



**ARAVALI**

COLLEGE OF ENGINEERING & MANAGEMENT

*creating achievers*



## **GENERAL RULES**

- ALL THE PARTICIPANTS ARE REQUESTED TO REACH THE ACEM CAMPUS BY 10:00 A.M.
- TRANSPORT FACILITY WILL BE PROVIDED BY ACEM FROM BADKAL MOR METRO STATIONS AT 10:00AM FOR BOTH THE DAYS.
- REGISTRATION CAN BE DONE ON THE SPOT.
- **REGISTRATION FEES:**
  - **SOLO** : 150/-
  - **FASHION SHOW** : 1000/-
  - **GROUP DANCE** : 1000/-
  - **GULLI CRICKET** : 800/-
  - **STREET SOCCER** : 800/-
  - **GAMING (per team)(each)** : 100/-
  - **GROUP OF 10** : 1000/-
  - **GROUP OF 20** : 1800/-
  - **GROUP OF 30** : 2500/-
  - **GROUP OF 40** : 3500/-
  - **GROUP OF 50** : 4500/-
- PARTICIPANTS SHOULD CARRY THEIR COLLEGE ID CARDS WITH 2 PASSPORT SIZE PHOTOGRAPHS.
- IF ANY PERSON (PARTICIPANTS/NON-PARTICIPANTS) IS FOUND INVOLVED IN ANY MISCONDUCT OR INDISCIPLINE, HE/SHE WOULD BE LIABLE TO A FINE DEPENDING UPON THE GRAVITY OF THE OFFENSE.
- JUDGES DECISION WILL BE FINAL.
- DRINKING AND SMOKING IS PROHIBITED INSIDE THE CAMPUS.
- FOR ANY OTHER INFORMATION PLEASE CONTACT WITH THE EVENT COORDINATORS.

# **COORDINATORS LIST**

## ➤ **CONTROLS**

- Aman Prateek Bhanot (9873901965)
- Amit Singh (9625766030)
- Aarti (9811304520)

## ➤ **CREATIVE SOCIETY**

- Kajal Singh (7982179819)
- Sonam (9654683278)

## ➤ **DRAMATICS SOCIETY**

- Kapil (9318398188)
- Kajal (9958195409)

## ➤ **INFORMAL EVENTS**

- Balkunwar Verma (8178561712)
- Deepak Singh (7838923765)

## ➤ **LITERARY CLUB**

- Rajat Sethi (9560123511)
- Praduman Garg(9136548856)

## ➤ **RHYTHM (CULTURAL)**

- Anjali (9891498868)
- Parvesh (9599393621)

## ➤ **TECHNICAL SOCIETY**

- Rahul (CSE Events) (9899265118)
- Suraj (CSE Events) (9958906035)
- Rupesh (Gaming) (8285165237)
- Abhishek (Mechanical Events) (9958856723)
- Wasim (Civil Events) (8860135092)
- Aman Pratap (ECE Events) (8700398889)

## ➤ **ENTREPRENEUR CLUB**

- Jyoti (9540933599)
- Neha (7835904511)

## **EVENT LIST**

### ➤ **CREATIVE SOCIETY**

- MEHNDI
- TATTOO MAKING COMPETITION
- FACE PAINTING COMPETITION
- CARD MAKING COMPETITION
- RANGOLI
- POSTER MAKING COMPETITION

### ➤ **INFORMAL EVENTS**

- TREASURE HUNT
- STREET SOCCER
- GALLI CRICKET
- TUG OF WAR
- SACK RACE

### ➤ **DRAMATICS SOCIETY**

- RANGMANCH (STAGE PLAY)
- KUCH NA KAHO (MIME PLAY)
- MAIDAN – E – RANG (STREET PLAY/NUKKAD NAATAK)
- OPEN MIC

### ➤ **LITERARY CLUB**

- MY SUPER HERO
- CONJUROR'S BOAT (WORD )
- KNIT-A-NARRATIVE(STORY NARRATING)
- BANNER MAKING
- 'SAMIKSHA' - MOVIE REVIEW
- DEBATE

➤ **RHYTHM (CULTURAL)**

- **SINGING**
  - ✓ SOLO SINGING (HINDI)
  - ✓ INSTRUMENTAL DUO
  - ✓ RAP BATTLE (SOLO)
- **DANCING**
  - ✓ GROUP DANCE:
    - ★ *Folk Dance*
    - ★ *Western Dance*
  - ✓ SOLO DANCE
  - ✓ DUET DANCE
  - ✓ BHANGRA BATTLE
- **FASHION SHOW**

➤ **TECHNICAL SOCIETY**

- AUTOCAD (CIVIL)
- CONCEPT AND DESIGN DEVELOPMENT (CIVIL)
- NFS (GAMING)
- PUBG MOBILE (GAMING)
- COUNTER STRIKE (GAMING)
- CIRCUITRIX (ECE)
- BLIND CODING (CSE)
- WEB DEVELOPMENT (CSE)
- HACKETHON (CSE)
- PROJECT PRESENTATION (CSE)
- CAD/CAM MODELING EVENT (MECHANICAL)

