



**Dr. Shakuntala Misra National Rehabilitation University,
Lucknow**

डॉ. शकुंतला मिश्रा राष्ट्रीय पुनर्वास विश्वविद्यालय, लखनऊ

Institute of Engineering & Technology

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GENERAL RULES AND REGULATIONS

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GENERAL INSTRUCTIONS

- All participants must carry their college ID cards and Aadhaar Cards in physical form.
- After the payment of registration fees, participants should follow the guidelines mentioned for their registration to be confirmed. In case of non-compliance, Team ANVESHANAM would not be responsible for any refund of the fee.
- Please do not carry sharp objects, inflammable objects or any other objects that might be potentially dangerous.
- Students should refrain from abusive language, obscene display and revealing costumes during the competitions, failing which they will be disqualified.



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- Smoking, drinking and consumption of any such 'substances' are prohibited.
- The judges' decision is final.
- Participants should go through the event rules and adhere to the specifics.
- Rules are subject to changes at the discretion of the Management/Organizers.

EVENT WISE RULES AND REGULATIONS

QUIZ COMPETITION

FINAL STAGE QUIZ ROUNDS

Round 1: General Round – Each team - quota of 4 questions.

- In this round each team has its own quota of 4 questions and other questions passed to it from the previous team that did not answer.
- A team gets 30 seconds to answer the question intended for it and is awarded 20 points for answering it.
- If the team, the question intended for gives a wrong answer, the quiz master will give the correct answer.
- If the team that the question intended for passes it. The next team/s get 15 seconds to answer it and is awarded 10 points for the right answer.
- The team members can discuss before giving the answer.
- If a team cannot answer a question, they can pass it or after 30 seconds it gets automatically passed to the next team.
- If a team is answering a question and the time passes, then the team gets to complete the answer and is awarded points for the right answer.
- There is no negative marking for wrong answer.
- No buzzer is used in this round.

Round 2: Rapid Fire Round – Each team quota of 10 questions.

- In this round each team will be asked 10 questions one after another.
- On the immediate completion of a question, each team gets 5 seconds to answer it.
- If a team is not able to answer a question, they can pass it for the next question.
- There is no team discussion in this round.
- 10 points are awarded for the correct answer.
- No negative points for the wrong answer



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- Once a question is passed the team cannot give an answer later.
- No buzzer is used in this round.

Round 3: Buzzer Round – Ten questions in all

- 10 questions will be fired at all the teams one after another.
- The teams can discuss among themselves and then press the buzzer/bell to answer the question first. No discussion is allowed after pressing the buzzer.
- The team that presses the buzzer/bell first gets a chance to answer it.
- 10 points for the correct answer and minus 5 points for the wrong answer.
- If a team doesn't answer or gives a wrong answer after they press buzzer, they also lose 5 points.
- If a team presses the buzzer before the question is over, they will be asked to answer it without the question being completed.
- The question has to be answered in 20 seconds.
- If a question is not answered by the first team who pressed the bell. The team that pressed the bell next gets to answer.
- There are no choices in this round.
- If two teams press the buzzer/bell together there will be a pull of cards to decide who gets the chance to answer if. If the first team answers, it correctly they get a point. If they give a wrong answer, they lose 5 points and the next team that pressed the buzzer gets to answer.

Round 4: Audio-visual round – 1 question each.

- Each Team will be shown a picture with a quotation. The team must complete the quotation. The team has 15 seconds to complete the quotation.
- The teams will be made to listen to an audio clip. The team must guess the name of the song or sing certain lines from the song as asked by the quiz master.
- Questions will not be passed to the next team. • No negative points for wrong answers.

Round 5: In case of a tie.

- In case of a tie after the 4th round, the tied teams get into a buzzer/bell round.
- Rules are like buzzer round.
- If a team answer right, they get 25 points. If they answer wrong, they get minus 25 points.



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CODING COMPETITION AND BUG-FINDING

- All the contestants will be given the same set of problems to solve.
- All the contestants must bring their laptops.
- The coding contest portal will be opened at the given scheduled time, so all the contestants must report 30 minutes before the scheduled time.
- Contest will be conducted in 2 rounds.

