**G-POTENZIA 2016**

**Rules and Regulations**

***\*No student/ team can withdraw from any event. If the student/ team withdraw from any event they would be penalized with the sum of Rs. 100 per event***

1. **QCB (Inquizitive Quiz )**

***Notice regarding Inquisitive***

Since the number of candidates who wish to appear for the “Inquisitive” event is in large number, there will be an elimination round to select the students. The rules and regulations for Inquisitive are as follows:

1. Three students will be there in a team.
2. Maximum 7 teams will be selected from the college.
3. The Question paper will consist of 30 multiple choice questions of 30 minutes duration.
4. Each Question will carry one mark.
5. No negative marking will be there for wrong answers.

The Preliminary round for the Inquisitive will be held at 11:30 AM at the Seminar Room and Drawing Hall on March 10, 2016.

In case of any Query regarding the Preliminary round of Inquisitive, the students can contact Mr. Harish Ruhil (Assistant Professor) at CSE Deptt.) at 09728803804

Event Co-Ordinator

Mr. Kamal Saluja

**Rules and Regulations for Inquisitive**

There will be five rounds. Lowest scorer teams can be eliminated at the end of any round depending upon the number of teams.

**General Round (First):**

1. Every team will be given 5 Questions. This is not the pass-on round.
2. 45 Seconds will be provided for each question.
3. Lowest scorer teams can be eliminated at the end of this round.
4. Each Question will carry 10 marks each.
5. There will be no negative marking.
6. One Question will be asked from the audience and reward will be given.

**Audio Round (Second)**

1. Each team has to recognize an audio clip.
2. This is a pass on round.
3. 45 Seconds will be provided for each question.
4. Each Audio clip will carry 10 marks each.
5. If a team is unable to provide the answer then it will be passed on to the second team and half (five Marks) will be added for the second team for providing answer within 15 seconds.
6. Lowest scorer teams can be eliminated at the end of this round.

**Visual Round (Third):**

1. Each team has to recognize a clip.
2. This is a pass on round.
3. 45 Seconds will be provided for each question.
4. Each Audio clip will carry 10 marks each.
5. If a team is unable to provide the answer then it will be passed on to the second team and half (five Marks) will be added for the second team for providing answer within 15 seconds.
6. Lowest scorer teams can be eliminated at the end of this round.

**Rapid fire Round (Fourth Round):**

1. The number of questions at this round will be 10.
2. The team who first press the buzzer will be given the opportunity to answer the question.
3. Each Question will carry 10 marks each.
4. 45 Seconds will be provided for each question.
5. If a team is unable to provide the answer then it will be passed on to the second team and half (five Marks) will be added for the second team for providing answer.

**Tricky Round (Last):**

1. One question will be given to all teams. This is not the pass-on round.
2. 15 Seconds will be provided for the question.
3. Lowest scorer teams can be eliminated at the end of this round.
4. Question will carry 20 marks.

**General Rules:**

1. Three students are allowed in a team.
2. Mobile phones are not allowed.
3. Questions will be mainly from all the walks of life.
4. Questions will be from the following areas: GK, Cinema, Sports, Reasoning, Stock Markets.

### Ad-mad show

* Elimination round will be held for selection of final candidates for the event. Those participants who fail to appear for the preliminary round shall not be considered for the finals.
* The product/service to be advertised will be allotted to each team on the spot and 30 minutes will be given for preparing the Ad.
* All necessary stationary will be provided by the event organisers on the spot.
* The maximum time for each Ad is 2 minutes.
* The advertisement will be in English or Hindi only.
* Caution should be taken to refrain from displaying obscenity, violence, prejudice, defamation etc. in the Advertisement.
* The contestants are strictly advised not to disclose the name of their college /institution to the jury members/audience.
* The decision of judges will be final and binding.
* The contestant may opt for a suitable dress code however the name of the college should not be displayed on the dress in any form.
* In case participants exceed the time limit judges will be free to disqualify the team.
* The organizing committee reserves the right to change the venue, time and rules, if desired.
* All participants must carry their college ID cards.
* Number of participants per group should not exceed 4.
1. **Business plan**
* Business plans may be submitted by individuals or by teams.
* There must not be more than 3 in a team.
* Executive summary, containing the expansion of concepts outlined must be expressed in front of all the teams and event co-ordinator and the selected plans will be awarded.
* Teams should bring soft copy in CD and Hard copy while attending competition.
* The candidates should not participate in any other events at the same time.
* Final-round submission will be judged according to the following criteria:
	+ Is the business financially feasible?
	+ Quality of products, services and/or solutions
	+ Market opportunities and competition
	+ Team qualifications
	+ Overall attractiveness of the venture
1. **Business Quiz**
* Minimum no. of participants two per team
* Maximum 3teams per college
* Teams should get registered on the spot before the event
* Judges decisions are ultimate
* Teams should maintain dignity with in the event hall.
* The candidates should not participate in any other events.

