EVENT'S DETAIL BOOK

Ignitia 2011

25, 26 & 27th Feb 2011

Techxi
THE ROBO-KAANT

Future world of complex, atomised gadgets had its root in today's robots of
simple functionality… even basics objectives like locomotion and coordination
need advanced mechanism and elaborate technology.Having welcomed the
multitude of robots in past…. ROBOTICS once again is on this year... If you have a
strong inclination in creating robo models... This is the place where you can prove
your undefeatable dominance in robotics... CHALLENGES AWAITS YOU…

"It is impossible to win the race unless you venture to run, impossible to win the
victory unless you dare to battle."- Richard M. DeVos

ROUND 1 :: ROBO-RACE

RULES AND REGULATIONS:

• Each team should have at the most 5 members.

• Participants from different educational institutions can form a team.

• All the participants should carry their valid identity card of their respective colleges.

• In case of a tie, the final decision will be in the hands of coordinator.

• The final rules will be declared on the spot by the coordinator.

• The wireless bot is advised to have two remote control circuits (or a dual frequency

remote control circuit) which can be switched to either frequency before the
start of the game. This is done to avoid frequency interference between the two
competing bots during the race.

• The organizers reserve the rights to change any or all of the above rules as they

deem fit. Change in rules.

• The decision of the Event Organizers will be final and binding.

• Judges have the right to disqualify any machine whose working mechanism or game

strategy is considered hazardous in any way.

BOT SPECIFICATIONS

* Bounding Box Size for Machine should be: 25 cm length X 25 cm width, no height limit.

(Bounding Box: A box which can cover machine completely from all dimension)

* The Bot may be Wired or wireless with weight not exceeding 4kgs .

* The bot will be disqualified if any part fails or falls off in the arena and is unable to
continue.

* The machine can be powered electrically only. Use of an IC engine in any form is not
allowed. On board batteries must be sealed immobilized or electrolyte types.(such as gel
cells, lithium, NiCad, NiMH, or dry cells).

* Any type of batteries can be used provided it does not exceed 12V.

* Power supply can be derived from batteries or through external source (220v/50 Hz).

Voltage at any point must be lower or equal to 12V DC during the game.

* The organizers will provide a standard 220V/50 Hz AC power supply. Any eliminator,
adaptor,etc required will have to be arranged by participants themselves.

* Sufficient wire should be brought if wired.

* Jumping and hopping is not allowed.

PROBLEM STATEMENT:

* Design and build a wired or wireless racing bot that can complete the given race arenain least possible time. The team should be meticulous enough to manage the control and
speed of the bot and to overcome different terrains. The robot that completes the track in
the minimum time is the winner.

* The endurance of the bots will be tested.

* There are different terrains and checkpoints to which the bot has to pass through.

* Be ready for surprise terrains which will be revealed on the spot.

*Arena will consist of hurdles, sand, mud, Slippery slope, rolling balls, etc.

ARENA

" arena will be launched soon "

ROUND 2 :: ROBO_RUMBLE

RULES AND REGULATIONS:

Two robots will fight at a time.

Preliminary stages will be of 3 minute each(elimination round).

• Final stage will be of 5 minutes.

• The robots once entered the dead zone may result in elimination or the loss of

points.

• If the robot will not be able to come out of dead zone with in 40 sec. the robot will

be declared as dead

• The robot looses the match if there is no mobility of the robot and the driver of the

robot surrenders.

• The robot will be provided with only 10 sec. to show the translational movement,

otherwise it will be declared as dead.

SCORING:

• Attack- +10 points.

• Destroying a weapon- +30 points

• Entring the penalty zone- negative 20 points

• The final winner however would be the robot which pushes the opponent's robot into the death zone. The points would be

considered only in case none of the robots goes into the death zone within the specified time limit.

• There are no points for the design of the robot.

OTHER GUIDELINES:

• Fire, water, chemicals and explosives are not to be used as weapons.

• Any weapon used should be within the limits specified for the robot.

• Control for the robots can be wired or wireless. In case of a wireless remote, the

team should make sure that the wire is slack and does not fall on the arena at any
point of time.