ROUND: 1 Elimination Round (Time Span – 90 minutes)

3 Coding Questions, 5 MCQs and 5 Debugging

Questions ROUND: 2 Final Round (Time Span – 90
minutes)

3 Coding Questions

- Final rankings will be done as per the given following rules.
 - 1) Number of questions solved correctly
 - In case of ties, it will be broken as per the following rules**
 - 1) The number of test cases passed
 - 2) Time taken to solve the given set of problems
 - Contest will be hosted on 'CodeChef'. So, every contestant must have an account on 'CodeChef'
 - Contestants cannot bring any notes or textbooks to the contest room. They can only bring Pen/Pencils with themselves. Blank sheets of paper will be supplied.
 - If any of the contestants found practicing any unfair means, he/she shall be disqualified immediately.
 - All contestants are required to present a valid student identification card (Aadhar Card/College ID)
 - Referees will be assigned to observe teams throughout the contest and report any problems and/or violations of the rules to the Contest Committee
 - The Contest Committee's decision in all matters is final.
 - Languages allowed: C/C++/Java/Python

RAMP WALK COMPETITION

- Only one entry per person. No group participation is allowed.
- The competition is open to all the students.
- Time limit for each participant would be 5 minutes (Including setup and the performance both).
- Registration should be done on or before.
- Each participant will receive registration number/ code after their registration.
- Delay in the arrival to the stage upon announcing the name or code must be strictly avoided. Announcements will be made maximum twice, failing to arrive will be disqualified.



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- You'll be asked a general question, on the spot. You would have to answer it accordingly. Your perspective towards any situation explains your attitude."
Participants will be judged on costumes, theme, walking stance, attitude and tag line.
- Irrelevant bare body exposure is prohibited, and importance will be given to the appropriate use of costumes and accessories.
- All costumes are permitted, which maintains decency.
- The winners and runners will receive prizes and honorary certificates.
- Any kind of misbehavior/ vulgarity will not be tolerated.
- The judge's decision shall be final and abiding.

MOTOR ASSEMBLING

The specific rules and regulations for motor assembly will depend on the location and governing bodies involved, but here are some general guidelines that may be applicable:

- Safety regulations: Motor assembly facilities must comply with safety regulations such as those related to electrical systems, fire protection, and worker safety.
- Environmental regulations: The motor assembly process may generate waste or pollutants, so compliance with local environmental regulations is necessary to avoid fines or legal action.
- Quality control: The motor assembly process must adhere to quality control standards to ensure that the final product meets required performance specifications.
- Intellectual property laws: Companies must protect their intellectual property by adhering to laws related to patents, trademarks, and copyrights.
- Employment regulations: Motor assembly facilities must comply with laws and regulations regarding employment practices, such as minimum wage, overtime, and anti-discrimination laws.
- Export regulations: If the motors are being exported, companies must comply with export regulations and laws.
- Consumer protection laws: Manufacturers must comply with consumer protection laws, including laws that require warnings or instructions for use, and regulations related to product recalls.

TOOL WORKSHOP WAR

Includes lathe machine work, Drill, Carpentry work.

- Only one entry per participant, no group participation is allowed.
- The competition is open to all the students.
- Registration should be done on or before.
- Each participant will receive a registration number which is mandatory to come along with it.



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- Time limit for each participant will be 10 minutes (including set-up with performance)
- There will be 3 levels (Lathe Competition, Quiz Competition, Final Round respectively). In competition and the final winner and the runner-up will receive prizes and honorary certificates.
- Any kind of tool and electronic gadgets are not allowed from outside.
- If any kind of damage happened to the machine and tool during competition, then the participant will be disqualified.
- Any kind of misbehavior/vulgarity will not be tolerated.
- Delay in arrival to the venue upon announcing the name or code must be strictly avoided. Announcements will be made maximum twice failing to arrive shall be disqualified.
- Judge's decision shall be final and abiding.

CAD 2D & 3D MODELLING

- A minimum participant is allowed.
- Candidates who have been enrolled for their registration will only be considered as participants.
- Each participant will receive a registration number which is mandatory to come along with it.
- All participants are required to present a valid student identification card (College ID).
- Only(30min) time will be given.
- Bring your own laptop with AutoCAD software.
- There is only two rounds:-
 1. First you have to make design in 2D.
 2. Second round you have to convert it into 3D.
- Design will be given by our Co-ordinates you have to complete this task in 30min. Otherwise you will be disqualified.
- The one who will make the drawing first within 30 minutes he will be winner.
So try to complete your tasks as soon as possible.
- The Judge's decision will be final and binding to all.
- Judges will base their scores on: neatness, completeness, difficulty, and drawing skills.
- There will be only 3 winner First, Second, third and they will get prize and certificate.
- Dimensions should NOT be duplicated. For example, if you dimension the right side of a part, the opposite (or left) side of the part should not be dimensioned unless it is different.
- No unnecessary dimensions should be used. Use the minimum number of dimensions needed to produce or inspect the part. Unnecessary



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dimensions only make the drawing more cluttered and harder to understand.

