



डा.ए.पी.जे.अब्दुल कलाम प्राविधिक विश्वविद्यालय, उत्तर प्रदेश, लखनऊ
सेक्टर-11, जानकीपुरम् विस्तार योजना, लखनऊ-226031

पत्रांक: डा0ए0पी0जे0अ0क0प्रा0वि0/डी एस डब्ल्यू/2019/2624

दिनांक: : 09/09/2019

सेवा में

निदेशक/प्राचार्य
डा.ए.पी.जे.अब्दुल कलाम प्राविधिक विश्वविद्यालय,
से सम्बद्ध समस्त संस्थान।

विषय: डा.ए.पी.जे.अब्दुल कलाम प्राविधिक विश्वविद्यालय, लखनऊ से संबद्ध संस्थानों में सत्र 2019-20 में विभिन्न प्रतियोगिताओं को कराये जाने के संबंध में।

महोदय,

उपरोक्त विषय के संबंध में सूचित करना है कि डा.ए.पी.जे.अब्दुल कलाम प्राविधिक विश्वविद्यालय, लखनऊ से संबद्ध संस्थानों में सत्र 2019-20 के लिये डा0 अब्दुल कलाम आर्ट्स एवं कल्चरल फेस्ट, स्पोर्ट्स फेस्ट, टेक्निकल एवं लिटरेरी एण्ड मैनेजमेन्ट फेस्ट कराये जाने हेतु दिनांक 04.09.2019 को माननीय कुलपति महोदय की अध्यक्षता में जोनल एवं स्टेट लेवल केन्द्रों की सम्पन्न बैठक के क्रम में विश्वविद्यालय द्वारा निर्धारित शेड्यूल तथा जोनल/स्टेट लेवल केन्द्रों की संशोधित सूची संलग्न कर इस आशय से प्रेषित है कि उक्त आयोजन में छात्र/छात्राओं के प्रतिभाग हेतु समुचित प्रयास किये जायें। यह भी सूच्य है कि स्टेट लेवल की सभी प्रतियोगिताओं का आयोजन विश्वविद्यालय स्तर पर किया जायेगा।

संलग्नक: यथोक्त

भवदीय

(प्रो0 ओ0पी0 सिंह)
अधिष्ठाता, छात्र कल्याण

पृष्ठांकन सं0 व दिनांक-उपरोक्त

प्रतिलिपि: निम्नलिखित को सूचनार्थ एवं आवश्यक कार्यवाही हेतु प्रेषित:-

- 1- वित्त अधिकारी, डा0ए0पी0जे0अ0क0प्रा0वि0, लखनऊ को आवश्यक कार्यवाही हेतु।
- 2- कुलसचिव, डा0ए0पी0जे0अ0क0प्रा0वि0, लखनऊ को आवश्यक कार्यवाही हेतु।
- 3- परीक्षा नियंत्रक, डा0ए0पी0जे0अ0क0प्रा0वि0, लखनऊ को आवश्यक कार्यवाही हेतु।
- 4- समस्त अधिष्ठाता, डा0ए0पी0जे0अ0क0प्रा0वि0, लखनऊ को आवश्यक कार्यवाही हेतु।
- 5- मीडिया प्रभारी, डा0ए0पी0जे0अ0क0प्रा0वि0, लखनऊ को आवश्यक कार्यवाही हेतु।
- 6- स्टाफ अफिसर, डा0ए0पी0जे0अ0क0प्रा0वि0, लखनऊ को आवश्यक कार्यवाही हेतु।

(प्रो0 ओ0पी0 सिंह)
अधिष्ठाता, छात्र कल्याण



Dr. A.P.J. Abdul Kalam Technical University
Uttar Pradesh, Lucknow

Dr. Abdul Kalam
Arts & Cultural, Sports and Technical, Literary & Management Fest (2019-20)

Events Schedule

S. No.	Name of Activities	Schedule of Activities at Zonal Level	Schedule of Activities at State Level
1.	Dr. Abdul Kalam Sports Fest	24-26 September, 2019	12-14 October, 2019
2.	Dr. Abdul Kalam Technical, Literary and Management Fest	08-09 November, 2019	22-23 November, 2019
3.	Dr. Abdul Kalam Arts and Cultural Fest	07-08 February, 2020	25-26 February, 2020

State Level Centers and Events Schedule

S. No.	Name of Activities	State Level Centers	Schedule of Activities at State Level
1.	Dr. Abdul Kalam Sports Fest	BBDNITM, Lucknow	12-14 October, 2019
2.	Dr. Abdul Kalam Technical, Literary and Management Fest	Centre for Advanced Studies, AKTU, Lucknow	22-23 November, 2019
3.	Dr. Abdul Kalam Arts and Cultural Fest	Faculty of Architecture and Planning, AKTU, Lucknow	25-26 February, 2020



Dr. A.P.J. Abdul Kalam Technical University Uttar Pradesh, Lucknow

Dr. Abdul Kalam Arts & Cultural, Sports and Technical, Literary & Management Fest (2019-20)

Zonal Level Centers

S. No.	Zone	District under Zone	Dr. Abdul Kalam Sports Fest (24-26 September, 2019)	Dr. Abdul Kalam Technical, Literary and Management Fest (08-09 November, 2019)	Dr. Abdul Kalam Arts and Cultural Fest (07-08 February, 2020)
1.	Agra	Agra, Aligarh, Mathura, Hathras, Mainpuri	R.B. S. Engineering Technical Campus, Bichpuri, Agra (004)	Vivekananda College of Technology & Mgmt., Aligarh (340)	Hindustan College of Science & Technology, Mathura (064)
2.	Prayagraj	Prayagraj, Jaunpur, Bhadohi, Mirzapur, Sonebhadra, Sultanpur, Varanasi	United College of Engg. and Management, Allahabad (342)	Shambhu Nath Institute of Engg and Tech., Allahabad (162)	Kashi Institute of Technology, Varanasi (428)
3.	Bareilly	Bareilly, Moradabad, Shikohabad, Sitapur	Moradabad Institute of Technology, Moradabad (082)	Rakshpal Bahadur College of Engg & Technology, Bareilly (319)	Shri Ram Murti Smarak College of Engg & Technology, Bareilly (014)
4.	GB Nagar	Noida/ Greater Noida (G.B. Nagar)	Dronacharya College of Engineering, Greater NOIDA, G. B. Nagar (230)	Skyline Institute of Engg. & Technology, Greater NOIDA, G.B. Nagar (153)	I.T.S. Engineering College Greater Noida (222)
5.	Ghaziabad	Ghaziabad, Modinagar	Vishveshwarya Institute of Engg. & Technology, G.B. Nagar (096)	Dr. K.N. Modi Inst. of Engg. & Tech., Modinagar, Ghaziabad (077)	ABES Engineering College, Ghaziabad (032)
6.	Gorakhpur	Gorakhpur, Gonda, Mahrajganj, Basti, Azamgarh, Ballia, Ghazipur	Institute of Technology and Management, Mahrajganj (472)	Rajkiya Engineering College, Azamgarh (736)	KIPM College of Engineering & Technology, Gorakhpur (751)
7.	Lucknow	Lucknow, Amethi, Raebareli, Banda, Hardoi, Kanpur, Barabanki, Jhansi, Ambedkar Nagar, Unnao, Kannauj	Goel Institute of Technology & Management, Lucknow (360)	Rajkiya Engineering College, Ambedkar Nagar (737)	Maharana Pratap Engineering College, Kanpur (046)
8.	Meerut	Meerut, Bagpat, Bijnore, Saharanpur, Shamli, Muzaffar Nagar	J.P. Institute of Engineering & Technology, Meerut (282)	Rajkiya Engineering College, Chandpur, Bijnor UP 246725 (735)	Vidya College of Engineering, Meerut (229)

Note: In case of any institution not included in this list may report to nearest Zonal Centre.