• Gearbox and/or motor assembly of a toy car, or a base of a toy car with its gearbox

and /or motor cannot be used as a machine part.

• Lego kits/parts are not allowed.

• The decision of the judges will be final and binding.

• The entries are restricted to students currently pursuing education in recognized institute.

• Students from different colleges can form a single team.

• The rules are subject to change at any time before the date of event. The students

are requested to check for updates.

• Flying of the robot is not allowed.

• Hazardous and dangerous materials are forbidden from use anywhere on the robot

where they may contact humans.

• All the participating teams will get participation certificates.

ROBOT SIZE AND WEIGHT:

•The maximum size of the robot is 25 cm X 25 cm .

• The maximum weight can be 8 kg.

• The robots should run on a 12V D.C. However, 220 V AC will be provided to the participants.

ARENA

" arena will be launched soon "

JUNKYARD

This event is all about racing against the clock and working together as a team to create the desired objective within a specific time period using whatever you can find in a pile of junk. All you will need is loads of enthusiasm, perseverance and some basic electrical&mechanical engineering skills.
 lt's hard to make science more entertaining than this!!
So gear up this Ignitia to bring out the true engineer in you and battle it out to win this WAR.

RULES AND REGULATIONS

1.There will be 3 rounds each round will have a certain time limit.
2.Teams should comprise of minimum 3 and a maximum of 4 members only.
3.If any rule is not followed correctly as said that team will be disqualified then and there only .
4. Decision of judges will be final and binding.

ROUND ONE:This round will be based on normal laws or rules of basic's of physics based on this you have to create the desired objective by using the pile of the junk provided.

ROUND SECOND:In this we will test your innovative and technical skills,in this the teams will make something which will be told to them on the spot.

ROUND THIRD:In this round teams are required to make such a thing which will bear a good mechanical strength and loading capacity.
(**HINT for Round Third**:you have to create your way and go through it)

BOB THE BUILDER

Type of bridges allowed:

Suspension bridges and Truss bridge will only be allowed.

Rules and regulations

One team will comprise of not more than four members.
The bridge must be constructed using only materials provided .
The maximum length of the bridge is 70 centimeters. This is to
ensure that the bridge is long enough to fit into the testing frame
and tested at a span of 60 centimeters (this will allow for
5 centimeters to rest on the testing blocks on either end of the
bridge).
The maximum height of the bridge is 30 centimeters and is
measured from very the top of the bridge to the very bottom.
The total outside width of the bridge should be a maximum of 15
centimetres. This is to allow a testing block to be placed across the
bridge deck to test the strength of the bridge.

ROUND 1 :

This is the qualifying stage that will gear up the participants for the
upcoming satges. In order to clear this stage participants need to
have a minimum of load bearing capacity that will be disclosed
before starting of the event at the venue.

ROUND 2 :

This stage includes two phases.

PHASE A:

This phase checks the aesthetics quotient of the bridge and participants get maximum of 20 points for that. Points will be allotted on the finishing of joints,smoothness,etc.

PHASE B:

In this strength of bridge is tested by incerasing the load on bridge and points are allotted on that basis.

Scoring:

Each bridge will be weighed before being tested.
Each bridge will be loaded until it fails. The maximum load reading attained will be the reading used in scoring.
The overall score consists of the maximum load divided by the weight of the bridge.

SOFTOGENISIS

Rules and regulations:

ROUND 1:- Students qualifying for the quiz on C-language(first round)will be promoted to the second round.

ROUND 2:- The topic for the module programming will be provided two days before the event.The participants can prepare their module in any one of the following languages:
1) java
2) C/C++
3) .Net
The maximum number of members in a team can not exceed three.

AVAILABLE SOFTWARES

JAVA:
1) net beans, eclipse
2) My SQL, DB2
3) Apache tomcat, glass fish, web2.0

.NET:
1) visual studio2010
2) SQL SERVER2005 with AJAX TOOLKIT

C/C++:
1) TURBO C, Dev-C++ 4.9.9.2

JUDGEMENT CRITERIA:

1) EFFICIENCY
2) MODULARITY
3) READABILITY
4) FLEXIBILITY
5) COMPLEXITY
6) PRESENTATION
7) CROSS QUESTIONING
8)The decisions of judges will be final and binding.

