

HELIX'20

1.ROBO RACE -

Game Rules:-

- 1.The teams will have to submit their robot before the start of the competition. Only those teams which submit their robots will be allowed to participate. The robot will be handed back to the team during the time of their run.
 - 2.Only one robot per team is allowed.
 - 3.If robot is stuck at a hurdle, team can skip hurdle by taking penalty of extra 10 seconds while losing respective bonus time of hurdle or team can restart hurdle with taking penalty of 5 seconds.
 - 4.If robot partially goes off track penalty of 5 second will be added whereas in case of whole bot goes off track penalty of 10 seconds will be added.
- Team with the lowest time will be awarded.

General Rules:-

- 1.Only two members of the team are allowed to handle the robot.
 - 2.The time measured by the organizers will be final and will be used for scoring the teams.
 - 3.Time measured by any participant by any other means is not acceptable for scoring.
 - 4.In case of any discrepancies, the organizers decision will be final and binding.
 - 5.The organizers reserve the right to change any or all of the above rules as they deem fit.
- Change in rules, if any will be highlighted on the website and notified to the registered teams.

2. HELIX20 Fashion Show -

- Rules: 1. It is a team event. A team can have 6 to 10 members only (excluding choreographers and coordinators).
2. Time limit for every team would be 15 minutes (Including setup and the performance both).
 3. Negative marking if participants exceed the time limit.
 4. Theme selection is open to the team.
 5. A green room would be provided for the changing purpose.
 6. Should carry their tracks in C.D Or Aux.
 7. Use of cigarettes, alcohol and any unfair means is strongly prohibited.
 8. Decision of the judges will be final and binding and will not be questioned.
 9. Every participant should bring along their college i.d. Cards.

JUDGING CRITERIA: 1. Choreography

2. Music
3. Coordination
4. Relevance to the theme
5. Creative and apt display of garments and accessories

6. Sequence and walk
 7. Confidence and gesture of the model.
- Registration fees : ₹500 per team

3. Best From waste -

Rules:

1. One team can be of 2 members or less.
2. Waste material will be provided to you on the spot.
3. If you need any other stationary you are allowed to bring.

4. Egg Suicide -

Event Structure -

1. Slot 1(30 mins):

1. **10 mins:** Basic instructions and materials available for making the structure will be disclosed.
2. **10 mins:** This time is given for teams to decide on their design and choice of materials.
3. **10 mins:** Materials will be provided.

2. Slot 2(15 minute):

1. Maximum 15 minutes are allowed for making the structure.

Rules -

1. Maximum size of structure – **20*20*20(cms.)**
2. Throwing Height – Maximum 30 feet (Adjustable)
3. Maximum of **4 members** per team is allowed.
4. Use of adhesives between Material and Egg is not permitted. It will be provided to you there in the event itself.

5. Two chances for drop shall be given to each team. However, the second chance will lead to a penalty of twenty five (-20) points.
6. Teams are not allowed to take the structure with them.
7. Using materials from outside will lead to disqualification.
8. Materials of Rs. 50 will be provided free of cost to each team prior the game.

NOTE: If required, instructions can be changed/modified on the spot.

Judging Criteria -

The model will be evaluated based on the following grading policy. The model will be graded only if the egg remains intact or is just partially cracked (content of the egg doesn't come out).

Grading Policy (out of 100 points):

(a). On the basis of egg... (40 points)

Partially Cracked Egg = 20 points (content of the egg doesn't come out)

Intact Egg = 40 points

(b).On the Basis of Horizontal Distance(d)... (30 points)

(30 points if $d > 15$ meters)

(25 points if $15 \text{ meters} \geq d \geq 10 \text{ meters}$)

(20 points if $10 \text{ meters} \geq d \geq 7 \text{ meters}$)

(15 points if 7 meters > d)

(c). On the basis of Time... (30 points)

Time taken = (<4 min = 30 points) || (<8 min = 20 points) || (<12 min = 10 points) || (12 to 15 min = -5 points) || (>15 min = disqualified)

(d). Second Chance

Each team's final score will be deducted by 20 points if the team chooses to try with one more egg with the same material provided earlier.

