EVENT IS CONCERNED, THEY ARE TO CONTACT THE EVENT ADMINISTRATORS.
- ADMINISTRATORS RESERVE THE RIGHT TO CHANGE/ADD/REMOVE ANY OF THE ABOVE RULES IN CASE OF ANY AMBIGUITY.
- DECISION OF THE EVENT ADMINISTRATORS WILL BE FINAL AND BINDING.

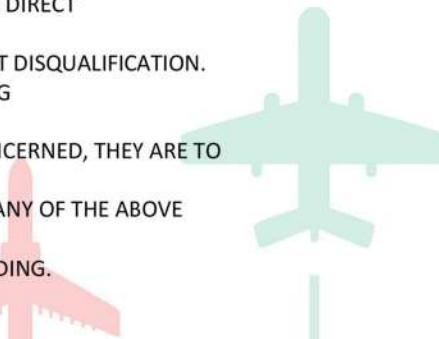
#### SPECIFICATIONS:

- MAXIMUM ALLOWABLE VOLUME OF THE BOTTLE CAN BE 2 LITRES.
- VIOLATION OF ANY RULE WILL LEAD TO DISQUALIFICATION.
- DISTANCE FROM LAUNCH POINT WILL BE MEASURED, AND DEGREE OF VEERING TO THE LEFT OR RIGHT WILL BE JUDGED
- THE ARENA WILL BE 10-25 METRES IN LENGTH.
- ALL INDIVIDUAL ARENA PARAMETERS ARE MEASURED UNDER A TOLERANCE LEVEL OF 5%.

#### EVENT DETAILS

- THIS EVENT WILL BE POINT BASED.
- THE ROCKET HAS TO BE LAUNCHED FROM A SPECIFIC LAUNCH POINT
- POINTS WILL BE AWARDED BASED ON DISTANCE COVERED
- POINTS WILL BE DEDUCTED BASED ON DEGREE OF MOVEMENT FROM LAUNCH DIRECTION

**REGISTRATION FEES:** RS. 200 PER TEAM



### DRONE WORKS

ABOUT: A DRONE MAKING WORKSHOP WHERE YOU WILL BE TAUGHT FROM SCRATCH HOW TO BUILD A DRONE  
DATE: 03.04.2019  
VENUE CB 416  
DURATION: 11AM – 1PM  
TEAM SIZE: 1 MEMBER TEAM  
**REGISTRATION FEES:** RS. 100 PER PERSON



### X-WINGS

ABOUT: A DRONE FLYING COMPETITION, JUDGED ON PATH COVERED AND STABILITY OF FLIGHT.  
DATE: 03.04.2019  
VENUE: 30 BIGHA FIELD  
DURATION: 1PM – 2PM  
TEAM SIZE: 4 MEMBERS(MAXIMUM)

#### GENERAL RULES:

- ALL PARTICIPANTS HAVE TO REACH THE VENUE 15 MINUTES PRIOR TO THE START TIME.
- EACH TEAM CAN HAVE MAX 4 MEMBERS. STUDENTS FROM DIFFERENT INSTITUTES CAN FORM A TEAM. EACH MEMBER MUST HAVE THEIR RESPECTIVE INSTITUTE'S IDENTITY CARD ON THEM.
- ARENA RELATED CHANGES LIKE POSITIONING WILL BE DONE BY ORGANIZERS
- ALL PARTICIPANTS SHOULD COOPERATE WITH ORGANIZERS IN ALL RESPECTS

#### EVENT RULES:

- THE DRONE SHOULD BE IN THE RANGE OF 330MM-550MM IN DIAMETER.
- THE DRONE MUST NOT BE AUTOMATED AND MUST BE CONTROLLED MANUALLY.
- PARTICIPANTS HAVE TO CONTROL THEIR DRONE AND CROSS THE OBSTACLES IN THE PATH AND COMPLETE THE CIRCUIT.
- A MAXIMUM OF 15 MIN. WILL BE PROVIDED TO COMPLETE THE CIRCUIT.
- IN CROSSING OBSTACLES PARTICIPANTS WILL BE GIVEN SOME POINTS.
- PARTICIPANT WITH HIGHEST SCORE WILL BE THE WINNER.
- IN CASE OF A TIE PARTICIPANT COMPLETING THE CIRCUIT IN LESSER TIME WILL BE THE WINNER.
- THE DECISION OF THE JUDGES WILL BE FINAL AND NO ONE CAN OBJECT THEIR DECISION.
- USE OF GPS STRICTLY NOT ALLOWED.
- USE OF ALTITUDE LOCKER STRICTLY NOT ALLOWED.

**REGISTRATION FEES:** RS. 200 PER TEAM

#### CONTACT US AT:

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THE GAMING CLUB OF HITK PRESENTS...

# CS:GO AND FIFA 19

*Venue: Heritage Institute of Technology*

*Time: 10am onwards*

*Date: 2nd - 3rd April 2019*

## CONTACT:

SOHAM: 89811 67708

INDRASOM: 98305 61124



## RULES AND REGULATIONS

### GAMING EVENTS

#### HERITAGE UTSAV 2019

##### FIFA:

1. EA SPORTS FIFA 19 WILL BE THE GAME OF CHOICE.
2. KICK-OFF MODE WILL BE PLAYED BY THE PARTICIPANTS AGAINST EACH OTHER.
3. ALL MATCHES WILL BE A BO1 ELIMINATION MATCH.
4. HALF LENGTH WILL BE OF **6 MINS.**
5. YOU ARE TO BRING YOUR OWN CONTROLLER IF YOU PLAY FIFA WITH A CONTROLLER.  
(PLAYSTATION CONTROLLERS ARE NOT SUPPORTED BY WINDOWS BY DEFAULT, SO PS CONTROLLER WILL NOT BE ALLOWED)
6. EACH PLAYER WILL BE ALLOWED A MAXIMUM OF 3 PAUSES PER MATCH TO SET THEIR SUBSTITUTIONS OR CUSTOM TACTICS. PAUSES CAN ONLY BE TAKEN WHEN THE BALL IS OUT OF PLAY. PAUSES DURING RUN OF PLAY WILL AUTOMATICALLY RESULT IN A GOAL AWARDED TO THE OPPONENT.
7. MAXIMUM OF 3 SUBSTITUTIONS ALLOWED PER MATCH.
8. CAMERA SETTINGS WILL BE SET TO DEFAULT FOR BOTH PLAYERS.
9. DEFENDING TACTICS WILL BE SET TO TACTICAL AS FOLLOWED IN EA TOURNAMENTS.
10. IN CASE OF ANY DISPUTE, THE DECISION OF THE ORGANIZER IS FINAL.

##### COUNTER STRIKE: GLOBAL OFFENSIVE

1. ALL MATCHES EXCEPT THE FINALS WILL BE A BO1 ELIMINATION MATCH. THE FINALS WILL BE A BO3. ALL MATCHES WILL HAVE OVERTIME ENABLED.
2. BEFORE EVERY MATCH A MAP VETO WILL BE DONE. ONLY THE TEAM CAPTAINS CAN TAKE PART IN THE VETO IN THE PRESENCE OF AN ORGANIZER.
3. BRING YOUR OWN EQUIPMENT (KEYBOARD, MOUSE, HEADPHONES AND MOUSEPADS). WE WON'T BE RESPONSIBLE FOR PROVIDING ANY EQUIPMENT.
4. YOU ARE ALLOWED TO USE YOUR OWN CONFIG FILES. BUT IF YOUR CONFIG CONTAINS ANY SCRIPTS OR MACROS THAT PROVIDES AN UNFAIR ADVANTAGE, YOUR TEAM WILL BE DISQUALIFIED EFFECTIVE IMMEDIATELY AND YOUR OPPONENT WILL BE GIVEN A WALKOVER.
5. EACH TEAM WILL BE ALLOWED AT MAX 4 TACTICAL TIMEOUTS IN ONE MATCH.
6. NO RACIST OR ABUSIVE COMMENTS DURING THE MATCH IN ALL-CHAT WINDOW. IF DISCOVERED, YOUR TEAM WILL BE DISQUALIFIED IMMEDIATELY FROM THE TOURNAMENT.
7. NO EXTERNAL DRIVES WILL BE ALLOWED TO BE ATTACHED TO THE PCS.
8. IN CASE OF ANY DISPUTE, THE TEAM CAPTAIN WILL BE YOUR REPRESENTATIVE TO THE ORGANIZERS AND THE DECISION OF THE ORGANIZER IS FINAL.

# HERITAGE INSTITUTE OF TECHNOLOGY

&

GEEKS UNITED CLUB

*presents*



TECH TONIC

CIRCUITTRICKS

DRIFT-O-DROP

LEAGUE OF BOTS

ELECTROSPRINT

THE GAME OF ROADS

CROSSROADS

INNOVATION  
CHALLENGE



@heritageutsav2019



heritageutsav2k19



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# **RULES AND REGULATIONS**

**CONTACT:** Akash (+91 8582960476) / Aniketo (+91 8334980720)

## TECH TONIC

WE, THE IEEE -EDS, STUDENT CHAPTER AND GEEKS UNITED OF HERITAGE GLADLY PRESENT YOU TECHTONIC, A THRILLING TECHNICAL QUIZ CONTEST THAT WILL BLOW YOUR MINDS. PARTICIPATE TO FEEL THE CHILL FROM TOPICS THAT ARE SO EASY YET YOU WILL BE PUZZLED TO ANSWER THEM. SO, PREPARE YOURSELF FOR SOME BIZARRE TECH QUESTIONS.

DATE: 1ST APRIL 2019

TIME: 10:00AM-12 00 NOON

VENUE: SAC AUDITORIUM

TEAM SIZE: 2 (MAXIMUM)

### **PRELIMS (ALL TEAMS)**

- 40 QUESTIONS ON BIZARRE TECH QUESTIONS THAT WILL MAKE YOU THINK TWICE BEFORE ANSWERING EVERY QUESTION

### **FINALS (10 TEAMS)**

ROUNDS:

1.GUESSING GAME

2.AUDIO VISUAL

3.BUZZER ROUND

**REGISTRATION:** RS.100 PER TEAM

## CIRCUITRICKS

AN ON-SPOT CIRCUIT DESIGNING COMPETITION.

DATE: 1ST APRIL 2019

TIME: 12 00 NOON - 5 PM

VENUE: ECE LABS

TEAM SIZE: 2 (MAXIMUM)

### **DETAILS:**

TEAMS SHOULD COMPRIZE OF MIN 1 MEMBER TO MAX 4 MEMBERS.

THERE WILL BE 2 ROUNDS IN TOTAL. THE FIRST ROUND WILL BE OF 2.5 HRS AND THE 2ND ONE FOR 2 HRS

### **ROUND 1:**

COMPRISES OF 3 PROBLEMS. THE TEAMS WILL BE PROVIDED WITH THE NECESSARY PIN DIAGRAMS BUT THEY HAVE TO SELECT THE COMPONENTS FIRST.

### **ROUND 2:**

THOSE TEAMS WHO HAVE CLEARED ROUND ONE WILL BE GIVEN 1 PROBLEM TO SOLVE WITHIN 2 HRS. NO DIAGRAM OR HINT WILL BE PROVIDED HERE TOO UNLESS THE TEAMS CHOOSE THEIR COMPONENTS.

### **CRITERIA:**

1. TEAMS CAUGHT IN ANY UNFAIR ACTIONS WOULD SUFFER A 10-POINT DEDUCTION.
2. POINTS WILL BE AWARDED IN THE FOLLOWING WAY

### ROUND 1:

1. NUMBER OF CIRCUITS SUCCESSFULLY COMPLETED. TEAMS WHO MEET THESE CONDITIONS PROCEED TO 2 AND 3.
2. THE CIRCUIT HAVING NEAT WIRING WITHOUT ANY UNNECESSARY CRISS-CROSS OR UNNECESSARY COMPONENTS WILL BE PREFERRED OVER THE OTHERS. THE SELECTED TEAMS PROCEED TO CRITERION 3.
3. CIRCUIT THAT IS MORE "FINE-TUNED" THAN THE OTHERS. LIKE THE O/P SHOWS LESS NOISE OR DISTORTIONS.

### ROUND 2:

RULES ARE SAME AS THOSE OF ROUND 1.

### POINTS:

CIRCUIT COMPLETED IN ROUND 1: 30 POINTS

CIRCUIT COMPLETED IN ROUND 2: 40 POINTS

COMPONENTS: 1-POINT DEDUCTION FOR EACH COMPONENT USED

EXCESS WIRES OR ENTANGLEMENTS: -5 POINTS

LOOSE CONNECTION OR COMPONENTS FALLING APART: -10 POINTS

DISTORTIONS: NO SPECIFIC POINTS. DEPEND UPON THE EXTENT OF DISTORTION AND NOISE.

### GENERAL RULES:

1. PARTICIPANTS MUST BRING THEIR COLLEGE ID CARD WITH THEM.
2. NO PARTICIPANT SHOULD BRING ANY COMPONENT OF THEIR OWN.
3. POWER SUPPLY IS TO BE PROVIDED BY US IN THE LABS. NO PARTICIPANT SHOULD BRING BATTERIES OR ANY SUCH KINDS OF THINGS.
4. IN CASE OF A TIE BREAKER, THE DECISION OF THE JUDGES WILL PREVAIL FINALLY.
5. PARTICIPANTS SHOULD NOT MISPLACE ANY COMPONENT IN THE LAB. IF ANY PARTICIPANT IS FOUND DOING SO, THAT ENTIRE TEAM WILL BE DISQUALIFIED.
6. AFTER EACH ROUND, PARTICIPANTS ARE REQUESTED TO SUBMIT THEIR COMPONENTS IN THEIR RESPECTIVE PRE-ASSIGNED PLACES/BOXES.
7. COORDINATORS MAY CHANGE ANY OF THE ABOVE RULES DEPENDING UPON THE SITUATION AT THAT TIME. IN SUCH A CASE, PARTICIPANTS ARE REQUESTED TO ABIDE BY THE NEW RULES.

REGISTRATION FEES: RS. 100 PER TEAM

# THE GAME OF ROADS

ABOUT: ALL TERRAIN ROBOT COMPETITION. ROBOTS WILL HAVE TO TRAVERSE MUDDY, SANDY, TWISTY ROADS, AND CHALLENGING OBSTACLES TO COMPLETE THE RACE. TRAVERSE THROUGH THE WORST OF TERRAINS TO EMERGE AS THE BEST.

DATE: 2<sup>ND</sup> APRIL 2019

VENUE: EXECUTIVE HALL

DURATION: 10 AM – 5PM

TEAMS: MAXIMUM 4 MEMBERS PER TEAM

BUILD A BOT (WIRED/WIRELESS) THAT IS CAPABLE OF TRaversing THE ARENA MANUALLY BYPASSING THE HURDLES IN ITS PATH.

## GENERAL RULES:

- A MAXIMUM OF 4 MEMBERS ARE ALLOWED PER TEAM.
- THE MEMBERS MUST BRING IDENTITY CARDS OF THE COLLEGE.
- NO PERSON SHOULD BE A MEMBER OF TWO TEAMS.
- NO BOT CAN BE SHARED BY TWO TEAMS
- THE PARTICIPANTS WILL BE PROVIDED WITH 220 VOLTS, 50 HZ STANDARD AC SUPPLY.
- PARTICIPANTS THEMSELVES WILL HAVE TO ARRANGE FOR ANY OTHER POWER SUPPLY REQUIRED FOR THEIR ROBOT
- TEAM CANNOT TINKER WITH BOTS DURING THE RUN.
- LEGO KITS OR ITS SPARE PARTS OR PRE-MADE MECHANICAL PARTS ARE NOT ALLOWED
- ANY KIND OF DAMAGE TO THE ARENA BY THE ROBOT WILL LEAD TO DIRECT DISQUALIFICATION
- ANY ACT OF MISBEHAVIOR OR MISCONDUCT WILL LEAD TO DIRECT DISQUALIFICATION.