WEB-D

The purpose of the competition is to produce a 5+ page website based on the competitiontopic permitted development tools, target web browsers, and teamwork, while applying HTML,CSS, attribution, accessibility, and user interface standards. Each team will be assigned toa computer. Each team must do all the work of creating the web pages using the permitteddevelopment tools (see "Permitted Development Tools" section), but may make use of content(e.g. images, audio, and video) that can be brought in Pendrive with proof of documentation thatpermits its use.

JUDGEMENT CRITERIA

1.Content
a. Relevance of content
b. Correct spelling and grammar
c. Good use of content chunking
i. Definition of "Content Chunking": The method of presenting information which splits conceptsinto small pieces or "chunks" of information to make reading and understanding faster and easier.
2. Aesthetics
a. Visual appeal and style (color, contrast, fonts, white space)
b. Consistent look and feel
c. Readability
d. Minimalist design (avoid extraneous information)
3. Design
a .Effective navigation and working links
b.Effective use of multimedia content (images, audio, video, animation, etc.) .
4. Usability and accessibility
a. Minimize required user actions
b. Effective user guidance (help and error messages)
5. Quality of a two-minute oral presentation on the website when submitting the website to thejudges .

Rules and Regulations:

1.Prohibited Content:

Each website may not contain material objectionable (e.g. no pornography, no profanity, nothingoffensive to a person's gender, ethnicity, or religious beliefs, no references to alcohol, tobacco, ordrugs).

2.Cheating:

The emphasis is on the team creating the website. Therefore, any team determined to be cheating,interfering with another team, or interfering with competition servers/workstations, will suffer asevere pointdeduction or be immediately disqualified from the competition. Any team disqualifiedfrom the competition.

3.Permitted Development Tools:

a. Dreamweaver

b. Visual Studio

c. Netbeans

4.Technology used: participants can use PHP,JAVA,JSP, .net, javascript,html,css.Database used can be either MYSQL or Ms Access.

5. Third year students should make a website with database connectivity.i.e. it should be dynamic.

6. It should be simple, easy to browse and should contain atleast 5 pages.

7. First and second year students are allowed to make static website but it should contain more than 7pages.

8. Participants are asked to provide all details regarding technology, language,database used at time ofregistration otherwise entry can also be disqualified.If they require any s/w not mentioned then contactco-ordinators for clearification.

9. Maximum 3 members team can be formed.

10.Each team will have to submit one page printed abstract about their website.

AUTO CADDITION

LEVEL

1. 2-D drawing
2. 3-D drawing

RULES

1. 2-D drawing to all of you if you draw drawing correctly as far as fast, then you are eligible for 3-D drawing.
2. Dimensions must be mentioned.
3. Time limit for 2-D drawing - 40:00 minutes.
              3-D drawing – 30:00 minutes.

INNOVISION

Innovision is derived from the word "innovative" and "vision" which means carving out the innovative and new ideas within the students.

This is basically a multimedia presentation which provides a platform for the students to show their scintillating skills and pioneering ideas regarding the new technologies and their advancements for enhancing our lives.

RULES AND REGULATIONS

1) There can be individual & pair presentations only.
2) The total time for presentation is 8 minutes.
3) Participants are requested to submit an abstract prior to the presentation.
4) Decision of the judges would be final and binding.
5) The organizing committee reserves the right to modify the rules and regulations without prior notice.

JUDGEMENT CRITERIA

Body posture
Communication skills
Eye contact
Co-ordination of slide and explanation
Justification of topic
Full utilization of time
Gesture
Formal attire

LET'S C(NUTTZzz..!)

Debugging event using C

This is a debugging event in "C" in which you would be provided with basic questions in "C" language. Questions will be asked and correspondingly 4 alternatives will be provided. You have to identify
errors in the code snippets or dry run the code to obtain it's output. Work hard and test your conceptual knowledge in C…….

RULES AND REGULATIONS:

1. Usage of cell phones, pagers, computing devices, calculators or any other telecommunication device is strictly prohibited, if any candidate is found using such devices will be disqualified from the event.

