



ST JOSEPH
ENGINEERING COLLEGE
MANGALURU
AN AUTONOMOUS INSTITUTION



TIARA '25

TECH, TALENT & TRIUMPH

EVENT GUIDELINES

13 & 14 NOVEMBER 2025

TIARA, SJEC MANGALURU

CONTENTS

GENERAL RULES AND REGULATIONS

REGISTRATION

TECHNICAL EVENTS

NON - TECHNICAL EVENTS

CULTURAL EVENTS

MEGA EVENTS

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 BRING THEIR OWN INSTRUMENTS, EQUIPMENT, OR MATERIALS AS REQUIRED FOR THE EVENT. ANY PROHIBITED ITEMS SPECIFIED BY THE ORGANIZERS MUST BE STRICTLY AVOIDED.

- 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:

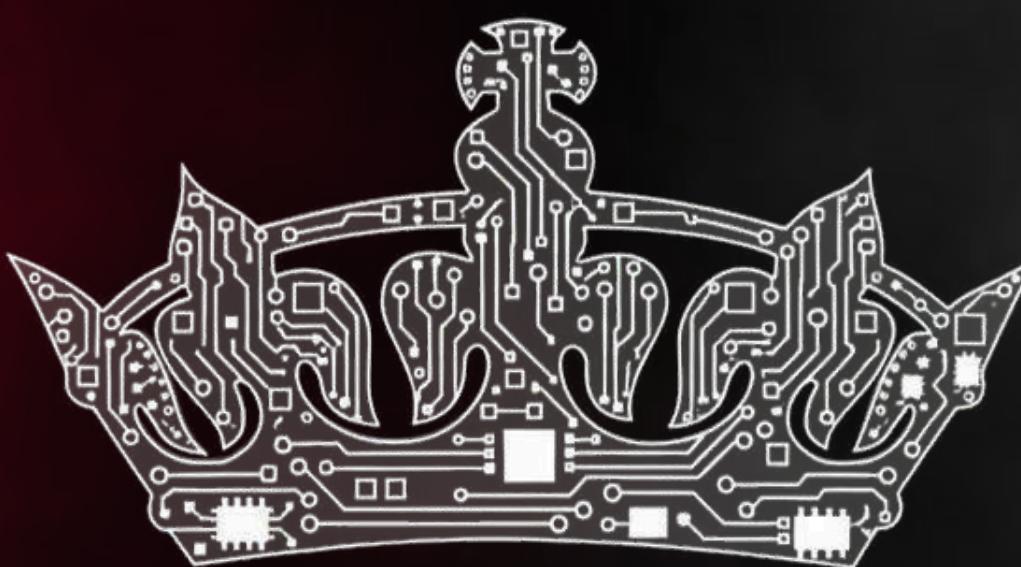
- RS. 350 PER PARTICIPANT
- PARTICIPATION UP TO 4 EVENTS AND TECH NIGHT.
- INCLUDES NON-TECHNICAL, TECHNICAL & CULTURAL EVENTS
- EXCEPT MEGA EVENTS.

MEGA EVENTS:

- RS. 450 PER PARTICIPANT
- PARTICIPATION IN 1 MEGA EVENT AND PARTICIPATION UP TO 3 TECHNICAL/NON-TECHNICAL/CULTURAL EVENTS AND TECH NIGHT
- PARTICIPATION IN THE 'SPIN THE DISC' EVENT IS LIMITED TO THE FIRST 10 PARTICIPANTS, BASED ON A FIRST-COME, FIRST-SERVED BASIS.
- FASHION FLAIR - A TEAM CONSISTS OF MINIMUM 5 MODELS TO MAXIMUM 15 MODELS. ENTRY FEES - RS. 450 PER PARTICIPANT.

CULTURAL EVENTS:

- VARIETY VISTA EVENT - A TEAM CONSISTS OF MINIMUM 12 MEMBERS TO MAXIMUM 25 MEMBERS. ENTRY FEES - RS. 350 PER PARTICIPANT.
- SWAR SYMPHONY - A TEAM CONSISTS OF 3 MEMBERS (INCLUDING ACCOMPANIST). ENTRY FEES - RS. 350 PER PARTICIPANT.
- DANSYNC - A TEAM CONSISTS OF MINIMUM 6 MEMBERS TO MAXIMUM 13 MEMBERS . ENTRY FEES - RS. 350 PER PARTICIPANT.



CIRCUIT CITY

TIARA, SJEC MANGALURU

TECHNICAL

TIARA, SJEC MANGALURU

ROBO KICK

Robo Kick is an exciting robotics soccer challenge where participants design and control bots to compete in a head-to-head soccer-style match. Teams must build robust, agile, and precise bots that can maneuver, score goals, and withstand real-time challenges on the field. The event encourages mechanical creativity, strategic gameplay, and teamwork.

EVENT DETAILS:

- THE BALL WILL BE KEPT IN THE MIDDLE OF THE ARENA AT THE BEGINNING.
- EACH MATCH CONSISTS OF 2 HALVES.
- BOTS MUST NOT REMAIN IMMOBILE FOR MORE THAN 10 SECONDS.
- PUSHING THE OPPONENT'S BOT INTO THE GOAL POST IS ALLOWED.
- THE CONTROLLER'S NAME IS FIXED BEFORE THE EVENT AND CANNOT BE CHANGED DURING OR AFTER THE GAME.
- ONE MEMBER SHOULD HOLD THE BOT'S WIRES DURING PLAY, KEEPING THEM SLACK.
- GOLDEN GOAL: IN CASE OF A DRAW, THE FIRST TEAM TO SCORE WINS.
- EACH TEAM GETS ONE 60-SECOND TECHNICAL TIMEOUT PER HALF.
- ROBOT STRUCTURE CANNOT CHANGE DURING COMPETITION (E.G., WEDGE TO CLAW).
- AT LEAST ONE MEMBER MUST BE PRESENT NEAR THE ARENA THROUGHOUT THE EVENT.

- TEAMS MUST ARRIVE AT THE TIME MENTIONED IN FIXTURES; THREE MISSED CALLS LEAD TO DISQUALIFICATION.
- IF DISQUALIFIED, THE OPPONENT WINS BY DEFAULT.
- MATCHES PAUSE IN CASE OF WIRE ENTANGLEMENT.
- BOTS WILL BE INSPECTED BY REFEREES BEFORE EVERY MATCH FOR APPROVAL.
- ORGANIZERS ARE NOT RESPONSIBLE FOR ELECTROMAGNETIC INTERFERENCE.
- TEAMS MUST ARRIVE BY 9:30 AM.
- JUDGES AND ORGANIZERS CAN MODIFY RULES IF NECESSARY.

PREREQUISITES:

TEAMS MUST ENSURE THAT BOTS MEET THE FOLLOWING SPECIFICATIONS:

- LENGTH, BREADTH, HEIGHT \leq 30 CM (5% TOLERANCE ALLOWED).
- WEIGHT \leq 5 KG (5% TOLERANCE).
- WIRED OR WIRELESS BOTS ALLOWED.
- EACH BOT MUST HAVE ITS OWN POWER SUPPLY (NO AC SUPPLY).
- NO LEGO OR PRE-ASSEMBLED KITS ALLOWED.
- NO HITTING MECHANISMS ALLOWED.
- MINIMUM 5M WIRE LENGTH FOR WIRED BOTS.
- VOLTAGE BETWEEN ANY TWO POINTS \leq 12.5V.
- THE CHASSIS MUST PREVENT THE BALL FROM ENTERING INSIDE.

GENERAL GUIDELINES:

- TEAM SIZE: 2-4 MEMBERS.
- BOT WEIGHT WILL BE VERIFIED BEFORE EACH MATCH; NO LATER MODIFICATIONS ALLOWED.
- JUDGES' AND ORGANIZERS' DECISIONS ARE FINAL.
- TEAMS MUST BE PUNCTUAL; DELAYS MUST BE COMMUNICATED IN ADVANCE.
- FIXTURE SLOTS WILL BE ASSIGNED THROUGH A SELECTION PROCESS.
- THREE CONSECUTIVE FOULS OR EARLY STARTS LEAD TO DISQUALIFICATION.

JUDGING CRITERIA:

- THE TEAM WITH THE HIGHEST GOALS WINS.
- IF A BOT GOES OVER THE OPPONENT OR WIRES TANGLE, BOTH ARE RESET TO THE INITIAL POSITION.
- BOTS CANNOT ENTER THEIR OWN GOAL POST.
- IN CASE OF A TIE, THE FIRST TO SCORE THE GOLDEN GOAL WINS.
- COORDINATORS' AND JUDGES' DECISIONS ARE FINAL.

EVENT COORDINATORS:

LENZIL DSOUZA : 96063 90487

FREYAN VAS : 8296973653

DRONE ZONE

GET READY TO TAKE FLIGHT AT DRONE ZONE, WHERE INNOVATION MEETS ADRENALINE! DESIGN, BUILD, AND RACE YOUR VERY OWN QUADCOPTER THROUGH A CHALLENGING OBSTACLE COURSE THAT WILL PUT YOUR SPEED, PRECISION, AND CONTROL TO THE ULTIMATE TEST. DO YOU HAVE WHAT IT TAKES TO SOAR ABOVE THE REST? THIS IS YOUR CHANCE TO EXPERIENCE THE THRILL OF DRONE RACING AND CLAIM VICTORY IN THE SKY!

PROBLEM STATEMENT:

YOUR MISSION IS TO DESIGN AND CONSTRUCT A DRONE WITHIN THE SPECIFIED DIMENSIONS AND ENSURE IT NAVIGATES EVERY OBSTACLE WITH ACCURACY AND EFFICIENCY. PRECISION, PERFORMANCE, AND CONTROL ARE THE KEYS TO SUCCESS.

TEAM STRUCTURE:

- OPEN TO ALL EVENT – DRONE ZONE WELCOMES ENTHUSIASTS FROM EVERY BACKGROUND!
- TEAMS MAY CONSIST OF UP TO 4 MEMBERS.
- THERE ARE NO PREREQUISITES OR RESTRICTIONS ON TEAM COMPOSITION.
- A PARTICIPANT CANNOT BE PART OF MORE THAN ONE TEAM.

ROUND DESCRIPTION:

- THE FIRST ROUND WILL CHALLENGE PARTICIPANTS TO MANEUVER THEIR DRONES THROUGH AN OBSTACLE COURSE DESIGNED TO TEST AGILITY AND CONTROL.
- DETAILS OF THE SECOND ROUND WILL BE REVEALED ON-SITE — STAY TUNED FOR A SURPRISE TWIST!

DRONE SPECIFICATIONS:

- READY-MADE DRONES ARE NOT ALLOWED — YOUR CREATIVITY TAKES CENTER STAGE!
- FRAME SIZE: BETWEEN 180 MM AND 500 MM
- POWER LIMIT: UP TO 6S OR 24V BATTERY SUPPLY.
- RADIO TELEMETRY FREQUENCY: BETWEEN 900 MHZ AND 2.4 GHZ.
- CARBON FIBER PROPELLERS ARE NOT PERMITTED.

SCORING CRITERIA:

YOUR TOTAL SCORE WILL BE CALCULATED BASED ON:

- COMPLETION TIME
- SKILL POINTS (FOR CONTROL AND PRECISION)
- PENALTIES (FOR BUMPS OR VIOLATIONS)

GENERAL RULES:

- EACH TEAM IS ALLOWED ONLY ONE OFFICIAL RUN — NO SECOND ATTEMPTS.
- SCRAPING THE GROUND OR HITTING OBSTACLES WILL RESULT IN TIME PENALTIES OR POINT DEDUCTIONS, BASED ON DIFFICULTY.
- PARTICIPANTS ARE NOT PERMITTED INSIDE THE ARENA DURING RUNS.
- TEST FLIGHTS ARE STRICTLY PROHIBITED.
- CARRY CHARGED BACKUP BATTERIES — POWER MANAGEMENT IS CRUCIAL!
- TO QUALIFY FOR VICTORY, YOUR DRONE MUST CROSS THE FINISH LINE. FINAL SCORES ARE DETERMINED BY COMPLETION TIME, SKILL POINTS, AND PENALTIES.
- THE ORGANIZERS RESERVE THE RIGHT TO PAUSE OR STOP THE EVENT IF SAFETY CONCERNSS ARISE. PARTICIPANTS MUST FOLLOW COORDINATORS' INSTRUCTIONS, FAILING WHICH WILL LEAD TO DISQUALIFICATION.
- ALL OBSTACLES ARE SIZED APPROPRIATELY TO ALLOW SAFE MANEUVERING IN CASE OF CRASHES.
- THE ORGANIZERS WILL NOT BE RESPONSIBLE FOR ANY DAMAGE TO DRONES DURING THE EVENT.

EVENT COORDINATORS:

STANZIL FLEMIN MENEZES : 8073281920
ELSTON LOBO : 8762125155

RC BLAZE

The "RC Blaze" is a high-energy event where teams design, build, and program bots to compete in an intense, action-packed race through a specially designed track. This competition tests the speed, agility, control, and obstacle-navigation skills of each bot as they maneuver through sharp turns, uneven surfaces, inclines, and challenging obstacles.