- ANY DECISION OF THE COORDINATORS WILL BE FINAL AND BINDING
- BOTS WILL START FROM THE POINT MARKED AS "START" ON THE ARENA.
- DURING THE KNOCKOUT ROUNDS, TEAM WILL BE GIVEN A TIME FRAME, FAILING TO SHOW UP AT THE ASSIGNED TIME WILL LEAD TO DISQUALIFICATION.
- TEAMS ARE NOT ALLOWED TO QUESTION EVENT ADMINISTRATOR ABOUT ANY KNOCKOUT FIXTURE. IN THAT CASE, TEAM MAY BE DISQUALIFIED AFTER FEW WARNINGS.
- IF ANY TEAM IS HAVING ANY TROUBLE AS FAR AS THE EVENT IS CONCERNED, THEY ARE TO CONTACT THE EVENT ADMINISTRATORS.
- ADMINISTRATORS RESERVE THE RIGHT TO CHANGE/ADD/REMOVE ANY OF THE ABOVE RULES IN CASE OF ANY AMBIGUITY.
- DECISION OF THE EVENT ADMINISTRATORS WILL BE FINAL AND BINDING.

## SPECIFICATIONS:

- MAXIMUM ALLOWABLE DIMENSIONS OF THE BOT WILL BE 25CM X 25CM X 25CM WITH A TOLERANCE OF 10%
- THE MAXIMUM WEIGHT OF THE BOT SHOULD NOT EXCEED 2 KG.
- THE ROBOT CAN BE POWERED ON-BOARD OR OFF-BOARD.
- THE POTENTIAL DIFFERENCE BETWEEN ANY TWO ELECTRICAL POINTS ON THE BOT MUST NOT EXCEED 18 VOLTS THROUGHOUT THE RUN.
- VIOLATION OF ANY RULE WILL LEAD TO DISQUALIFICATION.
- THE ARENA WILL CONTAIN OBSTACLES IN THE FORM OF SAND, GRAVEL, MUD, BUMPERS, STONE CHIPS, MARBLE BALLS, BROKEN GLASSES ETC.
- THE ARENA WILL BE 10-25 METERS IN LENGTH.

- THE LENGTH AND CONSTITUENTS OF THE TRACK MAY KEEP VARYING FROM ROUND TO ROUND.
- THE WIDTH OF THE ARENA WILL BE APPROXIMATELY 50CM.
- THE ARENA WILL ALSO INCLUDE OBSTACLES LIKE CLIFFS, RAMPS, BRIDGES, BUMPS, DIPS, ROTATING DISCS, SEE-SAW AND STEEP SLOPES.
- MAXIMUM INCLINATION OF THE INCLINED PLANES WILL NOT EXCEED 45 DEGREES.
- ALL INDIVIDUAL ARENA PARAMETERS ARE MEASURED UNDER A TOLERANCE LEVEL OF 10%.
- THERE MAY BE SOME TYPICAL BYPASSES FOR SHORTER PATHS AND FOR FOLLOWING THE BYPASSES PROPERLY THERE MIGHT OR MIGHT NOT BE BONUS POINTS.
- IF A ROBOT DAMAGES THE ARENA, A PENALTY MIGHT BE IMPOSED ON THE TEAMS OVERALL SCORE. THE MAGNITUDE OF THE PENALTY WILL DEPEND ON THE AMOUNT OF DAMAGE CAUSED, AND WILL BE DECIDED BY THE COORDINATORS.

### DETAILS

THE EVENT WILL BE SPLIT INTO TWO PHASES: PRELIMS AND FINALS  
THIS EVENT WILL BE POINT BASED.

### PRELIMS

#### TIME TRIALS:

- THE BOT HAS TO SOLELY TRAVERSE THE TRACK FROM "START" POINT AND COMPLETE THE ARENA IN MAXIMUM 5 MINUTES.
- THE TRACK IS SUBDIVIDED INTO SEVERAL CHECK POINTS.
- 1 TIME OUT OF MAXIMUM 30 SECONDS IS ALLOWED PER BOT
- IN CASE OF TOPPLING, OR TIMEOUT, BOT WILL BE PLACED AGAIN AT THE POINT OF DISCONTINUITY.

- NO HURDLES CAN BE SKIPPED.
- PENALTY OF 20 SECONDS FOR EACH HAND-TOUCH WHILE 100 SECONDS FOR EACH SKIP.
- THERE WILL BE PENALTY OF 300 SECONDS FOR RESTART.
- AFTER 5 MIN THE TEAM WILL BE GIVEN POINTS ON THE BASIS OF NUMBER OF CHECKPOINTS CROSSED. SELECTION OF TEAMS FOR NEXT ROUND WILL BE ON THE BASIS OF TIME TAKEN AND THE NUMBER OF CHECKPOINTS CROSSED.

### FINALS

#### **PEDAL TO THE METAL**

##### SCORES:

- BEAT THE CLOCK:

$$\text{SCORE} = 1000 - 2 * (\text{TIME TAKEN IN SECONDS}) - 20 * (\text{NO. OF HAND TOUCH}) - 100 * (\text{NO. OF SKIPS}) - 50 * (\text{NO. OF TIME-OUTS}) - 300 (\text{FOR RESTART})$$

- A TEAM CANNOT OPT FOR MORE THAN 2 TIMEOUTS.
- POINT WILL BE AWARDED FOR SUCCESSFULLY CROSSING EACH OBSTACLE.
- BONUS POINTS FOR COMPLETING AHEAD OF TIME.

**REGISTRATION FEES:** RS. 200 PER TEAM

# CROSS ROADS

BE AN INNOVATOR AND WALK ON THE LINES OF CHANGE.

GRAB THIS OPPORTUNITY TO KEEP YOUR YOURSELF ON THE TRACK OF EXCELLENCE AS HERITAGE (IN COLLABORATION WITH IEEE) PRESENTS THE EVENT “**CROSSROADS**” – AN AUTONOMOUS LINE FOLLOWER ROBOTICS COMPETITION.

- ❖ **VENUE:** HERITAGE INSTITUTE OF TECHNOLOGY KOLKATA;  
EXECUTIVE HALL, CB BUILDING.
- ❖ **TIME:** 10AM – 5PM.
- ❖ **DATE:** 2<sup>ND</sup> APRIL 2019
- ❖ **OBJECTIVE:** THE OBJECTIVE OF THIS CONTEST IS FOR A ROBOT TO FOLLOW A BLACK LINE ON A WHITE BACKGROUND, WITHOUT LOSING THE LINE, AND NAVIGATING SEVERAL 90 DEGREE TURNS AND VARIOUS CHECKPOINTS BASED ON THE TRACK. THE ROBOT TO COMPLETE THE COURSE IN THE SHORTEST PERIOD OF TIME WHILE ACCURATELY TRACKING THE COURSE LINE FROM START TO FINISH WINS.
- ❖ **EVENT SUMMARY:** THE LESSER THE NUMBER OF ATTEMPTS TO CROSS A HURDLE, THE MORE THE POINTS. AT MAX 3 ATTEMPTS TO CROSS A CERTAIN ATTEMPT ELSE POINT LOSE OR EVEN DEDUCTION.
- ❖ **TEAM DESCRIPTION:** 3 -4 MEMBERS PER TEAM.
- ❖ **NO OF ROUNDS:** 2
- PRELIMS:** ALL CHECKPOINTS MUST BE COMPLETED WITHIN THE PROVIDED TIME LIMIT. TOP 10 TEAMS WILL QUALIFY FOR THE FINALS.

**FINALS:** TEAM COMPLETING MAXIMUM NUMBER OF CHECKPOINTS IN LEAST TIME AND WITH LEAST MANUAL INTERVENTION WINS THE CHALLENGE.

## ❖ RULES AND REGULATIONS:

1. **SIZE AND WEIGHT LIMITS:** DIMENSIONAL AND WEIGHT LIMITS FOR ROBOTS SHALL BE STRICTLY MAINTAINED WITHIN THE BOX.
2. **COURSE TIME:** TIME IS MEASURED FROM THE TIME THE ROBOT CROSSES THE STARTING LINE UNTIL THE TIME IT CROSSES THE FINISH LINE. A ROBOT IS DEEMED TO HAVE CROSSED THE LINE WHEN THE FORWARD MOST WHEEL, TRACK, OR LEG OF THE ROBOT CONTACTS OR CROSSES OVER THE LINE AND AN IEEE VOLUNTEER WOULD KEEP TRACK OF THE TIMINGS.
3. **TIME LIMIT:** (DEPENDS ON THE TRACK)
4. **TIMEKEEPING:** AN IEEE VOLUNTEER WITH A STOPWATCH, BASED ON THE AVAILABILITY OF EQUIPMENT. IN EITHER CASE THE RECORDED TIME SHALL BE FINAL.
5. **AUTONOMOUS CONTROL:** ONCE A ROBOT HAS CROSSED THE STARTING LINE IT MUST REMAIN FULLY AUTONOMOUS, OR IT WILL BE DISQUALIFIED. NO MANUAL TOUCH WOULD BE GIVEN UNTIL THE TEAM INDULGES TO GIVE IT AND POINTS WOULD BE DEDUCTED
6. **ARENA EDGES:** A ROBOT THAT WANDERS OFF OF THE ARENA SURFACE WILL BE DISQUALIFIED. A ROBOT SHALL BE DEEMED TO

HAVE LEFT THE ARENA WHEN ANY WHEEL, LEG, OR TRACK HAS MOVED COMPLETELY OFF THE ARENA SURFACE. (MUST BE FOLLOWED)

7. LOSING THE LINE: ANY ROBOT THAT LOSES THE LINE COURSE MUST REACQUIRE THE LINE AT THE POINT WHERE IT WAS LOST, OR AT ANY EARLIER (E.G. ALREADY TRAVERSED) POINT. IF IT HAD TO BE BOUGHT TO THE NEXT STEP THEN POINTS SHOULD BE DEDUCTED

8. SECOND ATTEMPT: ANY ROBOT THAT LOSES THE LINE COURSE AND FAILS TO REACQUIRE IT WILL BE ALLOWED A SINGLE REATTEMPT. THE ROBOT MUST START THE COURSE AGAIN FROM THE BEGINNING, AND IF IT LOSES THE LINE COURSE ON ITS SECOND ATTEMPT IT WILL BE DISQUALIFIED. THIS MUST BE FOLLOWED IF THE ROBOT MALFUNCTIONS OR GOES OFF TRACK AT THE FIRST STEP ONLY.

9. POWER OF IEEE VOLUNTEERS: THE DECISIONS OF ALL OFFICIALS REGARDING THESE RULES AND THE CONDUCT OF THE EVENT SHALL BE FINAL.

10. COURSE SPECIFICATIONS: THE BOX SIZE AND THE TRACK SIZE SHOULD BE MENTIONED SOMETIME LATE.

11. EXTRA CREDIT WILL BE PROVIDED IF THE TEAM COMPLETES THE TRACK BEFORE TIME. THE LEFTOVER TIMING WILL BE ADDED AS A POSITIVE SCORE

❖ **AWARDS AND CERTIFICATION:** EXCITING PRIZES FOR THE TOP THREE TEAMS INCLUDING APPRECIATION CERTIFICATES FOR THE TEAMS QUALIFYING FOR THE 2<sup>ND</sup> ROUND AND PARTICIPATION CERTIFICATES FOR ALL.

**REGISTRATION:** RS.200 PER TEAM

## DRIFT-O-DROP

BUILD A BOT (WIRED/WIRELESS) THAT IS CAPABLE OF TRAVERSING THE ARENA MANUALLY BYPASSING THE HURDLES IN ITS PATH.

COMPETE AGAINST A RIVAL BOT AND CARVE YOUR PATH TO GLORY.

DATE: 2<sup>ND</sup> APRIL 2019

VENUE: EXECUTIVE HALL

DURATION: 10 AM – 5PM

TEAMS: MAXIMUM 4 MEMBERS PER TEAM

### **GENERAL RULES:**

- A MAXIMUM OF 4 MEMBERS ARE ALLOWED PER TEAM.
- THE MEMBERS MUST BRING IDENTITY CARDS OF THE COLLEGE.
- NO PERSON SHOULD BE A MEMBER OF TWO TEAMS.
- NO BOT CAN BE SHARED BY TWO TEAMS
- THE PARTICIPANTS WILL BE PROVIDED WITH 220 VOLTS, 50 HZ STANDARD AC SUPPLY.
- PARTICIPANTS THEMSELVES WILL HAVE TO ARRANGE FOR ANY OTHER POWER SUPPLY REQUIRED FOR THEIR ROBOT
- TEAM CANNOT TINKER WITH BOTS DURING THE RUN.

- LEGO KITS OR ITS SPARE PARTS OR PRE-MADE MECHANICAL PARTS ARE NOT ALLOWED
- ANY KIND OF DAMAGE TO THE ARENA BY THE ROBOT WILL LEAD TO DIRECT DISQUALIFICATION
- ANY ACT OF MISBEHAVIOR OR MISCONDUCT WILL LEAD TO DIRECT DISQUALIFICATION.
- ANY DECISION OF THE COORDINATORS WILL BE FINAL AND BINDING
- BOTS WILL START FROM THE POINT MARKED AS "START" ON THE ARENA.
- DURING THE KNOCKOUT ROUNDS, TEAM WILL BE GIVEN A TIME FRAME, FAILING TO SHOW UP AT THE ASSIGNED TIME WILL LEAD TO DISQUALIFICATION.
- TEAMS ARE NOT ALLOWED TO QUESTION EVENT ADMINISTRATOR ABOUT ANY KNOCKOUT FIXTURE. IN THAT CASE, TEAM MAY BE DISQUALIFIED AFTER FEW WARNINGS.
- IF ANY TEAM IS HAVING ANY TROUBLE AS FAR AS THE EVENT IS CONCERNED, THEY ARE TO CONTACT THE EVENT ADMINISTRATORS.
- ADMINISTRATORS RESERVE THE RIGHT TO CHANGE/ADD/REMOVE ANY OF THE ABOVE RULES IN CASE OF ANY AMBIGUITY.
- DECISION OF THE EVENT ADMINISTRATORS WILL BE FINAL AND BINDING.

#### SPECIFICATIONS:

- MAXIMUM ALLOWABLE DIMENSIONS OF THE BOT WILL BE 25CM X 25CM X 25CM WITH A TOLERANCE OF 10%
- THE MAXIMUM WEIGHT OF THE BOT SHOULD NOT EXCEED 2 KG.
- THE ROBOT CAN BE POWERED ON-BOARD OR OFF-BOARD.

- THE POTENTIAL DIFFERENCE BETWEEN ANY TWO ELECTRICAL POINTS ON THE BOT MUST NOT EXCEED 18 VOLTS THROUGHOUT THE RUN.
- VIOLATION OF ANY RULE WILL LEAD TO DISQUALIFICATION.
- THE ARENA WILL BE 10-25 METERS IN LENGTH.
- THE LENGTH AND CONSTITUENTS OF THE TRACK MAY KEEP VARYING FROM ROUND TO ROUND.
- THE WIDTH OF THE ARENA WILL BE APPROXIMATELY 100CM.
- ALL INDIVIDUAL ARENA PARAMETERS ARE MEASURED UNDER A TOLERANCE LEVEL OF 10%.
- THERE MAY BE SOME TYPICAL BYPASSES FOR SHORTER PATHS AND FOR FOLLOWING THE BYPASSES PROPERLY THERE MIGHT OR MIGHT NOT BE BONUS POINTS.
- IF A ROBOT DAMAGES THE ARENA, A PENALTY MIGHT BE IMPOSED ON THE TEAMS OVERALL SCORE. THE MAGNITUDE OF THE PENALTY WILL DEPEND ON THE AMOUNT OF DAMAGE CAUSED, AND WILL BE DECIDED BY THE COORDINATORS.