Dr. A.P.J. Abdul Kalam Technical University
Uttar Pradesh, Lucknow

Dr. Abdul Kalam
Arts & Cultural, Sports and Technical, Literary & Management Fest (2019-20)

Events to be Organized at Zonal / State Levels

S. No.	Dr. Abdul Kalam Arts and Cultural Fest		Dr. Abdul Kalam Sports Fest	Dr. Abdul Kalam Technical, Literary and Management Fest
	Arts Events	Cultural Events		
1.	Art from waste (3-5)	Battle of Bands/Band wars (4-6)	Athletics (100m, 200m, 400m, 800m, 1500m, 4×100m relay, 4×400m Relay, Long jump, High jump, Discus Throw, Shot-put, Javelin) (15M/15F)	Business Plan (2)
2.	Cartooning (1)	Solo Dance (Indian) (1)	Badminton (4M/4F)	Bridge Kriti (2)
3.	Collage Making (2)	Duet Dance (Indian) (2)	Basketball (10M/10F)	Check Your Knowledge (2)
4.	Face Painting (2)	Dance (Folk) (Indian) (6-8)	Chess (2M/2F)	Coding Contest (2)
5.	Mehandi Design (02)	Fashion Choreography (6-8)	KHO-KHO (12F)	Debate (2)
6.	Poster Making (2)	Classical Vocal Solo (Hindustani) (1)	Football (14M)	Dumb Charades on books (4)
7.	Rangoli (2)	Light Vocal Solo (Indian) (1)	Table Tennis (4M/4F)	Elocution (1)
8.	On the Spot Painting (1)	Group Song (Indian) (6-8)	Volleyball (10M/10F)	Frugal Engineering (Jugad) (3)
9.	T- Shirt Painting (2)	Folk Orchestra (6-8)	Kabaddi (10 M)	Just a minute (1)
10.		Mime (4-6)		Robo Race (4)
11.		Mimicry (1-2)		Robo War (4)
12.		Nukkad Natak/Street Play (12-15)		Technical Poster (2)
13.		Skit/Play (4-6)		Working Model Exhibition (2)

Note: Bracketed quantities represent the number of Participants / Institute / Event.



Dr. A.P.J. Abdul Kalam Technical University

Uttar Pradesh, Lucknow

Dr. Abdul Kalam Arts & Cultural, Sports and Technical, Literary & Management Fest (2019-20)

GENERAL RULES AND REGULATIONS

- Only bonafide, full time student, who is enrolled for a course of University, will be eligible to participate.
- All the participants should bring their college *Identity Card*.
- All the participants should bring No Objection Certificate from Director/Principal of the concerned college. Event wise list of participants may be prepared for this purpose.
- All the participating colleges should provide list of each team to the Zonal Centre at least 10 days before starting of the fest.
- Only one team from a college will be allowed to participate in a particular event.
- One student can participate in maximum 2 games. In sports category, athletics will be treated as one game event where a student can take part in maximum 2 events. In case of clash in the timing of two events, no request for changing the time of any event will be entertained.
- All the teams should report at the respective Zonal/State Level Center timely so that registration process can be completed as per time schedule.
- Zonal centres will issue an identity card to all the participants/office bearers who will bear this card at all times during the events.
- Participants of all events should report at the assigned venue at least 30 minutes before start of the respective events.
- Two office bearers, 1M/1F, should accompany the squad from each participating college who will be responsible for discipline of their team. Officials should also bring their college Identity Card.
- Participating colleges should have flags/placards/banners of their colleges. A Procession/ March past of participating colleges shall be organized on inaugural day before the formal inaugural ceremony.
- If any participant is found involved in any indisciplinary activities he/she will be debarred from the tournament immediately.
- Illegal participation of any player/team in any event will be responsible for disqualification of all teams of the concerned college from all events of the tournament and the college authority will be responsible for this act.

- There should be proper media coverage of the events.
- Correct name of the events should be displayed on the banners/flexes/pamphlets, etc., such as Dr. Abdul Kalam Arts and Cultural Fest, Dr. Abdul Kalam Sports Fest and Dr. Abdul Kalam Technical, Literary and Management fest.
- University Kulgeet should be sung during the inauguration and closing ceremony of the fest.
- Flag of the University should be hosted at few places in the college campus during the event days.
- Decision of the panel of judges/umpires/referees will be final and binding to all.
- Each Zonal Center should form a 3-member committee, from the participating colleges, who will monitor the events and will help to resolve the issues in case of any dispute.
- Only winners of each event will be eligible to participate in State Level events.
- All zonal Centers should make proper arrangement of medical facility for the participants.
- Each zonal Center should make arrangement of photography/videography on the days of events.
- All the Coordinators of Zonal Centers will provide a detailed report of the fest, including college wise/event wise list of participants and event wise list of winners/runners (gold/silver/bronze) within 3 days of completion of the event to the Dean Student Welfare of the university at email id: dean.sw@aktu.ac.in. A separate list of winners (gold medallist) only should be sent on the next day of completion of the fest.

Dr. Abdul Kalam Arts and Cultural Fest

General Rules & Regulations

1. Art from waste

- Team can comprise of 3-5 students.
- Participants will be free to choose the theme.
- Duration is 4 hrs.
- Participants should bring their own material if they want.
- Centre may provide some waste materials if informed timely.

2. Cartooning

- Team will comprise of 1 member.
- Item will be conducted on the spot on the given subject/ idea.
- Duration will not be more than 2 hours.
- Participants shall bring their own material.
- Center will providedrawing paper/sheet.
- size of sheet will be 22 inches X 15 inches.

3. Collage Making

- Team will comprise of 2 members.
- Participants will be given a theme/subject on the spot, sheet size 22 inches X 15 inches.
- The Design using the theme/subject accurately will be awarded extra points.
- Duration will not be more than120 Minutes.
- Marks will be deducted if time limit is exceeded.
- Participants should bring their own materials.Center will providedrawing paper/sheet.

4. Face Painting

- Team will comprise of 2 members (one will paint, another will get painted)
- Participants will be given a theme.
- The design using the theme accurately will be awarded extra points.
- Durationwill not be more than120 Minutes.
- Marks will be deducted if time limit is exceeded.
- Participants should bring their own materials.

5. Mehandi Design

- Team will comprise of 2 members.
- Durationwill not be more than 120 minutes.
- The due credit will be given on originality, creativity, decorative art with aesthetic sense.
- Use of hand print, any kind of mold and any kind of decorative material is not allowed.
- The participant has to bring its own Mehandi and other materials required for it.
- The Mehandi must be extended to the palmer side forearm with minimum six-inch length.
- The participant has to draw the Mehandi on palmer side of both hands.
- Marks will be deducted if time limit is exceeded.

6. Poster Making

- Team can comprise of 2 members.
- Participants will be given a theme on the spot, sheet size 22" X 15".
- The design using the theme accurately will be awarded extra points.

- Duration will not be more than 120 Minutes.
- Marks will be deducted if time limit is exceeded.
- Participants should bring their own materials. Center will provide drawing paper/sheet.
- Any pre-prepared work shall lead to disqualification.

7. Rangoli

- Only one entry per Institution is allowed.
- Each Institute will be represented by 02 participants.
- Duration will not be more than 120 minutes.
- Participants shall bring their own material.
- For this the medium and form for expression can be free hand, pictorial and descriptive.
- Only one medium shall be used – Poster Colours or Flower Petals or Sawdust or Pulses or Rice without pasting.
- The Participants shall have to prepare a Rangoli within the space provided by the organizers.
- Participants will be given a theme on which they will be required to make a Rangoli.
- Marks will be deducted if time limit is exceeded.

8. On the Spot Painting

- Team will comprise of 1 member.
- Painting will be conducted on the spot on the subject given at the event center.
- Duration will not be more than 2 hours.
- Size of the painting will be 22 inches X 15 inches.
- Painting can be done in oil, water, poster or pastel colours.
- Candidate shall bring their own material like brushes, paints etc. Only the paper/ sheet will be provided by the host center.

9. T- shirt Painting

- Team can comprise of 2 members.
- Participants will be given a theme.
- Duration will not be more than 60 Minutes.
- Marks will be deducted if time limit is exceeded.
- Participants should bring their own materials.

10. Battle of Bands/Band Wars

- It will be a Group event. Team can comprise of 4-6 members.
- Participants can sing on the song of their own choice.
- Duration will be 10-12 Minutes.
- Participants should bring their own musical instruments.

11. Dance

(a) Folk Dance (Indian)

- Only one entry per Institution is allowed. Maximum 08 participants allowed per team.
- The team may consist of all boys, all girls or a mixture of both.
- Duration of dance should not be more than 10 minutes.
- Three copies of a brief note giving the theme and the text of song, if any, is to be submitted along with the entry form at the time of registration.
- Judgment will be based on the basis of Rhythm, Formation, Expression, Costumes, Make-up, Sets on Overall Effect.

(b) Solo Dance (Indian)

- Only one entry per Institution is allowed. Maximum 01 participant allowed per team.
- Duration of dance should not be more than 10 minutes.
- Judgment will be based on the qualities like Tal, Technique, Rhythm, Abhinaya or Expression, Costumes, Footwork and general impression etc.

