

Registration Guidelines

1. The registration portal for all the events is provided on the **UTKARSH-2020**, website: <https://utkarsh2020.bbdu.ac.in>The participants must register online for the category they wish to participate.
2. The interested Colleges or Institutions are requested to confirm their participation team list through email, latest by **FEBRUARY 20, 2020**.
3. Outstation Colleges or Institutions must confirm their participation team through mail by **FEBRUARY 15, 2020**.
4. The participating teams have to report at BBDEG Campus, Lucknow for in-person Registration on **FEBRUARY 25, 2020** from **12:30 pm to 6 pm** at the Registration Help Desks put up in the campus.
5. The remaining instructions will be given to the participants at the Registration Help Desk.
6. All teams are mandatorily required to carry the following documents along with, failing which the teams may not be allowed to register:
 - a) Authority Letter issued by the Director/Principal/Dean of the respective Institute/College/faculty with the name of all participants.
 - b) Institute/College Identity Cards and Two passport size recent colored photographs. The registration fee is Rs 100 for external students.
 - c) Fooding & lodging charges (if opted for): Rs 500 per participant for external students.

Special Rules for Sports

GENERAL RULES

1. Team manager should bring a permission duly granted on the college letter head signed by appropriate authority of the institution.
2. All the teams should be in proper sports kit.
3. A caution deposit of Rs.1000/- has to be paid by each team which will be refunded after adjusting the cost of damages if any.
4. If a team manager wishes to lodge a protest at the end of the match/event. Then such a protest must be in writing and handed to the Org. Secretary on duty within 10 minutes of the match's ending.

5. All the decisions made by the umpires shall be final and any case of indiscipline on court or in college shall essentially result in disqualification of individual or team/s.
6. All participants must be present at their respective venue before 30 mins of the schedule.
7. All participants must carry their I-Cards otherwise he/she wouldn't be allowed to take part in any event.
8. Separate I-Cards will be issued in exchange of the college I-Cards which would be returned after the event.
9. The schedule and fixtures will be mailed to the college soon.
10. Colleges should confirm their registration for all events before **FEBRUARY 25, 2020**.

Participation Fees. Rules for participation for will be as follows -

- (a) **Athletics:** - Rs. 100/- (per event).
- (b) **Basketball:** - Rs. 2000/- (per team) 12 Players maximum.
- (c) **Volleyball:** - Rs. 2000/- (per team) 12 Players maximum.
- (d) **Table Tennis:** - Rs. 1000/- (per team) 4 Players maximum.
- (e) **Chess:** - Rs. 1000/- (per team) 5 Players maximum
- (f) **Carrom:** - Rs. 1000/- (per team) 4 Players maximum
- (g) **Football:** - Rs. 2,500/- (per team) 15 Players maximum
- (h) **Badminton:** - Rs. 1000/- (per team) 5 Boys & 3 Girls
- (I) **Lawn Tennis-** Rs. 1000/- (per team) 4 Players maximum
- (J) **Kabbadi:** - Rs. 2000/- (per team) 12 Players maximum.

Note:

- (a) Security money of Rs 1000 is refundable at the time of deregistration after adjusting all the damages.
- (b) Security money must be submitted at the time of registration (Rs 1000) per college taking part.
- (c) Teams or individual protest fee is 500 and protest must be done before start of the event.
- (d) Protest fee is refundable if found correct.
- (e) Accommodation fee (fooding & lodging) is 500 per contestant for 3 days.
- (f) Teams needing accommodation must inform before 3 days.

CULTURAL EVENTS

Culture is what makes infinity comprehensible. Dazzling dances, soulful songs and dumbfounded drama gives an insight of our cultural roots. In order to burn the stage with breath taking performances, Utkarsh 2k20 brings Cultural Events.

1. Singing Category

1. The items/services which will be provided by organizing team include a computer/laptop for
2. Background music. Please bring the music in Pen Drive in MP3 format.
3. The organizers would not responsible for arranging practice area for the participating teams.
4. Nothing will be provided for prior practice.
5. In case of any discrepancies, the decision of the judges is final and binding.
6. Teams exceeding time limit will be penalized.
7. 1 mark for every extra 2 minutes will be deducted.

1.1 ROOH (Solo Vocals)

1. Total number of entries per college is 4.
2. It is an individual event. The time limit is 5 minutes. (3+2) 3 min performance & 2 min sound check.

Indian Style

1. Self-composed pieces will be appreciated.
2. Patriotic, folk, classical songs are **NOT** allowed.
3. Accompanists are allowed; however, they won't fetch any credit max 2 accompanist.
4. Songs should be of Indian movie (Hindi) or Indian Pop album.
5. Any instrument, if needed, must be brought by the participant.
6. Recorded music of any kind or karaoke is **NOT allowed**
7. Repetition of participants is not allowed.

Western Style

1. Self-composed pieces will be appreciated.
2. Accompanists are allowed; however, they won't fetch any credit.
3. Any instrument, if needed, must be brought by the participant.
4. Recorded music of any kind or karaoke is not allowed.
5. Repetition of participants is **NOT** allowed.

1.2 SAMAVEDA (Group Song)

1. Maximum number of teams per college is 2.
2. Participants allowed per team are minimum 3 and maximum 6
3. Maximum number of accompanist allowed is 3.
4. Time limit is 5+3 minutes (Performance + sound check)
5. Any instrument must be brought by the participants.
6. Songs should be of Indian Movie (Hindi, Indian Pop album).
Fusion of two or more songs is allowed.
7. Patriotic, folk, classical songs are **NOT** allowed.
8. Recorded music of any kind and karaoke are **NOT** allowed.
9. Repetition of participants in mutual team is **NOT** allowed.

1.3 RAFTAAR (Rapping Competition)

1. Maximum number of entries per college is 2.
2. Each rapper will be given 3 minutes to perform.
3. The rap lyrics should focus more on humor. You can mock or ridicule something related to current social aspects/not disrespecting any community.
4. The participants should bring their own karaoke.
5. The competitors who are **rude, abusive or deemed otherwise** will be disqualified from the competition.

1.4 AMLAN (Solo Instrumental Competition)

3. Maximum number of entries per college is 2.
4. Time limit is 5+3 minutes (Performance + sound check).
5. **NO** repetition of team members is allowed.
6. Any instrument must be brought by the participant.
7. Original compositions will be appreciated.
8. The setup of the instruments shall be the responsibility of the participants. The concerned committee will not be responsible.

2. Dancing Category

1. The items/services which will be provided by organizing team include a computer /laptop for background music. Please bring the music in Pen Drive in MP3 format.
2. Props will be arranged by teams themselves.
3. The organizers would not responsible for arranging practice area for the participating teams.
4. Nothing will be provided for prior practice.
5. In case of any discrepancies, the decision of judges is final and binding.

6. The teams exceeding the time limit will be penalized. 1 mark for every extra 2 minutes will be deducted.
7. The teams should be report 15 mi prior to the event. The name of college should not be disclosed during the event.

2.1 RASA (Folk Dance)

1. Each team will be allotted 4+1 minutes (performance + stage management) on stage.
2. Maximum number of teams per college is 2.
3. Minimum 5 and maximum 10 members can be there in the team.
4. Repetition of team members is not allowed.
5. The music and the songs used must be regional songs, depicting some particular format of dances practiced in different states. Classical dance form is strictly not allowed.
6. No bollywood songs allowed.
7. Costumes depicting the folk culture are compulsory. Props will be allowed.
8. Participants will have to bring in their own audio or mp3 PD's.
9. Props if used; should be shown to the coordinators in advance.

2.2 EKLAT (Solo Dance)

1. Maximum number of individuals per college is 3.
2. The participants should not exceed 3+1 minutes (performance + setup) on stage.
3. Songs should be Indian/western, and fusion of two or more songs of such genres is allowed.
4. Participants have to bring their own pen drive. Props are allowed.
5. Costumes complimenting the dance are desirable and will fetch marks for the performer.
6. No second attempt would be allowed.

2.3 JHANAK DHARA (Group Battle)

1. Maximum number of teams per college is 2.
2. Number of participants allowed per team is minimum 5 and maximum 15. Classical dance form is not allowed.
3. Repetition of team members is not allowed.
4. Time allowed for each team is 7+1 minutes (Performance + Stage management).
5. Credit for props. However, permission is required for their usage.
6. Participants have to bring their own track in pen drive.
7. Costumes complimenting the dance are desirable and will fetch marks for the performers.
8. Parameters for judging costumes, theme, choreography and coordination, stage usage.

2.4 STARSTRUCK (Street Dance)

9. Maximum number of entries per college is 2.
10. Minimum 5 and maximum 10 participants are allowed on the stage.
11. Dances should be a blend of specifically hip hop, break dance, popping, locking, and crump styles. It can include stunts which require only the efforts of team members.
12. Belly is not a part of street.
13. Time limit allowed for participants is 8+1 minutes (Performance + Stage setting).
14. Props are not allowed.
15. Synchronization of choreography will fetch marks.
16. Participants have to bring their own audio mp3 or PD's for the track.