2. Kindly assure that you reach 15 minutes before the event starts.

3. Candidates will be given question paper to solve and mark/ write the correct answer to it.

4. Do not talk and use unfair means after you receive the question paper, if any candidate is found he/she will be disqualified from the event.

5. Do not bring any study material, books, printed material or any other notes inside the event room if any candidate is found with such material he/she will be disqualified from the event.

6. Kindly maintain the decorum and discipline of the event room during the event.

7. Kindly bring your event participation card before entering into the event room.

8. Manage your time carefully for attempting each question.

9. No extra time will be given to a candidate after his/her maximum time limit for attempting the question paper finishes even if he/she enters late into the event room.

10. Any misconduct during the event will not be entertained this will lead to his/ her disqualification from the event.

11. Do not write anything extra on the question paper except your name, branch, year, institute's name and answers to the questions.

12. If you face any problem during the event report/ask it to the event chairs, coordinators or volunteers.

JUDGING CRITERIA:

1. The event is divided into two levels i.e. LEVEL-I and LEVEL-II.

2. There will be 25 objective type questions in LEVEL -I and each question will be of 4 marks(No negative marking).

3.LEVEL-II consists of 20 questions of 5 marks each, with multiple answers(negative marking of -2 for each incorrectly attempted question).

4. There will be two judges for the event.

5. No claims or queries will be entertained after the declaration of the results.

6. In case of a tie, the candidate will be judged according to the no. of wrong answers given.

6.1. In case of further tie, the candidate will be judged according to the no. of correct answers given.

7. Answers will be evaluated by our honorable judges.

CIRCUIT-ESHWAR

An event where you will get puzzled up with the wires ,resistances, inductors, I.C's and capacitors.
Just check your talent level and design the circuits using these elements..

RULES AND REGULATIONS:-

Each team can have at least 2 members and maximum 3 members .
There are 3 rounds in this event.
Materials for the event will be provided on the day of event.
Any participant using unfair means in the event will be disqualified from the team.
The event consist of 3 rounds as mentioned below.
Rules of judges will be final and binding.

Round 1 s t

It's a round where we will check your basic theoretical knowledge related to electronics. The round will consists of MCQ questions. It is a buzzer round. It is a crumble quiz.

RULES:-

It`s a simple buzzer round where 5 groups will be questioned at a spell. So be fast to think and press the buzzer.

Don't press the buzzer before completing the question.

Ans. must be clear and precise.

+10 for every right answer & -3 wrong answer.

Round 2nd

In second round you will have to design a circuit according to the circuit diagram & you will have to show the output.

RULES:-

Only 30 min. will be given for this round.

Don't carry any circuit element . You will be provided the necessary circuit elements during the event.

JUDGING CRITERIA:-

The teams who will complete the circuits with the correct output within the minimum time will qualify for the final round.

If none of the teams is able to build the circuit then the teams who scored best in 1st round will qualify.

Round 3rd

In this round 5 circuit diagrams will be provided and 1 output will be given. You will have to identify the circuit out if those 5 circuit diagrams which will give that output.

Then you will have to design that circuit with correct output.

RULES:-

Output of the given circuit should be correct.

40 minutes will be given to complete the circuit.

All the instruments and circuit elements will be provided by us.

Don't carry any extra element.

JUDGING CRITERIA:-

The team who will perform the whole task within the minimum time will be declared as the winner of event.

INFRAVILLE

INFRAVILLE will be held in two rounds both of which will be held during Ignitia at PSGI Kanpur.

Team Size: 4 students (may be from different colleges)

Round 1

In this preliminary round a simple designing related task will be given to all the participating teams to shortlist the teams for the second or final round.

Round 2

1.An agent shall be allotted to each team by the organizers.

2. Before the start of the final round each team should inform about their materials requirement to the agent allotted to them .Further transactions with the organizing team must be through the agent.

3. Each team shall be allotted equal amount of virtual money. They must buy the materials using the virtual money provided to them.

4. In case of overlapping demands an auction shall be held of the disputed material.

5. Participants may buy the material anytime during the event subject to availability. They may also barter the material with other teams. However any such transaction must be through the agent appointed only.