5. For Art Gallery -

Rules*:-

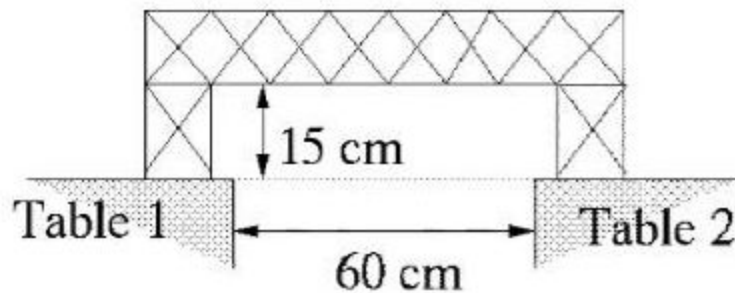
- 1) There must be At Least 1 art and at most 2 arts per registration.
- 2) The size of art must lie between A4 to A1 sheets.
- 3) The last date for deposition of your art is 17/02/2020.
- 4) Arts will display in the gallery on 19/02/2020 at 12:00 pm.
- 5) Prizes will be given to the Winner.
- 6) You have to submit only your pencil work and colour work in your art.
- 7) You should not write your name on your art/arts. Different codes will be given to each person that you have to write on your art.
- 8) All the participants have to submit the original art not the photocopies.

6. VIADUCT (Popsicle stick bridge) -

A. Objective

To build the bridge within our specifications that has the highest payload to weight ratio. The bridge must be constructed of approved materials.

B. Apparatus



Building Materials: (All materials provided)

Popsicle sticks.

Paper.

Elmer's glue.

Dimensions:

Min Span Length - 60 cm - min. There will be a 60 centimeter "gap" which must be spanned by the bridge.

Max Span Width - 15 cm - min.

Min Span Height - 15 cm - min. There must be 15 centimeters between the table surface and the lowest point on the bridge span.

Rule update #2 Diagram presented for clarification:

The bridge must be able to stand on its own.

The bridge must be able to support the load at the loading points. There will be two loading points, each one will be at the "deck" level, 20 centimeters from the center of the span.

C. The Competition

1. Teams must submit their bridge 1/2 hour before the competition for inspection. Teams will be given 15 minutes to modify bridges which do not pass inspection.

2. Inspection will test that the construction rules were followed and will record the mass of the bridge.

3. Certified bridges will be placed over "Crusher Canyon" by the team members, who may make final adjustments in its position. The canyon will consist of a 60 cm space between two flat desktops. Nothing will be provided to keep the base of the bridge in place during loading.

4. Once the bridge is in position, the loading tray will be attached in the position indicated above. The load will hang below the bridge, supported by two bars which rest on the deck of the bridge, 20 centimeters from each end.

5. Bridges will then be subjected to loading. Bridge failure will be considered the point at which the bridge breaks or the point at which the loading tray drops more than 5 centimeters from the unloaded position.

D. Judging and Scoring

The greatest load prior to failure will be a bridge's capacity.

The capacity divided by the bridge mass will be the bridge's score.

The bridge with the highest score

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7. Face Painting -

1. Competitor will have 45 minutes to complete the full-face design. No part of the design may be applied to the model's face prior to the starting of the time clock for this competition period.
2. You must bring your own colors and brushes.
3. Design may include the eyes, but does not have to include the ears.
4. Model's hair may not be used to enhance the design. Design must not extend past the natural hairline of the model. If the model is bald, the design must stop where the natural hairline once was.
5. The hair may be clipped or pinned back from the face to fully expose the design area.
6. Design may not extend down the neck or onto the chest, shoulders or back area of the model.

8.Treasure hunt -

Rules

1. Each team will have 5 members
2. Clues will be provided on the spot.
3. Do not open and view the clues prior to the announcement that the hunt has started.
4. Do not destroy the clues of other teams if found doing that they will be disqualified.

