



ST JOSEPH
ENGINEERING COLLEGE
MANGALURU

AN AUTONOMOUS INSTITUTION



TIARA '24

EXPLORE THE UNKNOWN

EVENT GUIDELINES

9th 10th & 11th MAY, 2024

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GENERAL RULES AND REGULATIONS

- » All participants must present a valid college ID for registration and verification purposes.
- » Each event specifies the minimum and maximum number of participants allowed per team. Teams must adhere to these limits.
- » Each event has a specified time limit for performance/setup. Exceeding this limit may result in negative marking or disqualification.
- » In events requiring pre-submission of materials (such as soundtracks or audition links), participants must ensure timely submission according to the specified deadlines.
- » Students from other colleges must ensure that they register and participate in at least one event to be allowed entry to the campus.
- » Participants must refer to the master schedule before registering for events to ensure there are no clashes.
- » For themed events, participants must adhere to the specified theme or topic in their performance or presentation.
- » Participants must maintain a respectful and appropriate demeanor throughout the event. Any explicit, offensive, or disruptive behavior may lead to immediate disqualification.
- » Participants must bring their own instruments, equipment, or materials as required for the event. Any prohibited items specified by the organizers must be strictly avoided.
- » The decisions made by judges and organizers are final and binding. Participants must respect and accept these decisions without contestation.
- » Participants must adhere to safety and hygiene standards, especially in events involving makeup, hair styling, or physical activities. Proper sanitation and cleanliness are mandatory.
- » Participants must arrive at the venue on time as per the schedule provided. Failure to report at the assigned time may result in disqualification.

- » Participants must adhere to submission deadlines for materials, performances, or presentations. Late submissions may lead to disqualification.
- » Participants must comply with any requirements regarding publicity, social media sharing, or public visibility associated with the event.
- » Fair play, honesty, and sportsmanship are encouraged among participants. Cheating, plagiarism, or unethical behavior will not be tolerated and may result in immediate disqualification.
- » Participants should view the event as an opportunity for learning and improvement, regardless of the outcome. Constructive feedback from judges and organizers can help participants grow in their respective fields.

REGISTRATION

» STANDARD PASS :

- » Rs. 250 per pass.
- » Participate in up to 4 events and for Tech night.
- » Individual registration for both solo and team events.
- » Includes non-technical, technical and cultural events except for mega events and sports events.
- » An additional fee of Rs 250 is required to join extra 4 events.

» MEGA EVENTS :

- » Rs. 300 per pass.
- » Individual registration for both solo and team events.
- » One event + tech night.

» SPORTS EVENTS :

- » Gully Googly Rs. 1800 per team of 6 members including Tech night.
- » Dublin dribble Rs. 900 per team of 3 members including Tech night.

1. SYNC LINE SPRINT

"SyncLine Sprint" essentially conveys a high-speed and competitive race where robotic entities are programmed to synchronize their movements and follow a designated line or path.

GUIDELINES

- » One robot cannot be shared by two or more teams, moreover the robot cannot be ready-made.
- » Once a robot has crossed the start line it must remain fully autonomous, else the team will be disqualified.
- » The width of the line/trajectory of the arena is approximately 3 cm.
- » Participants should arrange their own batteries, and power supply will be provided on site.
- » The robot must remain intact until results are announced.
- » The decision of the judges is considered final and no arguments will be entertained.

GENERAL RULES

- » All the team members must be full-time students at an accredited University/College (UG or PG).
- » There are no restrictions on the number of teams from the same Institute.
- » The team should contain 3-5 members in total.
- » Every individual in the team must have registered ID card of the event. Without which entry will be denied at the arena.
- » When one team is performing, other teams are not allowed to enter the arena.
- » The competition will consist of 3 rounds.



ROUND DESCRIPTION

- » Each round will have a different map which will be disclosed on the day of the event.
- » Round specific rules will be explained just before the start of that round.
- » All the rounds will have black line/trajectory on white arena.

SCORE CALCULATION

- » The score calculation is as follows:

Score = (Time taken to reach finish line) + (penalty)

STUDENT COORDINATORS

- » Sufaid -7795287262
- » Shreyas Rai -9731068224



2. DIRT DASH RC

"DirtDash RC" is all about high-speed off-road racing with remote-controlled vehicles. It's a thrilling event where racers tackle dirt tracks and tough terrains, showing off their speed and skills.

GUIDELINES

- » Participants are only allowed to use self-made RC vehicles.
- » Only students from the same college can form a team.
- » Individual cannot be a member of more than one team. Robots cannot be shared by two or more teams.
- » Only one run on track for each team.
- » Judge's decision will be final

GENERAL RULES

- » All the team members must be full-time students at an accredited University/College (UG & PG).
- » Every individual in the team must have registered ID card of the event. Without which entry will be denied at the arena.
- » There are no restrictions on the number of teams from the same Institute.
- » The team should contain 2-4 members in total.

ABOUT EVENT

- » Design a wired or wireless bot within specified dimensions.
- » Manual operation.
- » Team that takes the least time to complete a lap of the track wins.



BOT SPECIFICATIONS

» Dimensions of the bot should not exceed the box size of 30*30*30 cm (L*B*H).

Weight of the bot should be under 3 kg with +5% tolerance included. Battery if powered on board.

Bot can be powered on board or off board.

Battery voltage should not exceed 12v.

SCORE CALCULATION

» The score calculation is as follows:

$$\text{Score} = (\text{Time taken to complete the track}) + (\text{penalty})$$

STUDENT COORDINATORS

» Melvin Dsa -9482905974

» Melrick - 9686381387



3. BLITZBOT SOCCER

"BlitzBot Soccer" offers a dynamic twist to traditional soccer, featuring high-speed matches played by robots. With rapid actions and energetic gameplay, it's an exhilarating spectacle for both players and spectators.

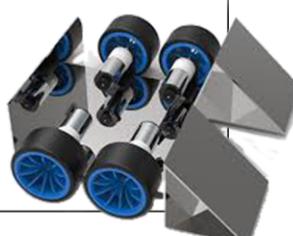
GUIDELINES

- » Each game consists of 2 halves, each lasting two minutes.
- » Bots must not remain immobile for more than 10 seconds.
- » Pushing opponent's bot into the goal post allowed.
- » Controller's name announced before the game; cannot be changed during the game.
- » One member should hold bot's wires during the game; wires should remain slack.

BOT SPECIFICATION

- » Size limitations: Width: 30cm, Length: 30cm, Height: 20cm.
- » Weight limit: within 5kg.
- » 10% tolerance on dimensions and weight; exceeding leads to disqualification.
- » Wired or wireless bots allowed.
- » Bots must not be made from Lego parts or ready-made assembly kits.
- » Participants can use creativity for design.
- » No hitting mechanism allowed.
- » Minimum wire length of 5m for wired bots.
- » Voltage between 2 points must not exceed 12.5V.
- » AC supply not provided.

TECHNICAL



GENERAL RULES

- » Team size: 2-4 members.
- Judges and organizers' decisions are final.