(c) Duet Dance (Indian)

- Only one entry per Institution is allowed.
- Duration of dance should not be more than 10 minutes.
- Male/Female constraints are not applicable.
- Judgment will be based on the qualities like Tal, Technique, Rhythm, Abhinaya or Expression, Costumes, Footwork and general impression etc.

12. Fashion Choreography

- Team can comprise of 6-8 students.
- Participants will be given the theme beforehand.
- Duration is 7 min.
- Participants should wear dresses according to the theme.
- Materials required for the contest must be brought by the contestants themselves.
- Marks will be given for the music selected, choreography, confidence of the students walking the ramp.

13. Music (*Participants must bring their own instrument*)

(a) Classical Vocal Solo (Hindustani)

- Only one entry per Institution is allowed. Duration of performance- 10 min.
- Item should be presented in Hindustani style.
- Cinema songs are not allowed under this item.
- Succinct thought and care must be exercised in the choice of Raga and composition.
- Judgment will be based on the qualities like, tal, selection of raga, composition and general impression.

(b) Light Vocal Solo (Indian)

- Only one entry per Institution is allowed.
- Duration of the song shall be between 4 to 6 minutes.
- Only non-film songs/ geet/ ghazal/ bhajan/ shabad and abhangas can be presented.
- Judgment will be made on the qualities like swara, taal, selection of raga, composition and general impression.

(c) Group Song (Indian)

- Only one entry per Institution is allowed.
- A team has to present two songs, one patriotic and another will be a folk song.
- Each Institute will be represented by 06-08 participants.
- The group songs should be taken from Indian songs which can be in regional language.
- No film song should be presented as group song.
- Maximum time allowed for the group song is 10 minutes.
- Judging of this item will be on the basis of quality of singing only and not on make-up, costumes and actions of the team.

(d) Folk Orchestra

- Each Institute can send only one team.
- The team shall consist of up to 06-10 participants. The group can consist of all boys or all girls or combined.
- The duration of the performance will be a minimum for 7 and a maximum for 10 minutes.
- The team may present preferably those folk tunes which are recognized as folk tunes of the Uttar Pradesh.

14. Mime

- Only one team per institute will be allowed.
- Maximum 06 participants allowed per team.
- Duration of performance shall be maximum of 5 minutes.
- Judgment will most likely be based on the qualities like idea, creativity of presentation, use of make-up, music and general impression.

15. Mimicry / Standup Comedy

- Only one entry per Institution is allowed. Maximum 01-02 participant allowed per team.
- Duration of performance should not be more than 05 minutes.
- Participants may mimic sound of machines and speeches of well-known persons, etc. including film personalities.
- Marking will be based on: (i) Skill imitating (ii) Variety of sound and voices imitate (iii) Presentation, etc.

16. Nukkad Naatak/Street Play

- Only one team per institute will be allowed. Plays can be in Hindi or English.
- The team shall consist of 12-15 participants.
- Maximum time allotted for each team is 15 minutes.
- No props (except musical props as Dholak, Flute, Tabla, etc.) are allowed. Teams can use banners and posters. Uses of mikes, lights or other electrical instruments are not allowed.
- Usage of abusive language is strictly prohibited.
- Use of any sort of hazardous element/prop is strictly prohibited.
- No technical support or professional assistance is permitted.
- Performance should be confined within the following themes:
 - Water conservation
 - Pollution
 - Gender equality
 - Solid waste
 - Swachhata abhiyan
 - Anti-ragging

17. Skit/Play

- Only one team per institute will be allowed. Maximum 06 participants allowed per team.
- Maximum time allotted for each team is 10 minutes.
- Use of make-up, drapery and background music is allowed.
- Personal remarks, aspersions, character assassination, etc. is not allowed.
- Participating team should submit three copies of the synopsis of the theme of Skit, alongwith language of presentation (Hindi or English) on the day of registration.
- The item will be Judged basically on the qualities like theme, work on acting, stage craft, design and general impression.
- Vulgarity or bitter insinuations in presentation are strictly prohibited. Only innocent satire or humour is expected.

Dr. Abdul Kalam Sports Fest

General Rules & Regulations

1. RULES OF ATHLETICS

RACE: 100m, 200m, 400m, 800m, 1500m

- In all races up to and including 400m, each athlete shall have a separate lane, with a width of 1.22m \pm 0.01m, including the lane line on the right, marked by white lines 50mm in width. All lanes shall be of the same nominal width.
- The start of a race shall be denoted by a white line 50mm wide. In all races not run in lanes, the start line shall be curved, so that all the athletes start the same distance from the finish. Starting positions in events at all distances shall be numbered from left to right, facing the direction of running.
- An athlete, after assuming a full and final starting position, shall not commence his start until after receiving the report of the gun. If, in the judgment of the Starter or Recalls, he does so any earlier, it shall be deemed a false start.

RELAY RACES 4X100m and 4X400m

- Each takeover zone shall be 20m long of which the scratch line is the centre. The zones shall start and finish at the edges of the zone lines nearest the start line in the running direction.
- The relay baton shall be a smooth hollow tube, circular in section, made of wood, metal or any other rigid material in one piece, the length of which shall be 0.28m to 0.30m.
- If dropped, the baton shall be recovered by the athlete who dropped it. He/she may leave his/her lane to retrieve it provided that, by doing so, he/she does not lessen the distance to be covered.
- Passing of the baton outside the takeover zone shall result in disqualification. Each member of a relay team may run one leg only.

LONG JUMP

- The minimum length of the runway, measured from the relevant take-off line shall be 40m and, where conditions permit, 45m. It shall have a width of 1.22m \pm 0.01m and shall be marked by white lines 50mm in width.
- The take-off shall be marked by a board sunk level with the runway and the surface of the landing area. The edge of the board which is nearer to the landing area shall be the take-off line.
- The landing area shall have a minimum width of 2.75m and a maximum width of 3m. The landing area should be filled with soft damp sand, the top surface of which shall be level with the take-off board.
- All jumps shall be measured from the nearest break in the landing area made by any part of the body, or anything that was attached to the body at the time it made a mark, to the take-off line, or the measurement shall be taken perpendicular to the take-off line or its extension.

An athlete fails if:

- (a) he/she while taking off, touches the ground beyond the take-off line with any part of his/her body, whether running up without jumping or in the act of jumping; or
- (b) he takes off from outside either end of the board, whether beyond or before the extension of the take-off line.

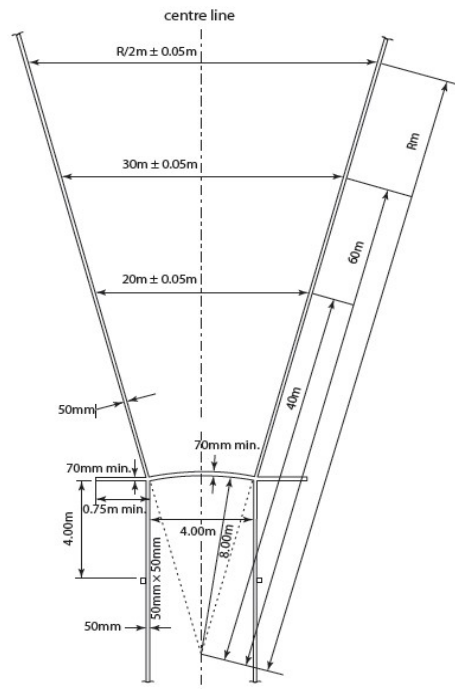
SHOTPUT

The shot shall be put from the shoulder with one hand only. At the time an athlete takes a stance in the circle to commence a put, the shot shall touch or be in close proximity to the neck or the chin and the hand shall

not be dropped below this position during the action of putting. The shot shall not be taken behind the line of the shoulders.

JAVELIN

The minimum length of the runway shall be 30m. It shall be marked by two parallel white lines 50mm wide and 4m apart. The throw shall be made from behind an arc of a circle drawn with a radius of 8m and must fall in the given zone only.



HIGH JUMP

- An athlete fails if:
 - After the jump, the bar does not remain on the supports because of the action of the athlete whilst jumping; or
 - He touches the ground including the landing area beyond the vertical plane through the nearer edge of the crossbar, either between or outside the uprights with any part of his body, without first clearing the bar. However, if when he jumps, an
- Athlete touches the landing area with his foot and in the opinion of the Judge, no advantage is gained, the jump for that reason should not be considered a failure.
- He/she touches the crossbar or the vertical section of the uprights when running up without jumping.

