



20th & 21st February 2014

Information Brochure

Rama Institute of Engineering & Technology, Rama City, G.T. Road
Mandhana, Kanpur

MYOPIA CLUB

I Modrix: Model Presentation

About the Activity: It is a *Model Presentation* contest in which the participants will present their models related to their branch (CS, EC, EE, EN, ME, CE, BT) and best two will be chosen .

Teams:

- Maximum two teams can participate from each Institute.
- Maximum four participants are allowed in a team.

Rules & Regulations:

- Model should be authentic (self- made).
- Model should be in working condition.
- Model should be constructive
- The duration of the event is one day.
- 19th Feb 2014 will be the last date of registration.

Material Required:

- Participants are required to bring their prepared model.
- Participants are also requested to bring their flex/ banner/ etc. to show the representation of the Institute.

II Elektuur: Circuit Design Competition

About the Activity: In the circuit design competition the designing is to be done on the bread board. The allotment of the circuits will be by lottery system. The candidate first design the circuit then show the output within allotted time.

Teams:

- Maximum two teams can participate from each institute.
- Maximum two students can be in a team.

Rules and Regulations:

- Time limit is 25 min.
- Use of mobile phones will be strictly prohibited.
- Teams should complete their game within the stipulated time.

Required Material:

- All the required material will be provided to the participants on the spot.

III Robotics: Robot Race

About the Activity: The task is to make a wireless/wired controlled manual robot that can pass through castle filled with hurdles and obstacles of varying difficulties. Each hurdle has some points associated with it. There always exists some alternative simple path (bypass) across the hurdle.

Teams:

- Maximum two teams can participate from an Institute.
- Maximum of 3 members can participate in each team.

Rules & Regulations:

- The Bot must meet following design specifications:
 - ❖ Max. Length = 300 mm.
 - ❖ Max. Width = 300 mm.
 - ❖ Max. Height = 150 mm.
- The size of the robot will be checked at the start of the particular game.
- The use of Lego kits or any other readymade kits in making the machine is not allowed.

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- The Bot must be wireless or Wired controlled.
- Wireless control can be in the form of radio, infrared or Bluetooth.
- Length of the wire for controlling the wired manual robot must be less than 4 meter.
- In case you use radio control, bring two different frequencies as there may be clash with the frequency of other team.
- The method of propulsion is at the discretion of the builder, provided that the power source is non-polluting and not otherwise dangerous. If the judges consider that a machine has a high risk of damaging or sullyng the arena they will not permit it to run.
- Nothing may be deposited on the arena and the Bot must also not leave behind anything in its path.
- Two teams will be chosen for the race at a time among the registered team.
- The Bot are required to cross the hurdles from entry to exit point in minimum possible time.
- Each hurdle will be associated with some points depending on the difficulty level of the hurdle.
- Each hurdle will have an alternative way to bypass that hurdle.
- No points will be awarded if a Bot chooses the bypass.
- Once the Bot crosses the bypass, it will not be allowed to cross the respective hurdle again.
- As the game progresses the difficulty level will increase.
- **ROUND I:** 2 Lap 15 minutes, Stationary circular bridge
- **ROUND II:** 3 Lap 20 minutes, Rotating circular Bridge
- Contestants are allowed to:
 - ❖ Replace batteries between runs
 - ❖ Change Motors
 - ❖ Make repairs
- This will be considered as the timeout for that particular run.

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- The game ends when
 - ❖ if both the Bot completes the laps in a stipulated time.
 - ❖ if the team withdraw their Bot.
 - ❖ if the stipulated time gets over.
- The team with maximum final points will be considered as the winner.

IV Court Freak: Web Page Designing

About the Activity: In the Web Page Designing participants have to design an applet in Java script/CSS/Net Window/web, whose specifications will be provided at the time of event.

Teams:

- Two teams can participate from each Institute/College.
- Each team can have only one participant.

Rules and Regulations:

- Team must register for this event by or before 18th Feb 2014.
- The topic/module of the event will be provided on the spot.
- Time limit is 30 min.

Material Required: The required tools i.e. Windows XP, JDK 6 or latest version, Text Editor (Notepad), Web Browser (IE, Mozilla, Google chrome) will be provided to the participants at the venue.

