



# ADVAITA 2K23

# RULEBOOK

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INTERNATIONAL INSTITUTE OF  
INFORMATION TECHNOLOGY



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# 1. Tech

## • SWITCH CODING

Ever made a team and worked individually? Well, this event will test your code as well as team compatibility. It is a team-based programming competition and the contest aims at practicing faster adaptation to new problems, how well one can switch his/her mind from one problem to another, and how well one can coordinate with his/her partner. Participants need to register in a group of two and each member will be in a distinct room working on a distinct problem set. The participants need to switch places in regular intervals and maneuver each other's code to get their green ticks.

### **Team Specification:**

Participation in a team of 2 members only. Keep a decent name for your team.

### **Requirements:**

Each participant needs to bring their laptops i.e. 2 laptops in each team. You can keep a pen and paper for rough work.

### **Total Duration:**

1 hour(4 quarters of 15 min each)

An extra 10 minutes will be there for switching. If time remains from this 10 minutes, then that will be added to the 4th quarter.

Total effective time is 1 hr 10 min (70 min).

### **Format:**

There will be 2 Problem Sets, each with around 5 problems.

When one member solves Problem Set 1, another will solve Set 2. All participants solving Set 1 will be in Room 1 and those who are solving Set 2 will be in Room 2. After each quarter, each group member swaps their positions(room and problem set).

For Example in 1st quarter (first 15 minutes):

Member 1 of each team will stay in the 1st room and solve Problem Set 1. At the same

time, Member 2 of each team will be in the 2nd room and solve Problem Set 2. After the 1st quarter, all participants will switch rooms, not the laptops. So in the next quarter, the 1st member will solve Problem Set 2 in room 2 with the 2nd member's laptop in whatever state the other member has left the coding part. Similarly, member 2 of each group solves Problem Set 1 in Room 1. So, swaps will be done after the 1st, 2nd, and 3rd quarter.

After the 1st quarter, all participants will switch rooms, not their laptops. So in the next quarter, the 1st member will solve the Problem Set 2 in room 2 with the 2nd member's laptop in whatever state the other member has left the coding part. Similarly, member 2 of each group solves Problem Set 1 in Room 1. So, swaps will be done after the 1st, 2nd, and 3rd quarter.

Thus, in 1st and 3rd quarters:

Member1: Problem Set1, Room 1, own laptop

Member 2: Problem Set 2, Room 2, own laptop

In 2nd and 4th quarters:

Member1: Problem Set 2, Room 2, other member's laptop

Member 2: Problem Set1, Room 1, other member's laptop

## **LeaderBoard:**

The contest will follow the ICPC format.

Solving one problem will reward you with 100 Points. The time penalty will be the sum of the time of the first correct submission for each solved problem. A 20-minute time penalty will be added for each wrong submission for solved problems only. Two separate leaderboards will be maintained for both problem sets during contest time. The winner will be decided by adding both Leaderboards of Problem sets and 2 after the contest ends.

## **Guidelines:**

- Don't use mobile phones or any form of internet resources during the contest.
- The only form of communication is your code. So refrain from talking with your partner during contest time.
- Don't use WhatsApp or any other mode of communication.

During switching rooms, don't make any noise.

You need to be familiar with your friend's laptop beforehand so that you don't encounter any authentication issues if the laptop goes to sleep mode.

In case a participant is found doing any form of cheating or not adhering to the guidelines above, then the team will face a strict time penalty or even get disqualified depending on the scale of their activity.

## **• SWIG-N-CODE**

This contest will be entirely based on time of problem-solving.

In a group, the one who solves the set of questions in less time will proceed further in the contest but there is more than you can expect that will make this contest exciting and you all will get to know in the future.

**Team Specification:**

Single participation with a good name to represent himself/herself.

**Requirements:**

Each participant needs to bring their laptop. You can keep a pen and paper for rough work.

**Total Duration:**

3 Rounds (1 hour each)

**Format:**

**Round 1:**

Every participant will be placed in different groups (the coordinators will decide the groups). From every group, a maximum of 2 participants will move on to the next round. Each round will be of 35-40 minutes.

### Round 2:

Round 2 will be the same as Round 1 with selected participants and they will again be formed into more groups.

### Round 3:

Depending upon the number of participants Round 3 and further rounds will be introduced which will be more exciting than Round 2 but with a twist. In Round 1 and Round 2 the completion of one question by the participants, he/she will be served cold beverages to boost morale and increase competition. Round 3+ are in the same format but with a twist.

#### **Guidelines:**

Don't use mobile phones or any form of internet resources during the contest.

Don't use WhatsApp or any other mode of communication.

Don't make noise during the contest and can't talk to other group members

In case a participant is found doing any form of cheating or not adhering to the guidelines above, then the participant will face a strict penalty or even get disqualified depending on the scale of their activity.

#### • **CAPTURE THE FLAG**

Cybersecurity competition where participants solve challenges to capture "flags" hidden throughout the game environment. While rules may vary depending on the specific CTF event, here are some general rules that are commonly followed:

1. Eligibility: The CTF game is typically open to teams(max. 4 members) or individuals, with participants often required to register in advance.
2. Fair play: Cheating or any unethical behavior is strictly prohibited. Participants should bring their laptops and mobiles.
3. Scoring: Points are awarded for each flag captured, with higher points for more difficult flags. The team or individual with the most points at the end of the game is declared the winner.



4. Time limits: The game usually has a fixed duration, often ranging from a few hours to a couple of days. Participants must submit their flags before the time limit expires.
5. Flag submission: Participants must submit their flags using the designated flag submission system. The flag format, such as the flag prefix and format, will be provided by the organizers.
6. Technical issues: If any technical issues arise, participants should inform the organizers/coordinators immediately.
7. Collaboration: Collaboration between teams is usually not allowed, and teams must not share flags or answers.
8. Prohibited behavior: Participants must not disrupt the game, harass other participants, or violate any laws or regulations.
9. Judging: The organizers' decisions are final and binding, and any disputes will be resolved by them.
10. Etiquette: Participants must behave respectfully and professionally, as they represent themselves and their organizations.

It's important to note that rules may vary depending on the specific CTF event, so participants should read the rules carefully before playing.

- **INTER-COLLEGE HACKATHON**



"Hackfest-Advaita" inter-college hackathon. This event is an opportunity for students from different colleges to come together, share their knowledge, and collaborate on innovative projects and ideas in the field of technology.

**Themes:**

- HealthCare
- Sustainability
- Education
- Fintech
- Entertainment
- Internet of Things
- Blockchain
- Open Innovation

**Eligibility:**

Participants must be students currently enrolled in an accredited college or university in India.

**Team Size:** Teams must have a minimum of 2 and a maximum of 4 members.

**Idea Submission:** All participants must submit their ideas before the event and only those ideas will be considered, which are approved by the organizers.

**Code of Conduct:** Participants must adhere to a code of conduct that prohibits harassment, discrimination, and disruptive behavior.

**Intellectual Property:** All participants retain ownership of their original ideas and code. However, by participating in the hackathon, participants grant the organizers the right to use their submissions for promotional and educational purposes.

**Use of Technologies:** Participants must use only legally obtained software, tools, and technologies during the event.

**Presentation:** All teams must present their final product to a panel of judges on the final day of the event.

**Judging Criteria:** Projects will be judged based on criteria such as originality, feasibility, and impact.

**Disqualification:** Organizers reserve the right to disqualify any team or participant for any reason, including but not limited to violation of these rules, or any other misconduct or unsportsmanlike behavior.