#### KNOCKOUT ROUND:

- THE TRACK IS SUBDIVIDED INTO SEVERAL CHECK POINTS, WITH EACH CHECK POINT CONSISTING OF SEVERAL TASKS OF PUSH / PICK & PLACE.
- HAND-TOUCHES WILL BE PENALIZED.
- IN CASE OF TOPPLING, OR BOT WILL BE PLACED AGAIN AT THE POINT OF DISCONTINUITY.
- SKIPPING OF TASKS WILL RESULT IN LOSS OF POINTS.
- BRICK TOUCHES WILL BE PENALIZED.
- DAMAGING OPPONENT BOT MAY RESULT IN DISQUALIFICATION.
- PENALTY OF POINTS FOR EACH HAND-TOUCH AND EACH SKIP.

- EACH TEAM WILL GET 1 TIMEOUT OF MAXIMUM 1 MINUTE, WITHOUT RESTRICTING THE OPPONENT BOT. RESUME AFTER TIMEOUT FROM LAST CHECKPOINT CROSSED.

#### SCORES:

- SCORING WILL BE DISCLOSED ON SPOT

#### REGISTRATION FEES

RS. 200 PER TEAM

## LEAGUE OF BOTS

DESIGN A MANUALLY CONTROLLED ROBOT CAPABLE OF PUSHING BLOCKS ALONG WITH SCORING MAXIMUM NUMBER OF GOALS AGAINST OTHER ROBOTS AVOIDING DIFFERENT OBSTACLES.

#### RULES

1. A MINIMUM OF 2 MEMBERS AND A MAXIMUM OF 4 NUMBERS ARE ALLOWED PER TEAM.
2. THE MEMBERS MUST BRING IDENTITY CARDS OF THE COLLEGE.
3. NO PERSON SHOULD BE A MEMBER OF TWO TEAMS AND NO TWO TEAMS CAN SHARE BOT.
4. THE PARTICIPANTS WILL BE PROVIDED WITH 220V, 50HZ STANDARD AC SUPPLY. PARTICIPANTS CAN ALSO USE ONBOARD POWER SUPPLIES.
5. TEAMS CANNOT ALTER BOT CONFIGURATION ONCE REGISTERED ON SPOT.

6. PRE-MADE MECHANICAL PARTS OR KITS (EX. LEGO) ARE NOT ALLOWED.
7. ATTACK ON OPPONENT'S BOT, DESTRUCTIVE WEAPONS, ANY ACT OF MISBEHAVIOR OR MISCONDUCT AND DAMAGE TO THE ARENA BY ANY BOT OR ANY TEAM WILL LEAD TO DIRECT DISQUALIFICATION.
8. DECISION OF COORDINATORS WILL BE FINAL AND BINDING.
9. RULES, SUBJECT TO CHANGE WILL BE NOTIFIED PRIOR TO THE EVENT.

#### ROUNDS

EVENT WILL BE HELD IN TWO ROUNDS: **QUALIFIER** AND **KNOCKOUTS**

#### QUALIFIER:

- EACH TEAM WILL BE GIVEN A DURATION OF 3 MINUTES, DURING WHICH THEY WOULD HAVE TO PASS THROUGH THE OBSTACLE COURSE AND SCORE AS MANY GOALS AS POSSIBLE.
- SCORING GOALS WILL FETCH POINTS AND UPON CONTACT WITH OBSTACLES, A CERTAIN POINT WILL BE DEDUCTED.
- TWO TIME-OUTS OF 2 MINUTES WILL BE PROVIDED AND NEGATIVE POINTS WILL BE AWARDED FOR FURTHER TIME-OUTS. (EXTRA TIME-OUT LIMIT IS 5 MINUTES AFTER WHICH THE TEAM WILL BE DISQUALIFIED).
- BONUS POINTS WILL BE AWARDED IF BALL IS KICKED FROM A SPECIFIED POSITION.

THE TEAMS WITH THE MAXIMUM POINTS IN THE GIVEN DURATION OF TIME WILL QUALIFY FOR THE KNOCKOUTS.

#### **SCORING RULES:**

$100 * [\text{NUMBER OF BLOCKS PLACED}] + 100 * [\text{NUMBER OF GOALS}] - 20 * [\text{NUMBER OF OBSTACLES TOUCHED BY BOT}] - 40 * [\text{NUMBER OF TIMES BALL TOUCHES BLOCKS}] - [\text{10\% PER 30 SECONDS FOR THE EXTRA TIMEOUT OF THE THEN SCORE}] + [\text{TIME LEFT}]$

#### **KNOCKOUTS:**

- THIS WILL BE A 1 VS 1 MATCH.
- ONE HALF-TIME WILL BE 3 MINUTES.
- THE TEAM THAT LEADS THE SCOREBOARD WITHIN THE GIVEN TIME FRAME WILL BE THE WINNER.
- ONE 2-MINUTE TIMEOUT WILL BE FREE.
- EACH EXTRA 2 MINUTES OF TIMEOUT WILL COST 1 NEGATIVE GOAL SCORE.
- MAXIMUM EXTRA TIMEOUT LIMIT IS 10 MINUTES.
- IN CASE OF A TIE, AN INDEFINITE PERIOD OF TIME WILL BE ADDED TILL ONE OF THE TEAM SCORES A GOAL AND GETS EVALUATED AS A WINNER ('GOLDEN GOAL').

#### **SPECIFICATIONS OF THE BOT**

- DIMENSIONS: 25CM\*25CM\*25CM (WITH A TOLERANCE OF 20%)
- WEIGHT: 4KG(MAX)
- VOLTAGE: THE POTENTIAL DIFFERENCE OF THE BOT MUST NOT EXCEED 20 VOLTS AT ANY POINT OF TIME.
- THE BOT MAY BE WIRED OR WIRELESS. (NOT AUTONOMOUS)

**REGISTRATION FEES:** RS. 200 PER TEAM

## **ELECTRO SPRINT**

AN ELECTRONIC TREASURE HUNT COMPETITION. THE MOTIVE OF THE COMPETITION IS TO BUILD A CIRCUIT AND THE DIFFERENT COMPONENTS OF THE CIRCUIT WOULD BE HIDDEN ALL OVER THE COLLEGES, THE PARTICIPANTS WOULD HAVE TO SOLVE CLUES AND GATHER UP COMPONENTS TO BUILD UP THE MAIN CIRCUIT.

DATE: 03.04.2019

VENUE: ECE LABS

DURATION: 10 AM – 5PM

TEAMS: MAXIMUM 4 MEMBERS PER TEAM

#### **GENERAL RULES**

- A MAXIMUM OF 4 MEMBERS ARE ALLOWED PER TEAM
- THE MEMBERS MUST BRING THEIR RESPECTIVE COLLEGE IDENTITY CARDS.
- NO PERSON SHOULD BE A MEMBER OF TWO TEAMS.
- ANY ACT OF MISBEHAVIOR WITH THE JUDGES OR THE VOLUNTEER WILL LEAD TO DIRECT DISQUALIFICATIONS.
- DECISION OF THE COORDINATORS WILL BE FINAL AND BINDING.
- IF ANY TEAM IS HAVING ANY PROBLEM AS FAR AS THE EVENT IS CONCERNED, THEY MUST CONTACT THE EVENT ADMINISTRATOR WHOSE CONTACT WILL BE GIVEN IN THE CLUE BOOK.
- EVENT ADMINISTRATION RESERVED THE RIGHT TO CHANGE/ADD/REMOVE ANY OF THE ABOVE RULES IN CASE OF AMBIGUITY.

## ABOUT THE COMPETITION

- THE TEAMS WILL BE PROVIDED WITH A LABORATORY WITH A POWER SUPPLY AND NECESSARY EQUIPMENT'S NEEDED AS PER THE CIRCUIT.
- THE MAIN MOTIVE OF THIS COMPETITION IS TO BUILD A CIRCUIT WHICH WILL BE SUBDIVIDED INTO 3 PARTS. COMPLETING THE ENTIRE CIRCUIT WILL BE THE MAIN AGENDA OF EVERY TEAM.
- EACH TEAM WILL BE GIVEN A “CLUE BOOKLET” AT THE BEGINNING OF THE TREASURE HUNT. ALL OF THE TREASURE HUNT CLUES WILL BE IN THE BOOKLET. IT WILL BE UP TO THE TEAMS TO DECISSER THE CLUES AND SAFELY ACQUIRE THE COMPONENTS REQUIRED FOR THE CIRCUITS FROM EACH OF THE LOCATIONS. EACH CLUE ONCE SOLVED WILL LEAD YOU TO YOUR NEXT LOCATION. WHETHER OR NOT ALL CLUES ARE SOLVED AND THE COMPONENTS BEING RETRIEVED, TEAMS MUST RETURN TO THE LABORATORY AREA BEFORE THE TIME ALLOTTED FOR THE COMPETITION TO COMPLETE THE CIRCUIT.
- THERE WILL BE IN TOTAL 15 CLUES ALL OVER THE COLLEGES WITH 5 CLUES PER SUB CIRCUITS. AFTER SOLVING THE FIRST FIVE CLUES THE TEAM WILL HAVE ALL THE COMPONENTS NEEDED FOR THE FIRST SUB CIRCUITS. AT THIS TIME IF THE TEAM CHOOSES TO SEND ONE OF THEIR TEAM MEMBERS TO THE LABORATORY TO START WORKING WITH THE CIRCUITS, THEY ARE ALLOWED TO DO SO.
- THERE WILL BE AN OPTIONAL CIRCUIT CLUE ROUND AT THE LAST FOR THE TEAMS NEEDING ANY TECHNICAL SUPPORT BUT MARKS WILL BE DEDUCTED FOR EVERY CIRCUIT CLUE AVAILED.

## JUDGING CRITERIA

- FIRSTLY, THE TEAMS WILL BE MARKED ON THE BASIS OF TIME OF COMPLETION.
- THE TOTAL ARENA-BASED ADVENTURE WILL BE MARKED ON THE BASIS OF 100 POINTS WHICH ARE AS FOLLOWS
  1. COMPLETING EACH AND EVERY CLUE WILL FETCH YOU 1 POINT  
SO, THERE WILL BE TOTAL 15 POINTS FOR COLLECTING ALL THE CLUES.
  2. COMPLETING EACH OF THE SUB CIRCUITS WILL FETCH 20 POINTS. FOR COMPLETION OF THE TOTAL CIRCUITS WILL FETCH THE TEAM 60 POINTS
  3. THE 15 POINTS WILL BE UPON THE PRECISION-BASED OUTPUT OF EACH OF THE STAGES.
- THERE WILL BE DEDUCTION OF 1 POINT IF ANY TEAM AVAIL ANY CIRCUIT CLUE.

**REGISTRATION FEES:** RS. 200 PER TEAM

# INNOVATION CHALLENGE

A PLATFORM TO SHOWCASE THE INNOVATION SKILLS OF AN INDIVIDUAL OR A GROUP. THE MAIN AIM IS TO FORMULATE THE INNOVATION SKILLS TO SOLVE REAL LIFE PROBLEMS.

DATE: 03.04.2019

VENUE: ICT 409

DURATION: 11 AM – 4PM

TEAMS: MAXIMUM 4 MEMBERS PER TEAM

## GENERAL RULES:

- ALL PARTICIPANTS MUST CARRY THEIR COLLEGE IDENTITY CARDS.
- ANY KIND OF MISBEHAVIOR WITH THE JUDGES OR VOLUNTEERS WILL LEAD TO DIRECT DISQUALIFICATION.
- TEAM OF MAXIMUM 4 MEMBERS ARE ALLOWED.
- PARTICIPANTS ARE REQUESTED TO CARRY THEIR LAPTOP IN CASE OF PRESENTATION. ALSO, A PEN-DRIVE CONTAINING THE PRESENTATION.
- A DECENT DRESS CODE IS WELCOMED.

## FOR THE KNOWLEDGE OF THE PARTICIPANTS:

THE REPRESENTATION OF THE IDEA CAN BE IN THE FORMAT OF A PRESENTATION, APP, MODEL. PARTICIPANTS MAY DEVIATE TO AN EXTENT FROM THE TOPICS PROVIDED BELOW ONLY IF IT IS TECHNOLOGY BASED

SOME OF THE BROAD TOPICS OF PRESENTATION-

- AGRICULTURE
- HEALTHCARE
- MEDICAL IMAGING

- ECOLOGY, ENVIRONMENT AND CLIMATE
- INTELLIGENT APPS

## ROUND1:

- TEAMS WILL BE GIVEN OPPORTUNITY TO PRESENT THEIR IDEA (BASIC OVERVIEW)
- IN TOTAL 5MINS WILL BE ALLOTTED PER TEAM. (4MINS INTRODUCTION AND 1MIN QUESTIONING)

## ROUND2:

- SHORT-LISTED TEAMS FROM ROUND 1 WILL PRESENT THEIR IDEA IN DETAIL.
- IN TOTAL 13MINS WILL BE ALLOTTED PER TEAM. (8MINS DETAILED OVERVIEW AND 5MINS QUESTIONING)

## JUDGEMENT CRITERIA:

- INNOVATIVE EXTENT
- REAL LIFE APPLICATION
- COST EFFECTIVENESS
- USEFULNESS IN SOCIETY
- REPRESENTATION SKILLS

REGISTRATION: RS. 100 PER TEAM

## Competitive Coding Event

# 'Code It'

**Description:** Competitive programming is a mind sport usually held over the Internet or a local network, involving participants trying to program according to provided specifications.

Code It is an onsite competitive programming contest which will be held in Heritage Institute of Technology, Kolkata.

It will be an individual contest.

The event will consist of 2 rounds.

**Round - 1:** This round will contain 3 algorithmic questions which the participants will be required to solve in 1.5 hours.

It will be an ACM-styled round, meaning that the participants will be ranked on the basis of the score achieved, followed by the time taken to achieve the score (in case of a tie) with a penalty of 20 minutes for every incorrect/wrong submission to a problem.

The time taken by a participant is defined as the sum total of time taken to solve the problems. (Eg. If 'A' solves the first problem at 1 hour into the contest and the second problem at 1 hour 15 minutes into the contest, then total time taken by him to solve both the problems would be 2 hours 15 minutes. Also, the penalty time will be added to this total time, if any.)

This round will serve as a qualifier for Round - 2, that is, the final round.

Top 10 participants according to the rank-list will qualify for the final round.

**Round - 2 (Final Round):** This round will contain 6 algorithmic questions which the participants will be required to solve in 3 hours.

It will also be an ACM-styled round.

This round will determine the winners of the event.

**Registration Fee:** Rs. 100 per participant (for non-HITK participants only).

**Venue:** MCA Building 302, 303

**Date and Time:** 2nd April, 2019 11:30 am - 02:30 pm (Round - 1)

3rd April, 2019 11:00 am - 02:00 pm (Round - 2)

### **Prizes:**

All the participants will receive certificates.

The top two participants will also receive CodeChef Laddus with which they can get CodeChef goodies.

Along with this, the top 2 participants and the top first year participant will receive cash prizes which will be decided later according to the number of registrations.