- Holes should be located by their center lines.
- A circle is typically dimensioned by its diameter and a radius.

TREASURE HUNT

- All teams must have at least 2 members and no more than 4 members. Registration will be from 11:00 to 12:00 on Saturday May 9, at Dr. Shakuntala Mishra National Rehabilitation University (I.E.T.), or you may register in advance by visiting our Tech Fest web page at completing the on line registration form.
- Teams must stay together during the Treasure Hunt and are encouraged to work together to solve the clues from each location. Teams are encouraged to bring along
 - a phonebook and/or a cell phone with internet access to locate addresses for locations once they've solved the clues.
- Each team will be given a "Clue Booklet" at the beginning of the treasure hunt. All of the treasure hunt clues will be in the booklet. It will be up to the teams to decipher the clues. Each clue once solved will lead you to a location where you will be able to collect a "Treasure Hunt Clue". Whether or not all clues are solved retrieved teams must return to Amenities Block 2 to qualify for prizes.
- Each team in the hunt is assigned a number with their Institute name. A paper with this number on it is provided to you at sign in on the day of the hunt. It will be used by Hunt coordinators to spot check compliance with the safety rules.
- The Treasure Hunt begins at "Clue Booklets" will be distributed to team members at that time and may be opened and the teams may start solving the clues.
- Disqualification will result from any of the following.
 - a Damaging any property
 - b Interfering with other teams or their members in any way
 - c Copying from other teams.
 - d Stealing from other teams.

ONLINE GAMING COMPETITION

- Each team can comprise of 4-6 players with a minimum level 20 account.
- No rank requirements are imposed for registration.
- Upon successful registration, a team may not change its team name for the remaining of the tournament. Teams player may change their name at any time between different tournaments. They have to write their team name before starting their name (e.g. DH ABHAY).



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- Each participant can be a member of only one team in a tournament. • Teams will accumulate infraction points for their members' offenses. Penalties for infraction points are: 1~3 points: Verbal Warnings | 4 points and above: Immediate Disqualification on using hacks.
- Respective team captain have to wear their IGL BADGE during the tournament otherwise their point may deduct.
- Solos will be kicked but if any team is found playing solo & duo their match won't be considered.
- The team / person who putting allegations on team must have proper proof.
- Teams must take a screenshot of every result.
- Teaming up is strictly prohibited. If found and proved, all the teams involved will be disqualified from the tournament.
- Third-party apps, mods, and abuse of bugs are strictly prohibited. If such offenses are found and proved, your team will be disqualified from the tournament.
- All maps must be downloaded by all the players. If you get kicked during the game start and your team reduces to duo or solo, either your team gets kicked, the organizer will not restart the match.
- Participants are not allowed to use PC emulators to emulate any tournament games. Offenders and their team will be immediately disqualified.
- Teams have to report 30 min. Prior before the tournament.
- No one is allowed to leave the gaming arena without official instruction.
- Tournament updates will be provided on WhatsApp group .
- Team captain are advised to enroll in WhatsApp group for updates.
- Point allotment:
 1. On the basis of kills in each game .
 2. On the basis of position in each game .
 3. 1 kill = 5 point .
 4. Points on Teams Position to be declared after registration.

FACE PAINTING COMPETITION

Rules and Regulations:

➤ For Face Painting:-

1. It is a team event so there should be minimum of 2 participants in a team .
2. You have to complete your painting within the given time I.e **60 Minutes**.
3. Face should be clean before the starting of the competition.



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4. Use of gadgets for copying art work is strictly prohibited. If found cheating the individual will be disqualified.
5. The theme of the event is : **THE LION & THE ROSE** which is based on **GAME OF THRONES**.
6. Participants to get their own paint, paint brushes and other stationary items as well.
7. At least 60% face should be covered.
8. Open to UG, PG and diploma students of all streams.
9. All the participants should reach the venue at least **30 minute** prior to the time of start.

