

# RULE BOOK

VIVRTI  
AAROHAN  
Rising Above

16<sup>th</sup> & 17<sup>th</sup> February 2024

Jasana-Tigaon Road, Greater Faridabad, Haryana  
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 vivrti\_2k24

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# GENERAL RULES & REGULATIONS

- All The Participants Are Requested To Reach The ACEM Campus By 10:00 A.M.
- Transport Facility Will Be Provided By ACEM From Badkal Mod Metro Station At 08:50A.M. till 09:00A.M. (For Both The Days).
- Registration Can Be Done On The Spot.

## REGISTRATION FEES:

SOLO : 150/-

ROBOCAR WAR: 500/-

FASHION SHOW :1000/-

GROUP DANCE : 1000/-

STREET PLAY : 1500/-

GAMING (per team)(each) : 100/-

GROUP OF 10 : 1000/-

GROUP OF 20 : 1800/-

GROUP OF 30 : 2500/-

GROUP OF 40 : 3500/-

GROUP OF 50 : 4500/-

- Participants should carry their college ID cards with 2 passport-size photographs.
- If any person (participants/non-participants) is found involved in any misconduct or indiscipline, he/she would be liable to a fine depending upon the gravity of the offense.
- Judges' decision will be final.
- Drinking and smoking are prohibited inside the campus.
- For any other information, please contact the event coordinators.

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# PRIZES

| S.NO. | COMMITTEE | NO. OF EVENTS | EVENTS                       | FIRST PRIZE | SECOND PRIZE |
|-------|-----------|---------------|------------------------------|-------------|--------------|
| 1     | CREATIVE  | 1             | POSTER MAKING COMPETITION    | 1100        | 500          |
|       |           | 2             | CARD MAKING COMPETITION      | 1100        | 500          |
|       |           | 3             | TATTOO MAKING COMPETITION    | 1100        | 500          |
|       |           | 4             | T-SHIRT PAINTING COMPETITION | 1100        | 500          |
|       |           | 5             | PHOTOGRAPHY                  | 1100        | 500          |
|       |           | 6             | REEL THE FEEL                | 1100        | 500          |
|       |           | 7             | FACE PAINTING                | 1100        | 500          |

|   |           |   |                                 |       |      |
|---|-----------|---|---------------------------------|-------|------|
|   |           | 1 | RANGMANCH<br>(STAGE PLAY)       | 5100  | 3100 |
| 2 | DRAMATICS | 2 | MAIDAN – E – RANG (STREET PLAY) | 11000 | 5100 |
|   |           | 3 | KUCH NA Kaho<br>(MIME)          | 2100  | 0    |
|   |           | 4 | OPEN MIC                        | 1100  | 500  |
|   |           | 1 | CURATE YOUR OWN NEWSPAPER       | 1100  | 500  |
| 3 | LITERARY  | 2 | CONJUROR'S BOARD (WORD PLAY)    | 1100  | 500  |
|   |           | 3 | KNIT-A-NARRATIVE                | 1100  | 500  |
|   |           | 4 | TERRIBLY TINY TALES             | 1100  | 500  |

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|   |                               |   |                        |       |       |
|---|-------------------------------|---|------------------------|-------|-------|
| 4 | RHYTHMS<br>(MUSIC &<br>DANCE) | 1 | SOLO SINGING           | 1100  | 500   |
|   |                               | 2 | INSTRUMENTAL<br>DUO    | 2100  | 1100  |
|   |                               | 3 | RAP BATTLE             | 1100  | 500   |
|   |                               | 4 | DUET DANCE             | 2100  | 1100  |
|   |                               | 5 | SOLO DANCE             | 1100  | 500   |
|   |                               | 6 | FOLK GROUP<br>DANCE    | 11000 | 5100  |
|   |                               | 7 | WESTERN<br>GROUP DANCE | 11000 | 5100  |
|   |                               | 8 | CHANCE PE<br>DANCE     | 1100  | 500   |
|   |                               | 9 | FASHION SHOW           | 31000 | 11000 |

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|   |           |   |                                    |      |      |
|---|-----------|---|------------------------------------|------|------|
| 5 | TECHNICAL | 1 | BLIND CODING                       | 1100 | 500  |
|   |           | 2 | ROBO RACE<br>OBSTACLE<br>AVOIDANCE | 5100 | 3100 |
|   |           | 3 | BGMI<br>TOURNAMENT                 | 1100 | 500  |
|   |           | 4 | FALL GUYS                          | 1100 | 500  |
|   |           | 5 | ANIME FLEX                         | 1100 | 500  |
|   |           | 6 | CAD MODELING<br>(ME)               | 1100 | 500  |
|   |           | 7 | CIRCUITRIX<br>(ECE)                | 1100 | 500  |
|   |           | 8 | AUTOCAD (CE)                       | 1100 | 500  |