➤ **ENTREPRENEUR CLUB**

- AAGAAZ (FOR CREATIVE ENTREPRENEURS)

# EVENT SCHEDULE

**7TH FEB 2K20**

VENUE	SOCIETY	EVENTS	TIMINGS
MAIN STAGE	RHYTHM	Solo Dance + Solo Singing	11:45 AM
	DRAMATICS	Rangmanch (Stage Play)	2:00 PM
	RHYTHM	Duet Dance	2:30 PM
		Instrumental Duo	3:15 PM
		Western Group Dance	4:00 PM
		Fashion Show	5:30 PM
<b>DJ NIGHT 6:30 PM-7:00PM</b>			
RECEPTION	CREATIVE	Rangoli	11:30 PM
GROUND	CREATIVE AND INFORMAL	Gulli Cricket	11:00 AM
		Street Soccer	11:00 AM
		Treasure Hunt	1:00 PM
		Poster Making Competition	1:00 PM
		Face Painting Competition	2:00 PM
	Tug of War	3:00 PM	
	ENTREPRENEUR	Aagaaz	11:00 PM
PD LAB	LITERARY	'Samiksha'( Movie Review)	12:00 PM
		Knit A Narrative (Story Narrating)	2:00 PM
PHYSICS LAB	LITERARY	Banner Making	1:00 PM
SEMINAR	TECHNICAL	Project Presentation (CSE)	11:00AM
	DRAMATICS	Kuch Na Kaho (MIME)	3 :00 PM
LAB-2	TECHNICAL	Counter Strike(GAMING)	10:30 AM
LAB-5,6		CAD/CAM (MECHANICAL)	11:00 AM
SURVEY LAB		Concept and Design Development(CIVIL)	11:00 AM
LAB-1		NFS (GAMING)	12:30 PM
LAB-3,4		Web Development (CSE)	12:30 PM
ROOM-303		Pubg Mobile(GAMING)	2:00 PM

# EVENT SCHEDULE

**8TH FEB 2K20**

VENUE	SOCIETY	EVENTS	TIMINGS
MAIN STAGE	RHYTHM	Bhangra Battle	10:30 AM
		Rap Battle	11:15 AM
GROUND	DRAMATICS	Maidan – E – Rang (Street Play/Nukkad Naatak)	11:00 AM
MAIN STAGE	RHYTHM	Folk Dance	12:30 PM
<b>NO STAGE EVENTS AFTER 2:00 PM (MUSIC+STAGE TESTING)</b>			
<b>STAR PERFORMANCE 4:00 PM</b>			
GROUND	CREATIVE AND INFORMAL EVENTS	Gulli Cricket	10:00 AM
		Street Soccer	10:00 AM
		Card Making	12:00 PM
		Mehndi	1:00 PM
		Tattoo Making Competition	2:00 PM
		Sack Race	2:30 PM
	ENTREPRENEUR	Aagaaz	11:00 PM
SEMINAR	LITERARY	Debate	11:00 PM
	DRAMATICS	Open Mic	2:00PM
ROOM-103	LITERARY	Conjuror's Boat (word game)	1:00 PM
		My Super Hero	2 :00 PM
LAB-1,2	TECHNICAL	Blind Coding (CSE)	11:00 AM
LAB-5		CAD-Mania(Autocad) (CIVIL)	11:00 AM
MPI LAB-313		Circuitrix (ECE)	12:00 PM
LAB-3,4		Hackethon (CSE)	1:00 PM