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V Ground Zero: LAN Gaming

About the Activity: LAN Gaming is an interactive group game based on LAN connectivity in which participants have to play NEED FOR SPEED – MOST WANTED and compete with other participants.

Teams:

- Maximum one team can participate from each Institute.
- Maximum six players can participate in a team.

Rules & Regulations:

- Participants will have choice to select a car.
- The map will be circuit/sprint.
- The game will be on knock-out basis.

VI Prastuti: Paper Presentation

About the Activity: In paper presentation, participants are required to author a paper on topic “**Nano Technology**”. The written paper is to be submitted in advance and presentation of the same is to be done through power point presentation during the paper presentation session.

Topic for Paper Presentation:

“Nano Technology”

Teams:

- Maximum two teams can participate from an Institute.
- Maximum two participants can be in a team.

Rules & Regulations:

- Participants are required to submit their Final Paper on or before 18th Feb, 2014 at the following Email: rama.manthan14@gmail.com
- The length of paper should be between 1500-2000 words (3-5 pages).
- The paper should be in Times New Roman in 12 font size.
- The participants can only use Power Point presentation as a mode of presenting their paper.
- The time limit for the presentation is 10 minutes.

Judging criteria: The Paper will be judged on the basis of

- Contents of Paper.
- Source of Data Collection.
- Presentation Skills.
- Responses to queries.

VII Pratibha: Poster Presentation

About the Activity: In poster Presentation participants are required to present their work by making poster.

Topic for poster presentation: “Conservation of Natural Resources”

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Teams:

- Maximum one team can participate from an institute.
- Maximum two participants can be in a team.

Rules & Regulations:

- The length & breadth of the poster should be A1 (58cm X 82cm) size.
- The poster presentation will be in English.
- The time limit for the presentation is 5 min.

Judging Criteria: The Posters will be judged on the basis of

- Contents of poster
- Sources of Data collection
- Presentation Skill
- Responses to queries

VIII Bhoojho -to- Jaane: Quiz

About the Activity: Quiz is based on current affairs (related to technology, science, management and general awareness).

Teams:

- Maximum one team can participate from an Institute.
- Maximum three members can participate in a team.

Rules and Regulations:

- Question will be from current affairs, technology, science and management.
- Each team will face 10 questions.
- Each correct answer will secure 10 marks for the team. .
- Winner will be declared on the basis of highest marks scored.

IX Robo Soccer: Robo Soccer

About the Activity: Unreal Robo Soccer is sure to blow your mind away. So gear up your bots, get ready to capture some balls, breach your opponent's base and defend your own. Unleash your fury and destroy whatever comes in your way. ROBO SOCCER is a simple soccer match between the robots of the TWO teams. There will be 6 robots playing at a time in the arena. 3 robots for each team. It is a time game, 15 min will be given for a match and the team with highest goal will be the winner of the match.

Specifications:

- 5 min will be given for each team to check their command on the robots provided by the organizer.
- The teams can also bring their own robots (3 or less) which are first required to be verified by the coordinators and accordingly will be allowed to play.
- The teams should report half an hour before the event start.
- The ball provided for the game will be tennis ball or crazy ball.
- There will be 4 rounds:
 1. Open challenge
 2. Quarter final
 3. Semi final
 4. Final round
- The winner will be decided after the final round.

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Teams:

- Maximum two teams can participate from each institute.
- The team should have 3 members.

Rules & Regulation:

- This game is a time limited game. The time provided for each match will be 15 min within which the teams should score goal. The team with highest number of goal will be the winner.
- In the case of tie a common goal will be given and the team with fastest goal will be the winner.
- The defender robot are fixed i.e. they can play with a certain boundary. The robot whose two tyres touch the boundary will be given a RED CARD. If a robot damages the robots of opponent team they will be given a red card.
- If any team has 3 RED CARD, it will be disqualified.
- In the case of any dispute the coordinator decision will be final.
- The forward robots are free to take the ball to the goal.

Required Material:

- The robots & other required material will be provided by the organizer.

Winning Criteria:

- The team which does maximum number of goals within the time limit will be the winner.