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|   |                         |   |                     |        |     |
|---|-------------------------|---|---------------------|--------|-----|
| 6 | <b>ENTREPRENEURSHIP</b> | 1 | AAGAAZ              | TROPHY | 0   |
|   |                         | 2 | BUSINESS INNOVATION | 1100   | 500 |

• **NOTE:**

If the participation is less than 4 (teams or individuals as per event) in any event, then only the winner will be awarded a cash prize. There will be no cash prize for the runner-up.

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# EVENT SCHEDULE

## 16TH FEB 2024

| VENUE      | SOCIETY | EVENTS                                    | TIMINGS |
|------------|---------|---|---------|
| MAIN STAGE | RHYTHM  | Solo Dance +<br>Solo Singing<br>(Round 1) | 11:45AM |
|            |         | Rangmarch<br>(Stage Play)                 | 1:00PM  |
|            |         | Solo Dane +<br>Solo Singing<br>(Round 2)  | 1:30PM  |
|            |         | Duet Dance                                | 3:00PM  |
|            |         | Instrumental<br>Duo                       | 3:45PM  |
|            |         | Western<br>Group Dance                    | 4:30PM  |
|            |         | Fashion Show                              | 6:00PM  |

**GROUND**

**CREATIVES  
&  
GAMES**

**ENTREPRE  
NEUR**

Photography

11:30AM

Sack Race

12:00PM

Reel The Feel

12:00PM

Lemon Race

1:00PM

Treasure  
Hunt

2:00PM

Poster  
Making

1:30PM

Face Painting

2:30PM

Aagaaz

10:00AM

|                 |           |                           |         |
|-----------------|-----------|---------------------------|---------|
| PD LAB          | LITERARY  | Conjuror's Board          | 11:00AM |
|                 |           | Knit-A-Narrative          | 12:30PM |
|                 |           | Terribly Tiny Tales       | 2:30PM  |
|                 |           | Curate Your Own Newspaper | 3:30PM  |
| SEMINAR HALLS   | DRAMATICS | Kuch Na Kaho (MIME)       | 3:00PM  |
|                 |           | Fall Guys                 | 12:30PM |
|                 |           | Blind Coding              | 11:00AM |
|                 |           | Anime Flex                | 12:30PM |
| LAB 2           | TECHNICAL | BGMI                      | 12:00PM |
| LAB 9           |           |                           |         |
| ROOM NUMBER 207 |           |                           |         |
|                 |           |                           |         |

# 17TH FEB 2024

| VENUE      | SOCIETY           | EVENTS           | TIMINGS |
|------------|-------------------|------------------|---------|
| MAIN STAGE | RHYTHM            | Chance Pe Dance  | 10:30AM |
|            |                   | Rap Battle       | 11:15AM |
|            |                   | Folk Dance       | 12:30PM |
|            | DRAMATICS         | Open Mic         | 1:30PM  |
|            |                   | Street Play      | 11:00AM |
| GROUND     | CREATIVES & GAMES | Lemon Race       | 11:00AM |
|            |                   | Card Making      | 12:00PM |
|            |                   | T-Shirt Painting | 1:00PM  |