**Prizes:** Prizes up to 50K will be awarded to the top teams, as determined by the judges.

- **LINE FOLLOWER**

**No of members in a Team:** 3(Max)

**Event Description:** The Line follower robot is a mobile machine that can detect and follow the line drawn on the floor. Generally, the path is predefined and can be either visible like a black line on a white surface with a highly contrasted color, or can be invisible like a magnetic field.

Therefore, this kind of Robot should sense the line with its Infrared Ray (IR) sensors are installed under the robot. After That, the data is transmitted to the processor by specific transition buses. Hence, the processor is going to decide the proper commands and then it sends them to the driver and thus the path will be followed by the line follower robot.

## **ROBOT SPECIFICATION**

- The Robot must be strictly autonomous.
- The width of the black or white line will be less than 3cm
- Dimensions of the Robot should be less than 20cm \* 20cm \* 15cm (l x b x h)
- The participants have to ensure that room lighting, photography, etc. does not affect the functioning of the sensors.
- If none of the Robots finishes the course, then the one that covered the longest distance in less time will be considered the winner.
- A power supply should be of a maximum of 12-15 V.

## GENERAL RULES

The Robot has to follow the black line on a white background and complete the track in least possible time.

- A maximum of Three Participants are allowed in a team.
- Team members can be from different colleges.
- If The machine remains immobile for a respectable time, then the spot decision will be taken by the organizers. All The tracks will be shown at the time of the competition.
- Winners will be decided based on the minimum time taken (\*priority will be given to the team which takes the minimum time).
- In case of any tie, winners will be decided based on min. no. errors i.e., bot with min. errors are the winner and if there are any ties further, the type of bot is considered which is more efficient.
- Workshop bots are allowed but given less priority.

## PROCEDURE

Event Plan:

Round 1: Round one consists of a basic track. Here the members are shortlisted based on time and charted to second round 2. There will be 4 checkpoints.

Round 2: This consists of complex circuits and is also time-consuming. The team that completes tracing the track in the minimum time is considered the winner.  
There will be 2 checkpoints.

Don't use mobile phones or any form of internet resources during the contest.

Don't use WhatsApp or any other mode of communication.

Don't make noise during the contest and can't talk to other group members

PRIZEMONEY WORTH: 22k

- **ROBO-WAR**



**Objective:** ROBOWAR is a combat competition. The only way to win the fight is that you have to pin down or destroy the opponent robot. The fittest one will survive in this event. Robots may be equipped with mechanical weapons such as blades, saw, cutter, claws etc.

#### **Robot Specification:**

1. Permissible weight: Maximum 08 kg (excluding off-bot power equipment e.g. batteries, adapters etc.)
2. Maximum permissible volume. Fully unfolded robot must be within the limits of 40 cm X 55 cm (l x b). There is no maximum height for a robot (dictated by the design and weight constraints).
3. Robots can have weapons such as cutters, flippers, saws, lifting devices, spinning hammers etc. Use of liquid projectiles, any kind of inflammable liquid, flame-based weapons, radio jamming devices, high power magnets or electromagnets, are not permitted.
4. Use of IC Engines is not allowed.
5. We will provide on-site power points of 230 V AC. Participating teams need to bring their own adapters/converters (with a maximum output voltage of 36 V DC) to avail AC supply.
6. In case of batteries, the maximum allowed voltage is 36 V DC.

#### **General Rules:**

1. Each team can have a maximum of four members. Students from different institutes can form a team.
2. Robots will be inspected for safety and reliability before being allowed to compete.
3. Disrupting an opponent's power is not allowed.
4. Arena is 9 ft. X 6 ft. platform consisting of two ditches (a schematic diagram is illustrated herewith).
5. Organizers reserve the right to ban/disqualify any robot at any point of time, due to safety or any other reason.
6. All participants with valid Identity Cards of their respective educational institutes.
7. The organizing team have reserves the right to disqualify any participant who fails to adhere to the below mentioned game rules

## Game Rules:

1. The competition will be played on a knock-out basis consisting of 2 players at a time.
2. The maximum duration of each War/Fight will be 5 minutes.
3. The robot will win if the robot pushes the opponent to the ditch successfully or successfully immobilizes the opponent or out of the arena.
4. In a war, a moving obstacle may appear in the area with regular intervals. A robot must avoid being hit by the obstacle.
5. Match will be interrupted if crossings of wire take place.
6. No member will be allowed to enter the war zone without permission of coordinators.
7. The organizers reserve the rights to change any or all of the above rules as they deem fit.
8. Violation of any of the above rules will lead to disqualification.
9. Judges' decisions shall be treated as final and binding on all.

PRIZE MONEY WORTH: 32K

### • DIRT RUSH

#### EVENT DESCRIPTION

Dirt that is to be completed by the participants and compete with others to be the quickest to finish the tracks with the minimum penalty being added to their name. The obstacle course will be similar to dirt monster trucks and their obstacle courses but would be a conveniently smaller version of it to create a miniature adrenaline rush filled R/C track.

#### Team Specifications:

- a. Maximum participants: (1-3). These participants can be from the same or different institutes.
- b. Team Name: Every team must have a unique name. Organizers have the right to reject entries from any team whose name they deem inappropriate, offensive, or conflicting.
- c. Team Representative: Each team must specify their team representative (leader) at the time of registration. All The important information will be provided through team representatives. The team representative must submit valid contact details (phone no., email ID, etc.) at the time of registration.

## **Bot Specification:**



- a. The bot should not be a Workshop Bot. The organizers have the right to reject the entries of Workshop Bots.
  - b. The Bot must be remote-controlled.
5. The Rules are as follows:
- a. Only one member from each team is allowed to control the bot during the race.
  - b. Each obstacle in the dirt track will be graded from 1 to 5. A participant can skip a total of 3 obstacles out of the complete track.
  - c. The participant will have the choice to either skip the obstacle or try it again if they fail to clear the said obstacle.
  - d. Each skip or successful completion of an obstacle leads to the addition or subtraction of points from the total score. (completing a grade 5 obstacle leads to +5 points, skipping it leads to -5)
  - e. Each Race consists of 5 participants on the track, the winner of the said race qualifies to the next round.
  - f. The participant finishing 2nd will compete against others who came 2nd in qualifiers, the race following the same rules as above. The winner of this race qualifies further.
  - g. Finishing the race gives you points as follows:
    - i. 1st-50 Points
    - ii. 2nd-40 Points
    - iii. 3rd-30 Points
    - iv. 4th-20 Points
    - v. 5th-10 Points
  - h. In case none of the participants manages to complete the race, the winner is decided based on points accumulated by clearing the obstacles by each of the participants.

## **Rules for Disqualification:**

- a. If a participant's equipment fails to work during the race, He/She will be given a 20 second buffer time. If the R/C car fails to move, the participant will be disqualified.
- b. If The participant fails to finish the race, he/she is automatically disqualified.

**PRIZE MONEY: WORTH 32K**

## • DRONE RACING

### EVENT DESCRIPTION

It's time to bring the race to the skies, Introducing IIIT Bhubaneswar's very own Drone Racing League. agreed to go faster, faster, faster until your thrill of speed overcomes your fear of death. So, get ready and join us in Adwaita'24

#### Rules:

1. A racing circuit(or track) has a start line, obstacles to be crossed or avoided, and a finish line with appropriate pilot seating/standing area.
2. Collision with the following will lead to the following penalties:
  - a)Obstacles/Hurdles: 05 seconds
  - b)Ground (touch):10 seconds
  - c)Obstacles(skipped/missed): 15 seconds
  - d)Going beyond the Race arena: 10 seconds
3. Drone needs to clear the finish line for full completion of the race.
4. Depending on the number of participating teams, ROUND-WISE the race will be conducted with all the teams GROUPED into particular batches. From each batch, two or more teams will be eliminated with successive rounds based on STOP-WATCH. (Group and round formation rules can be modified by the coordinators depending on the number of participants.)
5. Drone must be kept at the take-off point(defined location).
6. Only one extra chance will be facilitated in the case of:
  - a) Pilot jumps the Start Buzzer or Starts Early (False start)
  - b) The drone doesn't take off
  - c) Drone crashes while flying (will start from the last checkpoint). Failing this chance also will lead to direct Disqualification.
7. Drones going beyond a height of 15 ft during the race will be DISQUALIFIED.
8. Team size: max 2
9. There will be a minimum of two laps in the race. (If The number of participants increases the number of laps may increase too.)

