

## **Registration Guidelines**

1. The registration portal for all the events is provided on the **UTKARSH-2025**, website: **<https://www.bbd-utkarsh.org/>** . The participants must register online for the category they wish to participate.
  2. The interested Colleges or Institutions are requested to confirm their participation team list through email, latest by **FEBRUARY 21, 2025**.
  3. Outstation Colleges or Institutions must confirm their participation team through mail by **FEBRUARY 21, 2025**.
  4. The participating team must report at BBDEG Campus, Lucknow for in- person Registration on **FEBRUARY 22, 2025** from **12:30 PM to 06:00 PM** at the Registration Help Desks set up in the campus.
  5. The remaining instructions will be given to the participants at the Registration Help Desk.
  6. All teams are mandatorily required to carry the following documents along with, failing which the teams may not be allowed to register:
    - a. Authority Letter issued by the Director/Principal/Dean of the respective Institute/College/Faculty with the name of all participants.
    - b. Institute/College Identity Cards & Copy of Aadhar Card and Two passport size recent colored photographs. The registration fee is Rs. 200/- for external students per participants.
    - c. Fooding & lodging charges (if opted for): Rs. 1000/- per participants for external students for entire event.
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## **GENERAL RULES FOR SPORTS CATEGORY ONLY**

- Team Manager(s) should bring a permission letter for participation, **duly signed by the Director/Principal/Head of Institution on the college letterhead.**
- All the teams should be kitted properly.
- A caution deposit of **Rs.1000** will be paid by each team. The caution deposit **will be refunded** after adjusting the cost of damages if any.
- **Protests.** If a team manager wishes to lodge a protest at end of the match/event, then such a protest must be in writing and handed to the **Organizing Secretary on duty within 10 minutes before the start of the match.**
- All the decisions by the umpires/Referees shall be final. Indiscipline on the court or anywhere in the college will result in the disqualification of the individual or teams.
- All participants must be present at their respective venue(s) 30 minutes before the scheduled time.
- All participants must carry their I-Cards otherwise he/she will not be permitted to take part in any event.
- Separate I-Cards will be issued in exchange of the college I - Cards which will be returned after the event.
- **Separate registration fees** will be payable for every events for girls and boys team.
- The schedule and fixtures will be subjected to change as per arrival of teams.

### **1. Athletics (Boys and Girls)**

#### **Rules:**

- For 100m, 200m, 400m, 800m races, there would be heats followed by finals.
  - Maximum **Two participants** are allowed from each college in any athletics event (excluding relays).
  - Throws and jumps are for both boys and girls.
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## 2. Football(Boys)

Maximum No. of players allowed in a team is 14.

(a) **Rules:**

- (i) Normal FIFA rules apply.
- (ii) Offside etc. as per current format.
- (iii) Max. Three substitutes allowed.
- (iv) Extra time for knockout stages will be notified only before the match.
- (v) Referees decision will be final.

## 3. Volley Ball-Rules (Boys & Girls)

- (a) **Maximum No. of players-** 12 (girls & boys).
- (b) **Type of Tournament**– League, Pool or knockout depending on the number of teams.
- (c) With Proper Kit.

## 4. Basketball (Boys and Girls)

(a) **Rules:**

- (i) FI BA rules are applicable.
- (ii) 10 minutes each quarter with Two minute break between the quarters and five minutes at half time.
- (iii) Teams should report to basket ball court half an hour before their match.
- (iv) All the players of the team should have same colour of jersey with printed numbers.
- (v) Maximum 12 players are allowed in a team.
- (vi) No players should have anything on his/her hand or neck (wrist watch, necklace, ring, kada, bracelet etc.) Jewellery of any kind is not allowed and nails have to be properly cut.

## 5. Kabaddi (Boys)

- (a) All the international rule of kabaddi.
  - (b) Maximum 12 Players in a team.
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## 6. **Lawn Tennis(Boys & Girls)**

- (a) Event is as like Davis Cup rule.
- (b) Max. Participants allowed per college would be four boys and four girls.

## 7. **Badminton (Boys and Girls)**

**Events:** Singles Doubles, Mixed Team.

**Rules:**

- (i) Teams for every game are submitted before the match (specifying who will be playing 1<sup>st</sup> singles, doubles and 2<sup>nd</sup> singles).
- (ii) This team cannot be changed after submission. Latest IBF rules will be followed.
- (iii) Maximum permitted players will be five for boys and five for girls each or a combination team of three boys and two girls would be allowed.
- (iv) One player can play in two matches only (one singles and one doubles).

## 8. **Table Tennis (Boys & Girls)**

### **(a) Boys Team.(Rules)**

- (i) **Format of Play:** singles (A vs X), singles (B vs Y), doubles and reverse singles (A vs Y & B vs X).
- (ii) All games will be best of 5.
- (iii) Players playing singles won't be allowed to repeat in doubles.
- (iv) Max Participants allowed per college would be three boy and three girls.

### **(b) Girls Team. Rules**

- (i) **Format of Play:** single (A vs. X), singles (B vs. Y), doubles and reverse singles (A vs. Y B vs. X).
- (ii) All games would be best of three.

## 9. **Chess (Boys and Girls) Team Event**

(a) **Events:** Classical (mixed), Problem Solving (mixed).

(b) **Rules:** Limit on numbers of players:

- (i) Classical: 5 (4 + 1reserve)
- (ii) Lightning: 5 (4 + 1reserve)
- (iii) Problem Solving: 3.

## 10. Carrom (Boys and Girls) Team Event

### (a) Rules:

- (i) Standard carom rules apply.
- (ii) An individual can participate in not more than one singles and one doubles match.
- (iii) Each team comprises of **four players** only.
- (iv) A game shall be of 25 points or eight boards. The player/team who reaches 25 points first or leads at the conclusion of the eight boards shall be winner of the game.
- (v) The participants will be made familiar with the rules before the start of the tournament.
- (vi) Any hand may be used in play. Participants can change hand during the game.
- (vii) In case of any conflict, **decision of the Organizing Committee will be final.**

## 11. Gully Cricket

- (i) Each team will consist of 5 Players.
- (ii) The match will be of 4 overs.
- (iii) Each match will be a Knockout match.
- (iv) Teams have to bring their own Bat as per their convenience.
- (v) Umpire/Referee/Faculty –in- charge decision will be final.
- (vi) Only Four would be counted as boundary runs, sixes will be dot balls and extras and single/double will be counted as runs.
- (vii) Under arm/over arm.
- (viii) Walk over will be given to opposite team if the team does not arrive within 15 minutes of scheduled time.

## 12. Kho-Kho

- (i) Each team will include 12 Players
- (ii) Standard Rules of Kho-Kho will be followed.
- (iii) Walk over will be given to opposite team if the team does not arrive within 15 minutes of

scheduled time.

**Note:**

- (a) Security money of Rs. 1000/- is refundable at the time of deregistration after adjusting all the damages.**
  - (b) Security money must be submitted at the time of registration (Rs. 1000/-) per college taking part.**
  - (c) Teams or individual protest fee is 500 and protest must be done before start of the event.**
  - (d) Protest fee is refundable if found correct.**
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## **PARTICIPATION FEES SPORTS CATEGORY ONLY**

S. No.	Sports	Player Number (Max)	Registration Fees	Security Money (Refundable)
1	Athletics	02 events only	200	1000
2	Basketball	10	2000	1000
3	Volleyball	10	2000	1000
4	Football	14	2000	1000
5	Kabaddi	10	2000	1000
6	Kho – Kho	12	2000	1000
7	Table Tennis	04	1000	1000
8	Lawn Tennis	04	1000	1000
9	Badminton	04	1000	1000
10	Chess	04	1000	1000
11	Carrom	04	1000	1000
12	Gully Cricket	05	1000	1000

**CASH PRIZES WILL BE FOR WINNERS ONLY**

## **Cultural Events – Rules and Regulations**

***"Celebrating years of cultural heritage and visionary flair,***

***With Future Tech, we step into a tomorrow beyond compare."***

Welcome to the 2025 Utkarsh Cultural Extravaganza at Babu Banarasi Das Group! This year, as we celebrate innovation and excellence, we embrace the theme "Future Tech" – a vision of progress, growth, and the boundless potential of technology.

In these years we have seen turning dreams into actual achievements and leaving the legacy alive only through innovation. Let us celebrate every step we make, knowing they are steps leading to a technological world, a creatively innovative, yet determined future.

In Utkarsh Cultural Events by the BBD Group, diversity and unity are reflected by a forward-thinking spirit. This year, cultural events are not mere celebrations but a stage for ideas and technology to meet where culture meets creativity and students become the architects of tomorrow.

Utkarsh 2025 has come to signify, among other things, a place for students to think about and communicate their innovations tech-driven artistic showcases, futuristic displays of innovation in an attempt to merge tradition and modernity. With "Future Tech" as the theme of these events, they have been nurturing teamwork, innovating, and fueling community pride in the BBD. Let's celebrate the spirit of innovation, the beauty of progress, and the essence of belonging to a future-ready world!

***General instructions must be followed throughout the Dancing, Singing, and Drama events.***

***It includes:***

1. The items/services provided by the organizing team only include a computer/laptop for background music. Please bring the music in a Pen Drive in MP3 format.
2. The organizers will not be responsible for arranging practice areas for the participating teams. Hence,



nothing will be provided for prior practice.

3. In case of any discrepancies, the decision of the judges is final and binding.
4. Performance exceeding the time limit will be penalized, 1 mark for every extra 30 seconds will be deducted.
5. The participants for solo events are allowed to have 1 accompanist, any instrument, if needed, must be brought by the participant.
6. In case of any nuisance caused by a participant, the participant will be disqualified and the security amount submitted will not be refunded.
7. Any form of obscenity and vulgarity in dressing or performance from the participants will be disqualified from the competition.
8. Non-compliance with the specified rules and guidelines under the following category will result in immediate and irrevocable disqualification.
9. No member of the management team is allowed to participate; any participation will lead to disqualification.
10. Students must carry their original college identity card for the performance. No participant will be allowed to perform without a Participant ID Card and college ID Card, the participant(s) will be disqualified.
11. Participant(s) can perform from their respective colleges only.

### **Dance Category**

**"Move your feet, ignite the stage!** Utkarsh provides a platform for every aspiring dancer to shine. We believe that rhythm is a universal language, and we're here to help you express yourself with unparalleled grace and energy."

