

EVENT DESCRIPTIONS – ANAADYANTA 2018

ME01	ROBO WARS
DESCRIPTION	Build your own fighting machine in this clockwork clash! Go gear to gear with opponents and test your mettle against the best in the city. May the best robot win!
NO. OF PARTICIPANTS	Team of 1-5
RULES	<ol style="list-style-type: none"> 1. The machine should fit in a box of <u>dimension 800mmx 800mmx 800mm</u> (l x b x h) at any given point during the match. The external device used to control the machine or any external tank is not included in the size constraint. 2. The machine should <u>not exceed 55 kg of weight</u> including the weight of pneumatic source/tank. All pneumatic tanks/source and batteries can be onboard or an external supply, but when weighing the robot even the batteries will be included and weight of remote controller will not be counted. 3. Robot can use pressurized non-inflammable gases to actuate pneumatic devices. 4. <u>Maximum allowed outlet nozzle pressure is 10bar.</u> 5. Judges decision will be final and blinded.
PRIZE MONEY	1 st Prize = 40,000 Rs 2 nd Prize = 30,000 Rs
REGISTRATION FEE	1000/-
EVENT COORDINATORS	Mahesh B G: 8951296193 Purushotham: 9901860775 Keerthi Prakash :9108333276 Pavan Kumar B C:8861880889
VENUE	Basketball Court

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CS01	HACKATHON
DESCRIPTION	Creativity and programming skills are your tools to sculpt the perfect solution to modern day problems. Hackathon is the platform for you if innovation is your cup of tea.
NO. OF PARTICIPANTS	Team of 1-4
RULES	<p>The duration of the event is 24 hours. The application can be developed on any platform.</p> <p>THEMES:</p> <ol style="list-style-type: none"> 1) Machine Learning 2) Artificial Intelligence 3) Block Chain and Fin Tech 4) Internet of Things <p>JUDGMENT CRITERIA Creativity involved in the application developed. Relevance to the theme given. Effectiveness of the demonstration given at the end. Final decision depends on Judges and Coordinators.</p>
PRIZE MONEY	200 USD worth + Internship at Hackerbay + Hackerearth Merchandise
REGISTRATION FEE	1 ST ROUND – FREE 2 ND ROUND – 400/- per team
EVENT COORDINATORS	Satyajeet – 8769506019 Sarang – 9620908970 (9559726162) Robin – 8095465233 Aditya Sharan – 9036830037
VENUE	Lab 3, Lab 4 and Lab 5

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ME02	FULL THROTTLE
DESCRIPTION	Look out for obstacles and tricky corners on this mini dirt track. Can your RC monster make it through?
NO. OF PARTICIPANTS	Team of 1-4
RULES	<ol style="list-style-type: none"> 1. The car must fit into a box of 30cm x 25cm x 20cm at any point in the race. 2. The cars are to be fabricated by the team. Cars bought from the market or built from a DIY kit available for purchase will be disqualified. 3. The teams are allowed to use a single battery of maximum 12 volts on the car. 4. The number of rounds will be decided on the spot 5. The winning team will be the one taking the least time to traverse the entire track. 6. Judges decision will be final and blinded. <p>NOTE: Track details will be mailed to the leader of the team 2 days prior to the event day. For complete specifications contact the event coordinator.</p>
PRIZE MONEY	1 st Prize = 10000/- 2 nd Prize = 7000/-
REGISTRATION FEE	400/-
EVENT COORDINATORS	Anil- 9591935351 Gururaj- 7829398699 Sandeep As-9880826769 Srividya- 9663743358
VENUE	Basketball Court