## CASH PRIZES

<b>ARAVALI COLLEGE OF ENGG. &amp; MGMT</b>					
<b>VIVRTI 2020</b>					
<b>S.NO.</b>	<b>COMMITTEE</b>	<b>NO. OF EVENTS</b>	<b>EVENT</b>	<b>First Prize</b>	<b>Second Prize</b>
<b>1</b>	<b>CREATIVE</b>	<b>1</b>	<b>POSTER MAKING COMPETITION</b>	<b>1100</b>	<b>500</b>
		<b>2</b>	<b>CARD MAKING COMPETITION</b>	<b>1100</b>	<b>500</b>
		<b>3</b>	<b>TATTOO MAKING COMPETITION</b>	<b>1100</b>	<b>500</b>
		<b>4</b>	<b>RANGOLI</b>	<b>1100</b>	<b>500</b>
		<b>5</b>	<b>MEHNDI</b>	<b>1100</b>	<b>500</b>
		<b>6</b>	<b>FACE PAINTING</b>	<b>1100</b>	<b>500</b>
<b>2</b>	<b>INFORMAL EVENTS</b>	<b>1</b>	<b>TREASURE HUNT</b>	<b>1100</b>	<b>500</b>
		<b>2</b>	<b>TUG OF WAR (Fun event)</b>	<b>0</b>	<b>0</b>
		<b>3</b>	<b>GALLI CRICKET</b>	<b>3100</b>	<b>0</b>
		<b>4</b>	<b>SACK RACE</b>	<b>1100</b>	<b>500</b>
		<b>5</b>	<b>STREET SOCCER</b>	<b>3100</b>	<b>0</b>
<b>3</b>	<b>DRAMATICS</b>	<b>1</b>	<b>RANGMANCH (STAGE PLAY)</b>	<b>5100</b>	<b>0</b>
		<b>2</b>	<b>MAIDAN – E – RANG (STREET PLAY)</b>	<b>7100</b>	<b>3100</b>
		<b>3</b>	<b>KUCH NA KAHO (MIME)</b>	<b>1100</b>	<b>0</b>
		<b>4</b>	<b>OPEN MIC</b>	<b>1100</b>	<b>500</b>
<b>4</b>	<b>LITERARY</b>	<b>1</b>	<b>MY SUPER HERO</b>	<b>1100</b>	<b>500</b>
		<b>2</b>	<b>CONJUROR'S BOAT</b>	<b>1100</b>	<b>500</b>
		<b>3</b>	<b>KNIT-A-NARRATIVE(STORY NARRATING)-</b>	<b>1100</b>	<b>500</b>
		<b>4</b>	<b>BANNER MAKING</b>	<b>1100</b>	<b>500</b>
		<b>5</b>	<b>DEBATE</b>	<b>1100</b>	<b>500</b>
		<b>6</b>	<b>'SAMEKSHA' - MOVIE REVIEW</b>	<b>1100</b>	<b>500</b>
<b>5</b>	<b>MUSIC &amp; DANCE</b>	<b>1</b>	<b>SOLO SINGING</b>	<b>1100</b>	<b>500</b>
		<b>2</b>	<b>INSTRUMENTAL DUO</b>	<b>2100</b>	<b>1100</b>
		<b>3</b>	<b>RAP BATTLE</b>	<b>1100</b>	<b>500</b>
		<b>4</b>	<b>DUET DANCE</b>	<b>2100</b>	<b>1100</b>
		<b>5</b>	<b>SOLO DANCE</b>	<b>1100</b>	<b>500</b>



		6	FOLK GROUP DANCE	11000	0
		7	WESTERN GROUP DANCE	11000	0
		8	BHANGRA BATTLE	1100	0
		9	FASHION SHOW	51000	0
6	TECHNICAL	1	HACKETHON	1100	500
		2	PROJECT PRESENTATION	1100	500
		3	WEB DEVELOPMENT	1100	500
		4	BLIND CODING	1100	500
		5	PUBG MOBILE	1100	500
		6	CSGO	1100	500
		7	NFS	1100	500
		8	CAD MODELLING (ME)	1100	500
		9	CIRCUITRIX (ECE)	1100	500
		10	AUTOCAD (CE)	1100	500
		11	CONCEPT & DESIGN DEVELOPMENT (CE)	1100	500
7.	ENTREPRENEURSHIP	1	AAGAAZ	TROPHY	0

**\*IF IN ANY EVENT THE PARTICIPATION IS LESS THEN ONLY FIRST PRIZE WILL BE GIVEN.**

# **VIVRTI 2k20**

## **(CREATIVE SOCIETY)**

### **RULES AND REGULATIONS**

#### **1. RANGOLI**

- No. of members- 4 members in one team
- Maximum Entry per college- 3
- Time limit: 1 hr. 30 min
- The participants must have their identity cards.
- The participants have to bring their own colors and other useful material.
- Theme- 'PRITHVOTSAV' (The Nature Carnival)
- Decision of Judges will be final.

#### **2. CARD MAKING**

- Time limit- 1hr.
- No of members- 1
- Maximum Entry per college- 3
- The participants must have their identity cards.
- Requirements- Carry on your own colors, etc.
- A4 sheets will be provided.
- Topic- Save Earth.
- Assessment based on Depiction of theme.
- Explanation of your creation may be asked.

- Limitations-Use of A4 sheet (to be folded).

### **3. TATTOO MAKING COMPETITION**

- Time limit-30 min
- 
- No. of Members-2
- Maximum Entry per College-3
- The participants must have their identity cards.
- Requirements- Carry on your own pens/sketches etc.

### **4. PAINTING/POSTER MAKING**

- Time limit- 1.5 hr.
- No of members- 1.
- Maximum Entry per college- 2.
- The participants must have their identity cards.
- Requirements- Carry on your own colors ,etc
- Topic- One out of
  - Nature
  - History

### **5. MEHENDI**

- Time limit- 30 mins.
- No of members- 2.