2.5 LILAC (Duet Dance)

1. Maximum number of teams per college is 3.
2. A team comprises of two participants.
3. All dance forms are allowed
4. Time limit allowed per team is 4+1 minutes (Performance + Stage management).
5. Songs should be of Indian movie (Hindi) or Indian pop album and fusion of two or more songs is allowed.
6. The participants have to bring their own track in pen drive.
7. Props are not allowed.
8. Costumes complimenting the dance are desirable and will fetch marks for the performers.

2.6 FACE OFF

1. Song will be played on the spot randomly from a list of 20 pre-selected songs in English and Hindi.
2. The participant has to perform on the spot.
3. 2 minutes will be given to each participant for performance.
4. Any style of dance is allowed
5. No switch of song or second chance will be entertained.
6. Props are not allowed.
7. The decision of the judges is final and binding.
8. The number of entries per college is unlimited.

3. Drama Category

1. The items/services which will be provided by organizing team include a computer /laptop for background music. Please bring the music in Pen Drive in MP3 format 15 min before the proposed event schedule.
2. You can also perform live music but the necessary instruments must be

- arranged by the team themselves.
3. A set of specified props will be available to the team. Anything apart from these must be arranged by teams themselves.
 4. The organizers would not responsible for arranging practice area for the participating teams.
 5. Nothing will be provided for prior practice.
 6. Submission of scripts for nukkad & skit is mandatory at time of registration in a sealed envelopes.
 7. Use of vulgar language is prohibited. Points may be deducted and/or the team may be disqualified for the same based on judge's discretion. Use of expletives may be allowed with prior clarification with Coordinators.
 8. In case of any discrepancies the decision of judges is final and binding.
 9. Team exceeding time limit will be penalized. 1 mark for every extra 2 minutes will be deducted.
 10. There must be an undertaking by faculty coordinator that work is genuine.
 11. Only sort of thing, disclosing the grp/college name lead to disqualification.

3.1 SAMBHAVA (Advertising Contest)

1. Maximum number of teams per college is 2.
2. Maximum number of participants per team is 2.
3. Repetition of team members is not allowed.
4. Topics will be given on the spot
5. Round 1: Television Ad (Marks on overall performance)
6. Round 2: Radio Ad (Marks on voice modulation)
7. Time limit allowed per team is 3 minute to think and 3 minute to perform in each round.
8. Any in-disciplinary act will lead to immediate disqualification.
9. Jingle is compulsory.

3.2 RANGO KE DRAVYA (The Skit Competition)

1. Pre-registration of script is mandatory.
2. Number of teams allowed per college is 1.
3. Maximum number of participants per team is 12 + 4 (performers + support).
4. Time limit allowed per team is 20+5 minutes (performance + stage management).
5. Only 4 chairs and 1 table would be provided. Other props if desired must be brought by the team.
6. Teams can come prepared on any topic of their own choice.
7. Recorded music and sound of any kind is not allowed.
8. The skit can be in English, Hindi or Bilingual.
9. Hard copy of the script should be presented before February 15, 2020.
10. Proper decorum and dignity should be maintained.
11. The performance should not depict anything which may be

derogatory or may hurt the sentiments of any religion, community, institution or an individual. Any such depiction will result in disqualification of the team.

3.3 INDRADHANUSHA (Street Play)

1. Pre-Registration of script is mandatory.
2. The content should not be copied.
3. Each team must consist of maximum 20 members and minimum 5 members.
4. Maximum number of entries per college is 1.
5. Time limit for each team is 20-25 minutes.
6. Use of *DHOL* and household articles are allowed.
7. Proper decorum and dignity should be maintained.

3.4 KANTI (Mime)

1. Each team must consist of 4- 12 members.
2. Maximum number of entries per college is 1.
3. No repetition of team members is allowed.
4. Use of face paint and desirable outfit will be appreciated.
5. Time limit per team is 10+2 minutes (performance + setup).
6. Music with no indicative sound is allowed.
7. Use of Props is not allowed.
8. Face painting and costume will not be considered as props.

3.5 AABHA (Mono-acting)

1. It is an individual participation.
2. Number of individual participants per college is 3.
3. Time limit allowed per team is 5 minutes.
4. No recorded voice is allowed.
5. Use of props is allowed.
6. Mimicry will be discouraged mono acting.
7. The performance can be in English, Hindi or Bilingual.
8. Proper decorum and dignity should be maintained.
9. The performance should not depict anything which may be derogatory or may hurt the sentiments of any religion, community, institution or an individual. Any such depiction will result in disqualification of participation.

3.6 The Chaplin (Standup Comedy)

1. It is an individual participation.
2. Number of individual participants per college is 3.
3. Time limit allowed per team is 5 minutes.

4. No recorded voice is allowed. Instrumental music is allowed.
5. Use of props is allowed.
6. The performance can be in English, Hindi or Bilingual.
7. Proper decorum and dignity should be maintained.
8. The performance should not depict anything which may be derogatory or may hurt the sentiments of any religion, community, institution or an individual. Any such depiction will result in disqualification of participation.

3.7 TARANG (Parody Making)

1. Registrations for this event will be held a day prior to the event.
2. Name of three movies (either Hollywood or Bollywood) will be given at the time of registration.
3. Time limit will be 10 minutes.
4. Team size will comprise of 7 to 10 members.
5. Maximum number of entries per college is 2.
6. Teams exceeding the time limit will be penalized and those crossing 3 minutes extra time will be disqualified.
7. The performance can be in English, Hindi or Bilingual.
8. Proper decorum and dignity should be maintained.
9. The performance should not depict anything which may be derogatory or may hurt the sentiments of any religion, community, institution or an individual. Any such depiction will result in disqualification of the team.

3.8 Glam Fiesta: Mr. & Ms. Utkarsh

1. Glam Fiesta, also known as “Mr. & Ms. Utkarsh” is one of the most prestigious events of the Annual Fest of the BBDEG, Utkarsh.
2. It is a Personality Pageant that judges the contestants on the basis of their confidence, attitude, presentation and spontaneity and the way one portrays his/ her personality.
3. It comprises of four Rounds which scrutinize the overall personality of the participant.
4. The rounds are as follows:
 - a. **Introductory Ramp Walk:** The introductory ramp walk includes a formal introduction of the participants. The participants must be dressed up according to theme, which is usually ethnic.
 - b. **The Ground Zero:** An informal round, in which the participants perform a task on stage, given either by the anchor or the judges or the audience.
 - c. **The Talent Round:** The participants are required to showcase a talent of their own choice within the allotted time.
 - d. **The Question & Answer Round:** In this round the participants

are asked questions by the Judges on the stage and the participants are required to answer with proper justification.

5. There will be Minimum 4 and Maximum 6 applicants from each college.
 6. The online applicants have to mail their portfolio to dsw@bbdu.org
 7. If their portfolio is shortlisted, then they will be informed accordingly.
 8. The participants will be asked for a confirmation and a NOC from their college.
 9. For further queries, kindly contact the coordinators.
- Contact No: 7081470001; 9565617567**

3.9 Bonzor: Fashion Show

1. There will be only one team from each college.
2. Each team should contain 10 members only in which 7 of them are on stage performance & rest 3 will be designer, helper & choreographer.
3. Each team should have a combination of either 4 girls 3 boys or 5 girls 2 boys on stage performer.
4. Western, Classical, Ethnic, Indian, Roman, etc. clothing line up can be included keeping the theme in mind. No deviation from the theme is allowed.
5. The designers may be asked to explain their designs on the stage. The explanations **should not exceed 2 minute**.
6. Teams will be judged on the basis of the theme, ramp walk, attitude, body language, costume, makeup and style/glamour.
7. Each team would be given about 8 (4+4) minutes for presentation.
8. The team should carry their own whole material required for participation.
9. A little music, dancing postures and hilarious activity is allowed to justify the theme.
10. The presentation by the student should not divulge from the theme of **Polluere - Heaven Forbids/(Beat the Air Pollution)**.
11. The student should not present any idea hurting the sentiments of the audience.
12. The participants should adhere to the **codes of decency and body language no vulgarity and obscenity will be entertained**.

Technical Events

1. Soft Corner

1.1 Di-Codifica

Event is based on showcasing your C Language skills. The event would comprise of two rounds.

Round 1:

One exe file would be provided to the participants and they will have to generate the code that produces same output as shown by exe file.

Round will be of 30 minutes.

Round 2:

The selected teams will be provided with the shuffled code of a program and they will have to arrange the code to generate the desired output.

Round will be of 30 minutes.

Rules:

1. Open entries.
2. Team strength should not exceed more than 2. Students only from same educational institutes can form a team.
3. The teams must adhere to the spirit of healthy competition.
4. Judges reserve the right to disqualify any team indulged in misbehavior.
5. Judges decision shall be final and binding on all.
6. Advancing to next level will be judged on basis of time and accuracy.
7. The participants are required to carry a valid identity card from their respective educational institutes.