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CS02	CUBE OPEN
DESCRIPTION	Are you quick enough to beat them all and emerge victorious in this Rubik rumble? Organized by the WCA, the Cube Open is your chance to prove that you truly are a cube jumbling juggernaut.
NO. OF PARTICIPANTS	1
RULES	<ol style="list-style-type: none"> 1. 2x2, 3x3, 4x4, 5x5, Skweb, Square-1, Megamix, 3x3 One Handed and Pyraminx 2. Participants must bring their own puzzles which match the WCA criteria. 3. All World Cubing Association (WCA) rules will be applicable 4. General rules will be announced before the start of the event. 5. Judgment Criteria will be based on WCA. 6. The decision of the judges will be binding.
PRIZE MONEY	16000/-
REGISTRATION FEE	Rs.350/- for single event Rs. 50/- for every additional event
EVENT COORDINATORS	Yasheka – 8892773108 Shivam – 9470108261 Akhil Shukla - 8004506994
VENUE	Room 128,130,132,134.

AE01	RC PLANE
NO. OF PARTICIPANTS	Team of 1-5
DESCRIPTION	Soar into the skies and zoom through obstacles. Control your sky beast from land and race against time. If circuits and flight mechanics are your thing, this is the place to be.
RULES	<ol style="list-style-type: none"> 1. The use of 2.4 GHz radio is required for all aircraft competing in the competition. If the participants want to use any other frequency, they will have to inform the organizers in advance. 2. Metal propellers are not allowed. 3. The models can have powered take-off with a landing gear or can be launched manually by a person standing at ground level. 4. Plane should be built from scratch and not purchased models 5. A team member can't be a part of more than one team at any one given competition. 6. Bring your college/student I-Card at the time of competition. 7. Any of the above mentioned rules, if found violated, teams would not be allowed to participate in the competition.

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Rules on Team structure

1. Maximum of 4 members in a team
2. Members of a team may be from same college or different (UG or PG)
3. Any number of teams can participate from one college
4. Professionals are not allowed

Design Constraints

1. The RC plane should measure a maximum of 1.0 m along any direction
2. $T/W = 0.75$ (if excess thrust is found, it will be neutralized by adding weight below the plane at centre of gravity)
3. The use of IC engines is prohibited. Only electrical motors are allowed
4. The maximum voltage between any two points on the plane should be 12V at any point of time
5. Use of gyroscopes (gyros) is prohibited
6. One of the team members should fly the aircraft and another should call the stunts as they are performed (just before).

Format of the Competition

The competition requires the participants to design a RC plane (no Readymade Planes are allowed) and perform a set of manoeuvres'. The event will be conducted at the grounds of the scheduled arena and participants will need to bring their aircraft and all necessary equipment to this venue. The arena will be an open ground.

There will be two rounds of the competition.

- A. Qualifier Round
- B. Manoeuvre Round

Qualifier Round

The best measure of the design of an aircraft can be done by climb and gliding time. To examine this, participants have to climb for 20 seconds. After this, they need to perform a dead stick flight (throttle=0 or Gliding). The plane however can be manoeuvred while it's gliding. The teams will be graded based on a) Smooth Climb (35%) b) Glide Time (65%) Top 30% teams from the qualifier round will qualify to Manoeuvre Round.

Manoeuvre Round

Teams will have to perform the following manoeuvres' mandatorily at least once (not necessarily in the given order), the participants get the scoring as below:

Manoeuvre	Score
Roll (both aileron and barrel)	10
Loop	10
Cuban eight	10
Vertical Charlie	10
Flat spin	10

After having completed all the mandatory maneuvers', the teams can perform the above maneuvers' repeatedly in any extra time they have remaining before

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	<p>landing for extra points. A maximum time of 4 minutes will be given to take off, complete the maneuver-set and land. Taking as many laps are allowed within 4 minutes but, the option has to be called before performance. Any further instructions would be given before the competition, on the spot. As soon as the timer crosses given time, only the points gathered by the aircraft till that moment are considered.</p> <p>Rules</p> <ol style="list-style-type: none"> 1. Each team would be given 2 chances for each of the rounds and the best score is considered as per the scoring procedure mentioned above for each round 2. The timer will start from the moment the aircraft is in the air for both the rounds.
PRIZE MONEY	<p>1st Prize = 12000/- 2nd Prize = 10000/-</p>
REGISTRATION FEE	600/-
EVENT COORDINATORS	<p>Spurthi – 9632161722 Rajath Shetty – 8904703925</p>
VENUE	Anaadyanta Parking Area