## PARTICIPANTS GUIDELINE:



1. We will provide the Drone to the participant who wishes to participate.
2. Any Competitor who
  - a) attempts to win a competition by irregular means
  - b) fails to follow an official's order
  - c) fails to follow the safety rules
  - d) Conducts in an unprofessional sports manner during the competition will be DISQUALIFIED.
3. Listen and follow ALL instructions from the Event Coordinator or organizing Head.
4. Fly only in designated areas.
5. No pilots other than those actively participating in the current race are allowed to fly.
6. Fly only at appropriate times (recommended slot).
7. Pilots must arrive at the venue 1 hour before the official race time and must be in a complete READY-TO-GO state 15 minutes before race time.
8. Only power up your drone/video transmitter while in the Start/Finish area on the course.
9. Pilots must maintain control of their aircraft at all times and only fly within their skill level. Any pilot who exhibits unsafe flying procedures may be disqualified at any time.
10. When finishing a race, land in the designated landing area on the course.
11. The final decision during any ambiguities will be taken by event managers/coordinates.
12. Arguments over it will lead to DISQUALIFICATION.
13. Only one pilot from a team is allowed onto the race track at the time of the race.
14. The institute/management no way will be responsible for any damages to the personal drones (if having) of the participants during the race.  
\*\*The co-ordination committee reserves the right to add or update any rule as per conditions.

PRIZE MONEY: WORTH 32K

- ROBO SOCCER



**DESCRIPTION:** It's football time and no one plays soccer better than the engineers, in their sophisticated way we hail this event ROBO SOCCER. All you soccer fans hold your breath, as we present to you soccer with an entirely new dimension. So if you are up for the challenge get your manual soccer-playing bots ready to compete on the biggest stage and bring out the hidden RONALDO, MESSI in you...its time for you to stop watching soccer on screens. Participate and have lots of fun it's going to be thrilling for sure.....enjoy the event!

The objective is to design a manual robot that can compete in an arena specially designed for robotic soccer matches. The event is aimed at testing the Flipping, Kicking, maneuvering skills and the control of the robot.

No of Members in a team :3

The event mainly consists of ROUNDS 1, 2 and 3

**ROUND 1 (Elimination):**

- 5 balls are placed at specified locations in the arena.
- Time limit is 3 minutes.
- Participants can drive, push, or hit the ball into any of the goal posts.
- Points = number of goals.
- If the ball is hit out of the arena then it will not be placed back.

**ROUND 2:**

- This is a knockout round (one on one).
- Different colors same sizes of balls for different teams are placed in their half arena.
- The ball of one arena has to be goaded into the opposite arena goalpost. The white color ball is common to both of the teams placed in the center.
- There will be a match of 2 minutes.
- Points = number of goals.
- Fouls will also be accounted to choose the winner. (Touching the other team's ball is a foul). the white ball should be goaled after the completion of his color balls.
- Driving the ball intentionally toward the opponent leads to a foul.
- Penalty shots will be provided in case of tie.

### ROUND 3:

- Only one ball will be placed at the center, robots are initially placed at their respective goal posts.
- Time limit is 3 minutes.
- Participants should hit the ball into the opponent's goal to score points.
- Each participant can make as many goals in a limited time.
- Obstacles are placed on both halves of the arena, points will be deducted if the robot touches the obstacles...
- Robot gets negative points each time it touches the obstacle and border of the arena
- Judging criteria for the final winner will be based on the number of goals scored and time taken by the participants.

### ROBOT SPECIFICATIONS:

- The robot should fit inside a box of 30cm\*30cm\*30cm
- Robot should not exceed 4 kg.
- The robot can be wired, wireless, or autonomous.
- The robot should be self-powered with a supply not exceeding 12V(onboard power supply)
- Power supply(only DC) should be on board. Participants cannot draw power from outside
- Only one participant should control the robot no player can be exchanged in the match.

### RULES AND REGULATIONS:

- Team can have a maximum number of four members.
- Only one participant should control the robot no player can be exchanged in the middle of the match.
- A robot can push or hit the ball. It cannot withhold or grab the ball.
- Human interference (e.g. touching the robot) during the game is not allowed.
- Decisions of the Judges and Event Organizers shall be treated as final and binding on all and cannot be contested. The event coordinator is the match referee. He takes all the decisions and participants have to abide by it.
- No more AC/DC power supply will be provided at the sight of play.
- Coordinators reserve the right to ask for an explanation of the robot. The coordinator can change the rules of the game depending on the situation.
- Rules & Regulations may change without prior notice, by the Event organizers.
- Positions of balls and obstacles in the arena will be decided by the organizers on the particular day of the event.

PRIZE MONEY: WORTH 32K

## II. CULTURAL

### 1. RANGBHOOMI (THEATRE)

A live audience, actors on stage, rush backstage and one take-Theatre is an immersive and deeply personal experience for those performing and an unforgettable one for the audience.

Advaita 2024 brings you an event to witness various theatre groups on one stage and lets you experience the beauty of different genres.

This is your chance to shine and tell a story that is not just entertaining but impactful.

Rules for Rang Bhoomi:

- There should be a minimum of 5 actors in an act. In addition to that, 1 person can be in charge of sound and music and 1 for light.
- The maximum time for each act is 50 minutes.
- The act can be performed in Hindi or English language.
- There will be one evaluative round i.e. the finals. One-stage practice will be provided before the final performance (the time limit for practice would be 15 minutes)
- Decisions made by the organizing team will be final and binding.
- Time slots will be allotted by the organizing team and will be intimated to teams by mail.
- Time duration will be taken from the empty stage to the empty stage.
- 15% will be deducted from the total score if the run time exceeds 50 minutes. If it exceeds 55 mins, it will lead to disqualification.

#### 1. Scoring criteria:

Content - 40%

Acting - 30%

Direction - 20%

Miscellaneous(effects, sound, etc) - 10%

- Microphones, lights and a laptop to manage sound will be provided by the organizing team.
- Recorded vocals are not allowed. Only instrumental music is permitted.
- Teams will be allowed to continue from the last scene performed in case of technical malfunction. Judges can however deduct marks for the same.
- Teams will be allowed to continue from the last scene performed in case of technical malfunction. Judges can however deduct marks for the same.
- A green room will be provided to all teams.
- The script of the act will have to be submitted after registration by each team.
- Requests for special effects and props should be communicated at least a week in advance by both email and over the telephone. The same will be provided only if possible.
- No naked flames or live animals are allowed on stage.

Prize Pool: Rs. 15,000 + Certificates

## **1. PRADARSHAN (NUKKAD)**

Nukkad Natak is used as a means of communication to disseminate social and political messages, as well as to raise awareness among the general public about pressing social concerns. 'PRADARSHAN' is a Nukkad Natak contest that strives to bring the best Nukkad teams from across the nation on one platform.

Rules for Pradarshan:

- Only one member has to register with whom all communications will be made. Multiple teams from the same college are allowed.
- A team can have a minimum of 6 and a maximum of 20 members (exclusive of instrument players).

