TECHNICAL EVENTS

1. Project/Model: Working & Demonstrative

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

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 10march 2017 to projectsgtcbahadurgarh@gmail.com with subject as g-potenzia'17- project.

3. Projects can be working or demonstrative.

4. Projects will be under the following categories.
   - Applied sciences
   - Computer science &engg.
   - Electronics and communication engg.
   - Electrical engg.
   - Mechanical engg.
   - Automobile engg.
   - Civil engg.
   - Management

5. The participants must bring their necessary accessories.

6. Students must bring charts on their projects/models topic which consist of following points:

   - Working/circuit diagram/ image of model.
   - Block diagram.
   - Working principle.
   - 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.

Prizes:
Overall 1st prize-5100 Rs.
Department wise first prize- 3100 Rs.

2.Posters (Technical & Social)
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. Participants will bring their own art material. Detail of the art material is as under:-
- Use of only poster colors is allowed.
- Drawing board and drawing pins.
- Pencil and Eraser.
- Paint Brushes.
- Use of scale and compass is allowed.
- Any kind of white drawing sheet of 1/4 of full sheet size is allowed.
2. Topic for the competition on own choice.
3. The participants should have Identity cards with them.
4. The student has to complete his/her poster within 2 hours.
 5. All drawing sheets will be the whole sole property of the organizers after the competition is
 over.
6. Decision of the judges will be final.
7. Caption should be mentioned on the poster.

 3.Brain Teaser:
 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

 4. Depth of Knowledge:
 1. Give seminar ,PPT on their topic of interest
 2. Time allowed 30 minutes
 3.Questioning will be done by Judges

 5.Add the CADD:
 Drawings of a major existing structure

1.Time allowed is 1 hrs.
2. Use of external sources is prohibited

6.Thread the Building:
1.Making of building models and use thread as a prop.
2.Final decision will be given by Judges.

7.LAN Gaming:
A gathering in which gamers(devotees of computer games) will gather to share a local area Network(LAN) and participate in extended gaming sessions of popular games such as Counter Strike
Rules:

- You are responsible for your actions and equipment. We are not liable for anything that happens to you and your equipment.

- Do not attempt to steal items from the event or anyone else. Legal consequences will be there.

- Cheating is not tolerated.

- Do not bring any type of hacks/viruses/etc. to the event.

- Listen to those in charge.

- There can be only 3 to 4 members for Counter Strike 1.6

- Entry fees is Rs. per participant.

- Multiple entries from one college are allowed.

- No foul language is allowed while playing.

- Use of any unfair means whatsoever shall result in disqualification.

- The participants should not mishandle the PCs and consoles. Any damage caused to them will be borne by you.

8.Counter Strike Rules:
- 1stround will be knife round.

- For the knife round, map will be 1_hp. The winner of the knife round picks the side they want to play first(CT or T).

- Team messages are allowed.

- If disconnection occurs during a match then scores till the last round will continue and starting money will be decided by the organizers.

- Playing with fewer than 5 players in any match is permitted with captain's agreement.

- Use of particular console commands will be informed by the organizers on the day of

tournament.

- Players may bring their own mouse pads & headphones. Mouse and Keyboards are strictly not allowed.

9.Hunt the Bug:

A programmer must go back through very large amounts of code (usually that was written by an incompetent programmer many moons ago) to find bugs in the software. Bug hunts are very tedious and time consuming ordeals.
Rules

- enter information after discovering a bug

- vote on bug location and resolution

- predict root cause

- determine root cause

- propose preventions

10. Code Vita:

Programming Competition for students to experience the joy of programming.
Rules:

- Each team can have only two members

- Each team should choose a team name and the team leader

- Team members of a particular team have to be from same college/institute

- Language compilers are open source applications that can be downloaded from the internet. Participants will need to submit the compiled solution to a problem only. For example, codes written in Java should be submitted in .java format

- Plagiarism is strictly prohibited. Online search engines may be used as reference, but copy pasting directly from the internet is highly discouraged

- Participants can write their codes in any of the following languages Java, C, C++, C#, Perl, Python and Ruby

- Participants will have to arrange for compilers to compile their codes

11.Design a Job

• Single person should participate.
• Duration will be one hour.
• Hard copy of 2-D drawing will be given,
• convert it into 3-D modeling.
• First angle and third angle projection drawing will be given (All dimensions are in mm).
• Mechanical related machine components will be given for modeling.
• Solid edge v-19 software will be provided.

12. Draw your Ideas

• Single person should participate.
• Duration will be one hour.
• Hard copy of 2-D drawing will be given,
• convert it into 3-D modeling.
• First angle and third angle projection drawing will be given (All dimensions are in mm).
• Mechanical related machine components will be given for modeling.
• Solid edge v-19 software will be provided.

13.Solid Modelling:
• Single person should participate.
• Duration will be one hour.
• Hard copy of 2-D drawing will be given,
• convert it into 3-D modeling.
• First angle and third angle projection drawing will be given (All dimensions are in mm).
• Mechanical related machine components will be given for modeling.
• Solid edge v-19 software will be provided.