CV01	DROP THE EGG
NO OF PARTICIPANTS	Team of 1-3
DESCRIPTION	<p>Bid, build and battle to save the egg, a representation of precious cargo. Can your structure stand the drop test?</p>
RULES	<p>EVENT STRUCTURE:</p> <p>Round 1(Auctioning): the materials available will be disclosed to the teams on the spot. The teams will be provided with a certain amount of virtual money which they will use to buy the materials of their choice. You will be given one full day to decide for the choice of materials and to think of the structure you will be modelling.</p> <p>Round 2(Designing the structure): the teams will be given a maximum of 1 hour to design their structure based on the materials provided in the auctioning.</p> <p>Round 3(Testing): The model built by each team will be tested by dropping it from a height of 40 ft. The teams will be given a second chance to modify their structure (within 10 minutes), in case the first one doesn't work out for them.</p> <p>JUDGING CRETERIA: The model will be evaluated based on its effectiveness, simplicity, design</p>

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	<p>explanation, aesthetics and time to design the model. There will be some penalty in case the model doesn't work in the first attempt.</p> <p>Grading Policy (out of 100 points) The model will be graded only if the egg remains intact or is just partially cracked (content of the egg doesn't come out).</p> <p>Partially Cracked Egg ▶ 10 points Intact Egg ▶ 30 points Simple & Effective design ▶ 20 points Design explanation ▶ 20 points Time taken - <30 min ▶ 20 points, <45 min ▶ 10 points Aesthetics ▶ 10 points -10 points if the egg is broken while preparing the model.</p> <ul style="list-style-type: none"> ▶Maximum size of structure – 30*30*30(cm) ▶Fixed height – 40 feet ▶Maximum of 3 members per team is allowed. ▶Use of adhesives between Material and Egg is not permitted. ▶Maximum time will be 1 hour for designing the structure after getting material from auctioning ▶The structure should be dropped with zero velocity. ▶Two chances shall be given to each Team. However, the second chance will lead to a penalty of 10 points ▶Teams are not allowed to take structure with them. ▶Teams can only use material provided at that time through Auctioning. Using materials from outside will lead to disqualification
PRIZE MONEY	1 st Prize = 6000/- 2 nd Prize = 3500/-
REGISTRATION FEE	200/-
EVENT COORDINATORS	Dilip Kumar - 9742753150 Abhishek G A – 9742507253 Lokesh Gowda – 7406414871
VENUE	Outdoor Badminton Arena

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CV02	BRIDGE MASTER
DESCRIPTION	Bridge the gap between technical ability and artistic design to produce an engineering marvel to become a Bridge Master.
NO. OF PARTICIPANTS	Team of 1-4
RULES	<ol style="list-style-type: none"> 1. Only 4 hour will provided to construct a truss bridge. 2. All material is provided to each team. 3. On spot design criteria (dimension, weight, etc) will be given. 4. Judge decision will be final and blinded. <p>JUDGING CERTERIA</p> <ol style="list-style-type: none"> 1. Maximum load carrying capacity. 2. Aesthetics. 3. Joints and Alignment. 4. Finish <p>Technical viva on prepared model</p>
PRIZE MONEY	1 st Prize –5000/- 2 nd Prize – 3500
REGISTRATION FEE	200/-
EVENT COORDINATORS	Naveen Korishetty - 8971078025 Aashish Mehta - 9916608772 Basava – 9740277030
VENUE	Room no - 188 and 189

AE03	PAPER PLANE
DESCRIPTION	Make your very own flying machine out of paper and watch it fly through horizons letting go of worldly inhibitions
NO. OF PARTICIPANTS	1
RULES	<ol style="list-style-type: none"> 1. Only A4 size paper will be provided. 2. Only 1 sheet will be given to make the paper plane. 3. Plane should be made within given time. 4. Glue and tapes cannot be used. 5. The plane that covers the longest distance wins. 6. If participant crosses the fixed box/line from which he/she has to launch the papers plane that trial will be disqualified. 7. 3 trials will be given to each participant. 8. 3 rounds will be involved. 9. Once made design cannot be changed. 10. Judges decision is final and blinded.