- All team members should be current students of the institute.
- Teams are expected to perform at an open-air venue with an audience on all sides.
- The choice of topic/theme is up to the team's discretion.
- The allowed time limit includes performance time stage setting and clearing time.
- Teams are allowed to use Drums, Dholak, Flute, or any other musical instrument of their choice, but usage of mikes, lights, or other electrical instruments is not allowed. Only live music is allowed.
- Usage of fire, water, or smoke is not allowed. Gulaal or any props used must be cleared off by the participants after their performance within the allotted time.
- Any form of obscenity through actions or language may result in a penalty at the discretion of Judges.
- No time for rehearsal/stage practice / final rehearsal will be given during the fest.
- In case of any dispute, the organizing team's decision will be final.

#### Rounds:

##### ROUND 1: Preliminary Round

This round is to shortlist the teams that will further perform in the finale.

The allowed time limit will be 15 minutes.

##### ROUND 2: Finale

One Winner and one Runner-up will be selected in this round. The allowed time limit will be 20 minutes.

#### The Judging Criteria will be based on:

- Successful portrayal of the theme and message
- Performance (dialogue delivery, expressions, body language, coordination between members)
- Crowd interaction and audience response
- Direction, gimmicks, and effects

Prize Pool: Rs. 15,000 + Certificates

- **FOOTLOOSE**



Solo and Group dance, western and Nrityakala both included.

Rules for GROUP DANCE:

- Time-limit for each performance is 6 min max (music on to music off).
- Negative marking will be imposed for exceeding the time limit.
- Each team may have 5-15 members, including coordinators.
- Choice of songs is open to the participants.
- Participants should carry their track in a pendrive and submit it to the event Co-ordinator before-hand.
- No props will be provided by our coordinators. Participants can carry their own props.
- Dance performance should not convey any indecent gestures.
- Green room would be given for changing purpose.

**Judgement criteria for GROUP DANCE:**

- 1) Facial expressions and body language
- 2) Footwork
- 3) Hand and eye gestures
- 4) Costumes and presentation
- 5) Artistic Potential
- 6) Choreography (technical nuances)
- 7) Selection of the music piece
- 8) Overall Clarity and Impact
- 9) Group Co-ordination
- 10) Confidence and crowd response

**Rules and Judgement criteria for SOLO DANCE:**

- Time limit for each performance is 2-3 min (music on to music off).
- Negative marking will be imposed for exceeding the time limit.
- Choice of songs is open to the participants.
- Participants should carry their track in a pendrive and submit it to the event Co-ordinator before-hand.
- No props will be provided by our coordinators. Participants can carry their own props.
- Dance performance should not convey any indecent gestures.
- Green room would be given for changing purpose.

## Judgement criteria for SOLO DANCE:



- 1) Facial expressions and body language
- 2) Footwork
- 3) Hand and eye gestures
- 4) Costumes and presentation
- 5) Artistic Potential
- 6) Choreography (technical nuances)
- 7) Selection of the music piece
- 8) Overall Clarity and Impact
- 9) Confidence and crowd response

Decision of the judges will be final and binding.

Any obscene/offensive music/song is not allowed.

Prize Pool: Rs. 20,000 + Certificates

## • ROCKATHON

1. The Maximum number of participants allowed in a band is 10.
2. There will be two rounds in Rockathon : preliminary round and finalround.
3. Five groups will be shortlisted in the priliminary round and they will move on to perform in the finalround.
4. Time limitfor preliminary round is 10 minutes and finalround is 15 minutes.  
(including performance and setup).
5. Bands will be disqualified on the spotfor misconduct, obscenity orfoul language, and will be banned from performing at all subsequent editions.
6. Use of cigarettes, alcohol and any unfaill means is strictly prohibited.
7. Only English and Hindi Music is allowed.
8. Equipments provided will be: a. One bass amplifier speaker b. One lead amplifier speaker c. Adequate microphones.
9. Bands will have to bring their own musical instruments and special effects.
10. Pre-recorded Tracks are not allowed.
11. Negative points will be rewarded if any ofthe above mentioned rules are not followed.
12. Decision ofthe judge will be final.
13. Advaita will not be held responsible forthe failure of any instrument.

Criteria For Judgement:-

1. Vocals
2. Instruments
3. Presentation
4. Audience Interaction



Prize Pool: Rs. 15,000 + Certificates

## 1. CYPHER

### Prelims

1. Time-limit for this round is 1 min (music on to music off)
2. This is not a face-off round, but the music will be played by us in impromptu fashion.
3. Participants from this round will be shortlisted for the next round

### Finals

1. Participants qualifying for this round will be going against each other in a face-off competition
2. This is a "Rep Your Style" Round, i.e., you have the freedom to dance in your own style
3. The order of the participants will be decided through a system and the battles would be in the following manner:
  - Pairs will be made out of all participants
  - Each pair will come & compete within themselves
  - Each winner will go to the next round
  - All rounds will follow the same procedure until 3 winners are shortlisted
4. The music tracks will be provided by the Advaita Team on the venue itself
5. The time limit for each round is 1 min per participant (music on to music off)
6. In case of a tie an extra round may be provided.
7. Judging criteria:
  - Musicality
  - Face-off attitude
  - Energy Level
  - Innovation
  - Overall impact on the crowd
8. For the FACE-OFF round, crowd support and most of all, overshadowing the opponent participant will be important factors.
9. The performance should be in cohesion with the integrity of the event.
10. Violation of any of the above will lead to immediate disqualification.
11. The decision of the judges will be final and binding. The organizing committee reserves the right to make any last minute change in the rules.

Prize Pool: Rs. 9,000 + Certificates

## 2. LA MODE

Step into a world where style meets the runway, and every stride tells a story of sophistication and innovation. "LAMODE : A Fashion Odyssey" invites you to a mesmerizing fashion walk event that transcends the boundaries of ordinary style, taking you on a journey through the realms of glamor, creativity, and timeless elegance.

1. It is a team event. A team can have 10-15 members/models. Maximum 5 team members (makeup artist, technician etc.) can accompany.
2. Time limit for every team would be 15 minutes.
3. Negative marking if participants exceed the time limit.
4. Should carry their tracks in pen drive and should be submitted in advance.
5. Vulgarity is strongly prohibited. Any form of obscenity or nudity will lead to debarring the team from the contest.
6. Use of cigarettes, alcohol and any unfair means is strongly prohibited.
7. Teams will be judged on costumes, theme, walking stance, attitude and audience engage and choreography.
8. Each group should have one tag line representing their group and the theme (Be Bold For Change).
9. Decision of the judges will be final and binding.
10. All costumes are permitted, which maintain decency including original costumes & fashion designs.
11. Purchased, professionally made, or rented costumes are permitted.
12. A green room would be provided for the changing purpose

Prize Pool: Rs. 30,000 + Certificates

## 1. ACOUSTICA

Anuraag (Solo Singing Competition):

1. This will be solo singing competition. Participants can perform any number of songs (in Hindi, English or both) within 5 minutes after which 20% marks will be deducted after 10 seconds and disqualification may occur after 40 seconds.
2. Participants can perform with one instrumental accompaniment or with a backing track but the judging will be done solely on the basis of vocal performance.
3. Performers can be disqualified on the spot for misconduct, obscenity or foul language. Vocal performance will be the sole criteria for judging.

**Rules:**

- 1) Judging Criteria:
  - a) Rhythm, Voice quality and Clarity, Delivery (word-play, rhetorical devices, sarcasm, puns, double Entendres, witticism)
  - b) Overall impact of the performance (body language, attitude, etc.).
- 2) Time Limit: 3 - 4 minutes.
- 3) Backing tracks are allowed.
- 4) Any sort of racist, sexist or offensive slurs will lead to immediate disqualification.
- 5) Only 1 entry is allowed per participant.
- 6) The language of rap can be English and/or Hindi.