1.2 TECH SPORTS

This is a mega event with FOUR computer games.

1. Counter Strike

2. Need for Speed

3. Mini Militia

The rules are as follows:

1. Counter Strike

Single-Game Match

1. A single-game match consists of one match that faces two teams of 5 players each. The match is played on a single map in two stages of 15 in-game rounds.

2. For each stage (half-time), the teams play alternatively Terrorists and Counter-Terrorists and score one point by winning one in-game round.
3. The winner of a match is the first team who reaches a total of 16 in-game rounds.
4. If the match ends up in a tie, meaning that both teams have won 15 in-game rounds, overtimes will be played until a winner is decided. For the overtime teams do not switch sides at the end of a match.
5. Map list the following maps will be played during the entire tournament:
 - de_dust2
 - de_inferno
 - de_italy

Disqualification

A team may be cautioned or receive a warning if any of his players commits any of the following offenses,

1. Refuse to follow match official instructions.
2. Arrives late at his convocation schedule.
3. Shows dissent by words or action.
4. Uses insulting language or gestures.

Violation of any of the above rules or 3 warnings will lead to disqualification from the tournament. The teams which don't show up within 30 mins from the allotted/decided time will be disqualified.

General Rule

1. Each clan should consist of 5 players only.
2. The Administrators reserve the right to modify the rules as needed.
3. This includes changes due to software updates or releases, event organizer decisions and all other changes deemed necessary to run a successful tournament.

2. NFS Most Wanted

General Rules

Game Type: Circuit, Sprint (Decided by the Referee) at the end of each match, players must maintain the final screens and receive confirmation from a referee.

Car Settings

1. Visual Upgrade allowed.
2. Part, Performance (Pro, Super Pro, Ultimate) allowed, Junkman not allowed.
3. Personal save files are NOT allowed.
4. Co-coordinator provided save file must be used for car setting.
5. Cars may be tuned before racing each course.
6. Courses : ALL REGIONS

The course will be decided by the referee during the start of the match.

Race Mode Options Sprint for initial rounds

1. N20 : On
2. Collision Detection: Off
3. Performance Matching: Off
4. Min Num. Players : 2

Player Options

1. Car Damage : Off, Game Moment Camera : Off
2. Rear view Mirror: Player's own discretion
3. Units : Player's own discretion

Game Play

1. The initial rounds of the tournament will be pure knock out.
2. Final rounds of the tournament will be circuit mode with 3 laps. The course and direction will be decided by the referee.
3. Players have to check the controls before playing the match. Complaints about the change of control will not be entertained.
4. Case of Disconnection: Any disconnection of the connection between match players due to System, Network, PC, and/or Power problems/issues.
5. Intentional Disconnection: Upon judgment by the referee, any offending player will be charged with a loss by forfeit.
6. When any disconnection occurs: If the disconnection is deemed to be unintentional by the referee, the match will be restarted. If any player does not agree to a match restart, that player will lose by default.
7. The decision of the referee will be full and final.

3. Mini Militia

Rules

1. Each team shall consist of Maximum 5 members. **(Strictly)**
The tournament will be a Knockout-cum-Round Robin.
2. Matches would be fixed between teams on the basis of draw of lots.
3. The winner of the match would be decided on the basis of kills gained by each team in a given match.
4. Only two teams would participate in a match at a time.
5. Teams qualifying for semi-finals shall choose a map of their preference in subsequent matches. The right of choosing the map of preference would be decided by a coin toss between the teams.
6. Each match shall be of 10 minutes.
7. Any upgrades with relation to the game "**Doodle Army 2: Mini Militia**" are strictly prohibited. The organizers shall check for the same and if any player is found using the upgraded version of the game, his team will be immediately disqualified.

8. **INDEPENDENT OBSERVER:** The game would be monitored by an independent observer from the organizing committee. The independent observer would be not participating in the match and his presence shall not influence the outcome of the match in any way whatsoever; kills gained by eliminating the observer would not be counted.

2. Robo Games

2.1 Mini Robo Wars (7 Kg)

Design a wired/wireless, manually controlled machine that is capable of knocking out or immobilized the opponents bot in a one on one competition.

Specification

1. The bot should fit in a box of 35cm x 35cm x 35cm (LxBxH) at any point during the match. **(Strictly)**
2. The weight of the bot should not exceed the 7 Kg including the weight of pneumatic source/tank. **(Strictly)**
3. All robots must have easily visible and control mobility in order to compete.
4. Power supply should not exceed 24 volt DC supply. **(Strictly)**
5. Use of an IC engine in any form is not allowed.

Weapons

Robots can have any kind of magnetic weapons, cutters, flippers, saws, lifting devices, spinning hammers etc.

Team Specifications

College teams: A team may consist of a maximum of 4 participants, all from the same institute.

Gameplay

1. A robot is declared victorious if its opponent is immobilized.
2. A robot will be declared immobile if it cannot display linear motion of at least two inches in a timed period of 30 seconds.
3. In case both the robots remain mobile after the end of the round then the winner will be decided subjectively.
4. A robot that is unsafe, as deemed by the judges, will be disqualified immediately and the opponent robot will be declared as the winner.
5. Every match will consist of 2 rounds of 5 min each and each subsequent round will have a time gap of 1 min each.
6. If a robot is thrown out of the arena the round the opponent will be given extra points.

7. Robots cannot win by merely lifting their opponents. Organizers will allow lifting for a maximum of 20 seconds for each lift and then the attacker robot will be instructed to release the opponent. If, after being instructed to do so, the attacker is unable to release, their robot may be disqualified.
8. If two or more robots become entangled due to any reason and becomes trapped within another robot, then the competitors should make the timekeeper aware and the fight should be stopped and the robots should be separated by the safest means.
9. Points will be given on the basis of aggression, damage, control and strategy.
10. Each Team must have a Team Representative. All communications will be coordinated with the specified Team Representative only.
11. All students with a valid identity card from their respective educational institution are eligible to participate.

Certificate

1. Certificate of Excellence will be given to all the winners.
2. Certificates of Participation will be given to all teams.

The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.

2.2 RoboCon

Build a wired/wireless, manually controlled robot which can play a match by ball passing or dragging in goal post.

Specification

1. Build 1 bot which can play with opponents' team.
2. The bot should fit in a box of 30cm x 30cm x 30cm (LxBxH) at any point during the match.
3. The weight of the bot should not exceed the 5 Kg. **(Strictly)**
4. All robots must have easily visible and control mobility in order to compete. **(Strictly)**
5. Power used should not exceed 12 Volt DC supply. **(Strictly)**
6. Use of an IC engine in any form is not allowed.

Team Specifications

College teams: A team may consist of a maximum of 4 participants, all from the same college.

Game Play

1. The bot will start from the bot starting zone.
2. Once started team members are not allowed to touch the bot.
3. Only one member is allowed to control the bot.

4. Two restarts are allowed during a game and bots will be placed at the last checkpoint it crossed Judges' decision will be last and final in case of any dispute.
5. Physically damaging opponent's bots will lead to foul and advantage will be given to the opponent team.
6. Each Team must have a Team Representative. All communications will be coordinated with the specified Team Representative only.
7. All students with a valid identity card from their respective educational institution are eligible to participate.

Certificate

1. Certificate of Excellence will be given to all the winners.
2. Certificates of Participation will be given to all teams.

The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.

2.3 Line follower

The participants should build an autonomous bot that can follow the given path in minimum possible time, without deviating from the line. The aim of the event is to check the stability and sensing capabilities of the robot in comparison with other opponents

Specification

1. The bot should fit in a box of 30cm x 30cm x 30cm (LxBxH) at any point during the match.
2. The weight of the bot should not exceed the 5 Kg including the weight of pneumatic source/tank.
3. All robots must have easily visible and control mobility in order to compete.
4. Power supply should not exceed 24 Volt DC supply.
5. Use of an IC engine in any form is not allowed.

Rules

The bot follow a black line.

1. Caging will be done before the start of the event.
2. Teams are not allowed to feed any information about the track although they can calibrate their sensors as per the arena. Five minutes will be given to each team for calibration.
3. The bot should not be constructed using readymade Lego kits or any readymade mechanism. However, readymade gear assemblies can be used. Violating this clause will lead to disqualification of the team.
4. Once started team members are not allowed to touch the bot.
5. Bot should not receive any signal from external means like wireless/RF/Bluetooth.

6. Three restarts are allowed during a run and bots will be placed to last checkpoint it crossed
7. Judges decision will be last and final in case of any dispute.
8. Each Team must have a Team Representative. All communications will be coordinated with the specified Team Representative only.
9. All students with a valid identity card from their respective educational institution are eligible to participate.

Team Specifications

College teams: A team may consist of a maximum of 4 participants, all from the same institute.

Certificate:

1. Certificate of Excellence will be given to all the winners.
2. Certificates of Participation will be given to all teams.

The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.

2.4 Robo Marathon

Build a wired/wireless, manually controlled robot which can complete the given track in minimum possible time.