- Maximum Entry per college- 2.
- The participants must have their identity cards.
- Requirements- Cone will be provided.

## **6 . FACE PAINTING**

- Time limit- 1hr.
- No of members- 2
- Maximum Entry per college- 2
- The participants must have their identity cards.
- Requirements- Carry on your own.
- Topic-Angel And Devil.
- Assessment - Depiction of theme, explanation of your creation may be asked.
- Limitations- Use of spray is not allowed.

### **Creative Event coordinators:**

- Kajal Singh (7982179819)
- Sonam (9654683278)

# **VIVRTI 2k20**

## **(INFORMAL EVENTS)**

### **RULES AND REGULATIONS**

#### **1. TUG OF WAR**

- A college/institution can send 10 participants.
- The participants must have their identity cards.
- A tug is used to play this game.
- The team to take the tug to their side will win the game.
- Officials will not tolerate over-aggression; it will result in elimination from the game and/or facility.
- Decision of Judges will be final.

#### **2. TREASURE HUNT**

- A college/institution can send THREE participants.
- The participants must have their identity cards.
- Time limit: 30 minutes.
- They will be given a list of objects & they have to find them in the given college area & in the given period of time.
- Winner is decided on the basis of time which takes less time to complete whole competition.
- Decision of Judges will be final.

#### **3. STREET SOCCER**

- A college/institution can send Seven participants ( 5 are playing including Goalkeeper ).

- The participants must have their identity cards.
- Duration: two equal period of 15 minutes.
- Half time: 5 minutes.
- All the matches shall be played on Knock out basis. In case of draw match no extra time will be given.
- All the free kicks are INDIRECT. Penalty Kicks will only be used for tie-breakers- final consolation.
- Penalty kick to be taken from the center of the field, 8 yds from goal line.
- There is no offside in 5v5.
- A kick-in will be taken in place of the throw-in.
- Free kick/kick-in -distance from the ball -5 yards.
- Decision of referee will be final.

#### **4. SACK RACE**

- The participants must have their identity cards.
- A sack is used to play this game.
- Finishing point of race will be at 50 m from starting point.
- Once fallen, the participant will be disqualified.

#### **5. GALLI CRICKET**

- **Team Formation Rules**

Team composition: A team of 10 players can be formed, but only 8 players are involved in the game at any point of the match. So, while batting or bowling, any 8 of the 10 players are chosen (So, the other two players are like super-subs and subs cannot be replaced during matches. They can only be replaced in future matches).

- **Rules:**

1. Live Scoring will be done via mobile application.
2. Complete Round Arm Action without jerk only be allowed.
3. restriction which will be looked after by the Umpire only.
4. All the other rules are standard and will be announced at the time of the match.
5. the usual international rules like, bye, leg bye, are OFF. Noball, wide rules are ON.
6. Umpires decision would be considered final in case of any discrepancy.
7. Match will of 8 overs. Every bowler can ball a maximum of 2 overs.
8. Cosco (green) ball will be used for matches.

**Note:**

1. All the participants must carry their valid Identity- card.
2. No changes in the registered squad members will be entertained.

**Informal Event coordinators:**

Balkunwar Verma (8178561712)

Deepak Singh (7838923765)

# **VIVRTI 2k20**

## **(LITERARY CLUB)**

### **RULES AND REGULATIONS**

#### **1. MY SUPER HERO**

- The participant shall be required to describe any person (fictional or real) whom they consider to be their hero. The participants may accompany this description with a sketch if they wish so.
- The event is intended to allow individual participation.
- A chart paper shall be provided for the sketch (if required).
- The participants are expected to bring their own stationary (colours, oil paints, etc as they deem necessary).
- Each participant will be given 1 hour to complete their work.
- There forth participants will be required to describe their work (under 5 minutes).
- Marks will be awarded on the basis of the idea as well as the presentation.
- The decision of the judges is final and binding.
- Use of electronic devices to aid work is prohibited.

#### **2. CONJUROR'S BOAT (WORD GAME)**

- The event is intended to allow individual participation.
- The event will feature a number of word games ( eg. crossword, jumbled word, etc).
- The decision of the judges is final and binding.
- Use of electronic devices to aid one's cause is prohibited.



### **3. KNIT-A-NARRATIVE(STORY NARRATING)-**

- Each team must comprise of atleast 3 members.
- Opening lines shall be provided.
- 2 minutes shall be provided for preparation to each team.
- The participants shall deliver the stories in not more than 5 minutes and participation for each member of a team is mandatory.
- Marks will be awarded on the basis of the idea as well as the presentation.
- This round will automatically decide the winner of the competition.
- The decision of the judges is final and binding.
- Use of electronic devices to aid work is prohibited.