**Amplified Rhythm (Beatboxing Competition):**

**Rules:**

1. 1st Phase will be an elimination round (Only in case the no. of participants are greater than equal to 8). Participants will be giving solo performances within a time limit of 3 minutes. Top 8 or Top 16 will be selected for the next round.
2. 2nd Phase will consist of 1vs1 battle rounds among the participants where in there will be 2 rounds. In each round, beatboxers would be given 1 minute each and the winners will be decided by the judges.
3. The winner from each battle will be promoted to the next battle and the opponents will be decided by the judges in whichever way they seem fit.
4. No musical instruments will be allowed. In case it is found, the participant will be disqualified.
5. In case judges are not able to decide, another round with 30 seconds each will be taken into consideration.
6. Judging Criteria will include (Technicality – 40 points, Stage presence – 30 points and Originality – 30 points)

NOTE: if enough participants are not present to decide Top 8, Judges and Organisers decision will be final

Prize Pool: Rs. 13,000 + Certificates

## 1. BLOOD DONATION

Blood donation at Advaita 2024 is a selfless act that saves lives, supports medical advancements, and fosters community. Donors will experience health benefits, emergency preparedness will be enhanced, and civic engagement will be encouraged. The process is safe, and donations will contribute to sustainable healthcare while raising awareness about the importance of donating blood.

Necessary Guidelines/Rules/Measures:

1. Good Health: Donors must be in overall good health.
1. Age: Eligible donors are between 18 to 65 years old.
1. Weight Requirement: Donors must weigh at least 50kg.
1. Alcohol Abstinence: Avoid alcohol consumption 24 hours before donation.
2. Commitment to Giving: Individuals meeting these criteria are encouraged to join in saving lives through blood donation at Advaita 2k24.

## 2. UMANG

Dive into a compelling pep talk, where the urgency of a crucial social cause sparks enthusiasm and a shared sense of purpose. The empowering dialogue not only fuels individual passions but also lays the foundation for unified action. Your voice becomes a catalyst for positive change, echoing a call to champion collective efforts. Together, every voice contributes to a ripple effect, creating a meaningful impact on the cause we collectively champion. Join the movement, and let's forge a path toward a better future—one resounding voice at a time.

## **IV. E-CELL**



### a) PRODUCT TEARDOWN

Prize Pool: Rs. 15,000 + Certificates

### b) STARTUP CONCLAVE

Prize Pool: Rs. 10,000 + Certificates

## **V. ART**

### a) ART-CURRACY

Step into a realm of artistic brilliance and uncover the magic of art at our exclusive ART-CURRACY event. Immerse yourself in a symphony of creativity, vibrant colors, and artistic expressions. In this dynamic challenge, one team member becomes the storyteller, describing a mysterious art piece, while the latter wields creativity to bring it to life on paper. It's a race against time and a test of teamwork. Whether you are a seasoned art enthusiast or a curious newcomer, this event is a feast for your senses and promises an unforgettable celebration of talent and expression.

This team event is exclusively designed to ignite collaboration and spark innovation. Participate in a team of 2 and immerse yourself in the symphony of creativity.

#### **Rules:**

1. One member is required to describe the given picture and the latter has to draw it accurately.
2. Each team will be given a reference which has to be recreated. A set of forbidden words will be provided alongside. The use of those forbidden words will lead to disqualification.
3. The given image must be expressed in words. Imitation of images using hands or writing is completely prohibited.
4. To make the competition more challenging, the member explaining the reference is not allowed to peep through the art being created by their partner.
5. The time limit for each team is - 10 minutes.
6. The participants will be provided with all necessary equipment and use of any other outside aids may lead to disqualification.
7. The top three teams with the highest points will be declared as winners respectively. The decision of the judges shall be final and binding.

#### **Judging criteria:**

Points will be awarded based on accuracy, team coordination, and completion time if required.

Prize Pool: Rs. 10,000

## ACE-HUNT

Embark on an exhilarating adventure with our Ace Hunt event! Gather your friends and ignite your curiosity as you dive into a fun-filled experience trying to decode clues, and navigate through an adventure that promises excitement at every turn. Get ready to unravel mysteries, solve puzzles, and experience the thrill of discovery in this Quest like no other. Surprises await your presence!

Gather your friends, form a team of 3-4, and get ready to unravel mysteries, solve puzzles, and experience the thrill of discovery in our Ace Hunt like no other.

### **Event Details:**

This is a team event. ( Both intra and inter-college teams are allowed )

The event shall commence in 3 rounds as follows:

#### **ROUND 1**

All the teams shall scatter throughout the campus to search for the point cards.

The top 12 teams with maximum points would be qualified for the next round.

#### **ROUND 2**

The selected teams shall be divided into 4 groups: Club, Heart, Spade, and Diamond.

Each team needs to find their 'King & Queen & Jack' in the given time frame. A list of hints shall be provided to each team helping them to get closer to their goals.

The first team to submit the correct answers from each group shall be qualified for the Final round.

#### **FINAL**

The 4 final teams shall compete with each other to find the 'Ace'.

A trail of clues and riddles shall be provided for the same.

1 winning team would be chosen.

(The scoring criteria, maps, and other required details shall be explained and provided during each round as per requirements )

### **Guidelines:**

1. Use of academic block, faculty quarter, and hostel areas not allowed during the event.
2. Use of electronic gadgets are strictly prohibited in the game. Participants would be required to submit their mobile phones to the organising team which they can collect after the event.
3. Participants are requested to carry their pens, water bottles, and umbrellas in case of scorching heat.
4. If a participant misbehaves with anyone ( either organizers Or any other team ) then the whole team shall be disqualified.
5. Venue and time are prone to changes and shall be informed beforehand.

### **Prerequisites:**

A clear study of the campus map is suggested.

**Prize Pool:** Rs. 10,000

## **CREATE-A-THON**

Unleash your creativity at IIIT Bhubaneswar's Create-a-thon, coming in early 2024! This event is your chance to shine on a digital stage. Utilize any design tool, collaborate, and create designs that look good and do good. With themes centered around social issues, your designs could be the catalyst for change. The competition involves two exciting rounds - Initial poster submission and a final presentation round. Don't miss the opportunity! Let's design, inspire, and impact!

This team-based event invites you to display your creativity on a digital platform. Use your preferred design tool to create designs that are not only visually appealing but also impactful. The themes are centered around social issues, giving your designs the potential to be a catalyst for change.

### **Themes:**

1. Education for All: Highlight the importance of education and how it can change lives.
2. Poverty Alleviation: Showcase innovative solutions to combat poverty.
3. Sustainable Living: Promote eco-friendly practices and sustainability.
4. Mental Health Awareness: Shed light on the importance of mental health.
5. Digital Empowerment: Depict how technology can empower individuals and communities

## Rounds:



### Round 1: Poster Submission

In this round, teams will be given 5 days to brainstorm and create a poster based on one of the themes. This is the ideation phase where teams are expected to research their chosen theme, brainstorm ideas, and translate these ideas into a visually appealing and meaningful poster. The poster should not only be aesthetically pleasing but should also effectively communicate the team's understanding of the theme and their unique approach to it. The poster must be submitted 2 days before the competition along with the editing link (Canva, Figma, etc.). The submissions will be evaluated based on their relevance to the theme, originality, visual appeal, and clarity of the message.