5. Late coming team will not be entertained.

8. Drink'N Code -

1. Yes, of course the top 3 will be rewarded but a special reward named “**Best Women Programmer**” to a girl who performed overall well.
2. Team size : 1
3. You Solve a question, and you need to drink a glass of cold drink to start the next question. Simple,eh?
4. There is an Important thing - **You will be disqualified if you leave the room.**
5. Are you sure you can hold up for 3 hours??
6. The event is distributed in 3 rounds.
7. You will be provided with a PC, No need to bring yours.
8. **Of course say a big NO to any electronic item (Mobile/laptop etc) till the event gets completed.**

9. Poster Making -

Venue: Department of Civil engineering

Time: 2:00-5:00 PM

Eligibility: OPEN FOR ALL

Theme: Breath fresh, SAVE TREES RULES:

General rules: 1.Competition is open to all CTAE students.

2. Participants registered as individuals not as a group.

3. Participants must use the real name according to the identity of the official student ID card.

4. Participants should bring their own drawing tools (*A3 size drawing paper will be provided by the organizing committee).

Competition rules:

1. Draw the paper according to the theme of the poster and do not contain elements of photography.
2. Words or slogans can be written in Hindi or English both (recommended). Shouldn't use any patches, stickers or 3D objects in the poster.
3. Participants are not allowed to take the example image or sketch drawings.
4. Any kind of colour can be used. Name and class of the participant must be clearly mentioned at the back of the poster.
5. Time limit: 1.5 hours.
6. If found to violate the rules, participants will be disqualified and will not be allowed to continue the competition.

10. Cartooning rules -

1. Competition is for CTAE students only.
2. There is no entry fee for participation.
3. Participants should register as individuals .
4. Participants should bring their own colors and pencil with them.
5. Students cannot use any patches or 3d stickers.
6. Words can be written in hindi or english.

11. Rubik's Cube rules -

1. 3 x 3 Cube will be provided at the venue.
2. One who solves the cube in minimum time wins.

12. Debate rules -

1. Every participant has 4 min.
2. You have a 3 minutes time limit to speak on the given topic.

3. The remaining 1 min is question round in which you will be asked questions by other participants, in addition the participant who put up an attractive question will be awarded extra points.

13. Extempore rules -

1. Time limit is 3 minutes to speak on the topic. The next participant will have 2 minutes to prepare for the topic till the current participant finishes his/her topic.

14. Skit -

Rules -

1. maximum of 8 members
2. The teams will be allowed a maximum of 2 minutes to prepare the stage and 10 minutes to perform.

The Props will be arranged by the teams themselves (General furniture like table/chairs will.

15. Pubg -

PUBG rules

1. ₹10 for each kill for 4 or above 4 kills
2. Erangel map will be chosen
3. No hacker & no emulator, if found team will be disqualified
4. Entry fees ₹100 per team
5. Date and time: 19 Feb 2020, 2:00 PM

16. Quiz -

quiz rules

- 1) The quiz is divided in 5 rounds

A) Round 1 : 1 member from each team will participate in this round. A written question paper will be given.

B) Round 2: each team will get a chance to answer 2 questions based on bollywood movies, songs and cast.

C) Round 3: each team will face 2 questions on current affairs.

D) Round 4: in this round riddles would be asked.

E) Final round: in this round there will be a time limit and the team pressing the buzzer 1st will get the chance to answer the question.

Marking scheme -

Round 1: 1 and 2 mark questions.

Round 2: 10 mark for correct and 0 for wrong answer.

Round 3: 10 for correct, -2 for wrong, zero for passing. +2 for the team which will answer the passed question.

Round 4: 10 for correct, 0 for wrong.

Final round: 10 for correct, -5 for incorrect, 0 for pass.

Elimination -

1st elimination: on the basis of points in round 1

2nd elimination: on the basis of points in 2nd+3rd round.

3rd elimination: on the basis of points in 4th round.

17. Poetry -

Rules for Poetry Competition: -

>> You can choose any language from English, Hindi or Urdu for your poem.

>> You can pick any style and topic for poetry.

- >> This competition is only for CTAE students.
- >> Poem should be original. No plagiarism will be appreciated.
- >> Poem should not exceed 1500 words.
- >> Competition will take place in two rounds.
- >> Top seven performers of the first round will go forward for the second round.
- >> You have to be ready for the competition with two poems.
- >> Maximum duration for presenting your poem should be 3 minutes.