**General Rules**

* Registration fee for non-participants: Rs.100 per head.
* All participants should report at the registration desk before 10.00am.
* Participants must bring their college ID cards.
* Decision of the panel members is final.
* Materials for business plans are to be brought in pen drives and CDs only.
* The candidates should follow the general rules for smooth conduct of events.
* For every event cash prizes will be awarded.
* Overall championship will be awarded.
* Participant certificates will be provided.
* Transport facility available.
* All correspondence regarding the event can be communicated through E-mail:
1. **Punch line(LOGO & SLOGAN MAKING)**

### Logo Requirements

* **Professional**: This logo may be featured on our website, our social media platforms and other mediums (stationary, pamphlets, t-shirts etc). As a result, while we want the logo to be eye-catching, it must still be legible.
* **Theme**: Logo must promote the mission of Slater International Center, "To promote intercultural awareness, mutual respect and global leadership through collaborative programming and support for students and scholars."  Design should be universal in theme, and not nation specific.
* **Color**: There are no limitations and any colors may be used. However, logo must look good in color (if any) or black and white.
* **Integrity**: Logos must have been created and edited by the contestant(s). each contestant should design different logo .

### General Rules

1. The ideas of the logo must be told earlier to the event co-ordinator.
2. Maximum of 2 members can be there in a team.
3. Logos will be drawn on chart papers so candidate must bring on their own stationary.
4. Each logo must be designed with a slogan.
5. Slogan must be related to the logo and will be repersented in the event.
6. **Poster making**

i) Each College/Instt. can send one participant

ii) Event will be conducted ‘On The Spot’ and the participants will be required to do Poster Making on the subject(TECHNICAL AND SOCIAL) given by the Organizer/Judges.

iii) Participants will bring their own material. The blank sheet will be signed by the Organizer/Judges before the start of competition.

iv) Duration will not be more than 2 hours 30 minutes.

1. **On the Spot Programming(I am the new gates)**
2. All solutions must be written from scratch. No modification of pre-existing code is allowed. No copying of sample and/or help files will be allowed.
3. No use of the internet is allowed.
4. No printers are allowed in the contest area. Only one keyboard per team will be allowed. No audible audio will be allowed.
5. A single reference book (e.g., textbook or language reference manual) may be used. No other documentation is allowed in the contest area during the contest.
6. All event co-ordinator will remain in the observing area and may not communicate with the team during the rounds.
7. Only correct solutions will receive points.
8. Style of the solution will not be considered in the judging.
9. Only the first and second submission of a possible solution will be considered.
10. No extra time will be granted to compensate for lost time due to hardware failure, power outages, etc.
11. All decisions of the contest officials are final.
12. **Brain teasers**

1. Participants have to register earlier for this event.

2. Maximum 3 teams per institution, 3 members per team

3. Prelims will be conducted to test basic knowledge in science & technology.

4. The participants have to crack down the prelims to get into the Registration.

5. Onstage event Questions will be in the audio & video type.

1. **Project/Models (Working and Demonstrative)**

Students taking part in project exhibition should follow certain rules and regulations.

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| 1. Maximum 5 members per team. 2. The detailed abstract of one page or mini. 100 words should be submitted as a MS Word document on or before 10 march 2016 to projectsgtcbahadurgarh@gmail.com with subject as g-potenzia’16- project . 3. Projects can be working or demonstrative.4. Projects will be under the following categories. Applied sciencesComputer science EngineeringElectronics and communication Engineering Electrical Engineering Mechanical Engineering Automobile Engineering Civil Engineering Management 5. The participants must bring their necessary accessories. 6. Students must bring charts on their projects/models topic which consist of following points:1. Working/circuit diagram/ image of model.
2. Block diagram.
3. Working principle.
4. Its advantages and disadvantages with future scope.

7. Participation certificate will be given to each candidate.8. The event consists of 2 rounds. **Round I:** Display in the exhibition hall for 3hrs. (Marks will be given based on the theme & mode of display) The participants have to crack down the Round I to get into the Round II. **Round II**: Display in the exhibition hall for 2hrs. (Marks will be given based on the efficiency, design and performance of application) 9. The organizers reserves full rights to disqualify any project that is found not innovative. 10. The decision of the judges will be final.  |
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**Prizes:-**

**1st prize** -5100 Rs.

**Department wise 1st Prize**- 2100 Rs.

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**10. Paper Presentation**

Students who enter the competition must meet the following criteria:

1. The student, listed as first and presenting author, was the primary researcher on the project. The abstract must have at least one co-author, generally the student's research advisor, who consents to the submission of the abstract into the student paper competition.
2. The project was conducted while this student was enrolled at the level indicated in the competition.
3. The student will be able to present the paper, in either ppt or oral format. (Guidelines for poster and podium presentations will be the same as the standard technical sessions.)
4. The student will submit only one abstract as presenting author to the Student Paper Competition. Teams of students are not allowed.
5. Work submitted and planned for presentation cannot have been published in a peer-reviewed format at the time of submission.
6. **VLSI Design**
* Number of participants 1
* On the spot coding
* Winner will be decided according to time taken for programming.
* No helping material is allowed.