I Financial Olympiad: The Finance Club

About the Activity: Financial Olympiad is based on financial concepts. In this activity candidate will be tested their analytical ability and insight through a case study.

Teams:

- Each college can send only one team.
- Each team will have 3-4 members.

Rules & Regulations:

- Use of mobile phones will be strictly prohibited. However, use of calculators is allowed.
- Teams will be given 45 minutes to solve the case and 10 minutes to present it.
- Each team has to choose a team leader to present the case.
- Teams should complete their game within the stipulated time.

Material Required:

- The team must carry pen, pencils, other stationary etc.

II. Muse: HR Club

About the Activity: It is a situation based activity like a situation reaction test. The participants will be given a unique problem situation in the form of a case. The participants have to submit written solution of the problem. After all team submitted their solutions, each team has to present their solution through Role Play.

Team:

- Each college can send only one team.
- Each team can have 3-4 members.

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Rules & Regulations:

- Both written and role play scores will be cumulatively taken for final score
- Use of mobile phones will be strictly prohibited.
- Teams should complete their game within the stipulated time
- The case solving & preparation time is 1 hour (off stage) and role playing 5 mins (on stage).

Material required:

- The team must carry pen, pencils, paper etc.

III. Explorer: Marketing Club

About the Activity: Explorer is a marketing game where a candidate has to perform different marketing activities like design a new innovative product, pricing of the product, promotional tools and techniques to be used, STP strategies of the product and monitoring your customers and competitors

Team:

- Each college can send only one team.
- Each team will have 3-4 members.

Rules & Regulations:

- Teams should complete their game within the stipulated time of 15mins.
- Use of mobile phones will be strictly prohibited.

Material required:

- The team must carry pen, pencils, paper, etc.

I Skit:

About the Activity: In this activity the team would illustrate their thoughts enacting a play on the chosen theme. The themes for the same have been given below. The teams have to choose one of the themes and depict their thoughts in the form of a small act.

Theme Based Topics:

- Corruption
- Pollution
- Women Empowerment

Teams:

- One team can participate from each institute.
- There should be a team of 5-8 participants.

Rules and Regulations:

- The duration of the act will be 15-20 minutes.
- Soft copy of the script for the same in the form of a CD should reach the Institute at least a day prior to the event.
- The act should not include any illegal, immoral, illicit, controversial, unsocial event, character or image. In case found the team gets disqualified and the act will not be allowed.
- The participant will have to be in appropriate dress code.
- Please adhere to the time limits. Marks will be deducted if the team exceeds stipulated time.
- Musical instruments, banners, posters, etc. can be used.
- No language other than Hindi or English should be used.

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Material requirement:

- Participants have to get their scripts in CDs or other portable device. They have to arrange all the material required for skit performance.

Judging Criteria:

- The teams will be assessed on the quality of the script and the dramatic skills and their dressing sense.

II Vad-Vivad: Debate Competition

About the activity: In this activity participant will be provided with topic for Debate one day prior. One team will speak in the favor of the topic and other against.

Teams:

- Only one team per Institute is admissible for the debate competition.
- Each team will comprise of one participant.

Rules & Regulations:

- Participants must be pre-registered.
- Topic of the debate will be provided to the participants one day before the commencement of the event.
- Teams will be assigned to defend or oppose the statement based on the flip of a coin.
- Beginning with the defending team, each team will have five minutes to present their position.

III Off the Cuff: Extempore

About the Activity: In "Extempore" or "ex tempore" participants will have to perform i.e. to speak on a given topic without preparation or forethought. In this activity participants will be provided topics instantly.

Teams:

- Maximum two participants can participate from an Institute.

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Rules & Regulations:

- The topic would be declared on the spot.
- Time limit is 1 minute.

IV News Reading Competition: (Hind/English)

About the Activity: It is a competition to judge student's pronunciation and communication skills. This competition shows the ability of the contestants in reading news paper.

Teams:

- One team can participate from an Institute.
- One participant can participate for each category (Hindi/English).

Rules & Regulations:

- Time limit is one minute.

Material Required:

- Material of reading will be provided to the participant on the spot.