#### **General Rules for Dance Category: -**

1. The selection of the song should be appropriate and prior approval must be obtained from the **faculty coordinators**.
2. The attire for the performance must adhere to an ethnic style, reflecting traditional or cultural elements appropriate to the theme of the dance.
3. The performance must be stopped immediately if it exceeds the time limit or is perceived inappropriate.

4. Dance steps should express grace and creativity, avoiding any gestures that could be considered obscene or offensive.
5. Use of vulgar, sexually explicit or violent language and/or lyrics is strictly prohibited.
6. The contestant should be dressed appropriately during the performance. Indecent exposure is NOT allowed

**• The Dancing category is also divided into the following events –**

**1. Roots in Rhythm (Folk dance): -**

- Each team will be allotted 5 minutes, 4 minutes for performance, and 1 minute for stage management.
- The maximum limit of entries per college (BBDNIIT, BBDNITM, BBDEC & BBDU) must be only 1 from each, and 1 team from other universities.

The team must consist of 5 members minimum and 10 members maximum.

- The music and the songs used must be regional songs, depicting some particular format of dance practiced in different states.
- As the dance reflects culture, it's compulsory for the dancers to wear a costume that depicts the respective folk culture.
- Dancers are allowed to use props; however, the props should be shown to the coordinators in advance.
- Judge's decisions will be final and binding on all participants.

**2. Grace Unbound (Solo Dance): -**

- The participants will get 4 minutes, (3 minutes for performance and 1 minute for stage setup.)
  - For the solo performance, The maximum limit of entries per college (BBDNIIT, BBDNITM, BBDEC & BBDU) can be 4 from each and 1 performance from other universities.
  - Songs could be Indian, western, or a fusion of two or more songs.
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- Costumes complimenting the dance should be proper and will fetch marks for the performer.
- No second attempts are allowed.
- Judge's decisions will be final and binding on all participants.

### **3. Dynamic Duo (Duet Dance): -**

- The maximum number of entries per college (BBDNIIT, BBDNITM, BBDEC & BBDU) can be 1 from each and 1 team from other universities.
- As the event name suggests the team comprises two participants.
- All dance forms are allowed. However, songs should either be from Indian movies (Hindi), Indian pop albums, or a fusion of two or more songs.
- The time limit allowed for participants is 5 minutes in total (4 minutes for Performance and 1 minute for Stage setting)
- Costumes complimenting the dance are desirable and will fetch marks for the performers.
- Judge's decisions will be final and binding on all participants.

### **4. The Breaker's Brawl (Street Dance – Single/Face Off): -**

- Face Off involves two opponents that act as each other's opponents and dance till one of them wins the competition.
- Song will be played on the spot randomly from a list of 20 pre-selected songs in English and Hindi.
- Each Participant will get 2 minutes for each performance.
- The maximum number of entries per college (BBDNIIT, BBDNITM, BBDEC & BBDU) can be 2 from each and 1 team from other universities.
- Judge's decisions will be final and binding on all participants.

### **5. Beat Breakers (Street Dance - Group): -**

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- The maximum number of entries per college (BBDNIIT, BBDNITM, BBDEC & BBDU) can be 1 from each and 1 team from other universities, where the teams are allowed to have 5 members minimum and 10 members maximum.
- Such performances could be a blend of hip hop, break dance, popping, locking, and crump styles.
- Time limit allowed for participants is 9 minutes in total (8 minutes for Performance and 1 minute for Stage setting).
- Props are not allowed.
- Judge's decisions will be final and binding on all participants.

## **6. Rhythm Rumble (Group Dance): -**

- The Number of Participants allowed per team is 10 members minimum and 15 members maximum.
- The maximum number of entries per college (BBDNIIT, BBDNITM, BBDEC & BBDU) can be 1 from each and 1 team from other universities.
- Classical dance form is not allowed.
- Time allowed for each team is 8 minutes (7 minutes for Performance and 1 minute for stage management).
- Teams will get Credit for the props and Costumes. However, they need prior permission for the usage of the props.
- The teams will be judged majorly based on their costumes, theme, choreography, coordination, and stage usage.
- Judge's decisions will be final and binding on all participants.

## **Music Category**

"Utkarsh: Where hidden voices are unleashed." Renowned for nurturing musical prodigies, our singing event embodies the truth that "Words paint pictures, music paints emotions." Now, it's your time to translate your soul into sound. Let your passion ignite the stage with a performance that resonates deep within the hearts of the audience.

## **General Rules for Singing Category: -**

1. The selection of the song should be appropriate and do not have any offensive words. The prior approval must be obtained from the faculty coordinators.
2. The performance attire must reflect elegance and sophistication.
3. The performance must be stopped immediately if it exceeds the time limit or is perceived inappropriate.

The singing category is further divided into the following events: -

### **1. Raag Ratan (Indian Style): -**

- ❖ Raag Ratan (Indian Style) is an Individual event. Indian style involves songs that originate from an Indian movie or Indian pop album. However, Self-composed pieces will be appreciated.
- ❖ The maximum limit of entries per college (BBDITM, BBDNIIT, BBDEC & BBDU) can be 5 from each and 1 team from other universities.
- ❖ The time limit is 4 minutes (3+1) 3 minutes for performance and 1 minute for sound check.
- ❖ Patriotic, folk, classical songs and recorded music tracks are prohibited.
- ❖ Karaoke track is allowed.

### **2. Symphony (Western Style):-**

- ❖ Symphony (Western Style) is an individual event. Western music celebrates the cultures of Western classical music to jazz, its genre ranges from Western classical music to jazz.
- ❖ The maximum limit of entries per college (BBDITM, BBDNIIT, BBDEC & BBDU) can be 2 from each and 1 team from other universities.
- ❖ The time limit is 4 minutes (3+1), i.e., 3 minutes for performance and 1 minute for sound check.
- ❖ Self-composed music is appreciated and accompanists are allowed (However, they won't be given any credit).
- ❖ Participants can bring their Karaoke/Track also in Pen Drive.

### **3. Hustle (Rapping Competition):-**

- ❖ Each rapper will get 3 minutes to perform and the maximum limit of entries per college (BBDITM, BBDNIIT, BBDEC & BBDU) can be 2 from each and 1 team from other universities.
- ❖ The time limit is 4 minutes (3+1) 3 minutes for performance and 1 minute for sound check.
- ❖ Competitors should not use any cuss words or offensive language, failing to follow this rule will lead to their disqualification.
- ❖ The Participants should bring their own Karaoke or track.
- ❖ Only 1 accompanist is allowed.

### **4. Jhankar (Solo-Instrumental Competition):-**

- ❖ It welcomes all the string players (violin, viola, cello, double bass) and pianists, etc. However, the instruments will not be provided by the organizers.
- ❖ The maximum limit of entries per college (BBDITM, BBDNIIT, BBDEC & BBDU) can be 3 from each and 1 team from other universities. The original composition is much appreciated.
- ❖ The time limit is 4 minutes (3+1) 3minutes for performance and 1minute for sound check.

### **5. Sur Vadan (Group Song):-**

- ❖ The maximum limit of entries per college (BBDITM, BBDNIIT, BBDEC & BBDU) can be 1 from each and 1 team from other universities. The team must consist of 3 members minimum and 7 members maximum.
- ❖ Patriotic, folk, and classical songs are not allowed.
- ❖ Karaoke track is allowed.
- ❖ The time limit is 6 minutes (5+1) per participant i.e. 5 minutes for performance and 1 minute for sound check.
- ❖ Candidates can use Songs from Indian movies. Self-composed songs and fusion of 2 or more songs are also

allowed.

## **Drama Category**

"Unleash your inner thespian!" Drama provides a powerful platform for students to explore the depths of human emotion, transforming raw feelings into captivating performances. While

Exaggeration may be the key to dramatic effect; it ultimately reveals the profound truths that lie beneath the surface. Now, it's your time to embrace the art of heightened expression and unveil the realities of life through the magic of theater.

### **General Rules for Dramatics Category:-**

1. The items/services that will be provided by the organizing team include a computer/laptop for background music. Please bring the music in Pen Drive in MP3 format 15 min before the proposed event schedule.
  2. Participants can also perform live music but the necessary instruments must be arranged by the team themselves.
  3. A set of specified props will be available to the team. Anything apart from these props must be arranged by the teams themselves.
  4. Use of vulgar language is prohibited. Points may be deducted and/or the team may be disqualified for the same, based on the judge's discretion. Use of expletives may be allowed with prior clarification with Coordinators.
  5. Teams exceeding the time limit will be penalized. 1 mark for every extra 2 minutes will be deducted.
  6. In case of any discrepancies the decision of judges is final and binding. 7. The performance can be in English, Hindi or Bilingual.
  8. Any in-disciplinary act will lead to immediate disqualification.
  9. None of the performances should depict anything that may be derogatory or may hurt the sentiments of any religion, community, institution, or individual. Any such depiction will result in the disqualification of participants.
  10. Any form of obscenity and vulgarity in dressing or performance from the participants will lead to disqualification from the competition.
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### **1. Solo Spotlight (MONO ACT): -**

- It involves individual participation. The number of individual participants per college (BBDITM, BBDNIIT, BBDEC & BBDU) is 4, and from other Universities is 1.
- The time limit allowed per team is 5 minutes.
- No recorded voice is allowed.
- Use of props is allowed.
- Mimicry will be discouraged.
- Content should be original.

### **2. Drama Junction (Skit):-**

*Pre-registration of the script is mandatory.*

- The number of teams allowed per college (BBDITM, BBDNIIT, BBDEC & BBDU) is 1, and from other Universities is 1.
- Maximum number of participants per time is 20+5(performers + support) respectively.
- Time limit allowed per team is 20 +5 minutes (performance + stage) management.
- Teams can come prepared on any topic of their own choice.
- Background Music is allowed but no voiceover is allowed.

### **3. Silent Echoes (Mime):-**

- Each team must consist of a maximum of 15 members (performing) + 5 (supporting).
  - Maximum number of entries per college (BBDITM, BBDNIIT, BBDEC & BBDU) is 1, and from other Universities is 1. ● Use of face paint and a desirable outfit will be appreciated. ● The time limit per team is 15 minutes (performance).
  - Use of Props is not allowed.
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- No indicative music is allowed.

#### **4. Street Pulse (Street Play):-**

- Pre-registration of synopsis mandatory.
- The content should not be copied including music.
- Each team must consist of max 25 members.
- Maximum number of entries per college (BBDITM, BBDNIIT, BBDEC & BBDU) is 1, and from other Universities is 1. ● The time limit for each team is 20 to 25 minutes.
- Use of only non-electric instruments and household articles are allowed.