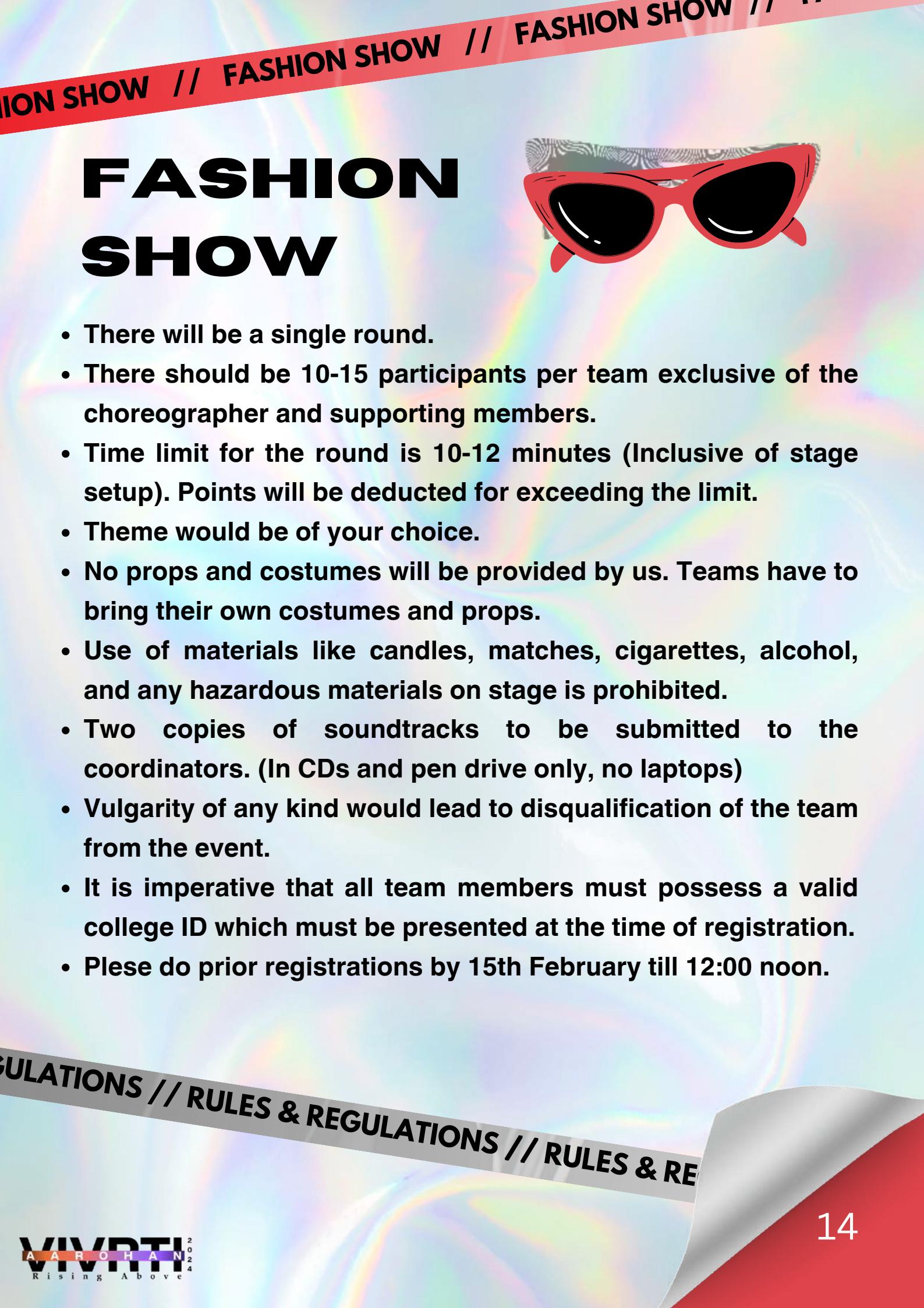
|                                     |                   |                                 |         |
|-------------------------------------|-------------------|---------------------------------|---------|
| GROUND                              | CREATIVES & GAMES | Tattoo Making                   | 2:00PM  |
|                                     |                   | Sack Race                       | 2:30PM  |
| PD LAB                              | ENTREPRE NEUR     | Aagaaz                          | 10:00AM |
|                                     |                   | Business Innovation             | 1:00PM  |
| CANTEEN<br>FRONT AREA &<br>EGD HALL | TECHNICAL         | Robo Race<br>Obstacle Avoidance | 10:30AM |
| LAB 8                               |                   | AutoCAD (Civil)                 | 11:00AM |
| MPI<br>(LAB 313)                    | TECHNICAL         | Circuitrix (ECE)                | 12:00PM |
| LAB 5 & 6                           |                   | CAD Modelling (Mechanical)      | 11:00AM |

MUSIC & DANCE // MUSIC & DANCE // MUSIC



# RHYTHM EVENTS

REGULATIONS // RULES & REGULATIONS // RULES & REGULATIONS



# FASHION SHOW



- There will be a single round.
- There should be 10-15 participants per team exclusive of the choreographer and supporting members.
- Time limit for the round is 10-12 minutes (Inclusive of stage setup). Points will be deducted for exceeding the limit.
- Theme would be of your choice.
- No props and costumes will be provided by us. Teams have to bring their own costumes and props.
- Use of materials like candles, matches, cigarettes, alcohol, and any hazardous materials on stage is prohibited.
- Two copies of soundtracks to be submitted to the coordinators. (In CDs and pen drive only, no laptops)
- Vulgarity of any kind would lead to disqualification of the team from the event.
- It is imperative that all team members must possess a valid college ID which must be presented at the time of registration.
- Please do prior registrations by 15th February till 12:00 noon.

