

IIT GOA's

# द्वितिंग

7<sup>th</sup> – 9<sup>th</sup>  
February 2020

1<sup>st</sup> Techno-Cultural Fest



# RULEBOOK

# INDEX

Code of  
Conduct  
& General  
Rules **03**

The  
Coding  
Triathlon **05**

Race  
It  
Out **07**

Robo  
Soccer **10**

Line  
Follower **13**

A.I.  
Gaming **16**

Chaos **17**

Battle  
of  
Feet **19**

Groove  
It **20**

Cascading  
Amps **21**

Symphony **22**

Capture  
It **23**

Behind  
the  
Scenes **24**

Film Wars **25**

Designer  
Hunt **26**

Bellas  
Artes **27**

Lafz **29**

Online  
Literary  
Events **30**

Debate **32**

Tamasha **33**

Know  
It  
All? **34**

ExTech **35**

Contact  
Us **37**

# Code of Conduct & General Rules

- You are expected to behave politely with the organisers, volunteers and other participants.
- Consumption of intoxicants inside the campus and acts of aggression are strictly prohibited and will be treated with zero tolerance.
- All participants are required to undergo a baggage check at the security gate. You are required to cooperate with the security guards and volunteers for the same.
- All those who are allotted on-campus accommodation are expected to follow the hostel rules.
- You are responsible for your own luggage and belongings, the institute or organising committee does not hold any responsibility for them.
- Boys aren't allowed in Girls' hostel and vice versa.
- You should not damage any property of the organising institute.
- You have to return the rooms in the same condition they were provided to you.
- Misbehaviour may lead to disqualification and future ban.
- Participants are expected to be present at the venue well in advance for each event. No request for delaying the event will be entertained.
- In all events, the judges' decision will be final and binding.

\*\*\*Rules and Regulations of the events may be subject to change at the discretion of the organising committee. However, if any such changes occur, the participants will receive prior notification. Always refer to the latest version of the rulebook, given on our website.

The background is a deep blue with a pattern of concentric circles and starbursts. A large, central circle is composed of many thin, overlapping rings of varying shades of blue and purple. Several bright, white starbursts are scattered across the background, particularly around the central circle. The overall effect is a technical or futuristic aesthetic.

# TECHNICAL



# The Coding Triathlon

- **Team Specifications:**

1. Team size - 4 members.
2. Every team must have a unique team name. Organising team reserves the right to reject entries from any team whose name it deems inappropriate, offensive or conflicting.
3. Team name cannot be changed during the event.
4. The teams would be utilizing the resources of the institute and the teams would be held responsible for any damage done to their allotted PC.
5. Teams would have to sign a declaration before participating stating that they will abide by the rules and regulations of the competition and the Institute.
6. Participating teams are required to be present in full strength at the time of the event.

- **Event Specifications:**

1. This is an offline event.
2. The event consists of 3 continuous rounds.
3. The event is in the form of a continuous RACE.
4. Max 30 teams will be registered. FIRST COME FIRST SERVE policy.
5. The event is based on the theme of a triathlon. Teams have to complete all the three races with minimum possible time and maximum points in order to win.
6. The race has three rounds which are continuous one after the other. Each round tests a unique skill set of the team which involves debugging, logic and obviously coding!
7. Each round will have the same max. score of 100.
8. The final evaluation after three rounds will combine the score of all the rounds. The ranking would be generated based on this score.
9. Each team must bring a laptop with Linux installed in it.
10. Each round will have a timing requirement within which the allotted task has to be completed. Inability to complete a round DOES NOT GET YOU OUT OF THE RACE. The teams must continue running in the race as the overall score is the ranking criteria.
11. In case of any dispute, the decision of the organizing team shall be final and binding.
12. Knowledge of Programming Languages such as Python, C++ or Java is a prerequisite.

- **Round I - Code Relay:**

1. The concept of this round is based upon relay race.
2. A coding problem will be given to all the teams which they will have to solve.
3. Like a relay race, each team has to generate an order of their players.
4. The order has to be submitted before the start of the event.
5. The players will take turns according to this order, writing parts of the code and then the next players will continue from the point where the previous one left. The time given to the players are as follows:-
  - 1st player: 12 mins for reading the question and start writing the code
  - 2nd player and 3rd player: 8 mins each for trying to complete the code
  - 4th player: 12 mins for debugging and submitting the final code
  - For every transition, 3 minutes will be given to the switching players to discuss and convey the question and the status of the code as the question will be given only to the first player
6. Note that the question will only be displayed once.

# The Coding Triathlon

- Round 2 - Who's the Killer?:

1. After finishing the first round, players need to run to the venue of the next round.
2. The teams will have to figure out the way code was murdered and find out the characteristics of the code when it was alive.
3. A corrupted python code will be provided.
4. The 4 members of the team will work together to correct the code and rectify the glitches in the algorithm involved to satisfy the test cases for the problem.
5. NOTE - The code is not allowed to be rewritten, only certain changes will be allowed in the code.
6. This round primarily tests your debugging skills.
7. You have to finish as fast as possible and move to the third and final part of the race. The maximum time is 1 hour. All the teams must finish within 1 hour. Failing to finish within the allotted time, the team will lose the points for that round, but will NOT be eliminated.

- Round 3 - Maze Runner:

1. Teams will use the computers on a network as a maze, traversing through different machines and browsing the files.
2. The teams will use the terminal and Linux commands to traverse in various file structures hunting for clues and puzzles at different locations within the network in the lab.
3. At appropriate locations, a clue and puzzle will be provided.
4. All the teams have to solve the puzzles to earn "coins" and clues to move towards the final "Gold chest" which is the final item in the series.
5. When any team reaches the "Gold chest" they earn the points for the chest and the game stops for everyone.
6. The winner of the "Gold chest" is NOT the winner. Only the race will stop after the discovery of "Gold chest" by any team.
7. Points scored in this round will depend on coins collected and time taken.
8. Take a look at basic Linux terminal commands and the concept of local networks before coming. The organizing team will also brief about the commands and their functions before the competition begins. E.g. cd, ls, ssh
9. The overall evaluation will be done after this round.

