



Godavari Foundation's

# GODAVARI COLLEGE OF ENGINEERING

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**PHOENIX 2 K 1 8**



**A NATIONAL LEVEL TECHNICAL EVENT ON  
15<sup>th</sup> MARCH 2018**

- **Winners and Runners** of each event are awarded with **TROPHIES**.
- Amazing cash prizes of **Rs 1500/- for Winner & Rs 1000 /- for Runner** .
- **TEA & SNACKS** should be provided for each participant.
- Every participant should bring his **College ID** card along
- **ONE** audit point for each participant.
- Winners of each event will be applicable to **FOUR** audit point.
- Runners of each event will be applicable to **THREE** audit point.
- Last date for registration **“13<sup>th</sup> March 2018”**

# MONSTER ARENA

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## Event Description:

- The event may consist of one or many round as stated:
- Each team will run manually or automatically controlled bot through arena. This is the qualification round to enter the final round. In this round your bot will be tested structurally, mechanically, technically and your skill. Your bot must go through various modules as quickly as possible and cross the finishing line.

## General Rules:

- Overall judgement will be time based i.e. those bots reaching the finishing line in minimum time shall proceed to final round.
- If the bot has some technical issue then first technical hand touch of 4 minute and second of 2 minute will be given to fix it.
- There will be penalties for skipping a module and for hand touch this time will be added to your time and judgement will be based on total time.
- Team member will be allowed only three times to touch or reset their robots position during the run. However this will lead to a time penalty and timer will not stop during this course of action.
- Touched Penalty +6 seconds                      \* Skipped penalty +20 seconds
- If any circumstances participant don't have any bot then we provided them our bot charges taken for bot extra : 50 Rs
- The decision of the event organizers is final and cannot be debated upon.

## Robot Specification:

- Dimensions: 25cm\*25cm\*10cm
- Maximum weight of bot must not exceed 5kg (10%tolerance is allowed).
- Ratings: 5-12 volt dc
- Minimum length of wire should be 2 meters.

Entry Fees:-Rs 100 per participant (Max 2 Participants)

# LATHE WAR

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## **RULES FOR LATHE WAR**

1. Aptitude test will be taken of 50 marks.
  2. Based on the aptitude results the participant were selected for next round
  3. The competition will be of 2 rounds (except aptitude round)
  4. The participants who give his/her best will be selected as a winner or runner
  5. The participant is responsible in case if the tool is broken or damaged
  6. The RPM of the machine will be decided first by organising committee
  7. As soon you are completed with your job, you have to clean your own machine
  8. ENTRY FEES :- 100/- Rs per participants  
(Maximum 2 participants in group)
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# JUNK O FUN

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## **RULES FOR JUNK-O-FUN**

- 1)** Entry fees Rs. 50 per participant
- 2)** Maximum 3 members per team
- 3)** 15 minutes for 1st round and time will increase for further rounds
- 4)** Technical things made within given time limit should be given 1st priority
- 5)** Limited materials should be provided in 1st round
- 6)** Candidate should be able to describe the working phenomenon (if technical)
- 7)** Model should be mobile not grounded

# LAN GAMING

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## **Rules for Counter Strike (CS)**

- 1) Counter Strike version of 1.6
- 2) There will be 4 participants in one team.
- 3) There will be 3 rounds in each match.
- 4) Each round will be of 1.30 min.
- 5) Cheats are not allowed, if found team will be disqualified.
- 6) In the incident of tie there will be tie breaker match.

## **Rules for NFS – Most Wanted**

### **NFS Most Wanted version of 1.3**

- 1) There will be 4 participants compete with each other.
- 2) There will be 4 rounds.
- 3) First place of race advances to next round.
- 4) Race tracks will be given by organizers.
- 5) All cars are available and N<sub>2</sub>O are on.
- 6) Players are provided with standard keyboards and mouse.
- 7) Use of any cheat programs will be disqualified from the race.

# Mini Militia

## ***Rules:***

1. Minimum & Maximum **4 players** per team.
2. **Crack version/ Mod Version/ Codes** are not allowed, if found then the team will be disqualified.
3. **Basic version** of the game will be provided by the coordinators.
4. **Cell Phones/ Mobiles** will **not** be **provided** by the organizers or coordinators.
5. If **mobile does not work properly** rather than game **issue** or **LAN/WLAN problem**, then participating **team** will be **responsible** for that.
6. **Matches** will be **KNOCKOUT**.
7. **Next round details** and rules will be declared on the **event day**.
8. **TIME LIMIT** WILL BE DECLARED ON THE SPOT.

# GOOGLER

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## Rules for Googler

- 1) Entry fees Rs 50/- per participant.
- 2) There will be 3 Rounds.
- 3) 1<sup>st</sup> Round will be 120 Sec with 15 Questions.
- 4) 2<sup>nd</sup> Round will be 60 Sec with 10 Questions.
- 5) 3<sup>rd</sup> Round will be 45 Sec with 5 Questions.
- 6) Questions will be solving in given Time limits.

# AD-MAD SHOW

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## **RULES FOR AD-MAD SHOW**

- Entry Fee – 50 per student
- Time maximum – 4 minute
- For group dance- Minimum participants are 4  
-Maximum participants are 8
- No limit for Drama participants
- Participants have to submit their tracks one day before or the day program as early as possible
- Participant can do anything they want to entertain
- Prize will be given on basis of entertainment and time accuracy

# CIRCUIT DEBUGGING

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## **About event:-**

- Unlimited entries are available.
- Only one entry allowed for one participant.