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PRIZE MONEY	1 st Prize = 3000/- 2 nd Prize = 2000/-
REGISTRATION FEE	Rs.100/-
EVENT COORDINATORS	Jnanesh – 7022570071 Snehavalli.K – 8618167949
VENUE	Indoor Badminton Court (Above Canteen)

IS01	GEEK CODER
DESCRIPTION	Bring out the tech guru in you; Program inside-out (direct questions) or outside-in (from output) with unrestricted choice of languages from C, C++ or JAVA. Geek it out.
NO. OF PARTICIPANTS	Team of 2.
RULES	<ol style="list-style-type: none"> 1. No verbal communication during decoding. 2. Will include 2 rounds. 3. Usage of gadgets is not allowed. 4. Time taken and the efficiency of the code will be the criteria for judgment. 5. Judges decision is final and blinded.
PRIZE MONEY	1 st Prize – 2500/- 2 nd Prize – 2000/-
REGISTRATION FEE	150/-
EVENT COORDINATORS	Nikita – 9035792640 Snigdha – 9620115408
VENUE	Room 248 – Is Dept.

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IS02	TECH AUDIT
DESCRIPTION	This quiz requires a touch of spontaneity making this a tango between the programmer and the code.
NO. OF PARTICIPANTS	Team of 2
RULES	<p>1. The event consists of 3 rounds.</p> <p>Round 1 (Filtering Round): A set of MCQ's will be provided and top teams will be selected for the next round.</p> <p>Round 2 (Elimination Round): It is a buzzer round, top 4 teams will be selected for the next round.</p> <p>Round 3 (Rapid fire Round): The team to answer most number of questions with in 5 min will be the winner.</p> <p>2. The quiz will contain topics related to computer and coding concepts. 3. Usage of internet is strictly prohibited. 4. Judges decision is final and blinded.</p>
PRIZE MONEY	1 st Prize =2500/- 2 nd Prize =2000/-
REGISTRATION FEE	100/-
EVENT COORDINATORS	Dhanyashri BV (9481091458) Navya A (9739517337)
VENUE	Room 344

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ME03	AUTOMOTIVE QUIZ
DESCRIPTION	Buckle up, grind gears and throttle your way through rounds! With questions on pistons to push rods and cylinders to silencers, this quiz is not for the faint of heart.
NO. OF PARTICIPANTS	Team of 2
RULES	<p>1. 4 rounds of various challenges.</p> <p>Round1: General automotive knowledge based questions will be asked. Round2 : PHOTO FIND- Identification of the element. Round3 : Rapid fire(buzzer round),Any team can answer. Round4 : A set of topics will be given ,Questions will be asked related to the selected topic.</p> <p>2. In Each round the team will be rewarded with points accordingly to the rounds.</p> <p>3. Usage of internet is prohibited.</p> <p>JUDGMENT CRITERIA</p> <p>1. Number of correct answers. 2. Judges will have the final decision.</p>
PRIZE MONEY	1 st Prize = 4000/- 2 nd Prize =2500/-
REGISTRATION FEE	100/-
EVENT COORDINATORS	Rakshith C - 9035385934 Nandan Gowda AR - 9743814359 Rishabh Singh – 8050996379
VENUE	CAMD Lab – Mech Dept.