# Race It Out

- **Team Specifications:**

1. There can be maximum of 4 members per team
2. Every team must have a unique team name. Organising team reserves the right to reject entries from any team whose name it deems inappropriate, offensive or conflicting.
3. Team name cannot be changed during the event.
4. Not more than 2 members of each team must be present at a time at the arena
5. One member will be the controller of the bot and other will be the wire holder (if car is wired)
6. Both the controller and the wire holder cannot be changed during the match.
7. The teams must register online through the link provided on the website.
8. External power supply will be provided to recharge the batteries
9. Participants should keep spare batteries, otherwise it may lead to disqualification if bot is not ready or stops in between the race.

- **Bot Specifications:**

1. The entire bot must fit within a box of 30cm\*25cm\*30cm at all points of time during the run. This does not include the remote control and external supply (if any).
2. If the power supply is on board, then it must fit into the above mentioned box along with the machine at all points of time during the run.
3. The bot can be wired or wireless.
4. The machine must be controlled manually.
5. Wireless bot should have sufficient binding capacity. Wired bots should have atleast 2m long wire.
6. The weight of machine should not exceed 3kg (10% error allowed).
7. The machine must not be made of Lego Kits and it must be powered electrically, use of IC engine is not allowed.
8. Voltage between any two points must not exceed 12V (1.2A) at any point of the time during the race.

- **Rules:**

1. If the machine gets stuck in any hurdle or falls off the track then the bot will be placed manually at the start of that particular hurdle with a hand touch penalty of 5s which will be added to the total time (The timer will keep running during this process).
2. If particular team wants to skip any specific hurdle, time penalty of 10s will be added to the total time.
3. If the machine touches the boundary of the track, penalty of 2s will be added to the total time
4. Teams will not get any extra time for practice, testing or calibrations on the arena before the final run.
5. If the car is unable to move for more than 30s then it will be assumed that the car has failed and that round will be considered to have ended.
6. The time measured by the organizers will be final and will be used for scoring the team. Time measured by any contestant by any other means is not acceptable for scoring. In general, the decision of the organizers will be final and binding in all circumstances.
7. The teams will have to compete with cars on the track designed for the competition. The track will either be bounded on both sides by tyres or will be clearly defined by some other means. The width of the track is will be between 40cm to 50cm.

# Race It Out

- **Certification Policy:**

1. A certificate of appreciation will be awarded to top 3 teams.
2. A certificate of participation will be awarded to all the participating teams.
3. No certificates will be awarded to disqualified teams.

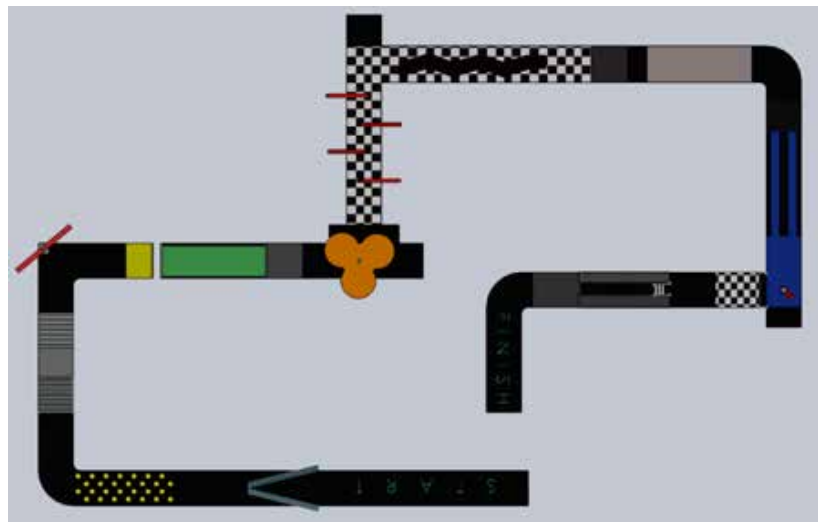
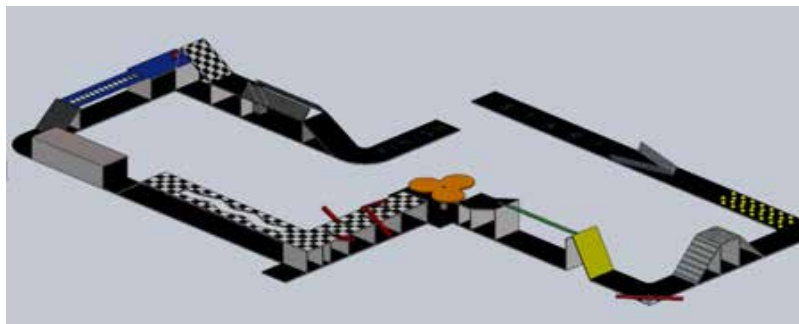
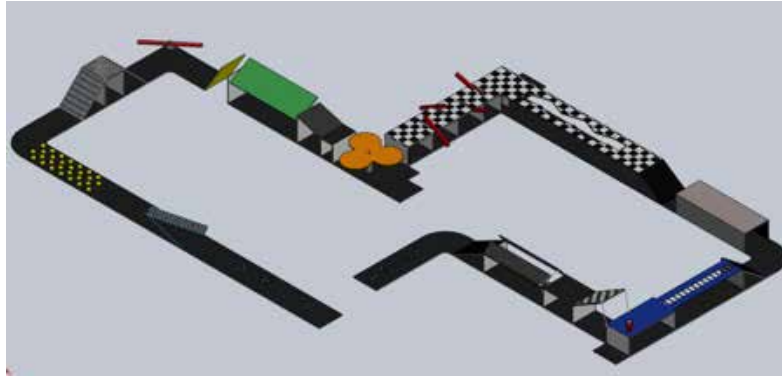
- **Obstacles:**

Serial No.	Hurdles	Description
1)	V Neck	Planks placed inclinedly to make a V shape.
2)	Bumpy Bump	The car needs to sail through a patch of bumpy balls of same dimensions, maintaining its orientation successfully
3)	Blueberry Hill	There will be a hill which the bot has to cross by going over it. The hill will have an incline of certain degrees on both sides
4)	Spinning Ark	Machine has to clear the path while avoiding the constantly spinning blade
5)	Jaw Drop	Drop the rod to create an incline and climb up the hill.
6)	Balanced Bridge	Balance your machine safely to get to the other side.
7)	Fidget Spinner	Machine has to get to the other side while riding on the fidget spinner.
8)	Flaming Inferno	Cross the path with touching the raging infernos
9)	Zig Zag	Cover the path while remaining inside the boundary
10)	Black Out	Closed Tunnel.
11)	Load Runner	Cross the vibrating bridge.
12)	Whip It	Create your own bridge to get across the hurdle.
13)	Draw Bridge	Push the block to make across the bridge.