6. Participants shall not be allowed to leave the arena during the event.

JUDGMENT:

Judgment will be based on the following criteria and accordingly the losing teams will be knocked out in each round and the last round will decide the winning team.

1. HEIGHT OF STRUCTURE

A Height Meter will be installed in the INFRAVILLE ARENA to measure the heights of the structures. Teams with less height of their structures will be knocked out.

2. ARCHITECTURAL BEAUTY

Jugdes will decide the Architectural effectiveness of the structures.Teams with best architectural beauty of their structures will be selected and the lagging teams will be knocked out.

3. WIND TEST

A WIND TUNNEL machine will produce a sequence of high velocity wind. The team agent will decide when to stop the wind. The structure with maximum time in wind test will win. Teams with less time in wind test will be knocked out.

4. EARTHQUAKE TEST

Teams will place there structures on an Earthquake modulation machine which will create frequent vibration to demolish the structure. The team agent will decide when to stop the machine. The structure with maximum time in earthquack test will win. Teams with less time in earthquack test will be knocked out.

5. AMOUNT OF VIRTUAL MONEY LEFT

Only two teams will be selected for this round.This round will decide the winningteam.The team with maximam virtual money left after all team transactions will be the winner. Winners will be hamepred with exciting goodies by ACC Cement,Trophy, and lot more.....

Manageria

FICTION INSECTS

About the activity: This activity will consist of 2 rounds:

Round1: Picture Round

- Participants will be provided with a picture and each team has to frame a story out of it.
- The teams have to wind up their work in 30 minutes.
- Word limit for the round is 350-400 words.

Round2: TIC-TAC-TOE

- The participants will be provided with 16 enclosed piece of paper each with words.
- They need to co-relate them and create an interesting story.

Specifications:
- Each team will consist of 2 members.
- Each college can send max. 5 teams but each team will play independently.

Rules and regulations:
- The team should report at least half an hour before start of an event.
- The story should be based on management.
- The team must carry all the paraphernalia needed for their presentation.
- The judge's decision will be final and binding to all.

Disqualifications:
- Teams have to wind up their task within stipulated time.
- The story should be management based.

WORD WAR 3

About the activity: It is a debate competition. Each team will be given a topic upon which the participants have to speak for 5 minutes.

Specifications:
- The event consists of one round.
- Each college can send max. 5 teams.
- Each team will have 2 participants.
- Participants have to speak for the topic and against the topic.
- The topics will be disclosed prior to 5 days of the event on the **IGNITIA** website.

Rules and regulations:
- The time duration will be 5 minutes.
- Marks will be deducted if the team exceeds stipulated time.
- The event should not include any illegal, immoral, illicit, unsocial event, character and image.
- The team should report at least half an hour before start of an event.
- Judge's decision will be final and binding to all.

The candidate would be judged on the following points:
- Introduction
- Body language
- Eye Contact
- Synchronization of Ideas
- Conclusion

A MINUTE BATTLE

About the activity: It is a minute opportunity to win and lose. Participants have to choose one topic randomly and have to speak on it for a minute.

Specifications:
- Each college can send "n" no. of participants.
- The event consists of one round.
- Each participant has to speak individually.
- The theme shall be open.

Rules and regulations:
- No grammatical errors shall be entertained.
- No repetition of words is allowed.
- No slang's should be used.
- Judge's decision will be final and binding to all.
- The panel will be evaluating your body language, movements, composure, clarity of thoughts, and fluency.

B-PLAN

An IDEA !! it's pretty much everything you need to begin your journey to success....

He had one...at the right time and at the right placeand when executed 'voila'...we came to know him as Jobs, Gates, Ambani, Murthy or Buffet.

"Many great ideas go unexecuted, and many great executioners are without ideas. One without the other is worthless." -Tim Blixseth

Here we are conducting the merger of both...with B. PLAN.

We give you a chance to explore the entrepreneur in you and let it compete with the folks of your kind...and shout out that' it's MY IDEAAA....! '

Then come along and have your say...let your wisdom speak for you...let your ideas fly from your nerves to the centre stage and the world will know what your potential.