ARENA SPECIFICATION

- » Arena dimensions: 12*8 feet.

JUDGING CRITERIA

- » 4 points awarded for scoring a goal.
- » 1 point deducted for damaging opponent's bot intentionally.
- » Bots not allowed to enter their own goal post; warning followed by point deduction.
- » If bot goes above opponent or tangling of wires occurs, reset to initial position.
- » Highest points determine the winner.
- » Decisions by coordinators and judges are final.
- » In case of a tie, extra one minute for golden goal; first team to score wins.

STUDENT COORDINATORS

- » Hensal Mathias -8867265012
- » Ashton Dsouza -6364323663



4. ROBOCLASH

"RoboClash" merges robotics and competition into a thrilling spectacle. Here, robotic entities demonstrate agility, strength, and innovative design in intense battles. Whether you're a robot enthusiast or seeking excitement, "RoboClash" guarantees an unforgettable event showcasing the future of robotics.

GUIDELINES

- » Each game consists of 2 halves, each lasting 1 minute and 30 seconds.
- » Controller's name announced before the game; cannot be changed during the game.
- » One member must hold bot's wires during the game, which should remain slack.
- » Technical timeout of 2 minutes per match; extension leads to point deduction.
- » Technical timeout cannot be taken during the match.
- » Bot should not remain immobile for more than 20 seconds.

BOT SPECIFICATION

- » Size limitations: Width: 30cm, Length: 30cm, Height: 20cm.
- » Weight limit: within 5kg.
- » 10% tolerance provided on dimensions and weight; exceeding this leads to disqualification.
- » Wired or wireless bots allowed.
- » Cannot be made from Lego parts or ready-made assembly kits.
- » Participants can use creativity for design.
- » No hitting mechanism allowed.
- » Minimum wire length of 5m for wired bots.
- » Voltage between 2 points must not exceed 12.5V.
- » AC supply not provided.

TECHNICAL



GENERAL RULES

- » Team size: 2-4 members.
- » Judges and organizers' decisions are final.
- » Videos will be taken by the coordinator; teams are not allowed to take videos or photos.

ARENA SPECIFICATION

- » Arena will be revealed on the event day

CONTEST RULES:

- » Each game consists of 2 halves, each lasting 1 minute and 30 seconds.
- » Controller's name announced before the game; cannot be changed during the game.
- » One member must hold bot's wires during the game, which should remain slack.
- » Technical timeout of 2 minutes per match; extension leads to point deduction.
- » Technical timeout cannot be taken during the match.
- » Bot should not remain immobile for more than 20 seconds.

JUDGING CRITERIA

- » 4 points awarded for pushing opponent's bot completely outside the arena.
- » 1 point deducted for damaging opponent's bot intentionally.
- » The team with the highest points wins.
- » Decisions by coordinators and judges are final.
- » In case of a tie, an extra one minute is provided; first bot to push the opponent wins.

STUDENT COORDINATORS

- » Ian -6363960016
- » Karthik -7483287716



5. ONE PIECE

One Piece is a technical event in which each team must build a boat that can sustain the weight without sinking in the water. So, pirates... build a boat to survive the grand line and find the ONE PIECE.

GUIDELINES

- » Boats cannot be modified after the testing phase begins.
- » Boats must be able to float on their own without being held or supported.
- » Players must not interfere with each other's boats during testing.
- » Players must follow all safety guidelines when building and testing their boats.
- » Teams should report 10 minutes prior to the start of the event.

INSTRUCTIONS

- » Each team will be provided with a set of materials to build their boat. They can use any combination of the provided materials to construct their boat.
- » The dimensions for building a boat will be given on spot.
- » The goal of the challenge is to design and build a boat that can sustain the weight without sinking in the water tank.
- » The time allotted for each team will be 25 minutes. Once time is up, players must stop building and set their boats aside.
- » Players will take turns testing their boats in the water. The boat must be able to carry the given weight.
- » The team whose boat sustained the most weight wins the challenge.



GENERAL RULES

- » No. of participants in a team: 3 – 4 members
- » Each team will be provided with a set of materials to build their boat.

STUDENT COORDINATORS

- » Zaneeq -96634 99096
- » Rifaz -6363741326



6. ZENFLOW

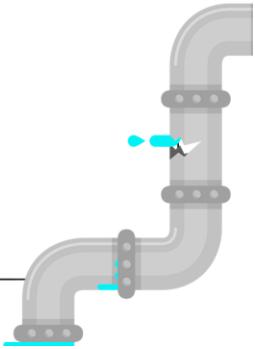
"ZenFlow" challenges teams to transport water using pipes and joints around obstacles. It embodies a harmonious problem-solving approach, emphasizing smooth, effortless flow.

GUIDELINES

- » The team should take the water from a given source to destination with the help of PVC pipes and joints, through a set of obstructions (2 ½ cubic feet).
- » Out of the three destinations, participants will be given a destination based on the slots picked.
- » The pipes need to pass along two sides of at least two cubes.
- » Use of materials other than the provided pipe connections are not entertained.
- » Each participant will get a maximum time of 6 minutes to complete the event.
- » Participants should report 15 minutes prior to the start of the event.
- » Screening round will be present if the number of teams exceeds 16.

JUDGING CRITERIA

- » Minimum time used for fixing the pipes.
- » Minimum time taken by the water to fill the destination (Up to marked level).
- » Minimum number of PVC pipes used (Tie-breaker).
- » Minimum number of joints used (Tie-breaker).



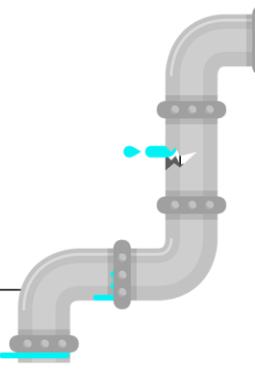
GENERAL RULES

- » Team size: 3 members
- » No. of rounds: 1 (6 minutes to complete the task)
- » Judges and organizers' decisions shall be final.

STUDENT COORDINATORS

- » Thashreef -9108452361
- » Sharaz -9113879202

TECHNICAL



7. TYPING TITANS!!!

Typing Titans is an exciting contest challenging participants' speed, accuracy, and precision in typing. Participants will showcase their typing prowess as they race against the clock and fellow contestants in a series of challenging typing tasks.

GUIDELINES

- » The event is open to all college students enrolled at an accredited college or university.
- » Each participant must register individually for the contest.
- » Participants must refrain from using any aids or software that may enhance their typing speed or accuracy.
- » Any form of cheating or plagiarism will result in immediate disqualification.
- » Decisions made by the judges will be final.
- » Participants are expected to conduct themselves in a respectful and sportsmanlike manner throughout the event.
- » Any behavior deemed inappropriate or disruptive will result in immediate disqualification.

ROUND DESCRIPTION

- » Typing Titans will consist of multiple rounds, each with different typing challenges.
- » Participants will compete in heats, with the top performers advancing to subsequent rounds.
- » The final round will determine the ultimate Typing Titan.