### Round 2: Presentation

On the day of the competition, selected teams from Round 1 will present their ideas and poster theme to the judges in the panel. This is the presentation phase where teams will have the opportunity to explain their design, the thought process behind it, and how it addresses the chosen theme. Teams should be prepared to answer questions from the judges about their design and defend their ideas. The presentations will be evaluated based on the team's understanding of the theme, the originality of their ideas, the effectiveness of their communication, and their ability to defend their design.

### Judging Criteria:

1. Relevance to Theme: How well does the design align with the chosen theme?
2. Originality: Is the design unique and innovative?
3. Visual Appeal: Does the design catch the eye and hold attention?
4. Message Clarity: How effectively does the design communicate the intended message?
5. Presentation: How well do the team members present their ideas and defend their design?

### Guidelines:

1. Teams must consist of either 1 or 2 members.
2. Teams can use any design tools like Figma, Canva, PowerPoint, Adobe, etc.
3. Use of AI tools is strictly prohibited. All designs must be created by the team members using the allowed design tools.
4. Plagiarism is strictly prohibited. All designs must be original and any kind of plagiarism shall not be accepted. Participants have to submit their editing link (Canva, Figma, etc.) to ensure originality.



5. Prepare for the presentation. Be ready to explain your design, the thought process behind it, and how it addresses the chosen theme.
6. If a participant misbehaves with anyone (either organizers or any other team), then the whole team will be disqualified.
7. Venue and time are prone to changes and will be informed beforehand.

Unstop Platform Link: <Embed the Link here>

Prize pool: Rs. 12,000

## **ARTISTIC ALCHEMY**

Dive into the enthralling world of artistic collaboration at our Switching Canvases Challenge. In this unique extravaganza, pairs of artists engage in a dynamic switch, each contributing to the other's canvas at timed intervals. The challenge unfolds against themes of transformation, creating a visually captivating narrative that reflects the fluidity of artistic expression. So don't miss out on the amazing chance to witness the magic of collaborative artistry at its finest.

### **Rules :**

1. A pair of 2 artists shall form a team. Each member will be assigned an individual art sheet.
2. The themes will be announced in the beginning at the venue. Each team member will get a distinct theme.
3. Painting Dynamics:

Multiple 10-minute rounds will be conducted; team members will switch their art sheets and exchange themes for the next 10-minute time interval.

### **Materials and Setup:**

Basic painting materials like pencils, sketches, colors, etc will be provided; participants are allowed to bring additional supplies if required.

### **Judging criteria :**

3 winning teams shall be chosen on creativity, adaptability, overall artwork, and team collaboration.

## **Guidelines :**

1. Adapt styles to merge with your partners' work. Creativity is encouraged within the context of both of the assigned themes.
2. Kindly stick to the given timeline.
3. Any kind of plagiarism shall not be accepted.

Prize Pool: Rs. 10,000

## **VI. FOOD**

### **1. GOLGAPPA KING**

The Golgappa King competition is a popular street food game in India where participants compete to see who can eat the most golgappas in a given time.

**Eligibility Criteria:** It is open to all participants who are interested in this event.

#### **Competition Format:**

- i. There are in total three rounds in this event
- ii. There will be a specified time duration for each round
- iii. Scoring will be based on per no. of golgappas eaten within the time limit.

#### **Playing/Eating Rules:**

1. Participants must eat the golgappas using their hands only.
2. A golgappa is considered eaten only when it is fully swallowed. Participants must not spit out any part of the golgappa.
3. Participants must finish eating the entire golgappa including the filling and leftover water.

#### **Qualification Criteria:**

- i. Each participant will be given 10 golgappas at the start of round 1 and the top 10 participants will be selected for the next round.
- ii. Each participant will be given 15 golgappas at the start of round 2 and the top 5 participants of that round will be selected for the final round.



ii. Each participant will be given 20 golgappas at the start of round 3 and the top 3 participants of that round will be selected for prize distribution.

Prize Pool: Goodies / Vouchers and Coupons

## **STRING DELICACY - TEAM SACK RACE EVENT**

**Eligibility Criteria:**

This is a team event with each team consisting of TWO members only. An individual is allowed to participate only once in the game. Registrations from multiple teams will not be entertained.

**Detailed Rules:**

1. Each team will be provided with ONE sack.
2. The team members will stand at opposite ends of the track.
3. The race will start with one team member wearing a sack and moving forward by jumping. On reaching the other end, that member will have to eat the hanging food item (without removing the sack) at that end.
4. Once the member finishes the food, he/she needs to hand over the sack to his/her partner. Then the other member needs to wear the sack, move forward to the other end, and eat the hanging food at that other end.
5. The team that finishes in the least time will be declared the winner.

**Penalties:**

1. If the sack or the player falls during the game, it will lead to the disqualification of the team.
2. If the player touches the food with his/her hand, then it will lead to the disqualification of the team.
3. If the food falls, it will lead to the disqualification of the team.
4. The players should stay in their specified tracks only. Any attempt to move outside of the track will lead to the disqualification of the team.
5. Any kind of physical contact with other teams during the game will lead to the disqualification of the team.

### **Winning Criteria:**

A panel of judges will be enforced for choosing the winner, and the decision of esteemed judges will be final.

### **Health & Safety:**

Participants should be aware of their health and safety while taking part in the competition. Eating an excessive amount of sauce in a short amount of time can cause health issues. Participants should consult with a doctor if they have any concerns.

### Prize Pool:

Goodies / Vouchers and Coupons

## **MAGGIE CHEF**

### **Eligibility Criteria:**

1. Everyone interested in the event can participate.
2. There is a 25/- participation fee per participant.
3. Only registered members are allowed to take part in the competition.
4. Contestants can participate individually or in groups of a maximum of two.
5. An individual is allowed to participate only once in the game.
6. A particular individual is not allowed to participate in multiple groups.

### **Detailed Rules:**

1. The time constraint to display your spiced flavors in the kitchen is only 10 minutes, and an additional 5 minutes will be given for serving. This time will define your taste in life and your taste in life.
2. Gas stoves and utensils will be provided by the organizing team, and if required, participants are allowed to bring their tarnishing products if they like.
3. In case of a tiebreaker, time constraints will be considered, and the participant with less time will be selected.
4. The varieties of experience and Maggie you have gained in life will show your real unfound creativity, and your fashion in the kitchen sector will publish you as a star.
5. What matters is how you look in this cruel world, as is the case with your delicacies on a blank plate. Present it well, and you get presented as the best.



6. The inner realm of peace of life is what food only can give you, and it can only be satisfied with the prepared gifts of spices and sweetness. Your tasty food defines your taste in life and your dedication to making life full of dishes filled with happiness.
7. The way you prepare your food defines your love and respect towards the person who is having it, cleanliness and proper hygiene, and a pinch of extra care in the taste of the served beauty.

#### Penalties:

1. Contestants using mobile phones during the contest will be disqualified without any warning.
2. Contestants seeking help from anyone during the contest will be disqualified without any warning.
3. Contestants involved in any other unfair means will be deburred from the competition.
4. Contestants exceeding the stipulated time limits shall be disqualified.
5. Arguing with the judges or volunteers will lead to immediate disqualification from the competition.

#### Winning Criteria:

A panel of judges will be enforced for choosing the winner, and the decision of esteemed judges will be final.

#### Health and Safety:

Participants should be aware of their health and safety while taking part in the competition. Eating an excessive amount of sauce in a short amount of time can cause health issues. Participants should consult with a doctor if they have any concerns.

#### Prize Pool: Goodies / Vouchers and Coupons

## **SHOLLE PARATHE**

Sholle parathe sounds like a paratha eating competition but this one is with a little twist. Participants need to eat hot chilly sauce served alongside the paratha in the least time.