EVENT DETAILS:

- A TEAM SHOULD CONSIST OF 2-4 MEMBERS.
- ONLY STUDENTS FROM THE SAME COLLEGE MUST FORM A TEAM.
- TEAMS MUST CONSTRUCT THEIR OWN BOTS, READY-MADE KITS ARE NOT ALLOWED.
- AN INDIVIDUAL CANNOT BE A MEMBER OF MORE THAN ONE TEAM. BOTS CANNOT BE SHARED BY TWO OR MORE TEAMS.
- ALL THE TEAM MEMBERS MUST BE FULL-TIME STUDENTS AT AN ACCREDITED UNIVERSITY/COLLEGE (UG&PG).
- EVERY INDIVIDUAL IN THE TEAM MUST HAVE A REGISTERED ID CARD FOR THE EVENT. WITHOUT WHICH ENTRY WILL BE DENIED AT THE ARENA.
- THERE ARE NO RESTRICTIONS ON THE NUMBER OF TEAMS FROM THE SAME INSTITUTE.
- TEAMS MUST ARRIVE ON TIME, AND ANY ANTICIPATED DELAYS MUST BE CONVEYED TO THE ORGANIZERS IN ADVANCE.

PREREQUISITES:

- DIMENSIONS OF THE BOT SHOULD NOT EXCEED THE BOX SIZE OF 30*30*30CM (L*B*H). HOWEVER, A TOLERANCE OF 5% IS ACCEPTABLE.
- THE BOTS WEIGHT SHOULD NOT EXCEED 3KGS. HOWEVER, A TOLERANCE OF 5% IS ACCEPTABLE.
- BOT CAN BE POWERED ONBOARD OR OFF BOARD.
- BATTERY VOLTAGE SHOULD NOT EXCEED 12VOLTS

GENERAL GUIDELINES:

- DESIGN A WIRED OR WIRELESS BOT WITHIN SPECIFIED DIMENSIONS.
- PULLING BOTS WITH WIRES ON THE TRACK IS STRICTLY PROHIBITED.
- LIMITED TECHNICAL TIMEOUTS WILL BE ALLOWED FOR TECHNICAL ISSUES.
- THE ORGANIZERS WILL NOT BE RESPONSIBLE FOR ANY KIND OF ELECTROMAGNETIC INTERFERENCE IN WIRELESS COMMUNICATION.
- ONLY ONE RUN ON TRACK FOR EACH TEAM.
- NO PRACTICE RUNS ARE ALLOWED ON THE MAIN TRACK.
- THE TIME MEASURED BY THE ORGANIZERS WILL BE FINAL.
- THE DECISIONS OF THE JUDGES AND THE ORGANIZERS ARE FINAL.
- ANY MISCONDUCT OR VIOLATION OF RULES BY PARTICIPANTS MAY LEAD TO DISQUALIFICATION.
- THE TEAM THAT TAKES THE LEAST TIME TO COMPLETE THE TRACK WINS.
- THE ORGANIZERS RESERVE THE RIGHTS TO MODIFY RULES ON THE DAY OF THE EVENT.

JUDGING CRITERIA:

THE SCORE CALCULATION IS AS FOLLOWS:

SCORE = (TIME TAKEN TO COMPLETE THE TRACK IN SECONDS) +
(PENALTIES)

EVENT COORDINATORS:

LISHON PEREIRA : 8618074192

WILSON DSOUZA : 7204150272

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 ULTIMATE TREASURE CALLED THE ONE PIECE.

EVENT GUIDELINES:

- **EVENT NAME: BOAT BUILDING CHALLENGE**
- **OBJECTIVE: DESIGN AND BUILD A BOAT THAT CAN SUSTAIN THE MAXIMUM WEIGHT WITHOUT SINKING IN A WATER TANK.**
- **TEAM SIZE: 2-4 MEMBERS PER TEAM.**
- **TIME LIMIT: 45 MINUTES WILL BE GIVEN TO BUILD THE BOAT.**
- **TESTING: BOATS WILL BE TESTED ONE BY ONE IN WATER TO CHECK HOW MUCH WEIGHT THEY CAN SUSTAIN.**
- **WINNER CRITERIA: THE TEAM WHOSE BOAT CARRIES THE MOST WEIGHT WITHOUT SINKING WINS.**
- **MATERIALS: EACH TEAM WILL BE PROVIDED WITH A SET OF MATERIALS. TEAMS CAN USE ANY COMBINATION OF THE PROVIDED MATERIALS TO CONSTRUCT THEIR BOAT.**
- **DIMENSIONS: THE DIMENSIONS FOR THE BOAT WILL BE GIVEN ON THE SPOT. THE BOAT MUST STAY WITHIN THE SPECIFIED DIMENSIONS.**
- **REPORTING TIME: TEAMS SHOULD REPORT 10 MINUTES BEFORE THE START OF THE EVENT.**

GENERAL GUIDELINES:

- BOATS CANNOT BE MODIFIED AFTER THE TESTING PHASE BEGINS.
- BOATS MUST FLOAT ON THEIR OWN WITHOUT BEING HELD OR SUPPORTED.
- PLAYERS MUST NOT INTERFERE WITH OTHER CONTESTANTS' BOATS DURING TESTING.
- PARTICIPANTS MUST FOLLOW ALL SAFETY GUIDELINES DURING BUILDING AND TESTING.
- EACH TEAM MUST USE ONLY THE PROVIDED MATERIALS FOR CONSTRUCTION.
- THE BOAT MUST BE ABLE TO CARRY THE GIVEN WEIGHT DURING TESTING.
- ANY TEAM FOUND VIOLATING RULES OR SAFETY INSTRUCTIONS WILL BE DISQUALIFIED.
- JUDGE DECISIONS WILL BE FINAL AND BINDING

EVENT COORDINATORS:

MOHAMMED IBRAHIM SABITH : 8147033450

SHABEER KA : 7204951392

PITCH TANK

WHERE BOLD VISIONS SPARK AND TOMORROW'S BUSINESS LEGENDS ARE BORN! PITCHCRAFTERS IS THE ULTIMATE ARENA FOR RISING ENTREPRENEURS TO UNLEASH THEIR INNOVATION, STRATEGY, AND CHARISMA. WITH INTENSE STAKES AND UNSTOPPABLE RIVALS, ONLY THE BRIGHTEST MINDS AND MOST MAGNETIC IDEAS WILL CLAIM VICTORY. CAN YOU CRAFT THE PITCH THAT CAPTIVATES MINDS AND CONQUERS HEARTS?

EVENT DETAILS:

ROUND 1: BRAND BLITZ

- A FAST-PACED QUIZ FOCUSING ON LOGOS, TAGLINES, AND BUSINESS TRIVIA.
- TIME LIMIT: 20 MINUTES.
- TOP-PERFORMING TEAMS WILL ADVANCE TO THE NEXT ROUND

ROUND 2 : MYSTERY PITCH

- EACH QUALIFIED TEAM WILL RECEIVE A MYSTERY PRODUCT ON THE SPOT.
- TEAMS MUST CREATE A 2 – MINUTE VIDEO ELEVATOR PITCH FOR THE ASSIGNED PRODUCT.
- THE BEST PITCHES WILL PROCEED TO THE FINAL ROUND.

ROUND 3: THE BOARDROOM

- FINALISTS WILL PRESENT A COMPREHENSIVE BUSINESS PLAN FOR A PRODUCT THEY'VE DEVELOPED EARLIER.
- EACH TEAM WILL HAVE 10 MINUTES TO PRESENT, FOLLOWED BY A 10 MINUTE Q&A SESSION WITH THE JUDGES.
- EVALUATION WILL FOCUS ON INNOVATION, FEASIBILITY, MARKET UNDERSTANDING, AND PRESENTATION SKILLS

GENERAL GUIDELINES:

- TEAM SIZE: 2-3 MEMBERS.
- ANY NUMBER OF TEAMS CAN JOIN.
- PARTICIPANTS MUST CARRY THEIR OWN LAPTOPS AND ACCESSORIES.
- JUDGES DECISIONS WILL BE FINAL AND BINDING.
- ALL PRESENTATIONS AND PITCHES MUST BE DELIVERED IN ENGLISH.
- EVERY TEAM MUST HAVE A BUSINESS PITCH PRESENTATION READY BASED ON THEIR OWN UNIQUE PRODUCT FOR THE FINAL ROUND IF THEY QUALIFY

JUDGING CRITERIA:

- CREATIVITY AND UNIQUENESS OF THE IDEA MARKET ANALYSIS AND PROBLEM-SOLVING CAPABILITY
- PRESENTATION SKILLS AND ABILITY TO ANSWER QUESTIONS
- ADHERENCE TO TIME LIMITS

EVENT COORDINATORS:

JOHNSON JOY : 6360778248
LESTER GARWIN CUTINHA : 6366207159

CAESAR'S EPILOGUE

AFTER YEARS IN SILENCE, CEASER ANNOUNCES HIS LONG AWAITED RETURN PROMISING ONE LAST RECORD CLAIMING IT TO BE HIS GREATEST. BUT BEFORE ANYONE COULD HEAR IT, CEASER VANISHES AND SO DOES HIS FINAL MASTERPIECE. RUMOR HAS IT THAT IT STILL EXISTS SOMEWHERE. YOUR TASK IS TO FIND IT BEFORE IT REMAINS LOST FOREVER.

PREPARE TO DIVE DEEP INTO CIPHERS, PROGRAMMING PUZZLES, MUSIC, AND LAYERS OF MYSTERY THAT WILL TEST YOUR LOGIC, CREATIVITY, AND TEAMWORK. THE RECORD IS OUT THERE BUT ONLY THE SHARPEST MINDS WILL FIND IT BEFORE IT'S LOST FOREVER.

RULES:

- TEAMS OF MINIMUM TWO MEMBERS MAXIMUM FOUR MEMBERS.
- PARTICIPANTS MUST ARRIVE AT THE VENUE ON TIME.
- THE EVENT IS SCHEDULED FOR ONE DAY.
- PARTICIPANTS CANNOT BE A MEMBER OF MORE THAN 1 TEAM. HOWEVER, PARTICIPANTS CAN COMMUNICATE AND HELP OTHER TEAMS IF THEY CHOOSE TO.
- DETAILED INSTRUCTIONS WILL BE EXPLAINED AT THE VENUE.

GENERAL GUIDELINES:

- PARTICIPANTS MUST BRING THEIR OWN LAPTOPS AND A PAIR OF HEADPHONES/ EARPHONES
- THE USE OF ONLINE RESOURCES, PROGRAMMING TOOLS, AND SEARCH ENGINES IS PERMITTED.

JUDGING CRITERIA:

TEAMS COMPLETING THE GIVEN TASK IN A SHORT SPAN OF TIME WITH
TECHNICAL ACCURACY WILL WIN

EVENT COORDINATORS:

WHETVIN VEIGAS : 7022449523
NITHIN : 7975093136

ROUTE LINE

DESIGN. RACE. TRIUMPH. CONSTRUCT A HIGH-SPEED WIRELESS BOT ENGINEERED FOR PRECISION AS IT NAVIGATES A DEMANDING TRACK.

GO HEAD-TO-HEAD IN A TIME-BASED COMPETITION, PUSHING THE BOUNDARIES OF SPEED AND EFFICIENCY. WILL YOUR INNOVATION SET THE PACE AND DOMINATE THE COURSE, OR WILL THE COMPETITION SURGE AHEAD?

EVENT DETAILS:

ROUND 1: HEAD-TO-HEAD CHALLENGE

- THE BOTS WILL GO IN A ONE-ON-ONE COMPETITION, THE DETAILS OF WHICH WILL BE REVEALED ON THE DAY OF THE EVENT.

ROUND 2: ADVANCED TRACK CHALLENGE

- BOTS COMPETE ON A MORE COMPLEX TRACK WITH ADDITIONAL CHALLENGES.

GENERAL GUIDELINES:

- A TEAM MUST CONSIST OF 2-3 MEMBERS.
- ALL THE TEAM MEMBERS MUST BE FROM THE SAME COLLEGE.
- PARTICIPANTS MUST PRESENT A PHYSICAL COLLEGE ID CARD AND REGISTRATION DETAILS TO PARTICIPATE IN THE EVENT.
- AN INDIVIDUAL CANNOT BE A MEMBER OF MORE THAN ONE TEAM. BOTS CANNOT BE SHARED BY TWO OR MORE TEAMS
- EACH ROUND WILL FEATURE A NEW TRACK AND WILL BE DISCLOSED BEFORE THE EVENT STARTS. BOTS MUST FOLLOW THE BLACK LINE ON THE WHITE ARENA.
- THE WIDTH OF THE TRACK/TRAJECTORY WILL BE 25 – 30MM.

- ROUND SPECIFIC RULES WILL BE EXPLAINED JUST BEFORE THE COMMENCEMENT OF THE ROUND.
- ONLY SELF-BUILT BOTS ARE ALLOWED; READY-MADE BOTS ARE PROHIBITED.
- ONCE A BOT STARTS, IT MUST REMAIN FULLY AUTONOMOUS; ANY EXTERNAL CONTROL WILL RESULT IN DISQUALIFICATION.
- THE DIMENSIONS OF THE BOT SHOULD NOT EXCEED 20CM X 20CM.
- PARTICIPANTS MUST BRING THEIR OWN BATTERIES AND CHARGING EQUIPMENT.
- THE BATTERY MUST BE PLACED ON THE BOT. EXTERNAL WIRED CONNECTION IS NOT ALLOWED.
- BOTS VEERING OFF THE PATH OR FAILING TO COMPLETE THE COURSE WILL INCUR PENALTIES.
- THE DECISIONS OF THE JUDGES AND THE ORGANIZERS ARE FINAL AND BINDING.