FINE ART CLUB

I The Mask: Face Painting Competition

About the Activity: Face painting is the artistic application of cosmetic "paint" to a person's face. In this activity the participants have to paint face of their model with creativity.

Teams:

- Maximum one team can participate from an Institute.
- Maximum three members per team.

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Rules & Regulations:

- Time limit is 1 hour & 30 minutes.
- Team shall use colors to paint the face of any one of the participants.
- A brief oral presentation is needed to be given relating to work and the theme within 2 minutes.

Material Required:

- Participants should carry their own colors, brushes or other material to be used.

Judgment criteria:

Judgment will be done on the basis of theme and its presentation.

II The Creators: Logo Design

About the Activity: All participants have to design a Logo on a given theme on the spot. It should be a new innovation.

Teams:

- Only one participant can participate from each college.

Rules & Regulations:

- Logo will be designed on Photoshop.
- The logo must be recognizable.
- If the logo contains an icon or symbol as well as text, place each in such a way so that they complement one another.
- Do not use special effects. However, no restriction on gradients, drop shadows, reflections, or light bursts.
- Use sharp lines for sharp businesses, smooth lines for smooth businesses.
- Do not use more than two fonts.
- Each element of the logo needs to be aligned -left, center, right, top, and bottom.

III Kalakriti: Rangoli Competition

About the Activity: This Rangoli competition will be held at the campus. The Rangoli should coherently depict some meaningful message related to **Management/ Environment/Culture/Pollution.**

Teams:

- Maximum one team can participate.
- A team will consist of maximum two members.

Rules & Regulations:

- Performance time given to each team will be one hour.
- Event will have only one round.
- The team members need to report at least 30 minutes before the start of the event.
- Only environmental friendly materials for coloring and painting will be appreciated.

Material Required:

- Teams should carry all material that they may need for their presentation.

IV Coller: Collage Competition

About the Activity: In this activity participant have to make collage from newspaper clippings, ribbons, bits of colored or hand-made papers, portions of other art work or texts, photographs and other objects, glued to a piece of paper or canvas.

Teams:

- Only two teams can participate from each college.
- Maximum two members can participate in a team.

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Rules & Regulations:

- Time limit is 30 min.
- Use of mobile phones will be strictly prohibited
- Teams should complete their game within the stipulated time.
- Participants must bring the acrylics and required material on their own.
- Themes can be selected by the participants. e.g. technical, animal print, nature etc.

Material Required:

- All participants should bring their required material.

ENTERTAINMENT CLUB

I Idea Sir G: Ad-Mad Show

About the Activity: In this activity product will be provided to the candidate on the spot, they will have to give a new name to the product with new punch line and also design the advertisement of that particular product.

Team:

- Maximum one team can participate from an Institute.
- Maximum 3-4 participants can participate in a team.

Rules & Regulations:

- Use of mobile phones will be strictly prohibited
- Time Limit is 5 minutes.
- Teams should complete their game within the stipulated time

II Phachan Kaun: Mimicry

About the Activity: In this event participant have to mimic any celebrity or any renowned person.

Teams:

- One team can participate from an Institute.
- One participant in a team.

Rules and Regulations:

- Time duration 2 min. for each participant.
- Props are not allowed.
- The act should not include any illegal, immoral, illicit, unsocial language.

III Prachar: Institution Promotion

About the Activity: In this activity the participants have to promote concepts, ideas or philosophies that they want consumers to associate with their brands and also make their own strategies to promote their Institute.

Teams:

- One team can participate from an Institute.
- Maximum 3-4 members can participate in a team.

Rules & Regulations:

- Participants can use only handmade promotional material.
- Use of mobile phones will be strictly prohibited.

Material Required:

- Participants will be provided one table and a chair by the organizers.

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- Participants are to bring drawing sheets, color, stationary etc.

IV RJ Hunt:

About the Activity: Radio Jockey is the person who hosts a radio talk show. In this activity participants will have to continue on the given phrase for a minute.

Teams:

- One team can participate from an Institute.
- Team will comprise of only one member.

Rules & Regulations:

- The topic will be provided on the spot.
- Time limit is 1 min.
- Use of mobile phones will be strictly prohibited.