### **4. BANNER MAKING**

- Cardboard along with sheets will be provided to the participants.
- Each team shall comprise of maximum of 3 members.
- Time Limit: 45 minutes.
- Banners should be inclusive of a relevant slogans.
- Slogans shall be assessed on literary skills.
- Participants have to bring their own colours and stationary.
- Basic stationary like pencils, erasers, sharpeners, etc will be provided.
- This round will automatically decide the winner of the competition.
- The decision of the judges is final and binding.
- Use of electronic devices to aid work is prohibited.

### **5. DEBATE**

- The event is intended to be a group task.
- Each team may have a minimum of 3 members and a maximum of 4.
- Each team is allowed to make one speech for or against the motion.
- Each speaker has a maximum time of 7 minutes.
- 2 questions may be asked by the interjectors.
- Interrupting a speaker is not allowed.
- Participating teams are expected to maintain the decorum of the debate at all times.
- The decision of the judges is final and binding.
- Use of electronic devices is prohibited.

## **6. 'SAMIKSHA'- MOVIE REVIEW.**

- A short video will be played on the screen for about 20-25 minutes.
- Participants have to write a review/ a statement of comment.
- 10 minutes shall be given to each participant to write down their views.
- Judgment will be made on listening, writing, observation, speaking and presentation skills.
- This round will automatically decides the winner of the competition.
- The decision of the judges is final and binding.
- Use of electronic devices to aid work is prohibited.

### **Literary Event coordinator:**

Rajat Sharan Sethi (9560123511)

Praduman (9136548856)

# **VIVRTI 2k20**

## **(DRAMATICS SOCIETY)**

### **RULES AND REGULATIONS**

#### **1.RANGMANCH (STAGE PLAY)**

- Play can either be in Hindi or English.
- Team size –(9-12) members
- One entry per college is permitted.
- Time limit: 10-12 minutes.
- Sound system will be provided with prior notification of the requirements only.
- Team exceeding the time limit will be subjected to negative marking.
- Any vulgar act may lead to disqualification, depending upon the judge's decision
- A play should have some social message
- Decision of judges will be final decision
- No lights system will be given

#### **2.MAIDAN – E – RANG (STREET PLAY)**

- Play may be in Hindi or Bilingual (Hindi and English only).
- Maximum members: 15, Minimum members- 12
- One entry per college.
- Time limit: 15-18 minutes.
- Every play must provide some message at the end.
- Exceeding time limit may subject to negative marking .

- Any vulgar act may lead to disqualification, depending upon the judge's decision.
- Props are not allowed.
- A play should have some social message.
- Decision of judges will be final decision.

### **3.KUCH NA KAHO (MIME PLAY)**

**Mime is an art of portraying characters and acting situations by gestures and body movement without speaking out a single word. A very different and powerful act of lifeless undistinguished dummies coming alive to show the reality and make every one realize the power of actions to spread their message through their spectacular innovation of using their body parts and to portray every life or scene setup in their act without any support of properties and music (except the situational background sound effects given out by the people behind the stage without any use of any instruments).**

- Props are not allowed.
- A play should have some social message.
- Decision of judges will be final decision.
- No props allowed.
- Exceeding time limit may subject to negative marking.
- Team size.. 8-10 members ( with offstage and on stage).
- Time limit 8-10minutes.
- A play should have some social message.
- Decision of judges will be final decision.
- No lights system will be given.

#### **4. OPEN MIC**

- Time limit 6-8 minutes/
- Any use of abusive language will be negative point .
- Judges decision will final.
- In open mic the performance can be poetry, standup comedy, and story telling.

#### **Dramatics Event coordinators**

Kapil (9318398188)

Kajal (9958195409)

# VIVRTI 2k20

## (TECHNICAL SOCIETY)

### RULES AND REGULATIONS

#### 1. GAMING

##### 1.1. COUNTER STRIKE (CSGO)

###### Highlights

- Team Size: 5 vs. 5 (Team Play, 5 players per team)
- Round Time: 1 minute 45 seconds.
- Knock Out Series.
- Team has to follow the rules and maintain team spirits.

###### General Rules for CS :

- The team playing as the Terrorist side first will be announced before the match or decided by knife round.
- . Official Maps: De\_Dust2, De\_Inferno, de\_mirage.
- Approved Grenade Amounts Per Round
  - a) Flashbangs: 2
  - b) Grenades: 1
  - c) Smoke Grenades: 1
- Shotguns, Shields, Automatic Sniper are not allowed.
- Any player or team caught breaking a rule or performing an infraction will be subject to disqualification.
- Players can bring their peripherals such as mouse, headphones, keyboards etc. but mouse pad will not be provided by us.
- The first round will be the knockout round; the losing team will be disqualified.

###### Rules for the round:

- 13 Rounds (Max rounds format):  
6 rounds as Terrorists and 6 rounds as Counter-Terrorists per team
- (If a team scores 7 rounds first, the match is ended immediately.)

- **Victory Condition:**

The team who win 7 rounds soon will be qualified to next round.