JUDGING CRITERIA:

- THE SCORE CALCULATION WILL BE AS FOLLOWS:
$$\text{SCORE} = (\text{TIME TAKEN TO COMPLETE TRACK}) + (\text{PENALTY})$$

EVENT COORDINATORS:

MELRIC ELROY DSOUZA : 7676620429
JOEL CAROL MORAS : 91132 49103

HYDRO DYNAMICS

PREPARE FOR A HIGH-OCTANE ADVENTURE WHERE THE ELEGANCE OF DESIGN CONVERGES WITH THE RAW POWER OF HYDRO DYNAMICS AND PHYSICS. THE CHALLENGE IS YOUR INVITATION TO MASTER THE MECHANICS OF FLIGHT, TRANSFORMING SIMPLE PRESSURIZED WATER INTO THE FORCE THAT PROPELS YOUR VERY OWN CUSTOM ROCKET SKYWARD.

THIS ISN'T JUST A SIMPLE LAUNCH; IT'S A DEMANDING TEST OF INGENUITY AND PRECISION. TO CRAFT THE ULTIMATE WATER ROCKET, YOU MUST STRIKE THE PERFECT BALANCE BETWEEN AERODYNAMIC FINESSE AND ENGINEERING RIGOR. EVERY CHOICE FROM THE SLEEK CURVE OF THE NOSE CONE TO THE PRECISE CALCULATION OF THE LAUNCH PRESSURE WILL DICTATE ITS DESTINY.

DO YOU POSSESS THE CREATIVE VISION TO FASHION AN AESTHETICALLY STUNNING CRAFT AND THE TECHNICAL MASTERY TO OPTIMIZE ITS FLIGHT PATH? GET READY TO DEFY GRAVITY, PUSH THE BOUNDARIES OF YOUR SKILLS, AND EXPERIENCE THE UNRIValed THRILL OF ROCKETRY. THE SKIES AWAIT YOUR MASTERPIECE!

GENERAL GUIDELINES:

- **TEAM COMPOSITION :** PARTICIPATION IS LIMITED TO GROUPS OF UP TO FOUR INDIVIDUALS (MAXIMUM OF 4).
- **INSTITUTIONAL AFFILIATION :** EVERY MEMBER OF A TEAM MUST BE CURRENTLY ENROLLED AT OR AFFILIATED WITH THE SAME EDUCATIONAL INSTITUTION.
- **OFFICIAL AUTHORITY :** ALL RULINGS INCLUDING THOSE CONCERNING SCORING, COMPETITION MECHANICS, AND TIMING ISSUED BY THE EVENT'S COORDINATORS AND JUDGING PANEL ARE FINAL AND BINDING.
- **RESPECT FOR RULINGS :** THE DETERMINATIONS MADE BY THE JUDGES OR VOLUNTEERS MUST BE ACCEPTED WITHOUT APPEAL OR DISPUTE.

- **CONSEQUENCE OF NON-COMPLIANCE :** ANY TEAM THAT VIOLATES OR FAILS TO FOLLOW THE ESTABLISHED RULES WILL BE SUBJECT TO IMMEDIATE DISQUALIFICATION FROM THE CHALLENGE.

EVENT GUIDELINES:

- WATER ROCKETS MAY INCORPORATE MULTIPLE STAGES, ALLOWING FOR THE USE OF PARACHUTES, GLIDING, AND OTHER MECHANICAL LAUNCHING MECHANISMS.
- BOOSTER MECHANISMS ARE PERMISSIBLE.
- THE USE OF ELECTRONIC PARTS AND ANY CHEMICAL ADDITIVES OTHER THAN WATER IS STRICTLY FORBIDDEN.
- FIRE AND EXPLOSIVE MATERIALS ARE ABSOLUTELY PROHIBITED AND WILL NOT BE TOLERATED.
- 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 TOTAL VOLUME OF THE ROCKET BODY CANNOT SURPASS 2.5 LITRES.
- THE SOLE WORKING FLUID AND PROPELLANT FOR THE ROCKET MUST BE WATER.

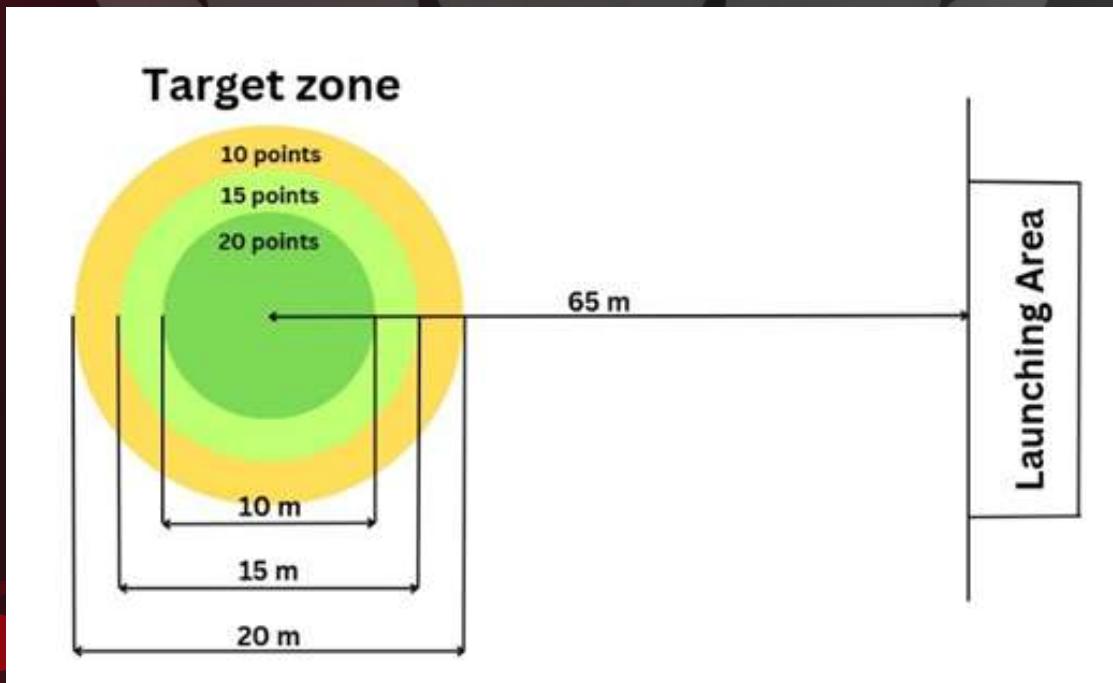
ROUND DESCRIPTION:

ROUND 1 - DISTANCE CHALLENGE :

- TEAMS WILL LAUNCH THEIR ROCKETS TO ACHIEVE MAXIMUM HORIZONTAL DISTANCE.
- SCORE CALCULATION: ROUND 1
- $\text{SCORE} = (\text{MAX HORIZONTAL DISTANCE COVERED IN METERS}) * (\text{TIME OF FLIGHT}) * 0.02$

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 (20 POINTS).
- MIDDLE CIRCLE WITH A DIAMETER OF 15 METERS (15 POINTS).
- OUTERMOST CIRCLE WITH A DIAMETER OF 20 METERS (10 POINTS).

FINAL SCORING = ROUND 1 SCORE + ROUND 2 SCORE**EVENT COORDINATORS:**

RUSHANK P : 7025181325
VISHAKH N S: 9663952719

NON-TECHNICAL

PIXEL MANIA

PIXEL MANIA IS AN EXCITING PHOTOGRAPHY COMPETITION DESIGNED TO BRING TOGETHER PASSIONATE PHOTOGRAPHERS AND CREATIVE MINDS. THIS EVENT CELEBRATES THE ART OF STORYTELLING THROUGH THE LENS, WHERE PARTICIPANTS CAN SHOWCASE THEIR TALENT, CREATIVITY, AND TECHNICAL EXPERTISE. WHETHER YOU'RE A BEGINNER EXPERIMENTING WITH PERSPECTIVES OR AN EXPERIENCED PHOTOGRAPHER MASTERING LIGHT AND COMPOSITION, PIXEL MANIA PROVIDES THE PERFECT PLATFORM TO EXPRESS YOUR VISION.

EVENT DETAILS:

- THIS IS AN INDIVIDUAL EVENT.
- PARTICIPANTS MUST BRING THEIR OWN PHOTOGRAPHY EQUIPMENT.

COMPETITION RULES:

- PHOTOS MUST BE TAKEN WITHIN THE COLLEGE PREMISES DURING THE COMPETITION PERIOD.
- LATE SUBMISSIONS WILL RESULT IN DISQUALIFICATION.
- ALL PHOTOS MUST BE SUBMITTED WITHIN THE GIVEN DEADLINE.
- THE DECISIONS MADE BY THE JUDGES WILL BE FINAL.
- NO APPEALS OR OBJECTIONS WILL BE ENTERTAINED.

EDITING AND AUTHENTICITY:

- BASIC EDITING SUCH AS COLOR ENHANCEMENT, FILTERS, AND CROPPING IS ALLOWED.
- THE AUTHENTICITY OF THE PHOTOGRAPH MUST BE MAINTAINED.
- SUBMITTED PHOTOS MUST BE FREE OF LOGOS, COPYRIGHT MARKS, OR VISIBLE REFERENCES

THEME AND SUBMISSION:

- THEMES WILL BE ANNOUNCED ON THE SPOT.
- EACH PARTICIPANT MUST SUBMIT THREE (3) ORIGINAL PHOTOGRAPHS IN JPEG OR JPG FORMAT.(MINIMUM 3 PICS)
- EACH PHOTO MUST INCLUDE A CAPTION OR DESCRIPTION THAT CLEARLY EXPLAINS THE IMAGE

JUDGING CRITERIA:

- CREATIVITY
- TECHNICAL PHOTOGRAPHY SKILLS
- VISUAL APPEAL
- CLARITY AND RELEVANCE OF THE DESCRIPTION

EVENT COORDINATORS:

BRETT SEQUEIRA : 8310428401
PRATHEEK MORAS : 9148218235

HUSTLE MANAGER

THE ULTIMATE BEST MANAGER COMPETITION, DESIGNED TO TEST THE GRIT, QUICK-THINKING, AND STRATEGIC PROWESS REQUIRED TO THRIVE IN A FAST-PACED CORPORATE WORLD. PARTICIPANTS WILL FACE A SERIES OF HIGH-PRESSURE ROUNDS FROM CRISIS MANAGEMENT TO SHARP FINANCIAL ANALYSIS WHERE ONLY THE MOST RESOURCEFUL AND RESILIENT "HUSTLERS" WILL LEAD THEIR WAY TO VICTORY AND CLAIM THE TITLE OF THE BEST MANAGER. GET READY TO TURN CHALLENGES INTO TRIUMPHS!

GENERAL GUIDELINES:

- THIS IS AN INDIVIDUAL EVENT.
- THE EVENT IS OPEN TO ALL UG AND PG STUDENTS WITH A VALID STUDENT ID WHILE REGISTRATION.
- ANY NUMBER OF PARTICIPANTS FROM A COLLEGE ARE ELIGIBLE TO PARTICIPATE.
- PARTICIPANTS ARE REQUIRED TO GET THEIR OWN LAPTOPS AND OTHER NECESSARY EQUIPMENT.
- PROFESSIONAL ATTIRE IS MANDATORY.
- MISCONDUCT, DISRESPECTFUL BEHAVIOUR WILL LEAD TO IMMEDIATE DISQUALIFICATION OF THE INDIVIDUAL.
- THE JUDGES' DECISIONS ARE FINAL AND NON-NEGOTIABLE.

EVENT COORDINATORS:

ASHISH : 9449937061
RISHIKA R K : 9964875482

PRESS CON

STEP INTO THE WORLD OF COMMUNICATION, CREATIVITY, AND INFLUENCE WITH OUR PUBLIC RELATIONS EVENT — A PLATFORM WHERE PARTICIPANTS TAKE ON THE ROLE OF PR STRATEGISTS, MANAGING REAL-WORLD SCENARIOS AND BRAND CRISES. FROM CRAFTING IMPACTFUL PRESS RELEASES TO HANDLING TOUGH MEDIA QUESTIONS. GET READY TO SHOWCASE YOUR STORYTELLING, PERSUASION, AND CRISIS MANAGEMENT SKILLS AS YOU PROVE YOU'VE GOT WHAT IT TAKES TO BE A PR POWERHOUSE!

GENERAL GUIDELINES:

- THIS IS AN EVENT WITH A TEAM OF 2 MEMBERS.
- THE EVENT IS OPEN TO ALL UG AND PG STUDENTS WITH A VALID STUDENT ID WHILE REGISTRATION.
- ANY NUMBER OF PARTICIPANTS FROM A COLLEGE ARE ELIGIBLE TO PARTICIPATE.
- PARTICIPANTS ARE REQUIRED TO GET THEIR OWN LAPTOPS AND OTHER NECESSARY EQUIPMENT.
- MISCONDUCT, DISRESPECTFUL BEHAVIOUR WILL LEAD TO IMMEDIATE DISQUALIFICATION OF THE TEAM.
- THE JUDGES' DECISIONS ARE FINAL AND NON-NEGOTIABLE.

EVENT COORDINATORS:

CHRIS MONTERO : 7348959809
SHERIN JESSICA ROSARIO : 7090558123

QUIZWIZ

GOT RANDOM FACTS STUCK IN YOUR HEAD FOR NO REASON?

