SAANKETHIKA

2K26

RULES & REGULATIONS

GENRAL RULES

1. ID card is mandatory for entry into the college.
2. Prior registration via official website is required to participate in any event.
3. No registration fees will be collected.
4. Participation certificate will be provided to all participants.
5. The winners will be rewarded with cash prize.
6. Mobile phones are not allowed inside the campus.
7. Strict formal dress code must be followed.
8. Transport and food will be provided.

THE HAWKINS LAB

PROJECT PRESENTATION

1. Topic: Hardware/Software.

2. Abstract: Must be submitted in the Google form prior to the deadline.

3. Prototype Required

4. Team size: A maximum of 4 members (per team) is allowed to participate.

5. No Components will be provided

6. Project display:

   ·Presentation should be upto 8 slides. (Choose your own template)

   ·Prototype Required

7. Presentation Time: Each team will be given 10 minutes to explain their project (7 minutes presentation and demonstration + 3 minutes queries)

8.Final Decision: The jury's decision is conclusive and binding.

ESCAPE FROM VECNA

LINE FOLLOWING ROBOT

1. Each team can comprise of 1-4 members. Individual participation is also encouraged
2. One robot per team
3. Robot Specifications
   - Robot must be fully autonomous
   - Maximum size: 30 × 30 × 30 cm
   - Power supply: Battery only
   - Control unit: Arduino / ESP / any microcontroller
   - Sensors allowed: IR / Line sensors
   - No wireless or remote control allowed
4. Round 1 – Line Following (Basic Track)
5. Round 2– Advanced Track Challenge
6. Best performance decides winners

UPSIDE DOWN ARCHIVES

PAPER PRESENTATION

1. Topic: Open Domain
2. Abstract Submission: All participants must submit their abstracts prior to the deadline
3. Team Size: A maximum of 4 members (per team) OR Individuals are allowed to participate.
4. Presentation Submission:

· A soft copy of the power point presentation must be submitted at the time of the event via mail.

· Presentation should be between (8-10 Slides).

5. Presentation Time: Each team will have 10 minutes to present their paper.

(7 minutes for Presentation + 3 minutes for Queries)

6. Final Decision: The jury's decision is conclusive and binding.

CLOSE THE GATE

TECH UNDER PRESSURE

1. All the teams will receive a problem statement (on the spot) that requires a unique solution

Problems will include:
- Clear objectives
- Fixed constraints (budget, power, components, time, etc.)
- No prior knowledge of the problem is allowed
- Solutions must be practically feasible

2. Each team can comprise of 1-4 members. Individual participation is also encouraged

3. Each team will be given 20-25 minutes to prepare a unique solution

4. Teams should pitch their final solution using a presentation.

5. Physical models are not required

6. Each team will be given 5-7 minutes to present and explain their solution followed by questionnaire session.

Plagiarism or copying ideas from other teams leads to immediate disqualification.

Final Decision: The jury's decision is conclusive and binding.

EXPERIMENT 011

CIRCUIT DEBUGGING & ARDUINO CODING

1. Each team can comprise of 1-4 members. Individual participation is also encouraged

2. All rounds are time-bound. Late submissions will not be evaluated.

3. Use of mobile phones, internet or any external help is strictly prohibited unless mentioned.

Round 1 – Circuit Components Bidding

     Test participants' component knowledge, cost estimation, and decision-making skills.

Round 2 – Circuit Debugging (Core Electronics)

     Evaluate participants' practical electronics knowledge and debugging ability.

Round 3 – Basic Arduino Coding (One-Lap Challenge)

     Test logic building, syntax knowledge, and embedded thinking.

4. Final Decision: The jury's decision is conclusive and binding.