# Race It Out

- Tracks:



- NOTE: The design of the track may vary from that shown in the pictures. Track may consist of steep ramps, bridges, speed breakers, marble pit, slippery path, rotating disc, curve ramp down, seesaw etc.

# Robo Soccer

## • Team Specifications:

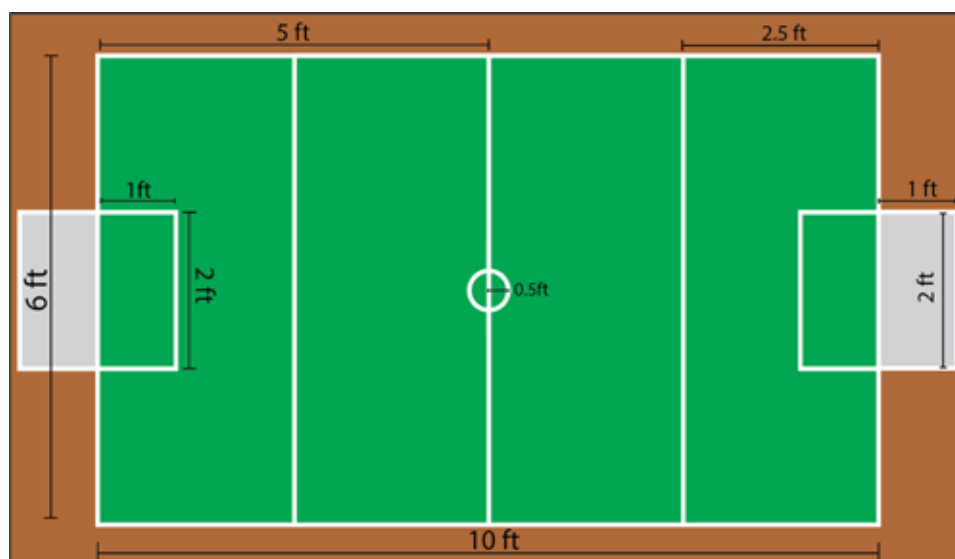
1. There can be maximum of 4 members per team
2. Every team must have a unique team name. Organising team reserves the right to reject entries from any team whose name it deems inappropriate, offensive or conflicting.
3. Team name cannot be changed during the event.
4. Not more than 2 members of each team must be present at a time at the arena
5. One member will be the controller of the bot and other will be the wire holder.
6. Both the controller and the wire holder cannot be changed during the match.
7. The teams must register online through the link provided on the website.
8. There cannot be the same player in two teams.

## • Bot Specifications:

1. Bot can be wired or wireless.
2. The wireless bot must have range of at least 15 ft.
3. Wire length of wired bot must be greater than 15 ft.
4. Bot dimensions must be as following (10 % tolerance is allowed)
  - a) Length  $\leq 30$  cm
  - b) Breadth  $\leq 25$  cm
  - c) Height  $\leq 25$  cm
  - d) Weight  $\leq 5$  kg
5. The battery voltage (potential) supplied to the bot should not exceed 12 Volts
6. Any kind of mechanism for kicking (hitting) the ball is not allowed.

## • Arena Specifications:

1. Arena dimensions: 10 feet x 6 feet
2. Goal post dimensions: 2 feet x 1 feet
3. Penalty box diameter: 2 feet x 1 feet
4. Centre circle diameter: 12 inch
5. Ball diameter: 3 inch
6. The arena will have a plywood base with a green coloured surface.



# Robo Soccer

- **Gameplay:**

1. At the beginning of each half, the ball will be kept within the centre circle (see figure), and both bots must be in their penalty box in their respective half.
2. Both teams will start from the penalty box.
3. After every goal, the ball will be placed within the centre circle and both bots must be placed inside the penalty box, within their own halves.
4. Each match will consist of two halves. The duration of a half will depend on the type of the match as follows:
  - a. Initial knockout matches – 2 minutes
  - b. Quarter and Semi-final – 3 minutes
  - c. Final – 4 minutes
5. In case of foul, the non-fouling team must start the match from the centre circle. The other team must stay in its penalty box until the play starts.
6. In case of a draw, the tiebreaker will be as follows. Additional 2 minute time will be provided to play. The game will start, at the beginning of the half, and both bots may now enter the circle once play starts. Whichever bot scores more goals, wins. If a foul is committed during the tiebreaker, the fouling team is disqualified and the other team wins.
7. If no winner is declared even after the tiebreaker (maximum time of play is 2 minutes), then the golden goal rule will be used to break the tie. Whichever team scores first shall be declared winner. In this case also if a foul is committed the opposite team will be declared the winner.
8. If a team earns a lead of five goals, it will be declared as the winner of the match.

- **Rules:**

1. The soccer bot can only transform to its size at the beginning. It cannot divide into multiple separate parts.
2. Each team will be given a time span of 2 minutes at the beginning of each half to make any changes or modifications to the bot.
3. If the bot becomes immobile during the match, the team will first be given 30 seconds to fix it, without any loss of points. If the team fails to fix it in 30 seconds, another 30 seconds will be given at the expense of 1 point. If the team does not repair the bot within this time, then that bot will be disqualified.
4. No stalling of any kind is allowed.
5. All bots must have their own power supply.
6. Bots will be analysed by the referee before a match. He will select or reject bots, taking into consideration the rules and dimension limits.
7. The match will be paused in case of any entanglement of wires of both the bots.
8. Any clamp in the structure of the bot should not have a length greater than the diameter of the ball.
9. The bot should not lift the ball in the air.
10. In case one team is disqualified, the other team may be asked to play again.
11. The decisions taken by the referees will be final.
12. In case of any disputes, the decisions of the referees or event managers will be final.