➤ **For Face Painting On Canvas:-**

1. It is **not** a team event so only individual participants are allowed.
2. You have to complete your painting within the given time i.e **90 minutes**
3. Canvas will be provided at the time of event.
4. Theme will be based on **GAME OF THRONES** which is provided on the spot.
5. Participants to get their own paint, brushes and other stationary items as well.
6. Open to all college/University/school and Institutes.
7. All the participants should reach the venue at least **30 minute** prior to the time of start.

ANVESHANAM



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NOTE:- The decision taken by the coordinators and judges will be final and rules can be changed according to necessity.

Important Dates:-

Registration Starts :- 04-05-2023

Last date of Registration :- 09-05-2023 (11:59 PM)

Date&time of event :- 11-05-2023 11:00AM Onwards

PHOTOGRAPHY COMPETITION

1. The event is open to all college students who are interested in photography. Participants should carry their college ID card for verification.
2. Participants should register in advance for the event. The registration process will be simple and easy to follow.
3. The participants are supposed to participate (register) as an individual in the event.
4. The theme can be related to the college fest or can be something more general.
5. The participants will be given a specific time limit to capture their photographs. The participants will be given enough time to explore the event.
6. The participants are requested to bring their own cameras and other equipment required for photography. The organizers should not provide any equipment to the participants.
7. The participants should not manipulate or edit their photographs using any software. The photographs should be submitted in their original form.
8. The participants should submit their photographs before the deadline. The organizers will specify the submission format and the file size limit prior the event.
9. The photographs will be judged based on their creativity, originality, and technical quality. The judging criteria will be given clearly to the participants.
10. The winners will be awarded prizes and certificates.

The participants should retain the copyright of their photographs. *The organizers will not use the photographs for any commercial purpose without the participants' consent.*

OPEN MIC EVENT

1. The open mic event will be open to all college students who wish to participate. You need to bring your college ID (any) for the authorities/organizing team for the review and to be eligible for further event.
2. Participants will be required to register their names and the details of their performances in advance.
3. There will be a time limit for each performance, which will be communicated to the participants in advance.
4. The content of the performance should be appropriate for a college audience and should not include offensive or derogatory material.
5. Participants are required to bring their own equipment and instruments for their performances. The event organizers will only provide a basic sound system,



microphones, and amplifiers. The order of performance will be decided by a random draw or based on the of performance.

6. Participants are expected to conduct themselves professionally and maintain decorum throughout the event.
7. Judges will be selected based on their expertise and experience in the relevant fields, and their decisions should be final.
8. Prizes will be awarded to the winners based on the quality of their performances.
9. The event organizers should ensure that all safety measures are taken to prevent any accidents or injuries during the event.

RANGOLI MAKING COMPETITION

- Theme of the competition is restricted to "Tech Fest".
- Individual or Group participation only.
- The event will be organized in offline mode.
- There will be only two round of competition.
- The participants have to bring their own material. Only colors and flowers can be used for making rangoli.
- The participants will be given 1 hrs. for making rangoli. No extra time will be given in any case.
- Cash prizes will be awarded to First, Second and Third position holders, along with Certificates of Achievement.
- A Certificate of Participation will be given to all present participants.
- The participant must strictly adhere to the timings.
- The decision of jury shall remain final and no correspondence will be entertained. • Last minute changes in the above rules, if necessary, can be made.

DANCE COMPETITION

- Eligibility: The dance competition is open to all individuals or dance groups of any age, nationality, or gender. Participants must register and pay the registration fee to participate in the competition.
- Time Limit: The time limit for each performance is 90 seconds. Participants exceeding the time limit may face point deductions or disqualification from the competition.
- Song Selection: All songs used for the competition must be predetermined and approved by the competition organizers. The songs should be decent and appropriate for a family-friendly event. Any use of explicit or inappropriate content may result in disqualification from the competition.
- Judging: The competition will be judged based on various criteria, including creativity, technique, musicality, and stage presence. The judges' decision will be final and binding.
- Conduct: Participants are expected to conduct themselves in a professional and respectful manner throughout the competition. Any disruptive behavior or violation of the competition rules may result in disqualification.
- Liability: The organizers of the dance competition will not be held responsible for any injury, loss, or damage incurred during the competition. Participants are responsible for their own safety and wellbeing.