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EC03	ENIGMA CODE CRACKER
DESCRIPTION	The way to get started is quit talking and begin doing. Buzz this circuit to show the ignoramuses that information is your treasure.
NO. OF PARTICIPANTS	Team of 2
RULES	<ol style="list-style-type: none"> 1. Participants should not use any resources other than what is provided to them during contest. 2. Use of sign language and talking during the contest leads yo direct disqualification. 3. Only the provided circuit should be used for communication. 4. Judges decision will be final and blinded. <p>ROUNDS:</p> <p>Round 1: Out of two team members one will be given a secret message, it should be shared with other team member using a given Enigma circuit (buzzer). Encryption methods should be decided before the message is given. (Ex: Morse code)</p> <p>Round 2: One person in a team will be given a special encryption key and the message to be sent, the other team member should try decoding message using set of keys provided and finally crack an enigma.</p>
PRIZE MONEY	1 st Prize = 2500/- 2 nd Prize = 2000/-
REGISTRATION FEE	100/-
EVENT COORDINATORS	Shivaprasad -9632027830 Umme Khuteja – 8880779387
VENUE	ROOM 326

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EC02	VR MAZE RUNNER
DESCRIPTION	Watch as creative ideas come to life and all you have to do to win is pursue your advanced concentration through the virtual maze.
NO. OF PARTICIPANTS	1
RULES	Round 1: They should solve the mini maze within the given time. Round 2: Participants should find the treasure hidden inside the maze by avoiding obstacles and exit the maze within the given time.
PRIZE MONEY	1 st Prize = 3500/- 2 nd Prize = 2500/-
REGISTRATION FEE	200/-
EVENT COORDINATORS	Sagar – 9901489948 Shubha B – 7349479694
VENUE	Chemistry Lab Reception

AE02	WATER ROCKETRY
DESCRIPTION	Pour, pump and blast off ! Make your own hydro torpedo and dare to aim high in the sky.
NO. OF PARTICIPANTS	Team of 1-4
RULES	The competition area has is a special place defined for the rocket's operation (hereafter COMPETITION FIELD). <ol style="list-style-type: none"> 1. At the competition, each entry must pass a visual inspection and height requirement in order to be eligible to compete. Entries that fail inspection will be given ONE opportunity to make modifications to pass inspection prior to the beginning of the water rocket launching competition. 2. The rocket will be launched at an angle of approximately a 90 degree using 355 ml (milliliters) of water and 60 psi of air pressure. The “hang time” of the rocket will be measured using a stopwatch. Launch angle will be kept the same for all rockets launched at the competition. 3. The “hang time” is defined as the time from the point when the

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	<p>rocket leaves the launch pad until the time it reaches the ground or strikes an object. This measurement will be recorded by at least three qualified judges, with the average “hang time” used to determine the final “hangs time” score.</p> <ol style="list-style-type: none">The final score for hang time will be calculated based on the maximum hang time recorded during the competition, using the following formula:$\frac{\text{Average hang time (sec)}}{\text{Maximum hangs time}} \times 100$Team scoring maximum points as per following norms will be considered as winner. <p><u>Construction of Rocket:</u></p> <ol style="list-style-type: none">The pressure vessel must be ONE (1) clear plastic, Maximum 2-liter size bottle (i.e., no colored/tinted bottles allowed for the pressure vessel).Water and air pressure will be the sole source of propellant. At competition, the water volume (355ml) will be measured and placed in the rocket fuel chamber.Metal, glass, hard plastic, rocks, Styrofoam, or spikes cannot be used to construct the rocket. Use of these materials will automatically disqualify the team from the competition.On the bottom of the rocket, 7.5 cm from the throat of the exit plane must be clear of any coverage (paint, markings, drawings, etc.).The maximum allowed total height of the rocket is 80.0 cm.The nose-cone tip must have a minimum radius of 1.5 cm.The fins may extend to the throat exit plane.Note: No forward-swept types of fins are allowed to be used on the rocket.The maximum fin-width distance from the bottle is 10.0 cm (or 16.5 cm from the center of the bottle axis).The use of parachutes is NOT allowed.Students have to bring their own launching pad and a leg pump will be provided. <p>Game Play</p> <ol style="list-style-type: none">10 Points: Patch design.Hang Time Points: For every second of hang time, 5 points will be awarded.Landing Accuracy Points: There will be 3 zones in landing area. Landing in different zone will ensure some points accumulation. The
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	longest will give maximum points.
PRIZE MONEY	1 st Prize – 4000/- 2 nd Prize – 3000/-
REGISTRATION FEE	200/-
EVENT COORDINATORS	Minshu – 9523055090 Ankith- 9902045698
VENUE	Hockey Ground