# Robo Soccer

- **Scoring:**

1. Points are awarded for each goal scored by each team.
2. If a bot scores within 15 seconds after the whistle, it will get a plus 1 bonus point.
3. If a foul is committed, and a goal occurs before play is restarted for the foul, the goal will not be counted.
4. A team gets -1 point for a yellow card (if it does not have 0 points already). See "Fouls" for when a yellow card would be given/
5. The winner will be declared on the basis of points.

- **Fouls:**

1. The offences considered as fouls are as follows:
  - a. Kicking the ball out of the arena.
  - b. Damaging the opponent bot.
  - c. If any team member touches any bot without the referee's / event manager's permission, it is considered a foul.
  - d. Damaging the arena.
  - e. Any other offensive or aggressive behaviour will be considered a foul and treated as such.
2. A foul will result in a restart (as explained in the "Gameplay" section).
3. A foul would result in a warning on the first and second offences, a yellow card on the third offence, and a red card (resulting in disqualification) on the fourth offence.
4. A yellow card will result in -1 points.
5. Foul counting will be reset after half time.
6. In extra time, a single foul will result in losing the match.

Note: Winning does not guarantee to qualify for the next round. Performance of individual bot will be considered for qualification. Rules mentioned above are subject to change at any time.

# Line Follower

- **Team Specifications:**

1. All teams can have a maximum of 4 members.
2. A team name should be unique and not offensive to anyone.
3. A team can have a logo to put on the bot. (We encourage you to make a logo artwork.)
4. No two teams can have common members.

- **Bot Specifications:**

1. All teams are free to make use of motors of any size, shape, and technology (i.e. brushless, geared, servo, etc.)
2. All teams are free to make use of any microcontroller (i.e. Arduino UNO/Mega/Micro, RPi, etc.)
3. All bots should take input from strictly the track. No manual input can be provided to the bot while in race.
4. A bot should fit in a box of size 25 cm x 25 cm x 25 cm.
5. All teams must make use of a battery of voltage less than or equal to 12 V.
6. Teams can choose any design or artwork for their vehicles.
7. All teams are free to make any structure that they feel would improve the aerodynamics of the vehicle.
8. Make sure your artwork is not offensive to anyone.
9. Do not make use of any abusive artwork or comments on the vehicle

- **Rules:**

1. There will be two events – Racing : This event will test the performance of the bots on the track.  
Best Bot : This event will judge make of the bot.
2. A track with base of plywood & plastic will be made. On the base, a track of white line with black road will be made. Participants should make a white line following bot which can find out the unique way to the finish line.
3. Each bot has 3 lives. In case, a bot crashes or stops or makes an undesirable move it will be given in total 3 chances to start all over again from starting position.
4. If a bot completes the race, but the team is not satisfied with the score, they can retry to race it over. Best of the total 3 times will be considered for final result.
5. No bot should ever damage or alter the track. If a bot alters the layout of the track, the team of the bot will be disqualified.
6. No bot should leave any color or tyre marks over the track damaging the white line.

- **Judging Criteria:**

1. Racing Event : Time to find the path.  
Time to escape the maze after finding the path.  
Number of penalties.
2. Best Bot Event : Outer Looks.  
Neatness of circuits.  
Cleanliness of code.

- **References:**

<https://www.youtube.com/watch?v=H40k5s0Y0nQ&feature=youtu.be>

Watch this video to find out how the event is going to be. The track will be similar but not the same.



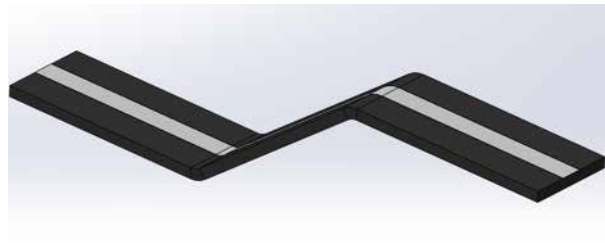
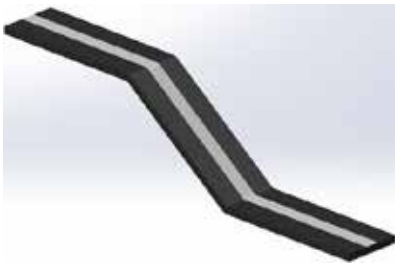
# Line Follower

- Track: White Line will have a width of 1 inch.

## 1. Cross Roads :



## 2. Hills :



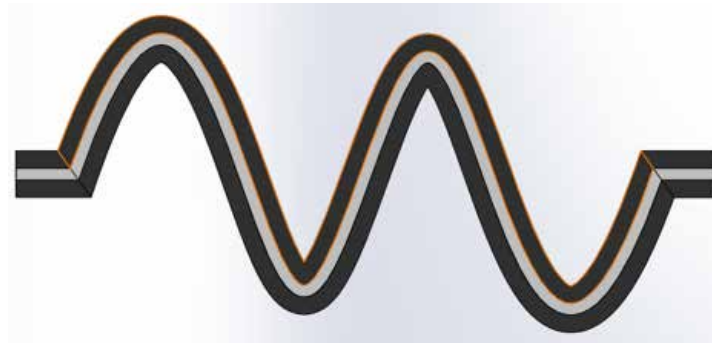
## 3. Turns :



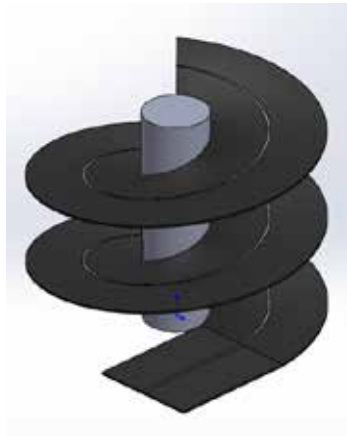
# Line Follower

- Track:

## 4. Zig-Zag :



## 5. Tower :



## 6. Line Breaks :



# A.I. Gaming

## Team Specifications:

1. Team size - 2 members.
2. Every team must have a unique team name. Organising team reserves the right to reject entries
3. from any team whose name it deems inappropriate, offensive or conflicting.
4. Team name cannot be changed during the event.
5. The teams would be responsible for bringing their own equipment, like laptops, chargers, extension cables.
6. Participating teams are required to be present in full strength at the time of the event.