TECHNICAL

EQUIPMENT

- » Participants are required to bring their own keyboards.
- » Only a single keyboard per participant is permitted.
- » Participants shall not borrow keyboards from other participants during the contest. Such activities will lead to the immediate disqualification of both the participants.



TYPING CHALLENGES

- » Participants will face various typing challenges, including:
 - » Speed Typing: Participants type a given passage as quickly and accurately as possible within a specified time limit.
 - » Accuracy Test: Participants type a passage with a focus on accuracy rather than speed.
 - » Test of speed and accuracy: Participants type a passage and shall be assessed on speed and accuracy along with efficiency in typing within the provided time frame.
 - » Special Characters Challenge: Participants type a passage that includes special characters, symbols, and numbers.

JUDGING CRITERIA

- » Participants will be scored based on their typing speed, accuracy, and completion of the assigned tasks.
- » Each typing challenge will have its own scoring criteria, which will be explained before the start of each round.
- » Qualified judges will oversee the competition and assess participants based on predetermined criteria.

STUDENT COORDINATORS

- » Omkar -6363302952
- » Sahana -9845962616



8. HYDROBLAST

Get ready for an exciting adventure launching your own rocket with the power of water. Experience the thrill of pressurized water propelling your creation into the sky. Crafting the ultimate water rocket for competition is no easy feat; it's time to push boundaries and master the art of rocketry.

GUIDELINES

- » Water rockets may incorporate multiple stages, allowing for the use of parachute, gliding, and other mechanical launching mechanisms.
- » Booster mechanisms are permissible.
- » Electronic components and other chemical components are restricted from use.
- » Fire or explosives are strictly prohibited.
- » Teams are responsible for bringing their own launchpads, as they will not be provided on the event day.
- » Each team must bring their own pumps; pumps will not be provided.
- » The volume of the rocket must not exceed 2.5 liters.
- » The working fluid for the rocket must be water.

GUIDELINES

» Round 1 - Distance Challenge:

- » Teams will launch their rockets to achieve maximum horizontal distance.
- » Score calculation: Round 1 score = (Max horizontal distance covered) * (time of flight)

» Round 2 - Target Accuracy:

- » Participants aim to hit a designated area located 65 meters away.
- » The target zone consists of three concentric circles:
- » Innermost circle with a diameter of 10 meters (30 points).
- » Middle circle with a diameter of 15 meters (20 points).
- » Outermost circle with a diameter of 20 meters (10 points).



GENERAL RULES

- » Teams must consist of no more than 4 members.
- » All team members must be from the same institution.
- » The decisions made by the coordinators and judges regarding scoring, gameplay, and timing are conclusive.
- » Decisions made by judges or volunteers will be upheld without argument.
- » Failure to adhere to the rules will result in disqualification of the teams.

STUDENT COORDINATORS

- » Awais -9591319165
- » Jeevith -9591710600



9. DRONE CLASH

Welcome to Drone Racing, where adrenaline runs high! Pilot cutting-edge drones toward the finish line with unmatched speed. As your score climbs, so does the track's intensity, demanding nimble and steady piloting skills. Prepare to stake your claim as the unrivaled pilot by mastering speed and precision!

PROBLEM STATEMENT

- » The task at hand is to construct a drone within defined dimensions, ensuring it maintains aerodynamic stability for a flawless flight experience.

ROUND DESCRIPTION

- » The initial round will feature an obstacle course.
- » The details of the second round will be revealed at the event location.

GENERAL RULES

- » Individuals have the freedom to fly solo or assemble a crew of up to 5 members.
- » No prerequisites or limitations exist for team composition.
- » Each bot gets one shot; Multiple entries for the same bot are not permitted.
- » Ground scrapes and obstacle bumps will dock points or add time penalties, depending on the obstacle's difficulty level.
- » The arena is strictly off-limits to participants.
- » No test flights allowed; it's all or nothing when the race begins.
- » Keep your power game strong- All teams are advised to keep a pair of charged batteries.
- » To claim victory, your drone must cross the finish line. Timings and scores are based on race completion.

TECHNICAL



DRONE SPECIFICATIONS

- » Off-the-shelf drones are prohibited.
- » Frame dimensions must fall within the range of 200 mm to 500 mm.
- » Battery or power supply should not surpass 6S or 24V.
- » Operation must be within the line of sight.
- » Radio telemetry range should be between 900MHz to 2.4 GHz.

TERMS AND CONDITIONS

- » The organizers' verdict stands as the ultimate authority and is binding for all participants, with the prerogative to amend any or all stated rules and conditions.
- » Any modifications to the rules will be communicated to participants via their registered email addresses.
- » The event organizers retain the authority to pause the competition if safety concerns arise, with contestants expected to comply with instructions from event coordinators; failure to do so will result in immediate disqualification.
- » All obstacles are tailored to suit the drone's size, allowing ample room for maneuverability in the event of crashes or accidents.
- » The organizers bear no responsibility for any damage sustained by drones during the race.

STUDENT COORDINATORS

- » Mukshith -9113223178
- » Akshay – 9741473448



10. BUSINESS BAY

"Business Bay" embodies a dynamic hub where ideas flourish and businesses thrive. It's a strategic location offering abundant networking opportunities and fostering collaboration and innovation.

GUIDELINES

- » Team size: 2-3 Members.
- » Plagiarized content found in any video will lead to immediate disqualification
- » Decision of the judges will be final in all regards.

ROUND DESCRIPTION

» Round 1:

- » A written test based on logos and taglines.
- » The time limit to solve is 30 minutes.
- » Top teams will qualify to the next round.

» Round 2:

- » The qualified teams will have to create an advertisement video of a particular technical product.
- » The time limit for the video is 3 minutes.
- » A period of 1 day will be given to prepare the video.
- » There is no restriction on the number of participants in the

» Round 3:

- » This round is the presentation round and the final round of the competition where the top teams will be presenting their products in front of the "BAYS".
- » Product should be the same which is used in the second round.
- » Time limit to present is 5 minutes in which 2 minutes for

TECHNICAL



JUDGING CRITERIA

- » Target market and problem-solving capability.
- » Creativity and uniqueness in the idea proposed.
- » Time limit
- » Soft skills and presentation

STUDENT COORDINATORS

- » Venita - 9606133612
- » Prajwal Dsouza -8277547570

TECHNICAL



11. BLACK MIRROR

A two-day story-based alternate reality gaming event with cryptographic puzzles, competitive programming problems, and codebreaking.

GUIDELINES

- » Teams of minimum two members maximum three members.
- » Any department / semester combination allowed.
- » All students must belong to the same college.
- » Judges' and organizers' decisions shall be final.
- » The event consists of 3 rounds.
- » Detailed instructions will be explained at the venue.

NOTE:

- » Day 1 hosts two elimination rounds
- » Day 2 hosts three story-based rounds

ROUND DESCRIPTION

- » **Round 1:**
 - » Choice-based quiz on Black Mirror show and basic programming.
 - » We shortlisted the top 40 teams.
- » **Round 2:**
 - » PDF code- and cipher-breaking round.
 - » We shortlisted the top 20 teams.
- » **Round 3:**
 - » Teams are informed of the role based ARG gameplay.
 - » Game play includes competitive programming problems, math puzzles, location-based puzzles on campus, etc

TECHNICAL



JUDGING CRITERIA

- » Team completing the given task in short span of time with accuracy will win.

