VERNAL-2016
(Youth Basant Festival)
Registration Form

1. Name of the Participant College/Institute:………………………………………………………..
2. Name of the coordinator/faculty in-charge:…………………………………………………….
3. Contact No. of the coordinator/faculty in-charge:……………………………………………..
4. Name of the participants:………………………………………………..………………………..
5. Participation details:

S. No.	Events	Confirmation (Yes/No)	DD/Cash (DD no.)
	Cultural:		
1	Dance Competition		
2	Singing Competition		
3	Nukkad Natak		
4	Battle of Bands		
5	Mr. & Ms. Vernal		
	Technical:		
1	Technical Quiz		
2	Best out of waste		
3	Counter Strike(Game)		
4	Coding contest		
5	Technical Paper Presentation		
6	Roborace		
7	Project making Competition		
8	Circuit making Competition		
	Sports:		
1	Cricket T-20(Boys)		
2	Volleyball (Boys)		
3	Volleyball (Girls)		
4	Basketball (Boys)		
5	Basketball (Girls)		
6	Kabaddi (Boys)		
7	Badminton(Boys)		
8	Badminton(Girls)		
9	Table Tennis (Boys)		

Entry Fees: Rs. 250/- Per Participant + Food (@ Rs.30/- per diet)
Important points to be taken care:
1. Entry fees can be paid either by Demand Draft in favour of "**IIMT Engineering College**" payable at **Meerut** or by Cash.
2. One Coordinator/Faculty is required to come with the participants.
3. Attach separate Sheet containing **Name, course and contact no** of the participants.
4. Participants must carry their Identity cards as well as authority letter provided by their institute/College, failing to do so will not be permitted to take part in the festival.
5. Accomodation will be given on "First come first serve " basis.

(Signature of Director/Principal/HOD)

CULTURAL EVENTS
Audition date- 26/02/16

Battle of Bands

➢ Interested performers must send their demo tracks in the form of digital mp3's by 20th February (by 5:00pm) to vernal@iimtindia.net.

➢ The tracks submitted will be reviewed .

➢ The round of performances held on the day of the event is the final performance round. There will not be a second round after the event.

➢ Each bands shall have 15 minutes. The 15 minutes is inclusive of the time of performance alone. An extra 5-7 minutes will be given to the band to set up their equipment.

➢ There should not be any socially unacceptable lyrics . Failure to abide by this rule will result in immediate disqualification.

➢ If all members of your band are not present backstage 30 minutes prior to the time you are assigned to perform, your act will be disqualified.

Solo Dance Competition & Group Dance Competition

➢ Participants are required to give the corresponding edited songs in PENDRIVES ONLY prior to the competition.

➢ Props are allowed but it should not cause inconvenience to the other teams or cause damage to the stage .

➢ Judgement for the audition round shall not include the criteria of costumes but for further rounds the teams shall be judged on the basis of their costumes as well.

➢ Audition: Teams have to perform to a suitably edited part of music from their main performance. Music in elimination round has to be a part of the Final round performance. Time limit : 2 minutes.

➢ Finals : Teams will present their complete performances. Time limit: 10 minutes.

Mr. & Ms.Vernal- 16

➢ Participant must 18 years of age or above. He/she must be a student from a college and registered with Vernal 2016.

➢ Participants will be judged on their ability to project their personality and project his/her views.

➢ Will judge by Ramp walk by participants.

➢ Will judge by talent show by each participant – dancing, singing, instrument or any other creative activity (2 mins maximum).

➢ Questions to participants by the judges.

➢ The top 4 participants (2:2) will be given 1 min each to speak to the audience, tell them his/her USP (unique selling point) and gather their support.

➢ Participants are expected to reach the venue on time.

➢ In all the preliminary and final rounds, the decision of the organizers and judges shall be final . No protest against any judgement shall be entertained under any circumstances.

Nukkad Natak

➢ Nukkad Natak is a street-play competition .Its aim is to convey a social and political message in an entertaining environment, amidst the intimate and effective means of theatre by means of shout, chants, drums and catchy songs.