**Tentative amount of cash prize (see budget at the end of the document):**

Rs. 3500

Rs. 2500

Rs. 1000

### **Peculiar case:**

If the winner amongst the first years is in the top two participants, then no first-year participant will receive a trophy/cash prize

**Expected Participation:** We expect a maximum participation of 60 for Round - 1.

### **Logistics:**

Both the rounds of the event will be organised on the platform of CodeChef (<https://www.codechef.com>).

CodeChef is a not-for-profit educational initiative by Directi, an Indian software company.

CodeChef was created as a platform to help programmers make it big in the world of algorithms, computer programming and programming contests.

We will need 2 laboratories (MCA Building 302, 303) with at least 25 working computers in each of the laboratories.

A good internet connection must be available in all the computers.

We will also need 20 - 500ml water bottles for the final round.

**Lead Coordinators:** Alfarhan Zahedi (CSE-C 3rd Year) and Yash Patni (CSE-C 3rd Year)

## Program Debugging Event

# **Precision'**

**Description:** **Debugging** is the art of finding and fixing software coding errors.

Precision is an onsite debugging contest which will be held in Heritage Institute of Technology, Kolkata.

It will be a team-based contest i.e. the participants can take part as a team of at most 2 members.

Single Member Team is also allowed

The event will consist of 2 rounds.

**Round - 1:** This round will contain 3 problems along with their solutions filled with bugs. The participating teams will be required to debug them in 30 minutes.

It will be an ACM-styled round, meaning that the participants will be ranked on the basis of the score achieved, followed by the time taken to achieve the score (in case of a tie) with a penalty of 5 minutes for every incorrect/wrong submission to a problem.

The time taken by a participant is defined as the sum total of time taken to solve the problems. (Eg. If 'A' solves the first problem at 10 minutes into the contest and the second problem at 15 minutes into the contest, then total time taken by him to solve both the problems would be 25 minutes. Also, the penalty time will be added to this total time, if any.)

This round will serve as a qualifier for Round - 2, that is, the final round.

Top 10 participants according to the rank-list will qualify for the final round.

**Round - 2 (Final Round):** This round will contain 6 problems along with their solutions filled with bugs, which the participants will be required to debug in 1 hour.

It will also be an ACM-styled round.

This round will determine the winners of the event.

**Registration Fee:** Rs.100 per team (for non-HITK participants only).

**Venue:** MCA Building 302, 303

**Date and Time:** 2nd April, 2019 02:30 pm - 04:00 pm (Round - 1)

3rd April, 2019 02:00 pm - 04:00 pm (Round - 2)

**Prizes:** All the participants will receive certificates.

The top 2 team and the top first year team will receive cash prizes which will be decided later according to the number of registrations.

**Tentative amount of cash prize (see budget at the end of the document):**

Rs. 3000

Rs. 2000

Rs. 1000

**Peculiar case:**

If the winner amongst the first-year team is in the top two team, then no first-year team will receive a trophy/cash prize.

In order to win the first-year prize, the team should consist of first year members only.

**Expected Participation:** We expect a maximum participation of 50 teams for Round - 1.

**Logistics:**

Both the rounds of the event will be organised on the platform of HackerEarth (<https://www.hackerearth.com>).

We will need 2 laboratories (MCA Building 302, 303) with at least 25 working computers in each of the laboratories.

A good internet connection must be available in all the computers.

**Lead Coordinators:** Alfarhan Zahedi (CSE-C 3rd Year) and Yash Patni (CSE-C 3rd Year)

## Competitive Coding Event

### 'Mutex'

**Description:** Mutex, as the name suggests, is a competitive coding event where the members of a team will take turns to solve the problems. It will be an onsite contest which will be held in Heritage Institute of Technology, Kolkata.

It will be a team-based contest i.e. the participants can take part as a team of 2 members. Single Member Team will not be also allowed.

The event will consist of 1 round.

#### **Detailed Description:**

The event will consist of 4 questions. The participating teams are required to solve them in 2 hours. The catch is that, at a time, only one member of the team will be allowed to sit on the computer and write the code and the other member will have to wait for his turn. The members will switch after every 15 minutes.

It will be an ACM-styled round, meaning that the participants will be ranked on the basis of the score achieved, followed by the time taken to achieve the score (in case of a tie) with a penalty of 10 minutes for every incorrect/wrong submission to a problem.

The time taken by a participant is defined as the sum total of time taken to solve the problems. (Eg. If 'A' solves the first problem at 10 minutes into the contest and the second problem at 15 minutes into the contest, then total time taken by him to solve both the problems would be 25 minutes. Also, the penalty time will be added to this total time, if any.)

**Registration Fee:** Rs.100 per team (for non-HITK participants only).

**Venue:** MCA Building 302, 303

**Date and Time:** 2nd April, 2019 11:00 am - 03:00 pm

**Prizes:** All the participants will receive certificates.

The top 2 team and the top first year team will receive cash prizes which will be decided later according to the number of registrations.

**Tentative amount of cash prize (see budget at the end of the document):**

Rs. 3500

Rs. 2500

Rs. 1000

**Peculiar case:**

If the winner amongst the first year team is in the top two team, then no first year team will receive a trophy/cash prize.

In order to win the first year prize, the team should consist of first year members only.

**Expected Participation:** We expect a maximum participation of 40 teams.

#### **Logistics:**

The event will be organised on the platform of HackerEarth (<https://www.hackerearth.com>).

We will need 2 laboratories (MCA Building 30 , 03) with at least 25 working computers in each of the laboratories.

A good internet connection must be available in all the computers.

**Lead Coordinators:** Alfarhan Zahedi (CSE-C 3rd Year) and Yash Patni (CSE-C 3rd Year)

### Sudoku Event

**Rules:**

1. It will be a one-hour event.
2. There will be only one round of Sudoku.
3. The round will consist of 8 Sudoku.
4. There will be 5 Classic Sudoku and 3 Sudoku variants (odd-even, diagonal and consecutive).
5. Scoring:
  - Complete solution  
Contestant will get score for each Sudoku which is completely solved before the time is up. Score for each Sudoku will depend on the difficulty of the Sudoku.
  - Time bonus  
In case, a contestant can completely solve all the Sudokus given in the round before the time is up, he/she will get time bonus score.  
Contestants will get 1 point for each second that is left. However a contestant will not get time bonus if all sudokus are not solved completely.
6. In case of a tie, there will be a tie-breaker round.
7. Decision of the coordinator will be regarded as final.

## BRIDGE-MAKING USING POPSICLE STICKS

### TITLE: CONSTRUKT

THIS EVENT TESTS YOUR ART OF CONSTRUCTING BRIDGES. BRING OUT THE ENGINEER INSIDE YOU AND CREATE A MARVEL OUT OF THE RAW MATERIALS PROVIDED.

### RULES

- TEAM CONSISTS OF MAXIMUM 5 MEMBERS.
- WOODEN POPSICLE STICKS, WHITE GLUE WILL BE PROVIDED ON SPOT.
- ALL OTHER NECESSARY MATERIALS (SCISSORS, ART PAPER, BLADES/OTHER CUTTING MATERIALS, THREAD, CLIPS ETC) MAY BE BROUGHT BY THE PARTICIPANTS THEMSELVES.
- ONLY WOODEN POPSICLE STICKS AND WHITE GLUE CAN BE USED TO CONSTRUCT THE BRIDGES. NO OTHER MATERIALS ARE PERMITTED. THE WOODEN STICKS CAN BE CUT TO FIT AS DESIRED. THE AMOUNT OF STICKS USED IN THE BRIDGE IS LIMITED ONLY BY THE DIMENSIONS AND WEIGHT RESTRICTIONS.
- PLEASE NOTE THE FOLLOWING WHEN YOU DESIGN AND BUILD YOUR BRIDGE:
- DURING THE STRENGTH-TEST OF THE BRIDGE, ONE HORIZONTAL BAR WILL BE PLACED ON THE ROAD DECK OF THE BRIDGE. A DOWNWARD FORCE WILL BE APPLIED ONTO THE HORIZONTAL BAR. BY PLACING THE BAR ON THE DECK IN THIS MANNER, WE ENSURE THAT THE TRUSS MEMBERS OF THE BRIDGE ARE STRESSED DURING THE STRENGTH TEST. THE BUILDER OF THE MODEL BRIDGE SHALL ENSURE THAT THERE IS ONE 3CM X 3CM OPENING, THROUGH THE SIDE OF THE BRIDGE STRUCTURE, IMMEDIATELY BESIDE THE BRIDGE DECK, TO ACCOMMODATE THE LOAD TESTING.
- THE SELF WEIGHT OF THE BRIDGE MUST BE LESS THAN 250GMS. IF THE ABOVE-MENTIONED LIMIT IS CROSSED THEN POINTS WILL BE DEDUCTED AS PER THE FOLLOWING: UP TO 5GMS OVER LIMIT-FOR EACH 1GMS- 0.5 POINT WILL BE DEDUCTED. 5-10 GMS OVER LIMIT-FOR EACH GM, 1 POINT WILL BE DEDUCTED. 10 & ABOVE OVER LIMIT-FOR EACH 1GMS- 1.5POINTS WILL BE DEDUCTED.
- 2 POINTS WILL BE DEDUCTED FROM THE SCORE IF THE BRIDGE DECK IS NARROWER THAN 3.5CM.
- 5 POINTS WILL BE DEDUCTED FOR EACH 1CM (OR PORTION THEREOF) THAT THE BRIDGE'S HEIGHT EXCEEDS 18CM.
- 2 POINT WILL BE DEDUCTED FOR EACH 1CM THAT THE BRIDGE'S WIDTH EXCEEDS 14CM.
- 2 POINT WILL BE DEDUCTED FOR EACH 1CM THAT THE BRIDGE'S LENGTH EXCEEDS 60CM.
- ENTRIES WILL BE DISQUALIFIED IF THEY USE A MATERIAL OTHER THAN FEVICOL AND WOODEN POPSICLE STICKS.
- ENTRIES WILL BE DISQUALIFIED IF THE BRIDGE LENGTH IS SHORTER THAN 50CM.
- ENTRIES WILL BE DISQUALIFIED IF THE HEIGHT OF THE BRIDGE IS LESS THAN ONE POPSICLE STICK.
- ENTRIES WILL BE DISQUALIFIED IF THERE IS EVIDENCE OF HEAT TREATING (BAKING, ETC).
- SUSPENSION BRIDGE MODEL IS NOT PERMITTED IN THIS EVENT.
- ENTRIES WILL BE DISQUALIFIED IF THE BRIDGE WIDTH IS SHORTER THAN 10CM.
- ENTRIES WILL BE DISQUALIFIED IF THERE IS NO ROAD ON THE BRIDGE.

- CONSTRUCTION: 4 HOURS
- LOAD TEST OUTCOME: LOAD TESTING WILL BE CONDUCTED ON THE EVENT DAY
- THE BRIDGES WILL BE SUBJECTED TO A EFFICIENCY-TEST IN WHICH A DOWNWARD FORCE WILL BE APPLIED TO THE BRIDGE AND THE FORCE WILL BE GRADUALLY INCREASED UNTIL THE BRIDGE FAILS. THIS FORCE WILL BE RECORDED ON THE EVALUATION SHEET. A BRIDGE IS CONSIDERED TO FAIL WHEN AT LEAST ONE MEMBER OF THE BRIDGE BREAKS. DURING THE TEST, THE BRIDGE WILL REST ON TWO BLOCKS PLACED APART.THESE BLOCKS ARE LOOSE AND WILL RESIST THE DOWNWARD FORCE APPLIED TO THE BRIDGE. THE STRENGTH FACTOR WILL BE COMPUTED USING THE FORMULA: EFFICIENCY= (APPLIED FORCE)/ (SELF WEIGHT OF THE BRIDGE)
- THE BRIDGE WITH THE HIGHEST STRENGTH FACTOR WILL BE GIVEN A SCORE OF 100. ALL OTHER BRIDGE ENTRIES WITHIN THE CATEGORY WILL BE GIVEN A SCORE LESS THAN 100, BASED ON THE RATIO OF THEIR STRENGTH FACTOR SCORE TO THE HIGHEST STRENGTH FACTOR SCORE.
- DECISIONS TAKEN BY JUDGES WILL BE FINAL

### SPECIFICATIONS

- THE LENGTH OF THE BRIDGE MUST BE BETWEEN 50 CM AND 60CM AT ITS BASE. THIS IS CRITICAL AND THE BRIDGE WILL BE DISQUALIFIED IF IT IS SHORTER THAN 50CM AND WILL BE PENALIZED IF IT IS LONGER THAN 60CM AT THE BASE.
- THE ROAD SURFACE OF THE BRIDGE MUST BE AT LEAST 3CM WIDE ALONG ITS ENTIRE LENGTH (SUFFICIENT TO ALLOW A MATCH BOX TO PASS THROUGH)
- THE OVERALL WIDTH OF THE BRIDGE MUST BE BETWEEN 10CM AND 14CM. THIS IS CRITICAL AND THE BRIDGE WILL BE DISQUALIFIED IF IT IS WIDER THAN 14CM OR HIGHER THAN 18CM. HEIGHT OF A ZERO MEMBER WILL NOT BE CONSIDERED.
- THE WEIGHT OF THE BRIDGE SHALL NOT EXCEED 250 GMS. "WEIGHT MEANS WEIGHT, INCLUDING STICK, GLUE AND INCLUDES ALL ATTACHMENTS SUBMITTED WITH THE BRIDGE. PENALTIES WILL BE ASSESSED AGAINST OVERWEIGHT BRIDGES."

### SCORING RULES

- KEEP THE GLUED JOINTS CLEANED AND TRIMMED. AT THE JOINTS, BE SURE TO OVERLAP THE STICKS AND WIPE OFF EXCESS GLUE.
- IF THE EDGES OF THE BRIDGE ARE INTENDED TO BE STRAIGHT, USE A STRAIGHT EDGE WHILE BUILDING THE BRIDGE.
- TRY TO USE SOME ARTISTIC IMAGINATION
- TRY TO USE ENGINEERING PRINCIPLES, TO TRANSFER THE FORCE FROM THE MIDDLE OF THE BRIDGE TO ITS SUPPORTS.
- COMPLY WITH THE WEIGHTS AND DIMENSIONS RESTRICTIONS TO AVOID PENALTIES.

### ESTIMATED PARTICIPATION: MAX 120 PARTICIPANTS (30 GROUPS)

VENUE: ICT 311, 312, 305 (8 X 8 SQFT X 10), TIME: 12 NOON – 4 PM

ONE FACULTY MEMBER FROM CE IS NEEDED DURING THE TIME OF THE EVENT.

## CAD COMPETITION

### TITLE: CAD-O-MANIA

THIS IS AN ON THE SPOT EVENT OF MAKING PLAN AND ELEVATION OF A BUILDING IN AUTOCAD.  
PROBLEM STATEMENT OF THE EVENT WILL BE GIVEN ON THE SPOT.

### RULES

- EACH GROUP CONSISTS OF A MAXIMUM OF 2 MEMBERS.
- NO PERSON IS ALLOWED TO BE IN TWO DIFFERENT TEAMS.
- DECISIONS TAKEN BY JUDGES WILL BE FINAL.
- PARTICIPANTS SHOULD FINISH AND SUBMIT THEIR DRAWING WITHIN 180 MINUTES.
- PARTICIPANTS SHOULD MAKE THEIR DRAWING ACCORDING TO THE SPECIFIED AREA AND FLOOR-AREA RATIO.
- POINTS WILL BE DEDUCTED IF THE DRAWING REQUIREMENTS MENTIONED IN THE PROBLEM STATEMENT ARE NOT FULFILLED.
- PARTICIPANTS ARE NOT ALLOWED TO USE ANY RESOURCES AVAILABLE OVER INTERNET AND ARE EXPECTED TO BE HONEST.
- ADDITIONAL POINTS WILL BE GIVEN ON COMPLETING THE DRAWING BEFORE THE GIVEN TIME PERIOD.