PERFECT — IT'S FINALLY YOUR TIME TO SHINE!

JOIN QUIZWIZ, THE QUIZ THAT CELEBRATES CURIOSITY, CHAOS, AND THOSE WONDERFULLY USELESS BITS OF KNOWLEDGE YOU NEVER THOUGHT WOULD COME IN HANDY. EXPECT LAUGHTER, SURPRISES, AND PLENTY OF “WAIT, HOW DID YOU KNOW THAT?” MOMENTS.

BRING YOUR FRIENDS, YOUR FUN SIDE, AND YOUR BEST GUESSES — AND SEE WHO TRULY DESERVES THE TRIVIA CROWN!

EVENT DETAILS:

TEAM SIZE :

- 2 - 4 MEMBERS PER TEAM.

ELIGIBILITY :

- OPEN TO PU, UNDERGRADUATES AND POSTGRADUATES FROM ANY BRANCH OR FIELD.

FORMAT :

- THIS WILL BE A GENERAL KNOWLEDGE QUIZ.
- THE QUIZ WILL CONSIST OF A PRELIMINARY ROUND.
- THE TOP 6 TEAMS WILL QUALIFY FOR THE FINAL ROUND.

INSTITUTION REQUIREMENT :

- ALL TEAM MEMBERS MUST BE FROM THE SAME INSTITUTION.

RULES & REGULATIONS:

- PARTICIPANTS MUST REPORT AT LEAST 10 MINUTES BEFORE THE EVENT STARTS TO CONFIRM THEIR REGISTRATION.
- USE OF PHONES AND ANY OTHER ELECTRONICS IS NOT ALLOWED UNLESS SPECIFIED.

- ANY MALPRACTICE WILL RESULT IN DISQUALIFICATION.
- PARTICIPANTS ARE REQUIRED TO BRING THEIR OWN STATIONERY.
- THE DECISIONS MADE BY THE JUDGES AND COORDINATORS WILL BE FINAL AND BINDING.

EVENT COORDINATORS:

DION JOSHUA LOBO : 8073519575

REYON JOSEPH : 7019155750

REELoad

"THINK YOU'VE GOT WHAT IT TAKES TO CREATE THE MOST ENGAGING, ENTERTAINING, AND EYE-CATCHING REEL? THEN IT'S TIME TO REELOAD! THIS ISN'T JUST ANOTHER COMPETITION—IT'S THE ULTIMATE TEST OF CREATIVITY, TRENDS, AND PURE CONTENT POWER. WHETHER IT'S SMOOTH TRANSITIONS, SHARP EDITS, CLEVER HUMOUR, OR VIRAL-WORTHY IDEAS, THIS IS YOUR MOMENT TO SHINE. SHOW OFF YOUR SKILLS, PUSH YOUR CREATIVE LIMITS, AND PROVE YOU'VE GOT WHAT IT TAKES TO MAKE THE BEST REEL OUT THERE. SO GET READY, GET SET, AND REELOAD!"

RULES & REGULATIONS:

THEME:

- WILL BE GIVEN ON SPOT.
- REEL COMPETITION HAS TWO ROUNDS, AND ONLY PARTICIPANTS SELECTED FROM THE FIRST ROUND WILL QUALIFY FOR THE FINAL ROUND.

RECORDING & EDITING:

- PARTICIPANTS MUST RECORD AND EDIT VIDEOS BASED ON THE GIVEN TOPIC USING CREATIVE TOOLS.

SUBMISSION RULES:

- EACH PARTICIPANT IS ALLOWED TO SUBMIT ONLY ONE REEL.
- THE DURATION OF THE REEL MUST BE BETWEEN 30 TO 60 SECONDS

EVENT TIMELINE:

- THE EVENT STARTS AT 9:00 A.M. AND ENDS AT 9:00 P.M. ON THE SECOND DAY.
- ALL PARTICIPANTS WILL BE ADDED TO A WHATSAPP GROUP, WHERE THE UPLOAD LINK WILL BE SHARED.
- REELS MUST BE UPLOADED BEFORE 01:00 A.M. LATE SUBMISSIONS WILL NOT BE CONSIDERED.

CONDUCT AND DISQUALIFICATION:

- ANY ACT OF INDISCIPLINE WILL LEAD TO CANCELLATION OF REGISTRATION.

POST EVENT INSTRUCTIONS:

- FURTHER INSTRUCTIONS ON UPLOADING REELS TO PARTICIPANTS' OWN ACCOUNTS WILL BE SHARED AFTER THE EVENT.
- FOR JUDGING PURPOSES, PARTICIPANTS WITH PRIVATE ACCOUNTS MUST SWITCH TO PUBLIC.

JUDGING CRITERIA:

- THE REELS WILL BE JUDGED BASED ON QUALITY AND CREATIVITY. VIEWS AND LIKES WILL NOT INFLUENCE THE JUDGING PROCESS.
- THE JUDGES AND ORGANIZERS' DECISIONS ARE FINAL, AND NO OBJECTIONS WILL BE ENTERTAINED.

EVENT COORDINATORS:

ABOOBACKER SIDDEEQ : 77369 94224
DK SAJID :8951529544

GROZA GAUNTLET

GROZA GAUNTLET IS A BATTLEGROUNDS MOBILE INDIA (ABBREVIATED BGMI) EVENT WHICH IS AN ONLINE MULTIPLAYER MOBILE BATTLE ROYALE FOR INDIAN PLAYERS IN WHICH UP TO 100 PLAYERS COMPETE IN A LARGE-SCALE LAST MAN STANDING DEATHMATCH.

EVENT DETAILS:

GET READY FOR AN ADRENALINE-FUELED BATTLE IN THE BGMI ESPORTS SHOWDOWN, WHERE ONLY THE MOST STRATEGIC, SKILLED, AND COORDINATED SQUADS WILL RISE TO THE TOP! THIS TOURNAMENT FOLLOWS THE OFFICIAL BGMI ESPORTS POINT SYSTEM, ENSURING A TRULY COMPETITIVE AND PROFESSIONAL EXPERIENCE THAT MIRRORS THE INTENSITY OF NATIONAL-LEVEL ESPORTS CHAMPIONSHIPS.

TEAMS WILL DROP INTO CLASSIC ERANGEL, MIRAMAR, SANHOK, AND VIKENDI MAPS TO FIGHT FOR GLORY, SURVIVAL, AND THE ULTIMATE CHAMPIONSHIP TITLE. EVERY MATCH COUNTS — EVERY FRAG, EVERY PLACEMENT, EVERY DECISION SHAPES THE LEADERBOARD

PREREQUISITES:

- A VALID COLLEGE ID IS REQUIRED FOR PARTICIPATION.
- UNREGISTERED PLAYERS MAY FACE DISQUALIFICATION.
- USER CREDENTIALS MUST MATCH THE REGISTERED ACCOUNT ID.
- CANDIDATES MUST BRING ALL THEIR EQUIPMENTS FOR PLAYING AS WE WILL NOT BE PROVIDING ANYTHING

GENERAL GUIDELINES:

- **TOTAL TEAMS : 25 (MAXIMUM)**
- **TEAM SIZE: COMPULSORILY CONSIST OF 4 PLAYERS PER SQUAD**
- **ONLY MOBILE PHONES ARE ALLOWED; TRIGGERS AND EXTERNAL DEVICES ARE STRICTLY PROHIBITED.**
- **TEAMING UP WITH OTHER TEAMS IS NOT ALLOWED AND WILL RESULT IN DISQUALIFICATION FOR ALL INVOLVED.**
- **THIRD-PARTY APPS, MODS, AND EXPLOITING BUGS ARE PROHIBITED, LEADING TO IMMEDIATE DISQUALIFICATION.**
- **NO PROXIES OR VPNs ARE ALLOWED.**
- **GAME ROOMS WILL NOT BE RESTARTED FOR ANY REASON, INCLUDING:**
 - ~PING ISSUES
 - ~CLITCHES
 - ~LATE PLAYER OR TEAM ARRIVALS
- **TEAMS MUST CAPTURE SCREENSHOTS OF ALL RESULTS.**
- **ANY ALLEGATIONS AGAINST TEAMS MUST BE SUPPORTED BY PROPER EVIDENCE, SUCH AS:**
 - ~DEATH REPLAYS
 - ~SCREEN RECORDINGS
- **THE ORGANIZERS' AND JUDGES' DECISIONS ARE FINAL AND BINDING TO ENSURE FAIR PLAY.**

JUDGING CRITERIA:

A POINT BASED EVENT WILL BE HELD WITH THE POINT SYSTEM USED FOR ESPORTS

- **1ST PLACE 15 POINTS**
- **2ND PLACE 12 POINTS**
- **3RD PLACE 10 POINTS**
- **4TH PLACE 8 POINTS**
- **5TH PLACE 6 POINTS**

- 6TH PLACE 4 POINTS
- 7TH PLACE 2 POINTS
- 8TH-12TH PLACE 1 POINT
- 13TH-16TH PLACE 0 POINTS
- PER ELIMINATION (KILL) +1 POINT

EVENT COORDINATORS:

IFRIN JERIN : 8089829050

JENISH : 9483312354



GOLDEN TRAIL

GOLDEN TRAIL IS THE ULTIMATE TEST OF WIT, SKILL, AND TEAMWORK. ACROSS THE CAMPUS, HIDDEN PUZZLES, CRYPTIC CLUES, AND UNEXPECTED CHALLENGES AWAITS EVERY DARING PARTICIPANT. EVERY DECISION MATTERS, EVERY STEP COUNTS, AND ONLY THOSE WHO CAN THINK FAST AND ACT SMARTER WILL STAY AHEAD OF THEIR RIVALS. THE SHARPEST MINDS AND THE FASTEST FEET WILL UNRAVEL THE SECRETS, OUTSMART THEIR RIVALS, AND CLAIM THE TREASURE THAT HAS ELUDED ALL BEFORE. STEP INTO THE HUNT, TRUST YOUR INSTINCTS, AND DISCOVER IF YOU HAVE WHAT IT TAKES TO CONQUER THE GOLDEN TRAIL. ADVENTURE, STRATEGY, AND GLORY AWAITS THOSE BOLD ENOUGH TO FOLLOW THE TRAIL.

EVENT DETAILS:

PARTICIPATION:

- TEAMS CAN PARTICPATE WITH A MAXIMUM OF 4 MEMBERS.
- EACH TEAM MUST REPORT 30 MINUTES PRIOR TO THE EVENT START FOR REGISTRATION.
- ONCE REGISTERED, TEAM MEMBER REPLACEMENTS ARE NOT ALLOWED.

ROUNDS:

ROUND 1 – QUIZE MANIA:

- TEAMS SOLVE A THEMED QUIZ TESTING THEIR KNOWLEDGE, OBSERVATION, AND PUZZLE-SOLVING SKILLS. ONLY THE TEAMS WITH THE HIGHEST SCORES PROCEED TO THE NEXT ROUND.

ROUND 2 – CAMPUS QUEST:

- TEAMS COMPLETE A SERIES OF LOCATION-BASED TASKS ACROSS THE CAMPUS. EACH TASK REQUIRES TEAMWORK, CREATIVITY, AND SPEED. TEAMS MUST PROVIDE PHOTO OR VIDEO PROOF OF COMPLETION FOR VERIFICATION.

ROUND 3 & 4 – TREASURE HUNT ROUNDS

- FURTHER ROUNDS MAY INCLUDE CODE-BREAKING, PHYSICAL CHALLENGES, OR OTHER SURPRISE TASKS TO TEST PARTICIPANTS' SKILL AND STRATEGY. DETAILED INSTRUCTIONS WILL BE PROVIDED AT THE VENUE.

TIME LIMITS:

- EACH TASK AND ROUND WILL HAVE SPECIFIC TIME LIMITS COMMUNICATED AT THE START.
- TEAMS MUST COMPLETE TASKS WITHIN THE ALLOTTED TIME. EXCEEDING THE LIMIT MAY RESULT IN POINT DEDUCTIONS OR DISQUALIFICATION.

PREREQUISITES:

- BASIC FAMILIARITY WITH THE SJEC CAMPUS (A MAP WILL BE PROVIDED).
- TEAMWORK AND PROBLEM-SOLVING SKILLS.

GENERAL GUIDELINES:

- ONLY ONE PHONE IS ALLOWED PER TEAM FOR COMPLETING SPECIFIC TASKS.
- TEAMS MUST NOT SHARE CLUES OR ANSWERS WITH OTHER PARTICIPANTS.
- ANY FORM OF CHEATING, SABOTAGE, OR OBSTRUCTION OF OTHER TEAMS WILL RESULT IN IMMEDIATE DISQUALIFICATION.
- PARTICIPANTS MUST BEHAVE COURTEOUSLY TOWARD OTHER TEAMS, VOLUNTEERS, AND ORGANIZERS.
- COMPLETE ALL TASKS SAFELY AND ACT RESPONSIBLY DURING PHYSICAL CHALLENGES.

EVENT COORDINATORS:

ISABEL CARINA : 8660847523

GAYATHRI PADMANABHAN NAYER : 7510268233

THE SPOTLIGHT

GET READY TO SHINE AT THE SPOTLIGHT TALENT SHOW, WHERE CREATIVITY TAKES CENTER STAGE! FROM SOULFUL SINGING AND DAZZLING DANCE MOVES TO MIND-BLOWING MAGIC, DRAMA, AND SPOKEN WORD — PARTICIPANTS SHOWCASE THEIR UNIQUE FLAIR AND PASSION. A VIBRANT CELEBRATION OF TALENT, CONFIDENCE, AND ARTISTIC EXPRESSION UNDER THE DAZZLING SPOTLIGHT!