#### **5. Tarang (Parody Making): -**

- The theme for the parody will be given a day prior to the event. ● The participants will be given names of three movies in Bollywood) 30 min before the performance.
- The time limit for each performance will be 6 to 8 minutes. ● The Team size comprises 4 to 6 members.
- Maximum number of entries per college (BBDITM, BBDNIIT, BBDEC & BBDU) is 2, and from other Universities is 1. ● Teams exceeding the time limit will be penalized and those crossing 2 minutes extra time will be disqualified.

#### **6. Ad-ify Arena (Advertising contest):-**

- Maximum number of teams per college (BBDITM, BBDNIIT, BBDEC & BBDU) is 2, and from other Universities is 1. The maximum number of participants per team is also 4.
- Topics will be given on the spot.
- The event will take part in two rounds,

#### **Judging Criteria**

- 1) (Innovative idea) (Product marketing)
- 2) (Marks on overall performance) (Marks on voice Modulation)

- The Time limit allowed per team is 5 minutes to think and 4 minutes to perform in each round.

- Jingle is compulsory.

## **Mr. & Ms. Utkarsh**

1. “Mr. & Ms. Utkarsh” is one of the most prestigious events of the Annual Fest of the BBDEG (BBDITM, BBDNIIT, BBDEC & BBDU), Utkarsh.
2. It is a Personality Pageant that judges the contestants based on their confidence, attitude, presentation, spontaneity and the way they portray his/her personalities.
3. It comprises of three rounds that scrutinize the overall personality of the participant. The rounds are as follows:
  - i. **“Mr. & Ms. Utkarsh” Round 1:** The ramp walk features participants in elegant traditional (ethnic) attire, presenting themselves with a formal introduction.
  - ii. **“Mr. & Ms. Utkarsh” Round 2:** The participants are required to **showcase a talent** of their own choice **within the allotted time** and also there is a **quiz activity based on General Awareness** where their knowledge on current events and various topics is tested.
  - iii. **“Mr. & Ms. Utkarsh” Round 3 (Finale Round):** In this round, the participants are asked questions by the judges on the stage  
  
and the participants are required to answer with proper justification.
4. There will be a **Minimum of 4** and a **Maximum of 6** applicants from each college and university (BBDITM, BBDNIIT, BBDEC & BBDU).
5. The portfolio selection process is conducted based on submissions received via the designated Google Form link, after which short-listed candidates will be duly notified.
6. The participants will be asked for a confirmation and an NOC from their college.
7. Participants must have a minimum of **60% marks** throughout the academic records and a minimum of **60% attendance**. Contestants who do not meet these requirements will not be allowed to participate.
8. Any form of **obscenity and vulgarity in dressing or performance from** the participants will lead to disqualification from the competition.

9. Contestants will be responsible for their own attire, as **no dresses will be sponsored**.
  10. No members from the **student management teams** are allowed to participate.
  11. Participants are not allowed to share any personal details in front of Judges during the three-day event.
  12. For further queries, kindly **contact the Faculty Coordinators and Team Heads**.
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## **Fine Art Events Proposal for Utkarsh-2025**

We propose a series of Fine Art events to be held during Utkarsh-2025. Creativity has versatile forms. These events aim to provide a platform for students to showcase their artistic talents, foster creativity, and promote artistic expression.

### **Objectives**

- To provide a platform for students to showcase their artistic talents.
- To foster creativity and promote artistic expression.
- To create an engaging and interactive experience for participants and attendees.
- To promote the college's commitment to arts and culture.

### **List of Events**

1. Smart Folds
2. Canvers - *Augmented Aesthetics*
3. Pixel Paints
4. Claymatics
5. Innovative Imprints
6. Inkspire
7. Upcycle Runway
8. Brickmatricks
9. Threadology
10. Redaction: *Art from Text*
11. Gesture Frames

NOTE :-

- Reporting time for all the events is 30 minutes before the events start
- For on the spot entries, registration will start 30 minutes before the event start
- Candidates can bring their extra materials and accessories for the respective events.
- Venue for all events H-Block BBDU.

#### **1. SMART FOLDS – (H-Block, Fine Art's Arena)**

The Origami Design Competition invites participants to showcase their paper- skills and creativity. Competing in various categories, contestants will create unique origami designs, ranging from traditional forms to innovative, contemporary pieces. The event encourages participants of all skill levels to push the boundaries of this ancient art form. Judges will evaluate each submission based on creativity, technique, and precision, with winners receiving prizes and recognition. This competition is an opportunity to challenge yourself, connect with other origami enthusiasts, and celebrate the beauty of paper art. Join us for a day of creativity, craftsmanship, and friendly competition!

- Maximum number of entries is 24
  - 4 teams per college can participate while 8 on the spot entries may be done
  - Each team must consist of 2 members
  - Materials will be provided on spot.
  - Theme will be provided on the spot. The time limit will be 3 hours
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## **2. CANVERS: *Augmented Aesthetics* – (H-Block, 3<sup>rd</sup> Floor)**

The Canvas Painting Competition invites participants to express their creativity through vibrant, original artwork. Participants will create their own masterpieces on canvas, exploring various styles, techniques, and themes. The competition encourages both traditional and contemporary approaches to painting, from realism to abstract expressions. Submissions will be judged based on creativity, execution, and overall impact. Winners will receive exciting prizes and the chance to have their artwork recognized. This event offers a platform for artists to showcase their talent, inspire others, and celebrate the beauty of visual art. Don't miss this opportunity to paint your vision!

- Maximum number of entries is 24
- 4 teams per college can participate while 8 on the spot entries may be done
- Each team must have a maximum of 1 participant
- The time limit allotted is 6 hours
- Materials will be provided on the spot
- The participants are expected to bring their own extra colour and brushes
- The size of canvas will be 18" x 22"

## **3. PIXEL PAINTS – (New Girls Hostel Wall)**

The Wall Painting Competition invites talented artists to bring their creativity to life on a large canvas – the wall. This exciting event challenges participants to create stunning, original murals that reflect their artistic vision and style. Whether focusing on bold concepts, intricate designs, or thought-provoking themes, each artist will have the chance to transform an empty wall into a captivating piece of art. Judging will be based on creativity, technique, and the overall impact of the mural. Winners will receive exciting prizes and recognition for their innovative contributions to the world of fine arts. Let your art take center stage!

- Maximum number of entries is 12.
- 2 teams per college can participate while 4 on the spot entries may be done.
- Maximum number of participants per team is 2.
- Materials will be provided on the spot.
- The time limit for final round is 6 hours.
- A preliminary sketch will be submitted to the event coordinator of screening purpose.

## **4. CLAYMATICS – (H-Block, Fine Art's Arena)**

The Clay Modeling Competition offers participants the chance to shape their creativity in three-dimensional form. Participants will work with clay to create unique sculptures, showcasing their skill, imagination, and craftsmanship. Whether crafting realistic figures, abstract designs, or innovative concepts, each artist will have the opportunity to bring their vision to life. Submissions will be judged on creativity, technique, and originality. Winners will be awarded exciting prizes and recognition for their artistic achievement. This event encourages both beginners and experienced sculptors to explore the endless possibilities of clay and celebrate the timeless art of modelling. Join us and shape your masterpiece!

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- Maximum number of teams is 24.
- Maximum number of teams per college is 4; while 8 on the spot entries may be done
- Maximum number of participants per team is 2
- Materials will be provided on the spot. Theme will be provided on the spot
- Time limit is 3 hour

## **5. INNOVATIVE IMPRINTS – (Main Block Courtyard)**

The Rangoli Competition invites participants to showcase their creativity and artistic flair through the traditional art of rangoli. Using colorful powders, flowers, or other materials, artists will design intricate, vibrant patterns on the floor, reflecting cultural themes, festivals, or personal creativity. This event encourages both beginners and experienced artists to explore their imagination and attention to detail. Judging will be based on design, color harmony, creativity, and overall visual impact. Winners will receive exciting prizes and recognition for their stunning rangoli creations. Join us for a celebration of colors, culture, and creativity in this vibrant competition!

- Maximum number of teams is 24
- 4 teams per college can participate while 8 on the spot entries may be done
- Maximum number of participants per team is 2
- Theme will be provided on the spot. Time limit is 3 hours.
- Basic materials will be provided on the spot; participant can bring extra needed material.
- Maximum allowed size is 1Mx1M.

## **6. INKSPIRE – (H-Block, Fine Art's Arena)**

The Tattoo Making Competition invites participants to showcase their talent in the art of body tattooing. Participants will create unique, intricate designs on willing models, emphasizing creativity, technique, and precision. Whether it's a traditional or contemporary style, each tattoo will be judged on design originality, craftsmanship, and overall aesthetic appeal. This competition offers tattoo artists a platform to demonstrate their skills and push the boundaries of body art. Winners will be awarded exciting prizes and recognition for their artistry. Join us for an exciting, creative event that celebrates the world of tattoo art!

- Maximum number of teams is 24.
- 4 teams per college can participate while 8 on the spot entries may be done
- Maximum number of participants per team is 2.
- Basic materials will be provided on the spot; participant can bring extra needed material.
- Theme will be provided on the spot.
- Time limit is 1.5 hour. Only one hand will be judged.

## **7. UPCYCLE RUNWAY – (H-Block, Fine Art's Arena & 3rd Floor)**

The Dress Designing and Ramp Walk Competition challenges talented designers to craft unique, original outfits that blend creativity, style, and craftsmanship. Participants will design and create fashionable garments, showcasing their skills in fabric selection, stitching, and overall aesthetic appeal. Whether it's

haute couture, casual wear, or avant-garde pieces, each design will be judged on creativity, functionality, and design execution. This event offers both emerging and seasoned designers the chance to highlight their work and gain recognition in the fashion world. Winners will receive prizes and recognition for their outstanding contributions to fashion design. Join us for a celebration of fashion, artistry, and innovation!

- Maximum number of teams is 20.
- 3 per college while 8 on the spot entries may be done.
- Maximum number of participants per team is 2
- Participants are requested to bring their own materials
- Theme will be provided on the spot.
- Time limit is 3 hour.

#### **8. BRICKMATRICKS - (H-Block, Fine Art's Arena)**

The Brick Arrangement Competition invites participants to create stunning, original sculptures and designs using bricks as the primary medium. This unique event challenges artists to showcase their creativity and architectural skills by arranging bricks into visually captivating patterns, structures, or thematic compositions. Whether creating abstract art, intricate designs, or functional structures, each entry will be judged based on creativity, execution, and overall visual impact. This competition celebrates the intersection of art and construction, offering participants the chance to explore the versatility of bricks as an artistic medium. Winners will receive exciting prizes and recognition for their innovative designs!