**Entry fee: Rs 50/-**

## **Game Rounds And Rules**

### ***Round1: Aptitude Test***

In this round, participants have to solve basic Electronics and Electricals question. Participants have to solve 30 questions in 35 minutes.

### ***Round2: Circuit Guessing & Fault Finding***

In this round, we provide a circuit diagram. Participants have to guess that circuit & determine the fault in that circuit diagram and redraw the circuit diagram.

### ***Round3: Circuit Implementation***

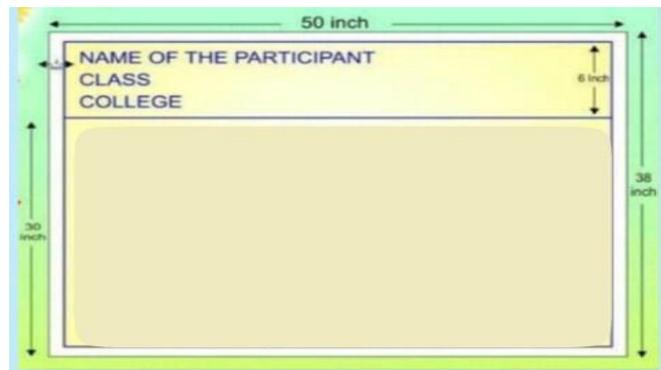
In this round, circuit diagram is provided to participants and they have to design circuit on bread board and take output

# FLEX PRESENTATION

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## TOPICS

1. ELECTRICAL SAFETY
2. ANY ONE/TWO TOPICS FROM ELECTRICAL ENGINEERING OR POLYTECHNIC SYLLABUS (eg. cross sectional diagram of motor/generator, block diagram)
3. INTERNET OF THINGS (IOT)
4. ROBOTICS.
5. HYBRID VEHICLE.
6. ADVANCE IN CAD-CAM.
7. CLOUD COMPUTING.
8. OPEN SOURCES.



## RULES

- 1) Total flex size 50 inch X 38 inch (Including 2 inch border)
- 2) Content size 46 inch X 30 inch
- 3) Group information 48 inch X 6 inch
- 4) Submit soft copy of the flex in Pen drive to committee
- 5) Maximum 2 participants in a group
- 6) Entry fees :- Rs 50 per participant or two participants

# PROJECT EXHIBITION

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## **RULES FOR PROJECT EXHIBITION-**

1. As per group Rs 200/- fees.
2. The sizes of the groups are 4 members.
3. The participated group will be present in college 30 minute earlier within 10am with college identity card.
4. Each Group will be provided specific area for display of project.
5. Students must set up their project, remain with it throughout their judging period, and remove it at the end of the day.
6. You have to bring your required equipment for your project.
7. In case of any query and if groups have required any equipment then group should inform organizing team before event date.
8. Students are solely responsible for the security and safety of their own equipment.
9. The decision comes from the judge will be final decision.

# BLIND “C”

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## **Event Details:**

### ***Round I:***

1. A paper based objective test on the concepts of ‘C’.
2. Time duration for the test – 20 minute.
3. Only short listed participants will be eligible for next round.
4. Judges hold the key to results. Objections will be not entertained.

### ***Round II:***

1. Final code writing competition on blind screen for the given problem statement.
2. Time duration for this round will be 30 min.
3. Written code will be checked on the basis of various criteria (errors, output etc.).

## **Event Specification:**

- 1) This is an Individual Event.
- 2) The compiler provided will be Turbo c.
- 3) This event consists of two rounds.
- 4) In Round-1 C program statement of medium complexity will be given.
- 5) In Round-2 C program statement of high complexity will be given.
- 6) Participants have to write code with monitors off.

## **RULES**

- 1) Each participant has to write the code for the problem statement, with MONITOR OFF.
- 2) Participants whose code gets executed will be given higher preference.
- 3) The second preference will be given to code with least number of errors.
- 4) In case of tie in number of errors then timing will be considered.
- 5) Shortlisted participants of Round I will appear for Round II for which above rules will be applicable.

# PC ASSEMBALY

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## **Rule & regulation:**

There will be three rounds for these events.

### ***Round 1:***

This round will be consisting of 25 questions on basic hardware parts. All questions will be in the format of multiple choice questions. Duration for round will be 30 minutes max.

### ***Round 2:***

In this round, shortlisted participants from Round 1 will need to assemble the 10 hardware parts in 1:00 minute.

### ***Round 3:***

The final round will be 1:30 minutes & assemble 15 hardware parts.

# QUIZ STAR

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## **About event:-**

- Unlimited entries are available.
- Only one entry allowed for one participant.

## **Game Rounds And Rules**

### ***Round1: Aptitude Test***

In this round, participants have to solve basic general Knowledge history and some question on IOT.

Participants have to solve 30 questions in 35 minutes.

### ***Round2: Buzzer Round***

In this round, we show some pictures, audio, video. Participants have to determine in that picture and video and audio & guess the right answer.

### ***Round3: Rapid Fire***

In this round, we ask you some question which is depend on technical and no-technical and you have to give the answer at a specific time.

# BOX CRICKET

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1. Maximum six players from one team.
2. The extra players can only play in case, if any injury happens to the primary team member.
3. Ball going outside the Box directly without interference by opponent team will be considered as OUT.
4. Five wickets should be considered.
5. One bowler can bowl maximum two over in an inning.
6. Umpire decision is final and NO argument with umpire
7. Only FIVE over for one inning.
8. Time limitation 15 minutes for each inning.
9. The replacement should be from the same gender. (Only a female can replace a female player).
10. All the Bowlers (male or female) need to bowl under-arm to a female player.
11. Batting team can get extra runs in case of over throw.