## Rules:

1. The event will be a single three-hour round event
2. Max 30 teams will be registered. FIRST COME FIRST SERVE policy.
3. The event is based on building a better algorithm to solve the given problem. The best algorithm is the one which solves the problem, the fastest and with the most efficiency.
4. The average score of the game is 20, the score depends on your performance, the maximum score is around 12,000.
5. If you need any help, you can visit <https://help.aigaming.com/game-help/micro-soft-match-game-events-info>

# Chaos

## Rules:

1. Chaos is a simulation of a typical 'bazaar' where you can buy , sell , earn and showcase your business skills. The goal of the game is simple, maximize your profit. With limited assets and resources at the start and a series of exciting and challenging rounds, you need to carefully utilize the assets at each round and emerge as the ultimate winner.
2. Rules of the events will be released on the spot only.



**CULTURAL**



# Battle of Feet

*'Entrance the audience as you go street dancing!'*

- **Event Info:**

1. Solo event
2. This event consists of face-off rounds only.
3. Two participants at a time in the arena.
4. A song is played and the first participant dances while the other spectates, then the other participant gets the chance to dance.
5. Three songs will be played by the organizers per pair, time duration depends on the organizers & judges.
6. Request to change songs is not allowed.

- **Judging Criteria (100 marks):**

1. Choreography & Versatility
2. Spontaneity
3. Energy
4. Overall Impact

# Groove It

*'Gather up your gang for the group dance event!'*

- **Event Info:**

1. Team composition: 6-20 members (including backstage members and a minimum of 6 dancers)
2. Time limit: 4-9 minutes (including voice over of maximum 90 secs)(+2 mins setup and clearance time)
3. The event consists of a single showcase round which will be open to spectators and held on a stage.

- **Props:**

1. Usage of props is allowed, but it will not fetch any extra points.
2. The Organising Committee must be notified of the props at least 2 weeks prior to the performance by sending a mail to event head.
3. Props have to be brought by the teams themselves but it will be allowed on stage only at the discretion of the organising committee.
4. In case the teams need any props which they find difficult to bring themselves, they may write a mail to the event head. The availability of the props is not guaranteed and is subject to the discretion of the organising committee. In the instance the props are made available, it is the responsibility of the teams to return them in the same condition in which it was made available. They will be heavily penalised for failing to do so.
5. The losses/damage to the props that the teams bring is not the responsibility of organisers.
6. Props have to be shown to organizers. (Props will not be allowed if you fail to show them)

- **Regulations:**

1. There must be minimum 4 dancers on the stage at any point of the performance.
2. Participants may use more than one song in their performance.
3. Music track should be minimum 5 and maximum 9 minutes long and must not be vulgar (contain inappropriate, lewd or offensive language).
4. Relevant voice overs are allowed according to given limits: 90 seconds.
5. The soundtrack should also be brought in a pen drive (in .mp3 format only) during Fest and submitted at the venue 1 hour before the event starts.
6. Any kind of fluid, flame, powders, glitters, heavy or sharp objects or any material which has possibility of tampering/damaging the stage is STRICTLY not allowed.
7. Vulgarity and obscenity is left to the judges' discretion. They may lead to disqualification. Songs are to be chosen accordingly.

- **Judging Criteria (100 marks):**

1. Choreography & Versatility
2. Synchronization
3. Energy
4. Overall Impact
5. Creativity and Uniqueness

- **Penalty for exceeding time limit:**

1. For 9-10 mins : 10 marks
2. For 10-11 mins : 20 marks
3. After 11 mins, the music will be stopped along with a penalty of 35 marks

# Cascading Amps

*'Join us in this battle of bands!'*

- **Event Info:**

1. Team composition : 3-8 people on stage
2. Duration: Maximum of 15 minutes + 10 minutes (for setup & soundcheck)
3. Max 6 teams will be registered. FIRST COME FIRST SERVE policy.

- **Regulations:**

1. A minimum of two songs have to be performed.
2. The song should only be in Hindi or English.
3. Percussions and vocals are mandatory.
4. The vocalists may choose to hum, whistle, sing Taranaas, Sargamor in Aakar.
5. A standard drum kit will be provided. The teams are expected to bring the other instruments with them.
6. Profanity is not allowed in the lyrics.
7. There is no constraint on the genre of songs. Suitable judges will be called upon to judge both Eastern as well as Western Music. However, variety will be appreciated.
8. Number of people on the stage should be at least 3 and no more than 8 during any point of the performance.
9. It is advised that apart from the performing group, an extra person guides the audio engineer for the off-stage mix.
10. In case of any technical issues, the timer will be paused.

- **Judging Criteria (100 marks):**

1. Rhythm
2. Sur(Melody)
3. Pitching
4. Choice of Songs
5. Overall Performance
6. Entertainment value

# Symphony

*'Sing your hearts out!'*

- **Event Info:**

1. Team composition : 1 or 2
2. Duration: Maximum of 5 minute per performance including sound-check.

- **Regulations:**

1. The person singing can also play the instrument.
2. Karaoke or recorded tracks are not allowed
3. Availability of the following instruments (if required) is assured:
  - A Keyboard (in Piano tune)
  - An Acoustic Guitar
4. There is NO restriction on language and genre.
5. The song can be in English (Western) OR in any Indian language (Indian). In case the song is not in Hindi/English, the participants must e-mail one copy of the lyrics, translated to Hindi/English.