RULES AND REGULATION

1. There is registration or participation fee.
2. Every team has to register online on our website for the competition.
3. Maximum no. of candidates allowed per team is 3.
4. A participant cannot be a part of more than one team.
5. Participants must also comply by the rules of the host (that may or may not be mentioned here) during the event and in any case of discrepancy the decision of event co-ordinator and judges shall stand final

Event Format

STAGE 1:

1. Executive summary of the B Plan should be mailed to *pr.ignitia@psit.in* under the subject   B-PLAN
2. The applications and summary must reach us 1 hour before the event starts.
3. The participants should be the intellectual owner of the idea.
4. A team is not allowed to send more than one business plan.
5. Entries would be evaluated by our eminent judges and would be advanced to the next level.
6. Selected entries will be selected to proceed to stage 2.

SUBMISSION:

1. Executive Summaries:

Executive summary should be in PDF or DOC format.

Format details: Times New Roman, Size '12', A4 page.

Name your file as B-PLAN.

The executive summary should be of maximum three pages (300 words) excluding the cover page.

The Executive report should cover the following major aspects.

2. Brief idea.
Technological Aspect of the plan
Market Research
Benefits for industry from the plan.
Cover page should contain:
* Title of the Business Plan
* Institute's Name
* Name of the team & Team ID
* Full Names of all Team members
* Contact Information (mail id, mobile no) of all team members.
STAGE 2:
1. The finalists would then give a presentation about their B Plan in front of the judges in PSIT, kanpur.
2. Teams would be provided with maximum 15 minutes for the same.
3. Further rules and regulations for this round will be notified to successful candidates of first round on the spot.

AD-MADD

"ADDING THE EXTRA MADNESS"-the participants will have to create an ad on spot.

RULES::

Participants from different educational institutions can form a team.

All the participants should carry their valid identity card of their respective colleges.

In case of a tie, the final decision will be in the hands of judges.

The final rules will be declared on the spot by the judges.

There will be no restriction on language keeping in mind the dignity of the event.

Total no. of rounds are 3 and each round has specific points.

The winner will be decided by the overall sum of scores in all 3 rounds.

There will be a specific time limit for preparation and presentation in each round.

ROUND 1: SOCIAL ISSUE ROUND

This round will be based on social issues, other details will be provided on the spot.

Preparation time: 15 mins.

Presentation time: 2-3 mins.

Max points: 20

ROUND 2: JINGLE ME MINGLE

This round will deal with the preparation of jingles of specific t.v. show.

Preparation time: 15 mins

Max score: 10

ROUND 3: GUESSING THE AUDIO

In this round, a jingle will be played and the participants will have to guess the product name and then make a new add.

Preparation time: 15 mins

Max score: 20

Pharmakon

EVENT 1: ABHIKALP (POSTER AND MODEL PRESENTATION)

RULES OF POSTER PRESENTATION-

1- students can participate individualy or in a group of two.

2-there will be two rounds, poster selected in the first round will be further judged by the judges.

JUDGEMENT PROCEDURE:

marks will be awarded according to the answers given topic selected and rules.

RULES OF MODEL PRESENTATION-

1- both working and nn working models are allowed.

2- maximum number of participants can be 4.

3- topic should be related to pharmacy.

JUDGEMENT PROCEDURS:

judgement will be done as per the answers to queries of judges.

AWARE AND CARE(GENERAL AWARENESS)

RULES:

1- maximum number of participants should not exceed 4.

2- only 2-3 minutes will be given to each group.

3- participants can present themselves either by means of skit or chart or any other means.

4- language should be english and you can choose any topic related to pharmacy.eg: any disease patient counselling pramotion of new drug etc.

JUDGEMENT PROCEDURE:

of your influencing capacity and knowledge. judgement should be done on the basis

Pharmaquest(Quiz)

JUDGEMENT PROCEDURE

judgement will be done by the total scored obtaind in the 3 rounds

3'F' CHALLENGE

PALLAVI CHAUDHARY

INTRODUCTION: as we all are familiar with the emergency hormone ADRENALINE. it is relesed and functions at the time of emergency. it is also regarded as 3'F' hormone i.e. fear, fight, flight.so on this event participants will have to act like adrenaline and respond to the situation given to them at the spot.

