



# TECH FEST

DATE : 14<sup>TH</sup> MAY - 18<sup>TH</sup> MAY



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# RC CAR RACING

## RULES AND REGULATIONS

- 1 vs 1 Match
- Winner gets Rs 80 instantly
- Re-entry can be done (Atmost 5 times)
- We will provide the cars and controller
- Venue : Middle Ground
- DATE : 14<sup>TH</sup> MAY - 18<sup>TH</sup> MAY
- Time : 10am Onwards



- **REGISTRATION FEE : RS 50 Per person**

ONLINE REGISTRATION DEADLINE : 08<sup>th</sup> May

**TOTAL PRIZE - RS 80**

Contact :

Subhadip Sutradhar : 90644 90725

Anikhet Maity : 98361 91543(Event Head)

# ROBO SOCCER

- 1 vs 1 Match
- Winner gets Rs 80 instantly
- Re-entry can be done (Atmost 5 times)
- We will provide the bots and controller
- Venue : Balcony
- DATE : 14<sup>TH</sup> MAY - 18<sup>TH</sup> MAY
- Time : 11am Onwards



- **REGISTRATION FEE : RS 50 Per person**

**ONLINE REGISTRATION DEADLINE : 08<sup>TH</sup> MAY**

**TOTAL PRIZE - RS 80**

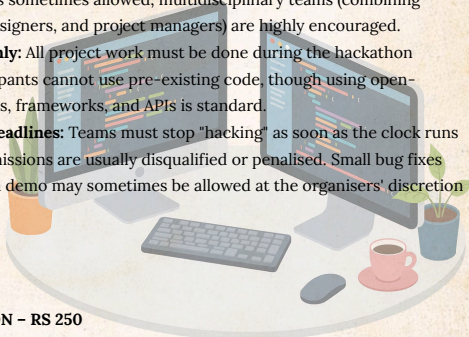
Contact :

Subhadip Sutradhar : 90644 90725

Sayantan Pramanik : 6290 949 394(Event Head)

# HACKATHON

- **DATE**- 15<sup>TH</sup> MAY
- **TIME** - 9am - 6pm
- **VENUE** - W Seminar
- **No. of Teams** - 8 (max)
- **Team Formation:** Teams typically consist of 2 to 5 members. While solo participation is sometimes allowed, multidisciplinary teams (combining developers, designers, and project managers) are highly encouraged.
- **Fresh Code Only:** All project work must be done during the hackathon period. Participants cannot use pre-existing code, though using open-source libraries, frameworks, and APIs is standard.
- **Submission Deadlines:** Teams must stop "hacking" as soon as the clock runs out. Late submissions are usually disqualified or penalised. Small bug fixes found during a demo may sometimes be allowed at the organisers' discretion



- **REGISTRATION** - RS 250

ONLINE REGISTRATION DEADLINE : 08<sup>TH</sup> MAY

**TOTAL PRIZE - RS 15,000**

Contact

Subhadip Sutradhar : 90644 90725(Event Head)

# TECH QUIZ

## RULES & REGULATIONS :

- The competition will consist of multiple rounds including MCQ, Rapid Fire and Buzzer rounds.
- For all rounds, maximum time allotted will be 20 seconds for direct questions and 10 seconds for passed questions.
- The First Round shall have no negative marking, whereas from the Second Round onwards each correct answer will be awarded +20 marks and each incorrect answer will incur a penalty of -10 marks.
- In the first round, teams will answer multiple choice questions. Teams not answering their respective questions may allow other teams to attempt and score.
- In the second round, questions will not be passed. If a team fails to answer, no other team will be eligible to attempt that question.
- In the buzzer rounds, the first team to press the buzzer will get the opportunity to answer. The team must respond within 10 seconds of pressing the buzzer.
- The quiz will include eliminations across rounds, ultimately selecting the top two teams for the final round.
- The decision of the quiz master and judges will be final and binding.
- Any form of malpractice, unfair means, or indiscipline will lead to disqualification.
- Participants must carry their college ID cards on the day of the event.

- VENUE – TBD
- REGISTRATION – RS 50 per person (max 2 person in a group)
- No. of teams : 12

• **DATE: 14<sup>TH</sup> May**

**TIME – 12:00 PM Onwards**

**ONLINE REGISTRATION DEADLINE : 08<sup>TH</sup> MAY**

**TOTAL PRIZE – RS 6000**

**Contact :**

**Subhadip Sutradhar : 90644 90725**

**Ananya Chakraborty :7439317083(Event Head)**

# IDEATHON

## RULES & REGULATIONS:

- Each team should contain not more than 3 members, and everyone has to carry their college id card.
- Teams must report 30 minutes earlier positively.
- Inflammable items are not allowed.
- There will be 3 rounds in total.

Round 01 - Problem identifying and solutions approach

(Model presentation and explanation of model -Exhibition format) 5-7 mins

- Round 02 - PPT presentation (Detailed Idea) 10 mins

- Round 03 -Target audience and business approach ( a pitch to judges ) 10 mins.

- Judges' decision will be final and binding.
- Vulgarity and conflicts in any form are strictly prohibited and will lead to disqualification.
- Candidates must follow the rules of the Ideathon made by Event head.
- Exceeding the allotted time will lead to deduction of points.