Judging criteria:

Participants will be judged on the basis of their communication and presentation skills.

V The Laughter's: Comedy show

About the Activity: In this activity participants have to entertain through their script which should be composed of jokes, satire, or humorous performance without any vulgarity.

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Teams:

- Maximum one team can participate from an Institute.
- Only one participant can participate in a team.

Rules & Regulations:

- Time Limit is 3 minutes.
- Expletives/ Obscene language are strictly prohibited and will result in disqualification.
- Use of mobile phones will be strictly prohibited.

Material Required:

- Teams shall be responsible for arrangement of costumes, props or any other material required to present the act.

Judging criteria:

Judgment will be based on innovative idea, story presentation, acting skill of participants and clarity of idea/message communicated.

VI Dumb Charade:

About the Activity: It is an acting game in which one player will act out a movie and song, & the other players guess that. The idea is to use non-verbal rather than verbal language to convey the meaning to another party.

Teams:

- Maximum one team can participate from an Institute.
- 2 - 4 members can participate in a team.

Rules & Regulations:

- No sounds (grunts, laughs, etc.) or writing of any kind (writing words in air) allowed at all.
- Sentence/word splitting is allowed; cannot split words to actionable alphabets.
- Time limit is one minute.

VII Kis-Me-Kitna-Hai-Dum: One Minute Show

About the Activity: In this activity the participants have to perform the given task within one minute and the task will be given to them on the spot.

Team:

- Maximum one participant can participate from an Institute.

Rules & Regulations:

- Time Limit is one minute.

VIII JAM Session:

About the Activity: Just a Minute is a talent show. In this activity host will speak a word and participants have to speak whatever strikes to their mind instantly after listening the word.

Team:

- One team can participate from an Institute.
- Each team consists of one member only.

Rules & Regulations:

- Participants will be disqualified if there is any pause or flip of tongue while reacting to the word.

EUPHORIA CLUB

I. Jhankar Beats: Group Dance

About the Activity: **Group Dance** can be of following form.

- Classical dance form
- Hip-hop dance form
- Modern dance form
- Folk Dance form

Teams:

- One team can participate from each Institution.
- A team should consist of 6-10 members.

Rules & Regulations:

- Performance time given for each team will be a maximum of **eight minutes**. Marks will be deducted if a team exceeds the time allocated.
- The teams need to report at least one hour before the start of the event.
- The team should have at least two pre-recorded CD's with the dance music which should be handed over to the organizers before the event.
- Each team needs to have one coordinator who will coordinate with the organizers of the event.

Material Required:

- Teams must carry all the props, costumes and other accessories required for their performance.

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II Foot Loose: Solo Dance

About the Activity: Participants have to do any recognized form of dance .

Teams:

- Maximum one member can participate from an Institute.

Rules & Regulations:

- Performance time given to the dancer will be a maximum of **Five minutes**. Marks will be deducted if the performer exceeds the time allocated.
- The performer must report one hour before the start of the event.
- The team need to have at least two prerecorded CD's which will be handed over to the organizers one hour before the start of the event. Each performer needs to coordinate with the organizers of the event.

Material Required:

- Teams must carry all costumes and other accessories required for their performance.

III Nach Baliye: Duet Dance

About the Activity: In this activity a team of two participants have to perform any recognized form of dance.

Teams:

- Maximum one team comprising of two members can participate from an Institute.

Rules & Regulations:

- Time limit five minutes.
- Use of props is allowed.

Material Required:

- Teams must carry all the props, costumes and other accessories required for their performance.

Judging Criteria

- Performance will be judged on the basis of choreography, chemistry, energy, stage coverage, expression, costume & props, overall impact & accuracy to the chosen dance form.

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IV Sur -Taal: Solo Song Competition

About the Activity: The singing competition will be held in the categories of Light Hindi, English and Sufi music. The competition will be for the best male and best female singer.

Teams:

- Each Institute can send only one participant each for male and female category.