CV03	2BHK DRAFT
DESCRIPTION	Don't be afraid of creativity. Ordinary is always boring. Show the world the power your draft wields and cast your own magic over a 2BHK apartment.
NO OF PARTICIPANTS	1
RULES	<p>1. Rules:</p> <p style="margin-left: 20px;">a. Qualifying Round:</p> <p style="margin-left: 40px;">i. A set of 25 questions to be solved.</p> <p style="margin-left: 40px;">ii. There will be five tie breaking questions in case of a tie.</p> <p style="margin-left: 40px;">iii. Top 8 teams will be qualified for the final round.</p> <p style="margin-left: 20px;">b. Final Round(Using Autocad)</p> <p style="margin-left: 40px;">i. Problem statement will be given on spot.</p> <p style="margin-left: 40px;">ii. Participants have to draw the plan of the given line diagram.</p> <p>2. Evaluation Guidelines:</p> <p style="margin-left: 20px;">a. Detailed explanation of the problem statement.</p> <p style="margin-left: 20px;">b. Technical viva.</p>
PRIZE MONEY	1 st Prize = 5000/- 2 nd Prize = 2500/-
REGISTRATION FEE	100/-
EVENT COORDINATORS	Sampreeth - 9035664372 Ashish Kumar - 7892413612
VENUE	Civil Cad Lab

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EC01	LINE FOLLOWER
DESCRIPTION	Sensors and structures come together in this robot rumble. What are you waiting for? Get in line!
NO. OF PARTICIPANTS	Team of 1- 4
RULES	<ol style="list-style-type: none"> 1. A team can consist of only two members 2. Robots will be placed at starting point and time will be recorded <ol style="list-style-type: none"> a. until it reaches finish line. 3. Each team will be given two trials. 4. Maximum of two restarts in each trial. 5. If the robot stops or misses the line, then it has to start from the <ol style="list-style-type: none"> a. Previous check point. 6. The robot must be controlled autonomously with no human aid. 7. The robot cannot have potential more than 12V between any two <ol style="list-style-type: none"> a. Points. <p style="text-align: center;">NOTE: Readymade boards are not allowed.</p> <p style="text-align: center;">ARENA</p> <ol style="list-style-type: none"> 8. The thickness of the lines will be 30 mm 9. The arena has two check points in total.
PRIZE MONEY	1 st Prize = 9000/- 2 nd Prize = 6000/-
REGISTRATION FEE	Rs.400/-
EVENT COORDINATOR	DilipSai – 8904425098 Anish K – 8798282396 Varsha R- 9663303566
VENUE	CS Dept. Reception Area

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CS-02	BUG ME NOT (CODE DEBUGGING)
DESCRIPTION	A competition to all the detective-eyes out there. We have this cool competition to test your logical and debugging skills. A contest that requires just basic C skills. Prove that you have an eye for spotting errors. The contest requires you to find bugs in the codes. The level of difficulty increases in succession.
NO. OF PARTICIPANTS	1
RULES	<p>Team specifications :</p> <p>1) Maximum of 2 members per team. Even individual participation is allowed. 2) Participants must carry the receipt of registration & a valid ID card of their institute.</p> <p>ROUND 1: A pen-paper round which tests your basic C Programming skills. This round will be the selecting criteria for 2nd round.</p> <p>ROUND 2: We put you on computers with pre-loaded erroneous programs. 4 levels and the cumulative time taken to debug all programs will be considered to declare the winners.</p> <ol style="list-style-type: none"> 1. No online help is allowed. 2. 10 teams will be qualified from round 1 to participate in round 2 3. The output expected will be informed beforehand. 4. Errors in the program can be any of the following: logical errors, 5. syntactic errors, semantic errors, run-time errors etc. 6. The winner declaration will be solely based on performance in the second round. 7. Event coordinators will hold the right to settle any disputes and their decisions will be final and binding.
PRIZE MONEY	1st Prize -Rs 3000/- 2nd Prize -Rs2500/-
REGISTRATION FEE	Rs. 150/-
EVENT COORDINATORS	Namita : 8277100748 Shantanu : 9538790374
VENUE	Room 265 – ISE Dept