STUDENT COORDINATORS

- » Vyasa M -8618497080
- » Leon Veigas -7022449523

TECHNICAL



12. CAD-VENTURES

"CADventures" essentially conveys the idea of embarking on exciting and innovative journeys or experiences in the realm of Computer-Aided Design.

GUIDELINES

- » All the team members must be full-time students at an accredited University/College (UG or PG).
- » There are no restrictions on the number of teams from the same Institute.
- » The team should contain 1-2 members in total.
- » Every individual in the team must have registered ID card of the event. Without which entry will be denied at the arena.
- » The competition will consist of 2 rounds.

ROUND DESCRIPTION

» Round 1:

- » Each team will be given sketches of the model and assemblies that has to model by designers.
- » Teams should replicate the model from the given sketch with proper dimensions defined in the sketch.
- » Teams can use any of the allowed software to complete the assembly design within the time duration of 90 minutes.
- » Based on the completion and accuracy of assembly points will be allotted and teams will be selected for next round.

» Round 2:

- » Four topics for modelling will be provided out of which only one has to be designed.
- » In the FINAL round there will be four themes provided based on Aeronautical/Aerospace, Mechanical, Automobile and one general theme.

TECHNICAL



- » Out of 4 themes, teams have to select only one theme and prepare CAD design.
- » CAD model will be judged by the jury based on accuracy, design, creativity, and innovation. In case of plagiarism, team will be disqualified immediately, and no certificates will be provided.

JUDGING CRITERIA

- » CAD model will be judged by the jury based on accuracy, design, creativity, and innovation.
- » In case of plagiarism, team will be disqualified immediately, and no certificates will be provided.
- » The judges will award points based on the size, completeness, difficulty, ANSI standards, and drawing skills.

STUDENT COORDINATORS

- » Rahul Revankar -8147841609
- » Mohammed Zaid -7019180608

TECHNICAL



1. CAPTURE CLASH

Capture Clash welcomes photographers of all levels to express their creativity and perspectives through captivating images. Whether amateur or experienced, this event celebrates the art of visual storytelling.

GUIDELINES

- » This will be an individual event.
- » Contestants should bring their own photography kits.
- » Themes will be given on-the-spot. The photograph must be in jpeg or jpg format.
- » Basic editing, including color enhancement and cropping of the photo, is acceptable, provided any such editing does not affect the authenticity and/or genuineness of the photo.
- » The submission of the photograph should be done within due time. Failure to do this would lead to disqualification.
- » The competition will be judged based on the quality, creativity, and content that the photograph portrays.
- » The judges' and organizers' decisions will be final.

STUDENT COORDINATORS

- » Muhammad Mukthaar -8157866491
- » Uthpal -8147063820

NON - TECHNICAL



2. REELoad

Reeload invites participants to showcase their creative prowess through captivating reel. With a platform to express diverse narratives and artistic visions, contestants strive to captivate audiences with their cinematic skills and creativity.

Theme: Will be given on the spot.

GUIDELINES

- » This will be an individual event.
- » Record and edit videos on the given topic with creative tools. Each participant is allowed to submit only one reel.
- » The duration of the reel is to be a minimum of 30 seconds and a maximum of 60 seconds.
- » The event starts at 9:00 a.m. and ends at 9:00 p.m. on the same day. All the participants will be added to the WhatsApp group, and the link to upload the reels will be shared.
- » The reels should be uploaded before 10:59 p.m., after which no submissions will be considered.
- » Any act of indiscipline by participants calls for the cancellation of registration.
- » After the event day, further instructions will be shared on how to upload the reels to their own accounts.
- » For judging purposes, those with a private account switch to public.
Based on "quality and creativity of the video" and "not on the number of views and likes,"
- » The judges' and organizers' decisions will be final.

STUDENT COORDINATORS

- » Kaneeksha Kiran - 9071201842
- » Vishak Kumble – 9746547253



3. HEADLINE HUSTLE

The Mock Press offers participants an immersive experience in the fast-paced world of journalism. Contestants tackle various scenarios, from breaking news to investigative reporting, honing their interviewing and reporting skills under simulated pressure.

GUIDELINES

- » Each participant is required to perform individually, showcasing their skills and abilities without assistance from teammates.
- » Registration options include on-site or pre-registration.
- » Punctuality is essential; candidates must be present at the venue on time.
- » Each participant has 10 minutes to prepare for their assigned character and introduce themselves accordingly.
- » Following the introduction, participants will field questions from judges acting as journalists, as well as from fellow participants and the audience.
- » Categories are chosen by participants, but specific personalities within those categories are revealed via a draw during the competition.
- » Participants must embody their assigned personality and refrain from any inappropriate behavior.
- » Audience participation is encouraged, and organizers reserve the right to modify round formats as needed.
- » The judges' decision will be deemed final and binding.

ROUND DESCRIPTION

Round 1: General/Entertainment Quiz.

Round 2: The final round will be a mock press.

STUDENT COORDINATORS

- » Canute Pinto – 8904155670
- » Apeksha Neha – 8431151695



4. SYNERGY

In the arena of management excellence, our team stands tall, a symphony of leadership, innovation, and synergy. With each member a pillar of expertise, we navigate challenges with finesse and chart a course for unparalleled success.

GUIDELINES

- » On-the-spot or pre-registration can be done.
- » Team must consist of 3 Members.
- » Candidates should be present at the venue on time.
- » Participants must carry their own laptop and other accessories.
- » The competition is a combination of finance, HR and marketing rounds.

STUDENT COORDINATORS

- » Yashika S Amin – 7975366851
- » Mehak Khader – 9535259017

NON-TECHNICAL



5. LINES & SHADES

Lines & Shades ignites creativity as participants showcase their artistic flair within tight deadlines. Artists capture diverse subjects, expressing unique styles and perspectives. With each stroke, they aim to turn blank canvases into captivating masterpieces.

GUIDELINES

- » The theme will be revealed at the beginning of the competition.
- » Participants can seek inspiration from internet sources during the first 8 minutes only.
- » Only lead pencil drawings are permitted; no colored artwork will be accepted.
- » Participants must use the drawing sheets provided by the organizers.
- » The competition has a time limit of 90 minutes for completing the artwork.
- » Participants are responsible for bringing their own art materials.
- » Plagiarism is strictly prohibited and will result in disqualification.
- » Each participant must perform individually.
- » The decisions of the judges and organizers are final.

STUDENT COORDINATORS

- » Anisha Sharal Dsouza - 8792146855
- » Sabin PS – 9980878406

NON-TECHNICAL



6. MASK IT!

Mask It! challenges artists to transform faces into stunning works of art. Using diverse paints and techniques, participants unleash their creativity on human canvases. With each stroke, they aim to blend colors, shapes, and patterns into captivating masterpieces.