- Maximum number of teams is 20.
- 3 per college while 8 on the spot entries may be done.
- Number of participants per team is 2.
- Basic materials will be provided on the spot.
- Theme will be provided on the spot.
- Time limit is 2 hour.

#### **9. THREADOLOGY – (H-Block, 3<sup>rd</sup> Floor)**

The Tread Art Competition invites participants to explore the unique medium of tire treads, using them to create original, textured artwork. Participants will transform discarded or used tires into compelling sculptures or designs, highlighting creativity, sustainability, and innovation. Whether focusing on abstract patterns, environmental themes, or imaginative shapes, each creation will be judged on artistic impact, craftsmanship, and originality. This event encourages artists to think outside the box and make art from everyday materials. Winners will receive prizes and recognition for their innovative approach to transforming tire treads into impressive works of art. Join us in this exciting, eco-friendly artistic challenge!

- Maximum number of teams is 20.
- 3 per college while 8 on the spot entries may be done.
- Number of participants per team is 2.

- Basic materials will be provided on the spot.
- Theme will be provided on the spot.
- Time limit is 2 hour.

#### **10. REDACTION - (H-Block, 3<sup>rd</sup> Floor)**

The Redaction: Art From Text Competition challenges participants to creatively transform written text into powerful visual art. Participants will use the technique of redaction—obscuring or removing portions of text—to create unique pieces that convey meaning through altered words, shapes, and forms. Whether drawing from literature, news articles, or personal writings, each artwork will explore the relationship between language and visual expression. Judging will be based on creativity, technique, and the emotional impact of the work. This event celebrates the fusion of art and text, offering artists the opportunity to rethink and repurpose language in visually striking ways.

- Maximum number of teams is 20.
- 3 per college while 8 on the spot entries may be done.
- Number of participants per team is 2.
- Basic materials will be provided on the spot.
- Theme will be provided on the spot.
- Time limit is 2 hour.

#### **11. GESTURE FRAMES – (H-Block, 3<sup>rd</sup> Floor)**

The Reel Making Competition invites participants to showcase their storytelling skills through short, dynamic video reels. Participants will produce original, creative reels that highlight their ability to capture attention within a short timeframe, blending visuals, sound, and narrative. Whether focusing on storytelling, experimental art, or promotional content, each reel will be judged on creativity, editing, and overall impact. This event offers both aspiring and seasoned filmmakers a platform to showcase their vision and technical skills. Winners will receive exciting prizes and recognition for their outstanding work. Join us for an inspiring celebration of short-form video artistry!

- Maximum no. of entries is 24.
- Maximum number of participants per team is 1
- Submission will be on 1st day on Google drive link.

### **ON THE SPOT - FUN GAMES-**

The Fun Games Competition offers a lively and engaging experience filled with exciting challenges for participants of all ages. This event features a variety of games designed to test creativity, teamwork, and quick thinking. From playful puzzles to light-hearted physical activities, each game is designed to encourage fun, collaboration, and friendly competition. Whether you're participating individually or as part of a team, the games will provide a fun way to engage with others while showcasing your skills. Winners will receive prizes and recognition for their efforts. Join us for an afternoon of laughter, energy, and unforgettable moments!



1. Longest Tail
2. Balloon Blast
3. Cups and Cups
4. Treasure Hunt
5. BBD's got Talent, etc.

We believe that these Fine Art events will provide a unique and engaging experience for participants and attendees. We look forward to working with you to make Utkarsh-2025 a memorable and successful event.

# **SCHOOL OF HOTEL MANAGEMENT**

## **LIST OF EVENTS WITH THEIR RULES AND REGULATION**

### **1. Innovative Bites**

#### ***“Snacks Preparation Competition”***

**Venue : H-block, Ground floor, Food Production Lab**

**Date : 23/02/2025**

**Timing : 11:30 am to 01:00 pm**

#### **Rules:-**

1. No. of participants per team: 02
2. Time limit: 01:30 hr.
3. Only Vegetarian Preparation
4. Contestants have to bring their own presentation crockery and cutlery, ingredients, material, chopping board, Knife set etc.
5. Utensils and cooking range will be provided at venue.
6. Use only eatable material and ingredients.
7. Parameters for judging – taste/flavor, originality, visual appeal, ease of preparation

### **2. Waste to Wow**

#### ***“Decorative item from Waste Material Competition”***

**Venue : H – Block, Ground floor Corridor**

**Date : 23/02/2025**

**Timing : 03:00 pm to 04:30 pm**

#### **Rules:-**

1. Participants are required to make decorative item using waste
  2. Students can carry their own waste material for decoration
  3. Glues, Pins Tapes/Adhesive, Scissor and brushes are allowed
  4. Decorative items can be a piece of art or can be for any help.
  5. All cuttings should be done on the spot, No prior preparation should be done
  6. Time limit: One and Half Hour
  7. No. of Participants per team: 02
-

- Parameters for Judging- originality, appearance, ease of preparation, concept and use of items.

### **3. Mixtures Leagues**

#### ***“Mocktail Preparation Competition”***

**Venue : H-Block, Ground floor, Food & Beverage Lab**

**Date : 24/02/2025**

**Timing : 11:30 pm to 12:00 pm**

#### **Rules:-**

- No. of Participants per team : 01
- Contestants have to bring their own presentation Items, ingredients for making cocktail, Chopping board, Knife etc.
- Basic Syrups will be provided by the department
- Parameters for Judging- originality, taste, Presentation, concept and Creativity
- Maximum Time limit is 30 minutes.

### **4. Dessert Pixel**

#### ***“Sweet Dish Preparation Competition”***

**Venue : H-Block, Ground floor, Food Production Lab**

**Date : 24/02/2025**

**Timing : 01:30 pm to 03:00 pm**

#### **Rules:-**

- No of Participants per team: 02
  - Time limit: one and half hour.
  - Only Vegetarian Preparation
  - Contestants have to bring their own presentation crockery and cutlery, ingredients, material, chopping board, Knife set.
  - Utensils and cooking range will be provided at venue.
  - Parameters for judging: taste/ flavor, originality, visual appearance & ease of preparation.
  -
-

## ***5. Futuristic Fusion (Main Course Madness)***

### ***“Main Course Preparation Competition”***

**Venue : H-Block, Ground, Food Production Lab**

**Date : 25/02/2025**

**Timing : 10:30 am to 12:30 pm**

#### **Rules:-**

1. Only Vegetarian Preparation
  2. Contestants can choose one preparation from following combination.
  3. [One Cereal (Bread ,Rice ,Noodles etc) +Vegetable Preparation (Gravy /Dry)]
  4. Utensils and cooking range will be provided at venue.
  5. Contestants have to bring their own, crockery, cutlery, Ingredients, Chopping board, Knife set.
  6. Recipe must be submitted with the form.
  7. Time limit: two hrs
  8. No. of Participants per team: 02
  9. Parameters for Judging- taste/flavor, originality, appearance, ease of preparation.
-

## **Other Events**

### **Band War**

1. The participants will register themselves with their band name. At least 1 vocalist, 1 guitarist and 1 drummer must be there in the team.
2. Any style can be performed.
3. Use of vulgar language will lead to pure disqualification.
4. Purely classical numbers are not allowed; however, a classical refrain is permitted.
5. There shall be a maximum of 8 participants in a team.
6. The participants must bring their own instruments.
7. Time limit: 20 minutes for performance (+5 minutes extra for setup and sound check)
8. Time limit should be followed strictly.
9. If the time limit exceeds the team will be penalized.
10. The decision of the organizers regarding the final line-up will be final.
11. Obscenity of any kind is not allowed and will lead to immediate disqualification.
12. Violation of any of the above rules, will lead to disqualification.

### **Entreprenia**

1. A team shall consist max 4 students.
  2. Every team should have unique business idea.
  3. The decision of the judges will be final and will not be subjected to any change.
  4. Replacement of any participant of a team is not allowed after registration.
  5. Only formal wears are allowed.
  6. Teams selected for the final rounds will be allowed to give themselves an appropriate name related to the competition by which they may want to be known.
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# **LITERARY@UTKARSH 2025**

## **Rule Book**

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### **General Rules and Regulations:**

1. British English shall be followed throughout the English events and Hindi shall be strictly followed throughout the Hindi events. In case of cross- checking if it is found out that the language used is not as mentioned previously, the participant shall be penalized.
  2. Any use of derogatory or harsh words involved throughout the course of events may result in direct disqualification of the participant.
  3. Decorum throughout the events shall be given utmost importance. If a participant is found misbehaving or engaging in any act that is inappropriate and goes against the spirit of a healthy competition, the participant may be disqualified.
  4. The students shall be required to bring their own stationery items. Papers shall be provided at the venue.
  5. College uniforms shall not be worn by the participants to ensure no kind of favoritism takes place. Participants are requested to attend their events in a casual attire instead.
  6. Changes in rules, if any, shall be communicated to the participants beforehand.
  7. The decision of the judges shall be final and binding in the case of all events.
  8. For any doubts/ complaints, kindly contact your event coordinator.
-

## A. Category 01: English:

### 1. MUN (Group event: Two members per team)

- a. Two teams per college will be allowed.
- b. This event will be conducted in a round- robin format. The agenda for this event shall be declared on the spot.
- c. Various countries will be allotted to the teams at the time of allotment of the agenda, of which the governments shall be represented by the team members (for example, if a team gets allotted the country India, they shall be representing the Indian government).
- d. The speeches should be in accordance with the principal ideologies of the governments of the nations allotted only.
- e. A time period of one hour shall be given to the team members for the preparation of their speeches. Use of outside help including the use of electronic gadgets is permitted in this round.
- f. Once the preparation time is over and the event begins, no outside help shall be allowed.
- g. The individual team performance will be divided into three parts:
  - i. **Opening Arguments:** Two Minutes Per Team
  - ii. **Closing Arguments:** Two Minutes Per Team
  - iii. **Rebuttals:** A total of two questions could be asked in this round. (One minute per team).
- h. If one participant delivers the opening arguments, the other will have to deliver the closing arguments (both the participants will have to take part).