- **Judging Criteria (100 marks):**

1. Melody
2. Rhythm Sense
3. Expressions/Voice quality
4. Improvisation
5. Overall Impression/performance

- **Penalty for exceeding time limit:**

1. For 5-6 mins : 10 marks
2. For 6-7 mins : 20 marks
3. After 7 minutes, the participants will be asked to leave the stage with a penalty of 35 marks

# Capture It

*'Calling all shutterbugs to click the best photos!'*

- **Theme:** Will be announced on social media pages
- **Submission deadline:** 7th February 2020
- **Submission:** Captured Photographs must be submitted only in the following way:- Upload them on Google Drive and email the link to originals@iitgoa.ac.in with subject of the email to be "Cultrang 2020 Capture It - Name of participant - Name of College"
- **Regulations:**
  1. Participant can add captions to their entries. A maximum of 30 words can be used. Caption should be written in a word file/PDF file and submitted along with the photographs.
  2. Photographs must contain EXIF data. Leads to disqualification if not followed.
  3. Participants must submit both raw images (CR2/NEF/SR2, etc) and edited images (jpeg/jpg). Leads to disqualification if not followed.
  4. Do not include your credentials (Name, Watermark, Date, etc) in the frame of the photograph
  5. Photographs should not contain any objectionable content
  6. Only global editing is allowed. Entries with local editing will be disqualified.
  7. For global editing/ local editing refer: [http://www.damiensymonds.net/art\\_global.html](http://www.damiensymonds.net/art_global.html).



# Behind the Scenes

*'If it can be written or thought, it can be filmed!'*

- **Event Info:**

1. The 40 hour filmmaking competition is a theme based event.
2. Submissions will be accepted offline.
3. You are to complete everything including scripting, shooting and editing in only 40 hours.
4. A short synopsis of the film should also be submitted.

- **Theme:** Will be announced on the first day of the fest.

- **Time Limit :** 3 - 8 min (including credits)

- **Team size :** 4 - 20 members

- **Submission deadline:** 40 hours after the theme is announced

- **Submission:** Final movie, some major raw shots used to make the final movie (the host institute reserves the right to ask for specific raw shots if needed) and the recording of the route to the shooting locations from the host campus main gate.

- **Regulations:**

1. The content of the movie should be appropriate for public screening and thus should have no kind of vulgarity or obscenity. All the entries will be screened on the last day.
2. The sequence of screening will be decided by picking up chit on submission.
3. Subtitles are compulsory in case of usage of languages other than English/Hindi. It is optional for English/Hindi.
4. The movie must not suggest in any way (explicitly, or implicitly) the name of the college that made it.
5. Organising team is not liable for providing you with any props or shooting locations.
6. Points will be deducted for late submission and after 3 hours of deadline, no submissions will be accepted.

# Film Wars

*'Showcase your story in this short filmmaking competition!'*

- **Theme:** Will be announced on social media pages
- **Time Limit :** 3 - 8 min (including credits)
- **Team size :** At most 6 (Without Including Cast)
- **Submission deadline:** 7th February 2020
- **Submission:** Completed movies (accompanied by the details of team members along with their role in the making of the movie) and a short synopsis of the film must be submitted in .mpeg or .avi or .mp4 formats only in the following way:- Upload the video on Google Drive and email the link to [originals@iitgoa.ac.in](mailto:originals@iitgoa.ac.in) with subject of the email to be "Cultrang 2020 Film Wars - Title of movie - Name of College"
- **Regulations:**
  1. The content of the movie should be appropriate for public screening and thus should have no kind of vulgarity or obscenity.
  2. Entries must be the original work of the entrant and must not infringe third-party's rights
  3. Subtitles are compulsory in case of usage of languages other than English/Hindi. It is optional for English/Hindi.
  4. Please avoid photo animation, slideshows, remixes, spoofs and advertisements.
  5. Sound tracks (no max time limit) and stock footage (time limit : max of 1 min 30 seconds) can be borrowed, but with due credits.

# Designer Hunt

*'Bring out the illustrator in you!'*

- **Theme:** Will be announced on social media pages
- **Submission deadline:** 7th February 2020
- **Submission:** Participants need to send their posters in the .psd/.ai or .svg file format along with the .jpeg/.png file of the same in the following way:- Upload the folder on Google Drive and email the link to originals@iitgoa.ac.in with the subject of the email to be "Cultrang 2020 Designer Hunt - Name of Participant - Name of College"
- **Regulations:**
  1. Entries must be the original work of the entrant and must not infringe third-party's rights. You are allowed to use the free Vectors/Stock Photos available on the internet.
  2. Any sign of plagiarism may lead to disqualification.

# Bellas Artes

*'Unleash your innovation as you create masterpieces!'*

## 1. Paint a Tee

- Event Info:

1. Team Composition : 2-3 members

2. Duration : 3 hours

3. Regulations:

- The event will be conducted in two rounds.
- In the first round, you have to display your ideas on a sheet of paper that will be provided and then if selected, in the second round you will be provided with a plain white t-shirt to paint on.
- Time duration is divided as follows - 1 hour for displaying your ideas and the remaining 2 hours for painting your Tee.
- You'll have to paint according to the theme which will be provided on the spot.
- Team shall bring their own paints, brushes, mixing plates, pens, pencils etc.
- Ready made material eg. Stickers etc. is strictly prohibited.
- Use of any other paint other than fabric paint is not allowed.

## 2. Live Sketching

- Event Info:

1. Team Composition : 1 member

2. Duration : 4 hours

3. Regulations:

- A3 size drawing sheets will be provided. Participants shall bring their own pencils, erasers, etc.
- Thick cardboard will be provided, that can serve as a base while drawing.
- No external help (eg. Internet/photograph phone or camera) is allowed during the event.

## 3. UnBrush

- Event Info:

1. Team Composition : 1-2 members

2. Duration : 2 hours

3. Regulations:

- Paints and Drawing Sheets will be provided. You are supposed to bring basic stationery (pencils, erasers, sharpeners, rulers, etc.) needed.
- Paint without using a brush. You may use your fingers, vegetables (which will be provided), or any other natural tools. The tools you are using will be checked.
- You'll have to paint according to the theme which will be provided on the spot.