REGULATIONS // RULES & REGULATIONS // RULES & RE



# **SOLO DANCE**

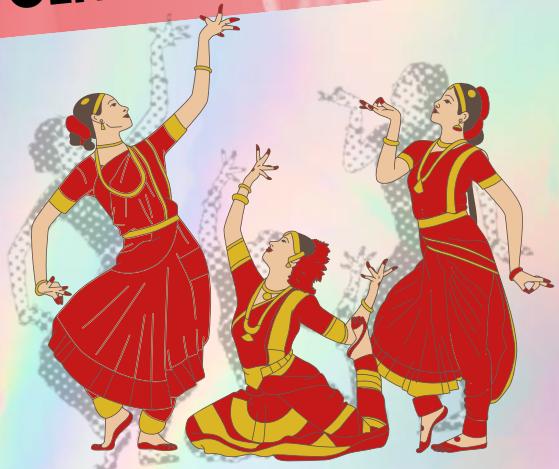
- Prior registration required by 15th February 2024 till 12:00 noon.
- Participants will perform for 2-4 minutes.
- Use of props permitted and extra marks awarded for it.
- Time limit includes setting of props on stage.
- All dance forms allowed including classical.
- Negative marking for using fire or spoiling the stage.
- Negative marking for exceeding the time limit.
- Submit music of your competitive performances one day before i.e. 15th Feb 2024 at [aravalifest@acem.edu.in](mailto:aravalifest@acem.edu.in) or deposit it to the stage committee at the registration counter immediately after arriving on the college premises.
- Pen drives are allowed.

# WESTERN GROUP DANCE



- Prior registration required by 15th February 2024 till 12:00 noon.
- A minimum of 6 members on stage is compulsory otherwise it may result in negative marking.
- Props usage should be mentioned during registration.
- Time limit is 5-8 minutes.
- Use of props is allowed and extra marks will be given for it. Negative marking for using fire, any kind of sprays or any other object that would make the stage dirty.
- Negative marking for exceeding the time limit.
- Weightage for choreography, music, sync, coordination, props and costumes, and theme depiction.
- Time limit includes setting of props on stage.
- Folk and pure classical dances are not allowed.
- Host entry allowed: 2, other institutes: 1.
- Submit music of your competitive performances before one day i.e. 15th Feb 2024 at [aravalifest@acem.edu.in](mailto:aravalifest@acem.edu.in) or deposit it to the stage committee at the registration counter immediately after arriving on the college premises.
- Pen drives are allowed.

# FOLK GROUP DANCE



- Prior registration required by 15th February 2024 till 12:00 noon.
- Minimum of 5 members on stage compulsory otherwise may result in negative marking.
- Time limit 5-8 minutes.
- Props usage should be mentioned during registration.
- Use of props allowed and extra marks for it.
- Weightage for choreography, music, sync, coordination, props and costumes.
- Time limit includes setting of props on stage.
- Negative marking for using fire, any kind of sprays or any other object that would make the stage dirty.
- Host entry allowed: 2, other institutes: 1.
- Submit music of your competitive performances before one day i.e. 15th Feb 2024 at [aravalifest@acem.edu.in](mailto:aravalifest@acem.edu.in) or deposit it to the stage committee at the registration counter immediately after arriving on the college premises.
- Pen drives are allowed.

# **DUO SAGA ( DUEL DANCE)**



- There should be only 2 participants per team.
- Participants will perform for 2-4 minutes.
- Use of props permitted and extra marks awarded for it.
- Time limit includes setting of props on stage.
- All dance forms allowed including classical.
- Negative marking for using fire or spoiling the stage.
- Negative marking for exceeding the time limit.
- Submit music of your competitive performances before one day i.e. 15th Feb 2024 at [aravalifest@acem.edu.in](mailto:aravalifest@acem.edu.in) or deposit it to the stage committee at the registration counter immediately after arriving on the college premises.
- Pen drives are allowed.

**CHANCE-PE-DANCE // CHANCE-PE-DANCE // CHANCE-PE-DANCE**

# **CHANCE - PE- DANCE**



- Individual entries are allowed on the spot.
- Participants have to give on-the-spot performance, on any number played at that moment for 1 minute.
- The song can be of any type, classical or western.
- Any choice of music for the participant will not be given.
- Weightage will be given for confidence and dance moves.

**SOLO SINGING // SOLO SINGING // SOLO SINGING // SOLO S**

# **SOLO SINGING**



- TIME: 3 Minutes per participant including sound check.
- Karaoke is allowed.
- Only 1 instrument is allowed during the performance.
- Medley is allowed.