RULES OF DISCUS THROW

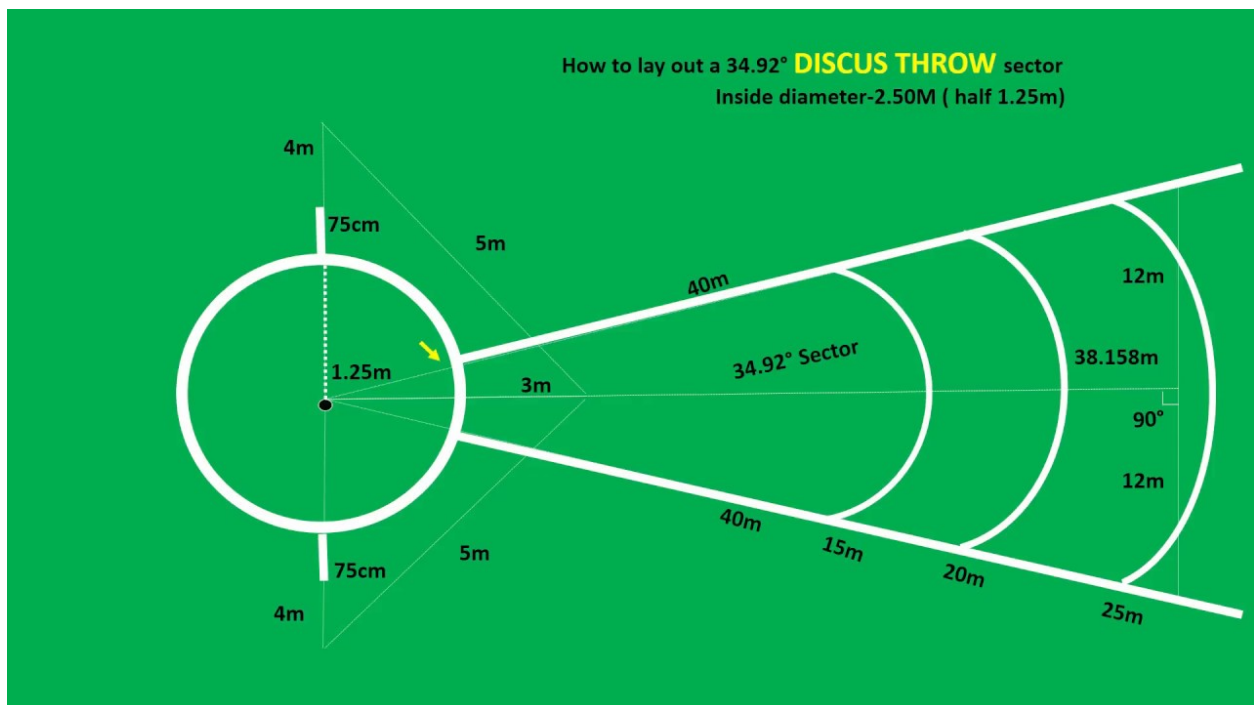
Rules Regarding Cage

- The construction and the strength of the cage should be such that it can arrest a disc of around 2Kg coming at a speed of 25m/sec.

- The cage should have at least one side open. Therefore, it is often recommended to construct it in a “U” shape.

Here are some important rules regarding throw

- The discus can only be thrown by an athlete when he or she will stand inside a circle which has a diameter of 2.5m.
- During the course of throw, the athletes are prohibited from touching the top of the rim. However, they can touch the inner part of the rim.
- An athlete cannot touch the ground beyond the circle.
- If the athlete leaves the circle before the landing of the disc on the ground, then it will be considered as a foul throw.
- Each athlete would be given 03 chances to showcase their talent.
- There is particular boundary of landing of the disc as shown in the figure below. If the disc lands outside that zone then that throw is considered invalid.



2. RULES OF BADMINTON

- It will be a team event. Each team will consist of 4 players.
- A game can take place with either two (singles) or four (doubles) players.
- An official match has to be played indoors on the proper court dimensions. The dimensions are 6.1m by 13.4m. The net is situated through the middle of the court and is set at 1.55m.
- To score a point the shuttlecock must hit within the parameters of the opponent's court.
- If the shuttlecock hits the net or lands out then a point is awarded to your opponent.
- Players must serve diagonally across the net to their opponent. As points are won then serving stations move from one side to the other. There are no second serves so if your first serve goes out then your opponent wins the point.
- A serve must be hit underarm and below the server's waist. No overarm serves are allowed.

- Each game will start with a toss to determine which player will serve first and which side of the court the opponent would like to start from.
- Once the shuttlecock is 'live' then a player may move around the court as they wish. They are permitted to hit the shuttlecock from out of the playing area.
- If a player touches the net with any part of their body or racket then it is deemed a fault and their opponent receives the point.
- A fault is also called if a player deliberately distracts their opponent, the shuttlecock is caught in the racket then flung, the shuttlecock is hit twice or if the player continues to infract with the laws of badminton.
- Each game is umpired by a referee on a high chair who overlooks the game. There are also line judges who monitor if the shuttlecock lands in or not. The referee has overriding calls on infringements and faults.
- Let may be called by the referee if an unforeseen or accidental circumstance arose. These may include the shuttlecock getting stuck in the bet, server serving out of turn, one player was not ready or a decision which is too close to call.
- The game has only two rest periods coming the form of a 90 second rest after the first game and a 5-minute rest period after the second game.
- If the laws are continuously broken by a player then the referee holds the power to dock that player of points with persisting fouls receiving a forfeit of the set or even the match.

3. RULES OF BASKETBALL

- FIBA rules will apply.
- 10 mins each quarter with 2 min break between the quarters and 5 minutes at half time.
- Teams should report to the Basket Ball court half an hour before commencement of the match.
- All the players of the team should have same colour of jersey with printed numbers.
- Maximum 10 players are allowed in a team.
- No players should carry anything in his/her hand or neck (wrist watch, necklace, ring, kada, bracelet etc.).

4. RULES OF CHESS

- All the rules of **FIDE (Federation Internationale des Echecs)**, World Chess Federation, will be followed in Chess tournament.

5. RULES OF KHO-KHO (Female)

- Total number of participants is 12 (including 3 Substitutes).
- Timings: 14 minutes (7 for Chasing and 7 for Running) for each team
- The organizer can modify the timings as per convenience.
- Rules of KKFI will be applied.

6. RULES OF FOOTBAL

- A match consists of two 30 minutes halves with a 10-minute rest period in between.
- Each team can have a minimum off 11 players (including 1 goalkeeper who is the only player allowed to handle the ball within the 18-yard box) and 03 extra players
- The field must be made of either artificial or natural grass. The size of ground is allowed to vary but must be within 100-130 yards long and 50-100 yards wide. The pitch must also be marked with a rectangular shape around the outside showing out of bounds, two six yard boxes, two 18 yard boxes and a centre circle. A spot for a penalty placed 12 yards out of both goals and centre circle must also be visible.

- Each team can name up to 03 substitute players. Substitutions can be made at any time of the match with each team being able to make a maximum of 3 substitutions per side. In the event of all three substitutes being made and a player having to leave the field for injury the team will be forced to play without a replacement for that player.
- Each game must include one referee and two assistant referees (linesmen). If the game needs to head to extra time as a result of both teams being level in a match then 30 minutes will be added in the form of two 15 minute halves after the allotted 90 minutes.
- If teams are still level after extra time then a penalty shootout must take place.
- The whole ball must cross the goal line for it to constitute as a goal.
- For fouls committed a player could receive either a yellow or red card depending on the severity of the foul; this comes down to the referee's discretion. The yellow is a warning and a red card is a dismissal of that player. Two yellow cards will equal one red. Once a player is sent off then they cannot be replaced.
- If a ball goes out of play off an opponent in either of the side lines then it is given as a throw in. If it goes out of play off an attacking player on the base line then it is a goal kick. If it comes off a defending player it is a corner kick.

The Offside Rule in Football

- Offside can be called when an attacking player is in front of the last defender when the pass is played through to them. If the player is in front of that last defender then he is deemed to be offside and free kick to the defending team will be called. A player cannot be caught offside in their own half. The goalkeeper does not count as a defender. If the ball is played backwards and the player is in front of the last defender then he is deemed to be not offside.

7. RULES OF TABLE TENNIS (Ping Pong)

- It will be a team event. Each team will consist of 4 players.
- Ping pong is played over a pre-agreed number of games and the first to 11 points wins each game.
- The toss of a coin or another form of lot-drawing determines which of the players shall serve first.
- Each table tennis player serves twice in turn and serves must be made from an open palm, the ball tossed six inches then struck so it bounces on the service side, clears the net, then bounces on the receiver's side.
- Points are decided as described above and games must be won by two clear points. At 10-10 each player serves once only, in turn, until one player established a two point lead and wins the game.
- After each game the players rotate both the end of the table from which they are playing as well as who serves and receives the ball first.
- In the deciding game of a match the players swap ends after either player reaches five points.