RULES:

1- students will have to participate in a group of 3.

2- first round will be elimination round.

3- 3 sets of problems will be provided to each team.

4- after the first round 5 teams will be selected for the final round.

5- in the final round also 3 sets of problem will be given but the time given will less than first round.

JUDGEMENT PROCEDURE:

each group will be judged as per the marks abtained. after the answers has been given.

RAZZMATAZZ

T-SHIRT DESIGNING
RULES AND REGULATION :

1.Theme of the t-shirt designing will be given on the spot.
2.T-shirts, brushes will be provided on the spot.
3.Students have to bring their own set of fabric colours (black, white, blue, red, green and yellow) and their own stationary.
4.Students should stick to the given theme. Any confliction with the theme may lead to disqualification.

JUDGING CRIRERIA:
1.The t-shirt would be judged on the basis of creativity, neatness, idea and justification of theme.

POSTER DESIGNING

RULES & REGULATIONS:- ·

1. There should be a team of three students.
2. Time allotted to the participants would be of "1hour".
3. Paint colors, paint brushes and chart for the poster making would be provided to each team there itself.
4. The theme will be provided on the spot of the event.

5. The judgment would be made on the priority:-
*Your painting should be according to the given theme.
 *Creativity of your art.
 *Neatness and clarity of your designs.
        ·Participants cannot argue over the final results given by the judges.
        · Participants have to bring their own stationary and a black sketch pen.

FACE-PAINTING
RULES & REGULATIONS:-
1.There should be a team of three students.
2.Time allotted to the participants would be of "1hour".
3.Paintcolors and paint brushes would be provided to each team there itself.
4.The theme will be provided on the spot of the event.
5.The judgment would be made on the priority:-
*Your painting should be according to the given theme.
*Creativity of your art.
*Neatness and clarity of your designs.

Participants cannot argue over the final results given by the judges.

CALLIGRAPHY WRITING COMPETETION

Calligraphy is the art of writing script in such a way as to express the beauty of what is being written in the formation of the letters themselves.

1. All the interested students must participate individually.
2. The participants will be allotted a time of 1 hour.
3. The topic will be given to them 'on the spot'.
4. Sketch pens to be used in the competition will be provided to the participants.
5. The participants have the liberty to enhance the beauty of the matter by utilizing their creativity skills.
6. The participants will be provided with a chart paper.
7. Prizes will be awarded on the basis of creativity and neatness of the script.

The decision of the judges will be final.

PRONITES

CRUCIBLE QUIZ

GENERAL RULES

Only a single person can participate in this quiz.
Kindly maintain the decorum and discipline of the event room during the
event.
Kindly bring your event participation card before entering into the event
room.
Manage your time carefully for attempting each question.
No extra time will be given to a candidate after his/her maximum time limit
for attempting the question paper finishes even if he/she enters late into the
event room.

This quiz will be conducted in two rounds namely ROUND 1 and ROUND 2

ROUND 1

• Candidates will be given a test sheets of 75 questions comprising of current affairs, physical sciences, science, sports, different scientific
phenomenon's, terminology, earth science, Indian facts etc.

• There will be time limit of 45 minutes to solve the all questions of sheet.

Each question on the sheet will comprise of three or four responses (answers). You will select the response which you think is correct. In case
you feel that there is more than one correct answer, mark the response
which you consider the best. In any case, choose ONLY ONE response
for each question.

JUDGING CRITERIA:

•Every correct answer will be rewarded two (2) marks.

•There are three or four alternatives for the answer to every question.
For every question for which a wrong answer has been given by the
candidate, one-half (0.5) of the marks assigned to the question will
be deducted as penalty.

•If a candidate gives more than one answer, it will be treated as a
wrong answer even if one of the given answers happens to be
correct and there will same penalty as above to that question.

•If a question is left blank, i.e., no answer is given by the
candidate, there will be no penalty for that question.

ROUND 2

Round 2 will be a buzzer round

Top 10 candidates qualifying the round 1 will be selected for the buzzer round.

The candidates will be asked 10-15 questions in this round.

The question will display for a minute on a screen.