**Rules and Regulations for Cultural Events**

1. **Musical Instrument Playing**

• No. of participants : 1

• Time : 3+1 Minutes

• Participants are required to bring their own instrument

1. **Rangoli**

• No. of participants: 2-4 member

• Time: 1 hr 30 Minutes

• Participants are required to bring their own colors and decorative items accordingly

1. **Mehandi**

• No. of participants: 1 member

• Time: 1 hour

• Participants are required to bring their own mehandi.

1. **Sketching**

• No. of participants: 1 member

• Time: 1 hr

• Topic for the sketching will be disclosed earlier

• Participants are required to bring their own stationary and drawing sheet. Colors are not allowed.

• Participants will not be allowed to give any explanation of the sketch, it must be selfexplanatory.

1. **Face Painting**

• No. of participants: 1 member

• Time: 1hr

• Participants are required to bring their own colors

• Participants are required to bring their friends on whose face painting will be done

1. **Pot Decoration**

• No. of participants: 2 member

• Time : 1hr 30 Minutes

• Participants are required to bring their own material for decoration, colors, pots etc.

1. **Best out of Waste**

• No. of participants: 2-3 member

• Time: 1hr 30 Minutes

• Participants are required to bring their own waste material, glue, scissors, colors, fevicol.

1. **Dance – Solo**

• Time limit: 4+1 minutes

• Participants are required to bring their own music CDs and props

• Last date for confirming the song and giving the CD to the concerned faculty is 4 march,2016

**9.Dance – Duet**

• Time limit: 4+1 minutes

• Participants are required to bring their own music CDs and props

• Last date for confirming the song and giving the CD to the concerned faculty is 4 march,2016.

**10.Dance – Group**

• No. of participants in group: more than 4 members

• Time limit: 6+1 minutes

• Participants are required to bring their own music CDs and props

• Last date for confirming the song and giving the CD to the concerned faculty is 4 march,2016

**11. Singing – Solo**

• Time : 2+1 Minutes

• Students are required to bring their own CDs for background music if required

**12.Singing – Duet**

• Time: 2+1 Minutes

• Students are required to bring their own CDs for background music if required

**13. Street Play/Skit Competition**

* Time limit : 10 minutes (+4 minutes to set upto the act.)
* Each team can compromises minimum of 6 and a maximum of 12 members.
* Use of obsence language is not allowed.
* Use of fire and other hazardous substance as props is not allowed.
* Language : Hindi and English.

**14.Poetry**

* Poem must not exceed 40 lines
* Last date for confirming and submission of hard copy of selected poem to the concerned faculty is 4 march,2016

**15.Debate**

* Number of participants 1-3
* Time limit : 6-8 min.
* Discuss with concerned faculty for topics for debate
1. **Battle of Bands**
* Number of participants more than 3
* Time limit : 10-15 min.
* Participants are required to bring their own instruments
1. **Qawalli**
* Number of participants more than 3
* Time limit : 8-10 min.
* Participants are required to bring their own material
* List of selected songs for Qawalli must be submitted to the concerned faculty upto 4 march, 2016

**18.Antakshri**

* Number of participants more than 3
* Rounds : 3-5
* Discuss with concerned faculty.

**19.Spin A Yarn**

* No of participant 1
* On the spot clues or video clips will be shown.
* Narrate the story within 2 to 5 minutes.
* Tell the story to the judges.

**20. Treasure hunt**

* Time limit 5-7 minutes
* The clue will be placed in a particular area and order.
* A team cannot skip a clue.
* If you found others teams clue by chance never tamper it. A violation could cause disqualtion of your team.
* The treasure hunt consist of 5-6 clues.each one heading to the next clue.
* All the teams clues are at different places but the final distination in the treasure is the same. The teams which finds the treasure first wins.

**21. Art and Craft**

* No of participant – 2 max.
* Time limits: 2 hrs
* Participants are required to bring their own material for decoration, colors, cutting etc.

**22.Money Mind-**

* Number of participants 4-6
* Participants are required to bring their own material
* No amount will be paid by college
* Location: ground area

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