EVENT DETAILS :

PARTICIPATION

- PARTICIPANTS CAN TAKE PART INDIVIDUALLY OR AS PART OF A GROUP, WITH A MAXIMUM OF 5 MEMBERS PER GROUP.
- EVERY PARTICIPANT OR TEAM MUST REPORT AT LEAST 30 MINUTES BEFORE THEIR SCHEDULED PERFORMANCE TIME FOR REGISTRATION.

ROUNDS

ROUND 1 – AUDITION ROUND:

- IN THIS ROUND, EACH PARTICIPANT OR TEAM WILL PRESENT A SHORT 2-MINUTE PREVIEW OF THEIR ACT. THE PERFORMANCE SHOULD GIVE THE JUDGES A CLEAR IDEA OF THE TALENT, CREATIVITY, AND POTENTIAL OF THE PARTICIPANTS. BASED ON THIS AUDITION, A LIMITED NUMBER OF PARTICIPANTS WILL BE SHORTLISTED FOR THE NEXT ROUND.

ROUND 2 – CHALLENGE ROUND:

- THE SHORTLISTED PARTICIPANTS WILL ADVANCE TO THIS ROUND, WHERE THEY WILL PERFORM THEIR ACT AGAIN — BUT WITH AN EXCITING TWIST OR CHALLENGE REVEALED BY THE ORGANIZERS AFTER SELECTION. PARTICIPANTS WILL BE GIVEN 30 MINUTES TO PREPARE FOR THIS MODIFIED ACT. THIS ROUND TESTS THEIR CREATIVITY, ADAPTABILITY, AND ABILITY TO THINK ON THEIR FEET WHILE MAINTAINING THEIR PERFORMANCE QUALITY.

TIME LIMITS

- ROUND 1: MAXIMUM OF 2 MINUTES PER ACT
- ROUND 2: MAXIMUM OF 5 MINUTES PER ACT

PARTICIPANTS MUST ENSURE THAT THEIR PERFORMANCES STAY WITHIN THE GIVEN TIME FRAME. EXCEEDING THE TIME LIMIT MAY RESULT IN POINT DEDUCTIONS OR LOSS OF MARKS FROM THE JUDGES.

PREREQUISITES:

- PARTICIPANTS MUST CONFIRM THEIR ACT TYPE (E.G., SINGING, DANCING, MAGIC, DRAMA, OR SPOKEN WORD) DURING REGISTRATION

GENERAL GUIDELINES:

- ALL PERFORMANCES MUST BE APPROPRIATE FOR ALL AUDIENCES. OFFENSIVE, VIOLENT, OR INAPPROPRIATE CONTENT IS STRICTLY PROHIBITED.

PROHIBITED MATERIAL:

- USE OF OFFENSIVE LANGUAGE, EXPLICIT THEMES, OR DANGEROUS ACTS IS NOT ALLOWED UNDER ANY CIRCUMSTANCES. PARTICIPANTS MUST ENSURE THAT THEIR ACT IS SAFE FOR BOTH PERFORMERS AND AUDIENCE MEMBERS.

PROPS, COSTUMES, AND EQUIPMENT:

- PARTICIPANTS ARE RESPONSIBLE FOR BRINGING THEIR OWN PROPS, COSTUMES, AND ANY MATERIALS REQUIRED FOR THEIR PERFORMANCE.
- IF YOUR ACT REQUIRES SPECIAL EQUIPMENT OR TECHNICAL SUPPORT, YOU MUST INFORM THE ORGANIZERS IN ADVANCE SO ARRANGEMENTS CAN BE MADE.

PRE-RECORDED MUSIC:

- ANY PRE-RECORDED AUDIO OR MUSIC THAT WILL BE USED DURING THE PERFORMANCE MUST BE SUBMITTED IN MP3 FORMAT BEFORE THE EVENT. THIS ENSURES SMOOTH PLAYBACK AND AVOIDS TECHNICAL DELAYS.

PUNCTUALITY:

- PARTICIPANTS MUST ARRIVE AT LEAST 30 MINUTES BEFORE THEIR SCHEDULED PERFORMANCE TIME. LATE ARRIVALS MAY FACE DISQUALIFICATION OR LOSS OF PERFORMANCE PRIORITY. IN CASE OF AN EMERGENCY, THE PARTICIPANT MUST CONTACT THE COORDINATOR AND INFORM THEM ABOUT THE SITUATION.

RESPECTFUL BEHAVIOR:

- PARTICIPANTS ARE EXPECTED TO BEHAVE PROFESSIONALLY AND COURTEOUSLY TOWARD FELLOW PERFORMERS, ORGANIZERS, AND THE AUDIENCE AT ALL TIMES. DISRESPECT OR DISRUPTIVE BEHAVIOR WILL NOT BE TOLERATED.

MISCONDUCT AND DISQUALIFICATION:

- ANY FORM OF MISCONDUCT, DISCRIMINATION, OR INAPPROPRIATE BEHAVIOR WILL RESULT IN IMMEDIATE DISQUALIFICATION FROM THE EVENT.

AUDIENCE INTERACTION:

- WHILE AUDIENCE ENGAGEMENT IS ENCOURAGED TO CREATE A LIVELY ATMOSPHERE, PARTICIPANTS MUST ENSURE THAT IT DOES NOT INTERFERE WITH THE PERFORMANCE OR DISTURB OTHER PARTICIPANTS.

EVENT MODIFICATIONS:

- ORGANIZERS RESERVE THE RIGHT TO MODIFY EVENT RULES, PERFORMANCE ORDER, OR FORMAT IF NEEDED TO ENSURE THE SMOOTH EXECUTION OF THE SHOW.

JUDGING DECISIONS:

- THE JUDGES' DECISIONS ARE FINAL AND BINDING. PARTICIPANTS ARE EXPECTED TO RESPECT THE OUTCOME, AND NO OBJECTIONS OR APPEALS WILL BE ENTERTAINED.

EVENT COORDINATORS:

IRENE SAJI : 7306100556
ADVITI ALVA : 8050521617

BATTLE OF BOOYAH

ASSEMBLE YOUR SQUAD AND DIVE INTO THE ULTIMATE BATTLE ROYALE! THIS IS YOUR CHANCE TO SHOWCASE YOUR SKILLS, STRATEGY, AND TEAMWORK. FIGHT FOR SURVIVAL, BE THE LAST ONES STANDING, AND CLAIM THE ULTIMATE 'BOOYAH!' REGISTER NOW AND LET THE BATTLE BEGIN!

EVENT DETAILS:

1. TOURNAMENT STRUCTURE

THIS EVENT IS A MULTI-STAGE TOURNAMENT. TEAMS MUST COMPETE IN BOTH BATTLE ROYALE AND CLASH SQUAD MODES.

- TOTAL TEAMS: 48 (MAXIMUM)
- TEAM SIZE: COMPULSORILY CONSIST OF 4 PLAYERS PER SQUAD

STAGE 1: THE QUALIFIERS (BATTLE ROYALE)

- THE 48 REGISTERED TEAMS WILL BE DIVIDED INTO 4 GROUPS (A, B, C, D) OF 12 TEAMS EACH BASED ON THEIR REGISTRATION ORDER.
- EACH GROUP WILL PLAY ONE BATTLE ROYALE MATCH.
- THE TOP 3 TEAMS FROM EACH GROUP, BASED ON THE POINT SYSTEM, WILL ADVANCE TO THE QUARTER-FINALS.
- A TOTAL OF 12 TEAMS ADVANCE TO THE NEXT ROUND.

STAGE 2: THE QUARTER-FINALS (BATTLE ROYALE)

- THE 12 QUALIFYING TEAMS WILL PLAY TOGETHER IN ONE BATTLE ROYALE MATCH.
- THE TOP 4 TEAMS FROM THIS MATCH, BASED ON THE POINT SYSTEM, WILL ADVANCE TO THE SEMI-FINALS.

STAGE 3: THE SEMI-FINALS (CLASH SQUAD)

- THE 4 REMAINING TEAMS WILL BE SEEDED BASED ON THEIR QUARTER-FINAL RANK.
 - MATCH 1: TEAM 1 VS. TEAM 2
 - MATCH 2: TEAM 3 VS. TEAM 4
- THE TEAM WHICH WINS THE 4 ROUNDS WILL BE SELECTED.
- THE WINNERS OF MATCH 1 AND MATCH 2 ADVANCE TO THE GRAND FINALS.

STAGE 4: THE GRAND FINALS (CLASH SQUAD)

- THE 2 REMAINING TEAMS WILL COMPETE IN CLASH SQUAD FOR THE FINAL WIN.

MATCH & GAME RULES**FOR BATTLE ROYALE (STAGE 1 & 2):**

- MAP: BERMUDA
- CHARACTER SKILLS: UNIQUE (ALL 4 MEMBERS SHOULD HAVE DIFFERENT ACTIVE SKILL)
- GUN ATTRIBUTES: OFF
- ALL OTHER SETTINGS WILL BE DEFAULT.

FOR CLASH SQUAD (STAGE 3 & 4):

- GAME MODE: CLASH SQUAD
- MAP: BERMUDA
- GUN STORE: RANDOM STORE
- CHARACTER SKILLS: UNIQUE (ALL 4 MEMBERS SHOULD HAVE DIFFERENT ACTIVE SKILL)
- GUN ATTRIBUTES: OFF

GENERAL GUIDELINES:

- ALL MEMBERS OF A TEAM MUST CARRY THEIR VALID COLLEGE ID AS WELL AS TIARA PASS CARDS. ENTRY WILL NOT BE PERMITTED WITHOUT PROPER IDENTIFICATION.
- ALL PARTICIPANTS MUST REPORT TO THE EVENT VENUE AT LEAST 30 MINUTES BEFORE THEIR SCHEDULED MATCH TIME FOR VERIFICATION AND CHECK-IN.
- PLAYERS MUST BRING THEIR OWN MOBILE PHONES, CHARGERS, EARPHONES/HEADPHONES (IF REQUIRED).
- ALL PLAYERS MUST HAVE THE LATEST VERSION OF CARENA FREE FIRE INSTALLED AND UPDATED BEFORE THE EVENT STARTS.
- ANY USE OF HACKS, THIRD-PARTY APPS, EMULATORS, OR EXPLOITING IN-GAME BUGS WILL RESULT IN IMMEDIATE DISQUALIFICATION OF THE ENTIRE TEAM. USING TRIGGERS, FINGER SLEEVES ARE STRICTLY PROHIBITED.

- ALL PLAYERS MUST MAINTAIN RESPECTFUL BEHAVIOR. ANY TOXICITY, VERBAL ABUSE, OR HARASSMENT TOWARDS OPPONENTS OR COORDINATORS WILL LEAD TO A WARNING, FOLLOWED BY DISQUALIFICATION.
- TEAMS MUST BE PRESENT IN THE GAME LOBBY AT THE SCHEDULED TIME. A GRACE PERIOD OF 5-10 MINUTES WILL BE GIVEN. FAILURE TO JOIN WILL RESULT IN DISQUALIFICATION OF THE TEAM.
- PARTICIPANTS ARE SOLELY RESPONSIBLE FOR THEIR PERSONAL BELONGINGS (MOBILE PHONES, WALLETS, HEADPHONES, ETC.). THE ORGANIZERS WILL NOT BE HELD RESPONSIBLE FOR ANY LOSS OR THEFT.
- TEAMING UP WITH OTHER TEAMS MAY LEAD TO DISQUALIFICATION OF BOTH THE TEAMS.
- TEAM CAPTAINS ARE RESPONSIBLE FOR ALL COMMUNICATION WITH THE EVENT COORDINATORS. ALL EVENT UPDATES AND MATCH SCHEDULES WILL BE COMMUNICATED THROUGH WHATSAPP GROUP.
- IF A PLAYER DISCONNECTS DUE TO A NETWORK ISSUE, THE MATCH WILL CONTINUE. THE PLAYER CAN REJOIN. THE MATCH WILL NOT BE PAUSED OR RESTARTED.
- WIFI WILL BE PROVIDED AT THE VENUE.
- TEAMS MUST CAPTURE SCREENSHOTS OF ALL RESULTS.
- ANY ALLEGATIONS AGAINST TEAMS MUST BE SUPPORTED BY PROPER EVIDENCE, SUCH AS:
~DEATH REPLAYS
~SCREEN RECORDINGS
- THE DECISIONS MADE BY THE EVENT COORDINATORS AND ORGANIZERS WILL BE FINAL AND BINDING IN ALL SITUATIONS.

GENERAL GUIDELINES:

FOR BATTLE ROYALE :

- POINTS WILL BE AWARDED BASED ON FINAL POSITION AND KILLS IN THE BR MATCHES.
- PER KILL: 1 POINT WILL BE AWARDED.
- PLACEMENT POINTS:
 - 1ST (BOOYAH): 12 POINTS
 - 2ND: 9 POINTS
- THE POINTS KEEP ON DECREASING TILL THE 12TH POSITION WHERE THE 11TH AND 12TH TEAM ARE AWARDED 0 POINTS.

FOR CLASH SQUAD:

- THE FIRST TEAM TO WIN 4 ROUNDS.