### **Eligibility Criteria:**

1. Everyone interested in the event can participate.
2. There is a 40/- participation fee per head (80/- per group).

### **Detailed Rules:**

1. There will be groups of 2 people each.
2. One will be making the paranths, and the other will be eating them.
3. The person eating the paratha will be required to eat a “Chilly” completely with every paratha he/she eats.

### **Penalties:**

1. If the volunteers find that the eatables are being wasted by participants by dropping or any other way and not eaten, the participant will either get a penalty or get disqualified.
2. Participants can't eat/drink anything else during the entire competition.
3. Participants should get their plates checked by the volunteers to stop their time.

### **Winning Criteria:**

The first one to eat the most and get it checked will be the winner.

### **Health and Safety:**

Participants should be aware of their health and safety while taking part in the competition. Eating an excessive amount of chilies in a short amount of time can cause health issues. Participants should consult with a doctor if they have any concerns.

### **Prize Pool: Goodies / Vouchers and Coupons**

## VI. PHOTOGRAPHY

### a)IMAGEN

Imagen is a series of photography and videography competitions specially curated to encourage enthusiasts and fuel the common passion for cameras and frames.

#### 1) Short Story Film

Description:

An opportunity for participants to develop or explore one theme or subject in a deeper, more comprehensive manner by making a short story film.

#### Theme - Advaita in a glance

Rules and Guidelines-

1. There are no restrictions on equipment, Participants must have their equipment; none will be provided.
2. Verification and Plagiarism will be checked and treated seriously.
3. Participants are advised not to make their entries public before the official results are declared.
4. Only basic editing is allowed. Basic editing includes cropping, color corrections, and processing that maintains a realistic representation of the subject.
5. Submitted films may be featured in the official handles of the fest.
6. Short Film Video must be from 2 to 4 mins.

Judging Criteria-

1. Judges will assess the originality and inventive approach in storytelling.
2. The ability of the film to convey a narrative will be a key consideration.
3. Evaluation of how well the visual elements are composed and framed within each scene.
4. The use of lighting to enhance the mood, atmosphere, and visual appeal of the film.
5. The decision of the judges is final and binding.

## 2) THEME PHOTOGRAPHY

### Description:

Bring out the artist in you who wants to capture the very essence of this world and then some, be it digital or retro. Show us your creativity blossoming from the hurdles we place.

### Themes:

- A Slice of the Color Wheel (Monochromatic Photography)
- Street-o-graphy (Street photography)
- Ephemeral Enigma (Freeze moments of transient beauty, emphasizing fleeting nature of life and art)
- Unseen Odyssey (Journey into the unexplored perspectives of the college campus.)

### Rules:

1. Participants can click photographs on any of the themes. They can submit at max 2 entries on the same theme. They can submit at max 2 entries on the same theme.
2. One without EXIF data (and hence the date) will not be accepted.
3. Participants have to submit Original RAW files along with the edited photos.
4. Only Basic Editing is allowed. Participants MUST NOT add or remove elements from photographs. Participants MAY crop a photo and perform color corrections and processing in keeping with a realistic representation of the subject. You MAY change an image from color to black and white. Extreme photo manipulation, stitching, and combining images are forbidden.
5. Participants can describe their entries (not exceeding 30 words). It should be written in a pdf file and submitted along with the photographs.
6. Do not include your credentials, or watermarks in the picture or the frame.
7. Any sign of plagiarism will lead to disqualification
8. Submitted photos may be put forward in the photography exhibition organized during the fest.

### Judging Criteria:

1. Creativity and Innovation
2. Correlation to Theme
3. Composition and Framing
4. The decision of the judges will be final.

### 3) PORTRAIT PHOTOGRAPHY -

#### Description:

A portrait depicts many emotions- grief, elation, gloom, beauty, void, ecstasy, and euphoria. It is a competition where you have to click a portrait that can convey such emotion.

#### Rules and guidelines:

1. No restrictions on Equipment. We shall provide no cameras/equipment.
2. The photos must be your original work.
3. Photos must be clicked only during Advaita '24 and EXIF values will be checked.
4. Your photos should not contain any explicit content.
5. If they are submitted any later than the specified closing time, they will be declared invalid.
6. Only Basic Editing is allowed. Participants MUST NOT add or remove elements from photographs.

perform color corrections and processing in keeping with a realistic representation of the subject.

7. Submitted photos may be put forward in the photography exhibition organized during the fest.

#### Judging Criteria:

1. Effective Portrayal of Emotions.
2. Lighting, Composition and Framing
3. Brownie Points for depicting multiple emotions
4. The decision of the judges will be final and binding.

## 4) REEL MAKING COMPETITION

### Description:

With the surge in short-format social media content, the demand for quick video-making skills has gone up. Here's your chance to shine and show us how quirky your videos can be!

**Theme: Advaita in 30secs Rules**

### Guidelines:

1. Any type and number of video or film cameras may be used for filming.
2. The team will not be provided with any equipment or computers for editing.
3. The film should be 30-40 seconds including credits.
4. The orientation of the video should be in portrait format with a resolution of 16:9.
5. The content of the film must be appropriate for public screening.
6. The entries must be of a minimum 480p resolution.
7. There is no limit to the number of cast and crew members.
8. The soundtrack (no maximum time) and stock footage can be borrowed but with due credits.
9. Entries must be the original work of the entrant; must not infringe third-party rights.
10. The entries must adhere to the theme and can be of any genre

### Judging Criteria :

1. Effective portrayal of the theme
2. Editing, Cinematography, Script, Acting, Sound Design, and overall impact
3. The decision of the judges will be final and binding.

**Prize Pool:** Rs. 18,000 + Certificates

## b) PHOTO GALLERY

### Description:

Welcome to our captivating Photo Gallery Showcase, where each image tells a unique story through the lens of its creator. Explore a visual journey that transcends words, inviting you to interpret narratives, emotions, and perspectives captured in frozen moments.

### Guidelines:

1. Please maintain a respectful and considerate demeanor while exploring the gallery. Allow fellow viewers to enjoy the artistry in a peaceful atmosphere.
2. Refrain from touching or handling any displayed photographs. The delicate nature of the prints requires careful preservation.
3. Appreciate the visual narratives in silence. This gallery values the power of visual storytelling, allowing each observer to interpret the images in their unique way.
4. Acknowledge the talented photographers behind each image. Take note of the provided information accompanying each photograph, which includes the photographer's name and a brief description.
5. Photography is encouraged, but please be mindful of others. Use only non-disruptive equipment, and avoid using flash to preserve the ambiance and protect the integrity of the exhibited works.

## c) BROKEN STRING

### Description:

In "Broken String," each photograph serves as a thread in the intricate tapestry of a narrative waiting to be woven. This visual journey connects the dots between fleeting moments, showcasing the beauty found in vulnerability, resilience, and the delicate balance of life's interconnectedness. Through a series of captivating images, witness the strength that emerges from the fractures, the harmony that arises from chaos, and the stories told by the threads that bind us all.



## d) WORKSHOP

### Description:

Unlock the secrets of stunning photography at our immersive workshop for FREE of Cost!

Join fellow enthusiasts to refine your skills, explore advanced techniques, and capture breathtaking moments.

Elevate your passion for photography in this hands-on experience.

Limited seats available – don't miss out!"

# PRE-ADVAITA EVENTS



## 1. ART FEST: KALAKRITI: Where every stroke paints a story

"Kalakriti" is a fun-filled pre-Advaita festival of art and creativity organized by Team Paracosm! Here, we dive into a world where every color brings a new wave of imagination. From eye-catching body painting to touching handprints, our fest is a playground of endless artistic adventures.