14.CADD (2D Modelling):

- Single person should participate.

- Duration will be one hour.

- Hard copy of 2-D drawing will be given,

- First angle and third angle projection drawing will be given (All dimensions are in mm).

- Mechanical related machine components will be given..

- CAD software will be provided.

- Minimum time utilized candidates will be considered as winner.

15.Tech – Quiz:
The rules and regulations for Inquisitive are as follows:
1.   There should be Four students per team.
2.   Maximum 7 teams will be selected.
3.   The Question paper will consist of 30 multiple choice questions of 20 minutes duration.
4.   Each Question will carry one mark.
5.   No negative marking will be there for wrong answers.
Rules and Regulations for TECHQUIZ
There will be four rounds. Lowest scorer teams will be eliminated at the end of every round depending upon the total number of teams.
First Round: Technical Round
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 will 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.

Second Round : Word Puzzle

1.Word puzzle is based on the concept of a letter bank, as players make words using the letter cards. The game contains 98 letter cards which will bring the game toward conclusion.

2.Each team has to recognize puzzle word.

3.This is a pass on round.

4.45 Seconds will be provided for each question.

5.Each word will carry 10 marks each.

6.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.

7.Lowest scorer teams will be eliminated at the end of this round.

Third Round: Engineering Laws

1.This is a pass on round.

2.45 Seconds will be provided for each question.

3.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.

4.Lowest scorer teams will be eliminated at the end of this round.

Fourth Round : Smart phone

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.

Technical quiz (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.

16.VLSI Design:

1.Participants have to register earlier for this event.

2.There should be single participant.

3.On the spot coding.

4.Winner will be decided according to time taken for programming.

5.No helping material is allowed.

6.No use of the internet is allowed.

7.All decisions of the contest officials are final.

17. 8085 Micro Processor Design

- Participants have to register earlier for this event.
- There should be single participant.
- On the spot coding.

- Winner will be decided according to time taken for programming.

- No helping material is allowed.

- No use of the internet is allowed.

- All decisions of the contest officials are final.

18.Google Geek
- Participants have to register earlier for this event.
- There should be single participant.
- On the spot a topic relating to any current affairs will be given. The contestant have to search the topic on internet within the time limits. The student who will explain it in the best way will be the winner.
- All decisions of the contest officials are final.

19.Technical Connexions
- Single line diagram of various appliances as given on spot.
- Participants have to register earlier for this event.
- There should be single participant.
- Winner will be decided according to time taken for completion.

- No helping material is allowed.

- No use of the internet is allowed.

- All decisions of the contest officials are final.

20.Sudoku
this game is related to number game. In this game, In first round, there should be asked 1 sudoku to all team that would be easy. In second round, there should be asked 1 sudoku to all team that would be medium. In third round, there should be asked 1 sudoku to all team that would be hard. Those who have complete in minimum time, will be declared as winner.

No. of sudoku should be 3.

21.Riddles
It is the game Fun Game. In this game, In first round, there should be 5 riddles asked to each team that would be easy. In second round, there should be 3 riddles asked to each team that would be medium. In third round, there should be 2 riddles asked to each team that would be hard. Those who have complete in minimum time, will be declared as winner.

No. of riddles should be 35.

22.Criss-Cross
This game is related to English. First round is Chain round (word antakshari with longest word in three chains), and the elimination of team is based on the score which answer with small words. Second round is synonyms round (5 words with each team with longest words as answer), and the elimination of team is based on the score which answer with small words. Third round is

questionnaire round (5 ques for each team related to basic grammar), and those who have complete in minimum time with maximum right answer, will be declared as winner.

23.Monopoly
This game is related to science. It is the game that means match the followings. In this game, First round is based on Physics, second round is based on Chemistry and third round is based on G. K. In this game, 5 unmatched things are arranged in the two list of A and B, which has to be matched by the team-members of each team to win their round. Those who have complete in minimum time, will be declared as winner.

No. of monopolies should be 9.

Rules for games (MONOPOLY, RIDDLES, SUDOKU, CRISSCROSS)

Common rules

1. There should be four team of atleast 3 members.

2. Total 3 rounds in each games.

3. First and second round are elimination round for one team who score lower marks in respective round.

4. Third round is judgement round.

5. For each round, there should be time limit, i.e., 5 min to play their own game. It should not be exceeded.

24.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.

25.Mad – Ad:
- 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.

26.Turn Coat:

Event Description

Those who can understand how to put their thoughts on ice should enter into the heat of debate.

- The topic will be given on the spot.
- Participant will be given 5 minutes to think on the topic.
- Each participant will be given 3 minutes to express.
- Switching between the motions will be entirely based on judge's decision.(for e.g. if a participant is speaking against the motion and judge press the buzzer in between, he/she has to switch his content from against to for and so on.).
- Participation will be judged on the basis of content of speech, presentation and logical validity.
- Only individual entries are invited.
- Speaking more than allotted time would deduct marks.
- No registration fee.