➢ Points will be deducted for vulgarity.

➢ Recorded music not allowed.

➢ Negative points for exceeding the time limit.

➢ Only Danda and Chunni can be used as props.

➢ Time limit:20 to 30 minutes.

➢ Event will be on 26th & 27th February 2016.

1. Technical Quiz (Brain Drain)
Rule:-

a. **Elimination Round**
   i. Each team **(team of four members)** would be given a set of question papers containing 15 objective type questions.
   ii. Time limit - 15 minutes.
   iii. Only 6 Teams would be selected for STAGE ROUNDS.
   iv. In case of tie between 2 or more teams, further 3 questions would be asked for final selection. .

b. **Stage Rounds**
   First Round
   i. Each team would be asked 2 questions. (Objective questions)
   ii. 10 marks for correct answer, and no negative marking for wrong answer.
   iii. If a team cannot answer the question, then the question would be forwarded to the next team.
   iv. Only 5 teams would be selected for the 2nd Round.
   v. Answering time is only 30 seconds.
   vi. Bonus question will be asked in case of tie.

   Second Round
   i. This Round would be the Buzzer Round.
   ii. 10 marks for the correct answer and negative 5 marks for the wrong or no answer if team Buzzers.
   iii. Only 3 teams would be selected for the last Round.
   iv. Answering time is only 30 seconds
   v. Bonus question will be asked in case of tie.

   Third Round
   i. This Round would be the Audio-visual round.
   ii. 10 marks for the correct answer and negative 5 marks for the wrong answer.
   iii. Each Team would be asked 2 audio-visual questions.
   iv. Answering time is only 30 seconds.
   v. If a team cannot answer the question, than the question would be forwarded to the next team.

** SURPRISE ROUND IN CASE OF TIE IN THE FINAL ROUND

2. Best out of Waste (Tod Phod Jod)
Rule:-
i. Only Waste/Scrap material can be used for the purpose of this competition.
ii. Other than waste material, Glue, Fevicol other adhesives, Pins & colors can be used to enhance & give finishing to Art work.
iii. All the required material has to be brought by the participants themselves, nothing will be supplied by the institute for the same.
iv. Judges reserve the right to disqualify any art work if the major material used is not waste material.

    v.   Participants are not allowed to bring any structure partly or fully made, all the art works are required to be prepared only during the allotted time.

    vi.   A panel of judges will judge the performances and decide Winner.

    vii.   The developed model should be a working model.

3. Computer Game (Counter Strike)
Rule:-

    i.   A team will consist of five members.

    ii.   All levels are knockout.

    iii.   There will be a toss to decide which map to play (de_dust2, de_inferno).

    iv.   There will be maximum 10 rounds to decide the winner.

    v.   After each round loosing Capitan has to eliminate one player of his team.

    vi.   The winning team promoted to the next level.

    vii.   A player can only be on one team, meaning that you cannot play for two different clans in the competition.

    viii. Team members may communicate verbally if they are alive in the match or when all team members are dead.

    ix.   Player must respect the spirit of fair play and non violence.

4. Coding Contest (Coding Mania)
Rule:-
Qualifying Round

    i.   There will be 25 objective questions of duration 30 minutes.

    ii.   No negative marking.

Round-1

    i.   The qualifiers are required to convert the given problem into program using any of the language (C/C++/Java/C#).

    ii.   Time Duration: 45 minutes.

Round-2

    i.   The round-1 qualifiers are required to implement a scenario given by panel of judges in any of the language (C/C++/Java/C#).

    ii.   Time Duration: 90 minutes.

These factors will be used to score the performance of each participant.

- Complexity of the code.
- Readability of the code.
- Output of the program.

5. Presentation (Technical Paper Presentation)
Rule:-

    iii.   A team will consist of maximum two members.

    iv.   Maximum 15 minutes will be given to each team to explain topic using power point presentation.

    v.   After presentation a panel of judges will ask questions related to topic.

    vi.   Abstract should be reached via mail before seven days of commencement of event.