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SARGAM // SARGAM // SARGAM // SARGAM //

## **SARGAM (INSTRUMENTAL DUO)**



- Only 2 participants per team (1 singer + 1 instrument player).
- TIME: 4 minutes per team including sound check.
- Only one instrument is allowed during the performance.
- Medley is allowed.

## **RAP IT UP (RAP BATTLE)**



- TIME: 2-3 minutes per participant.
- Students can bring their background music on CD.
- Any type of vulgarity will lead to disqualification.
- Submit music of your competitive performances to the stage committee at the registration counter immediately after arriving on the college premises.
- Pen drives are allowed.

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## LITERARY EVENTS

& REGULATIONS // RULES & REGULATIONS // RULES & REGULATIONS

# CONJUROR'S BOARD



MANLJHUTFNLBTI  
OSLITTAKVVGIGI  
NJEVVVLUCINEKR  
VISCHIORUQUUQS  
QKBABBONATALEW  
KVPANETTONEIFK  
VIUNASTRINNEVE  
IHREGALIVEUZGJ  
YANGELOJRANTSX  
STELLAYXBNASTC  
ELFOFFBISCOTTI  
BPIALBEROGAHIX  
OKDGHIRLANDASK  
AIPVQKDGFRENNAA

Enjoy wordplay, anagramming or going off Tangents into rabbit holes of Aesthetic words?

Then this event is tailor-made for you.

From Spoonerism to Word Ladders, the literary quizzes to cryptic crosswords, we've got you covered. Don't worry, we also give you hints.

- Entries are accepted in Pairs or Groups of 3.
- There will be 3 rounds in the event:

## 1) Round I : Jumbled Words

Jumbled words Rearranging the words in correct meaningful form.

## 2) Round II : Unpuzzle The Puzzle

Unpuzzle the Puzzle Solve the riddle and get the word . Easy!!!!

## 3) Round III : Spill The Spelling

Spill the Spelling Spell out the word.

- Time limit for each round will be declared on the spot.
- The decision of the judges will be final and binding.
- Digital devices (like mobile phones) will not be allowed during the event.

# CURATE YOUR OWN NEWSPAPER



Have a thing for strokes of colors and aesthetically arranged photographs? Do you also love Journaling? Ignite your inner M.F Hussain and bug your creative instincts because we have a perfect event here waiting for your artistic talent.

Bring Photographs/Print outs, Headlines or Write/Draw one. Put all things aesthetically together and curate your own front page of the Newspaper.

**Topic : “It happens only in India”.**

**JUDGEMENT CRITERIA:** Judgment will be based on:

- Relevance to the theme
- Originality
- Artistic composition
- Creativity
- In accordance with the given instructions

**Rules:**

1. Single participation and entries in pairs: both accepted.
2. Drawing / painting/ Pasting must be on A3 Sized. Sheet will be provided by us.
3. Colours or any other Medium to draw or decorate shall be brought by you.
4. Time limit (45 Mints) shall be strictly adhered to.
5. The decision of the judges will be final and binding.
6. Online registration is compulsory for each participant.

# TERRIBLY TINY TALES



**Description:** Craft Moving Stories in as few words as possible.  
We shall provide you with a A4 Sized sheet to pour in your  
**ARDOURS.**

Fun tips to paste/draw/Color to make it more relatable.

- Must be a story within 140 characters (including spaces) – You can use [lettercount.com](https://lettercount.com) to help.
- Must not be an abstract musing or poem.
- Must convey a passage of time.
- Must have a beginning and an end.
- Must include a character – could be anything from a cat to a letterbox.
- Must not be plagiarized.
- Research more via @ttt\_official over Instagram.

# KNIT-A-NARRATIVE



Have you been waiting to wake up the storyteller in you? Do you want to?

Display how fast you can think on your feet? Are you ready to hit the button for your creative explosion? Fill up your ink pots and don on your thinking caps. Come join us!

## Rules:

- Single participation and entries in pairs: both accepted.
- Basis of narrative will be provided on the spot.
- It will be in pen-paper mode.
- No-Word limit.
- Judging criteria: Creativity, wit & Catharsis.  
(A bit of Grammar and Vocabulary obviously)
- Time limit will be declared on the spot.
- The decision of the judges will be final and binding.
- Digital devices (like mobile phones) will not be allowed during the event.
- Online registration is compulsory for each participant.