Rules & Regulations:

- Participants need to register themselves in advance. They may bring their karaoke or they may use the support of the orchestra team provided by the organizers.
- There will be a preliminary round for all teams. The top 5 teams for both the categories will go in the final round.
- All participants have to report before 30 minutes of the commencement of the event.
- Participants would have to sing only one **Antara** for preliminary round.
- In case the participants need the orchestra, they must register & report by 10:00 am on the day of performance, so that their coordination can be managed with the Orchestra team. If the participant needs the Karaoke they need to submit the CD with the song at the time of registration to the organizers.

V Taal: Western & Indian Instrumental Show

About the Activity: It is a musical show totally based on the talent of the participants. Students will get a platform to show their talent on the instrument like Tabla, Sitar, Harmonium, Guitar, Mouth organ etc.

Teams:

- Only one team can participate from an Institute.
- Each team consists of one member only.

Rules & Regulations:

- Participants will get five minutes time to show their talent.
- There will be one round of competition.

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Material Required:

- Participants have to bring their own instruments.

GLAM & GLITZ CLUB

Glam & Glitz Club: The Fashion Show

About the Activity: A flamboyant fashion show which will showcase the innovativeness and ingenuity of students to depict attires in synchronization with the given themes. The activity shall comprise of one round of ramp walk with exquisite display of costumes and designs based on the themes given below:

- ❖ Business or professional wear
- ❖ Bollywood Trends
- ❖ Indo-Western

Teams:

- One team can participate from an Institute.
- A team will consist of 12 -15 members.

Rules & Regulations:

- Performance time given to each team will be 15-20 minutes. Marks will be deducted if the teams exceed the time allocated.
- Institute will select and represent only a single theme from the three.
- Teams need to report at the venue at least one hour before the start of the event.

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- The music and other audio/video content needed by the team for their show should be handed over to the authorities well in advance.
- Please ensure that there is no form of obscenity or vulgarity in the presentation. There should be no derogatory action that could generate offence to any religious sentiments.

Material Required:

- Teams need to bring all the props, costumes, accessories, etc. that they may need for the show.

Judgment criteria:

- The participants will be judged on the basis of clothes, confidence, style, depiction of theme, and rhythm.

APACHE CLUB

I Carom:

About the Activity: Carom will be played between the two competing team.

Teams:

- One team can participate from an Institute.
- All Carom matches will be played in Mixed Doubles category.

Rules & Regulations:

- Game will be on knockout basis.
- Each match will be planned after ensuring that the players are available for that time. In the event of one player not showing up, the other player will get a walkover and will proceed to next stage. However, there will be no walkover in the finals.

Material Required: All material required will be provided to the participants.

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II Chess:

About the Activity: Chess will be played between the two competing team.

Teams:

- One team can participate from an Institute.
- Maximum two participants can participate in a team.

Rules & Regulations:

- All Matches will be played according to the National Rules.
- All games will be played in the playing area at the time specified by the organizers, unless otherwise decided by the Chief Arbiter.
- Apart from the players and arbiters, no other person shall be allowed in the actual playing area during the games.
- The players are not permitted to bring into the playing venue technical and other equipment extraneous to play, which may in any way disturb or upset the opponent.
- During the game, a player has to follow the Laws of Chess.
- Time limit is One Hour for a game.

Material Required: All material required will be provided to the participants.

III Table Tennis:

About the Activity: Table Tennis will be played in singles as well as doubles.

Teams:

- Maximum two teams can participate from an Institute.
- One team in each category from an Institute.

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Rules & Regulations:

- Event will be held in Knock-out basis.

Material Required:

- All participants are required to bring their own rackets.

IV Treasure Hunt:

About the Activity: In Treasure Hunt the teams will be provided with clues which will be directed at the location of the treasure of that round. The treasure will be placed at some location within the RAMA campus only. The team members need to deliberate on the clue and try to find the location of the treasure.

Teams:

- One team can participate from an Institute.
- There should be three participants in a team.

Rules and Regulations:

- The teams will be given one clue and they will compete with each other to search the treasure for that round.
- Once the treasure for the round is located, the team who gets there first will be the winner of that round.
- As soon as the treasure of a round is located, all teams will re-assemble again at the starting point to take the next clue for the next round.
- There will be a total of three rounds of the hunt.
- Final scores will be calculated on the basis of total scores won by the team in all the rounds.