- **Media Release:** By participating in the competition, participants grant the organizers the right to use their name, likeness, image, and performance footage for promotional purposes.
- **Registration Fee:** Participants must pay the registration fee to confirm their participation in the competition. The fee is non-refundable and nontransferable.
- **Cancellation:** The organizers reserve the right to cancel the competition at any time for any reason. In the event of cancellation, participants will be notified, and registration fees will be refunded.
- **Agreement:** By registering for the competition, participants agree to abide by all the terms and conditions outlined above. Any violation of these terms and conditions may result in disqualification from the competition.

POSTER MAKING COMPETITION

1. **Eligibility:** The competition is open to all students of the school/college/institution.
2. **Theme:** The poster making competition will have a specific theme that will be provided by the organizers. Participants are required to create a poster based on the given theme.
3. **Format:** The poster should be created on a standard A3 size paper, and it can be created using any medium such as watercolors, acrylic, oil paints. All the participants have to bring their own brushes, paints and all the materials used for poster making because we will provide you only A3 size paper.
4. **Content:** The poster should be original and should not contain any copyrighted material. The poster should also not contain any vulgar or offensive content.
5. **Submission:** Participants should submit their posters to the designated venue on the specified date and time. Late submissions will not be accepted.
6. **Judging Criteria:** The posters will be judged based on the following criteria:
 - Creativity and originality
 - Relevance to the given theme
 - Clarity of the message conveyed
 - Use of colors , typography, and design elements
7. **Prizes:** The top three winners will be awarded , which will be announced by the organizers at the end of the competition.
8. **Disqualification:** Any participant found violating the rules and regulations will be disqualified from the competition.



9. **Intellectual Property:** All intellectual property rights for the poster will be retained by the creators. However, by participating in the competition, the creators give the organizers the right to use the posters for promotional purposes.
10. **Code of Conduct:** All participants are expected to maintain a high level of decorum during the competition. Any participant found engaging in disruptive or inappropriate behavior will be disqualified from the competition.
11. **Organizers' Rights:** The organizers reserve the right to change the rules and regulations at any time during the competition, as well as to disqualify any participant who fails to abide by the rules and regulations.
By participating in the competition, all participants agree to abide by these rules and regulations.

SHORT MOVIE AND REEL MAKING COMPETITION

[the Spectacle of Life]

- This event will be Conducted in three rounds. For all three round there will three different themes.

- The theme of event:- Based on College/University view.

Round :- 1 [College Life/student life something related to College/University]

Round :- 2 [Oscar winning song in 2023 (Naatu Naatu), Background should be a College view].

Round :- 3 [Performed and make short movie that indicates or give a lesson or an inspiration related to college life] Point to be Notice:-

- For round 1st & 2nd the time limit of reels does not exceed 60 seconds.
- For 3rd round the time limit of short movie should not exceed 7 minutes.
- Nothing should be vulgar in short movie/Reels.
- The shortest the better.
- Make it visual

EXHIBITION FOR 10+2 AND DIPLOMA STUDENTS

General instruction for student taking part in the Exhibition

- Project Exhibition is a technical event in which the participants should prepare their project at home and they have to bring the project to demonstrate before the judges.
- There is only one round and the best is chosen by the judges and the respective prizes are given away.
- Each team can have maximum of 4 members.
- The competition is open to only 10+2 and Diploma students.
- Members should have a valid student ID card of their college.
- A team member can participate in only one project presentation Regulations for competition and display of Exhibition:

Student taking part in project exhibition event should follow certain rules regarding the event.



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- The project for competition must be displayed and presented with an effective power point presentation.
- The presentation should contain a simple description about their project The candidates can take help of following points to describe their project in the ppt.

1. Introduction
2. Block diagram
3. Working principle.
4. Its advantages and disadvantages
5. Future Work.

Note:- Participants must exhibit their project in the event of ANVESHANAM 2K23 On 10th May 2023.

- Teams will be given a space to set up their model/design at the venue for exhibition and for judging.
- All selected participants will receive participation certificate.
- Basic system requirement will be made available to participants as per requirement of project.
- Participants should bring all their requirements to execute their project.
- The decision of the judges shall be treated as final and binding.
- The organizers reserve the rights to change any or all of the above rules as they deem fit.