// DRAMATICS // DRAMATICS // DRAMATICS



# DRAMATICS EVENTS

& REGULATIONS // RULES & REGULATIONS // RULES & REGULATIONS



# **RANGMANCH (STAGE PLAY)**

- This is a group event. Each team should have a minimum of 7 actors and maximum 10(Offstage+Onstage).
- The event will take place in single round .
- Play can either be in Hindi or English.
- One entry per college is permitted.
- Time limit: 10-15 minutes.
- Sound system & lights will be provided with prior notification of the requirements only.
- Props may not be provided
- Team exceeding the time limit will be subjected to negative marking.
- Judging Criterion:
  1. Content - 40%
  2. Acting/Expression- 30%
  3. Direction - 20%
  4. Miscellaneous Effects - 10%
- Any vulgar act may lead to disqualification, depending upon the judge's decision during the event.
- The decision of the judges will be final and binding. The organizing committee reserves the right to make any last minute change in the rules.

# **MAIDAN-E-RANG (STREET PLAY)**



- Theme - Any debated social issue, Human Rights depiction will be appreciated.
- [Please note - It should highlight the social issue and how it should be dealt with]
- Each college will be allowed only one entry for the event.
- The registration for the street play is limited to 10-15 members per team. Registration will be on first come, first serve basis.
- No cross teams are allowed.
- Time limit for performance is 15 minutes, exceeding which will result in negative marking.
- A warning bell will be provided at 12 minutes, and a final bell will be rung at the end of 15 minutes.
- Language of the play - English and Hindi.
- Participants must report at the venue 30 minutes prior to the commencement of the event to avoid penalization.
- No offensive, vulgar or obscene language is permissible.
- The event will be conducted in an open place and hence no microphones, speakers, or music system will be available.

- No props, costume or any other material (including drums or other musical instruments) will be provided by the host college. A team may use a maximum of 5 props.
- Marking criteria for the event is as follows:
  1. Content
  2. Formation
  3. Impact
  4. The decision of the judge will be final and binding.

# **KUCH-NA-KAHO (MIME PLAY)**



- This is a group event. One team per college with minimum of 5 and maximum 8
- Students. (offstage+Onstage).
- 7 minutes (5+2 minutes) per team. Negative points for exceeding the time limit.
- Props and music is allowed. The music should be submitted prior to the event during the registration.
- Their music should only contain instrumental and no lyrics.
- The act should not contain any dialogue or lip sync.
- Obscenity will lead to disqualification.
- Props may not be provided by the college.
- Judging Criterion:
  1. Innovation
  2. Depiction of the situation
  3. Team work
  4. Expressions
- Judges' decision will be final.

OPEN MIC // OPEN MIC // OPEN MIC // OPEN MIC // OPEN MIC

# OPEN MIC



- Multiple entries allowed from the participating institution.
- Time allotted 3+1 minutes.
- No use of abusive language/foul language is permitted.
- No dark humour content is permitted.
- No inappropriate double enterers are permitted.
- Participants are to stick to the time limit strictly.
- No inappropriate comments should be made that could hurt a community's sentiments pertaining to their religious beliefs, race, sex, culture or heritage during the gig.
- Highest weightage would be placed on originality and delivery of content.
- Detected plagiarism of content or use of inappropriate language will lead to negative marking or disqualification.
- Judges' decision will be final.

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# CREATIVE EVENTS

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# CARD MAKING

- **Time limit:** 1 hour.
  - **Number of members:** 1.
  - **Maximum entries per college:** 3.
  - **Participants must have their identity cards.**
  - **Requirements:** Bring your own colors, etc.
  - **A4 sheets will be provided.**
  - **Topic:** Atmanirbhar Bharat.
  - **Assessment based on depiction of theme. Explanation of your creation may be asked.**
  - **Limitations:** Use of A4 sheet (to be folded).



# **FACE PAINTING**

- **Time limit:** 1 hour
  - **Number of members:** 2
  - **Maximum entry per college:** 2
  - **Participants must bring their identity cards.**
  - **Requirements:** Bring your own materials.
  - **Topic:** Atmanirbhar Bharat.
  - **Assessment:** Depiction of theme, explanation of your creation may be asked.
  - **Limitations:** Use of spray is not allowed.



# TATTOO MAKING



- Time limit: 30 min.
- Number of members: 2.
- Maximum entry per college: 3.
- Participants must have their identity cards.
- Requirements: Carry your own pens/sketches etc.

# POSTER MAKING



- Time limit: 1 hour.
- Number of members: 1.
- Maximum entries per college: 3.
- Participants must have their identity cards.
- Requirements: Carry your own colors, etc.
- A4 sheets will be provided.
- Topic: Atmanirbhar Bharat.
- Assessment based on depiction of theme; explanation of your creation may be asked.
- Limitations: Use of A4 sheet (to be folded).