Dates: 2-4 February, 2024

Here's an overview of the captivating experiences that await your presence :

### 1. Body Painting Extravaganza:

Our amazing artists are ready to turn your body into the canvas of your imagination with vibrant colors and designs.

### 2. Hand & Thumbprint keepsakes:

Create personalized masterpieces for your loved ones. Leave heartfelt imprints on canvases, immortalizing your unique touch in a memorable artwork.

### 3. Artisanal Delights:

CD Painting: Old CDs transformed into stunning pieces of art are all displayed around just for your takeaway. So book your favs before others do!

Bookmarks and Accessories: One-of-a-kind bookmarks and fashionable accessories like keychains and other goodies are available for sale at affordable prices you could never imagine.

Tote Bags and Leaf Paintings: Customized tote bags, that add flair to your style is available for pre-booking. Discover the beauty of leaf paintings, blending nature's charm with artistic expression.

### 4. Creative Spaces:

Decorative Vistas: Immerse yourself in our creatively adorned spaces. Perfect settings for picturesque moments amidst stunning decorations that fuel inspiration and creativity.

Member Art Showcase: Admire the talent of our esteemed members through a display of framed artwork. Explore the creativity and diverse styles of our talented contributors.

## 5. Origami Oasis:



Origami Corner: Dive into the ancient art of origami. Submit your beautiful creations by the 30th of January, 2024. The best art pieces would receive free Kalakriti goodies.

Many more exciting activities shall be unveiled at the venue!

Registration and pre-booking details will be shared on the official Instagram handle of Team Paracosm.

## • SPORTS

### (A)SMASH CRICKET

Embark on a thrilling cricket adventure with our Tennis Ball Cricket Tournament! Experience the excitement of this fast-paced competition, where teams of 6 players clash in intense 6-over matches. The twist? A dynamic 30-yard boundary adds strategic challenges. Join us for a celebration of skill, teamwork, and the sheer joy of cricket with a tennis ball twist!

- 1.) A team must contain 6 players.
- 2.) The team would get to play a total of 6 overs.
- 3.) 3 bowlers would be used for the completion of overs.
- 4.) The bowler would have to bowl with a limited run-up(3 meters).
- 5.) There would be decreased boundaries (30-yard circle).
- 6.) Choke bowling isn't allowed.
- 7.) Hat-trick of sixes will add 3 runs to the batting team's total at the end of that over. Subsequent sixes would add +1 run.
- 8.) Hat-trick of wickets will deduct 5 runs from the batting team's total at the end of that over.

### (B) FUTSAL

The inter-college futsal tournament ignited campus fervor, uniting teams in a dynamic display of skill and sportsmanship. Spirited matches unfolded, revealing exceptional athleticism and camaraderie. Beyond goals and victories, the tournament was a celebration of passion for the beautiful game, fostering a vibrant community of players dedicated to teamwork and the joy of competition.

1. Teams may call one one-minute timeout per half(when in possession of the ball, ball out of play).
2. There is no overtime, injury time, or stoppage time

3. Teams are composed of four outfield players and one goalkeeper.
4. The goalkeeper must wear a different color jersey than the outfield players.
5. There are no off-sides in futsal.

### **Substitutions:**

All substitutions are on the fly, this includes goalkeeping substitutions. Referees will not stop play for goalkeeping substitutions. A substitute may not enter the pitch until the player leaving the pitch leaves through the substitution zone in front of his team's bench. Any substitute who enters the pitch before the player being replaced has completely left the field of play may be shown a yellow card. All substitutions must take place through the substitution zone in front of his team's bench -- not at the halfway line. Teams will switch benches (and ends) at the beginning of halftime, ensuring that all substitutions take place in the defensive half.

### **Restarts:**

#### **Kickoffs:**

A goal may be scored directly against the opponents from the kick-off. The ball is in play when it is kicked and moves. Tapped balls are not in play – the ball must move. Kick-ins: These are indirect. The ball must be placed on the line and the kick must be taken within 4 seconds. (A kick-in that goes directly into the opposing goal is a goal clearance for the opposing team. A Kick-in that goes directly into the defensive goal is a corner kick of the opposing team.) If the kick-in does not enter the pitch of the kick is not taken within 4 seconds the kick-in is taken by the opposing team.

#### **Goal Clearances:**

These are taken when the ball wholly crosses the goal line and not under the crossbar between the goalposts and after being touched last by the attacking team. The ball is thrown or released from any point within the penalty area by the goalkeeper of the defending team. The ball is in play when it is thrown or released and moves.

The ball must be put into play within four seconds of the team being ready to put the ball into play or the referee signaling that the team is ready to put it into play. Opponents must be outside the penalty area until the ball is in play.



### **Corner Kicks:**

Are direct. The ball must be placed directly on the corner arc and the kick must be taken within 4 seconds. If the kick is not taken within 4 seconds the restart becomes a goal clearance for the opposing team.

### **Free Kicks:**

This may be indirect or direct. The ball must be stationary before the kick may be taken.

### **Penalty Kicks:**

These are taken from the penalty spot and must be taken by an identified kicker. Defenders may not be nearer to the ball than 16 feet and even behind the ball when the kick is taken.

## **FOULS AND MISCONDUCT**

### **Indirect Free Kicks:**

When a player plays dangerously, impedes an opponent, or prevents the goalkeeper from releasing the ball with her hands, the goalkeeper takes more than 4 seconds to release the ball when in possession in his half, plays the ball again within his half after releasing the ball and the ball doesn't touch an opponent or has gone out of play, or commits any offense for which play is stopped to caution or eject a player.

### **Direct Free Kicks:**

When a player kicks an opponent, tackles an opponent, trips an opponent, jumps at an opponent, charges an opponent, strikes an opponent, pushes an opponent, holds an opponent, spits at an opponent, or handles the ball deliberately

## **(C) E-SPORTS**

Embark on a multi-platform gaming odyssey with our E-Sports Tournament! Engage in thrilling battles across both PC and mobile platforms, featuring games like Valorant, EA FIFA 2024, and BGMI. Experience the fusion of high-stakes competition and digital prowess as players showcase their skills in a diverse range of titles. Immerse yourself in the digital battleground where skilled players go head-to-head in intense battles. From strategic moves to lightning-fast reflexes, witness the epitome of electronic sportsmanship. Join us for an epic convergence of PC and mobile gaming, where victory knows no boundaries!

- **SPORTS X CSR**



- a) **MARATHON-RUN FOR BLOOD**

Advaita marathon "Run For Blood" - a purposeful journey to save lives through blood donation. Experience the unity of runners, all striving for a healthier community. Whether a seasoned runner or a beginner, every stride contributes to a collective effort for a more compassionate society. Lace-up and join us in making a lasting impact on a crucial social cause.

**Necessary Guidelines/Rules/Measures:**

1. Health Check: Participants should be in good health and capable of completing the marathon. Consult a healthcare professional if uncertain.
1. Age Requirement: Participants must be at least 18 years old on the day of the marathon.
1. Course Adherence: Follow the designated marathon route. Cutting the course may result in disqualification.
1. Runner Etiquette: Be mindful of fellow participants—no pushing, shoving, or obstructing other runners.
1. Safety: Follow traffic rules where applicable. Use designated pedestrian paths and obey traffic signals.
1. Dress Code: Wear appropriate running attire. Shoes must be worn at all times.
1. Code of Conduct: Respect event staff, volunteers, and fellow participants. Unsportsmanlike behavior may result in disqualification.
1. Medical Disclaimer: Participants run at their own risk. Consult a healthcare professional before undertaking strenuous physical activity.
1. Rules Compliance: Failure to adhere to these rules may result in disqualification. Event organizers reserve the right to modify rules for safety or other reasons.

**Prize Pool: Rs. 30,000**