Judges evaluation factors

1. Innovation
2. Design (Compactness and the efficiency of work done)
3. Efficiency (Performance of said task)
4. Relevance with practical need

ROBORACE

Task:-

“More speed, more power with minimum time and perfection” Design a manually controlled ROBOT that has capacity to cover maximum distance in shortest possible time, challenging the hurdles and be one of the best opponents. Think your robot can overcome any obstacle-big or small in the least of time. If so get it on the track and let the game begin and bear in mind that maximizing RPM does not make you winner but winners are those who have good presence of mind, sharpness and practice. It is the event where you to get to test the efficiency and power, skills of your robot. Organized by IET, DSMNRU under the banner of “Tech Fest ‘ANVESHANAM 2K23”

Robot Specification:-

- The maximum dimension of the robot can be 30cm x 25cm x25cm (lxbxh). i.e. the robot should strictly be smaller than a cuboid of the given dimensions
- The Robot should be wireless only.
- Max weight must not exceed 3 kg.
- No external power supply is allowed. Participants are allowed to use only an onboard power supply. Teams shall bring their own power supply for all its machines.
- Using pneumatic & hydraulic systems, IC engines, Lego kits or any other ready-made mechanism for the construction of the robot is strictly not allowed. Violation of the stated rule will imply disqualification of the particular team.

Rules and Regulation

- Robot should be as per the given specifications.



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- Each team can have maximum 4 members. (Students from different institutes can form a team)
- Each member of the team must contain the identity card of his/her respected institute.
- The robot should not damage the arena.
- The robot must not leave behind any of its parts during the run; else it will result in disqualification.
- No more AC/DC power supply will be provided at the sight of play.
- Unethical behavior could lead to disqualification. Faculty-coordinators have all the rights to take final decision for any matter during the event.
- In case of any disputes or discrepancies, the decision of the organizers or judges shall be treated as final and binding on all.
- Three times hand touches are allowed with penalty of 15 seconds for each hand touch, penalty time will be added further to overall time required by robot for completion of specified round.
- If any of the robots starts off before start up call, the counter would be restated and the machines will get a second chance. If repeated again then team will be disqualified.
- Your robot must be ready when call is made for your team.

Arena:-

The arena consists of certain obstacles and checkpoints carrying predefined points. The robot should be able to navigate through the obstacles with utmost stability while maintaining an appropriate pace.

- Each passage will be around 45cm wide.
- The track surface and course line may have unevenness.
- There might be abrupt angles but these will not exceed 30 degrees.
- The design and size of the obstacles in the race track will try to slow down the robot.
- Arena will consist of switch gate, down, stone, pit, rollers, rotating disc and other hindrances.

NOTE : +/- 5% error dimensional error may be there in actual track.

DRONE CONTROLLING

- One or more participants can participate.
- Participants must build their drone using Arduino and a gyroscope. Failure to do so will result in a point deduction .
- The drone should be operated or flown by a person using manual controls.
- The drone should be wireless only.
- Readymade drone is not allowed.
- The participant will have to explain the components and working principle of the drone, otherwise they will be disqualified.
- Each member of the team must contain the identity card of their respective Institute.
- Unethical behavior could lead to disqualification.
- Decision about your drone will be taken by the organizers.

EXHIBITION

A Technical Exhibition to provide an opportunity to work on real-world problems (Social Impact/Social Entrepreneurship, Agri/Rural Development, Energy Sector Cutting-edge Technologies such as AI / ML / Robotics / Drone etc.) faced by people and



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create innovative projects, software and hardware solutions to improve their lives.

- Rules:-**
- Individual or a team up to 5 member can participate with one project
 - The students working on any innovative models or the projects or Prototype can participate.
 - The project/prototype should have novelty solving a particular problem which they are trying to solve.
 - Participants will have to explain their concept to the jury.
 - Participants will have to carry their own laptops to present their ideas.
 - The Judge's decision will be final and binding to all.

Judging criteria:-

• **Creative Ability (10 points)**

What was the source of the idea or problem? Does the investigation show originality of concept or approach, or is it a copy of known experiments? This does not mean that the entire project must be original, but ingenious approach or adaptation of materials should be noted. Collections can be considered as creative only when used to support an investigation or solution of a problem. No credit should be given for purchased or borrowed equipment that is not part of the work of the student, and which serves only as a tool in the investigation.

• **Scientific Thought (10 points)**

To what extent is quality and depth evident? Has the student handled data properly, avoiding firm conclusions without having adequate evidence? Does the investigation show a verification of laws or theories that help to clarify an understanding of scientific facts or principles? Does research show the background of the problem, orderly analysis, experimental approach, collection & analysis of data, and the formation of logical conclusions?