8. RULES OF VOLLEYBALL

- Each team consists of 6 players and 4 substitutes. Players can be substituted at any time but if they are to return can only be swapped for the player that replaced them.
- Each team can hit the ball up to three times before the ball must be returned. The defensive team can then try and block or return the ball again hitting it a maximum of three times.
- Games are played up to 25 points and must be won by 2 clear points.
- Violations will be called for the following:
 - Stepping over the base line when serving the ball.
 - Ball hits the net and fails to get over the net (If the ball hits the net and still goes over the net then this is perfectly legal).
 - Players are not allowed to carry, palm or run with the ball.

- Players must not touch the net with any part of the body. If the net is said to have hit them rather than vice-versa, then this is ok.
- The ball cannot travel under the net.
- Players cannot reach over the net and hit the ball.

9. RULES OF KABADDI

- Each team shall consist of no more than 10 players with only 7 taking to the field at any one time.
- The duration of the match is two halves of 20 minutes each with a half time break of 5 minutes.
- At the start of a Kabaddi match, there is a coin toss with the winner having the choice as to whether to have the first raid or not.
- To win a point when raiding, the raider must take a breath and run into the opposition's half and tag one or more members of the opposing team and then return to their own half of the pitch before inhaling again.
- To prove that another breath hasn't been taken, the rider must continue to repeatedly yell the word 'Kabaddi'. Failure to do this, even for just a moment means that the rider must return to their own side of the court without points and the opposite team is awarded a point for a successful defense play.
- The team being raided is defending, and the players must prevent the raiders from tagging them and returning back over the halfway line.
- Empty raids are the ones in which the raider returns to his court without earning any points. After two successive empty raids, the attacking teams have to make a "do-or-die" raid, where if they fail to score a point, the defending team earns a point.
- Raiders may only be grabbed by their limbs or torso, not by their hair, clothes or anywhere else, and defenders are not permitted to cross the centre line.
- Each team will take turns in raiding and defending. Following halftime, the two teams switch sides of the court and the team who defended first in the first half begin the second half by raiding.
- The game continues in this way until the time is up, the team with the most points at the end of the match is declared the winner.

Note: All events will be played following the international game rules.

Dr Abdul Kalam Technical, Literary and Management Fest

General Rules & Regulations

1. BUSINESS PLAN

- Team of 2 members will participate in the event.
- Participants have to explore business ideas to run the business.
- The means of communication will be English.
- Each team will get max. 15 min. to present the idea and 5 minutes for question answer by judges.

2. BRIDGE KRITI

- All the required materials (including consumables) and tools are to be brought by the participants. No material, tool, etc. will be provided by the organizers.
- Each team can have 2 members. Design a bridge of given specifications satisfying the stated constraints using popsicles (ice-cream sticks).
- Span length: 60-65 cm and width: 10cm at both ends
- Height of the horizontal span: 11 cm (max.) from the ground
- Stick overlapping should not exceed 3 cm.
- Crown of arch (if arch shaped bridge) must be above horizontal span and its height should not exceed 20 cm.
- **Round 1:** The bridge will be checked by the organizers regarding span, width, height and material constraints. The bridge satisfying all the conditions of round 1 will be allowed for next round.
- **Round 2:** The upper deck will be subjected to concentrated loads. The loads applied will be gradually increased on the weighing support hung at Centre of the upper deck of bridge till failure.

Note: Failure is defined as, if structure breaks at any joint or if there is a sound of breakage and deflection at Centre of bridge reaches 2.5 cm.

3. CHECK YOUR KNOWLEDGE- QUIZ

TEAM COMPOSITION: 2 members

Team per College: only one

REGISTRATION RULES

- Both the members for quiz must be from the same college or institute.
- In case of tie, the decision will be made by a tie breaker round between the teams.
- There will be four rounds and decision of the QUIZ Coordinators will be final and binding to all.
- Questions will be of general awareness type.

Quiz-1st round:

- It would consist of 20 questions of 2 marks each. Top 8 Teams will be selected for the 2nd round.
- 2nd round will consist of 2 sub rounds.

Leader- 2nd A round:

- Each team will face 4 questions carrying 10 points each and no deduction from earned points on a wrong answer.
- For no answer attempted, question will be passed to next team it will be given chance to answer the question in 5 seconds and 5 point for right answer will be awarded.
- The team which answers all questions correctly will get an extra bonus question of 30 points.

Audio/Visual- 2nd B round:

- Each team will face 1 audio/video clip carrying 20 points and no deduction from earned points on a wrong answer.

- This round will be eliminator round also only top 6 teams will lead to 3rd round.

Play- 3rd round:

- Each team will be given 3 minutes in which they can face at max 10 number of questions within the given time frame.
- One team will be eliminated at the end of this round.
- Each Correct answer will be awarded 10 points and each wrong answer will take away 5 points
- If in case number of continuous skipped questions exceed 3 then a penalty of 50% on earned points will be imposed.

Ring - Final round:

- This will be a buzzer round for 3 questions, each correct answer will add 50 points to the score card and each negative answer will take away 30 points out of their score.
- In case of Tie 3 additional questions of 40 marks will be asked to all the 5 teams.

4. CODING CONTEST

- Duration: 45 minutes per round
- No. of Rounds: 2 Round 1: 5 Problems Round 2: 3 Problems
- Participation: Team of 2
- Judgment will be made on following criteria:
 - Maximum no. of programs
 - Problems solved in least time
 - Program Efficiency
- One may bring their Laptop else computer (without internet) will be provided.
- Implementation Language- *C/C++/Java/Python* (any one)
- Participants will be responsible for their own IT equipment, such as laptops or mobile devices.

5. DEBATE: ENGLISH/HINDI

- Each Institute will be represented by two debaters.
- Out of the two debaters, one will speak FOR, while another will speak AGAINST the motion.
- Medium of expression will be Hindi or English.
- Topic of debate will be announced 24 hours in advance.
- Each debater will be allowed to speak for maximum five minutes in the Zonal Festival and 10 minutes in the State Festival.
- There will be additional 2 minutes of time for questions (questions may be put up by participants, judges or any person present in the audience).
- The participant shall mention, at the time of registration, their choice of 'FOR/ AGAINST'.
- Judgment criteria:
 - Presentation / Expression (Assertiveness, verbal/nonverbal communication etc) (10 marks)
 - Content / Data citations (10 marks)
 - Questions / Rebuttal (10 marks)
 - Total: 30 marks
- Any type of reading is not allowed during the event.

6. Dumb Charades in literary festival on books

- Team can comprise of 4 students.
- One from the team will be given a title of a book to enact.
- The other Participants will guess the name within the stipulated 1 min.
- There can be 4 rounds.
- All the participants will be given a turn to enact.

- Participants cannot use sign language depicting alphabets
- There will be scoring of 10 marks for every round
- If there is a tie, then another round will be done to decide the winner

7. Elocution

- Each Institute will be represented by one speaker.
- Medium of expression will be Hindi or English.
- Each speaker will be allowed to speak for maximum five minutes in the Zonal Festival and 10 minutes in the State Festival.
- Subject / Topic of Elocution will be announced in the Coordinators meeting.
- The performance will be judged in one language.
- The item shall be prose or poetry and not song.
- The sequence of speakers will be decided by a draw of lots.

8. FRUGAL ENGINEERING / JUGAD

- Participation will be as team of maximum 3 members.
- Participants have to bring their stuff (scrap) by their own.
- Use of colors or any other decoration material is strictly prohibited.
- Decoration and customization have to be done with scrap material only, if required.
- No add on decorative material or color is permitted.
- Participants have to bring adhesives, scissors or any other cutting tool with themselves.
- Item to be made can be of any nature i.e. any engineering or general use.
- The duration of event is one hour.
- Participants will be intimated about the time 15 minutes before the end of time.
- Participants have to explain the concept what they made.

9. Just-A-Minute (or JAM)

Just-A-Minute (or JAM) is an all-round-fun event that is all about the control of the mind over the mouth. Can you make it through sixty seconds of non-stop talking without hesitation, repetition, or deviation? Or will the sheer pressure make you crumble and have your competitors pounce on you in an instant?