EVENT COORDINATORS:

SONITH LESTON NORONHA : 9113935254

JAISON D'SOUZA : 9741021906

SINGULARITY SHOWDOWN

GEAR UP, AGENTS! WELCOME TO SINGULARITY SHOWDOWN, THE ULTIMATE VALORANT FACE-OFF FOR COLLEGE COMPETITORS AND ESPORTS FANATICS. RALLY YOUR SQUAD, LOCK IN YOUR MAINS, AND BRING YOUR A-GAME TO THE BATTLEFIELD. WITH EVERY CLUTCH PLAY AND CRACKED SHOT, YOU'LL BE ONE STEP CLOSER TO VICTORY. ONLY THE SHARPEST MINDS AND DEADLIEST AIM WILL RISE ABOVE.

WILL YOU DOMINATE, OR BE DELETED? LET THE SHOWDOWN BEGIN!

EVENT DETAILS:

SINGULARITY SHOWDOWN IS A LAN-BASED VALORANT TOURNAMENT WHERE COLLEGE TEAMS BATTLE IT OUT IN INTENSE 5v5 MATCHES. IT'S A TEST OF STRATEGY, AIM, AND TEAMWORK — WITH ONLY ONE SQUAD CLAIMING ULTIMATE VICTORY. GET READY FOR HIGH-ENERGY PLAYS, TIGHT CLUTCHES, AND NON-STOP ACTION!

PREREQUISITES:

- ALL PARTICIPANTS MUST BE COLLEGE STUDENTS WITH A VALID COLLEGE ID.
- MINIMUM AGE TO PARTICIPATE: 16 YEARS.
- PLAYERS MUST PLAY ON THEIR MAIN RIOT ACCOUNT.
- EACH TEAM MUST HAVE 5 PLAYERS, WITH ONE ACTING AS TEAM CAPTAIN.
- ALL PLAYERS MUST COMMIT TO PLAYING THE ENTIRE TOURNAMENT.

GENERAL GUIDELINES:

TEAM COMPOSITION & ELIGIBILITY

- EACH TEAM MUST HAVE 5 PLAYERS.
- TEAM CAPTAIN WILL BE THE MAIN POINT OF CONTACT WITH ORGANIZERS.
- COLLEGE ID IS MANDATORY FOR VERIFICATION.

TOURNAMENT RULES & CONDUCT

- PLAYERS AGREE TO ALL RULES AND ADMIN DECISIONS ARE FINAL.
- RESPECTFUL BEHAVIOR IS MANDATORY. NO INSULTS, SLURS, OR OFFENSIVE NAMES.
- ADMINS CAN MODIFY RULES OR DECISIONS TO ENSURE FAIRNESS.

MATCH GUIDELINES

- BRACKETS WILL BE SHARED AFTER REGISTRATIONS CLOSE.
- PLAYERS MUST BE AT THE VENUE ON TIME — LATE TEAMS MAY BE DISQUALIFIED.
- BE PRESENT IN THE WAITING AREA 15 MINUTES BEFORE THE MATCH STARTS.
- BRING YOUR OWN EQUIPMENT (LAPTOP, MOUSE, KEYBOARD, HEADPHONES, ETC.)
- ETHERNET CONNECTION IS RECOMMENDED. INFORM ADMINS IF UNAVAILABLE.
- MAP SELECTION WILL BE DONE VIA COIN TOSS.

GAME RULES

- INTENTIONAL DISCONNECTIONS ARE PROHIBITED.
- MATCHES WILL NOT BE RESTARTED FOR INTENTIONAL DCS.
- BUG ABUSE OR VIOLATING RIOT'S ToS = DISQUALIFICATION.

FINAL DECISION

- ALL DECISIONS MADE BY THE ADMINISTRATION ARE FINAL AND BINDING.

JUDGING CRITERIA:

- SINCE IT'S A VALORANT TOURNAMENT, OUTCOMES WILL BE BASED PURELY ON MATCH WIN.

EVENT COORDINATORS:

TERRANCE FERNANDES : 8296083479

KRIS GASPAR RODRIGUES : 9035172511



CULTURAL

TIARA, SJEC MANGALURU

DANSYNC

THE ULTIMATE BEST MANAGER COMPETITION, DESIGNED TO TEST THE GRIT, QUICK-THINKING, AND STRATEGIC PROWESS REQUIRED TO THRIVE IN A FAST-PACED CORPORATE WORLD. PARTICIPANTS WILL FACE A SERIES OF HIGH-PRESSURE ROUNDS FROM CRISIS MANAGEMENT TO SHARP FINANCIAL ANALYSIS WHERE ONLY THE MOST RESOURCEFUL AND RESILIENT "HUSTLERS" WILL LEAD THEIR WAY TO VICTORY AND CLAIM THE TITLE OF THE BEST MANAGER. GET READY TO TURN CHALLENGES INTO TRIUMPHS!

EVENT DETAILS:

DAN SYNC IS A GROUP DANCE COMPETITION THAT CELEBRATES UNITY, AND CREATIVITY. THIS EVENT INVITES TALENTED TEAMS TO SHOWCASE THEIR SKILLS THROUGH POWERFUL, SYNCHRONIZED, AND CAPTIVATING DANCE PERFORMANCES. WHETHER IT'S HIP-HOP, CONTEMPORARY, CLASSICAL, OR A FUSION OF STYLES, DAN SYNC IS THE ULTIMATE STAGE TO EXPRESS YOUR PASSION, ENERGY, AND TEAMWORK. STEP UP, OWN THE FLOOR, AND LET YOUR MOVES DO THE TALKING!

GENERAL GUIDELINES:

- ALL DANCE FORMS ARE ALLOWED.
- AN INDIVIDUAL CANNOT TAKE PART IN MULTIPLE GROUPS IN THE SAME EVENT.
- TEAM SIZE: MINIMUM NUMBER OF DANCERS IN A TEAM IS 6 AND MAXIMUM LIMIT FOR PARTICIPANTS IS 13.
- EACH TEAM IS ALLOTTED A TOTAL OF 6 MINUTES, WHICH INCLUDES BOTH THE PERFORMANCE AND STAGE SETUP.
- SOUND TRACKS SHOULD BE SUBMITTED IN MP3 FORMAT ON A PEN DRIVE PRIOR TO THE EVENT TO THE RESPECTIVE EVENT COORDINATOR.

- ANY NUMBER OF TEAMS CAN PARTICIPATE FROM ONE COLLEGE
- JUDGES AND ORGANIZERS' DECISIONS ARE FINAL AND BINDING.
- NO USE OF ANY POWDERED SUBSTANCES, COLD FIRE, PAPER BLASTS, FIRE, WATER, ANIMALS, OR SMOKE MACHINES ON STAGE.
- COLLEGE ID IS MANDATORY AT THE EVENT SITE.
- AN INSTANCE OF VULGARITY, DISTURBING CONTENT, OR ANY FORM OF OFFENSIVE BEHAVIOUR WILL LEAD TO THE IMMEDIATE HALT OF PERFORMANCE AND DISQUALIFICATION.
- THE USE OF ANY KIND OF ABUSIVE, OFFENSIVE, PORNOGRAPHIC, ILLEGAL, OR RELIGIOUS CONTENT IS STRICTLY PROHIBITED, AND SUCH CONTESTANTS WILL BE DISQUALIFIED IMMEDIATELY.

EVENT COORDINATORS:

- PANAV KAUSHAL SHETTY : 9164113555
- M VISHAL KAMATH : 7338612637
- PREETHAM : 9901305199

SWAR SYMPHONY

GET READY FOR THE INDO-WESTERN FUSION TRIO SINGING COMPETITION, WHERE PARTICIPANTS HARMONIZE INDIAN AND WESTERN STYLES INTO UNIQUE, CAPTIVATING PERFORMANCES. A MUSICAL CELEBRATION OF DIVERSE RHYTHMS AND HARMONIES!

EVENT DETAILS:

GET READY TO EXPERIENCE A MUSICAL FUSION LIKE NEVER BEFORE! THE INDO-WESTERN FUSION TRIO SINGING COMPETITION BRINGS TOGETHER THE ESSENCE OF INDIAN AND WESTERN MUSIC IN ONE SOULFUL PERFORMANCE. IT'S ALL ABOUT BLENDING TWO DISTINCT STYLES THROUGH VOCALS — WHERE INDIAN MELODIES FLOW SEAMLESSLY WITH WESTERN HARMONIES. LET YOUR VOICES REFLECT THE BEST OF BOTH WORLDS, CREATING A PERFORMANCE THAT CELEBRATES CREATIVITY, UNITY, AND THE MAGIC OF CROSS-CULTURAL MUSIC.

GENERAL GUIDELINES:

TEAM SIZE AND COMPOSITION:

- EACH TEAM MUST CONSIST OF 3 PARTICIPANTS
- TEAMS CAN HAVE EITHER:
 - ~3 VOCALISTS
 - ~2 VOCALISTS AND 1 ACCOMPANIST
- FOR ACCOMPANISTS, ONLY VOCAL PERFORMANCES WILL BE CONSIDERED FOR JUDGING. INSTRUMENTAL-ONLY PERFORMANCES WILL NOT BE JUDGED.

THEME:

- INDOWESTERN -THE PERFORMANCE MUST SHOWCASE A FUSION OF INDIAN (CLASSICAL, FOLK, BOLLYWOOD, ETC.) AND WESTERN (POP, JAZZ, ROCK, ETC.) STYLES.

JUDGING CRITERIA:

- CREATIVITY AND FUSION
- VOCAL PERFORMANCE (QUALITY, PITCH, RHYTHM AND VOCAL CLARITY)
- CO-ORDINATION OF TEAM

TIME LIMIT:

- 1 MINUTE OF SETUP TIME 5 MINUTES OF PERFORMANCE TIME (6 MINUTES IN TOTAL). IF PERFORMANCE EXCEEDS THE GIVEN TIME LIMIT MARKS WILL BE DEDUCTED ACCORDINGLY
- PRE-RECORDED TRACKS/ KARAOKE WILL BE ALLOWED.
- ONE INDIVIDUAL IS ALLOWED TO BE A PART OF ONLY ONE TEAM.(BEING PART OF MORE THAN ONE TEAM WILL RESULT IN IMMEDIATE DISQUALIFICATION).
- THE THEME MUST SHOWCASE A BLEND OF INDIAN AND WESTERN MUSICAL STYLES. THE MIX MUST BE IN TERMS OF VOCALS ALONE AND THE PERFORMANCE MUST CLEARLY REPRESENT BOTH GENRES.
- EXPLICIT OR RELIGIOUS OR OFFENSIVE LYRICS/GESTURES/MISCONDUCT WILL BE DISQUALIFIED IMMEDIATELY.
- PARTICIPANTS MUST BRING THEIR OWN INSTRUMENTS.
- JUDGES AND ORGANIZERS' DECISIONS ARE FINAL AND BINDING.

EVENT COORDINATORS:

ALPHIA FERNANDES : 7204472846
NAVISHA DEONA LOBO : 7338422308
ALICE LOBO : 9980598097

VARIETY VISTA

GET READY FOR VARIETY VISTA, AN ELECTRIFYING GROUP COMPETITION WHERE CREATIVITY TAKES THE SPOTLIGHT! THIS HIGH-ENERGY EVENT CELEBRATES ORIGINALITY, TEAMWORK, AND INNOVATION AS PARTICIPANTS BRING UNIQUE PERFORMANCES TO LIFE ON STAGE. WHETHER THROUGH STORYTELLING, ARTISTIC EXPRESSION, OR A BLEND OF CREATIVE IDEAS, VARIETY VISTA IS YOUR PLATFORM TO IMPRESS THE CROWD AND SHINE WITH YOUR TEAM'S TALENT!

EVENT DETAILS:

VARIETY VISTA IS A VIBRANT GROUP COMPETITION THAT CELEBRATES CREATIVITY, TEAMWORK, AND ORIGINALITY. PARTICIPANTS ARE INVITED TO SHOWCASE THEIR TALENT THROUGH CAPTIVATING PERFORMANCES THAT COMBINE DANCE, DRAMA, MUSIC, MIME, OR OTHER ARTISTIC FORMS. THE EVENT PROVIDES A PLATFORM FOR INNOVATION, EXPRESSION, AND COLLABORATION, ALLOWING TEAMS TO BRING THEIR UNIQUE IDEAS TO LIFE.

PREREQUISITES:

- ALL PARTICIPANTS MUST CARRY A VALID COLLEGE ID TO THE EVENT.
- PARTICIPANTS MUST BE 16 YEARS OR OLDER.

GENERAL GUIDELINES:

- FIRST 5 TEAMS TO REGISTER WILL BE CONSIDERED. FIRST COME FIRST SERVE.
- REGISTRATION CLOSES ON 11TH BY 11:59 PM.
- THE COMPETITION IS OPEN TO ALL ELIGIBLE PARTICIPANTS AS PER EVENT GUIDELINES.