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V Tug of War:

About the activity: A game of strength and team work, in which there will be rope pulling by the two teams. Each team will try to pull the other team in his side. It will be a knock out tournament based on best of three pulls.

Teams:

- One team can participate from an Institute.
- Each team should have at least 10 players i.e. 5 boys and 5 girls.

Rules and Regulations:

- There will be three rounds and team winning two out of them will win the match.
- Lowering ones elbow below the knee during a pull known as 'locking' as well as touching the ground for extended periods of time, is a foul.
- The rope must be under the arms; actions such as pulling rope over shoulders will be considered foul.
- No knots or loops may be made in the rope, nor it be locked across any part of the body of any member of the team.
- Holes may not be dug in the ground.

VI Arm Wrestling:

About the Activity: This will be a knock out tournament of Arm wrestling.

Teams:

- One team can participate from an Institute.
- Each team comprises of one member.

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Rules and regulations:

- There will be three rounds and team winning two out of them will win the match.
- The competitor's shoulders must be square to the table before the match starts.
- The competitor's shoulders may not be less than a fist distance away from their hands at the start.
- The competitors shoulder should not go past the center of the table.
- If a competitor intentionally opens his-her hand and a slip occurs the referee will restart the match and a foul will be given.

KAVITA: Poetry Competition

About the Activity: In poetry competition topic will be given on the spot and participants are to write a poem on the given topic within 20 minutes.

Teams: Students to participate individually.

Rules and Regulations:

- Registration fee Rs 100.
- Time to write poem 20 minutes.
- Time limit to recite poem 3 minutes.
- Use of mobile phones will be strictly prohibited.
- Decision of judges will be final
- Price money: winner – Rs 700 & Runner up – Rs 400 (with memento & certificate.)

Judging:

- The poem will be judged on contents and presentation.
- All decisions by the judges will be final.

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Material Required:

- All participants will be provided requisite writing material.

Band Wars: Band Competition

Teams & Divisions:

1. Teams must consist of 4-6 members who will play the lead guitar, bass guitar, drums and lead vocal.
2. Each band should have a band name.
3. Time limit for performance is 20 minutes.

Scoring

Scoring will be based upon on TECHNICAL SCORE and CREATIVE SCORE. The weight of each scoring component is as follows:

- Technical Score 50% (not including bonus points)
- Creative Score 50%

1. Technical Score

- (a) After completion of the song, each player's performance percentage from the game will be converted to points and used as their base score. Example: 18% = 18 points.
- (b) The base score is then multiplied by the difficulty level factor to determine bonus points.
 - Easy:1.0 (maximum is 1points at this level)
 - Medium: 2.0 (maximum is 2 points at this level)
 - Hard:3.0 (maximum is 3 points at this level)
 - Expert: 4.0 (maximum is 4 points at this level)

Manthan '14

2. Creative Score

The creative score consists of **Band Creativity and Individual Creativity**. This area is what makes your band's performance on stage memorable. So feel free to dance, ad lib and use small props - be creative! Anyone can dress up and play a song, but its how you act as the part of a Rock Band! Stage Presence isn't always showing how wild and crazy you are. It's the persona of the band and the reason people would want to continue to watch you beyond the first song. All props must be approved for use by the judge prior to their use. Absolutely NO pyrotechnics or explosives! This is a subjective score awarded by the judges.

(a) Band Creativity (5 marks)

- Band Name
- Band Unity
- Crowd Reaction
- Presentation

(b) Individual Creativity (5 marks)

- Stage Presence
- Costume

Scoring Criteria

Planning & Preparedness – 20%

- Planning: Was there evidence of performance planning?
- Preparation: Were the instruments and equipment tuned/made ready prior to performance?
- Timing: Did the band start on time?
- Evidence of rehearsal: Lyrics learnt, appeared ready and prepared to play?

Originality – 30%

- Material: How unique were the songs? Did the songs fit the set? Did the songs fit the genre?
- Appearance: Did the band look original? Did the band stand out?
- Improvisation: Did the band demonstrate any level of original improvisational skill? E.g. 'jam out' or vocal through an instrument change, repair or equipment failure.