Specification

1. The bot should fit in a box of 30cm x 30cm x 30cm (LxBxH) at any point during the match. **(Strictly)**
2. The weight of the bot should not exceed the 5 Kg. **(Strictly)**
3. All robots must have easily visible and control mobility in order to compete. **(Strictly)**
4. Power supply should be in range of 12-19 Volt DC supply.
5. Use of an IC engine in any form is not allowed.

Team Specifications

College teams: A team may consist of a maximum of 4 participants, all from the same institute.

Game Play

1. The bot will start from the bot starting zone.
2. Once started team members are not allowed to touch the bot.
3. Only one member is allowed to control the bot.
4. There will be three check points in the arena.
5. Two restarts are allowed during a run and bots will be placed at the last checkpoint it crossed Judges' decision will be last and final in case of any dispute.

6. Each Team must have a Team Representative. All communications will be coordinated with the specified Team Representative only.
7. All students with a valid identity card from their respective educational institution are eligible to participate.

Certificate:

1. Certificate of Excellence will be given to all the winners.
2. Certificates of Participation will be given to all teams.

The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.

2.5 Light follower

The participants should build an autonomous bot that can follow the given light in minimum possible time. The aim of the event is to check the stability and sensing capabilities of the robot in comparison with other opponents

Specification

1. The bot should fit in a box of 30cm x 30cm x 30cm (LxBxH) at any point during the match. **(Strictly)**
2. The weight of the bot should not exceed the 5 Kg including the weight of pneumatic source/tank. **(Strictly)**
3. All robots must have easily visible and control mobility in order to compete.
4. Power supply should not exceed 12 Volt DC supply. **(Strictly)**
5. Use of an IC engine in any form is not allowed.

Rules

The bot will follow a light.

1. Caging will be done before the start of the event.
2. Teams are not allowed to feed any information about the track although they can calibrate their sensors as per the arena. Five minutes will be given to each team for calibration.
3. Teams found using hard coding will be disqualified.
4. The bot cannot be constructed using readymade Lego kits or any readymade mechanism. However, readymade gear assemblies can be used. Violating this clause will lead to disqualification of the team.
5. Once started team members are not allowed to touch the bot.
6. Bot should not receive any signal from external means like wireless/RF/Bluetooth.
7. Two restarts are allowed during a run and bots will be placed to last checkpoint it crossed
8. Judges decision will be last and final in case of any dispute.
9. Each Team must have a Team Representative. All communications will be coordinated with the specified Team Representative only.
10. All students with a valid identity card from their respective educational

institution are eligible to participate.

Team Specifications

College teams: A team may consist of a maximum of 4 participants, all from the same institute.

Certificate

1. Certificate of Excellence will be given to all the winners.
2. Certificates of Participation will be given to all teams.

The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.

2.6 ARMECDON-THE MACHINE WAR

About the Event

RoboWars is an event that allows you to merge your passion for robot making with your love for destruction. In this ferocious, tracherous competition with robots in an arena of destruction with their flipping tusks, pneumatic spikes, hydraulic pincer, angle grinders and lots more, slashing and wrecking other robots. This will decide the fate of your robot whether it will be the king of ultimate glory or will end up in a junk yard.

Team Specification

1. Maximum of 7 members in a team.
2. Team members can be from same college.
3. Each Team must have a Team Representative. All communications will be coordinated with the specified Team Representative only.
4. All students with a valid identity card from their respective educational institution are eligible to participate.

Weight and Size

1. The robot should fit in a box of dimension 800mm x 800mm x 600mm (L*B*H) [at any time during the match]. The remote used to control the machine or any external tank is not included in the size constraint.
2. The machine should not exceed 40 kg of weight.

Mobility

1. Methods of mobility includes Rolling (with wheels or tracks), jumping or hopping. Flying (with helium balloons, aerofoil, etc.) is not allowed.
2. Non-wheeled robots (whose whole body rolls being in contact with the floor) should not have a continuous rolling motion.
3. The controller must not be changed during the game.

Robots Control

1. The robot could be controlled with wired or wireless remote.
2. Teams with wired control are completely responsible for the tangling problem with their own bots. In such as a case, match will not be halted.
3. Teams with wireless remote control should have at least three frequency wireless remote circuits to avoid frequency interference with other teams. The case of any interference in the wireless systems will not be considered for rematch.

Battery

1. The robot should be powered electrically and power Supply has to be carried by the participants. It can be either onboard or via wire. Use of any type of IC (internal combustion) engine to power the bot is not allowed.
2. Batteries must be sealed, immobilized electrolyte type.
3. The electric voltage (EPD Electric Potential Difference) between 2 points anywhere in the robot should not be more than 40V DC at any point of type.
4. All efforts must be made to avoid short circuits which may cause battery fire, failure to do so will cause direct disqualification immediately.
5. Special care must be taken to protect the onboard batteries. Failing to do so will cause a disqualification immediately (will be regarded as unsafe).
6. Changes of battery will not be allowed during the match (exemption can be made in case of battery damage, which will be decided by the judges).
7. There should be a provision of a mandatory 'kill switch' to stop the robot in case of any uncontrolled response.
8. It is suggested to have an extra battery ready and charged up during the event so that you don't have to suffer due to uncharged or damaged batteries.

Weapon Systems

1. Robots can have any kind of magnetic weapon, cutters, flippers, saws, lifting devices, pneumatic weapons. Refer below for further details on Pneumatics or Hydraulics based weapons.
2. Use of any kind of nets, tapes, gluebased, radio jamming, tasers, tesla coils explosives or flame based weaponry systems are not allowed.
3. The robot itself should not intentionally be split into components.
4. Spraying of any kind of liquid or gaseous substance on the opponent is strictly prohibited.

Hydraulics

1. Robots can use noninflammable liquid to actuate hydraulic devices.
2. All hydraulic devices onboard must be securely mounted to ensure that if ruptured, direct liquid streams should not escape the robot.
3. All hydraulicbased weaponry systems should use noncorrosive liquids and your robot should be leakproof. Maximum pressure allowed is 8 bars.
4. Participants must indicate the used pressure with integrated or temporarily fitted pressure gauge.

5. Entire hydraulic setup should be on board, no external input (from outside the arena) could be given to the robot for functioning of its hydraulic system.
6. Each Team must have a Team Representative. All communications will be coordinated with the specified Team Representative only.

PNEUMATICS

1. Robots can use noninflammable, noncorrosive gases to actuate pneumatic systems. Maximum pressure allowed is 8 bars.
2. Participant must be able to indicate the used pressure with integrated or temporarily fitted pressure gauge. Also there should be a provision to check the cylinder pressure on the robot.
3. Participant should have a safe way of refilling the systems and determining the onboard pressure.
4. All pneumatic systems must be securely mounted to ensure that if ruptured it will not escape the robot.

SAFETY RULES

1. Special care should be taken for onboard batteries, pneumatics and hydraulics; those without proper protection will not be allowed to compete.
2. If you have a robot or weapon design which does not fit within the categories set forth in the above rules, please contact the event organizers.
3. Proper activation and deactivation of robots is critical. Robots must only be activated/ deactivated in the arena or testing area with proper consent of the event organizers.
4. All weapons with sharp edges must have a safety cover. Event organizers will check your robots before the event. So safety covers are necessary. Without them your bots will not be checked, and hence are not allowed in the event.
5. All participants build and operate robots at their own risk. Combat robotics is inherently dangerous. There is no amount of regulation that can encompass all the dangers involved. Please take care to not hurt yourself or others when building, testing and competing. Any kind of activity (repairing, battery handling, pneumatics systems etc.) which may cause damage to the surroundings during the stay of the teams in the competition area should not be carried out without the consent of organizers. Not following this rule may result in disqualification.
6. There should be a 'kill switch' on the bot visible normally which would disconnect all the power supply.
7. If you have a robot or weapon design that does not fit within the categories set forth in these rules or is in some way ambiguous or borderline, please contact the event organizers. Safe innovation is always encouraged, but surprising the organizers with your brilliant exploitation of a loophole may cause your robot to be disqualified before it even competes.