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ME04	JAHAAZ
NO. OF PARTICIPANTS	Team of 1-4
DESCRIPTION	Jahaaz is your platform to blend perfectly calculated dimensions with craft and sail your way through linear time.
RULES	<ol style="list-style-type: none"> 1. The boats used to solar driven. 2. A 6V battery can be used for backup also. <p>ROUNDS:</p> <p>Round 1: In this round two participant race their boats against each other and the first team which finish will qualify to the next round.</p> <p>Round 2: In this round the teams will complete the track and the top 5 team who have completed the track with least time will be qualified tom the next round.</p> <p>Round 3:In this round the team which completes the track with less time wins.</p>
PRIZE MONEY	1 st Prize = 6000/- 2 nd Prize = 3500/-
REGISTRATION FEE	200/-
EVENT COORDINATORS	Yashwanth – 7259284385 Sandarsh T B - 8095163818 Nandeesh – 9110277196
VENUE	Basketball Court

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EE02	EPISODE
DESCRIPTION	Aim to conquer the electronics-inspired rounds and deem yourselves worthy of being called an electronics whiz.
NO OF PARTICIPANTS	Team of 1 - 3
RULES	<p>Round 1: Comprises of a quiz with multiple choice questions .There will be a total of 20 questions, which have to be answered in 20 minutes. Top teams qualify for the next round.</p> <p>-----</p> <p>Round 2 : This round has two parts: Part 1: The team will have to guess the components based on questions or riddles given. Teams will be eliminated.</p> <p>Part 2: One team member will be given headphones with blaring music, thus rendering him/her temporarily ear-impaired.The other team member has to read out sentences to his/her partner ,who has to guess them correctly.</p> <hr/> <p>Round 3: Top 8 teams will play chain reaction and top 6 teams are retained followed by series of tasks. After completion of these tasks, an object will be given which they have to beg borrow or steal. First team to finish will be the winner.</p>
PRIZE MONEY	1 st Prize = 4000/- 2 nd Prize = 3000/-
REGISTRATION FEE	150/-
EVENT COORDINATORS	Shalini – 9945588244 Saloni – 8050072325 Nischith - 8722229750 Nanith K A – 8296314691
VENUE	Old Seminar Hall

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CS05	CRYPT HUNT
DESCRIPTION	Quick thinking and your aptitude skills under the heat of time crunch will decide the fate of your search. Gear up and get hunting.
NO OF PARTICIPANTS	Team of 1 - 4
RULES	<p>1. The game involves 3 knockout rounds.</p> <p>2. Round 1:- Total of 30 teams participates. Round 2:- 12 selected teams from round 1. Round 3:- Face off round which includes the top 5 teams from round 2.</p> <p>3. Time Limit: Round 1: 90 mins. Round 2: 90 mins. Round 3: 60 mins.</p> <p>A break of 30 mins between consecutive rounds will be provided.</p> <p>4. Selection process is mainly based on the no. of clues decoded in the available amount of time. In case of any clashes time will be taken into consideration.</p> <p>5. Any suspicious activity or malpractice will lead to direct disqualification which is again under the discretion of the judges.</p>
PRIZE MONEY	1 st Prize = 5000/- 2 nd Prize = 3500/-
REGISTRATION FEE	300/-
EVENT COORDINATORS	Diganth: 7676077475 Ankit : 9480200978 Chetan : 8660939210 Amit: 8867587090 Ankur Ph: 9482348230
VENUE	Room 132, 134