### 2. Extempore (Solo Event):

- a. The number of entries **per college** is set to a **maximum of 3** and the registration will close down at 30 entries.
  - b. A set of numbers from 1 to 30 will be displayed on the screen. Each number will be assigned a picture.
-

- c. Each participant will select a number on the spot.
- d. The picture corresponding to the number will be shown on the screen.
- e. The participants will be given 30 seconds to think and 2 minutes to speak on the spot.

### 3. JAM (Solo event):

- a. **The maximum number of participants per college is 6.**
- b. A *topic* will be given *on stage* by the 'JAM God', after which the participant will begin to speak immediately.
- c. In case a participant makes an error while speaking, the other participants may tap on the tables to notify the Jam God that an error has been made in the speech.
- d. The Jam God is entitled to make changes to the pre- existing rules and regulations and the participants will have to adhere to them strictly.
- e. The *JAM God's decision is final and binding.*

### 4. Turncoat (Solo event):

- a. **The number of entries per institute for this event is maximum 4.**
- b. The **topic** would be provided **on the spot**.
- c. The participant will choose one side (for or against) and start speaking.
- d. After a while when the judge feels the need, the judge will ask to 'turn the coat' after which, the participant will be required to switch the motion. This may happen more than once in the entire speech.
- e. The total **time allotted** to each participant will be **2 minutes**.

### 5. Group Discussion (Solo Event):

- a. **The registration will close down at 50 entries.**
- b. 5 groups will be formed, with each group containing 10 participants.



- c. Each group will be given a topic for group discussion, in which the participants will be required to put forward their views and try to convince the other members of their stance.
- d. All the rules of a basic group discussion will be applied.
- e. The screened in candidates from each group will contest in the final group discussion.

## 6. Technical Quiz (Group Event) Two members per team:

- a. This will be a **pen & paper event** where participants will form teams of **two members**. If a participant does not have a teammate, the organizers will **pair them with another participant**.
- b. The quiz will be covering a wide range of technical topics.
- c. Teams must submit their answers within the allotted time of 30 minutes. Once submitted, **no changes will be allowed**. Points will be awarded based on accuracy.  
*(The decision of the quizmaster/host will be final and binding.)*
- d. The team with the **highest score at the end of the quiz** will be declared the winner.

## B. Category 02: Hindi:

### 1. Hindi Debate (Group Event: 2 members per team):

- a. A maximum of *two teams per institute* will be allowed.
- b. Only the first sixteen teams that have registered, online or offline will participate.
- c. Each team will be numbered by the chit system with chits numbered 1-8. The debate agenda will be shared on the spot. The Motion (for or against) will be decided on the spot as well.
  - i. **Opening Arguments:** Two Minutes Per Team
  - ii. **Closing Arguments:** Two Minutes Per Team
  - iii. **Rebuttals:** A total of two questions will be asked in this round, where each participant has to answer a question (One Minute Per Team).
- d. If one participant delivers the opening arguments, the other will have to deliver the closing arguments (both the participants will have to take part).
- e. Points will be deducted for speaking less than the minimum time limit or more than

the maximum time limit.

## **2. Hindi Group Discussion (Solo Event):**

- a. The number of entries per college is unrestricted but the registration will close down at 50 entries.
- b. Each group will consist of 10 participants.
- c. The participants will be required to put forward their views on a given topic and try to convince the other members of their stance.
- d. Hindi language is supposed to be strictly followed throughout the group discussion.
- e. All the rules of a basic group discussion will be applied.
- f. The winners from each group will contest in the final group discussion.

## **3. Hindi Poetry (Solo event)**

- a. The number of entries per college is **maximum 4**.
- b. A theme will be provided in the form of image on the spot and 25 minutes will be provided to write down the poetry.
- c. Hindi language is supposed to be strictly followed in the poetry.
- d. Top 10 entries will be shortlisted for the next round in which the poetry is to be recited.
- e. Recitation time will be min: 2 and max: 4 minutes.

## **4. Creative Writing/ Story Telling (Solo Event):**

- a. **The number of entries per college is maximum 5.**
  - b. Theme will be disclosed on the spot.
  - c. The participants will have to write a short story of minimum 250 words.
  - d. The time limit has been set to 30 minutes.
  - e. The top ten participants qualifying for the final round will have to recite their stories.
  - f. The recitation time will be **min:** 3 minutes and **max:** 4 minutes
-

## 5. Extempore (Solo Event):

- a. **Only four (4) members per institute will be allowed.**
- b. A set of numbers from 1 to 50 will be displayed on the screen. Each number will be assigned a picture.
- c. Each participant will select a number on the spot.
- d. The picture corresponding to the number will be shown on the screen.
- e. The participants will be given thirty seconds to think and 2 minutes to speak on the spot.

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## C. Category 03: Urdu:

### 1. MUSHAIRA (Solo Event):

- a. **A maximum of two participants per college shall be considered.**
- b. It comprises of two rounds.
- c. The first round (or the shortlisting round) will be a theme- based round and will be conducted through online submissions.
- d. The second (or the final round) will be conducted in the main auditorium.
- e. There is a relaxation over involvement of other languages but Urdu will be preferred.

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### 2. Poetry – Nazm

- a. The number of entries per college is **unrestricted**, but registration will **close after 30 entries**.
- b. A theme will be provided in the form of an **image on the spot**, and **20 minutes** will be given to write the poetry (Nazm).
- c. The poetry (Nazm) ***must be narrated*** after the writing phase, Strict usage of Urdu language is to be followed.
- d. The narration time should be a ***minimum of 2 minutes*** and a ***maximum of 4 minutes***.
- e. The language of the poetry (Nazm) should be strictly followed as per the competition guidelines.

## D. Category 04: Miscellaneous:

### 1. UTKARSH FILM FESTIVAL (Movie Screening):

- a. **Only 02 movies per Institute will be considered.**
-

- b. This event is based on short films made by students.
- c. The language must be Hindi/ English with English subtitles.
- d. The movie must not be copied from anywhere.
- e. The short film must not be of less than 5 minutes and must not exceed 10 minutes.
- f. The participants are supposed to submit their documentaries/ short films online.
- g. The films will be judged on the basis of direction, screenplay and dialogues.
- h. The winning movie will be screened in the auditorium

## **2. Pictionary (Group event)**

- a. This is a team event, with 3 members in each team. (In case a candidate lacks a partner, we will pair them with someone else ourselves), registration will close after 30 entries.
- b. In this Competition one member of the team will pick up a random chit from a bowl and draw the object/actions that are mentioned in that chit.
- c. Other two members of the same team will need to guess the word through their teammate's drawing. The team members will only get 80 seconds to guess the correct word.
- d. Similarly, their Rival team will carry out the same procedure (they'll pick up a different chit when it's their turn)
- e. A stopwatch will be used to monitor their speed. The team member drawing the object is not allowed to write any letters on the board or speak any words (including lip-syncing). They can only draw objects to give hints.
- f. The Team that successfully guesses the correct answer in shortest duration in comparison to their rival team will win the round.

Depending on the turnout of the events an additional round could be added to determine the winner. In which case all three members of a team will take turns and pick up a chit and draw. Which means there will be 3 chits per team. The team that gets most of the answers correctly within 30 seconds will be the final winner.

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# Utkarsh 2025

## Technical Events

### 1. TECH CANVAS

#### 1.1 Code Masters

This Event is based on showcasing your C Language skills. The event would comprise of two rounds.

Round 1: Blind Coding: In this round the participants will be provided with single C programming problems, and you must write the code, while the monitor is turned off. Participants with the correct solutions will be selected.

Round 2: Participants will be given one written program but there will be multiple bugs in each program causing error in the output. Participants must fix the programs. Judgment will be taken on the basis of time taken. This round will be of 30 minutes.

Rules:

1. Open entries.
2. Team strength should not exceed more than 2 Students only from same educational institutes can form a team.
3. The teams must adhere to the spirit of healthy competition.
4. Judges reserve the right to disqualify any team indulged in misbehavior.
5. The judge's decision shall be final and binding on all.
6. Advancing to next level will be judged on basis of time, accuracy and number of questions solved.
7. The participants are required to carry a valid identity card from their respective educational institutes.

#### 1.2 Think Tank

Think Tank is an opportunity for young entrepreneurs to showcase their products. The product should be based on the theme “**Engineering Innovation 2025: Solutions for Tomorrow's World**”.

Candidates will pitch their ideas and products in front of the Judges using Power Point presentation. Think Tank is a chance to advance the ideas to real-life application.

Innovation	20%
Feasibility	20%
Originality	20%
Query Handling	20%

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Rules

1. Open entries.
2. Team strength should not exceed 5. The teams must adhere to the spirit of healthy competition.
3. Judges reserve the right to disqualify any team indulged in misbehavior.
4. The judge's decision shall be final and binding on all.
5. All students with a valid identity card from their respective educational institution are eligible to participate.

## **1.3 Blue Print**

Participants are expected to present a PowerPoint presentation on the following theme Futuristic Technologies with topics as mentioned below.

1. **Artificial General Intelligence (AGI)**
2. **Quantum Computing**
3. **Brain-Computer Interfaces (BCIs)**
4. **Nanotechnology**
5. **Synthetic Biology**
6. **Advanced Robotics and Humanoid Robots**
7. **Autonomous Vehicles (Self-Driving Cars, Drones, etc.)**
8. **Space Exploration and Colonization Technologies**
9. **Fusion Energy**
10. **Augmented Reality (AR) and Virtual Reality (VR)**
11. **6G and Beyond (Next-Gen Communication Networks)**
12. **Smart Cities and IoT (Internet of Things)**
13. **Biotechnology and Genetic Engineering**
14. **Advanced AI and Machine Learning Applications**
15. **Holographic Displays and Interfaces**
16. **Wearable Technology and Implantable Devices**
17. **3D Printing and Additive Manufacturing**
18. **Carbon Capture and Climate Engineering**
19. **Digital Twins (Virtual Replicas of Physical Systems)**
20. **Swarm Robotics and Autonomous Systems**

### **Rules and Regulations**

1. It is an individual event.
2. A Maximum of 7 minutes will be given for your presentation.
3. In Round 1 participant has to submit an abstract (in not more than 350 words) at institute level.
4. Failing to do so would result in automatic disqualification of the participant.

**IMPORTANT NOTE** - The email should clearly mention the registration ID of the participant, the name of participant, college details and contact number of the participant.

5. Only shortlisted candidates will be called for the final presentation round.
-

6. All students with a valid identity card from their respective educational institution are eligible to participate.

The shortlisted candidates will give their presentations and candidates will have to handle the queries asked by the Judges. Their presentations will be evaluated on the following benchmarks.