Participation: Team of 1 member

The rules:

- The JAM master is god. No questions or arguments once the final decision has been made
- To object, slam the table and say "JAM". The JAM master decides when you are allowed to put forth your objection.
- You get a penalty if the competition objects on any of the following counts-
 - ✓ You object out of turn
 - ✓ You stutter, stammer, and generally indulge in "time-wasting tactics". These include to buy time like interspersing your talk with "uhh", "aah" etc...
 - ✓ Early start and late start
 - ✓ Speaking too fast or too slow
 - ✓ Grammatical errors
 - ✓ Undue stress on words, undue emphasis in the sentences
 - ✓ Repetition of a previously used idea
 - ✓ Not following the "random rules" as set by the JAM master. For example, the most popular random rule was "Praise Guntas before objecting". If you forget to do so or the JAM master thinks that the

praise was not good enough, you will not be allowed to object and lose points for an incorrect/bad objection.

- The total time is sixty seconds, inclusive of all the time that all the speakers in a given round are allowed to speak
- Points are given in the following manner:
 - a. Positive points for every second that you speak
 - b. Positive points for every correct objection
 - c. Negative points for every incorrect objection
 - d. Bonus points for being the last speaker
- The winner will be the person with the maximum number of points at the end of the round.

10. ROBO RACE

You think it is as easy as it sounds? Think again. This is the grand prix of all Robot races. Make sure your bot has the same grit and brawn as you to handle the heat of our tracks here.

- Build a manually controlled robot which is capable of racing on a rough circuit full of twist & turns.
- In the shortest period of time, it must be able to complete the track specified.

GENERAL RULES:

- Team can have a maximum number of 3 members. Each member from same college is mandatory.
- The robot should follow the robot specifications provided. Any deviation from the mentioned specifications will lead to disqualification.
- A team is allowed to play with only one robot.
- No test practice will be allowed on the main arena.
- Terminals for charging the battery will not be provided in the college.
- The arena may subject to change before the commencement of any round.
- Touching the robot during the game will lead to negative points.
- In case of wired robot the wire should remain slack throughout the race. It should not disturb the arena or the participants. If so then the team will be disqualified.
- Unfair game may lead to disqualification of the team.
- The robot should not damage the field. Damaging/harming the arena may lead to disqualification.
- The decision of the judges will be final and abiding. Argument with judges in any form will lead to the disqualification of the team.

EVENT RULES:

- The structure of the robot should not be changed during the competition.
- During the game play, if any part of a robot is destructed/ dismantled/ damaged the participant will be given a timeout to repair at an expense of a penalty, while the next participant for will be called the play.
- Only 1 timeout will be given for any participant and the participant will repair it without the help from the mentor.
- No readjustment is allowed during the run.
- If the Robot crosses a checkpoint, and moves off track, then the Robot would be placed back on the previous checkpoint crossed.
- The game play consists of two rounds (a qualifying round and a final round)
- The participating teams will drive their robot individually in a track.

Qualifying Round

- A total of 5 minutes run time (arena time) will be given to every participant.
- A trial round will be given to each team then team has to perform on track with maximum time of 5 minutes.
- The better of 2 scores will be considered as final.
- If the total time taken by the robots exceeds 5 min's the participation would be disqualified.

- The time taken to complete the circuit including penalty and bonus points will be taken as your qualifying time.
- Each time the robot touches either one of the boundaries, there will be a penalty of +2 seconds.
- The other penalties, bonus and scoring points will be informed on the spot.

Final Round

- Based on the qualifying time of each team, top 6 teams will make to the final round.
- Only 1 attempt will be allowed in final round.
- If the total time taken by the robots exceeds 5 min's the participation would be disqualified.
- The time taken to complete the circuit including penalty and bonus will be taken as your qualifying time.
- The three teams with minimum qualifying time will be declared as winners.

BOT SPECIFICATIONS:

- Lego kits/Toy cars are strictly not allowed in any form.
- The ROBOT can have a maximum dimension of 350 x 350 (l x b) (all in mm) with a tolerance of 5%.
- The maximum potential difference between any two points should be 12 volts DC.
- Robot must have power supply on board. There will be no provision of external power supply.
- The maximum weight of robot can be 5kg.
- The robot can be controlled by wired/wireless mechanisms.
- It should be controlled by a single person at a time.
- If the robot is controlled by wireless mechanisms, the robot must have a frequency remote control circuit which can avoid frequency interference with other teams.
- The length of the wire (for wired bots) should be long enough to cover the whole track (around 17m or more) and the wire should remain slack during the complete run.
- Robot must have only a single transmitting device.

FIELD SPECIFICATIONS:

- The track length and the number of laps will be revealed on the spot.
- The track will be provided with cushion along the edges of about few cms height to keep the bot within the track.

Eligibility:

All regular students with a valid identity card of their respective educational institutes are eligible to participate in the event.

11. ROBO WAR

TASK

Design and construct a remote-controlled robot capable of fighting on one to one basis.

GAMEPLAY

- Teams shall compete against other teams and remain safe from the weapons on arena to be chosen at the discretion of organizers by a specific procedure.
- The event consists of eliminator rounds & Finale.
- Eliminator 1 would be of 5-minute duration followed by Eliminator 2 of 3 minutes duration and any other subsequent rounds and Finale would be of 2-minute duration.

GENERAL INFORMATION

- Team Specification: Any team can participate in Robowar. A team may consist of a maximum of 4 participants.
- Team Name: Every team must have a name which must be unique. Organizers reserve the right to reject entries from any Team whose name it deems inappropriate, offensive or conflicting. Organizers must be notified if a team's name has been changed.
- Team Id: A team Id would be provided to each team and will be used as a mean for carrying out communication for all purposes.
- Team Representative: Each team must specify their Team Representative (Leader) at the time of registration. All-important communications between the registered teams will be done through their Team Representatives. The Team Representatives must submit valid contact details (phone no., email ID etc.) at the time of registration.

BOT SPECIFICATIONS

Dimensions and Fabrications

- The machine should fit in a box of dimension 650mm x 650mm x 800mm (l x b x h) at starting point of the match.
- The machine weight should be 20 to 30 kg including the weight of pneumatic source/tank.
- The external device used to control the machine or any external tank is not included in the size constraint.
- The battery will be taken into consideration for the measurement to be made for the machine dimension and weight.

Power Sources

- The machine can be powered electrically only. Use of an IC engine in any form is not allowed.
- Each team must prepare its own power sources. The teams have to bring their own battery eliminators.
- The voltage difference between any two points in the machine should not be more than 36V DC at any point of time.
- All connections should be made safe to prevent short circuits and battery fires. Any unsafe circuitry may be asked to be replaced; failure to do so will result in disqualification.
- Use of damaged, non-leak proof batteries may lead to disqualification.
- Change of battery will not be allowed during the match
- No provision will be provided for charging of batteries.
- It is suggested to have extra batteries ready and charged up during competition so that on advancing to next level, you don't have to wait or suffer due to uncharged battery. If teams don't show up on allotted slot, they will be disqualified.

Mobility

Methods of mobility may include:

- Rolling (wheels, tracks or the whole robot).
- Walking (linear actuated legs with no rolling or cam operated motion).
- Shuffling (rotational cam operated legs) Jumping and hopping is not allowed.
- Flying (using aero foil, helium balloons, ornithopters, etc.) is not allowed.
- Any other method of mobility which leads the robot to lose contact with the ground is not allowed.

Robot Control Requirements

- Only wireless remote controls are allowed in the event.
- The wires inside the bots should be properly protected and insulated to prevent fire.
- The remote should have at least two frequency operations to prevent interference with other team.
- The robot wireless systems must have a way to change frequencies or coded channels to prevent radio conflicts.

Weapon Systems

Robots can have any kind of cutters, flippers, saws, lifting devices, spinning hammers etc. as weapons with following exceptions and limitations:

- Any kind of inflammable liquid / liquid projectiles.

- Smoke or dust-based weapons.
- Flame-based weapons.
- Any kind of explosive or intentionally ignited solid or potentially ignitable solid.
- Nets, tape, glue, or any other entanglement device.
- High power magnets or electromagnets.
- Radio Jamming, Teasers, Tesla coils, or any other high-voltage device.
- Tethered or un-tethered projectiles.

Spinning weapons which do not come in contact with the arena at any point of time are allowed.

Pneumatics and Hydraulics

- The robot must use non-inflammable and non-corrosive fluids to power pneumatic and hydraulic devices.
- Maximum pressure in the tank containing pneumatic fluid should not exceed the limit of 10 bars at any point of match and there should be a provision to check the pressure in the tank.
- All hydraulic liquids are required to be non-corrosive and your device should be leak proof.
- Participants must be able to indicate the used pressure with integrated or temporarily fitted pressure gauge.
- You must have a safe way of refilling the system.
- All pneumatic components on board a robot must be securely mounted. Care must be taken while mounting the pressure vessel and armour to ensure that if ruptured it will not escape the robot.