JUDGING

1. A robot is declared victorious if its opponent is immobilized. In case both the robots remain mobile after the end of the round then the winner will be decided subjectively as described below.
2. A robot will be declared immobilized if it cannot show linear motion of at least one inch for a period of 30 seconds. However if it can show some degree of circular movement, it will not be considered as immobilized. In case both the robots will remain mobile after the match, then the winner will be declared subjectively.
3. Robots cannot win by pinning or lifting. Maximum of 10 seconds is allowed per lift/ pin. Then the attacker robot is instructed to release the opponent.
4. If robots become entangled within a grinding or crushing weapon of the opponent robot, the attacker will be instructed to release the opponent. Failing to do so will lead to disqualification.
5. A robot that is deemed unsafe by the organizers after the match has begun will be disqualified and therefore declared the loser. The match will be immediately halted and the opponent will be awarded a win.
6. If a robot is thrown out of the arena the match will stop immediately, and the robot still inside the arena will automatically be declared as the winner.
7. Points will be given on the basis of aggression, damage, control and strategy.
8. **Aggression** - Aggression is judged by the frequency, severity, boldness and effectiveness of attacks deliberately initiated by the robot against its opponent. If a robot appears to have accidentally attacked an opponent, that act will not be considered Aggression.
9. **Control** - Control means a robot is able to attack an opponent at its weakest point, use its Weapons in the most effective way, and minimize the damage caused by the opponent or its weapons.
10. **Damage** - Through deliberate action, a robot either directly or indirectly reduces the functionality, effectiveness or defensibility of an opponent. Damage is not considered relevant if a robot inadvertently harms itself. Also, if a pressure vessel or a rapidly spinning device on a robot fragments, any damage to the opponent will not be considered "deliberate".
11. **Strategy** - The robot exhibits a combat plan that exploits the robot's strengths against the weaknesses of its opponent. Strategy is also defined as a robot exhibiting a deliberate defence plan that guards its weaknesses against the strengths of the opponent
12. The decision of organizers will be final and in no case a organizer can be persuaded to reconsider his/her decision by the participants.
13. Note : It has nothing to do with winning or losing. Winning is subjected to making the opponent immobile.

Certificate:

1. Certificate of Excellence will be given to all the winners.

2. Certificates of Participation will be given to all teams.
The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.

2.7 PICK AND PLACE

This event requires that participants construct a 4 wheeled gripper robot with constrained dimensions which could move over various terrains and performs simple tasks such as grabbing and shifting

PROBLEM STATEMENT

Bot Specifications

1. The bot should not be beyond 35cm*35cm*40cm (L*B*H) during the entire game play.
2. There should not be a potential difference of more than 24V between any two points.
3. The wires should remain slag at all times during the game play.
4. Teams will have to bring their own power supply source for their bot.
5. Weight of the Bot Should not exceed 7Kg. **(Strictly)**

Game Play

1. Game play will be a total of 4 minutes.
2. The bot has to start from the initial starting point, pick up blocks and stack them. Multiple blocks can be carried only in the gripper not anywhere else.
3. Block size will be 7 cm * 7 cm * 7 cm (L*B*H). **(Strictly)**

Points System

1. Two tower stacking - 10 points
2. Three tower stacking - 30 points
3. Four tower stacking - 50 points
4. A team can do any number of stacks.
5. There will be a total of 12 blocks.
6. If a team completes the task before 4 minutes then their time taken will be noted.

Tie Breakers

1. Time taken for first stacking shall be noted and would be considered to resolve any tie - breakers.
2. In case of any disputes, the decision of the coordinators would be final and binding to all.

Team Specifications

1. College teams: A team may consist of a maximum of 4 participants, all from the same institute.
2. Each Team must have a Team Representative. All communications will be coordinated with the specified Team Representative only.
3. All students with a valid identity card from their respective educational institution are eligible to participate.

Certificate

1. Certificate of Excellence will be given to all the winners.
2. Certificates of Participation will be given to all teams.

The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.

3. Abhikalp

3.1 UTKARSH- Tech EXPO

Welcome to the world of technology and the technocrats. Exhibitions are the most cutting edge technology on display. This is the ideal platform for the budding technocrats and the tech-savvy, providing them an opportunity to gain exposure and interact with various researchers whose global expertise has brought these breathtaking exhibits into existence.

Rules and regulations:

1. Open Entries
2. Maximum participants per team: 5, all are of same institute.
3. No repetition of team members allowed.
4. Each Team must have a Team Representative. All communications will be coordinated with the specified Team Representative only.
5. All students with a valid identity card from their respective educational institution are eligible to participate.

Special Edition in Tech Expo- Utkarsh 2020 #Beat Air Pollution

The engineering projects are invited from students under the problem statements; PS-1, PS-2 and PS-3.

The idea behind Problem Statement PS-1 is to use social media apps to spread awareness about air pollution. Students are invited to show the live projects using Android Platform.

It is advised to use Artificial Intelligence Techniques and IOT systems for monitoring and control of Air Pollution for Problem Statement PS-2 and PS-3. The ideas may be as under but are not limited to;

1. *Development of IOT Based Air Pollution Detector*
2. *Prediction of Air Quality Using AI and Machine Learning Techniques*
3. *AI based Air Pollution Recommender System for controlling*

4. Miscellaneous

4.1 Brain Tornado

Event is based on Logical Reasoning and IQ Testing. The event would comprise of two rounds.

Round 1: Logical Quiz

The teams will have to face a quiz in which each team will have to answer the questions based on Logical Reasoning and IQ Testing (50 Questions) Exam will be of 45 minutes.

Round 2: Rapid Fire Quiz

The selected teams will have to face a technical rapid fire round.

Rules:

1. Open entries.
2. Team strength should not exceed 2. The teams must adhere to the spirit of healthy competition.
3. Judges reserve the right to disqualify any team indulged in misbehavior.
4. Judges decision shall be final and binding on all.
5. Advancing to next level will be judged on basis of time and accuracy.
6. All students with a valid identity card from their respective educational institution are eligible to participate.

4.2 QuizzSociale

Event will test that how much you are crazy about social networking site. It is an individual person event. The event would comprise of a single round.

Each Participants have to face a subjective quiz. Quiz will contain questions regarding social networking sites. Round will be of 30 minutes.

Rules:

1. Open entries.
2. The participants must adhere to the spirit of healthy competition.
3. Judges reserve the right to disqualify any participants indulged in misbehavior.
4. Judges decision shall be final and binding on all.
5. All students with a valid identity card from their respective educational institution are eligible to participate.

4.3 Blue Print

Participants are expected to present a power point presentation on the following theme:
“Beat Air Pollution Using Artificial Intelligence”

Rules and Regulations

1. It's an individual event.
2. Maximum of 7 minutes will be given for your presentation.
3. In Round 1 participant has to submit an abstract (in not more than 350 words).
4. Failing to do so would result in automatic disqualification of the participant.
IMPORTANT NOTE - The email should clearly mention the registration ID of the participant, the name of participant, college details and contact number of the participant.
5. Only shortlisted candidates will be called for the final presentation round.
6. All students with a valid identity card from their respective educational

institution are eligible to participate. The shortlisted candidates will give their presentations .Their presentations will be evaluated on the following benchmarks.

- | | |
|------------------------|-----|
| 1. Content | 20% |
| 2. Way of presentation | 10% |
| 3. Confidence level | 10% |
| 4. Feasibility | 40% |
| 5. Originality | 20% |

There may be a final round of faceoff between the final selected candidates in which a technical debate over a topic based on the theme would happen. Specific details would be disclosed to the candidates later.

4.4 TekTok

This is the new event added this year in Technical Events, Utkarsh-2020. The rules are as follows,

1. Participants are required to develop a video of **2 minutes duration**.
2. The video must address an idea (**related to only air pollution**) under the problem Statements given below,
 - a. **Awareness about Air Pollution and its effect in the society (PS-1)**
 - b. **Monitoring the Air Pollution with the help of Technology (PS-2)**
 - c. **Controlling the Air Pollution with the help of Technology (PS-2)**
3. The video must be **self-created** using any multimedia tool of video development.
4. **3 Teams from each College/University** will be participating in final event during Utkarsh-2020. The internal committees of technical events are advised to select 3 teams through internal short listing.
5. The teams must adhere to the spirit of healthy competition.
6. Judges reserve the right to disqualify any team indulged in misbehavior.
7. Judges decision shall be final and binding on all.
8. The organizers reserve the rights to change one or all of the above rules as they deem fit.
9. All students with a valid identity card from their respective educational institution are eligible to participate.

Change in rules, if any will be highlighted on the website and notified to the registered participants.

4.5 KBUT (Kaun Banega Utkarsh TechnoChamp)

All the questions of KBUT (First and Final Round) will be asked from the title **“Use of Artificial Intelligence and IOT in Monitoring and Control of Air Pollution”** along with the fundamental facts and statistical data about air pollution.

FIRST ROUND

REGISTRATION: Prelims Round

1. Shortlisting by MCQ based Technical Quiz Paper (General Technical Questions).
2. 04 students will be selected for final round (One Student from University and Each College)

FINAL ROUND

Main Game play

Rules:

Total number of Questions - 12

The timing and stages are given below.

Stage 4 (Champion Prize)
12
11
Stage 3 (Second Prize)
10
9
Stage 2 (Third Prize)
8
7
6
5
Stage 1 (Token Prize)
4
3
2
1

Lifelines

1. **50:50**- There will be four options for each question, but if the participant selected this life line, two options will be omitted and two options will remain.
2. **Carry-A-Friend**- The participant will carry a friend to answer one question for which this lifeline is selected.

- 3. Expert Advice-** Each participant will be provided with an EXPERT to answer one question for which the participant will select this life line.

Time Limits

Question No. 1 to 4: 20 Seconds

Question No. 5 to 8: 25 Seconds

Question No. 9 to 10: 30 Seconds

Question No. 11 to 12: 35 Seconds

The participant will be declared "Utkarsh Techno Champ" if he/she completes all the stages successfully. In case if no participant completes all the stages, the participant with highest marks will be declared Techno Champ considering value of each question as 10 marks.