27. Product Launch:

There will be team of 4 members in each group.
  Round 1:

  a) Same product to all teams.

  b) Time duration 3 min. each team has to speak for 3 min on the given product.

  c) 1 team will be disqualified in this round.

Round 2:

  a) Different products to different teams.

  b) Time duration will be 3 min.

  c) Team will be disqualified.

Round 3:

  a) Innovative product is to be introduce by the team who are in final round.

  b) Time duration will be 5 min.

  c) Best Innovative product team will be the winner.

28. Perception Test

1. There will be team of 3 members in each group.

2. There will be three rounds in total.

3. **Round 1:**

    d) One picture will be displayed to 2 teams.

    e) Each team will have to interpret a story out of the picture displayed.

    f) The team with best story will be qualified for the next round.

    g) Time limit: 3-5 min. if the team is not able to reach or exceed the time limit that team will be automatically disqualified.

    h) Thinking time is 60 sec.

4. **Round 2:**

    a) The final teams will be given only one picture & they will have to make a different story out of it.

    b) The best team with the motivating story will be the winner.

NON- TECHNICAL EVENTS

1. **Graffity:**

- Total team : 4

- Per team 5 person

- Theme will be followed and will be mailed to the coordinator of the event with explaination and the picture to be painted of the theme for the approval.

- Time duration one hour

2. Best Selfie:

- Number of participants 1

- Upload selfie of G-Potenzia'17 on Facebook Official page of GTC

- The picture with maximum likes on Facebook Official page of GTC will be the winner

3. Personality Contest:

- Maximum participants will be 2 in each team

- Round 1 :

  Dress-up: 10 mins will be given to every team for dressing – up.

  Round 2:

  Makeup: Each team will be given 20 min.

  Round 3:

  Hair style: Each team will be given 20 min.

- There will be no elimination in any round.

- Overall personality will be judged on the scale of looks, Make-Up and Hair style

4. Footloose:

- Random participation on the spot

- Time duration will be 5 min

- Maximum participants will be two at a time

5. Unplugged(Gazal & Sufi Songs)

- Time duration 5-7 minutes

- Only single entry (can be two in case of duet)

6. Dubsmash + Mimic

- Stage event

- Student has to prepare their own dubsmash on given theme { 90's movie HIT scenes }

- Time Duration : 5 min per team Maximum

- Max. entries per team will be 5 person

- Total no. of teams : 4

7. Rangoli (Technical & Social)

- No. of participants: 2-4 member
- Time: 1 hr 30 Minutes
- Participants are required to bring their own colors and decorative items accordingly

8. Heena Ke Rang(Mehandi)

- No. of participants: 1 member
- Time: 1 hour
- Participants are required to bring their own mehandi.

9. Debate

- Number of participants 1-3
- Time limit : 6-8 min.
- Discuss with concerned faculty for topics for debate

10. Junkyard (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.

11. Treasure Hunt (Ganga Darshan)

- 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 disqualification 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.

12. Poetry

- Poem must not exceed 40 lines

- Last date for confirming and submission of hard copy of selected poem to the concerned faculty is 10 march,2017

13. Paper Folding (Art & Craft)

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

14. Pot Decoration

No. of participants: 2 member
• Time : 1hr 30 Minutes
• Participants are required to bring their own material for decoration, colors, pots etc

15. Antakashari

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

CULTURAL EVENTS

1. Singing Bee (Solo Song):

• Time : 2+1 Minutes
• Students are required to bring their own CDs for background music if required

2. U & Me (Duet Song):

• Time: 2+1 Minutes
• Students are required to bring their own CDs for background music if required

3. Trip the Light (Solo dance):

• 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 10 march,2017

4. Duet Dance:

• 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 10 march,2017

5. Beat pe feet (group dance):

- 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 10 march,2017

6. Chaupal (Skit):

- 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

7. **Diversified Youngistan (Fashion Show)**

- No. of participants 1

- Round 1: Biker's Theme

    Students will walk on the ramp individually

- Round 2: Profession

  Students will walk with their partners to represent different profession

- Round 3: Formal

  Students will walk in groups on the ramp in formal dresses

- Lowest score candidate will be eliminated after Round 2.

- Winners will be decided according to marks given by judges in 3 roundssss

8. Funny Dance:

- 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 10 march,2017

9. Instrumental:

- No. of participants : 1
- Time : 3+1 Minutes
- Participants are required to bring their own instrument

10. Grab a Snap:

- Number of participants 1

- Upload collage of G-Potenzia'17 on Facebook Official page of GTC

- The picture with maximum likes on Facebook Official page of GTC will be the winner

11. Antakshri:

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

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.

Note:- Student/ team can't withdraw from any event. If the student/ team withdraw from any event they would be penalized with the sum of Rs. 100 per event