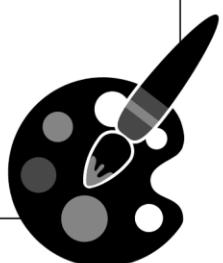
GUIDELINES

- » Teams shall consist of two members only.
- » The theme will be announced at the beginning of the competition.
- » Participants may reference internet sources for inspiration during the initial 8 minutes.
- » Each team must bring their own colors, brushes, and supplies.
 - Stencils, stamps, and masks are not permitted.
- » The competition must be completed within a 90-minute time frame.
- » Participants will be evaluated on originality, creativity, and presentation.
- » The decisions made by the judges and organizers are final.

STUDENT COORDINATORS

- » Sonal Riva Gonsalves - 7204206754
- » Pragathi Jayakar - 7019727270

NON-TECHNICAL



7. PERSUASION PIT

The Persuasion Pit is where participants engage in lively debate, articulating viewpoints persuasively. With structured arguments and critical thinking, contestants aim to sway opinions on given topics.

GUIDELINES

- » Teams shall consist of two members only.
- » The theme will be announced at the beginning of the competition.
- » Participants may reference internet sources for inspiration during the initial 8 minutes.
- » Each team must bring their own colors, brushes, and supplies.
- » Stencils, stamps, and masks are not permitted.
- » The competition must be completed within a 90-minute time frame.
- » Participants will be evaluated on originality, creativity, and presentation.
- » The decisions made by the judges and organizers are final.

STUDENT COORDINATORS

- » Apeksha A – 9567026847
- » Sandesh Bekal – 9663557289

NON-TECHNICAL



8. HUMOR HUSTLE

In stand-up comedy's uproarious world, humorists wield words as comedic swords, slicing through life's absurdities. From observational humor to biting satire, each punchline leaves audiences roaring with laughter, pondering life's quirks long after the curtain falls.

GUIDELINES

- » The content must be original and not copied from any source.
- » It is strictly prohibited to use words that may offend or hurt the sentiments of individuals or religious groups.
- » Performances should not rely on reading scripts from books or mobile devices.
- » Vulgarity or misbehavior will not be tolerated.
- » Teams may consist of a maximum of two participants.
- » Each performance is allotted 7 minutes, with an additional 1 minute for setup if needed.
- » The decisions made by the judges and organizers are final.

STUDENT COORDINATORS

- » Sathwik A Bangera – 6361973634
- » Thejaswi bhandary – 961116785

NON - TECHNICAL



9. TREASURE TREK

The Treasure Trek is an exhilarating adventure where participants unravel mysteries and uncover hidden treasures. Contestants embark on a thrilling quest, solving puzzles fueled by wit, teamwork, and quick thinking. Each discovery brings teams closer to victory, driven by the excitement of the hunt and the promise of glory.

GUIDELINES

- » Teams are limited to three members each.
- » The event comprises four rounds, each with its own unique challenges.
- » Detailed instructions will be provided at the venue, ensuring all participants are prepared.
- » Judges' and organizers' decisions are ultimate and binding, ensuring fair play throughout the competition.

ROUND DESCRIPTION

» Round 1:

In this round, teams' capabilities and teamwork will be put to the test. It serves as an elimination stage, where only the top 50% of participating teams will advance.

» Round 2:

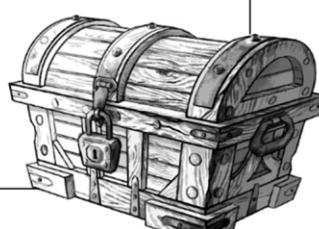
This round will feature straightforward tasks designed to evaluate puzzle-solving and critical thinking skills. Of the teams that previously qualified, only half will progress to the next stage.

» Round 3:

Guidelines for the challenge will be disclosed upon arrival at the venue. Out of all participants, only the top 10 teams will advance to the subsequent round.

» Round 4:

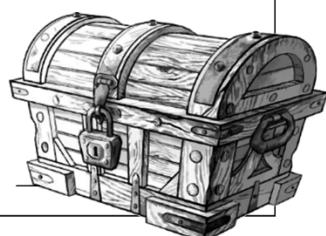
Prepare for an exhilarating adventure in the dynamic round, tailored for thrill-seekers. Detailed rules and instructions will be revealed at the venue, setting the stage for an unforgettable quest.



STUDENT COORDINATORS

- » Vineeth Shenoy P – 9449559975
- » Anusha K – 9591053484
- » Charisma Shivani – 8660832070

NON - TECHNICAL



10. BGMI

In the adrenaline-fueled battlegrounds of BGMI, players dive into heart-pounding action, navigating treacherous landscapes for victory. With every gunshot and strategic move, they forge alliances, showcase skill, and carve their legend in intense mobile gaming competition.

ROADMAP

» This event is divided into two phases: qualifiers and the main event.

QUALIFIERS

» Registered teams will participate in a group stage featuring classic matches on the Erangel map.

» The top four teams from each classic match will advance to the main event.

MAIN EVENT

» The most anticipated title will be contested by the top 16 qualified teams. Over four matches played on different maps, the winners will be determined by the team with the most accumulated points.

MAPS

» Match 1: Erangel

» Match 2: Sanhok

» Match 3: Miramar

» Match 4: Erangel

NON-TECHNICAL

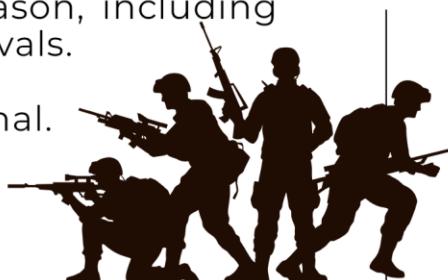
STUDENT COORDINATORS

- » Preetham – 8618524411
- » Nishanth – 7676729896
- » Abhinav Sudesh – 9108668456



GUIDELINES

- » A valid college ID is required for participation.
- » Wi-Fi connectivity will be available, but any issues related to Wi-Fi are not the responsibility of the management team. Participants should be prepared to use their own mobile data in such cases.
- » Teams with unregistered players may face disqualification.
- » During the online event, team members must refrain from using language that is offensive, insulting, or otherwise inappropriate.
- » Participants must play all games to be eligible for prize winnings.
- » The Tournament Administration reserves the right to change match start times at their discretion, with notification provided to all affected players.
- » Strict adherence to schedule timing is required.
- » Any act of violence will result in immediate disqualification.
- » Team members can only compete for the team they have enrolled with and cannot participate in multiple teams simultaneously.
- » The use of triggers is strictly prohibited.
- » Teams must capture screenshots of all results.
- » Allegations against teams must be supported by proper evidence, such as death replays or screen recordings.
- » Teaming up with other teams is strictly prohibited and will result in disqualification for all involved teams.
- » Third-party apps, mods, and exploiting bugs are strictly prohibited, with disqualification as the consequence for such offenses.
- » Game rooms will not be restarted for any reason, including ping issues, glitches, or late player or team arrivals.
- » The judges' and organizers' decisions will be final.