• **Skill Used (10 points)**

Has the exhibitor used good judgement in the selection of scientific processes or equipment to solve the problem? Is there evidence of skill in the use of tools and methods of science? Does construction of the equipment demonstrate competent workmanship? What is the nature and extent of the assistance that the student has received, i.e. art classes, advice from scientists, etc.?

• **Clarity (10 points)**

Will a person with an average knowledge of technology be able to comprehend the purpose, goals, and general conclusions of the project? Does the display clearly explain the project? Are guide marks, labels, and descriptions clearly presented and correctly spelled? Are all important phases of the investigation presented in a brief and orderly fashion?

CIRCUIT SOLVING AND CIRCUIT DEBUGGING RULES AND REGULATIONS

PROBLEM STATEMENT

You must debug a specific electronics application by using the circuit provided by us. The application will use the concepts from basic Analogy and Digital electronics and to be designed on a Bread Board.

EVENT RULES:



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1. A minimum of one or maximum two participants are allowed for this event/It may be varied on the number of participants.
2. There will be total 2 rounds.
3. First round will be elimination round with objective type questions from fields of electronics.
4. Second round will be circuit debugging round in which an actual application has to be made.
5. All the rounds are open in nature, means you will be provided question sheets/components/circuit and you need to submit them back within the specified time limit.
- 6 There will be time bonus.
- 7 All the components and material required for the circuit will be provided by us.
- 8 Power supply and other testing devices like millimeters, CRO (if needed) and other tools will be made available in a shared hall.
- 9 The Judge's decision will be final and binding to all.
- 10 Winner will get prize and certificate.
- 11 All the candidates should have their college I'd cards.

Round 1:

This round will be an elimination round with objective type questions from fields of electronic fundamentals and hardware.

Round 2:

Teams that will qualify after the first round will make an application. The theme of which will be disclosed on the spot.

All the components/circuit and required material will be provided to the teams.

All teams will be having same kit of components.

You may not use any other component/material however in case something got damaged you may request the organizer to replace the components/parts.

Submitting the application/kits early will benefit the team as time bonus.

Time bonus will be considered for tie-breaking between two or more teams.

SINGING RULES AND REGULATIONS

Welcome all singers! This is your chance to showcase your vocal talents in the solo singing challenge. To ensure a fair competition, please adhere to the following rules:

- Each participant will have 2-3 minutes to perform.
- Participants are not permitted to read or refer to lyrics while singing.
- Singers will be judged based on their song selection, voice quality, clarity, rhythm, and overall appeal to the audience. Participants should bring their own musical instruments if required for their performance.
- Song selection is open, but all songs must be free of slangs or derogatory language.
- Participants should arrive early and be prepared to perform when called upon.
- The organizers reserve the right to disqualify any participant who violates the rules or displays inappropriate behavior.
- The judges' decision is final and binding.
- Participants are expected to dress appropriately for their performance.



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TECHNICAL QUIZ

The "just a minute" event is designed to test your problem-solving skills and your ability to think on your feet. The event will be conducted in two levels, and you will have to compete with other participants to win the grand prize.

In the first level, you will be given a list of ten problem statements related to technology. You will have to choose one problem statement from the list and research it in-depth. You will have a time limit of 60 minutes to do this. You can use any resources you like, including the internet, books, and other reference materials.

Once the time is up, you will be asked to present your solution to the problem statement you chose. You will have two minutes to present your solution. Your presentation should be clear, concise, and to the point. You should explain your solution in a way that is easy to understand, even for someone who is not familiar with the topic.

After all participants have presented their solutions, the judges will evaluate each presentation based on the following criteria:

- Creativity: How innovative and original is the solution?
- Feasibility: Is the solution practical and achievable?
- Clarity: How well is the solution presented?

The participants with the highest scores will move on to the second level of the event.

In the second level, you will be asked to answer a quiz related to the topic you presented in the first level. The quiz will test your knowledge of the topic and your understanding of the problem statement. You will have a time limit of 10 minutes to answer the quiz questions.

The participant with the highest score in the quiz will be declared the winner of the event.

In conclusion, the "just a minute" event is a great opportunity for you to showcase your problem-solving skills and your knowledge of technology. It's an exciting and challenging event that will test your ability to think under pressure. So, get ready to participate and show us what you've got!



ANVESHANAM