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EE01	WHAT THE PHYSICS
DESCRIPTION	How much do you know about physics? From the hot pot of bubbling questions, brew your potion spiced with the philosophy of nature!
NO OF PARTICIPANTS	Team of 1 - 3
RULES	<ol style="list-style-type: none"> 1. A Quiz Competition For All The Genius Minds Out There. 2. We Have This Jeopardy Quiz To Test Your General Knowledge Quiz And Your Hold On Science. 3. A Contest That Requires Just Your Smartness. Prove That You Are The Ultimate Mastermind. 4. The Difficulty Increases With Every Successive Round And There Will Be Elimination Accordingly. <p>Team Specifications:</p> <ol style="list-style-type: none"> 1. All The Participating Teams Must Carry The Original Registration Receipt And Also A Valid Id Card Of Their Institute. <p>Round 1: A Common Pen Paper Round For All The Teams. The Questionaries' Would Be Based Of General Knowledge And Current Affairs. No Elimination In This Round.</p> <p>Round 2 : Engineering Physics Round Each Team Would Be Asked Questions By The Quiz Master With A Time Restriction To Revert Back With A Correct Answer. There Will Be A Elimination Post This Round On The Basis Of Their Respective Cumulative Scores Until Now.</p> <p>Round 3 : Identify The Company / Brand Each Team Would Be Shown The Picture Of A Company's Logo Or The Logo Of The Brand. The Team Has To Identify The Logo. There Will Be An Elimination.</p> <p>Round 4: Rapid Fire Science / Physics Round This Is A Rapid Fire Round. The Teams Have To Be Alert To Answer In A Jiffy. There Will Be An Elimination Post This Round.</p> <p>Round 5 : Tagline Round Each Team Would Be Given A Tagline And They Will Have To Identify The Brand / Company Associated With It.</p> <ul style="list-style-type: none"> • The Quiz Master's Decision Would Be Final. • Any Arguments / Misbehavior During The Event Will Lead To Immediate Disqualification. • Usage Of Electronic Gadgets Is Not Allowed. • The Winner Declaration Will Be Solely On The Performance Of Teams Until The 5th Round.

EVENT DESCRIPTIONS – ANAADYANTA 2018

	<ul style="list-style-type: none">• Event Coordinators Will Hold The Right To Settle Any Disputes And Their Decisions Will Be Final And Binding.
PRIZE MONEY	1 st Prize = 2500/- 2 nd Prize = 2000/-
REGISTRATION FEE	150/-
EVENT COORDINATORS	Nayan- 9686825167 Vishwanath - 9052217632 Amogh - 9902648962
VENUE	New Seminar Hall

EVENT DESCRIPTIONS – ANAADYANTA 2018

CS04	GUESS THE CODE
NO OF PARTICIPANTS	1
DESCRIPTION	The participant will be given an executable file which will have a particular output. Based on the output, the participant guess the code of it and code it to gain points.
RULES	<ol style="list-style-type: none"> 1. Programming Language C, C++ 2. ONE Participant per team. <p>There will be two rounds ROUND 1: A pen paper round which tests your basic C programming skills. This round will be the selecting criteria for 2nd round. ROUND 2: A surprise is waiting for you.</p>
JUDGMENT CRITERIA	<ol style="list-style-type: none"> 1. Based on the difficulty of the problem, there are points allocated to them. 2. Person having the highest point by the end of the event will be winner. <p>NOTE: Participants must carry the receipt of registration & a valid ID card of their institute.</p>
PRIZE MONEY	1st Prize -Rs 2500/- 2nd Prize -Rs 2000/-
REGISTRATION FEE	Rs. 100/-
EVENT COORDINATORS	Rakshitha - 9611230794 Subham Thakur- 9832148780
VENUE	Room 268 – Ise Dept