GENERAL RULES

- Event consists of one round of five minutes duration.
- Maximum team size for each robot is limited to four members.
- Any team that is not ready at the time specified will be disqualified.
- Arena should not be damaged by any robot in any case.
- Organizers reserve the rights to change the rules as they deem fit.
- If a robot is deemed unsafe will be declared as disqualified.
- If a robot is thrown out of arena the match will stop immediately and robot inside the arena will be declared as winner.
- Robot is declared as victorious if its opponent is immobilized means not able to move even an inch in 30 seconds. In case both robots remain mobile after the war then winner will be decided on the basis of criteria described in scoring section.
- Pinning or lifting of robot is allowed only for 20 seconds.
- If two or more robots become entangled or crushing or gripping weapons are employed and becomes trapped within other robot then the competitors should make aware the time keeper and fight should stop and resume after separating the two robots by safety means.
- For any rule violation robot will be disqualified.
- Judge's decision will be final and binding to all.

SCORING

Points will be given on the basis of following:

- Aggressiveness (10 pts)
- Damage (10 pts)
- Self Defense (10 pts)
- Points will be awarded, once in a round, if the bot reaches opponent's starting point, which can be referred to as safe zone.
- Points of the opponent team will be deducted if their bot is pushed into the Danger zone (Remaining corners of the arena apart from safe zone).
- In no case should the arena be damaged by any bot otherwise points may be deducted.
- The Rules and scoring system are bound to change according to decision of coordinators and teams would be notified accordingly.

SAFETY RULES

- Compliance with all event rules is mandatory. It is expected that competitors stay within the rules and procedures of their own accord and do not require constant policing.
- Special care should be taken to protect the on-board batteries and pneumatics, robot without proper protection will not be allowed to compete.
- If you have a robot or weapon design that does not fit within the categories set forth in these rules or is in some way ambiguous or borderline, please contact the event organizers. Safe innovation is always encouraged, but surprising the organizers with your brilliant exploitation of a loophole may cause your robot to be disqualified before it even competes.
- Each event has safety inspections. It is at their sole discretion that your robot is allowed to compete. As a builder you are obligated to disclose all operating principles and potential dangers to the inspection staff.
- Proper activation and deactivation of robots is critical. Robots must only be activated in the arena, testing areas, or with expressed consent of the event coordinators.
- All weapons must have a safety cover on any sharp edges.
- All participants build and operate robots at their own risk. Combat robotics is inherently dangerous. There is no amount of regulation that can encompass all the dangers involved. Please take care to not hurt yourself or others when building, testing and competing. Any kind of activity (repairing, battery handling, pneumatics systems etc.) which may cause damage to the surroundings during the stay of the teams in the competition area should not be carried out without the consent of organizers. Not following this rule may result in disqualification.
- All the resources provided at the time of competition from the organizers should be strictly used only after the consent of the organizers.
- Once the robots have entered into the arena, no team member can enter into the arena at any point of time. In case if a fight has to be halted in between and some changes have to be done in the arena or condition on the robot(s), it will be done by organizers only.

12. TECHNICAL POSTER MAKING

Engineers, like all professionals, must possess a well-developed ability to communicate. This poster competition is designed to emphasize the ability to deliver a visual presentation. Subject matter is to be related to engineering.

RULES - Failure to abide by the following rules will disqualify the poster.

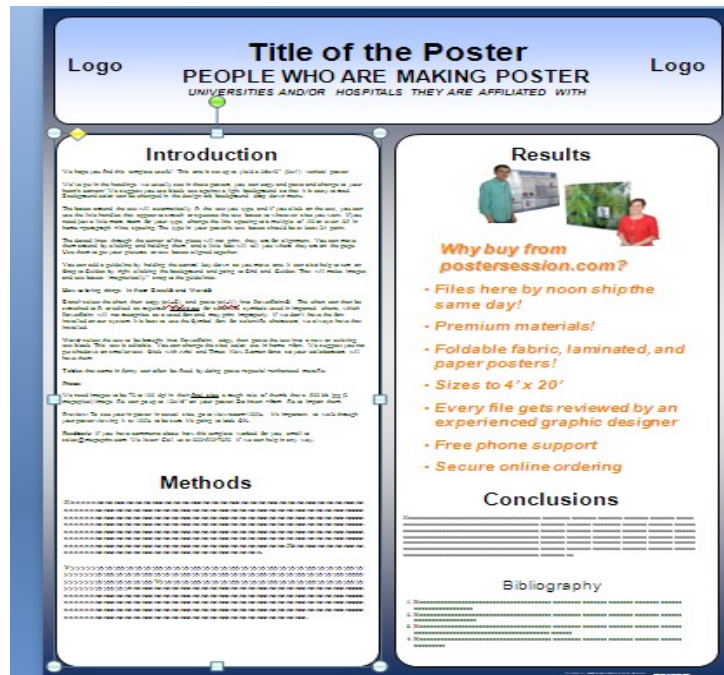
- The subject matter of the poster must address a technical, economic or environmental aspect of engineering, or other basic engineering theme, provided it pertains to some sphere in which an engineer is or should be involved
- Each poster may be no larger than 48 inches (122 cm) by 36 inches (91.4 cm) unfolded. Posters may be assembled using A4, A5 or 8½" by 11" paper panels.
- Except for fasteners (such as thumbtacks) all poster material must be flush with the board, not protruding more than 1/8 inch (3.2 mm).
- There may be no mechanical or electrical devices attached to the poster.
- There may be no materials placed in front of, above, below, or to the side of the poster.
- All material must be accessible without having to lift or turn a page.
- Each entry may have maximum 2 members in a team.
- The poster title, name of student and university logo must be at proper place on the Poster.
- A sample template is attached for reference.
- The posters should be made only at the time of the events. Previously printed or made pieces will not be allowed.

Topics: The theme for all participants are:

- Energy conservation
- Environmental protection
- Biofuel production
- Electronic waste management
- Application of Artificial Intelligence

- Smart Grids: Future of Power System
- Mechatronics
- Smart Buildings
- IoT
- Advance Communication Systems.
- Smart Materials: Innovation at Nanoscale
- Green Chemistry – Leading to Promising Future.
- Smart Cities in 2050- Future of engineering
- Space research program in India

Templates:



13. WORKING MODEL EXHIBITION

Theme: Solid waste Segregation

"Waste segregation" means dividing waste into dry and wet. Dry waste includes wood and related products, metals and glass etc. Whereas, wet waste typically refers to organic waste usually generated by eating establishments and are heavy in weight due to dampness. Therefore, Waste sorting is the process by which waste is separated into different elements. Waste sorting can occur manually, semi-automatically or fully automatically. This theme of Solid waste segregation satisfies the requirement of Swachha Bharat Abhiyan of Government of India. Therefore, developing some economic viable working models (only semiautomatic or fully automatic) capable of separating the different types of waste (e.g. metal, plastic, polyethene, domestic waste like vegetables, food items etc.) may be an approach to support Swachha Bharat Abhiyan of Government of India.

Rules:

- Each team will consist of 02 members.
- The working model must support the theme of the exhibition strictly.
- The model must be Semi-automatic or fully automatic.
- The size of the model during display should be 1x1x1 m³.
- The participants have to explain the concept, novelty, economic viability and functionality of the working model.
- The Judges' decision will be the final and binding to all.

Dr. A.P.J. Abdul Kalam Technical University, Uttar Pradesh, Lucknow
Dr. Abdul Kalam Arts& Cultural, Sports and Technical, Literary & Management Fest 2019-20
(Zonal Level)
Registration Proforma

Name of the Zone:

Name of the Zonal Center:

Name of the Participating College:

Details of Coordinator of the Participating College:

Name:

Designation:

Mob. No.:

Name of the Event:

College Code:

College Code:

E Mail ID:

S. No.	Name of the Event	No of Participants	Name of the student	Father's Name	Roll Number	Year	Branch	Gender	Aadhar No.	Mobile No	Fooding Required	Lodging Required
1.												
2.												
3.												
4.												
5.												

Signature of Director/Principal

Seal of the Institute

Dr. A.P.J. Abdul Kalam Technical University, Uttar Pradesh, Lucknow
Dr. Abdul Kalam Arts & Cultural, Sports and Technical, Literary & Management Fest 2019-20
(Zonal Level)
Report from Zonal Center

Name of the Zone:

Name of the Zonal Center:

Details of Coordinator of the Zonal Center:

Name:

Designation:

Mob. No.:

College Code:

E Mail ID:

RESULT

1. Name of Event:

S. No.	Name of the student	Father's Name	Roll Number	Year	Branch	Gender	Aadhar No.	Mob. No.	College Details of the Participant				
									College Name	Code	Coordinator	Mob. No.	Email id
1.													
2.													