# Bellas Artes

*'Unleash your innovation as you create masterpieces!'*

## 4. Blind Art

- Event Info:

1. Team Composition : 2 members

2. Duration : 2 hours

3. Regulations:

- Paints, brushes, drawing sheets, etc. will be provided. You are supposed to bring basic stationery (pencils, erasers, sharpeners, rulers, etc.) needed.
- One of the team members who will be drawing and painting will be blindfolded and the other will instruct on how the drawing is supposed to be made.
- Don't touch the artist's hand when he/she is drawing.
- Instructor is not allowed to touch artist anywhere to give indications, only verbal communication is allowed)

## 5. Face Painting

- Event Info:

1. Team Composition : 1-3 members

2. Duration : 4 hours

3. Regulations:

1. Paints and Brushes will be provided. You are supposed to bring basic stationery (pencils, erasers, sharpeners, rulers, etc.) needed.
2. There can be any number of faces and painters in the team.
3. You'll have to paint according to the theme which will be provided on the spot.
4. PRECAUTIONS: Make sure that colors don't get into eyes or mouth. Rinse thoroughly if it happens. Contact the organizing team in case of any emergency.

\*Other details & rules will be announced on the spot.



# Lafz

*'Poetry Slam!'*

- **Event Info:**

1. Solo event
2. Time limit : 3 minutes

- **Regulations:**

1. The poem should be in Hindi/English completely with a few Urdu words allowed.
2. A person is allowed to recite only one poem.
3. The poem recited should be an original composition written by the participant.
4. Plagiarism will lead to disqualification.
5. You have to submit the poem you are going to recite before 1st February. Submission details will be shared on our website. Once submitted the poem can't be edited.
6. The use of unparliamentary/vulgar terms is not allowed.
7. The use of any music or prop is not allowed. However, you are allowed to use a piece of paper or mobile to refer to while reciting.
8. You will be judged on the basis of content, stage presence, voice modulation, fluency, vocabulary and overall impact.

# Online Literary Events

*'Show your writing skills here!'*

## 1. English Story Writing

- **Event Info:**

1. Solo Online event

- **Regulations:**

1. Entries should be in English.
2. Plagiarism will lead to disqualification
3. A person is allowed to submit only one entry. In case you submit more than one entry, only the latest one will be considered.
4. Word Limit is 2000 words
5. Theme : To be declared on 15th January on our website
6. Entries must be submitted in PDF form and must not be scanned copies or photographs of handwritten text.
7. The use of illustrations to aid your story is not allowed.
8. Submit before 1st February. Submission details will be shared on our website.
9. You will be judged on the basis of content, vocabulary, grammar, flow of the story and relevance to theme.

## 2. Hindi Story Writing

- **Event Info:**

1. Solo Online event

- **Regulations:**

1. The entries should be in Hindi and typed in Devanagari.
2. Plagiarism will lead to disqualification
3. A person is allowed to submit only one entry. In case you submit more than one entry, only the latest one will be considered.
4. Word Limit is 2000 words
5. Theme : To be declared on 15th January on our website
6. Entries must be submitted in PDF form and must not be scanned copies or photographs of handwritten text.
7. The use of illustrations to aid your poem is not allowed.
8. Submit before 1st February. Submission details will be shared on our website.
9. You will be judged on the basis of content, vocabulary, grammar, flow of the story and relevance to theme.

# Online Literary Events

*'Show your writing skills here!'*

## 3. English Poem Writing

- **Event Info:**

1. Solo Online event

- **Regulations:**

1. The poem should be an original composition written in English language.
2. Plagiarism will lead to disqualification.
3. A person is allowed to submit only one poem. In case you send more than one poem, only the latest one will be considered.
4. Theme : To be declared on 15th January on our website
5. Entries must be submitted in PDF form and must not be scanned copies or photographs of handwritten text.
6. The use of illustrations to aid your poem are not allowed.
7. Submit before 1st February. Details will be shared on our website.
8. You will be judged on the basis of content, vocabulary, poetic language and relevance to theme.

## 4. Hindi Poem Writing

- **Event Info:**

1. Solo Online event

- **Regulations:**

1. The poem should be an original composition written in Hindi. However, the use of a few Urdu words is allowed. It should be typed in Devanagari.
2. Plagiarism will lead to disqualification.
3. A person is allowed to submit only one poem. In case you send more than one poem, only the latest one will be considered.
4. Theme : To be declared on 15th January on our website
5. Entries must be submitted in PDF form and must not be scanned copies or photographs of handwritten text.
6. The use of illustrations to aid your poem is not allowed.
7. Submit before 1st February. Submission details will be shared on our website.
8. You will be judged on the basis of content, vocabulary, poetic language and relevance to theme.

# Debate

*'Come and raise your voice to win the argument!'*

## Event Info:

1. Solo event
2. Only three participants per college
3. Each participant will be provided a side of the motion randomly by the organisers .
4. Then the debate topic will be released and a preparation time of around 30 mins will be given to all the participants.
5. Then each speaker will present their arguments (time limit : 5-7 mins ) which will lead to the conclusion of the first round.
6. The next round will consist of question/answer session where each participant will be asked questions by all the other participants.
7. The question should not exceed a time limit of 45 secs and the complete question-answer session per participant should not last more than 10 mins.
8. Any participant can raise his/her hand and ask a POI (point of information) while a participating is presenting his/her argument. The speaker can choose to answer that question or not.
9. Also every participant will be provided the liberty to ask only one speaker a POI that they have to answer compulsorily. That POI will be a 'nuke'.