Literary Events 2020

Where minds connect and thoughts synchronize the words flow in ceaseless motion. Pen is always mightier than the sword. Anyone who carries the capability of weaving emotions into words is welcomed for the Literary Events of Utkarsh 2020.

1. English Literature

1.1 Mock Parliament (Model United Nations)

1.The event will be a knockout debating tournament wherein the agenda will be assigned to the teams .

2.The names of the sates/union territories will be allotted on the spot.

3.Each debate would be divided into 3 parts:

- Opening Comments - 1 min each team
- Principal Arguments- 2 min each team
- Rebuttal and Closing Statements- 2 min each team

A total of $1+2+2=5$ minutes will be allotted to every team.

4. Both members have to participate actively in each debate. Refutation is allowed only in the case when opponent team completes its part. No cross questioning shall be entertained.

Absence during debate slot will result in direct elimination.

5.Contestants will be given states, Union territories of India and 20 minutes to prepare for the event. Use of mobile phone is only allowed in the preparation time.

6 Two teams are allowed from a college with 2 members each.

7.Use of any other language except English or using foul words will result in direct elimination from the event.

8.contestants are requested to follow a strict code of conduct.

9.The decision of Judges is final.

1.2 Tail the Tale

1. The number of entries per college is unrestricted.

2. It is a solo event.

3. The language should be strictly English.

4. The event will be conducted in two rounds.

5. There will be five themes which will be disclosed on the spot.

6. First round will be the introductory round where you will be writing the introductory plot of the story. The time given to you for this will be 30 mins.

7. In second round the stories of the participants will be shuffled amongst them and they have to conclude the story which will be in front of them. The time limit for this round is 30 mins.
8. Marking will be done on the basis of plot, connectivity and efficient comprehension.
9. Any unfair means will lead you to disqualification

1.3 ENGLISH WORD GAMES

This event will have two rounds, 1st as scrabble and second as spell bee.

1. Scrabble

Description: Qi', 'za!' Do these words ring a bell? Do you find pleasure in finding the longest word with no vowels? Not your regular board game based on sheer luck and chance, Utkarsh presents 'Scrabble', an event to put your inner wordsmith to the test! Join in teams of 2 and stand a chance to win exciting prizes!

A classic scrabble competition.

a) EVENT STRUCTURE

1. Format of the finals will be informed at the venue
2. Format: Written competition.
3. Teams of 2

The qualifying teams shall move to the second round of Spell Bee.

2. Spell Bee

1. The rounds will consist of a dictation round where 25 words will be given to participating teams to spell and write in the sheets given to them.
2. The fifth, tenth, fifteenth, twentieth and twenty fifth words will be star marked words, used for breaking ties and carrying twice the amount of marks as the non-star-marked words.
3. Format will be communicated on the spot
4. The UK dictionary will be followed i.e. the Queen's English shall be spoken and spelt. In case of homophones, both spellings will be accepted.

1.4 Poetry Slam

Picture / theme based which will be given on the spot.

30 minutes will be given to write. Top 10 entries will be short listed for next round in which the poetry is to be recited.

Recitation time will be 4+1 minute.

. Change in rules, if any, will be informed to the teams beforehand or on the spot.

. The decision of the judges is final and binding on all the teams.

1.5 Just A Minute (JAM)

1. Maximum number of participants per college: 6
2. Queen's English is to be used during the JAM.
3. The participants have Just a Minute to seek and not to be caught on the wrong foot by their opponents and the JAM master.
4. JAM master is God and his decision is binding.

1.6 Let Us Talk (Group Discussion)

1. The number of entries per college is unrestricted but the registration will close down at 100 entries.
2. Each group will consist of 10 participants.
3. The participants will put forth their views on the given topic and try to convince other members on their stance.
4. The language has to be strictly English. The rules of GD and decorum apply.
5. The winners of each group will contest the final group discussion.
6. The decision of the judges is final and binding.

1.7 Ship Wreck (Extempore)

1. The number of entries per college is unrestricted but the registration will close down at 50 entries. It is a solo event.
2. A set of numbers from 1 to 50 will be displayed on the screen. Each number will be assigned a picture.
3. Each participant will select a number on the spot.
4. The picture corresponding to the number will be shown on screen.
5. The participants will be given 30 seconds to think and 2 minutes to speak on the spot.
6. Top 16 contestants will qualify for the final round.
7. The language will be strictly English.
8. The decision of the judges shall be final and binding.

1.8 Maniac (Quiz)

1. It is based on contemporary novels; Hollywood movies, international TV series such as GOT, Death Note, etc, technology.
- 2 The participants will be provided with a paper to write the answers.
4. The team with Maximum correct answers becomes the winner.
5. The decision of Quiz Master shall be final.

1.9 Brain Case (Dumb Charades)

1. It is a team event. A team can comprise a maximum 4 and minimum 3 participants.
2. Only two teams per college are allowed.
3. It will be based on books, authors, idioms, proverbs, movies, etc.

4. One participant of the team will pick up a chit and enact, while the remaining members will have to guess.
5. Each team will have 3 chances (rounds) in rotation.
6. The total time to guess the three chits will be added.
7. The team that takes minimum time in totality will be the winner.

1.10 Case Study Competition (Break the Case)

1. Each team would comprise of 2 members belonging from the same institute.
2. Maximum of 2 teams per institute
3. The event will consist of 2 rounds
4. Each team has to register before the last date
5. In case of a "Tie", a Tie breaker Qs round will be held
8. The teams using unfair means will be disqualified
9. The decision of Judges of the contest will be final and binding on all the participants.

Format:

1. The case study would be provided to the teams and they will have to submit the executive summary of the case in written in 300 words.
2. Time limit would be 30 minutes
3. Pen and Paper would be provided

2 HINDI CATEGORY

2.1 TarkVitark (Debate)

1. Maximum number of teams per college: 2
2. Number of participants per team: 2
3. The Language is strictly Hindi.
4. Only the first 16 teams to be registered, offline or online, will be allowed to participate.
5. The teams will have to report 30 minutes prior to the competition venue, lest it may lead to their disqualification or other forms of penalties.
6. The Topic will be disclosed to the contestants a day prior to the fest via the website of Utkarsh.
7. The event progression will be in the following manner- 8. Each team will pick a team number by the chit system (1 to 16).
9. Two teams will compete on the same topic at a given time.
10. In a team, one speaker has to prepare for the topic and the other against it.
11. Each speaker gets 2+1+1 (minimum+Maximum+ refutation) minutes to speak.
12. Negative points will be awarded for speaking less than the minimum or more than the Maximum time limit.
13. If there are no questions in the refutation round, the participant will be awarded full points.

14. Change in rules, if any, will be informed to the teams beforehand or on the spot.
15. The decision of the judges is final and bounding on all the teams.

2.2 KaviSammelan (Hindi Poetry)

1. It is a solo event.
2. Language is strictly Hindi
3. Picture / theme will be given on the spot.
4. 30 minutes will be given to write. Top 10 entries will be short listed for next round in which the poetry is to be recited.
5. Recitation time will be 4+1 minutes
6. Change in rules, if any, will be informed to the teams beforehand or on the spot.
7. The decision of the judges is final and binding on all the teams.

2.3 Aamne -Samne (Group Discussion)

1. The number of entries per college is unrestricted but the registration will close down at 100 entries. Page 31 of 44
2. Each group will consist of 10 participants.
3. The participants will put forth their views on the given topic and try to convince other members on their stance.
4. The language has to be strictly Hindi. The rules of GD and decorum apply.
5. The winners of each group will contest the final group discussion.
6. The decision of the judges is final and binding.

2.4 GhoshLekhan(Creative Writing/Story Telling)

1. The number of entries per college is unrestricted. It is a solo event.
2. The language has to be strictly Hindi.
3. There will be 5 themes disclosed on the spot.
4. The participants will be provided with paper only.
5. They have to write a short story in just 100-150 words.
6. The time limit is 30 minutes.
7. Top 10 participants will qualify to final round where they will recite their story.
8. Recitation time will be 3+1 minutes.
9. The decision of the judges shall be final and binding.

2.5 Drishyam (Extempore)

1. The number on entries per college is unrestricted but the registration will close down at 50 entries. It is a solo event.
2. A set of numbers from 1 to 50 will be displayed on the screen. Each number will be assigned a picture.
3. Each participant will select a number on the spot.

4. The picture corresponding to the number will be shown on screen.
5. The participants will be given 30 seconds to think and 2 minutes to speak on the spot.
6. Top 16 contestants will qualify for the final round.
7. The language will be strictly Hindi.
8. The decision of the judges shall be final and binding.