ESTIMATED PARTICIPATION: 50 (25 TEAMS)

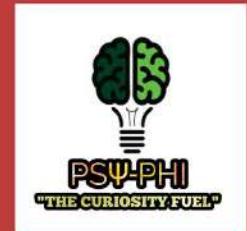
### COMPONENTS REQUIRED:

CAD SOFTWARE INSTALLED IN COMPUTERS OF THE COMPUTER LABS THAT WOULD BE PROVIDED TO US.

## CHEMICAL INDUSTRIAL PROCESSES COMPETITION

### TITLE: CHEMPOWER

- INDIVIDUAL COMPETITION
- STUDENTS WILL BE ASKED TO DRAW A 2D MODEL OF CHEMICAL INDUSTRIAL EQUIPMENTS VIZ., DISTILLATION COLUMN, PRESSURE VESSEL, HEAT EXCHANGER.
- CALCULATORS WILL BE ALLOWED



The Science Club of HITK presents

### VISWAPARICHAY

Science quiz, maths puzzles and

B more...

Date: 1st April, 2019

Venue: CB 607

Time: 11 AM

**ENTRY FEE: 100 INR**

Follow us:  /schitk

Coordinators:

Sanket Mukherjee  
(8967856077)

Agradeep Mukherjee  
(7076310289)

### PERPETUA

Poster & Model Making  
Competition

Date: 1st April, 2019

Venue: CB Executive hall

Time: 2.30 PM

**ENTRY FEE: 200 INR**

# Rules and Regulations for Science Club Events

Heritage Utsav 2019

## 1. PERPETUA (Poster & Model making Competition):

- a) A team can have 1 to 4 members.
- b) Participation charge: Rs. 200/- per team.
- c) Prize money worth: Rs. 6000/- (1<sup>st</sup> – Rs. 3000/-, 2<sup>nd</sup> – Rs. 2000/-, 3<sup>rd</sup> – Rs 1000).
- d) The idea of the model should be innovative, where it is desirable that they pertain to prevalent global challenges.
- e) Interdisciplinary approaches are welcomed.
- f) Poster and model needs to be made and brought by the participants itself. Poster size should be 1m x 1m.
- g) Marking will be based on the innovative and pragmatic aspect of the model.
- h) The event is open to all students from science and engineering disciplines.
- i) Every participant gets a participation certificate.

## 2. VISWAPARICHAY (Science Quizzes, Maths Puzzles and more)

- a) A team of two will participate.
- b) Participation charge – Rs. 100 per team.
- c) Prize money worth Rs. 4500/- (1<sup>st</sup> – 2000/-, 2<sup>nd</sup> – 1500, 3<sup>rd</sup> – 1000/-).
- d) Prelims will be conducted prior to the final event as a screening test.
- e) Questions will be based on both natural and mathematical sciences.
- f) Quiz master reserves the right of awarding marks.
- g) The event is open to all students from science and engineering disciplines.
- h) Every participant (inclusive of prelims) will receive participation certificate.



# ANUBHAV

THE DRAMA CLUB OF HERITAGE INSTITUTE OF TECHNOLOGY  
PRESENTS



## Natyaras

STAGE PLAY COMPETITION  
4TH APRIL  
SV AUDITORIUM

## Gali-Gali Shor Hai

STREET PLAY COMPETITION  
5TH APRIL  
CB-GROUND



@heritageutsav2019  
Heritage Utsav 2019

FOR DETAILS CONTACT  
SOMOPRIYA SETH: 8697883410

# ANUBHAV

DURING HERITAGE UTSAV 2019

## 1. AD SPOOF

4<sup>TH</sup> APRIL, A-SEMINAR HALL, 11AM- 12:30PM

- TIME LIMIT: 5+2 MINUTES
- CAST LIMIT: MINIMUM – 2
  - MAXIMUM- NO LIMIT
- PRODUCTS- TO BE DECIDED AND GIVEN TO THE RESPECTED COLLEGES AFTER REGISTRATION
- 8 TEAMS TO BE ALLOWED
- NO CROSS COLLEGE

PRIZE

- TROPHY FOR WINNER TEAM
- CERTIFICATES FOR 1<sup>ST</sup>, 2<sup>ND</sup> AND 3<sup>RD</sup>

## 2. STAGE PLAY

4<sup>TH</sup> APRIL, SV AUDITORIUM, 1PM-5PM

- TIME LIMIT: 25+3 MINUTES (INCLUDING STAGE SETUP AND CLEARANCE)
- CAST LIMIT: 15+2(INCLUDING LIGHT AND SOUND CONSOLE)
  - MINIMUM- 3+2(INCLUDING LIGHT AND SOUND CONSOLE)
- THEME: OPEN
- NO PROPS WILL BE PROVIDED BY THE COLLEGE. 4 CHAIRS AND 2 TABLES ARE TO BE PROVIDED BY THE COLLEGE. IN CASE OF REQUIREMENT FOR EXTRA CHAIRS OR TABLES, THE REPRESENTATIVES MUST INFORM THE COLLEGE BEFOREHAND.
- EXCEEDING THE ALLOTTED TIME WILL LEAD TO DISQUALIFICATION.
- NO USE OF FIRE, WATER, EXPLOSIVES OR ANY OTHER HARMFUL SUBSTANCES.
- LANGUAGES USED FOR THE PLAY CAN BE IN HINDI, BENGALI OR ENGLISH.
- ANY SORT OF ABUSE OR VULGARITY IN SPEECH IS STRICTLY PROHIBITED.
- USAGE OF NARCOTICS LIKE DRUGS, ALCOHOL OR CIGARETTES IS NOT ALLOWED. NO PROMOTION OF DRUGS OR OTHER HAZARDOUS ELEMENTS.
- SCRIPTS TO BE ORIGINAL.
- 8 TEAMS TO BE ALLOWED
- NO CROSS-COLLEGE TEAMS ALLOWED

PRIZE

- TROPHIES: 1<sup>ST</sup> PRIZE, BEST ACTOR, BEST DIRECTION
- CERTIFICATES FOR 1<sup>ST</sup>, 2<sup>ND</sup> AND 3<sup>RD</sup>

## 3. STREET PLAY

5<sup>TH</sup> APRIL, CB GROUND, 11AM- 3PM

- TIME LIMIT: 13+2 MINUTES
- CAST LIMIT: 20+2(INCLUDING MUSICIANS)
  - MINIMUM – 5+2
- THEME: OPEN
- 10 TEAMS ONLY ARE ALLOWED
- PARTICIPANTS ARE REQUIRED TO BRING THEIR OWN PROPS. T
- EXCEEDING THE ALLOTTED TIME WILL LEAD TO DEDUCTION OF POINTS.
- LANGUAGES USED MAY BE IN HINDI, BENGALI OR ENGLISH
- PROMOTION OF ANY NARCOTICS LIKE DRUGS, ALCOHOL OR CIGARETTES IS STRICTLY PROHIBITED. USE OF RACIST, SEXIST OR ANY OFFENSIVE DIALOGUES WILL NOT BE ENTERTAINED.
- THERE SHALL BE NO USE OF WATER, FIRE, EXPLOSIVES OR ANY HARMFUL SUBSTANCES. USAGE OF SUCH THINGS WILL LEAD TO DISQUALIFICATION.
- NO CROSS-COLLEGE TEAMS ALLOWED

PRIZE

- TROPHY FOR WINNER TEAM
- CERTIFICATES FOR 1<sup>ST</sup>, 2<sup>ND</sup> AND 3<sup>RD</sup>



**ATMADWEEP** -The Quiz Club Of  
Heritage Institute Of Technology  
Presents



Heritage Utsav 2019  
2nd April 1 PM- 4PM  
SV Auditorium



Look out for more details

# **Conundrum**

2<sup>nd</sup> April, 2019

Swami Vivekananda Auditorium

## Rules and regulations:

- Teams of 3 members or fewer.
- Members should represent a single institute.  
No cross college teams allowed.
- Registration team-wise through Google Forms by April 1<sup>st</sup> 2019.
  - Teams have to confirm their registrations on-spot 12:00 pm onwards.
- No registration fees.
- Top-8 teams from the preliminary round to qualify for the finals.
- Participants are required to carry a valid ID proof.



# THE Heritage Utsav Debate

conducted by the  
Heritage Debating Society

Venue Swami Vivekananda Auditorium

Date April 1, 2019

Time 2pm Onwards



# Heritage Debating Society

## Rules and Regulations

Date- 1st April 2019.

Time- 2pm- 5pm

Registration fee for non- Heritage teams - Rs 200 per team (2-member team)

Format: Modified Conventional

- Both the members of a team speak for either FOR or AGAINST the topic.
- In the prelims round, the speaking time for each speaker in a team will be (3 + 1)mins. 3mins for speaking and 1 min for rebuttal (questions to be asked by the co-participants in the room).
- 1 team\* per college is allowed to participate in the event.
- The event has a team cap so teams will be selected on a first come first basis.
- The debate will be divided into two rounds- Prelims and Finals.
- A list of motions for the prelims will be released one day before the event date i.e 31st March 2019 at 12 noon.
- Reporting time for participants for prelims: 1st April, 12 noon.
- The top 4 teams will be selected for the finals round. The motion for the finals round will be given on the day of the event itself.
- Reference of any kind of written material while debating is prohibited.
- Use of unparliamentary language will not be entertained.
- Only registered members are allowed to debate.
- Certificates and prizes to be given to the finalists.
- Modification and changes by the organisers will be final and binding.

Proposed by-

Heritage Debating Society.

For more details, contact:

Snehil khemka- 9804540091

Rahul Agarwal- 8444868595



# Entrepreneurship Development Cell of Heritage Institute of Technology presents



ENTREPRENEURSHIP DEVELOPMENT CELL  
HERITAGE INSTITUTE OF TECHNOLOGY

## Rural-La-carte:

1st April 2019

12PM-2PM

Executive Hall(CB LOBBY)

## Brand-a-thon:

2nd April 2019

12PM-2PM

A- seminar

## Madvertisement:

6TH APRIL 2019

11PM-1PM

A-seminar

heritageutsav2019

Heritage Utsav 2k19

1  
RURAL-LA-CARTE

2  
CARPE DIEM

3  
MADVERTISEMENT



6  
BRAND-A-THON

5  
BIZ-TECH QUIZ

4  
SCAM JAM

## Carpe-diem:

2ND APRIL 2019

10AM-12PM

A-seminar

## Biz-tech-quiz:

3RD APRIL 2019

12PM-2PM

SV AUDITORIUM

## Scam-jam :

3RD APRIL 2019

10AM-12PM

Executive hall(CB LOBBY)

FOR DETAILS CONTACT

Mehul Agarwal - 9836946919  
Shuvam Manna - 9874480363

Details of the events to be organised by

## EDC-HITK

during HERITAGE UTSAV 2019

### **1.BRAND-A-THON**

MARKETING IS NOT PROMOTION. IT IS ALL ABOUT BUILDING A BRAND AND SUSTAINING IT BY CONSTRUCTING THAT PERSPECTIVE WHICH WE WANT OUR CONSUMERS TO HAVE ABOUT US. IT IS MUCH LIKE A NEVER – ENDING GRAFFITI, EACH STEP AND EACH IMPROVISATION YIELDS NEW RESULTS! THE MARKET IS EVER – CHANGING AND SO IS YOUR MARKETING!

**VENUE:** A-BUILDING( SEMINAR HALL )

**TIMING:** 2<sup>ND</sup> APRIL 2019( 12PM-2PM )

**NUMBER OF PARTICIPANTS:** 2-4

**REGISTRATION FEES:** Rs. 200(Team)

#### **STRUCTURE:**

PARTICIPANTS WILL HAVE TO SOLVE A SET OF CASE STUDIES BY A STIPULATED DATE (TO BE SPECIFIED LATER ON) AND SEND TO [eceilhitk@gmail.com](mailto:eceilhitk@gmail.com).

LIVE PRELIMS WILL BE HELD SUBSEQUENTLY. 8 TEAMS WILL BE SHORTLISTED FOR THE FINAL ROUND ON THE BASIS OF THEIR PERFORMANCES IN THE PRELIMS.

#### **FINAL:**

RULES TO BE CONVEYED TO THE SELECTED TEAMS.

- ONLY TWO TEAMS CAN REPRESENT A COLLEGE IN THIS EVENT.
- ORGANISERS RESERVE THE RIGHT TO MODIFY THE RULES OF THE EVENTS AS NECESSARY.
- DECISION OF THE JUDGES/MODERATOR WILL BE FINAL AND BINDING.
- PARTICIPANTS ARE EXPECTED TO HAVE RELEVANT KNOWLEDGE FOR THE EVENT IN HAND .

### **2.RURAL-LA-CARTE**

INNOVATION AND NOVELTY ARE WHAT COMPRIZE THE GENIUS OF FERRUCCIO LAMBORGHINI AND MICHELAN GELO ALIKE. ARM YOURSELF WITH THE CANVAS OF CREATIVITY AND PAINT SOMETHING YOUR ANGEL INVESTORS HAVE SEEN NEVER BEFORE. BUT WITH A SLIGHT CHANGE OF TASTE, TO MAKE IT INTERESTING THIS TIME YOU WILL BE PROVIDED WITH ANY RURAL ITEM LIKE KHADDI, EARTHEN POT ETC. SHOW YOUR SKILLS ON THE PRODUCT FOR MARKETING.

**VENUE:** EXECUTIVE HALL(CB-LOBBY)

**TIMING:** 1<sup>ST</sup> APRIL 2019( 12PM-2PM )

**NUMBER OF PARTICIPANTS:** 2-4

**REGISTRATION FEES:** Rs. 200 (Team)

#### **STRUCTURE:**

PARTICIPANTS WILL HAVE TO SOLVE A SET OF CASE STUDIES BY A STIPULATED DATE (TO BE SPECIFIED LATER ON) AND SEND TO [eceilhitk@gmail.com](mailto:eceilhitk@gmail.com).

LIVE PRELIMS WILL BE HELD SUBSEQUENTLY. 8 TEAMS WILL BE SHORTLISTED FOR THE FINAL ROUND ON THE BASIS OF THEIR PERFORMANCES IN THE PRELIMS.

#### **FINAL:**

RULES TO BE CONVEYED TO THE SELECTED TEAMS.

- ONLY TWO TEAMS CAN REPRESENT A COLLEGE IN THIS EVENT.
- ORGANISERS RESERVE THE RIGHT TO MODIFY THE RULES OF THE EVENTS AS NECESSARY.
- DECISION OF THE JUDGES/MODERATOR WILL BE FINAL AND BINDING.
- PARTICIPANTS ARE EXPECTED TO HAVE RELEVANT KNOWLEDGE FOR THE EVENT IN HAND .

### **3. CARPE DIEM**

PUT NOT ONLY YOUR SKILL ON THE RACK BUT ALSO YOUR PATIENCE AND DEXTERITY. A CALCULATED AND COMPOSED MIND IS WHAT YOU NEED WHEN YOU ARE TASKED WITH THE DREAMS OF THE HUMAN CAPITAL OF AN ENTIRE COMPANY! NAVIGATE THROUGH THE TRICKY TERRAIN OF HR AS YOU DECIDE WHO YOU KEEP MOTIVATED AND WHO DESERVES TO BE INCENTIVIED.