Content	20%
Confidence level	20%
Feasibility	20%
Originality	20%
Query Handling	20%

## 1.4 Tech Mania

Event is based on testing the knowledge of participants about Futuristic technologies and software industry. The event would comprise of two rounds.

### Round 1: Qualification Round

The teams will have to face a quiz in which each team will have to answer the MCQs (30 Questions) based on topics like technological advancement, software industries, coding, social media, tech companies and their founders. This round will be of 20 minutes. Top 10 teams will be selected.

### Round 2: Face-Off

The Face-Off round will be based on answering questions displayed on screen. Each team will be provided link to the quiz. Questions will be based on company founders, coding, tech personalities and software industries. Team with the highest points will be the winner.

#### Rules

1. Open entries.
2. Team strength should not exceed 2. The teams must adhere to the spirit of healthy competition.
3. Judges reserve the right to disqualify any team indulged in misbehavior.
4. The judge's decision shall be final and binding on all.
5. Advancing to the next level will be judged on basis of time and accuracy.
6. All students with a valid identity card from their respective educational institution are eligible to participate.

## 2. Robo Games

### 2.1 Mini Robo Wars (7 Kg)

Design a wired/wireless, manually controlled machine that is capable of knocking out or immobilized the opponents bot in a one on one competition.

#### Specification

1. The bot should fit in a box of 35cm x 35cm x 35cm (LxBxH) at any point during the match. (Strictly)
2. The weight of the bot should not exceed the 7 Kg including the weight of pneumatic source/tank. (Strictly)
3. All robots must have easily visible and control mobility in order to compete.
4. Power supply should not exceed 24 volt DC supply. (Strictly)
5. Use of an IC engine in any form is not allowed.

## **Weapons**

Robots can have any kind of magnetic weapons, cutters, flippers, saws, lifting devices, spinning hammers etc.

## **Team Specifications**

College teams: A team may consist of a maximum of 4 participants, all from the same institute.

## **Gameplay**

### **1. Winning the Match:**

- A robot wins if its opponent is unable to move for 30 seconds (cannot move at least two inches).
- If both robots are still mobile after the round, judges will decide the winner based on performance.

### **2. Match Details:**

- Each match has 2 rounds, lasting 5 minutes each, with a 2–3-minute break between rounds.
- Extra points are awarded if a robot throws its opponent out of the arena.

### **3. Lifting and Entanglement:**

- Robots can lift opponents for a maximum of 20 seconds per attempt. After that, they must release.
- If robots get stuck together, the fight will pause, and organizers will safely separate them.

### **4. Safety:**

- Unsafe robots will be disqualified immediately, and their opponent will be declared the winner.
- Robots cannot win by merely lifting their opponents. Organizers will allow lifting for a maximum of 20 seconds for each lift and then the attacker robot will be instructed to release the opponent. If, after being instructed to do so, the attacker is unable to release, their robot may be disqualified.

### **5. Scoring Criteria:**

- Points are based on **aggression, damage, control, and strategy**.

### **6. Team Rules:**

- Each team must have a representative for communication.
- Participants must have valid student ID cards.

## **Certificate**

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1. Certificate of Excellence will be given to all the winners.
2. Certificates of Participation will be given to all teams.

The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.

## **2.2 RoboCon**

Build a wired/wireless, manually controlled robot which can play a match by ball passing or dragging in goal post.

### **Specification**

1. Build 1 bot which can play with opponents' team.
2. The bot should fit in a box of 30cm x 30cm x 30cm (L x B x H) at any point during the match.
3. The weight of the bot should not exceed the 5 Kg. (Strictly)
4. All robots must have easily visible and control mobility in order to compete. (Strictly)
5. Power used should not exceed 12 Volt DC supply. (Strictly)
6. Use of an IC engine in any form is not allowed.

### **Team Specifications**

College teams: A team may consist of a maximum of 4 participants, all from the same college.

### **Game Play**

#### **1. Starting the Game:**

- The bot begins at the designated starting zone.

#### **2. During the Game:**

- Team members cannot touch the bot once the game starts.
- Only one member is allowed to control the bot.

#### **3. Restarts:**

- Teams are allowed two restarts per game. The bot will resume from the last checkpoint it crossed.

#### **4. Fair Play:**

- Damaging the opponent's bot is not allowed and will result in a penalty for the offending team.

#### **5. Team Communication:**

- Each team must have a representative for communication with the organizers.

#### **6. Participation:**

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- All participants must present a valid student ID card to compete.

#### **7. Judging:**

- The judges' decisions are final in case of disputes.

#### **Certificate**

1. Certificate of Excellence will be given to all the winners.
2. Certificates of Participation will be given to all teams.

The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.

## **2.3 Line follower**

The participants should build an autonomous bot that can follow the given path in minimum possible time, without deviating from the line. The aim of the event is to check the stability and sensing capabilities of the robot in comparison with other opponents

#### **Specification**

1. The bot should fit in a box of 30cm x 30cm x 30cm (Lx Bx H) at any point during the match.
2. The weight of the bot should not exceed the 5 Kg including the weight of pneumatic source/tank.
3. All robots must have easily visible and control mobility in order to compete.
4. Power supply should not exceed 24 Volt DC supply.
5. Use of an IC engine in any form is not allowed.

#### **Rules**

##### **1. Track and Calibration:**

- The bot must follow a black line.
- Teams will have 5 minutes to calibrate their sensors on the arena before the event starts.
- Information about the track cannot be pre-fed into the bot.

##### **2. Bot Construction:**

- The bot cannot be made using readymade Lego kits or mechanisms, but pre-assembled gear assemblies are allowed.
  - Violation of this rule will result in disqualification.
-

### **3. Game Rules:**

- Once the bot starts, team members cannot touch it.
- The bot must operate independently without receiving signals (e.g., wireless, RF, or Bluetooth).
- Up to 3 restarts are allowed, with the bot resuming from the last checkpoint crossed.

### **4. Judging and Disputes:**

- The judges' decisions are final in case of any disputes.

### **5. Team Participation:**

- Each team must have a designated representative for communication.
- Participants must carry valid student ID cards.

### **Team Specifications**

College teams: A team may consist of a maximum of 4 participants, all from the same institute.

### **Certificate:**

1. Certificate of Excellence will be given to all the winners.
2. Certificates of Participation will be given to all teams.

The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.

## **2.4 Robo Marathon**

Build a wired/wireless, manually controlled robot which can complete the given track in minimum possible time.

### **Specification**

1. The bot should fit in a box of 30cm x 30cm x 30cm (LxBxH) at any point during the match. (Strictly)
2. The weight of the bot should not exceed the 5 Kg. (Strictly)
3. All robots must have easily visible and control mobility in order to compete. (Strictly)
4. Power supply should be in range of 12-19 Volt DC supply.
5. Use of an IC engine in any form is not allowed.

### **Team Specifications**

College teams: A team may consist of a maximum of 4 participants, all from the same institute.

### **Game Play**

#### **1. Starting Point:**

- The bot will start from the designated starting zone and must complete the track.

#### **2. During the Game:**

---

- Once the game starts, team members are not allowed to touch the bot.
- Only one team member is allowed to control the bot during the game.

### 3. Track and Checkpoints:

- The arena will feature a defined track with **Five checkpoints**.
- The bot must follow the track without deviation or external guidance.

### 4. Restarts:

- Three restarts are permitted. The bot will resume from the last checkpoint it crossed.
- If a bot fails to complete the track within the allotted time or exceeds the restart limit, Result will final According to Control and Checkpoints Cleared and based on Restart.

### 4. Scoring and Timings:

- Winners will be decided based on **completion time**.
- In case of ties, the time taken to cross the first checkpoint will be considered.

### 5. Judging and Disputes:

- The judges' decisions on timing, scoring, and disputes are final and binding.

### 6. Safety Standards:

- Bots must have safety features such as a **kill switch** to prevent accidents.
- Any bot deemed unsafe by the judges will be immediately disqualified.

### 7. Team Communication:

- Each team must have a **Team Representative** for all official communication.

### 8. Eligibility:

- All participants must carry a valid student ID card.
- Teams must consist of a maximum of **4 participants** from the same institution.

### Certificate:

1. Certificate of Excellence will be given to all the winners.
2. Certificates of Participation will be given to all teams.

The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.

## 2.5 Light follower

The participants should build an autonomous bot that can follow the given light in the minimum possible time. The aim of the event is to check the stability and sensing capabilities of the robot in comparison with other opponents

### Specification

---

1. The bot should fit in a box of 30cm x 30cm x 30cm (LxBxH) at any point during the match. (Strictly)
2. The weight of the bot should not exceed the 5 Kg including the weight of pneumatic source/tank. (Strictly)
3. All robots must have easily visible and control mobility in order to compete.
4. Power supply should not exceed 12 Volt DC supply. (Strictly)
5. Use of an IC engine in any form is not allowed.

## **Rules**

### **1. Event Setup:**

- The bot must follow a light source throughout the track.
- Caging of the bots will be done before the event starts.

### **2. Calibration:**

- Teams have **5 minutes** to calibrate their sensors in the arena before the event.
- Feeding pre-set information about the track into the bot is not allowed.

### **3. Bot Construction:**

- Bots must not use readymade Lego kits or pre-built mechanisms, except for readymade gear assemblies.
- Any violation will result in disqualification.

### **4. Gameplay:**

- Once the bot starts, team members cannot touch it.
- The bot must operate independently without receiving external signals (e.g., wireless, RF, or Bluetooth).
- Teams are allowed **two restarts**, and the bot will resume from the last checkpoint crossed.

### **5. Hard Coding:**

- Hard-coded bots that rely on pre-programmed paths instead of sensing light will be disqualified.

### **6. Judging:**

- The judges' decisions are final and cannot be challenged.
- Completion time will determine the ranking.
- In case of a tie, the time taken to cross the first checkpoint will be used as a tiebreaker.
- Consistency, accuracy, and speed will be considered for final judgment.

### **7. Team Representation:**

- Each team must designate a representative for all official communication.

### **8. Eligibility:**

- Participants must present a valid student ID card from their educational institution.

## **Team Specifications**

College teams: A team may consist of a maximum of 4 participants, all from the same institute.

## **Certificate**

1. Certificate of Excellence will be given to all the winners.
2. Certificates of Participation will be given to all teams.

The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.