- Losing team will be eliminated from the tournament.

**\*If there are odd no. of teams then the last match will be played between the left team and the disqualified team that perform better than all the teams.**

## **1.2 NFS MOST WANTED:**

### **GENERAL RULES**

- No Cheats will be tolerated.
- Players can bring their peripherals such as mouse, headphones, keyboards, mouse pad etc.
- Event team reserves the right to change any rules as per the situation and if so then that will be intimated to the players on the spot.
- All the players will be provided the option to choose one of the 4 cars for all the rounds.
- Change of car is not allowed once the game is started.

### **Race Type: circuit**

- Total laps allowed = 3
- All the players will be provided the option to choose one of the 4 cars.

## **1.3 PUBG MOBILE TOURNAMENT**

- Match will be squad-only.
- Tournament will be played on the global version of PUBG. Chinese versions are not allowed.
- Any person found using any malicious software or unfair means, respective team will be banned.
- Ranking system will be on knockout basis.
- Participants must bring their own devices.
- Participants are responsible for their own internet connection. Internet will not be provided by the college.

- Emulators are not allowed.
- Room id and password will be provided at the time of the event.
- Participants can use earphones/headphones.
- The participants must report 15 minutes before the event to the venue.
- Candidates must register their squad at the registration desk before 10:30 am. Any entries made after this will not be entertained.

## **Technical Society Events Rules:**

### **General Rules:**

- Winners provided with the certification and prizes.
- Other Participants provided with certificates.

## **2. PROJECT PRESENTATION**

This event requires presentation skills of the participants on the stage.

### **Rules:**

- Registered Team must have only max **2 Team** members to be present.
- Presentation should be about any technical topic only.
- Presentation should be given before 2 days of event and should be mailed on [surajkumar.aggarwal@acem.edu.in](mailto:surajkumar.aggarwal@acem.edu.in).
- Participants should be reached in the college before 1hr of the event timing for further registration process.
- Presentation timing should not exceed by 20 min.

## **3. HACKETHON**

This event requires programming knowledge of the participants on various programming languages to do their work more efficiently.

### **Rules:**

- Registered Team must have only **4 members** in their team.
- Team members must have their own laptops and extension board for power supply give by campus.
- Internet provided by the campus for the event only.
- Presentation ideas must be given before 3 days of the event during registration.
- Timing for the event is 3hrs.



#### **4. WEB DEVELOPMENT**

This event requires programming and designing skills to create best projects related to the web.

Rules:

- Timing for the event is 3hrs.
- Team members must have count of 4 members max.
- Team members must have their own laptops and power supply provided by the campus.
- Team get their problems to design on the spot.
- Internet provided by the campus.

#### **5. BLIND CODING**

This event requires programming skills with the correct manner quickly to solve their problems and compete with other participants.

Rules:

- Only One member should register in a team.
- System provided by the campus.
- Problem given on the spot by the coordinators according to their branch year.
- Event timing for the coding is 20 min.
- Event have 2 rounds to compete. Participants selected in the first round with min errors in their program.

#### **6. CAD/CAM MODELLING EVENT (MECHANICAL)**

In this event, participants will be provided with a drawing or a work piece and by observing the proper dimensions of that work piece or drawing, participants will have to make drawings on AutoCad.

##### **Rules of CAD/CAM Modelling Event**

- Any discrepancy action from the participants will lead to disqualification.
- Maximum participation from a college can be three in each of the event.
- College identity card and verification will be required for the participation.
- Only limited no of students are allowed to participate.
- The drawing should be made with proper dimensioning.
- Total time allotted for the event is 25 minutes and 5 minutes to think over

the matter before drawing.

- Who finishes the task first with proper dimensioning, will win the first prize.
- Venue for the event is Lab 5 & 6.

\* In case the numbers of candidates are more, a MCQ test on designing is conducted for screening purpose.

## **7. CIRCUITRIX (ECE)**

If electronics lives in you, then **ARAVALI** is inviting you to unleash your potentials in **wire your ways** battle ground. Put down your brain to design and implement circuits which are simple & effective in the real world with the limitations of having simple components in hand & complete with finest brains of the nation.

### **Event will be conducted in three stages**

#### **Stage 1: Written test**

- The participants have to answer 15 questions in 15 minutes.
- The questions are based on simple electronics concepts & general awareness.
- This round contains objective type & problem solving questions.
- On clearing this round participants can step on to next round.

#### **Stage 2: Identification & Implementation of circuits**

- Each team will be given with few components to identify within a given time.
- Circuits will be given in descriptive form which is to be implemented on bread board within a given time.

- On clearing this round participants can step on to next round.

### **Stage 3: Troubleshooting**

- In this round electrical circuits with some mismatch/flaws will be provided to teams.
- Teams will be given 2 mins per circuit.
- Teams will be expected to analyze the circuit/connections and write the error they found and justify the answer.
- Points will be awarded to the team based on justification to the problem.