- NO ON-SPOT REGISTRATION.
- EACH TEAM MUST HAVE A MINIMUM OF 12 AND A MAXIMUM OF 18 PARTICIPANTS. NO ADDITIONAL MEMBERS ARE ALLOWED ON STAGE APART FROM THE 25 PERMITTED PARTICIPANTS.
- ANY NUMBER OF TEAMS CAN PARTICIPATE FROM A SINGLE COLLEGE.
- THE PERFORMANCE SHOULD INCLUDE A COMBINATION OF ENTERTAINMENT FORMS SUCH AS DANCE, DRAMA, MUSIC, MIME, OR OTHER CREATIVE ACTS.
- TEAMS ARE FREE TO CHOOSE ANY THEME FOR THEIR PERFORMANCE.
- PERFORMANCES MUST BE ORIGINAL, ENGAGING, AND ALIGN WITH THE EVENT'S VALUES.
- EACH TEAM WILL BE ALLOTTED A MINIMUM OF 12 MINUTES AND A MAXIMUM OF 15 MINUTES FOR THE PERFORMANCE, PLUS 2 MINUTES FOR STAGE SETUP.
- EXCEEDING THE TIME LIMIT MAY LEAD TO NEGATIVE MARKING, AS PER THE JUDGES' DISCRETION.

STRICTLY PROHIBITED ELEMENTS:

- THE USE OF WATER, POWDER, FIRE, COLD FIRE, PAPER BLASTS, EXPLOSIVES, OR OTHER HAZARDOUS MATERIALS IS STRICTLY PROHIBITED.
- VULGARITY OR OBSCENITY IN ANY FORM (GESTURES, LANGUAGE, OR COSTUMES) IS NOT ALLOWED.
- DISRESPECTFUL PORTRAYAL OF ANY RELIGION, COMMUNITY, OR SOCIAL GROUP IS FORBIDDEN.
- DANGEROUS STUNTS THAT MAY HARM PARTICIPANTS OR THE AUDIENCE ARE NOT PERMITTED.

JUDGING CRITERIA:

- THE JUDGES' DECISION WILL BE FINAL AND BINDING.
- PERFORMANCES WILL BE JUDGED BASED ON:
- THEME EXECUTION, CREATIVITY, COORDINATION, OVERALL IMPACT, AND STAGE USAGE.
- SPECIAL RECOGNITION: ONE BEST MC WILL BE RECOGNIZED FOR OUTSTANDING STAGE PRESENCE AND ANCHORING SKILLS.

ADDITIONAL INSTRUCTIONS:

- THE COMPETITION WILL BE HELD IN THE KALAM AUDITORIUM (5TH FLOOR, BLOCK II).
- TEAMS ARE RESPONSIBLE FOR TRANSPORTING THEIR PROPS AND STAGE MATERIALS. ELEVATORS ARE AVAILABLE, BUT LARGE ITEMS SHOULD BE PLANNED FOR ACCORDINGLY.
- TEAMS MUST REPORT AT LEAST 30 MINUTES BEFORE THEIR SCHEDULED PERFORMANCE.
- ANY DAMAGE TO STAGE PROPERTY WILL LEAD TO DISQUALIFICATION.
- FOR FURTHER INQUIRIES, CONTACT THE EVENT COORDINATORS.

EVENT COORDINATORS:

DIYA NAGESH : 9606746475
RICHELLE SALDANHA : 8660129364
PRATHIKSHA S SALIAN : 9902002945

MEGA

MEGA EVENT

FASHION FLAIR

THEME: DECADES REIMAGINED

STEP INTO A SEAMLESS JOURNEY THROUGH FASHION'S EVER-CHANGING LANDSCAPE - WHERE EVERY ERA, FROM THE 1950s TO THE 1990s, MERGES INTO ONE DYNAMIC STORY OF TRANSFORMATION. "DECADES REIMAGINED" ISN'T ABOUT CHOOSING A SINGLE DECADE; IT'S ABOUT CAPTURING THE REVOLUTION OF STYLE ITSELF. EACH TEAM MUST PORTRAY THE EVOLUTION - FROM THE TIMELESS GRACE OF THE 50s TO THE STRIKING MOD MONOCHROMES AND OVERSIZED FORMS OF THE 60s, THE DAZZLING DISCO LIGHTS AND MIRRORED FABRICS OF THE 70s, REBELLIOUS METALLIC STUDS AND POWER SHOULDERS OF THE 80s TO THE MINIMALIST, GENDER-FLUID AESTHETICS OF THE 90s.

THROUGH INNOVATIVE DESIGN TRANSITIONS, TEAMS WILL REINTERPRET HOW SILHOUETTES, TEXTURES, AND ATTITUDES EVOLVED OVER TIME - BLENDING NOSTALGIA WITH MODERN VISION. THIS SHOW CELEBRATES FASHION AS A LIVING TIMELINE - WHERE EVERY STRIDE ON THE RUNWAY TELLS A STORY OF REINVENTION, PROGRESSION, AND THE EVER-REVOLVING RHYTHM OF STYLE.

EVENT DETAILS:

- DATE : 13/11/2025
- TIME : 3PM-4:30PM
- VENUE : BASKETBALL COURT

PREREQUISITES:

- ALL THE PARTICIPANTS MUST BE FROM THE SAME COLLEGE.
- ALL THE PARTICIPANTS SHOULD CARRY THEIR COLLEGE IDCARD.
- REGISTRATION MUST BE DONE BEFORE THE COMMENCEMENT OF THE EVENT.

GENERAL GUIDELINES:

- OPEN TO ALL PRE-UNIVERSITY, POST-GRADUATE AND UNDER-GRADUATE STUDENTS.
- A TEAM CAN HAVE A MINIMUM OF 5 MODELS TO A MAXIMUM OF 15 MODELS.
- 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.
- TEAMS SHOULD CARRY THEIR TRACKS IN THEIR PEN DRIVES AND SHOULD BE SUBMITTED IN ADVANCE. (TRACK SHOULD BE MP3 FORMAT).
- EACH GROUP SHOULD HAVE ONE TAG LINE REPRESENTING THEIR GROUP AND THE THEME (EXAMPLE: BE BOLD FOR CHANGE).
- AN INDIVIDUAL CANNOT TAKE PART IN MULTIPLE GROUPS IN THE SAME EVENT.
- 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.
- ANY VIOLATION WITH RESPECT TO THE CAMPUS RULES COULD LEAD TO DISQUALIFICATION.
- THE CHOSEN THEME SHOULD BE RELEVANT, AND COSTUMES MUST ALIGN WITH IT. CREATIVITY AND ORIGINALITY ARE ENCOURAGED.
- COSTUMES SHOULD MAINTAIN DECENTY AND AVOID VULGARITY OR OFFENSIVE IMAGERY.
- NO POLITICAL, RELIGIOUS, OR OFFENSIVE SYMBOLS SHOULD BE USED IN ANY FORM.
- NO PYROTECHNICS, SHARP OBJECTS, OR HAZARDOUS MATERIALS ARE ALLOWED AS PART OF THE PERFORMANCE.

- TEAM MEMBERS SHOULD NOT THROW OBJECTS OR MAKE CONTACT WITH THE AUDIENCE DURING THE PERFORMANCE.
- TEAMS MUST NOT DAMAGE ANY STAGE PROPERTY OR COLLEGE FACILITIES.
- ALL PARTICIPANTS MUST FOLLOW SAFETY PROTOCOLS.
- ANY ACTIONS THAT POSE RISKS TO THE PARTICIPANTS OR AUDIENCE WILL RESULT IN DISQUALIFICATION.

JUDGING CRITERIA:

- JUDGEMENT WILL BE BASED ON COORDINATION, MUSIC, CONFIDENCE, GESTURE, CREATIVITY, ORIGINALITY, GARMENTS AND ACCESSORIES.
- THE JUDGES DECISION WILL BE FINAL.

EVENT COORDINATORS:

SUPTHA : 9380936074
LENN : 9481955028
PRIYAL SALDANHA : 9845524800

GROOVE

STEP INTO THE RHYTHM OF GROOVE, THE ULTIMATE DANCE BATTLE WHERE PASSION MEETS PRECISION AND CREATIVITY COMMANDS THE STAGE. THIS HIGH-ENERGY COMPETITION BRINGS TOGETHER DANCERS WHO DARE TO EXPRESS, CHALLENGE, AND INSPIRE THROUGH MOVEMENT. WITH UNPREDICTABLE BEATS, INTENSE FACE-OFFS, AND RAW ARTISTIC FLAIR, GROOVE CELEBRATES THE ESSENCE OF FREESTYLE DANCE SPONTANEITY, CONFIDENCE, AND RHYTHM IN PERFECT SYNC. EVERY PERFORMANCE IS A STORY, EVERY BEAT A NEW OPPORTUNITY TO OUTSHINE THE OPPONENT. SO BRING YOUR BEST MOVES, YOUR BOLDEST ENERGY, AND LET THE MUSIC LEAD THE WAY BECAUSE IN GROOVE, ONLY RHYTHM REIGNS SUPREME.

EVENT DETAILS:

- DATE : **13/11/2025**
- TIME : **11 AM**
- VENUE : **BASKETBALL COURT**

PREREQUISITES:

- OPEN TO PRE-UNIVERSITY, POST-GRADUATE, AND UNDER-GRADUATE STUDENTS (OPEN TO ALL UP TO 27 YEARS).
- PARTICIPANTS MUST PRESENT A PHYSICAL COLLEGE ID AND PID TO BE ELIGIBLE.

GENERAL GUIDELINES:

- BATTLE-STYLE FORMAT WITH ELIMINATION ROUNDS.
- RANDOM SONGS WILL BE PLAYED ON THE SPOT.
- TWO PARTICIPANTS WILL COMPETE AT A TIME:

- PARTICIPANT A DANCES WHILE PARTICIPANT B STAYS STILL.
- AT THE JUDGE'S SIGNAL, PARTICIPANT A STOPS, AND PARTICIPANT B IMMEDIATELY CONTINUES DANCING TO THE SAME SONG.
- THIS PROCESS REPEATS FOR EACH SONG CHANCE, WITH PARTICIPANTS ALTERNATING THE STARTING POSITION.
- INDIVIDUAL PARTICIPATION ONLY (NO TEAMS)

JUDGING CRITERIA:

- FOUNDATION
- MUSICALITY
- DYNAMICS
- CONFIDENCE

ADDITIONAL RULES:

- JUDGE'S AND ORGANIZER'S DECISIONS ARE FINAL AND BINDING.
- JUDGE'S AND COORDINATORS MAY MODIFY RULES BASED ON THE NUMBER OF PARTICIPANTS.

EVENT COORDINATORS:

BHARATH : 63660 72260
K SANVI RAI : 7356745986
VIJEEASHA : 7204091149

FLIGHT FURY

FLIGHT FURY IS AN EXCITING OPEN-TO-ALL RC AIRCRAFT DESIGN AND FLIGHT COMPETITION . THE EVENT CHALLENGES PARTICIPANTS TO DESIGN, FABRICATE, AND DEMONSTRATE A FIXED-WING AIRCRAFT CAPABLE OF COMPLETING SPECIFIC AERIAL TASKS WHILE ADHERING TO STRICT DESIGN AND PERFORMANCE CONSTRAINTS.

THE EVENT PROMISES AN ADRENALINE-FILLED DISPLAY OF AERODYNAMICS, INNOVATION, AND FLIGHT CONTROL—TESTING BOTH ENGINEERING EXCELLENCE AND REAL-TIME DECISION-MAKING UNDER COMPETITIVE CONDITIONS.

PROBLEM STATEMENT:

THE TEAM MUST DESIGN, FABRICATE, AND DEMONSTRATE A FIXED-WING AIRCRAFT CAPABLE OF PERFORMING THE TASKS SPECIFIED IN THE FOLLOWING ROUNDS WHILE ADHERING TO THE GIVEN CONSTRAINTS.

THEME:

THE THEME OF THIS COMPETITION IS TO ASSESS THE PILOT'S SKILL AND THE AIRCRAFT'S MANEUVERABILITY.

TEAM STRUCTURE:

- FLIGHT FURY IS AN OPEN-TO-ALL EVENT.
- THE TEAMS CAN HAVE A MAXIMUM OF 4 MEMBERS.
- A PARTICIPANT CAN ONLY BE PART OF ONE TEAM.
- TEAMS MUST HAVE REGISTERED THROUGH THE OFFICIAL TIARA' 25 WEBSITE. SPOT ENTRIES ARE NOT ALLOWED.
- THE TEAM MEMBERS MUST POSSESS A TIARA ID TO PARTICIPATE IN THE EVENT.

DESIGN CONSTRAINTS:

- PARTICIPANTS MUST DESIGN AND FABRICATE THEIR OWN RC AIRCRAFT; THE USE OF READYMADE MODELS IS STRICTLY PROHIBITED.
- THE SAME PILOT CANNOT FLY THE AIRPLANE FOR 2 TEAMS.
- THE THRUST-TO-WEIGHT RATIO (T/W) MUST BE LESS THAN OR EQUAL TO 1 WITHOUT PAYLOAD. IF EXCESS THRUST IS DETECTED, THE THROTTLE CURVE MUST BE ADJUSTED ACCORDINGLY TO MEET THE REQUIRED LIMIT.
- THE TOTAL WEIGHT OF THE AIRCRAFT, INCLUDING ALL COMPONENTS AND ELECTRONICS, MUST NOT EXCEED 1.5 KG.
- THE PROPELLER DIAMETER MUST NOT EXCEED 13 INCHES.
- THE MAXIMUM WING SPAN ALLOWED IS 1.2 METERS.
- THE AIRCRAFT MAY TAKE OFF UNDER ITS OWN POWER USING LANDING GEAR OR MAY BE LAUNCHED MANUALLY FROM GROUND LEVEL.
- ONLY ELECTRIC MOTORS ARE ALLOWED, THE USE OF IC ENGINES OR ANY OTHER PROPULSION METHODS IS STRICTLY PROHIBITED.
- POINTS WILL BE DEDUCTED IF THE FABRICATED AIRCRAFT DIFFERS FROM THE DESIGN SUBMITTED IN THE REPORT.
- THE USE OF GYROSCOPES (GYROS) OR RECEIVER-BASED PROGRAMMING ASSISTANCE IS STRICTLY PROHIBITED.
- NO PROGRAMMING OR AUTOMATION IS ALLOWED AT ANY STAGE OF THE MISSION.
- THE USE OF FPV SYSTEMS OR ANY OTHER EXTERNAL FLYING ASSISTANCE IS NOT PERMITTED.