11. VALORANT

In Valorant, players engage in intense tactical battles, blending shooting skills with strategic prowess. With diverse characters and unique abilities, every match tests teamwork and ingenuity in electrifying FPS action.

GUIDELINES

- » Teams will consist of five players (individually a “Participant” and together a “Team”), one of whom will be designated captain and will be the main point of contact with the Tournament organisers.
- » To qualify for the Tournament, Participants must play on their main Riot account and be at least 16 years old; having a college id is compulsory.
- » By participating in the Tournament, Participants acknowledge they will, without limitation, comply with the Tournament Rules and with the statements and decisions made by the Administration. The Administration has the right to modify the rules and regulations for adjustments at any time without notice and if necessary, overrule those to ensure fair play and integrity throughout the Tournament.
- » Every Participant must be respectful towards Admins and other Participants. Insults and unfair or disrespectful behaviour will not be tolerated and will be punished in accordance with these rules. Vulgar, racist, sexist or otherwise offensive player names are forbidden. This will be at the sole discretion of the Tournament Admins.
- » Participants must commit to playing the entire Tournament.



TEAM & MATCH RULES

- » All matches will be a Best-of-One. The brackets will be shared once the registration is closed.
- » All the players must report at the venue before the start of the tournament in case failure to do so will lead to disqualification of the teams. All Participants must be available in the waiting area 10 mins before their match starts and ready up for each match.
- » The players must get their own accessories; the management will not be providing anything to the players. It is recommended to have an ethernet port on your laptop if not please inform the admins beforehand.
- » The map pool consists of Ascent, Bind, Breeze, Icebox, Lotus, Split and Sunset.
- » From the time a match begins, Participants are prohibited from intentionally disconnecting from the game. If a Participant or Team disconnects intentionally after the game has started, the game will continue with the remaining players and will not be restarted.
- » If Participants are found guilty of Bug Abuse or in breach of Riot's Terms of Service, they may face consequences including automatic disqualification.

STUDENT COORDINATORS

- » Kavish - 9740540640
- » Gav rav Salian - 8310515805
- » G Ram Kishan Rao – 8217633312



12. COSMETICRAZE

In the exhilarating arena of makeup and hairstyle competitions, contestants redefine beauty norms with boundless creativity. With makeup brushes as their magic wands, they craft innovative masterpieces, blurring the lines between art and fashion.

GUIDELINES

- » Three members make a team, including the model.
- » Participants must create hair and makeup looks that align with a specific theme, "Retro Glamour."
- » Competitors are typically given 90 minutes of time to complete their makeup looks.
- » Makeup looks are evaluated based on various criteria, including creativity, originality, precision, and attention to detail.
- » Competitors must adhere to strict hygiene and sanitation standards when applying makeup, including using disposable applicators, sanitizing tools between uses, and following proper makeup removal protocols.
- » Organizers reserve the right to disqualify participants who violate competition rules, engage in unethical behavior, or fail to meet eligibility requirements.
- » Judges' and organizers' decisions shall be final.

STUDENT COORDINATORS

- » Shrilakshmi Shetty - 7483845980
- » Jessica Fernandes – 7019978723

NON-TECHNICAL

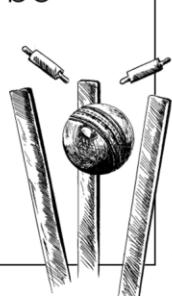


13. GULLY-GOOGLY

In the chaotic streets, gully cricket is a wild spectacle of dreams and chaos. With normal bats and wickets, matches unfold with underarm bowling and wild shots defying gravity. Amid narrow alleys, matches turn into epic sagas with spectators cheering from rooftops, and stray dogs joining the chase for runaway balls.

GUIDELINES

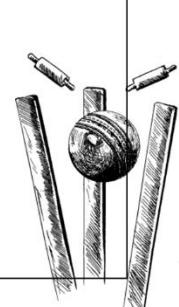
- » Each team typically consists of six players only.
- » The scheduled arrival time is 9 a.m.
- » Failure to report at the assigned time will result in automatic disqualification for the team.
- » Students from different colleges are allowed to form a single team. Each match consists of three overs per side.
- » Runs are scored by hitting the ball past the fielders or boundaries. There are no sixes; only boundaries are considered. Runs can also be scored by running between the wickets.
- » Common modes of dismissal include getting caught by a fielder, getting bowled, or being run out. Catching the ball with one hand is considered out.
- » Fielders are positioned based on mutual agreement, often with variations due to space constraints.
- » Fair play and sportsmanship are encouraged among players.
- » Any form of vulgarity or misconduct will not be tolerated and may result in the disqualification of the offending team.
- » Bowling will be conducted underarm within the designated box. If a match ends in a draw, a super-over will be played. If the super over also ends in a draw, the winner will be decided by a toss.
- » Decisions made by the judges, organizers, and umpires will be deemed final and binding.



STUDENT COORDINATORS

- » Karthik H - 7907783754
- » Abhishek U Acharva - 9739454720
- » Abhiram S – 7338475817

NON-TECHNICAL



14. DUNKIN-DRIBBLE

Dunkin-Dribble, also known as streetball or three-on-three basketball, is a fast-paced variation played on a half court with three players per team. With its global popularity and inclusion in events like the Olympics, 3x3 basketball showcases players' skills in a dynamic format, thrilling fans worldwide.

GUIDELINES

- » Each team should consist of three members.
- » Decisions made by judges and organizers are considered final.
- » Teams must wear appropriate sportswear to participate; those without proper attire will not be allowed to compete.
- » The game will last for 10 minutes with 2 minutes of mid-break.
- » The match will be played on a half court.
- » Registration will be limited to the first 20 boys' teams and the first 10 girls' teams.
- » The scheduled arrival time is 9 a.m.
- » Failure to report at the assigned time will result in automatic disqualification for the team.
- » Students from different colleges are allowed to form a single team

STUDENT COORDINATORS

- » Rahul SC - 6363728668
- » Vedika kodi - 9483302374
- » Shane Noronha – 9483913853

NON-TECHNICAL



1. RHYTHMIC FUSION

Get ready to ignite the stage! Join Rhythmic Fusion, where dance becomes poetry in motion. Let your feet and heart speak as you battle with passion and prowess. Cold feet? Not a chance!

GUIDELINES

- » All dance forms are allowed.
- » Team size: Minimum number of dancers in a team – 7
- » No maximum limit for participants.
- » Each team will be allotted 5 minutes for their performance and 1 minute for stage setting, totalling 6 minutes. Exceeding the time limit may lead to negative marking.
- » Sound tracks should be submitted in a pen drive prior to the event to the respective event coordinator.
- » An instance of vulgarity / disturbing content will lead to a forceful halt of performance and immediate disqualification.
- » An individual cannot take part in multiple groups in the same event.
- » No use of any powdered substances/fire/water / animals / smoke machine on stage.
- » Judges and organizers' decisions are final and binding.
- » Audio file should be in MP3 format.
- » College ID is mandatory at the event site.