# PHOTOGRAPHY



- The photograph should depict the theme (will be disclosed on the spot).
- Only one entry is allowed per photographer.
- The photograph must be original and have no watermark of any kind.
- Participants may submit color and/or black and white photographs taken up to one year before the competition (February 16th, 2024).
- The photograph must be of the highest resolution possible.
- It can be in Landscape/Portrait mode.
- Photographs that have been digitally altered beyond standard optimization (removal of dust, cropping, reasonable adjustments to exposure, color, and contrast, etc.) will be disqualified.
- Adult content of any kind will not be entertained and will lead to direct disqualification.
- Students can email their entry with their name, roll number, phone number, and college name to [aravalifest@acem.edu.in](mailto:aravalifest@acem.edu.in) before February 15, 2024.

# REEL THE FEEL



- The reel must be an original creation.
- You can only be inspired by existing trends online.
- Plagiarized content will lead to disqualification.
- Any offensive, name-calling, derogatory remarks, and/or regional slang towards any person or community should not be used.
- The video should not exceed 60 seconds.
- Individual, as well as group entries (not more than 3 people), are allowed.
- Please use one medium of language for the reels.
- The submissions can be in either English or Hindi.
- Each participant will accept only one entry, and a second entry will lead to disqualification.
- As per Reel format, the video should be made vertically and not horizontally.
- Students can email their entry with their name, roll number, phone number, and college name to [aravalifest@acem.edu.in](mailto:aravalifest@acem.edu.in) before 15 Feb, 2024.

# T-SHIRT PAINTING



- This is a team event and each team must comprise of two participants.
  - Only plain white T-shirts with a minimum of ‘M’ size are allowed. T-shirts will be provided by the college.
  - Participants shall bring their own materials like fabric or acrylic paints, glitters, brushes, mixing plate, pencil, pen, and eraser.
  - Use of any other materials or ready-made stickers is strictly prohibited.
  - Participants shall not be allowed to use any photographs for reference.
  - Mobile phones or any other electronic devices shall not be allowed during the competition.
  - Any sort of tracing or copying is not allowed.
  - The artwork should be relevant to the theme, which will be given on the spot.
  - The duration of the competition shall be 2 hours.
  - The decision of the judges shall be final and abiding.
  - Judging will be based on:

- Color Scheme
- Quality of Application
- Effective conveying of theme message

- Creativity
- Flow of Design
- Visual Impact

// TECHNICAL // TECHNICAL // TECHNICAL



# TECHNICAL EVENTS

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# BLIND CODING



- The computers for the students will be provided by us.
- The entire event consists of 2 rounds with a total of 50 points.
- Each student will be allowed to participate in all the rounds.
- Participants whose code gets executed will be given higher preference.
- The second preference will be given to the code with the least number of errors.
- Cannot present with plagiarism and published repetitive works
- In case of the same points at the end of the competition, ties will be broken by the total time for each student in ascending order of time.
- Any participant found to be indulging in any form of malpractice will be immediately disqualified.
- The time limit given will be the same for everyone.
- The Registration fees are INR 100/- for Aravali College students and INR 120/- for outsiders.

# BGMI



- Match will be squad-only.
- Any person found using any malicious software or unfair means, respective team will be banned.
- Ranking system will be on a knockout basis.
- Participants must bring their devices.
- Participants are responsible for their internet connection. The college will not provide the internet.
- BGMI will be played in mobile version only, no emulator version allowed
- Room ID and password will be provided at the time of the event.
- Participants can use earphones/headphones.
- The participants must report 15 minutes before the event to the venue.
- Candidates must register their squad at the registration desk before 10:30 A.M. Any entries made after this will not be entertained.
- This game will be played in offline mode only. If found playing with remote players, team will be disqualified on the spot.

/ RULES & REGULATIONS // RULES & REGULATIONS

# CAD/CAM MODEL DESIGNING

(MECH.)



In this event, participants will be provided with a drawing or a work piece and by observing the proper dimensions of that work piece or drawing, participants will have to make drawings on AutoCAD.

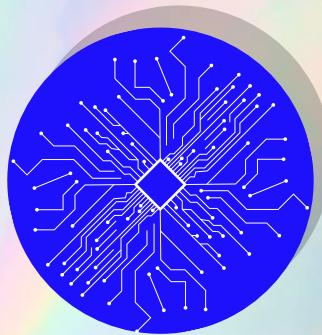
## RULES:

- Any discrepancy action from the participants will lead to disqualification.
- Maximum participation from a college can be three in each of the event.
- College identity card and verification will be required for the participation.
- Only limited number of students are allowed to participate.
- The drawing should be made with proper dimensioning.
- Total time allotted for the event is 25 minutes and 5 minutes to think over the matter before drawing.
- Who finishes the task first with proper dimensioning, will win the first prize.
- Venue for the event is Lab 5 & 6.