- DATE: 18<sup>TH</sup> May
- TIME - 10:00 AM Onwards
- VENUE : W Seminar

REGISTRATION FEE : RS 200

ONLINE REGISTRATION DEADLINE : 08<sup>TH</sup> MAY

**TOTAL PRIZE- RS 3000**

Contact :

Subhadip Sutradhar : 90644 90725

Anamika Paul : 7001103894(Event Head)

# Group Debate

## RULES & REGULATIONS:

- Each group should contain 2 people.
- Candidates should carry their college id card and report 30 mins before the event starts.
- Judges' decision will be considered as final.
- There will be 4 rounds and in every round 2 groups will be merged by lottery and sides will be chosen by Toss for unbiased competition.
- Vulgarity and conflicts in any form are strictly prohibited and will lead to disqualification.
- Candidates must follow the rules of debate made by Event Head which will be informed before the competition.
- Exceeding the allotted time will lead to deduction to points.

- DATE: 16<sup>TH</sup> MAY
- TIME : 10:00 AM Onwards
- VENUE : W Seminar

REGISTRATION FEE : RS 50/PERSON

ONLINE REGISTRATION DEADLINE : 08<sup>TH</sup> MAY

**TOTAL PRIZE- RS 1500**

Contact :

Subhadip Sutradhar : 90644 90725  
Anamika Paul : 7001103894(Event Head)

# MOBILE GAMING

## BGMI & FREE FIRE

- **DATE:** 14<sup>TH</sup> MAY - 18<sup>TH</sup> MAY
- **TIME :** 11 AM ONWARDS
- **VENUE** - CISM Third Floor (2 A/C rooms)
- **Device & Peripheral Restrictions:** Clearly state if players must use their own personal phones or if tablets /emulators (like BlueStacks) are banned. Most mobile tournaments ban triggers, cooling fans with built-in buttons, and macro-enabled controllers to keep the playing field level. [1, 2]
- **Anti-Cheating & Integrity:** Any use of third-party scripts, modified APKs (GFX tools), or VPNs results in immediate disqualification. For high-stakes matches, it is common to require a "POV recording" or a quick "screen-check" before the match starts to ensure no background hacks are running. [1, 3]
- **Punctuality & Lobby Etiquette:** Set a strict "Grace Period" (usually 5-10 minutes). If a team or player isn't in the lobby by the cutoff, they forfeit. This prevents the entire tournament schedule from collapsing due to one late arrival. [1, 4]

**ONLINE REGISTRATION DEADLINE : 08<sup>TH</sup> MAY**

**REGISTRATION FEE: RS 200**

**TOTAL PRIZE- RS 12,000**

Contact :

Subhadip Sutradhar : 90644 90725

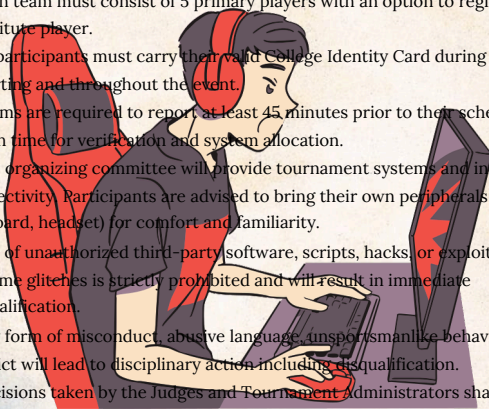
Subhajit das- 9832590194(Event Head)

# PG GAMING

## VALORANT

### RULES AND REGULATIONS

- Each team must consist of 5 primary players with an option to register 1 substitute player.
- All participants must carry their valid College Identity Card during reporting and throughout the event.
- Teams are required to report at least 45 minutes prior to their scheduled match time for verification and system allocation.
- The organizing committee will provide tournament systems and internet connectivity. Participants are advised to bring their own peripherals (mouse, keyboard, headset) for comfort and familiarity.
- Use of unauthorized third-party software, scripts, hacks, or exploitation of in-game glitches is strictly prohibited and will result in immediate disqualification.
- Any form of misconduct, abusive language, unsportsmanlike behavior, or conflict will lead to disciplinary action including disqualification.
- Decisions taken by the Judges and Tournament Administrators shall be final and binding.
- Failure to adhere to match timings, tactical pause regulations, or tournament instructions may result in penalties including round or match forfeiture.



• **DATE: 14<sup>TH</sup> MAY - 18<sup>TH</sup> MAY**

• **TIME - 12:00 PM Onwards**

**ONLINE REGISTRATION DEADLINE : 08<sup>TH</sup> MAY**

**REGISTRATION FEE : RS 500**

**TOTAL PRIZE- RS 6000**

**Contact :**

**Subhadip Sutradhar : 90644 90725**

**Soumyajit Roy : 9836842157(Event Head)**

## Tournament Format

The tournament will be conducted in three competitive stages under standard competitive settings of Valorant.

### Stage I - Qualifier Round

**Format:** Best of One (BO1)

**Structure:** Single Elimination

Maps will be pre-decided or selected randomly from the approved map pool.

The first team to secure 13 rounds will be declared the winner of the match.

Winning teams advance to the Semi-Finals.

### Stage II - Semi-Finals

**Format:** Best of Three (BO3)

A structured Map Ban & Pick System will be followed.

Each team will alternately ban maps from the official map pool.

The first team to win 2 maps will advance to the Grand Final.

Tactical timeouts will be permitted as per competitive regulations.

### Stage III - Grand Final

**Format:** Best of Five (BO5)

A complete Map Veto process will be conducted prior to match commencement.

The first team to secure 3 map victories will be declared Tournament Champion.

In case of technical interruptions, the decision of the Tournament Admin will prevail.

### General Conduct & Compliance

All players must compete using their officially registered tournament accounts. Smurfing or account substitution is strictly prohibited.

Any technical issue must be reported immediately to the organizing committee.

Spectators must maintain discipline and are not permitted to interfere with active matches.

The organizing committee reserves the right to amend rules in the event of unforeseen circumstances to ensure fair