EVENT DETAILS:

COMPETITION ROUNDS

- THE COMPETITION WILL CONSIST OF THREE ROUNDS, WITH THE FINAL SCORE DETERMINED BY THE SUM OF POINTS EARNED ACROSS ALL ROUNDS.
- THE AIRCRAFT MUST TAKE OFF AND LAND AT THE DESIGNATED TAKEOFF/LANDING AREA IN ALL THE ROUNDS

ROUND1: ABSTRACT SUBMISSION

- THE ABSTRACT MUST FOLLOW STANDARD FORMATTING: 1-INCH MARGINS ON ALL FOUR SIDES, TIMES NEW ROMAN FONT, SIZE 12, AND 1.5 LINE SPACING .
- THE ABSTRACT SHOULD NOT EXCEED 10 PAGES, EXCLUDING THE COVER PAGE, TABLE OF CONTENTS, AND BIBLIOGRAPHY. A PENALTY OF 2 POINTS PER ADDITIONAL PAGE WILL BE APPLIED BEYOND THIS LIMIT.
- THE ABSTRACT MUST INCLUDE DETAILED INFORMATION ABOUT THE AIRCRAFT, INCLUDING ITS DIMENSIONS, AIRFOIL, MATERIALS USED, AND OTHER RELEVANT DETAILS.
- A DEDICATED SECTION DESCRIBING THE AIRCRAFT'S CONSTRUCTION PROCESS MUST BE INCLUDED.PARTICIPANTS MUST SUBMIT A ZIP FILE ALONG WITH THE ABSTRACT CONTAINING 5 TO 10 PHOTOGRAPHS SHOWCASING THE AIRCRAFT DURING ITS CONSTRUCTION. THE PARTICIPANTS MUST BE VISIBLE IN THE PHOTOGRAPHS.
- THE TOTAL POINTS ALLOTTED FOR THIS ROUND ARE 40.
- ABSTRACT_FLIGHTFURY_<TEAM NAME>.PDF.
- ABSTRACTS MUST BE EMAILED TO TEAM.AERO@SJEC.AC.IN WITH THE SUBJECT ABSTRACT_FLIGHTFURY_ BY 10TH NOVEMBER2025.A PENALTY OF 2 POINTS PER DAY WILL BE APPLIED FOR LATE SUBMISSIONS

ROUND 2: STUNFLIGHT CHALLENGE

- PILOTS MUST OPERATE THE AIRCRAFT WITHOUT ANY PAYLOAD IN THIS ROUND.
- THE TIMER WILL START AS SOON AS THE AIRCRAFT IS RELEASED FOR A HAND-LAUNCHED TAKEOFF OR LIFTS OFF USING LANDING GEAR.
- THE AIRCRAFT MUST PERFORM A STABLE FLIGHT OF 30 SECONDS AFTER TAKEOFF.
- A MAXIMUM DURATION OF 2 MINUTES WILL BE ALLOTTED FOR THIS ROUND.
- AFTER COMPLETING 30 SECONDS OF STABLE FLIGHT, 1 MINUTE WILL BE PROVIDED TO PERFORM ANY OF THE STUNTS MENTIONED BELOW.

Stunts	Points
Limbo Pass	25
Inverted Flying(min 10seconds)	20
Roll	05
Loop	05
S-Split	10
Immelmann turn	10

- EACH STUNT MAY BE PERFORMED ONLY ONCE.
- TAKE OFF AND LANDING SHOULD BE DONE IN THE DESIGNATED ZONE.
- THE TEAM MUST LAND SAFELY IN THE DESIGNATED LANDING ZONE TO EARN 5 POINTS FOR A SUCCESSFUL LANDING.
- IF THE AIRCRAFT LANDS WITHIN 1 MINUTE (1 MINUTE 30 SECONDS OF FLIGHT), AN ADDITIONAL 5 POINTS, TOTAL 10 POINTS FOR LANDING WILL BE AWARDED.
- IF THE AIRCRAFT LANDS OUTSIDE THE DESIGNATED LANDING ZONE, NO POINTS WILL BE AWARDED FOR LANDING.
- IN THE EVENT OF A CRASH, 10 POINTS WILL BE DEDUCTED.
- IF THE AIRCRAFT CRASHES WHILE PERFORMING A STUNT, NO POINTS WILL BE AWARDED FOR THAT PARTICULAR STUNT.
- TEAMS MAY CHOOSE TO SKIP ANY STUNT. HOWEVER, NO POINTS WILL BE AWARDED FOR SKIPPED STUNTS.
- THE PILOT MUST LAND THE AIRCRAFT IN THE DESIGNATED AREA BEFORE THE END OF 2 MINUTES TO RETAIN ALL POINTS EARNED IN THIS ROUND.
- THE TOTAL SCORE FOR THIS ROUND WILL BE THE SUM OF POINTS EARNED FROM COMPLETED STUNTS AND A SAFE LANDING.
- NO SECOND TAKEOFF WILL BE PERMITTED ONCE THE AIRCRAFT CRASHES.
- THE RULES WILL BE ONCE AGAIN BRIEFED TO THE PARTICIPANT ON THE DAY OF COMPETITION CLEARLY.

ROUND 3: PAYLOAD FLIGHT

- IN ROUND 3, THE AIRCRAFT MUST FLY FOR 60 SECONDS CARRYING THE PAYLOAD AND THEN LAND SAFELY IN THE NEXT 30 SECONDS IN THE LANDING ZONE ITSELF.
- EACH PAYLOAD WILL BE METAL BLOCKS OF 100G APPROXIMATELY.
- YOU CAN CARRY AS MANY BLOCKS AS POSSIBLE.(MORE THE BLOCKS YOU CARRY, MORE POINTS YOU GAIN)
- DIMENSIONS OF EACH METAL BLOCKS: $(4.5 * 5 * 0.5) =$ (LENGTH*BREADTH*HEIGHT) IN CMS.
- THE PAYLOAD BLOCKS MUST BE PLACED INSIDE THE AIRCRAFT AND NO PART OF THE PAYLOAD MUST BE VISIBLE FROM OUTSIDE.
- THE POINTS ARE CALCULATED BASED ON THIS FORMULA:
$$\left(\frac{\text{WEIGHT OF AIRCRAFT WITH PAYLOAD}}{\text{EMPTY WEIGHT OF THE PLANE}} \right) * 0.8 * 100$$

GENERAL GUIDELINES:

- TEAMS MUST USE THE SAME AIRCRAFT FOR BOTH ROUNDS AS SUBMITTED IN THE ABSTRACT. IN CASE OF DAMAGE DURING THE COMPETITION, REPAIRS ARE ALLOWED, BUT REPLACEMENT AIRCRAFT ARE NOT PERMITTED. THE REPAIRED AIRCRAFT MUST BE READY IN TIME FOR THE TEAM'S TURN.
- TEAMS ARE ADVISED TO CARRY SPARE COMPONENTS (MOTORS, BATTERIES, PROPELLERS, ETC.) TO AVOID LAST-MINUTE SETBACKS. FAILURE TO BE READY ON TIME MAY RESULT IN A LOSS OF ATTEMPT OR COMPETITION TIME.
- ALL COMPETING AIRCRAFT MUST USE A 2.4 GHz RADIO. PARTICIPANTS WISHING TO USE ANY OTHER FREQUENCY MUST INFORM THE ORGANIZERS IN ADVANCE.

- RECEIVERS INSTALLED IN THE AIRCRAFT MUST BE SET TO ' RECEIVER MODE ONLY'
- METAL PROPELLERS ARE STRICTLY PROHIBITED.
- ORGANIZERS WILL CHECK ALL SYSTEMS (SERVOS, MOTORS, ETC.) FOR PROPER FUNCTIONALITY BEFORE THE COMPETITION. TEAMS WITH NON-FUNCTIONAL SYSTEMS WILL BE DISMISSED.
- TEAMS FAILING TO REPORT TO THE FLYING ZONE WITHIN 5 MINUTES OF THE CALL WILL BE DISQUALIFIED.
- DUE TO STRINGENT SAFETY REQUIREMENTS, ANY PILOT FLYING OUTSIDE THE DESIGNATED FLYING ZONE, INCLUDING THE OVERHEAD AREA OF THE ORGANIZING AND CONTROL SECTION, WILL BE DISQUALIFIED. PILOTS MUST IMMEDIATELY TURN BACK AND LAND SAFELY.
- IN CASE OF ANY DISPUTES OR DISCREPANCIES, THE ORGANIZERS' DECISION WILL BE FINAL AND BINDING. ANY CHANGES TO THE RULES WILL BE UPDATED ON THE OFFICIAL TIARA' 25 WEBSITE AND NOTIFIED TO REGISTERED TEAMS.

TIMELINE:

- LAST DATE FOR ABSTRACT SUBMISSION (ROUND 1): NOVEMBER 10, 2025
- ROUNDS 2 AND 3 : NOVEMBER 13, 2025
- VENUE: SJEC MAIN GROUND

EVENT COORDINATORS:

RIJISH A G: 7306019166

HARSHAL S POOJARY: 8861926373

HARSHITH: 7676841993



SPIN THE DISC

A HEART-PUMPING, ADRENALINE-FUELED DJ BATTLE WHERE MASTER MIXERS CLASH IN A FRENZY OF BEATS, DROPS, AND ELECTRIFYING RHYTHMS TO CLAIM THE ULTIMATE PRIZE, A TOTAL DANCE FLOOR DOMINATION! WITNESS THE ULTIMATE DJING SHOWDOWN AS SPINNERS CLASH IN A BATTLE OF BEATS! WHO WILL OWN THE NIGHT?

EVENT DETAILS:

- DATE : THURSDAY, NOVEMBER 13, 2025
- TIME : 5.00 PM
- VENUE : BASKET BALL COURT (MAIN STAGE)

GENERAL GUIDELINES:

- ALL CONTESTANTS MUST REGISTER ON THE WEBSITE
- SPIN THE DISC IS AN INDIVIDUAL EVENT WITH AN AGE LIMIT OF 18-25, IT'S OPEN TO ALL BUT LIMITED TO FIRST TO 10 REGISTRATIONS ON FIRST COME FIRST SERVED BASIS
- 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 / RELIGIOUS CONTENT IS STRICTLY PROHIBITED
- CONTESTANTS VIOLATING THIS RULE WILL BE DISQUALIFIED IMMEDIATELY
- CONTESTANTS ARE REQUESTED TO BRING THEIR OWN HEADPHONES, PEN DRIVES OR ANY OTHER DEVICES
- NO EXTRA TIME WILL BE PROVIDED IF HE/SHE FAILS TO SETUP THE CONSOLE OR IF ANY TECHNICAL FAILURE OCCURS FROM THEIR SIDE
- ALL PARTICIPANTS MUST USE THE PIONEER XDJ XZ CONSOLE PROVIDED

EVENT COORDINATORS:

PRITHAM : 9449181617

SAGAR G NAIR : 7204589637

ADWAID ANANDAN T : 7899320803



MEGA ROBO WARS

EXPERIENCE THE ELECTRIFYING RoboWARS: WHERE 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!

GENERAL GUIDELINES:

- THIS IS AN OPEN TO ALL EVENT.
- TEAM SIZE: MAXIMUM 6 MEMBERS.
- PARTICIPANTS MUST CARRY ANY VALID ID TO PRESENT DURING REGISTRATION. EVENT ORGANIZERS CAN STOP MATCHES DEEMED DANGEROUS.
- COMPLIANCE WITH THE ORGANIZER'S DIRECTIVES IS MANDATORY; VIOLATIONS LEAD TO DISQUALIFICATION.
- MEMBERS REGISTERED IN ONE TEAM CANNOT BE A PART OF ANOTHER TEAM. THE JUDGE'S DECISIONS ARE FINAL.

ARENA SPECIFICATIONS:

- ARENA DIMENSION: 8 FT X 8 FT.

BOT SPECIFICATIONS:

- **WEIGHT LIMIT: 3 LB (NO TOLERANCE)**
- **ONLY WIRELESS BOTS ALLOWED**
- **WEAPON BOTS ONLY, WEDGE BOTS NOT ALLOWED**
- **ATTACK MECHANISMS PERMITTED, INDEPENDENT OF BOT MOTION.**
- **SAFETY CHECKS AT JUDGE'S 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 IS 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:

- **DOUBLE ELIMINATION.**
- **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 ARE 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; JUDGE'S DECISIONS FINAL.
- LOSER'S POOL IS PRESENT.
- KILL SWITCH IS COMPULSORY.

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.

EVENT COORDINATORS:

ALLEN MATIN DSOUZA : 7619676021
GLEVIN ANTHONY DSOUZA : 8147512184
SAM NEON DSOUZA : 9632613843



www.tiarasjec.com



TIARA, SJEC MANGALURU