2.6 Shabd- Bhed (Word Games)

1. It is a team event. A team will have Maximum of 3 participants and minimum of 2. Only 2 teams per college are allowed.
 2. Hindi question paper will be given to solve including muhavre, paryayvachi, vilom, sandhiviched, tatbhavtatsam, kahavate, dohe, etc.
 3. The time limit is 30 minutes for solving the question paper.
 4. The team with Maximum correct answers shall qualify for final round.
 5. The final round shall be a buzzer round.
- Hi

3. Urdu Category

3.1 Mushaira (Urdu Poetry)

1. The event is a solo event. Maximum participants per college: 2
2. It comprises of 2 rounds. The first (shortlisting) round is theme based and will be conducted through online submissions.
3. The shortlisting for second (final) round will be based on submissions.
4. The second (final) round is open and will be conducted in the main auditorium.
5. The language must be preferably Urdu but Maximum 10 Hindi words are allowed.

4. Miscellaneous

4.1 Utkarsh Film Festival (Movie Screening)

1. The event is based on short films made by students.
2. The language must be Hindi/English with English subtitles.
3. The movie must not be copied from anywhere.
4. The short film must not be of less than 5 minutes and must not exceed 10 minutes duration.
5. The movie should not be more than 15 months old from the date of fest.
6. Maximum number of participants per college: 2
7. The participants are supposed to submit their documentaries / short films online.
8. The films will be judged based on their direction, screenplay and dialogues.
9. The winning movie will be screened in the auditorium.

Fine Arts Events

Fine Arts: Creativity has versatile forms. Fine Arts is an opportunity for the artistically creative minds to demonstrate their skills and paint vivid pictures on the canvas.

So, get the creative gears working and become a part of the Fine Arts events of Utkarsh 2k20.

NOTE :-

- Reporting time for all the events is 30 minutes before the events start
- For on the spot entries, registration will start 30 minutes before the event start
- Candidates can bring their extra materials and accessories for the respective events
- Submission date of pre-rounds will be announced.
- Venue for all pre-round submission will be Room number-408, 3rd floor; H-Block

1. COLLAGE MAKING

- Maximum number of entries is 30
- 5 teams per college can participate while 10 on the spot entries may be done
- Each team must have a maximum of 1 participant.
- The time limit allotted is 3 hours
- The theme as well as materials will be provided on the spot

2. 3D MASK MAKING

- Maximum number of entries is 20
- 4 teams per college can participate while 4 on the spot entries may be done
- Each team must consist of 2 members
- Materials will be provided on the spot
- Theme will be provided on the spot. The time limit will be 3 hours

3. PAINTING

- The event will be conducted in two rounds. The Pre-Round and The Final Round
- No limit for entries in pre-round.
- The top 10 teams will contest the final round
- Each team must have a maximum of 1 participant
- The time limit allotted is 6 hours
- Materials will be provided on the spot
- The participants are expected to bring their own extra colour brushes
- The size of canvas will be 24" x 24"
- The decision of the judges will be final

4. PAPER DRESS DESIGN

- Maximum number of entries per college is 20
- 4 teams per college can participate while 4 on the spot entries may be done
- Each team must have a maximum of 2 participants
- The time limit allotted is 3 hours
- The theme as well as materials will be provided on the spot

5. WALL PAINTING

- The event will be conducted in two rounds. The Pre-Round and The Final Round
- No limit for entries in pre-round.
- Maximum number of participants per team is 2
- Materials will be provided on the spot.
- The top 10 teams will contest the final round
- The time limit for final round is 5 hours.

6. SCRAP METAL SCULPTURES

- No limit for entries
- An A2 size concept sheet will be required.
- The selected teams have to make sculpture based on their concept
- Maximum number of participants per team is 3
- Submission date will be announced.

7. CLAY MODELLING

- Maximum number of teams is 20.
- Maximum number of teams per college is 4; while 4 on the spot entries may be done
- Maximum number of participants per team is 2
- Materials will be provided on the spot. Theme will be provided on the spot
- Time limit is 3 hour

8. BAMBOO TECH

- Maximum number of teams is 12
- Maximum number of participants per team is 6
- Time limit is 12 hours
- The design problem can be downloaded from the website or from help desk
- Pre-sketches have to be submitted.
- Qualifiers of pre-sketching round will be announced.

9. FLAG MAKING

- The event will be conducted in two rounds. The Pre-Round and The Final Round
- No limit for entries in pre-round.
- Maximum number of participants per team is 2.
- Materials will be provided on the spot.

- Top 20 teams will contest for final round.
- Time limit is 2:30 hours.

10. MEHNDI

- Maximum number of teams is 30.
- 5 per college while 10 on the spot entries may be done.
- Maximum number of participants per team is 2.
- Materials will be provided on the spot.
- Theme will be provide on the spot.
- Time limit is 1.5 hour. Only one hand will be judged.

11. RANGOLI

- Maximum number of teams is 30
- 5 per college and 10 on the spot entries
- Maximum number of participants per team is 3
- Theme will be provided on the spot. Time limit is 2 hours
- Participants are requested to bring their own materials
- It can be made with materials like marble dust, wooden dust, holi colors etc
- Maximum allowed size is 1Mx1M.

12. MAIN DESIGN

- Maximum number of entries is 6
- 1 per college and 2 on the spot entries
- Design problem will be announced on the spot
- Maximum number of participants per team is 2
- Time limit is 6 hours

13. BRAIN TEASER

- Maximum number of entries is 5
- 1 per college and spot entries if available.
- Maximum number of participants per team is 5
- Time limit is 2 hours

Sports Events

SPORTS ACTIVITIES

- Following sporting activities will be conducted during UTKARSH-2020
- **Outdoor Games.**
- Athletics
- Football.
- Volleyball.
- Basketball.
- Kabaddi.
- Lawn Tennis
- **Indoor Games.**
- Badminton.
- Table Tennis.
- Chess.
- Carom.
- **Athletics.**
- 100 Mtr. Race -Boys & Girls
- 200 Mtr. Race -Boys & Girls
- 400 Mtr. Race -Boys & Girls
- 800 Mtr. Race - Boys & Girls
- 4X100 Mtr. Relay Race -Boys & Girls
- Long Jump - Boys & Girls
- Triple Jump -Boys & Girls
- Javelin Throw - Boys & Girls
- Discuss Throw - Boys & Girls
- Shot Put -Boys & Girls
- **General Rules.**
- Team Manager(s) should bring a permission letter for participation, **duly signed by the Director of Institution on the college letter head.**
- All the teams should be kitted properly.

- A **caution deposit of Rs. 1000** will be paid by each team. The caution deposit **will be refunded** after adjusting the cost of damages if any.
- **Protests.** If a team manager wishes to lodge a protest at end of the match/event, then such a protest must be in writing and handed to the **Organising Secretary on duty within 10 minutes of the ending of the match.**
- College shall provide medical backup for all emergency and normal purposes along with necessary First Aid medicines.
- All the decisions by the umpires shall be final. Indiscipline on the court or anywhere in the college will result in the disqualification of the individual or teams.
- All participants must be present at their respective venue(s) 30 minutes before the scheduled time.
- All participants must carry their I-Cards otherwise he/she will not be permitted to take part in any event.
- Separate I-Cards will be issued in exchange of the college I Cards which will be returned after the event.
- **Separate registration fees** will be payable for girls and boys team.
- The schedule and fixtures will be mailed to the colleges.
- **Colleges are requested to confirm participation/registration for all events by 25 Feburary 2020.**

1. Athletics.

- **Boys and Girls**
- **Rules :**
 - For 100m, 200m, 400m, 800m races, there would be heats followed by finals.
 - All other races, throws and jumps will have finals directly and results will be based on timings.
 - Maximum **Two participants** are allowed from each college in any athletics event (excluding relays).

- Throws and jumps are for both boys and girls.

2. Football (Boys).

(a) Maximum No. of players allowed in a team is 15.

(b) Rules:

- (i) Normal FIFA rules apply.
- (ii) Offside etc. as per current format.
- (iii) Max. Three substitutes allowed.
- (iv) Extra time for knockout stages will be notified only before the match.
- (v) Referees decision will be final.

3. Volley Ball-Rules (Boys & Girls).

(a) Maximum No. of players- 12 (girls & boys).

(b) Type of Tournament - League, Pool or knockout depending on the number of teams.

(c) With Proper Kit.

4. Basketball (Boys and Girls)

(a) Rules:

- (i) FIBA rules are applicable.
- (ii) 10 minutes each quarter with Two minute break between the quarters and five minutes at half time.
- (iii) Teams should report to basket ball court half an hour before their match.
- (iv) All the players of the team should have same colour of jersey with printed numbers.
- (v) Maximum 12 players are allowed in a team.
- (vi) No players should have anything on his/her hand or neck (wrist watch, necklace, ring, kada, bracelet etc.) Jewellery of any kind is not allowed and nails have to be properly cut.

5. Kabaddi (Boys and Girls)

(a) All the international rule of kabaddi.

(b) Maximum 12 Players in a team.

6. Lawn Tennis(Boys & Girls).

- (a) Event is as like Davis Cup rule.
- (b) Max.Participants allowed per college would be four boys and four girls.