Manthan '14

Interface with Audience – 10%

- Verbal Interaction: Did the band introduce themselves? Did the band talk to/with the audience?
- Physical Interaction: Did the band physically participate with the audience? E.g. Eye contact, head nod, acknowledgments, waving, gesturing, dancing with the audience or hand signals.
- Confidence: Was the band confident in their interaction with the audience?

Quality of Performance – 20%

- Confidence/Competence: Did the band look at ease whilst playing? Did the band appear to be able to do what they wanted to do?
- Set Dynamism: Did the band's set list appear to play according to a plan? Was it well constructed and able to manipulate the audience's mood?
- Stage Presence: Did the band use the stage effectively? Did the band appear positive about their performance? Did the band interact effectively on stage? How did the band cope with any problems they may have encountered?
- Conformance to contest rules: Did the band follow the rules stated in the contest? E.g. time limit, profanity?

Presentation – 20%

- Attitude: Did the band's on-stage attitude appear suitable to their genre? E.g. were they 'Punk' if Punk, 'Raucous' if Rock?
- Appearance: Did the band show personality on stage? Did the band appear to enjoy what they were doing?
- Entertainment factor/Showmanship: Did the band entertain? Did one or the entire band display showmanship towards the crowd?

General rules

1. Each band will be given five minutes to set up and prepare for their performance. Any band taking more than 5 minutes to start will be penalized 200 points for every 10 seconds past the 5 minute limit. Bands may not begin their performance until the judge signify that they can start.

2. At no time will performers be allowed to purposely damage or destroy the supplied equipment. If any equipment is purposely damaged, that band will be disqualified from competition, and the respective lodge will be responsible to pay for replacement of the damaged equipment.

Manthan '14

3. If a band pauses the game or if the game shuts down due to poor band performance/score, the band will be disqualified from the competition, unless such pause is caused due to technical difficulties related to the equipment (not player difficulty).
4. If the game system, projection system, instruments or microphones malfunction, a band's performance will be restarted from the beginning and scoring will be treated as if the band is performing for the first time.
5. The use of devices to assist in playing instruments or enhancing vocals will not be permitted.
6. Drummers must use drum sticks. Playing drums with hands or fingers will not be allowed.
7. Contestants may play at any difficulty level (except the beginner level), higher difficulty levels will result in more points.
8. At the end of the song, no band member is to touch any buttons or pads on their instruments until their score is recorded by the judge and the judge have instructed them to clear their score. If a band clears their score before the judge has recorded it, the Band will be disqualified from the competition.
9. Players may not eject the game disc from the system, unplug anything from the sound, projection or game system, or touch power outlets without the consent from the judge.

Price money:

Winner – Rs 15000 & Runner up – Rs 5000 (with memento & certificate).

General Rules/Instructions:

Registration Fee: **Manthan Registration** Fee is Rs1500/- for the Institute/College for a team up to 10 students. For every additional student Rs. 150 /- per head will be registration fee. The registration **fee includes free lunch on both days of the fest.** Each Institute can send two teams.

Participation: Participants can participate in any number of events. All participants are advised to report one hour before the commencement of the event in which they participate.

Meals: **Lunch will be served free of charge to all participants on both days of the fest.** Lunch coupons will be available at the registration counter during the days of event on both days. There will be few other food stalls which will cater to intermediary snack and fast food requirements during the day at economical prices.

Accommodation: Comfortable stay arrangement will be provided to out station participants on the **“first come first served basis”** and it will be free of cost to participants.

Transportation: Free transport facility will be available to participants. The bus will start from Gole Chauraha, Kanpur at 8:30 am for Rama City campus Mandhana and will leave Rama City campus Mandhana in the evening at 7:00 am for Gole Chauraha on both the days of fest i.e. on 20th & 21st Feb 2014.

Fee Submission: Fees may be sending to the institute through a DD or Banker Cheque in favor of **“Student Welfare Committee RIET” payable at Kanpur.** The fees can also be deposited in cash at the registration counter during registration of the team. Teams must report to the registration desk as soon as they reach the Rama Engineering and Management Campus, Mandhana Kanpur.

Judgment: Judge's decision will be considered final in all events.

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Note: **All participants are advised to bring their Institute/ College Identity card to avoid any inconvenience.**