## **2.6 ARMECDON-THE MACHINE WAR**

Robo Wars is an event that allows you to merge your passion for robot making with your love for destruction. In this ferocious, treacherous competition with robots in an arena of destruction with their flipping tusks, pneumatic spikes, hydraulic pincer, angle grinders and lots more, slashing and wrecking other robots. This will decide the fate of your robot whether it will be the king of ultimate glory or will end up in a junk yard.

### **Team Specification**

1. Maximum of 7 members in a team.
2. Team members can be from same college.
3. Each Team must have a Team Representative. All communications will be coordinated with the specified Team Representative only.
4. All students with a valid identity card from their respective educational institution are eligible to participate.

### **Weight and Size**

1. The robot should fit in a box of dimension 800mm x 800mm x 600mm (L\*B\*H) [at any time during the match]. The remote used to control the machine or any external tank is not included in the size constraint.
2. The machine should not exceed 40 kg of weight.

### **Mobility**

1. Methods of mobility includes Rolling (with wheels or tracks), jumping or hopping. Flying (with helium balloons, aerofoil, etc.) is not allowed.
2. Non-wheeled robots (whose whole body rolls being in contact with the floor) should not have a continuous rolling motion.
3. The controller must not be changed during the game.

### **Robots Control**

1. The robot could be controlled with wired or wireless remote.
-

2. Teams with wired control are completely responsible for the tangling problem with their own bots. In such as a case, match will not be halted.

3. Teams with wireless remote control should have at least three frequency wireless remote circuits to avoid frequency interference with other teams. The case of any interference in the wireless systems will not be considered for rematch.

### 1.1- Power Supply:

- The robot must be powered electrically, and participants must bring their own power supply.
- Power can be onboard or wired. **Internal combustion engines are not allowed.**

### 1.2- Battery Type:

- Batteries must be of a **sealed, immobilized electrolyte type** for safety.

### 1.3- Voltage Limits:

- The maximum **Electric Potential Difference (EPD)** between any two points in the robot should not exceed **40V DC**.

### 1.4- Short Circuit Safety:

- Teams must take all precautions to prevent short circuits. Any incident of battery fire or risk due to improper handling will lead to **immediate disqualification**.

### 1.5- Battery Protection:

- Batteries must be securely mounted and well-protected. Improperly protected batteries will be considered unsafe, leading to **disqualification**.

### 1.6- Battery Replacement:

- Battery changes during the match are **not allowed**, except in case of damage. Judges will decide whether a replacement is permitted.

### 1.7- Backup Batteries:

- Teams are advised to keep a **fully charged spare battery** to avoid delays or disqualification due to power issues.

## Weapon Systems

### 1. Allowed Weapons:

- Robots can use **magnetic weapons, cutters, flippers, saws, lifting devices**, and **pneumatic weapons**. Specific guidelines for pneumatic and hydraulic systems must be followed.

### 2. Prohibited Weapons:

- The following are **not allowed**:
    - Nets, tapes, glue-based mechanisms.
    - Radio jamming devices, tasers, Tesla coils.
    - Explosives, flame-based weaponry, or any potentially hazardous systems.
-

### 3. Robot Integrity:

- The robot must remain intact during the match. **Intentional disassembly** into components is not permitted.

### 4. Substance Use:

- Spraying any kind of **liquid** or **gaseous substance** on the opponent is **strictly prohibited**.

### Hydraulics

1. **Non-flammable Liquid for Hydraulics:** Ensure the robot uses a liquid that won't catch fire, enhancing safety.
2. **Secure Hydraulic Mounting:** Devices must be mounted securely to prevent any hydraulic fluid leakage in case of rupture.
3. **Non-corrosive Liquids and Leakproof System:** The hydraulic systems, especially weaponry, should be leakproof and use non-corrosive fluids, while maintaining a pressure of no more than 8 bars.
4. **Pressure Gauge:** A pressure gauge must be included to show the pressure in use at any given moment.
5. **No External Input:** The robot must operate independently of external hydraulic inputs, relying only on the onboard system.
6. **Team Representative:** Communication with the event organizers will go through a designated team representative.

### PNEUMATICS

1. Robots can use nonflammable, noncorrosive gases to actuate pneumatic systems. Maximum pressure allowed is 8 bars.
2. Participant must be able to indicate the used pressure with integrated or temporarily fitted pressure gauge. Also there should be a provision to check the cylinder pressure on the robot.
3. Participant should have a safe way of refilling the systems and determining the onboard pressure.
4. All pneumatic systems must be securely mounted to ensure that if ruptured it will not escape the robot.

### SAFETY RULES

1. Special care should be taken for onboard batteries, pneumatics, and hydraulics; those without proper protection will not be allowed to compete.
2. If you have a robot or weapon design which does not fit within the categories set forth in the above rules, please contact the event organizers.
3. Proper activation and deactivation of robots is critical. Robots must only be activated/ deactivated in the arena or testing area with proper consent of the event organizers.
4. All weapons with sharp edges must have a safety cover. Event organizers will check your robots before the event. So safety covers are necessary. Without them your bots will not be checked, and hence are not allowed in the event.
5. All participants build and operate robots at their own risk. Combat robotics is inherently dangerous. There is no amount of regulation that can encompass all the dangers involved. Please take care to not hurt yourself or others when building, testing and competing. Any kind of activity (repairing, battery handling, pneumatics systems etc.) which may cause



damage to the surroundings during the stay of the teams in the competition area should not be carried out without the consent of organizers. Not following this rule may result in disqualification.

6. There should be a 'kill switch' on the bot visible normally which would disconnect all the power supply.

7. If you have a robot or weapon design that does not fit within the categories set forth in these rules or is in some way ambiguous or borderline, please contact the event organizers. Safe innovation is always encouraged, but surprising the organizers with your brilliant exploitation of a loophole may cause your robot to be disqualified before it even competes.

## **JUDGING**

### **Winning the Match:**

- A robot wins if its opponent is immobilized (unable to move at least 1 inch for 30 seconds).
- If both robots are still mobile after the round, the winner is decided based on performance (aggression, damage, control, and strategy).

### **Match Details:**

- Each match consists of 2 rounds, 5 minutes each, with a 2-3 minute break in between.
- Extra points are awarded if a robot throws its opponent out of the arena.

### **Lifting and Entanglement:**

- Robots can lift or pin their opponent for a maximum of 10 seconds per attempt. After that, they must release the opponent.
- If robots become entangled in each other's weapons, the match pauses and organizers will safely separate them.

### **Safety:**

- If a robot is deemed unsafe by the organizers after the match has started, it will be disqualified, and the opponent will be declared the winner.
- If a robot is thrown out of the arena, the match stops immediately, and the robot inside the arena wins.

### **Scoring Criteria:**

- Points are awarded based on **aggression, damage, control, and strategy**.

### **Additional Rules:**

- The decision of the organizers is final and cannot be contested.
- **Aggression** is judged based on the frequency, boldness, and effectiveness of attacks.
- **Control** refers to a robot's ability to exploit its opponent's weaknesses while minimizing damage.
- **Damage** is evaluated based on deliberate actions that reduce the opponent's functionality or defence.
- **Strategy** is based on a robot's ability to exploit strengths and defend against weaknesses.

**Note:** Winning is solely based on immobilizing the opponent.

### **Certificate:**

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1. Certificate of Excellence will be given to all the winners.
2. Certificates of Participation will be given to all teams.

The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.

## **2.7 PICK AND PLACE**

This event requires that participants construct a 4 wheeled gripper robot with constrained dimensions which could move over various terrains and performs simple tasks such as grabbing and shifting

### **PROBLEM STATEMENT**

#### **Bot Specifications**

1. The bot should not be beyond 35cm\*35cm\*40cm (L\*B\*H) during the entire gameplay.
2. There should not be a potential difference of more than 24V between any two points.
3. The wires should remain slag at all times during the gameplay.
4. Teams will have to bring their own power supply source for their bot.
5. Weight of the Bot should not exceed 7 kg. (Strictly)

#### **Game Play**

1. Game play will be a total of 4 minutes.
2. The bot has to start from the initial starting point, pick up blocks and stack them. Multiple blocks can be carried only in the gripper not anywhere else.
3. Block size will be 7 cm \* 7 cm \* 7 cm (L\*B\*H). (Strictly)

#### **Points System**

1. Two tower stacking - 10 points
2. Three tower stacking - 30 points
3. Four tower stacking - 50 points
4. A team can do any number of stacks.
5. There will be a total of 12 blocks.
6. If a team completes the task before 4 minutes then their time taken will be noted.

#### **Tie Breakers**

1. Time taken for first stacking shall be noted and would be considered to resolve any tie-breakers.
2. In case of any disputes, the decision of the coordinators would be final and binding to all.

#### **Team Specifications**

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1. College teams: A team may consist of a maximum of 4 participants, all from the same institute.
2. Each Team must have a Team Representative. All communications will be coordinated with the specified Team Representative only.
3. All students with a valid identity card from their respective educational institution are eligible to participate.

#### **Certificate**

1. Certificate of Excellence will be given to all the winners.
2. Certificates of Participation will be given to all teams.

The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.

## **3. Tech Carnival**

### **3.1 UTKARSH TECH EXPO**

Welcome to the world of technology and the technocrats. Exhibitions are the most cutting-edge technology on display. This is the ideal platform for the budding technocrats and the tech-savvy, providing them an opportunity to gain exposure and interact with various researchers whose global expertise has brought these breathtaking exhibits into existence.

Rules and regulations:

1. Open Entries
2. Maximum participants per team: 5, all are of the same institute.
3. No repetition of team members allowed.
4. Each Team must have a Team Representative. All communications will be coordinated with the specified Team Representative only.

#### **Projects Areas:**

The participants are asked to present the projects under the mentioned areas but are not limited to.

1. Artificial Intelligence for Social Life
  2. Blockchain applications
  3. IoT based systems
  4. Smart Systems Integration: Connecting Today with Tomorrow
  5. Smart home and smart city
  6. Sustainable and Green Technologies
  7. Cyber security applications
  8. Drones and Robots
  9. Extended Reality (XR)
  10. Meta-verse and virtual reality
  11. Cloud computing
  12. Quantum Computing
  13. Machine learning and Deep learning
  14. Engineering Innovation: From Concept to Reality
-

## 15. Adaptive Engineering Solutions: Building Resilient System

And many other related areas based on modern technology.