In case the numbers of candidates are more, a MCQ test on designing is conducted for screening purpose.

# **CIRCUITRIX**

**(ECE)**



**Event will be conducted in three stages:**

## **1) Stage I : Written Test**

- The participants have to answer 15 questions in 15 minutes.
- The questions are based on simple electronic concepts & general awareness.
- This round contains objective type & problem solving questions.
- On clearing this round participants can step on to next round

## **2) Stage II : Identification & Implementation of Circuits**

- Each team will be given with few components to identify within a given time.
- Circuits will be given in descriptive form which is to be implemented on bread board within a given time.
- On clearing this round participants can step on to next round.

### 3) Stage III : Troubleshooting

- In this round electrical circuits with some mismatch/flaws will be provided to teams.
- Teams will be given 2 mins per circuit.
- Teams will be expected to analyze the circuit/connections and write the error they found and justify the answer.
- Points will be awarded to the team based on justification to the problem

### RULES:

- Each team consists of maximum of 2 members.
- This event is only for electrical and electronics branch.
- Participants will be provided with necessary components.
- The winners of this event are decided on the performance in three rounds.
- Participants disobeying the instructions given will be disqualified and judge's decision will be final in all disciplines.
- Based on the student's registrations the rules may have a small changes.

# FALL GUYS



- There will only be one slot match.
- The computers will be provided by us.
- No rematch
- If someone is caught cheating or hacking, He/she will be disqualified.
- Registration fees are INR 70/- for Aravali College Students and INR 100/- for Outsiders.

# AUTO CAD (CIVIL)



- Single floor plan drawings (elevation and section) will be given, and the task will be to generate drawings using AutoCAD.
- Duration: 1 hour 10 minutes.
- Team size maximum 1 student per team.
- Note: Rest of the details will be announced at the start of the competition.

# ROBO RACE OBSTACLE AVOIDANCE



- Seats are limited. First come, First Serve will follow.
- The kit will be provided by us but the Coding part will be done by the team.
- Each team member should have to submit their College ID Cards.
- After the assembly of the car, the coordinators will take them to the Path.
- The minimum number of members should be three and the maximum will be five per team.
- Each team should carry at least two laptops for the event.
- The team will have to pay the reimbursement in case of any damage done by the team to the kit.
- The kit will be handed over to the Coordinators by the team after the Event.
- The Registration fee is INR 500/- Per Team.
- NOTE: 2nd Prize will be awarded only if more than 5 teams are participating in this event

/ ANIME FLEX // ANIME FLEX // ANIME FLEX // ANIME FLEX //

# ANIME FLEX



- This event is based on Anime's Character.
- The use of the Internet, mobile phone, or any other means are prohibited.
- This is a quiz-based event.
- The Registration fees are INR 80/- Aravali College Students and INR 100/- Outsiders.

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# ENTREPRENEUR EVENTS

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# AAGAAZ

(WELCOME CREATIVE  
ENTREPRENEUR)

Interested students can open their stalls (game, food, cold drinks, art & craft stalls etc.)

- Competitive Activity.
- Number of Participants: 3-5 per Team.
- Last Date of Registration: 1st Feb.
- No unethical games.
- Facility: 2 Table and maximum of 5 chairs.
- In case of food stall, no gas stove will be provided.
- Judgement Parameters: Return on investment, Uniqueness of idea, Presentability (decoration, cleanliness etc.)
- Judge's decision will be final.

## BUSINESS INNOVATION

### 1) Round I : Idea Submission

- Abstract Submission

### 2) Round II : Presentation

- You have to Present your ideas to the judges.
- Team Size: 2-3 members

### 3) Round III : Cross Questioning

- Team will be asked about moral value questions.



# VIVRTI 2024

## AAROHAN

R i s i n g      A b o v e

2024

Dear Participants,

Join VIVRTI 2024 and be a part of an unforgettable college fest. Your enthusiasm shapes this memorable event. In the fest rulebook, see more than guidelines—spot opportunities to showcase your talent. Rules ensure a fair, enjoyable fest; your adherence makes it a success. The fest's essence? Collective spirit, challenges embraced, victories celebrated, and lasting memories forged. Your commitment to rules ensures a fair chance for all.

Thank you for being a part of this journey. We're eager to see your talents unfold at VIVRTI 2024.

Best Regards,  
VIVRTI 2024 Team



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