### **Rules & Regulation**

- Each team consists of maximum of 2 members.
- This event is only for electrical and electronics branch.
- Participants will be provided with necessary components.
- The winners of this event are decided on the performance in three rounds.
- Participants disobeying the instructions given will be disqualified and judge's decision will be final in all disciplines.
- Based on the student's registrations the rules may have a small changes.

## **8.CONCEPT AND DESIGN DEVELOPMENT(CIVIL)**

- Team size  
1- 2 students per team.
- Themes
  - Smart Bus stand.
  - Smart Parking.

- Waste to energy.
- Floating structure.
- Smart irrigation.
- Time
- Duration: 1hours.

Note:Stationary will be provided by college.

Rest of the details will be announced at start of competition.

### **9.CAD-MANIA (AUTOCAD) (CIVIL)**

- Two floor plan drawing (elevation and section) will be given and the task will be to generate drawing using AutoCAD
- Duration: 1 Hour 10min
- Team size maximum 1 students per team

Note: Rest of the details will be announced at start of competition.

#### **Technical Event coordinators :**

Rahul (CSE Events) (9899265118)

Ajay (CSE Events) (7011920143)

Suraj (CSE Events) (9958906035)

Rupesh (GAMING) (8285165237)

Wasim (Civil Events) (8860135092)

Anurag (Civil Events) (7982840479)

Aman Pratap (ECE Events) (8700398889)

Devesh (ECE Events) (8058251379)

Abhishek (Mechanical Events) (9958856723)

**VIVRTI 2k20**  
**RHYTHM**  
**(MUSIC & DANCE Committee)**  
**RULES AND REGULATIONS**

**1. SOLO DANCE:**

- Prior registration required by 6<sup>th</sup> February 2020 till 12:00 noon.
- There would be an elimination round based on the number of entries.
- Elimination round will have a time limit of 2 minutes
- In second round participants will perform for 2-4 minutes.
- Participant has to perform the same choreography as performed during the time of auditions.
- Use of props permitted and extra marks awarded for it.
- Time limit includes setting of props on stage.
- All dance forms allowed including classical.
- Negative marking for using fire or spoiling the stage.
- Negative marking for exceeding the time limit.
- Submit music of your competitive performances before till 6<sup>th</sup> February 2020 at [aravalirhythm@gmail.com](mailto:aravalirhythm@gmail.com) or deposit it to stage committee at registration counter immediately after arriving in the college premises.  
Pen drives are allowed.

**Co-ordinators:**

Kunal (7982933779/9717310921)

Rahul Bera(9899265118)

**2. GROUP DANCE (WESTERN)**

- Prior registration required by 6<sup>th</sup> February 2020 till 12:00 noon.
- Maximum of 15 members is allowed in a team.
- Minimum of 5 members on stage compulsory otherwise may result in negative marking.
- Props usage should be mentioned during registration.

- Time limit 5-8 minutes.
- Use of props allowed and extra marks for it.
- Negative marking for using fire, any kind of sprays or any other object that would make the stage dirty.
- Negative marking for exceeding the time limit.
- Weightage for choreography, music, sync, coordination, props and costumes, theme depiction.
- Time limit includes setting of props on stage.
- Folk and pure classical dances are not allowed.
- Host entry allowed -2, other institutes-1.
- Submit music of your competitive performances before till 6<sup>th</sup> February 2020 at [aravalirhythm@gmail.com](mailto:aravalirhythm@gmail.com) or deposit it to stage committee at registration counter immediately after arriving in the college premises. Pen drives are allowed.

**Co-ordinators:**

Vishwajeet-8285864230

Shivani -9971644210

### **3.GROUP DANCE (FOLK)**

- Prior registration required by 6<sup>th</sup> February 2020 till 12:00 noon.
- Maximum of 15 members is allowed in a team.
- Minimum of 5 members on stage compulsory otherwise may result in negative marking.
- Time limit 5-8 minutes.
- Props usage should be mentioned during registration.
- Use of props allowed and extra marks for it.
- Weightage for choreography, music, sync, coordination, props and costumes.
- Time limit includes setting of props on stage.
- Negative marking for using fire, any kind of sprays or any other object that would make the stage dirty.
- Host entry allowed -2, other institutes-1.
- Submit music of your competitive performances before till 6<sup>th</sup> February 2020 at [aravalirhythm@gmail.com](mailto:aravalirhythm@gmail.com) or deposit it to stage committee at registration counter immediately after arriving in the college premises.

- Pen drives are allowed.