# Tamasha

*'Own the arena in the street play event!'*

- **Event Info:**

1. Team composition : 7 - 25 members
2. Time limit : 20 minutes from empty arena to empty arena

- **Regulations:**

1. The act can be in English or Hindi or both.
2. The time expended because of interruption due to applause will not be added to the timing of the play.
3. Exact copying of scenes will be considered plagiarism, and the penalization will be left to judges' discretion.
4. No pre-recorded voices or music is allowed.
5. Teams are expected to bring their own props.
6. In case the the teams need any props which they find difficult to bring themselves, they may write a mail to the event head. The availability of the props is not guaranteed and is subject to the discretion of the organising committee. In the instance the props are made available, it is the responsibility of the teams to return them in the same condition in which it was made available. They will be heavily penalised for failing to do so.
7. The losses/damage to the props that the teams bring is not the responsibility of organisers.
8. Any kind of fluid, flame, powders, glitters, heavy or sharp objects or any material which has possibility of tampering/damaging the arena is STRICTLY not allowed.
9. Obscenity, profanity and vulgarity is left to judges' discretion.
10. No team is allowed to practice on campus.

- **Judging Criteria (100 marks):**

1. Script and originality
2. Acting, Energy and Voice
3. Direction & Coherence in implementation
4. Creativity and Overall Impact

- **Penalty for exceeding time limit:**

1. Deduction of 5 marks per minute after the 20th minute.
2. After 25 minute, the team will be asked to leave the stage along with a penalty of 30 marks.

# Know-It-All?

*'Time to hone your quizzing skills!'*

- **Event Info:**

1. Team composition : 1-3 members

- **Regulations:**

1. Quizmaster's decisions are final and binding in all possible scenarios
2. There are three themes :
  - College Sci-Biz-Tech
  - College Sports & Entertainment
  - Open General Quiz
3. The round structure of the quiz will be elaborated upon at the event.
4. The use of unfair means (as determined by the quizmaster) will lead to immediate disqualification of the team from this event.



# ExTech

*'Showcase Appropriate Technology in this exhibition event!'*

- **Team Info:**

1. Team size – at most 4 members
2. Every team must have a unique name and it cannot be change during the event.
3. The team must be present in full strength during round 2 and 3 if selected.
4. The teams selected must report in time and the teams reporting 10 sminutes later then their al-lotted Time will be disqualified.
5. Only those students can apply who are either in an undergraduate or post graduate course in an institute and has/have made a project strictly based on the themes specified in the later section.
6. A person cannot be in more than one team.

- **Event Info:**

1. The event comprises of 3 rounds:
  - a. Online Registration and Essay for Project Description.
  - b. Poster and Prototype Presentation
  - c. Presentation and Q&A session.
2. The themes for the event are:
  - a. Sanitation & Waste Management
  - b. Agriculture
  - c. Energy and Environment
  - d. Healthcare
3. The projects presented in this event should be original and initiated within the past two years.
4. Although incomplete projects are not discouraged, participants should understand that such projects might end up receiving a lower score. In such cases it is expected that the project status be mentioned in the essay itself.
5. The team members should be the primary project leads i.e. we expect a team to compromise only of those members directly involved in the said project.
6. In case of any dispute in any round the decision of jury panel and the organizing committee will be final.
7. It is required that proper references are provided in the poster and the presentation.
8. Any form of plagiarism or inappropriate behavior will lead to immediate disqualification. Dishonesty is also discouraged and will have consequences.

- **Round I Specifications:**

1. The teams are be required to submit a 300-600 worded essay in their registration forms describing their theme & idea of project, the problem that the project addresses, the solution the project provides and the inspiration for the project (if any).
2. The language for report submission and further rounds must be in English.
3. The reports should ideally consider the technical, environmental and economic aspect of the project.
4. The deadline for the report submission in 25th January, 2020.

# ExTech

*'Showcase Appropriate Technology in this exhibition event!'*

- **Round 2 Specifications:**

1. Date of Round 2: 8th February 2020
2. The selected teams have to present an A0 sized poster strictly based on the project on the given day. \*\*Teams can present either a handmade or a printed poster.
3. Proper citations must be given for all tables, figures etc. used in the poster.
4. It is highly encouraged that the teams present a working prototype in the second and the third round.
5. On the poster presentation day teams have to present the poster and then they will be asked questions by the jury panel based on the poster and project.

- **Round 3 Specifications:**

This round consists of two parts:

1. The final round will be a presentation round consisting of two parts:
  - a. 15 minutes of presentation followed by
  - b. 15 minutes of Question and Answers by the panel.
2. The presentation must not exceed 15 minutes. The presenters will be notified of the 1-minute deadline by a ring of bell.
3. Proper citations must be given for all tables, figures etc. used in the presentation.

# Contact Us

*'For any doubts/queries regarding any event'*

- Overall Team Coordinator : Abhay Kajaniya - 7830252199, 8077945876
- Cultural Events Manager : Jatin Johri - 8859690970
- Technical Events Manager : Pranav Yeola - 9371617987
- Event Heads

A.I. Gaming	Rahul Kashyap	7696857811
Chaos	Mahipal Singh	9079797429
The Coding Triathlon	Siddharth Shah	6354574977
Line Follower	Raj Jagtap	9167292278
Race It Out	Jainam Jain	9082339636
Robo Soccer	Shreyas Pawar	9730587495
Battle of Feet	Medha Khitoliya	8585903472
Groove It	Saksham Goyal	6283344251
Cascading Amps	Aaryan Kadam	9137901402
Symphony	Aditi Saxena	8057518121
Capture It	Rahul Baviskar	9834778384
Behind the Scenes	Rahul Baviskar	9834778384
Film Wars	Rahul Baviskar	9834778384
Designer Hunt	Devang Jain	8764151448
Bellas Artes	Tushya Chheda	7016443939
Lafz	Kalyani Goyal	9518635739
Online Literary Events	Pallav Mathur	9602541702
Debate	Himali Goel	9029010945
Tamasha	Shirshendu Naveen	9918373258
Know It All	Sanya Vachher	8975372005
ExTech	Sahaj Jain	9822230859

- Email Us : [cultrang@iitgoa.ac.in](mailto:cultrang@iitgoa.ac.in), [cultrang.pr@gmail.com](mailto:cultrang.pr@gmail.com)

*Rulebook last updated on 16/01/2020. Keep Checking for Updates!*