**VENUE:** EXECUTIVE HALL(CB-LOBBY)

**TIMING:** 2<sup>ND</sup> APRIL 2019( 10AM-12PM )

**NUMBEROFPARTICIPANTS:** 1

**REGISTRATIONFEES:** Rs. 100(Team)

#### **STRUCTURE:**

PARTICIPANTS WILL HAVE TO SOLVE A SET OF CASE STUDIES BY A STIPULATED DATE (TO BE SPECIFIED LATER ON) AND SEND TO [ecellhitk@gmail.com](mailto:ecellhitk@gmail.com) .

LIVE PRELIMS WILL BE HELD SUBSEQUENTLY. 6 PARTICIPANTS WILL BE SHORTLISTED FOR THE FINAL ROUND ON THE BASIS OF THEIR PERFORMANCES IN THE PRELIMS.

#### **FINALS:**

RULES TO BE CONVEYED TO THE SELECTED PARTICIPANTS.

- MAX TWO PARTICIPANT CAN REPRESENT A COLLEGE IN THIS EVENT.
- ORGANISERS RESERVE THE RIGHT TO MODIFY THE RULES OF THE EVENTS AS NECESSARY.
- DECISION OF THE JUDGES/MODERATOR WILL BE FINAL AND BINDING.
- PARTICIPANTS ARE EXPECTED TO HAVE RELEVANT KNOWLEDGE FOR THE EVENT IN HAND .

### **4. SCAM JAM**

AN EVENT THAT SEES THAT SCAMMING POTENTIAL OF A TEAM AS THEY BATTLE IT OUT IN A WOLF OF WALL STREET SETTING TO MAKE THE HIGHEST AMOUNT OF MONEY AS POSSIBLE. THE TEAMS WILL WORK IN A WALL STREET SIMULATION TO GET THE BIGGEST CHUNK OF PROFITS FOR THEMSELVES.

**VENUE:** EXECUTIVE HALL(CB-LOBBY)

**TIMING:** 3<sup>RD</sup> APRIL 2019( 10AM-12PM )

**NUMBEROFPARTICIPANTS:** 2-4

**REGISTRATIONFEES:** Rs. 200(Team)

#### **STRUCTURE:**

PARTICIPANTS WILL BROKE DEALS THAT WILL SWELL THEIR PROFITS. THEY ARE EXPECTED TO USE UNDERHAND TACTICS TO LAND THE DEALS. THE HIGHEST PROFIT MARGIN AT THE END OF 3 ROUNDS WILL WIN THE CONTEST.

#### **FINALS:**

RULES TO BE CONVEYED TO THE SELECTED PARTICIPANTS.

- ANY NUMBER OF PARTICIPANTS CAN REPRESENT A COLLEGE IN THIS EVENT.
- ORGANISERS RESERVE THE RIGHT TO MODIFY THE RULES OF THE EVENTS AS NECESSARY.
- DECISION OF THE JUDGES/MODERATOR WILL BE FINAL AND BINDING.
- PARTICIPANTS ARE EXPECTED TO HAVE RELEVANT KNOWLEDGE FOR THE EVENT IN HAND .

## **6. MADVERTISEMENT**

PARTICIPANTS WILL BE MAILED A SPECIFIC AD CAMPAIGN OF A PRODUCT/COMPANY AND THEY WILL HAVE TO GIVE A NOVEL SPIN ON IT, MAKING IT AS QUIRKY, WEIRD AND FUNNY AS POSSIBLE.

**VENUE:** A-SEM

**TIMING:** 6<sup>TH</sup> APRIL 2019( 11PM-1PM )

**NUMBEROFPARTICIPANTS:** 3-4

**REGISTRATIONFEES:** Rs. 100(Team)

### **STRUCTURE:**

PARTICIPANTS WILL HAVE TO SIT FOR THE PRELIMS. IF THE TEAMS REACH THE FINALS, 2 MEMBERS WILL BE ON STAGE AT ANY GIVEN ROUND. SWITCHING MEMBERS WILL BE ALLOWED AFTER EACH ROUND.

### **FINALS:**

RULES TO BE CONVEYED TO THE SELECTED PARTICIPANTS.

- ANY NUMBER OF PARTICIPANTS CAN REPRESENT A COLLEGE IN THIS EVENT AS A TEAM.
- ORGANISERS RESERVE THE RIGHT TO MODIFY THE RULES OF THE EVENTS AS NECESSARY.
- DECISION OF THE QUIZMASTER WILL BE FINAL AND BINDING.
- PARTICIPANTS ARE EXPECTED TO HAVE RELEVANT KNOWLEDGE FOR THE EVENT IN HAND .

## **5. BIZ TECH QUIZ**

IF YOU KNOW YOUR WAY AROUND SOME OF THE GEEKIEST QUESTIONS AROUND BIZ AND TECH GIGS AROUND THE WORLD, THIS IS ONE FOR YOU. NAVIGATE THROUGH THE WEIRDEST AND THE MOST WORKOUTABLE QUESTIONS IN TECH AND TAKE HOME COOL STUFF.

**VENUE:** SV AUDITORIUM

**TIMING:** 3<sup>RD</sup> APRIL 2019( 12PM-2PM )

**NUMBEROFPARTICIPANTS:** 2-3

**REGISTRATIONFEES:** Rs. 100(Team)

### **STRUCTURE:**

PARTICIPANTS WILL HAVE TO SIT FOR THE PRELIMS. IF THE TEAMS REACH THE FINALS, 2 MEMBERS WILL BE ON STAGE AT ANY GIVEN ROUND. SWITCHING MEMBERS WILL BE ALLOWED AFTER EACH ROUND.

### **FINALS:**

RULES TO BE CONVEYED TO THE SELECTED PARTICIPANTS.

- ANY NUMBER OF PARTICIPANTS CAN REPRESENT A COLLEGE IN THIS EVENT AS A TEAM.
- ORGANISERS RESERVE THE RIGHT TO MODIFY THE RULES OF THE EVENTS AS NECESSARY.
- DECISION OF THE QUIZMASTER WILL BE FINAL AND BINDING.
- PARTICIPANTS ARE EXPECTED TO HAVE RELEVANT KNOWLEDGE FOR THE EVENT IN HAND .

HERITAGE INSTITUTE OF TECHNOLOGY  
PRESENTS  
**HERITAGE UTSAV'19**



**GHUNGROO Presents-**

APRIL 4

EASTERN GROUP DANCE(2pm-4pm Main Stage)

APRIL 5

WESTERN GROUP DANCE(4pm-5pm Main Stage)

SOLO DANCE

(11am-12:30pm SVA)

For details Contact:

9007651107

8240710624

7003519593



Rules and Regulations of events organised by

**ghungroo**

HERITAGE UTSAV 2019

## **NRITYANGAN (EASTERN GROUP DANCE)**

**Date: 4<sup>th</sup> April**

**Time: 2pm onwards**

**Venue: Main Stage**

### **Rules and regulations**

**Registration Fees:** The registration fee for the event is Rs600.

**THEME:** Any theme of your choice. But a particular theme must be portrayed.

**FORM:** Any Eastern/classical/creative form of dance

1. Time limit for eastern group Dance competition is 12 minutes. (10+2 minutes including stage setting and removal of props)
2. There will be negative points for exceeding the time limit.
3. There is no particular theme; choice of song is open to the participants.
4. Dance music is to be presented in a **CD or pen drive strictly** and submitted to the stage manager prior to the competition during the registration process. No music to be played from phone.
5. Props, to be used by the participants, must be brought by themselves. No props will be provided from college side. Any use of sand, dust or other things that might mess the stage is strictly not allowed.
6. Maximum number of participants is 18; at least there must be 6 participants on stage all time.
7. All participants should have their valid college ids which have to be presented at the registration desk on the day of event. Cross college teams are allowed.
8. Marks will be given on creativity, music, stage presence, teamwork, dance variation, synchronization, entertainment value, crowd response and skills. The decisions of the judges are final.

**In case of any clarification, please contact: Sreeja Paul – 9007651107 / Anushka Guha: 8240710624 / Kathakoli Sorkhel: 8017133876 / Rupa Kumari: 9060356353**

## ABCD (Solo Dance)

Date: 5<sup>th</sup> April

Time: 11:00 am to 12:30 pm

Venue: SV Auditorium

### Rules and regulations

**Registration Fees:** The registration fee for the event is Rs. 100 per performer.

1. Time limit for Solo Dance competition is **4 (3+1) minutes**. There will be negative points for exceeding the time limit.

2. Dance music is to be presented in a **CD or pen drive strictly** and submitted to the stage manager prior to the competition during the registration process. No music to be played from phone.

3. Organizers are not responsible for the malfunctioning of the CD or pen drive.

4. Any genre of dance music will be accepted.

5. Props, to be used by the participants, must be brought by themselves. No props will be provided from college side. Any use of sand, dust or other things that might mess the stage is strictly **not allowed**.

6. For stage setting and removal of props, a maximum of 1 minute is allowed.

7. There is no particular theme; choice of song is open to the participants.

8. The participants will be judged on their dance form, expression, visual presentation and theme they want to portray.

9. The decision of Judges will be final and binding.

**In case of any clarification, please contact: Sreeja Paul – 9007651107 / Anushka Guha: 8240710624 / Kathakoli Sorkhel: 8017133877**

## Feet -o- Fire (Western Group Dance)

Date: 5th April

Time: 4 pm – 5 pm

Venue: Main Stage

### Rules and regulations:

**Registration Fees:** The registration fee for this event is ₹600.

- Time limit is 10 minutes. (8+2 including stage set up) Negative marking for those who exceed the time limit.

- Number of active members on stage should be 6 and a team should not exceed 22 people.

- Dance music is to be presented in a **pen-drive**, strictly. It has to be submitted to the event manager prior to the event, during registration. No music to be played from phone. It is recommended to have at least two backups.

- Props, to be used by the participants, must be bought by themselves. Any use of sand, dust or other things which might mess the stage is strictly not allowed.

- All participants should have their valid college id cards which is to be presented at the registration desk on the day of the event.

- Cross college teams are allowed. No indecent songs are allowed. Only 1 team per college will be allowed.

- Marks will be given on creativity, music, stage presence, teamwork, synchronization, use of stage, crowd response and skills. The decision of the judges will be final.

**In case of any clarification, please contact: Sreeja Paul - 9007651107 / Anushka Guha - 8240710624 / Kathakoli Sorkhel: 8017133876**

### NB:

- All participants and teams are required to report 1 hour prior to the event and contact us. Any college failing to report before 1 hour will be disqualified.
- All participants and teams are required to register and pay the registration fees beforehand in the said manner through [www.heritageit.edu.in](http://www.heritageit.edu.in). The details/portal will be given later.
- For more details and updates follow the Facebook page <https://www.facebook.com/heritageutsav2k19/> and Instagram handle @heritageutsav2019.



HERITAGE INSTITUTE OF TECHNOLOGY  
PRESENTS

60 SECONDS  
TO FAME

2019

INCANDESCENCE

2019

<<< HERITAGE FASHION CLUB >>>

VENUE : A building seminar hall

DATE : 5th April

TIME : 12:00-1:30 PM

VENUE : Main Stage

DATE : 5th April

TIME : 4:30 - 6:00 PM

INTER COLLEGE FASHION SHOW COMPETITION



Ishita - 6290195175



Sukanya - 9635326324

# 60 Seconds to Fame

Here is your chance to showcase your unique talent and amaze the audience within just a minute. Hurry up and register..

**Registration last date: 1st April,2019**

**Registration Fee: ₹200/-**

## Prize Money

**1st Prize: ₹1500/-**

**2nd Prize: ₹1000/-**

**3rd Prize: ₹500/-**

## Rules and Regulations

1. This event allows only a single participant per performance.
2. Participants dancing or performing on a track must submit it 1 hour prior to the event.
3. Exceeding the time limit will result in negative marking.
4. Any use of smoking or alcohol is prohibited.
5. Result of the judges is final and binding.

# Incandescense

2019

The most awaited event of HERITAGE UTSAV "INCANDESCENCE 2K19" is finally here!! Heritage Fashion Club brings you an inter-college fashion show event where you get to showcase your walk and fashion skills. The winners will be getting exciting prize money worth 5K along with vouchers. Hurry up and register!!!

## THEME: Potpourri of ethnicities

### Prize Money:

1st Prize: Rs 5000/- along with vouchers

2nd Prize: Rs 3000/- along with vouchers

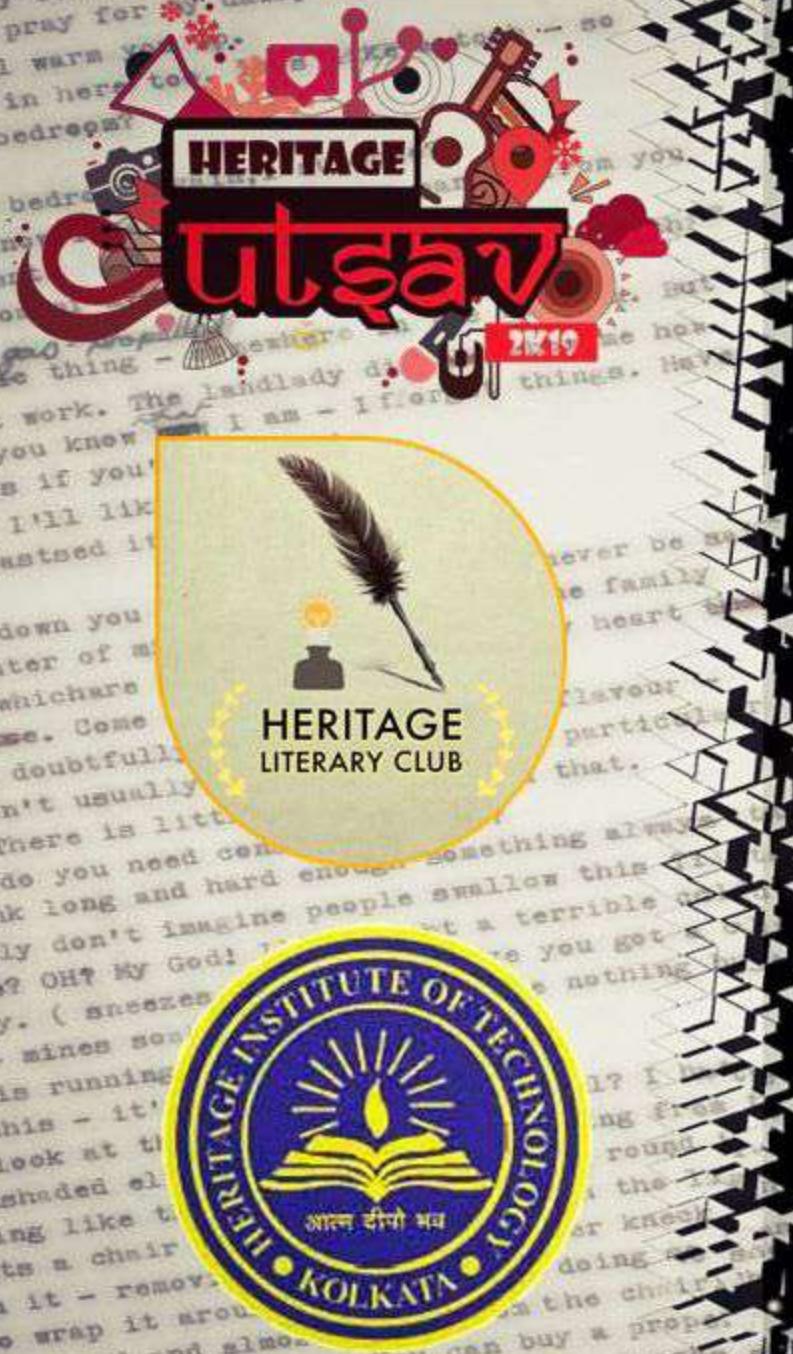
3rd Prize: Rs 2000/- along with vouchers

## FASHION SHOW RULES AND REGULATIONS

1. Date: MARCH 5,2019
2. Registration fees: ₹1000/- per team
3. Only one team per college is allowed to register.
4. Minimum number of participants: 12
5. Maximum number of participants: 18
6. Time: 7+3 (2 mins for setup)
7. Registration should be done by 31st MARCH 2019.
8. Tracks should be submitted 3hrs prior to the event.
9. Negative marking if participants exceed the time limit.
10. No vulgar actions; smoking, alcohol or fire should be used on stage.
11. Extremely revealing clothes will result in immediate disqualification.
12. Green rooms will be allotted for the participants.
13. Decision of the judges will be final and binding.