Signature of Director/Principal
Zonal Center

Seal of the Institute

Note:

1. Please send this report to State Level Center within three days after completion of the Zonal Events.
2. Also send a copy of the report to Dean Student Welfare, AKTU on email id: dean.sw@aktu.ac.in

Dr. Abdul Kalam
Arts & Cultural, Sports and Technical, Literary & Management Fest, 2019-20

Requisition for Advance Amount

(To be submitted to Dean Student Welfare, Dr.A.P.J. Abdul Kalam Technical University, Lucknow)

Name of the Fest:

1. Name and Address of the Institute/College :
2. College Code :
3. Details of the Director/Principal
Name :
Email ID :
Mobile Number :
4. Email ID of the College :
5. Details of Fest Coordinator
Name :
Designation :
Email ID :
Mobile Number :
6. Dates of the Fest :
7. Amount of Advance Requested :
8. Bank Account Details of the Institute/College
(a) Bank Account No. :
(b) Bank Name :
(c) Bank Address :
(d) IFSC Code of Bank :

DECLARATION

I hereby declare that I agree to conduct the aforesaid Fest as per guidelines/circular of the University and shall not claim any reimbursement in this regard other than whatever is stated in the guidelines/circular. I request that an advance of Rs..... be sanctioned in favour of our Institute/College. The Institute/College will submit details of the Fest (Event report) and utilisation certificate (Form-2) within one week of the events organised.

Signature and Seal of the Director

Dr. Abdul Kalam
Arts & Cultural, Sports and Technical, Literary & Management Fest, 2019-20

Adjustment of Advance Amount

(To be submitted to Dean Student Welfare, Dr. A.P. J. Abdul Kalam Technical University, Lucknow)

Note: A detailed report of the Fest should be submitted along with this advance adjustment form. Report should contain details of participating institutions, participants, result, judges, photographs, newspaper report, etc. Also send soft copy of the report at email dean.sw@aktu.ac.in

Name of the Fest:

8. Name and Address of the Institute/College :

9. College Code :

10. Details of the Director/Principal :

Name :

Email ID :

Mobile Number :

11. Email ID of the College :

12. Details of Fest Coordinator :

Name :

Designation :

Email ID :

Mobile Number :

13. Dates of the Fest :

14. Details of Advance Amount and Amount Claimed

a. Amount of Advance Received (X) : Rs.

b. Amount Spent (Y) : Rs.

c. Amount Claimed (Y-X) : Rs.

Note: Please must enclose the detailed break up and bills/TA forms / honorarium etc as annexure. Use the University Performa for the payment of TA/DA and Honorarium.

15. Bank Account Details of the Institute/College

(a) Bank Account No. :

(b) Bank Name :

(c) Bank Address :

(d) IFSC Code of Bank :

Declaration: I hereby declare that aforesaid Fest has been conducted as per guidelines/circular of the University and amount of reimbursement claimed has been spent on the conduction of said Activity as per University guidelines/circular in this regard.

Signature and Seal of the Director

Checklist for submitting the claim of Expenditure in the Events

(Note: Attach the checklist also while submitting the claim file to AKTU)

S. No.	Documents	Yes/ No
1	Completely filled Form-2	
2	Summary of the bills (If tents/chairs/tables, etc. are used then number of items used and rates should be mentioned separately on the bills).	
3	Completely filled TA/DA forms with supportive documents (If journey is done by own car, photocopy of RC should be enclosed with bill).	
4	Receipt of the honorarium paid to Judges/Referees.	
5	Originals bills verified by the Director of the Institute. Only original bills are to be submitted.	
6	Detailed Outcome report of the events.	
7	Videography and photography in Pendrive.	
8	Certificate Certified by the Director, of the Institute (<i>Annexure-I</i>)	

Annexure-I

संस्थान निदेशक द्वारा कार्यक्रम से संबंधित प्रमाण पत्र

प्रमाणित किया जाता है कि संस्थान द्वारा विश्वविद्यालय के अनुमोदन संख्या के अनुक्रम में कार्यक्रम का दिनांकको आयोजन किया गया जिसकी Pendrive तथा व्यय विवरण मूल दावों सहित सत्यापित कर भुगतान/समायोजन हेतु संलग्न कर प्रेषित किया जा रहा है।

यह भी प्रमाणित किया जाता है कि संस्थान द्वारा रु.....अग्रिम प्राप्त किया गया था और इस धनराशि के समायोजन का दावा प्रथम बार प्रस्तुत किया जा रहा है तथा शेष धनराशि रु..... का भुगतान नहीं प्राप्त किया गया है।

प्रमाणित किया जाता है कि कार्यक्रम के आयोजन पर व्यय की प्रतिपूर्ति हेतु प्रेषित व्यय प्रमाणकों की स्टाक रजिस्टर में इंट्री दर्ज की गयी है तथा स्टाक रजिस्टर की संबंधित पृष्ठ की फोटोकापी संलग्न है।

यह प्रमाणित किया जाता है कि यथावश्यक TDS काट लिया गया है तथा चालान से जमा करा दिया गया है।

दिनांक :

निदेशक के हस्ताक्षर
संस्था का नाम
संस्था की मुहर

... ..

Dr. A.P.J. Abdul Kalam Technical University

Sect-11, Jankipuram Extension, Sitapur Road, Lucknow- 226031

TA/DA and honorarium/remuneration Bill

1.	Full Name (As per full name in Bank)	
2.	Designation	
3.	Postal address	
4.	Name of Institution	
5.	Visited University/Institute Name with Code	
6.	Pay scale and present basic pay	
7.	Whether retired or still in service	
8.	Permanent account no. (PAN)	
9.	Bank account no.	
9.	Bank name & branch address	
10.	IFS Code	
11.	Purpose of visit	
12.	Chairperson/Director/Principal Name	
13.	Convener/Coordinator/organizer Name	
14.	Date / Periods	

* Above information from 1 to 14 is mandatory.

15. Details of Journey (Including from and to residence/office and airport/Railway Station etc.)

Number of Car/Taxi is Used during the visit:(Own / Rental)

Departure		Arrival		Mode of Journey	@@	Distance in Km.	Fare Paid Air/Rail/Taxi etc.	Air/Rail Ticket No.
From	Date/Time	To	Date/Time					

Note: If Transport/Air Ticket is provided by AKTU kindly mention details and attached self verified copy of tickets.

@@: In case travelled be car/Taxi please indicate car/taxi number and specify whether it was on shared or individual basis. Also indicate the number of persons in the above mentioned column who shared the car/taxi

16. (a) Mention whether fooding and lodging were provided be the University/Institute : (Yes/No)

(b) If yes, no DA is admissible.

(c) If no, DA is admissible as per University norms.

(i) Duration of stay in days (No. of days):.....
Total Amount (Rs.).....

17. Honorarium/ Remuneration

(i) Number of sitting/Days.....

(ii) Rate of Honorarium/Remuneration per sitting/per student/Day.....

(iii) Total Amount (Rs.).....

18. Grand Total Amount (Sum of serial Number of 15 +16+17) (Rs.).....

19. Certified that:

- 1) This claim has been submitted for the first time and this claim has not been submitted before.
- 2) Particulars provided herewith are correct in all respect and as per rules.
- 3) Neither I have claimed TA/DA etc. for this journey from any other source nor I have got any payment for this journey/work.

Place:

Date:.....

Signature of Claimant

PAYEE'S Pre RECEIPTS

Received Rs. (Rupees in words)

**Signature of Claimant
(Revenue Stamp)**

(to be filled by convener/coordinator/organizer)

The Claimant was invited under the authority of controlling officer and his attendance and claim as above is verified

Signature of Convener/Coordinator/organizer

Signature of Chairperson/Director/Principal

**Office Use
(to be completed by finance section)**

- | | |
|----------------------------|-----------|
| 1. DA.....Days @ | Rs. ----- |
| 2. TA | Rs. ----- |
| 3. Honorarium/Remuneration | Rs. ----- |
| 4. Grant Total | Rs. ----- |
| 5. TDS@ 10% (-) | Rs. ----- |
| 6. Net Amount to be paid | Rs. ----- |

Passed for payment Rs.

Asst. Accountant/Accountant

F&A.O.

Finance Officer /D.D.O.