7. Badminton (Boys and Girls)

(a) **Events:** Singles Doubles, Mixed Team.

(b) **Rules:**

- (i) Teams for every game are submitted before the match (specifying who will be playing 1st singles, doubles and 2nd singles).
- (ii) This team can not be changed after submission. Latest IBF rules will be followed.
- (iii) Maximum permitted players will be five for boys and five for girls each or a combination team of three boys and two girls would be allowed.
- (iv) One player can play in two matches only (one singles and one doubles).

8. Table Tennis (Boys & Girls).

(a) **Boys Team. (Rules)**

- (i) **Format of Play:** singles (A vs X), singles (B vs Y), doubles and reverse singles (A vs Y & B vs X).
- (ii) All games will be best of 5.
- (iii) Players playing singles won't be allowed to repeat in doubles.
- (iv) Max Participants allowed per college would be three boy and three girls.

(b) **Girls Team. Rules**

- (i) **Format of Play:** single (A vs. X), singles (B vs. Y), doubles and reverse singles (A vs. Y B vs. X).
- (ii) All games would be best of three.

9. Chess (Boys and Girls) Team Event.

(a) **Events:** Classical (mixed), Problem Solving (mixed).

(b) **Rules:** Limit on numbers of players:

- (i) Classical: 5 (4 + 1 reserve)
- (ii) Lightning: 5 (4 + 1 reserve)
- (iii) Problem Solving: 3.

10. Carom (Boys and Girls) Team Event

(a) Rules:

- (i) Standard carom rules apply.
- (ii) An individual can participate in not more than one singles and one doubles match.
- (iii) Each team comprises of **four players** only.
- (iv) A game shall be of 25 points or eight boards. The player/team who reaches 25 points first or leads at the conclusion of the eight boards shall be winner of the game.
- (v) The participants will be made familiar with the rules before the start of the tournament.
- (vi) Any hand may be used in play. Participants can change hand during the game.
- (vii) In case of any conflict, **decision of the Organizing Committee will be final.**

INFORMAL EVENTS

Informal events

1. Mega Events

1.1 Gully Cricket

- 1 Each team will consist of 6 players
- 2 All matches will be knockout match
- 3 Each match will be of 3 overs
- 4 Rule out match
- 5 Umpire decision will be the last decision

1.2 Job We Met(Blind Date)

- 1 The participants have to fill the form for blind date
- 2 The form is available at the informal help desk
- 3 Participants will have to follow the instructions of the event
- 4 the selected candidate will have introduction round on stage
- 5 It will be followed by various rounds on the stage

1.3 Loan Survivors

- 1 It's a solo event
- 2 The form will be available at the informal help desk
- 3 The participants will have to fill the forms
- 4 The shortlisted candidates will call for the PI round
- 5 The qualified candidates will contest for the further round

1.4 Campus Princess

- 1 The participants will have to fill the form
- 2 It is only for girls
- 3 There will be a question answer round
- 4 It will be followed by talent round
- 5 Final round will be rampwalk

1.5 Band War

1. Maximum no. of entries per college is 2
2. Each team can have a maximum of 7 & minimum of 5 members
3. Each team should have atleast 1 vocalist, 1 guitarist and 1 drummer
4. The time limit is 15+3 mins (performance + sound check)

2. Micro Events

2.1 BBD Talents showcase

- 1 Individuals are invited from the college
- 2 They can show their any talent(dancing, singing, etc)
- 3 Goodies will be given to all the participants

2.2 Enterprenia (Start-Up Plan)

- 1 Max 2 teams from each college
- 2 Need to prepare power point presentation
- 3 Minimum 10 slides and maximum 15
- 4 5 mins for presentation and 5 mins for question answer round

2.3 Jane Kya Tune Kaha(Lip Reading)

1. Max 5 participants are invited from each college
2. 5 chances will be provided to the candidates in order to guess the sentences while wearing headphones.
3. Headphones will be provided

2.4 Screen Battle(Video)

- 1 Individual participation is also allowed
- 2 Topic will be provided on the spot
- 3 Video should not exceed more than 3 mins
- 4 30 mins will be provided to them in order to shoot the video
- 5 Editing is allowed but no particular app or brand must not be promoted

2.5Papparazzi.....What's in a voice

- 1 Individual participation
- 2Product will be given on the spot
- 3Time limit is 2 mins

3. Stall Events

3.1 The Money Hat(The Product Sale)

- 1 Maximum 2 teams from each college
- 2 Currency will be provided to them
- 3 The team have to make their dummy products and sell it to the judges

3.2 PUBG

- 1 Participants should come in squad
- 2 Hacked version of game is not allowed
- 3 Participants will have to bring their own smart phones
- 4 Participants are not allowed to use 3rd party applications

3.3 Queen's Gambit (Chess)

1. All international rules of FIDE will be applicable
2. 30 minutes per game
3. 1 minute per move
4. All games will be played on Knock out basis

SCHOOL OF HOTEL MANAGEMENT, BBDU

LIST OF EVENTS WITH THEIR RULES AND REGULATION

1. *Tit Bit*

“Snacks Preparation Competition”

Venue : H-block, 6th floor, Food Production Lab

Date : 26th Feb 2020

Timing : 01:30 pm to 03:00 noon

Rules:-

1. Maximum teams-ten
2. Maximum no. of team per college: 02
3. No. of participants per team: 02
4. Time limit: 01:30hr.
5. Only Vegetarian Preparation
6. Contestants have to bring their own presentation crockery and cutlery, ingredients, material, chopping board, Knife set etc.
7. Utensils and cooking range will be provided at venue.
8. Use only eatable material and ingredients.
9. Parameters for judging - taste/flavor, originality, visual appeal, ease of preparation

2. *Dream Platter*

“Salad Making Competition”

Venue : H - Block, 6th floor Corridor

Date : 26th Feb 2020

Timing : 04:30pm to 05:30 pm

Rules:-

1. Maximum no. of team per college: 02
2. No. of participants per team: 02
3. Time limit: 01 hr.
4. Only Vegetarian Preparation

5. Contestants have to bring their own equipment, material, ingredients.
6. Use only eatable material and ingredients.
7. Parameters for judging – taste/ flavor, originality, visual appeal, ease of preparation.

3. Mishmash

“Soup Preparation Competition”

Venue : H-block, 6th floor, Food Production Lab

Date : 27th Feb 2020

Timing : 11:30am to 12:30pm

Rules:-

1. Maximum teams-ten
2. Maximum no. of teams per college:02
3. No. of Participants per team:02
4. Time Limit: One hour
5. Only Vegetarian Preparation
6. Garnish and ingredients should be eatables.
7. Contestant has to bring their own cutlery, ingredients, chopping board, knife set.
8. Utensils and cooking range will be provided at venue.
9. Parameters for Judging –taste/ flavor, originality, visual appearance, ease of preparation.

4. Just Junkies

“Decorative item from Plastic waste preparation Competition”

Venue : H-block, 6th floor Corridor

Date : 27th Feb 2020

Timing : 01:30 to 02:30

Rules:-

1. Maximum teams-ten
2. Participants are required to make decorative item using waste – single use plastic
3. Students can carry their own single use plastic waste for decoration

4. Glues, Pins Tapes/ Adhesive, Scissor and brushes are allowed
4. Decorative items can be a piece of art or can be for any help.
5. All cuttings should be done on the spot, No prior preparation should be done
7. Time limit: 60 Min
8. Maximum no. of teams per college: 02
9. No. of Participants per team: 02
10. Parameters for Judging- originality, appearance, ease of preparation, concept and use of items.

5. Chamcham

“Sweet Dish Preparation Competition”

Venue : H-Block, 6th floor, Food Production Lab

Date : 27th Feb 2020

Timing : 04:00 pm to 05:30 pm

Rules:-

1. Maximum teams-ten
2. Maximum no. of teams per college: 02
3. No of Participants per team: 02
4. Time limit: one and half hour.
5. Only Vegetarian Preparation
6. Contestants have to bring their own presentation crockery and cutlery, ingredients, material, chopping board, Knife set.
7. Utensils and cooking range will be provided at venue.
8. Parameters for judging: taste/ flavor, originality, visual appearance & ease of preparation.

6. Masterpiece

“Main Course Preparation Competition”

Venue : H-Block, 6th floor, Food Production Lab

Date : 28th Feb 2020

Timing : 11:30 am to 01:30 pm

Rules:-

1. Maximum teams-ten
2. Only Vegetarian Preparation

3. Contestants can choose one preparation from following combination.

➤ [One Cereal (Bread ,Rice ,Noodles etc) +Vegetable Preparation (Gravy /Dry)]

4. Utensils and cooking range will be provided at venue.

5. Contestants have to bring their own. Crockery, cutlery, Ingredients, Chopping board, Knife set.

6. Recipe must be submitted with the form.

7. Time limit: two hrs

8. Maximum no. of teams per college: 02

9. No. of Participants per team: 02

10. Parameters for Judging- taste/ flavor, originality, appearance, ease of preparation.