## FASHION SHOW JUDGING PARAMETERS

1. Sequence and co-ordination.
2. Theme implementation.
3. Walk and expression.



The Literary Club of HIT-K presents

## *"du cœur créatif"*

*Creative Writing Competition*

**Date: 4<sup>th</sup> April, 2019      Venue: CB 604, HIT-K**

**Time: 11AM-12PM      Registration: Rs.100/-**

**Contact:-**

**Sanket Mukherjee – 8967856077**

**Nayonika Rahut - 9674662593**

&

## *"The Scenarist"*

*Script Writing Competition*

**Date: 4<sup>th</sup> April, 2019      Venue: CB 416, HIT-K**

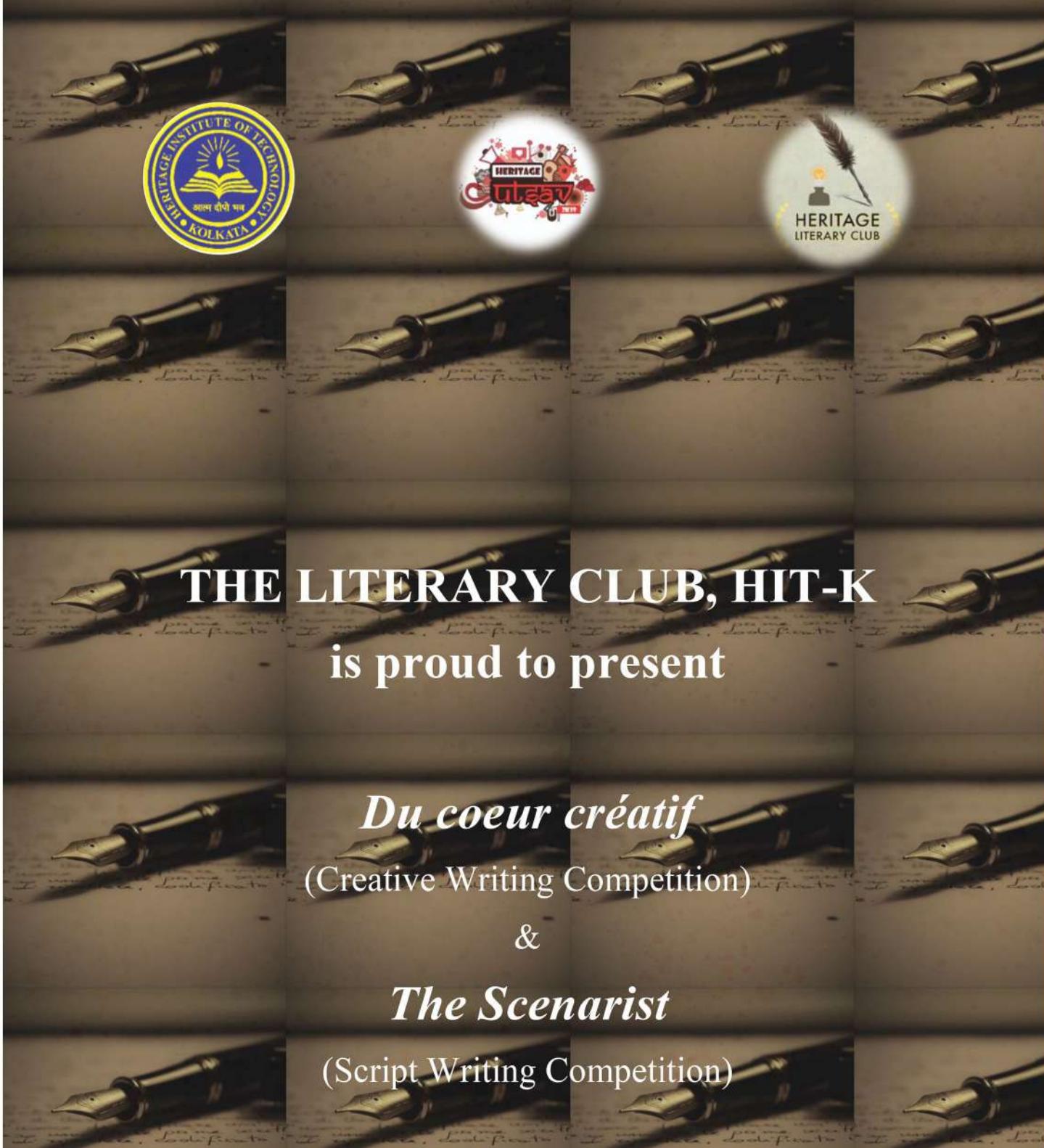
**Time: 1PM-2PM      Registration: Rs.100/-**

**Contact:-**

**Harsha Pincha – 9804221115**

**Sambuddha Maitra - 8910307818**

**N.B.-Interested people should  
register online**



THE LITERARY CLUB, HIT-K  
is proud to present

*Du cœur créatif*  
(Creative Writing Competition)

&

*The Scenarist*  
(Script Writing Competition)

## General Rules & Regulations

We request you to follow these regulations and guidelines to ensure safety and enjoy the complete essence of the event:

- More than one participant per college is allowed.
- Participants should carry their respective ID cards.
- Registration will be cancelled if a participant fails to produce his/her ID card at the PR desk. **No exceptions shall be made.**
- It is of quintessential importance that the participants **report at the PR desk 30 minutes prior** to the commencement of the event.
- The **organisers** reserve the right to **modify the rules and regulations** (if required).
- The organising committee shall not be responsible for the loss, damage or theft of any personal belongings.
- Damaging and, or destroying any kind of college property will be considered as a serious offence.

### CONTENTS

#### EVENT NAME

*du cœur créatif* (Creative Writing)

*The Scenarist* (Script Writing)

#### PAGE NO.

1-2

3-4

**NO. OF PARTICIPANTS:** Individual

**REGISTRATION FEE:** Rs 100/- per participant

**STRUCTURE:**

The participants will have to write a feature in their selected language within the prescribed time limit.

**RULES:**

1. Each participant will have to select their mode of writing among Hindi, Bengali and English while submission of the registration forms.
2. The participant won't be allowed to use any other language in the competition other than the one they selected while registering.
3. The topic for the competition will be declared at **10.50AM**.
4. Participants will be provided **1 hour** for writing a short feature story within **1000 words**.
5. The time used by the participants in planning or structuring the storyline is included within the allotted time.
6. Decision of the judges shall be final and binding.

## *Du cœur créatif*

Creative Writing

**DATE:** 4<sup>th</sup> April, 2019

**TIME:** Reporting at the venue at 10 AM,  
Competition from 11AM – 12PM

**VENUE:** CB 604

**NO. OF PARTICIPANTS:** Individual

**REGISTRATION FEE:** Rs 100/- per participant

**STRUCTURE:**

The participants will have to write a script of a multi-act stage play in their selected language within the prescribed time limit.

**RULES:**

1. Each participant will have to select their mode of writing among Hindi, Bengali and English while submission of the registration forms.
2. The participant won't be allowed to use any other language in the competition other than the one they selected while registering.
3. It is on the part of the participant to check the aforementioned page for the theme notification.
4. Participants will be provided **1 hour** for writing a script.
5. There is no word limit for the script.
6. Decision of the judges shall be final and binding.

## ***The Scenarist***

Script Writing

**DATE:** 4<sup>th</sup> April, 2019

**TIME:** Reporting at the venue at 12 PM,

Declaration of theme at 12.30PM

Competition from 1PM – 2 PM

**VENUE:** CB 416



HERITAGE  
INSTITUTE OF  
TECHNOLOGY



# CINEMA PARADISO

PRAVASANA



2019



*Chowbagha Road,  
Anandapur,  
PO: East Kolkata Township,  
Kolkata 700-107*

## FILMISTAN

SEMINAR HALL  
1:00pm-4:00pm

## CHAYA-O-CHOBİ

THA AUDITORIUM  
11:00pm-5:00pm

## BAAR BAAR DEKHO

CB LOBBY  
11:00am-5:00pm

## THE WAR OF THE WORLDS

CB 604  
12:00pm-4:00pm

04/04/19

## CHOTODER CHOBİ

THA AUDITORIUM  
10:00am-1:00pm

## BAAR BAAR DEKHO

CB LOBBY  
11:00am-5:00pm

## SHUTTER ISLAND

HERITAGE CAMPUS  
11:00am-4:30pm

## CHAYA-O-CHOBİ

THA AUDITORIUM  
1:30pm-5:00pm

## KAHAANI

EXECUTIVE HALL  
11:30am-1:00pm

05/04/19

## SHUTTER

SV AUDITORIUM  
11:00am-1:00pm

## KYA KHEYAL HAI JANAB KE?

CB 416  
1:00pm-3:00pm

## BAAR BAAR DEKHO

CB LOBBY  
11:00am-5:00pm

## CHAYA-O-CHOBİ

THA AUDITORIUM  
11:00pm-5:00pm

## SHOB CHORITRO KALPONIK

EXECUTIVE HALL  
1:30pm-3:30pm

06/04/19

[pravasanaheritage@gmail.com](mailto:pravasanaheritage@gmail.com)



*Pravasana- a property of  
Heritage Group of Institutions*



[@pravasana\\_heritage](#)

## CONTACTS:

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(+91 98362 61133)

CINEMA  
PARADISO  
2019

# Rules and Regulations





# FILM QUIZ



## General Event Rules:

- The event will be held on 4<sup>th</sup> April from 1:00 p.m. at A-Building Seminar Hall .
- Each team will consist of 2 members.

Registration  
Fees

₹ 200

## Event Guidelines:

- The quiz will consist of a prelims and finals.
- 8 teams will qualify to the finals.
- The teams will be of 2 members each.
- The prelims will be a written round of 20 questions , and 6 stars (for tiebreakers).
- The finals will consist of 40 questions with 4 different rounds consisting of normal pounce and bounce, written round and along connect.
- The discretion of the Quizmasters is final and binding.

## Rules and Regulations

- Use of internet is strictly prohibited.
- Anyone using unfair means shall be disqualified immediately.

## THE JUDGING?

1. Pravasana will appoint Quizmaster(s) for the contest.
2. The decision of the Quizmasters panel will be final and binding on all Participants in respect to all matters relating to the Contest.

**Filmistaan**  
**4th April**



# FILM DEBATE



Registration  
Fees

₹ 200

## General Event Rules:

- The event will be held on 4<sup>th</sup> April from 12 noon at CB 604.
- Each team will consist of 2 members.

## Event Guidelines:

- The event consists of two rounds.
- The first round will be a Preliminary Round. The second round will be the Final Round.
- **Preliminary round:**
  - The **theme** of the event is will be declared 24 hours before the competition on the **website**.
  - Maximum time limit for each debater is 3+1 minutes (4 min speech + 1 minute for counter question)
  - 4 teams will qualify for the Final Round.
- **Final round:**
  - The **theme** will be declared **On the spot**.
  - Maximum time limit for each debater is 4+1 minutes (5 min speech + 1 minute for counter question)

## Rules and Regulations

- Use of internet is strictly prohibited
- Anyone using unfair means shall be disqualified immediately.

## THE JUDGING

1. Pravasana will appoint a judge/ judges for the contest.
2. The decision of Pravasana's judging panel will be final and binding on all Participants in respect to all matters relating to the Contest.

The War Of  
The Worlds  
4th April



# FILM REVIEW COMPETITION



## General Event Rules:

- Event will take place on 6<sup>th</sup> of April , from : 1:00 p.m. in CB 416
- On the spot registration allowed

Registration  
Fees

₹ 100

## Event Guidelines:

- Participants will compete individually.
- A short film of around 20 minutes shall be shown.
- 1 hour shall be given to write a review of the film shown.
- Review should not exceed 700 words.
- Reviews should be authentic or the participant shall be disqualified.

## Rules and Regulations :

- Participants are not allowed to refer from the internet during the event.
- Any participant employing any kind of unfair mean(s) shall be disqualified.

## THE JUDGING

Pravasana will appoint a judge/ judges for the contest whose decision will be final and binding on all Participants in respect to all matters relating to the Contest.

Kya Khayal  
Hain Janab Ka ?  
6th April



# PAINTING COMPETITION



## General Event Rules:

- The event will be held on 6<sup>th</sup> April from 1:30 p.m. at CB Executive Hall.
- Individual participations only

Registration  
Fees

₹ 100

## Event Guidelines:

- The duration of the competition is 2 hours.
- Art paper will be provided to each participant.
- Participants need to bring their own stationeries and other accessories needed.
- The **theme** of the painting will be given 24 hours before the contest begins on the website.

## Rules and Regulations

- Anyone caught using any kind of unfair means shall be disqualified from the competition.

## THE JUDGING ?

- Pravasana will appoint a judge/ judges for the contest.
- The judging panel shall assess and determine the winning paintings. The results and the winners will be announced on the website.

Shob Choritro  
Kalponik  
6th April



## PHOTOGRAPHY COMPETITION

### ( On The Spot )



#### General Event Rules:

- The event will be held on 5<sup>th</sup> April from 11:00 a.m. in the campus
- Theme to be declared on the spot.
- Each person has to participate individually

Registration  
Fees

₹ 100

#### Event Guidelines:

- This contest is open for online submissions only, use **#pravasanaheritage** and upload it on Instagram or mail it to [pravasanaheritage@gmail.com](mailto:pravasanaheritage@gmail.com) with subject “Onspot photography- Entry”
- Click pictures within the given time and inside and around the campus
- Any camera such as DSLR, Mirrorless, Digital, GoPro or Mobile phones etc. are allowed.
- Photos submitted must be at least 640 pixels on the shorter side. Images should be minimum of 2 MB size. Photos must be in JPEG format.
- You may submit maximum of **3** entries for the contest.
- You are required to provide an unique title & description for each image submitted.
- 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 references and or marks on the image.
- 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).

Shutter  
Island  
5th April



## PHOTOGRAPHY COMPETITION

### ( On The Spot )



#### Event Guidelines (continued):

- Advanced editing used to create illusions, deceptions and or manipulations, and the adding and removing of significant elements within the frame is prohibited.
- Every image uploaded is subject to a moderation process before it becomes visible on the contest page. Pravasana reserves the right to assess and disregard any submitted photo at its discretion.
- Photos that portray or otherwise include inappropriate and or offensive content, including provocative nudity, violence, human rights and or environmental violation, or any other contents deemed to be contrary to the law, religious, cultural & moral traditions and practices of India, are strictly prohibited and will be immediately discarded.
- A participant who submits any such photos may be immediately disqualified, subject to Pravasana's discretion.