**Co-ordinators:** Priya-8448336609 (Folk)  
Anshul-8130627679(Folk)  
Gaurav-9871053891(Bhangra)  
Nancy-9773622767 (Bhangra)

#### **4.FACE OFF (BHANGRA BATTLE):**

- Prior registration required by 6<sup>th</sup> February 2020 till 12:00 noon.
- Participants will perform for 1-2 minutes.
- Two participants have to perform simultaneously on the stage on the same song which will be played by the host college.
- Any choice of music to participant will not be given.
- Negative marking for using fire or spoiling the stage.
- Submit names for the competitive performance till 6th February 2020 at [aravalirhythm@gmail.com](mailto:aravalirhythm@gmail.com) or deposit it to stage committee at registration counter immediately after arriving in the college premises.

**Co-ordinator:** Ankit-8800615185

#### **5.SOLO SINGING:**

- TIME- 3 Minutes per participant including sound check.
- Karaoke is allowed.
- Only 1 instrument is allowed during the performance.
- There should be only one song in the performance. Medley is not allowed.
- There would be an elimination round based on the number of entries.
- Elimination round will have a time limit of 2 minutes.

**Co-ordinators:** Pooja-9811259402

Adarsh-9354605725

#### **6. INSTRUMENTAL DUO: (1 singer + 1 instrument player)**

- Only 2 participants per team.
- TIME- 4 Minutes per team including sound check.

- Only one instrument is allowed during the performance. Medley is allowed.
- There would be an elimination round based on the number of entries.
- Elimination round will have a time limit of 2 minutes.

**Co-ordinators:** Pooja-9811259402

Adarsh-9354605725

### **7.RAP BATTLE (SOLO):**

- TIME- 2-3 Minutes per participant.
- Student can bring their background music in CD.
- Any type of vulgarity will lead to disqualification.
- There would be an elimination round based on the number of entries.
- Elimination round will have a time limit of 2-3 minutes.
- Participant selected for final performance- 6.
- Submit music of your competitive performances to stage committee at registration counter immediately after arriving in the college premises. Pen drives are allowed.

**Co-ordinators:** Pooja-9811259402

Adarsh-9354605725

### **8.DUO SAGA:(DUET DANCE)**

- There should be only 2 participants per team
- There would be an elimination round based on the number of entries.
- Elimination round will have a time limit of 2-3 minutes
- In second round participants will perform for 2-4 minutes.
- Use of props permitted and extra marks awarded for it.
- Time limit includes setting of props on stage.
- All dance forms allowed including classical.
- Negative marking for using fire or spoiling the stage.
- Negative marking for exceeding the time limit.
- Submit music of your competitive performances before till 6<sup>th</sup> February 2020 at [aravalirhythm@gmail.com](mailto:aravalirhythm@gmail.com) or deposit it to stage committee at registration counter immediately after arriving in the college premises.



- Pen drives are allowed.

**Co-ordinators:** Kunal-(7982933779/9717310921)

Rahul Bera(9899265118)

## **9.FASHION SHOW**

- There will be a single round.
- There should be 10-15 participants per team exclusive of the choreographer and supporting members.
- Time limit for the round is 10-12 minutes (Exclusive of stage setup). Points will be deducted for exceeding the limit.
- Theme would be of your choice.
- No props and costumes will be provided by us. Teams have to bring their own costumes and props.
- Use of materials like candles, matches, cigarette, alcohol, and any hazardous, materials on stage is prohibited.
- Two copies of sound tracks to be submitted to the coordinators. (In C.Ds and pen drive only, no laptops)
- Vulgarity of any kind would lead to disqualification of the team from the event.
- It is imperative that all team members must possess a valid college ID which must be presented at the time of registration.
- Prior registrations by 6<sup>th</sup> February 2020 till 12 noon.

**Co-ordinators:** Saurabh-(9560087737/7836069593)

Ramleen Kaur-9971130676

**Student Coordinator (overall):** Anjali (9891498868)

Parvesh Kukreja(9599393621)

# **VIVRTI 2k20**

## **(ENTREPRENEUR CLUB)**

### **RULES AND REGULATIONS**

#### **“AAGAAZ”-WELCOMES CREATIVE ENTREPRENEURS**

Interested students can open their stalls (game, food, cold drinks, art & craft stalls etc)

- Competitive Activity.
- Number of Participants: 3-5 per Team.
- Last Date of Registration: 1 Feb.
- No unethical games.
- Facility: 2 Table and maximum of 5 chairs.
- No Electricity will be provided.
- In case of food stall, no gas stove will be provided.
- Judgement Parameters: Return on investment, Uniqueness of idea, Presentability (decoration, cleanliness etc).
- Judge’s decision will be final.
- Winners will be awarded.

#### **Event coordinators :**

Jyoti (9540933599)

Neha (7835904511)



**ARAVALI**

**COLLEGE OF ENGINEERING & MANAGEMENT**  
*creating achievers*

**VIVRTI 2K20**



**7TH-8TH  
FEB**

**SAMAVEDA\_THEBAND**

**PRITHV  STAV**

**TECHNO-CULTURAL FESTIVAL**

*Be There*