The candidates have to press the buzzer during this 1 minute if they know
the right answer.The candidates have to be quick in order to press the
buzzer as only one student will give the right answer who first presses the
buzzer.
In any case if a candidate gives continuosly 3 wrong answers, he/she will be
disqualified from the event.

MOVES N RHYTHMS

Judging criteria
• There will be two rounds for each participants: 1-preliminary round(auditions) 2-final round
• The dance performance will be judge on the basis of dance style.
• Participant should be able to clear the first round for the main performance.
• Selections from the auditions are made on basis of synchronisation with the time period allotted to them i.e. 1 min
• Plus points to the act with the social message.
• Singers will be judged for their versatility.
• Dance groups should be able to act co-ordinately.
• Extra points will be given for the special moves like...stunts, lifts, etc.
• An additional point for the presentation, outfits of the participants.
• Point giving criteria:-
• A PERFORMANCE WILL BE JUDGED WITH THE TOTAL OF 30 POINTS.
• PRESENTATION, OUTFITS WILL BE MARKED OUT OF 10
DANCE
• DANCE PERFORMANCE WILL BE MARKED OUT OF 10.
• CONNECTIVITY WITH AUDIENCE +3 points
• SOCIAL MESSAGE +5 points
• SPECIAL MOVES +2 points

SINGING
• ALL SINGERS ARE MARKED OUT OF 15 points
• CONNECTIVITY WITH AUDIENCE +5 points

RULES BOOK:-
• The the track limits:-
                          DANCE
I.   3 ½ - 4 min for solo dance.
II.   3 ½ - 4 min for duet.
III.   4 ½- 5 min for a group dance.

SINGING
1.   Song should not be more than 4 min.
•   The interested participants for singing should bring their karaoke along with them
•   The interested participants for dance should bring their dance tracks along with them.
•   An additional copy of tracks should be provided till 12 noon of 25th of feb, 2011.
•   A qualifying round will be held for the main event.

SILVER SCREEN

RULES AND REGULATIONS.

(1)Based on any specific issue as per the participant's choice.

(2)Time limit for each documentary is 15-20 minutes.

(3)Negative marking on exceeding the time limit.

(4)No substitutions are allowed.The same team that was registered shoul perform in the competition.

(5)Their should be no adult and abusive content used.

(6)Participants can be from one college,multiple colleges or from no college at all.

(7)The participants should specify their group-name and the name of their documentary while registration.

(8)The documentary can be of any generic (comedy , thriller , romance etc.)

(9)The participants can even mail their documentaries via e-mail if they are unable to come at the competition venue to the following addresses : **narayan.ashish@yahoo.co.in**
vaibhav.stifler@gmail.com

(10)Decision taken by the judges will be final and binding.

PIXTURE

OVERVIEW-

A photographer's portfolio refers to his best work, the face of it all. So here's your chance to make your portfolio speak volumes of your work, your essence. The participants are required to submit their best work of capturing the whole event IGNITIA'11, in their own unique way.

RULES –

- You must be registered on IGNITIA 2011 website.
- A team can consist of maximum two members.
- Every participant is required to bring his/her own camera.
- You may submit up to 7 photos in total, in the form of collage or power point presentation.
- Submissions must be sent in jpg or tif format and show the complete field of view (as selected by you). Please keep file sizes < 4 megabytes.
- Your entry must be purely original and creative.
- By submitting a photo for contest consideration you acknowledge personal ownership of the photo and grant us rights to use the photo for contest and exhibition purposes.
- Submissions must include details regarding acquisition including name(s) for photo credits,

equipment used, date, time, and exposure details, subject name and identifications (e.g., catalogue number), plus complete contact details for the photographer.

➤ All entries must be received by the contest closing date.

JUDGING CITERIA –

All decisions by the judges are final. Guiding accuracy, quality of exposure, quality/accuracy of color (unless black and white), contrast, quality of focus, framing, presence of artifacts, overall aesthetics and image presentation. Please note that the above is not all-inclusive, and that judges will evaluate the images as required in order to determine a winner.

SUBMISSION -

All entries must be received by 27th FEBRUARY 2011. Mail your entries along with your name, branch and college to the following email-id: **harrmeet_singh@yahoo.in**