STUDENT COORDINATORS

- » Ananya Aithal -6364199432
- » Sumanth -968650968



2. HARMONY HAVEN

Happiness is randomly singing a song and your friends join in to create the perfect harmony! There's nothing quite like the sound of friends coming together in perfect harmony.

GUIDELINES

- » Team size and composition:
 - » Maximum no. of members (including accompanists) – 12
 - » Minimum vocalists – 4
 - » Maximum vocalists - 7
- » Maximum no. of instruments per team: 3
- » Time limit: 2 minutes of setup time + 5 minutes of performance time (8 minutes in total).
- » No pre-recorded instrumentals or vocals will be allowed.
- » Judges and organizers' decisions are final and binding.

STUDENT COORDINATORS

- » Vijna Shetty -7795830582
- » Ashel D'Souza -9110879491

CULTURAL



1. TUNE TUSSLE

Everything has an expiration date. EXCEPT! Good music. Battle it out on the stage of rock n roll and bring the audience to their feet! Be the Sultans of Swing in a musical battle and emerge victorious!

GUIDELINES

- » Team size: 3-7 members
- » Team Size:
 - » Minimum number of members per band – 3 (minimum use of 3 instruments is a must)
 - » Maximum number of members per band – 7 (Members performing for more than one band will lead to disqualification of all the involved bands)
- » Time limit 5+15 (exceeding the time limit will lead to loss of points).
- » There is no specific genre for the battle however the overall atmosphere of the music has to be western.
- » Slot Picking, ID and age verification will be done one day prior to the battle i.e. on the 5th of March 2023. (All the band members need not be present; However, the Band representatives need to have the necessary documents for verification for all the members).
- » Audition links to be submitted by May 1st 2024 with all the necessary details of the bands (including brief introduction of the bands with social media links, links to the released music or YouTube covers and the details of band members. Bands failing to do so will not be considered into the battle). The selected Bands will be contacted back.
- » All the Rules and regulations will be briefed to the band representatives on the day prior to the battle. Participants must convey their message concisely and effectively, avoiding unnecessary details and jargon.
- » Submission - tiara@sjec.ac.in



STUDENT COORDINATORS

- » Sasha -9480161867
- » Ajith Rodrigues -6362070751
- » Sean R Monis -9448106775

M E G A - E V E N T S



2. SPIN THE DISC

Experience the ultimate sonic showdown as DJs battle for glory on stage. Where beats collide and talent shines!

GUIDELINES

- » All contestants must register themselves on the website.
- » The SPIN WIZARD is an individual event.
- » Time limit: 5 minutes of setup time + 10 minutes of performance time (15 minutes in total).
- » The use of any kind of abusive / offensive / pornographic / illegal content is strictly prohibited. Such contest entries will be disqualified immediately.
- » Contestants are requested to bring their own headphones and pen drives.
- » Use of Controllers is permitted.
- » In case any contestant fails to check the console provided by us or setup his/her
- » Judge's decision in all matters is final and cannot be appealed or contested.
- » Results will be announced right after the competition.

STUDENT COORDINATORS

- » Melon Monteiro -7760316201
- » Havan Kotian -8951726188
- » Renvil Castelino -8139979122



3. GROOVE

The battleground is set, the lights are lit, and it's time for all you dancers to fire up the dance floor with your moves to the unpredictable tunes. Come join the battle of dance and ignite your dancing flame!

GUIDELINES

- » **Elimination round:** Participants will be required to perform a 2-minute sequence and send a video without the use of special effects or post production.
- » **Prop round:** This round will spice things up a bit as it's the prop round where the performers should perform their 2+1 routine and do it with a prop / specified theme provided to them on the day of the event.
- » **Final round:**
 - » Two participants will be called on the stage simultaneously. The first participant dances to a song played on the spot while the other stays still.
 - » At the signal of the judges, the first participant will stop and the second participant will immediately begin dancing to the continuation of the same song.
 - » The process will be repeated every time the song is changed. The starting sequence for each song will be performed by participants 1 and 2 alternately.
 - » In this way, the song will be changed several times while the participants dance in an alternating manner.

JUDGING CRITERIA

- » **Elimination round:** Choreography, expressions and stage presence.
- » **Prop round:** Creativity in using props.
- » **Final Round:** Entertainment factor, spontaneity, creativity.

STUDENT COORDINATORS

- » Dhanush -7019811724
- » Rishika -8624901265
- » Sourabh -9113962008



4. HERITAGE HAUTE

Where Fashion Becomes Art. Unleash the unseen, unforgettable and ultimate spectacle on the runway. Gather your team, embrace the theme, and let your style shine!

Theme: Indian Tradition

G U I D E L I N E S

- » A team can have a minimum of 8 models to a maximum of 16 models.
- » All the participants must be from the same college. Participants must present a physical college ID card and PID to participate in the event.
- » A total of 5 minutes will be allotted purely for the performance, and an additional 2 minutes will be allotted for setting up the stage.
- » Use of water, fire or any kind of fireworks (party poppers) will lead to immediate disqualification.
- » There are no gender restrictions for the team composition.
- » Performance should be based on the theme given.
- » Any deviation from a fashion-related choreography will lead to a deduction in score.
- » Any violation with respect to the campus rules could lead to disqualification.
- » Any sort of intoxication in the campus or the green room will lead to disqualification.
- » Judgement will be based on coordination, music, confidence, gesture, creativity, garments and accessories.
- » The decisions of the judges and organisers will be final.



STUDENT COORDINATORS

- » Sahana -9110259198
- » Anusha -7259583371
- » Melisha D'Souza -8217458056

M E G A - E V E N T S



5. BOT BASH

Experience the electrifying Tech Titan Tussle: where RC bots clash in adrenaline-fueled battles! Witness unmatched skill, aggression and innovation in robotic combat. Join us for the ultimate showcase of prowess and excitement!

GUIDELINES

- » Team size: 3-6 members.
- » The participants must carry any valid ID which they will be required to produce at the time of registration.
- » Event organizers can stop matches deemed dangerous.
- » Compliance with organizers' directives is mandatory; violations lead to disqualification.
- » Judges' decisions are final.

ARENA SPECIFICATIONS:

- » Arena dimension: 12 ft x 12 ft.

BOT SPECIFICATIONS:

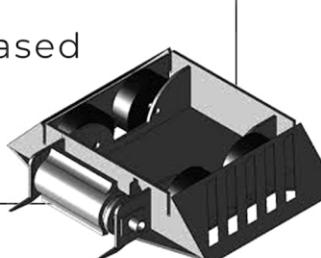
- » Weight limit: 3lb and 8kg categories.
- » Only wireless bots allowed.
- » Attack mechanisms permitted, independent of bot motion.
- » Safety checks at judges' discretion.

BATTERY AND POWER SUPPLY:

- » Voltage between any two terminals not to exceed 36V.
- » No restriction on power consumption.
- » Use of IC engines in any form not allowed.