#### THE JUDGING

1. Pravasana will appoint a judge/judges for the contest.
2. The judging panel shall assess and determine the winning Photos. The results and the winners will be announced on the website.
3. The decision of Pravasana's judging panel will be final and binding on all Participants in respect to all matters relating to the Contest.

Registration  
Fees

₹ 100

Shutter  
Island

5th April



## PHOTOGRAPHY COMPETITION

### ( On The Spot )



Registration  
Fees

₹ 100

#### THE JUDGING (continued) :

4. Pravasana reserves the right to call for original JPEG or RAW files with unchanged EXIF for the purpose of authentication. An image maybe disregarded if this information cannot be provided.

#### INTELLECTUAL PROPERTY RIGHTS

1. Submitted photos must be original, created and/or taken by the contestant. It must not contain any materials owned or controlled by a third party for which you have not obtained a license, must not infringe the copyright, trademark, moral rights, rights of privacy/publicity or intellectual property rights of any person or entity.

2. Pravasana respects photographers' copyrights and copyrights shall remain vested with the creator of the image. Upon making the submission, you grant Pravasana, worldwide, non-exclusive, royalty free, sub-licensable right and license to use, publish, reproduce, display, perform, adapt, create derivative works, distribute, have distributed, print, in whole or in part, in any form, in all media forms now or hereafter known, to promote the contest, image, the photographer or for editorial or educative use.

3. The Photographer will be credited wherever the image is used.

Shutter  
Island

5th April



# SHORT FILM COMPETITION



## General Event Rules:

- The event will be held on 5<sup>th</sup> April from 10:00 a.m. at THA Auditorium.
- The theme of the event is open.

## Event Guidelines:

- The event consists of two rounds. In the first round, the submitted films will be shortlisted. In the second round, the shortlisted films would be shown during the Short film competition and will be judged accordingly.
- All people involved in the making of the films should be students in under graduate/post graduate courses. However, actors can be of any age.
- A director can submit any number of films.
- Maximum time limit of the films is 18+2 minutes (including credits).
- Animation films are allowed.
- The film must preferably be provided with English subtitles if the language in the film is not English .
- The participants must be present for the final round when the films will be screened.
- The decision of the organizers shall be final and binding on all contestants.

Registration  
Fees

₹ 1000

Chotoder  
Chobi  
5th April



# SHORT FILM COMPETITION



## Submission Guidelines:

- Preferably the movie should be playable in VLC Media Player. We will not be playing it in DVD players.
- The movie should have a minimum resolution of 720p. However, we prefer a 1080p version for best results.
- The movie should be submitted as a Google Drive link ( contact respective event coordinator for further enquiries ).
- A photocopy of the college-ID card of the director must be submitted along with the movie.
- Last date of submission is 2nd April, 2019.

## Important Notes:

- Any film containing explicit or offensive content would be disqualified.
- Short films that are submitted must be the entrant's original work and shall not infringe on any copyrights or any other rights of any third parties.
- Contestants agree that they have obtained all required permissions regarding music, sound and/or images presented in their short film. By entering the competition, the entrant agrees that the Heritage Utsav will not be held liable for any copyright infringements perpetrated by you or your short film.

Registration  
Fees

₹ 1000

Chotoder  
Chobi  
5th April



# PHOTO-STORY COMPETITION



## General Rules

- Online Registration closes on 30<sup>th</sup> March
- Individual Participations only
- Selected entries would be displayed on 5<sup>th</sup> of April in the Executive Hall from 11:30 a.m.

Registration  
Fees

₹ 200

## Rules and Regulations:

- The **theme** of the competition is open.
- The contest is for online submission only. Mail your entrie(s) to [pravasanaheritage@gmail.com](mailto:pravasanaheritage@gmail.com) with subject 'Kahaani' entry.
- Any camera such as DSLR, Mirrorless, Point and Shoot or Mobile phones are allowed.
- Photos submitted must be at least 8×10 inches. Photos must be in jpeg format.
- Each contestant may submit a maximum of 6 images for the contest.
- You are required to provide a title for the story & description for each image submitted.
- Basic editing, including color enhancement, use of filters, and cropping of the photos is acceptable.
- Advanced editing used to create illusions, deceptions and/or manipulations, and the adding and removing of significant elements within the frame is prohibited.
- If Watermarks are used then it should be placed at the bottom right corner of the image.

Kahaani  
5th April



# PHOTO-STORY COMPETITION



## Judging:

- Pravasana will appoint a judge/ judges for the contest.
- The judging panel shall assess and determine the winning Photos. The results and the winners will be announced on the website and their entries shall be displayed in the exhibition .
- The decision of Pravasana's judging panel will be final and binding on all Participants in respect to all matters relating to the Contest.
- Pravasana reserves the right to call for original JPEG or RAW files with unchanged EXIF for the purpose of authentication. An image maybe disregarded if this information cannot be provided.

## Intellectual property rights

- Submitted photos must be original, created and/or taken by the contestant. It must not contain any materials owned or controlled by a third party for which you have not obtained a license, must not infringe the copyright, trademark, moral rights, rights of privacy/publicity or intellectual property rights of any person or entity.
- Pravasana respects photographers' copyrights and copyrights shall remain vested with the creator of the image. Upon making the submission, you grant Pravasana, worldwide, non-exclusive, royalty free, sub-licensable right and license to use, publish, reproduce, display, perform, adapt, create derivative works, distribute, have distributed, print, in whole or in part, in any form, in all media forms now or hereafter known, to promote the contest, image, the photographer or for editorial or educative use.
- The Photographer will be credited wherever the image is used.

Registration  
Fees

₹ 200

Kahaani

5th April



# PHOTOGRAPHY WORKSHOP



Registration  
Fees

nil

## General Event Rules:

- Event would take place on 6th of April from 11:00 a.m. in S.V. Auditorium.
- Bring your camera(s) such as DSLR, Mirrorless, Digital, GoPro or Mobile phones , etc. as it would be an interactive session.
- Individual Registrations Only.

Shutter  
6th April



# EXHIBITION



## General Event Rules:

- Event would take place on 4<sup>th</sup> , 5<sup>th</sup> and 6th of April from 11:00 a.m. in C.B.Lobby.
- The theme is open , so feel free to mail us your paintings , doodles , sketches , digital art , photographs, etc. at [pravasanaheritage@gmail.com](mailto:pravasanaheritage@gmail.com) along with your Name , Institute Name , Contact Number(s) along with any write-up to accompany your work.
- Only selected entries shall make it to the exhibition
- Individual Registrations Only.

Baar Baar  
Dekho

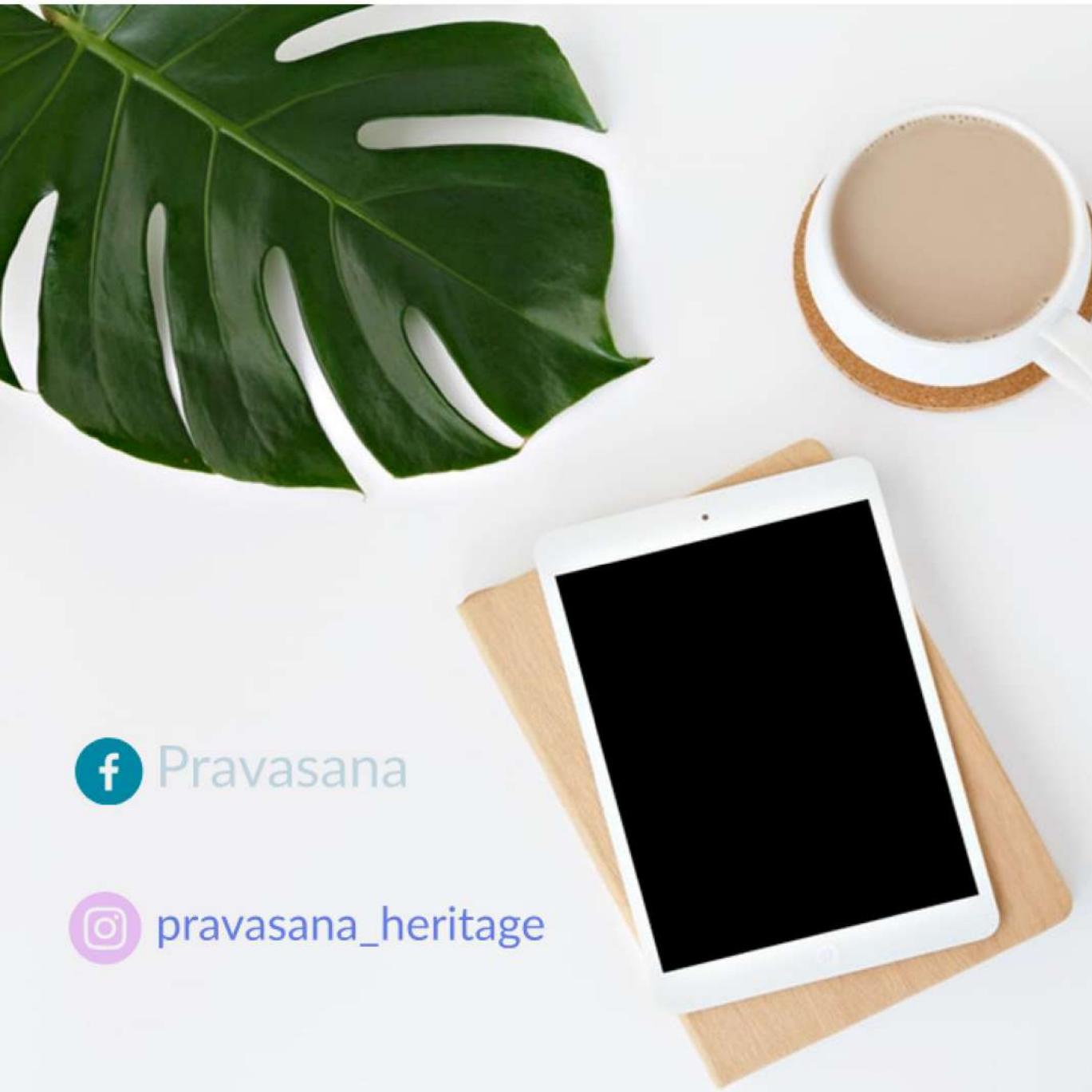
4th - 6th April



## GENERAL INSTRUCTIONS



1. Participation Certificates shall be provided to all participants.
2. Top 3 or, 2(depending on the event) rank holders would be awarded Certificates of Achievements
3. Other exciting prizes to be won ( to be declared on the day of the event ).
4. Entries for photo-story competition(should complete online registration as well) and Exhibition should be mailed directly to [pravasanaheritage@gmail.com](mailto:pravasanaheritage@gmail.com) with proper Subject(s).
5. Reach the venue of the event at least 20-30 minutes before the time mentioned.



 Pravasana

 pravasana\_heritage

For more details , contact :

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DETAILS OF THE EVENTS ORGANISED BY

**RESONANCE**

DURING HERITAGE UTSAV 2019

**WESTERN BAND COMPETITION**

- REGISTRATION FEES: THE REGISTRATION FEE FOR THE EVENT IS RS. 600 PER BAND.
1. THE BAND MUST COMPRIZE A MINIMUM OF 3 MEMBERS AND A MAXIMUM OF 6 MEMBERS.
  2. ONLY USE OF ENGLISH LANGUAGE IS ALLOWED. USE OF OBJECTIONABLE LANGUAGE STRICTLY PROHIBITED.
  3. TIME – 12 + 3 MINUTES
  4. MARKS WILL BE DEDUCTED FOR EXCEEDING TIME LIMIT.
  5. COVERS ARE ALLOWED. HOWEVER, OCS WILL CARRY EXTRA CREDIT.
  6. BANDS WILL BE ALLOWED TO PERFORM ON THE BASIS OF FIRST-CUM-FIRST-SERVE REGISTRATION.
  7. CROSS COLLEGE BANDS ARE ALLOWED.
- PRIZE MONEY: 1<sup>ST</sup> 3000

**INSTRUMENTAL MUSIC RULES AND REGULATIONS**

- REGISTRATION FEES: THE REGISTRATION FEE FOR THE EVENT IS RS. 100 PER PERFORMANCE (SOLO OR DUET).
1. TIME - 4+2 MINUTES.
  2. MARKS WILL BE DEDUCTED FOR EXCEEDING TIME LIMIT.
  3. DRUMS ARE NOT ALLOWED DUE TO ARRANGEMENT CONSTRAINTS.
  4. TWO MEMBERS MAX ALLOWED FOR A SINGLE PERFORMANCE (I.E., SOLO OR DUET). EACH PARTICIPANT MAY PLAY MORE THAN ONE INSTRUMENT.
  5. BACKING TRACK NOT ALLOWED.
  6. COORDINATORS WILL SHORTLIST THE FINAL PARTICIPANTS DEPENDING ON THE NUMBER OF REGISTRATIONS (MAX 15)
- PRIZE MONEY: 1<sup>ST</sup> 600  
2<sup>ND</sup> 400

**EASTERN SOLO SINGING**

- RULES AND REGULATIONS**
- REGISTRATION FEES: THE REGISTRATION FEE FOR THE EVENT IS RS. 100 PER PARTICIPANT.
1. TIME: 5 + 1 MINUTES
  2. BACKING TRACK / ONLY 1 INSTRUMENT ALLOWED.
  3. BACKING TRACK CANNOT HAVE ANY VOCALS.
  4. BACKING TRACK TO BE PROVIDED TO THE ORGANIZERS DURING THE REGISTRATION.
  5. USE OF OBJECTIONABLE WORDS PROHIBITED STRICTLY.
  6. LANGUAGE HAS TO BE OF INDIAN ORIGIN
  7. PARTICIPANTS TO BE SHORTLISTED.
- PRIZE MONEY -
- 1<sup>ST</sup> 700  
2<sup>ND</sup> 500

**WESTERN SOLO SINGING**

- RULES AND REGULATIONS**
- REGISTRATION FEES: THE REGISTRATION FEE FOR THE EVENT IS RS. 100 PER PARTICIPANT.
1. TIME: 5 + 1 MINUTES
  2. BACKING TRACK / ONLY 1 INSTRUMENT ALLOWED.
  3. BACKING TRACK CANNOT HAVE ANY VOCALS.
  4. BACKING TRACK TO BE PROVIDED TO THE ORGANIZERS DURING THE REGISTRATION.
  5. USE OF OBJECTIONABLE WORDS PROHIBITED STRICTLY.
  6. ONLY ENGLISH LANGUAGE IS ALLOWED
  7. MAXIMUM 20 PARTICIPANTS ALLOWED, TO BE SHORTLISTED BY THE COORDINATORS.
- PRIZE MONEY: 1<sup>ST</sup> 700  
2<sup>ND</sup> 500

**EASTERN FUSION BAND COMPETITION**

- RULES AND REGULATIONS**
- REGISTRATION FEES : THE REGISTRATION FEES FOR THE EVENT IN RS. 400 PER BAND.
1. THE BAND MUST COMPRIZE A MINIMUM OF 3 MEMBERS AND A MAXIMUM OF 10 MEMBERS.
  2. BANDS HAVE TO ARRANGE FOR THEIR OWN INSTRUMENTS. DRUM SET , MICROPHONES AND ADEQUATE NUMBER OF CABLES TO BE PROVIDED.
  3. TIME – 10 + 2 MINUTES
  4. MARKS WILL BE DEDUCTED FOR EXCEEDING TIME LIMIT.
  5. BANDS WILL BE ALLOWED TO PERFORM ON THE BASIS OF FIRST-CUM-FIRST-SERVE REGISTRATION.
  6. CROSS COLLEGE BANDS ARE ALLOWED.
- CASH PRIZES TO BE WON.



## Credits:

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