6. Robotic Competition (Robo Race)
Rule:-

Construct Your Machine to have the maximum speed to beat other machines on the given track to reach the final destination in minimum time. You have to build a manually controlled robot capable of traversing over different terrain and unseen hurdles.

There will be separate points for overcoming the obstacles as well as the other parameter being within time. Thus the bot with the most cumulative points will win.

The aim of the event is to check the robustness of the vehicle and its competence with the opponent on the same track.

Task

Design and construct a remote controlled (wired/wireless) robot capable not only running fast but also is capable of fighting hurdles on the track in the least time.

Bot Specifications

- Only wheels are allowed for locomotion, conveyer belts may be used.
- The weight of the bot should not be more than 2kgs (excluding power source).
- The bot should fit in a box dimensions 30*25*15 cm.
- At all times, bots behavior should be non-offensive, non-destructive and non-harmful to humans and track.
- Bots are not allowed to fly or jump.
- Internal combustion engine cannot be used.
- Also bot must not emit smoke or fire, leak, stain or soil, spray, throw or use projectiles.
- Use of ic engines or compression is not allowed. All vehicles must depend only on motors for their propulsion and control.
- The person who have made the robot should be able to explain the circuit and the program uploaded(if any).

Team Specification

- Any team can participate in Robo Race, Plinth. A team may consist of 3 to 5 member Participants. These participants can be from same or different institutes.

Track Specifications

- The track will be 30-35 cm wide.
- The track will be having many zones

Predefined Obstacles for Round 1

- Sandy surface.
- Rocky surface.
- Elevated surface with maximum slope of 30 degrees.
- Bumps randomly placed.
- Greasy surface.

NOTE: – Top 10 of the leader board will be qualified for round 2.

Obstacles in Round 2: Obstacles of round 1 in addition to some miscellaneous ones.

GENERAL RULES

- No human intervention is allowed in between the race.
- The track will contain certain number of check-points and if the bot goes out of the track then it has to start with the previous check-point.
- There will be certain number of hurdles and obstacles. Each obstacle and hurdle will be assigned some specific points and have to be completed in a stipulated time limit.
- Point description will be disclosed on the spot before commencement of event.
- This will be a two round of competition and entry to the final round will be solely based on total cumulative points of previous round.
- One should not use the wires for lifting up or moving the bot.
- Points earned will be calculated within the time limit and free time of 3 min will be provided only once if any technical problem occurs.
- In case of any discrepancies organizer's decision will be final and binding.
- The organizers reserve the right to change any or all of the rules as they desire. Change in the rules as if any will be informed through e-mail.
- Any team found flouting any rules would be automatically disqualified.

7. Project Competition (My Creation)
Rule:-

i.   Model will be working one.
ii. Power supply and space will be provided.
iii. No use of toxic and hazard material is permitted.

8. Circuit Making Competition(Design Your Best)
Rule:-

i.   Each team will work independently on the given task.
ii.   No access to the Internet is permitted.
iii. The design problem will be provided to each team at the beginning of the competition. In addition, each team will be provided with a sack of parts and data sheets for the parts.
iv.   Laboratory test equipment and connectors will be supplied.
v.   Team members may be asked to answer questions about their work.

Round 1
i.   Implementation of the given circuit diagrams.
ii.   Select the components from the given sack.
iii. Multimeter will be provided.
iv.   Participants will bring their own soldering iron and general purpose PCB.
v.   The team coming up with the correct output will proceed further.
vi.   Duration: 45 minutes.

Round 2
   i.   Debug the errors in provided circuit designs.
   ii.   Duration: 20 minutes.

Round 3
   i.   Soldering of the given circuit on general purpose PCB.

These factors will be used to score the performance of each team.

➢ Meeting the specifications: the closeness of the team results to the initial specifications and requirements as demonstrated to the judges. This is the most important factor.

➢ Quality:
- Time consumed in making circuits
- Logic and implementation
- Circuit complexity and stability
- Working condition of circuit
- Cleanliness of the circuit

*** In case of any dispute, decision of the organizers of the event shall be final and conclusive.