WEAPON SYSTEM:

- » Various weapons allowed (magnetic, cutters, flippers, etc.) with exceptions and limitations.
- » Prohibited items include liquid projectiles, flame-based weapons, etc.



CONTEST RULES:

- » Knock-out format.
- » Safety inspection before the event; unsafe bots discarded.
- » Bot declared immobile if unable to exhibit linear motion of at least one inch within 10 seconds.
- » Teams not ready at call time considered to have declared a walkover.
- » LEGO kits, readymade kits, etc., not permitted; readymade gear boxes allowed.
- » Organizers reserve the right to modify rules.
- » Violations lead to disqualification, judges' decisions final.

EVENT RULES:

- » Maximum duration specified by coordinators.
- » Strict enforcement of allocated time; no extensions.
- » Unsafe bots disqualified during the match.
- » Teams not ready at specified time disqualified.

STUDENT COORDINATORS

- » Arvin Seth -9108366524
- » Delson Tellis -8310990921
- » Shreyas -7090265515

6. SKY SURGE

Unleash your inner aviator at Sky Surge! Craft and fly your own RC plane, turning childhood dreams into reality. Don't miss this chance to let your imagination soar!

GUIDELINES

- » The same aircraft should be used in both rounds, and it should be the same one as in the abstract. In case of damages during the competition, teams can repair the same aircraft but are not allowed to use a replacement. The repaired aircraft should be ready in time for the turn.
- » Teams are suggested to carry additional components (motors, batteries, propellers, etc.) to avoid last-minute surprises at the venue. You will lose time/ attempt if you are not ready at your turn.
- » The use of 2.4 GHz radio is required for all aircraft competing. If the participants want to use any other frequency, they must inform the organisers in advance.
- » Receivers installed in the aircraft must be in 'receiver mode only'.
- » Metal propellers are not allowed.
- » Organisers will check all the systems (Servos, motors, etc.) for functionality before the competition. If found not working, teams will be dismissed from the competition.
- » Please do not share parts of your aircraft (motors, ESC, Battery etc.) with other teams. Each team is expected to carry all the equipment needed to participate in the competition.
- » In view of stringent safety requirements, if a pilot flies out of the designated flying zone, which includes the overhead of the event organising and control section, as mentioned at the venue, he/she is disqualified. He/she must immediately turn back and land safely.
- » In case of any disputes/discrepancies, the organisers decision will be final and binding.
- » Change in rules, if any will be updated on the official Tiara'24 website and notified to the registered teams.



TEAM STRUCTURE

- » sky surge is an open-to-all event.
- » The teams can have a maximum of 4 members.
- » A team member cannot be a part of any other team.
- » Teams must have registered through the official Tiara'24 website. Spot entries are not allowed.
- » The team members must possess a Tiara ID to participate in the event.

DESIGN CONSTRAINTS

- » The competition requires participants to design and fabricate an RC aircraft. Readymade models are not allowed.
- » $T/W \leq 1$ without payload. (If excess thrust is measured, the throttle curve must be adjusted accordingly to achieve the required thrust)
- » Propeller diameter should not be greater than 13 inches.
Wingspan should be a maximum of 1.2 m.
- » The aircraft can have powered take-off with a landing gear or can be launched manually by a person standing at ground level.
- » Only electric motors are allowed. Using IC engines or any other means of providing thrust is prohibited.
- » There will be deduction in the points for the variation of the aircraft from the submitted design report.
- » Use of gyroscopes (gyros) and programming assistance in receivers is prohibited.
- » Programming for any step of the mission is not allowed.
- » Use of FPV or any other support for flying is not allowed.

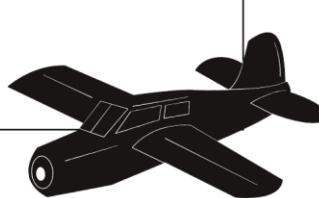


COMPETITION ROUNDS

- » The competition will be conducted in 3 rounds, and the final points will be the sum of points earned in each of the 3 rounds.
- » Each team will be given 2 attempts in round 2 and 3, and best of the scores will be considered from each round.
- » The aircraft must Propellor Palooza and land at the designated Propellor Palooza/landing area in both the rounds.

Round 1: Abstract submission

- » Abstract must have standard formatting with margin of 1 inch on all 4 sides, Times New Roman font with font size 12 and line spacing 1.5.
- » The abstract must not exceed 10 pages excluding the cover page and table of contents page. With each extra page beyond the specified pages, 1 point will be deducted for each page.
- » The abstract must include detailed information of the aircraft along with its dimensions, airfoil, material used, etc.
- » Also a section explaining how the aircraft was built must be included.
- » Along with the abstract, participants must also send a zip file containing at least 5 and no more than 10 photographs of the aircraft while it is being built. Participants should be clearly visible in the pics.
- » The total points allotted to this round is 20.
- » The file should be in PDF format only and the filename should be according to the following convention: ABSTRACT_SKY_SURGE_.pdf
- » Abstracts must be e-mailed to team.aero@sjec.ac.in with the subject ABSTRACT_SKY_SURGE_ by 30 April 2024, failing which 1 point will be deducted for each day after the last date.



Round 2: Limbo Maverick

- » Pilots must fly the aircraft without the payload in this round.
- » The timer will start as soon as the aircraft is released from the hand for hand launched Propellor Palooza or as soon as the aircraft lifts off for Propellor Palooza with landing gear.
- » The aircraft must fly through the limbo to gain points.
- » There will be a limbo (Limbo 1) of dimension 5 metre x 4 metre (width x height) and one more limbo (Limbo 2) of dimension 3 metre x 2 metre (width x height).
- » A maximum time of 5 minutes will be given for this round.
- » On each successful clearing of Limbo 1, the team will be awarded 10 points, and on each successful clearing of Limbo 2, the team will be awarded 30 points.
- » The aircraft can go through the limbos any number of times and in any direction, and the score will keep adding up on each successful clearing of limbos.

There will be a safe score of 30 points, i.e., if the aircraft crashes at any point after scoring 30 points, those 30 points will be awarded.

The pilot must land the aircraft in the designated area before the end of 5 minutes to claim all the points scored in this round.

- » The total points awarded in this round will be the sum of points gained by clearing limbos.

Round 3: Accurate payload delivery

- » In round 3, the aircraft must fly for at least 60 seconds carrying the payload and then drop the payload near to the centre pole.
- » The payload will be a single golf ball of weight 45g and a diameter of 43mm. (Will be provided by the organisers)
- » The payload must be placed inside the aircraft and no part of the payload must be visible from outside.
- » In this round, the points are calculated based on the accuracy of the drop of the payload.



- » A maximum of 3 minutes will be given to complete the attempt.
- » A pole of height 3 metres will be placed at the centre of the flying arena.
- » After flying for 60 seconds, the pilot must drop the payload near to the pole.
- » The points will be based on how close the first impact of the payload to the pole.
- » The points are calculated based on this formula: $\{10000 / (\text{Distance of first impact of payload from the pole(in cm)})\}$
- » 10 points will be awarded for safe landing in the designated area.

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M E G A - E V E N T S