# 3.2 TECH SPORTS

## I. VALORANT ONLINE TOURNAMENT

### ELIGIBILITY:

- In order to compete in the Utkarsh eGaming 2025 VALORANT Tournament, all members of a team must be registered on our registration page with their respective team and team members. This must be done no later than the end registration date mentioned.
- Each team must have a minimum of five (5) players that are eligible to play for each match. Failure to provide the minimum number of players could result in disqualification.
- All members of a roster must have their Riot account in good standing. This includes not being banned, chat banned, or restricted in any way due to toxicity, breaking game rules, or not complying with Riot's code of conduct.
- This competition is not affiliated with or sponsored by Riot Games, Inc. or VALORANT Esports.

### COMPETITION STRUCTURE

- All matches will consist of a "Best of 1" in a single elimination bracket.
- Matches will be played only from the venue mentioned in the rule book, no play from home is allowed.
- Seeding will be determined by recent collegiate events, open qualifiers for regional events and ranks during VALORANT Episode 5, Act 2 or 3.
- The captain of each team must check in for their match 30 minutes before their scheduled match time. Failure to do so could result in losing "in-game pause time" or disqualification.
- Any team that checks in on time but fails to join the lobby more than 10 minutes after the scheduled start time, will be disqualified.

### GAMEPLAY RULES AND FORMAT LOBBY RULES:

- Mode: Standard
  - Allow Cheats: Off
  - Tournament Mode: On
  - Overtime: Win by Two: On
-

- Server Region: To be agreed upon by teams; if teams cannot come to an agreement, the tournament administrator will make a decision based on regional latency.
- Team Size: Five (5)
- All Matches will be played on the latest patch.

### **MAP POOL:**

- Lotus • Haven • Split • Ascent • Icebox • Pearl

MAP VETO PROCESS: BEST OF 1: • Team A bans 1 map • Team B bans 1 map • Team A bans 1 map • Team B bans 1 map • Team A bans 1 map • The final map is randomized from the two remaining maps • Team B has a side choice

- After the completion of a match, the score must be reported by the winning team to a tournament administrator, with a screenshot of the scoreboard. If there is a dispute with a match score or result, a tournament administrator must be contacted immediately.
- Each team will have five (5) minutes of pause time on each map to address technical delays or disconnections. Teams will only be allowed to pause during the buy phase of a round. Pausing at any other time or for any reason deemed unreasonable by a tournament administrator can result in the forfeiture of rounds or the map.
- Both teams may agree to restart a map prior to Round 1 beginning if the latency is unreasonable for the server selected.
- The Aaina Team reserves the right to broadcast any match being played. The match will be hosted as normal, and a spectator will be added to the lobby to observe the match. Players are not allowed to stream their perspective of the match.

### **MISINTERPRETATION/MISCONFIGURATION:**

- Games or sets are not to be replayed due to a misinterpretation of the rules OR misconfiguration of game settings, excluding player-specific settings. Game settings should be configured according to sections LOBBY RULE and MAP POOL. It is the player's responsibility to ask the TO for any clarification of the rule set in the event of a disagreement. The outcome of a game or set will not be changed after the fact, unless under extreme circumstances. Judgment is reserved for tournament staff.

### **PLAYER CONDUCT:**

- Any team member who breaks Riot's code of conduct, which prohibits the use of sexism, racism, hate speech, targeted harassment, or any other behavior of discrimination, will be immediately disqualified from the tournament.
- Any team member who is displaying excessive toxic behavior during matches may also be disqualified at the discretion of a tournament administrator.
- To report a player for breaking this conduct, please send a screenshot of the offending behavior to a tournament administrator.

### **COLLUSION:**

- Players suspected of colluding may be immediately disqualified from the tournament. This includes intentionally throwing a game, splitting payouts/prizes(s), or committing any other form of bracket manipulation. The TO reserves the right to deny pay-out of event winnings/prize(s) to any player suspected of colluding.

### **COMPETITIVE INTEGRITY:**

- In all competitions, there should be a fair playing field for all players.
- Every encounter, whether a ladder match or other competition, must be played according to the rules until it is complete and the result on the event page is entered or, at events, the result sheet is completed. Any encounter that did not take place should be deleted. Matches will be opened only by admins.
- It is not allowed for participants to bet on matches in their own competition. Betting against yourself (in team leagues: against your own team) will get you (in team leagues: your team) disqualified and the betting player(s) banned.
- Organizers reserve the right to withhold payout/prize(s) if any of these rules are violated.

#### **FINAL RULINGS:**

- If any unforeseen situations occur, judgment by tournament staff is final. Rules may be altered between phases of a tournament in the best interests of the event. (Example: A game-breaking glitch is discovered on a map mid-tournament that could be exploited. The map may need to be removed from legal play for the remainder of the event.)

## **II. BGMI Online**

### **Rules: -**

### **Terminology:**

Battlegrounds Mobile India (BGMI) is a popular mobile game in India developed by KRAFTON, Inc. It is a TPP - FPP survival shooter game in which up to 100 players compete in a battle royale, a type of large-scale last man standing deathmatch in which players compete to be the last one standing.

A “game” is defined as an instance of combat where the outcome is determined by a team/player losing all their stocks.

A “match” is defined as the set or collection of sets wherein a team/player has officially lost and the winning team/player advances to the next round of the Tournament.

### **General**

A team/player may not forfeit a match. Forfeiting a match will result in punitive measures to be determined by the Tournament Administration, including the loss of any prize money that the team/player may have otherwise been entitled to.

If a team/player fails to show up for a match they were scheduled for, they will be subject to punitive measures to be determined by the Tournament Administration, including the loss of any prize money that the team/player may have otherwise been entitled to.

If a team is otherwise disqualified for any reason, they will be subject to punitive measures to be determined by the Tournament Administration, including the loss of any prize money that the team/player may have otherwise been entitled to.

Games are only to be created and started under the instruction of a Tournament Organizer.

Finals will be played in only **Ultimate Arena**; all other matches will be played in Erangel.

The tournament consists of two stages – Round 1 and the Finals.

## **Round 1: Erangel Classic**

Two teams would qualify in this round to compete in the final round.

The points to the team would be allotted according to the point system mentioned below and the ranking would be done according to the points earned by the teams.

Round 1 in game settings: Flare gun - Enabled, Red zone – Enabled

## **Final Round : Ultimate Arena**

The two teams qualified from Round 1 will compete for the final victory.

### **Point system**

<input type="checkbox"/> First.	25 pts
<input type="checkbox"/> Second.	18 pts
<input type="checkbox"/> Third.	15 pts
<input type="checkbox"/> Forth.	12 pts
<input type="checkbox"/> Fifth.	10 pts
<input type="checkbox"/> Sixth.	7 pts
<input type="checkbox"/> Seventh.	5 pts
<input type="checkbox"/> Eight.	3 pts
<input type="checkbox"/> Ninth.	2 pts
<input type="checkbox"/> Tenth.	1 pts
<input type="checkbox"/> Per kill.	2 pts

In case of equal points in Round 1, the position of the team would be tiebreaker. Higher position team would be placed above in the Round 1 ranking of the tournament.

### **NOTE:**

The tournament administration reserves the right to supplement, delete and otherwise change the rules without any additional notice to the participants. To ensure fair play and maintain healthy competition, the Tournament Administration also reserves the right to make decisions on issues not mentioned or covered in detail in these rules, and in exceptional cases - to make decisions that are contrary to these rules.

## **III. EA SPORTS FC 25**

EA Sports FC 25 is an association football-themed simulation video game developed by EA Vancouver and EA Romania and published by EA Sports. It is the inaugural installment in the EA Sports FC series, succeeding the FIFA video game series after Electronic Arts's partnership with FIFA concluded with FIFA 23. EA Sports FC 25 is the 31st overall installment of EA Sports' football simulation games.

Hyper Motion technology was first introduced in FIFA 22, with EA touting HyperMotion V as the "biggest leap forward"; promotion for the game highlighted the feature as the game's USP. Volumetric data from 180 matches featuring predominantly English and Spanish professional men's and women's teams was used in developing the technology. It is used only in the regular version of the game, available on Xbox Series X and Series S.

A “game” is defined as an instance of combat where the outcome is determined by a team/player losing all their stocks.

A “match” is defined as the set or collection of sets wherein a team/player has officially lost and the winning team/player advances to the next round of the Tournament.

## **General**

A team/player may not forfeit a match. Forfeiting a match will result in punitive measures to be determined by the Tournament Administration, including the loss of any prize money that the team/player may have otherwise been entitled to.

If a team/player fails to show up for a match they were scheduled for, they will be subject to punitive measures to be determined by the Tournament Administration, including the loss of any prize money that the team/player may have otherwise been entitled to.

If a team is otherwise disqualified for any reason, they will be subject to punitive measures to be determined by the Tournament Administration, including the loss of any prize money that the team/player may have otherwise been entitled to.

## **FIFA Challenge**

Entry fee: Rs. 50

### **• FIFA RULES:**

- KNOCK OUT
- 12 min per match i.e., 6 min \* 2 halves
- Rules and everything including the weather etc will be but to default mode.
- People can bring their own console's controller including, Xbox and PlayStation.
- Losers to leave, the last man standing till certain time will be winner.

## **3.3 KBUT (Kaun Banega Utkarsh Techno Champ)**

All the questions of KBUT (First and Final Round) will be asked from the **Technical Domain (Engineering Background)**.

### **FIRST ROUND**

REGISTRATION: Prelims Round

1. Shortlisting by MCQ based Current Affairs.
2. 04 students will be selected for final round (One Student from University and Each College)

### **FINAL ROUND**

Main Gameplay Rules:

Total number of Questions – 12

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The timing and stages are given below.

Stage 4 (Champion Prize)	12 11
Stage 3 (Second Prize)	10 9
Stage 2 (Third Prize)	8 7 6 5
Stage 1 (Token Prize)	4 3 2 1

### **Lifelines**

1. **50:50-** There will be four options for each question, but if the participant selects this lifeline, two incorrect options will be told to the participant. .
2. **Carry-A-Friend**- The participant will carry a friend to answer one question for which this lifeline is selected. Pre-registration is required for the person who will be participating as a friend.
3. **Expert Advice**- The expert will help the candidate to seek the correct answer.

### **Time Limits**

**Question No. 1 to 4:** 20 Seconds

**Question No. 5 to 8:** 45 Seconds

**Question No. 9 to 10:** 60 Seconds

**Question No. 11 to 12:** No time limit

The participant will be declared “Utkarsh Techno Champ” if he/she completes all the stages successfully. In case if no participant completes all the stages, the participant with the highest marks will be declared Techno Champ considering the value of each question as 10 marks.