www.dsvv.ac.in



### देव संस्कृति विश्वविद्यालय DEV SANSKRITI VISHWAVIDYALAYA

Gayatrikunj - Shantikunj, Haridwar -249411 (India) email: info@dsvv.ac.in • web: www.dsvv.ac.in

### Criteria 5

### 5.3.3: The institution conducts / organizes following activities:

- 1. Sports competitions/events
- 2. Cultural competitions/events
- 3. Technical fest/Academic fest
- 4. Any other events through Active clubs and forums

Report of the Technical fest/academic fests along with photographs appropriately dated and captioned year- wise.

### Report of the Technical fest/academic fests along with photographs appropriately dated and captioned year- wise.

At Dev Sanskriti Vishwavidyalaya (DSVV) in Haridwar, students and researchers from the Artificial Intelligence Center and the Department of Computer Science have taken the initiative to organize various academic fests, including hackathons and tech festivals, every year. These events serve as platforms for innovation, collaboration, and skill development among students, fostering a vibrant academic culture within the university.

### **Annual Academic Fests**

Each year, DSVV hosts a series of academic fests that highlight the talents and creativity of its students. The primary events include:

**Hackathons:** These intensive coding competitions challenge participants to develop innovative solutions to real-world problems within a limited timeframe. Students collaborate in teams, enhancing their teamwork and problem-solving skills while gaining practical experience in software development.

Tech Fests: The tech festivals at DSVV feature a variety of activities such as workshops, project displays, and competitions tailored to different areas of technology. These fests not only allow students to showcase their projects but also encourage interaction with industry experts and alumni.

### **Student Involvement**

The organization of these events is entirely student-driven. Teams from the AI Center and Computer Science Department work diligently to plan and execute each fest. This involvement includes:

Event Planning: Students brainstorm themes, set objectives, and outline event structures. They are responsible for logistics, marketing, and participant engagement.

**Execution:** On the day of the events, students manage registrations, coordinate activities, and ensure smooth operations. This hands-on experience is invaluable for developing leadership and organizational skills.

### Impact on Learning

### The academic fests have significantly impacted the learning environment at DSVV:

**Skill Development:** Participants enhance their technical skills through workshops and competitions. Events like coding challenges and project expos encourage students to apply theoretical knowledge in practical scenarios.

Networking Opportunities: The fests attract industry professionals who serve as judges or speakers. This exposure allows students to network with potential employers and gain insights into industry trends.

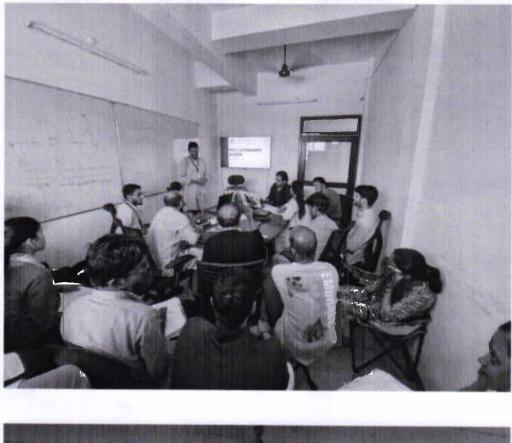
**Innovation Promotion:** By encouraging students to think creatively and collaboratively, these events foster a culture of innovation. Students are motivated to explore new ideas and technologies, preparing them for future careers in tech.

The annual academic fests organized by students at DSVV exemplify the university's commitment to fostering a dynamic learning environment. Through hackathons and tech festivals, students not only develop essential skills but also build a strong community centered around collaboration and innovation. The continued success of these events underscores the importance of student initiative in shaping an enriching academic experience. As DSVV moves forward, it will undoubtedly continue to empower its students to lead in technology and innovation through these impactful initiatives.

2 m/con Juy

SHARAD PARDHY Vice Chancellor : Dev Sanskriti Vishwavidyalaya Gayntrikunj, Shantikunj, daridwar 249411

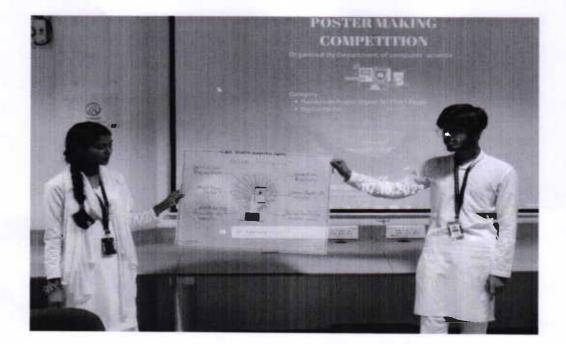
Dev Sanskriti Vishwavidyalaya, Haridwar, Uttarakhand, India, PIN 249411





SHARAD PARDHY Vice Chancellor Dav Sanskriti Vishwavidyalaya Gavetrikunj, Shantikunj, Endwar 249411 Dev Sanskriti Vishwavidyalaya, Haridwar, Uttarakhand, India, PIN 249411

Email - Info@dsvy.ac.in Website - www.dsvy.ac.in





Sapla

### SHARAD PARDHY Vice Chancellor Dev Sanskriti Vishwavidyalaya Gayatrikunj, Shantikunj. Dev Sanskriti Vishwavidyalaya, Haridwar, Uttarakhand, India, PIN 249411

Email - Info@dsvv.ac.in Website - www.dsvv.ac.in



DEV SANSKRITI VISHWAVIDYALAYA

### **DSVV STUDENTS CLUB PRESENTS**

# 5XHR SESSION REPORT



# TABLE OF CONTENTS

01

**Poster Design and Promotion** 

02 Introduction

03 Session Report

04 Conclusion

and

SHARAD PARDHY Vice Chancellor Dev Sanskriti Vishwavidyalaya Gayetrikunj, Shantikunj, Peridwar 249411

DSVV Students Club - 5XHR Session Report 2024

# **MAIN POSTER**



DEV SANSKRITI VISHWAVIDYALAYA

Dev Sanskriti Students Club

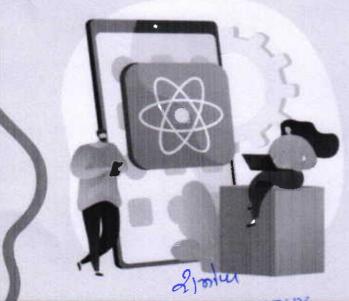
### Presents Saturday Activity Session 5XHR ACTIVITY

Best out of Minutes For the Students By the Students

COMPUTER SCIENCE DEPARTMENT FOR ALL CS BATCHES



April 13th, 11 p.m. to 12:20 p.m. Venue: B.Sc.IT Lab



By: Priyanshu Verma

DSVV Students Club - 5XHR Session Report 2024

# **EVENT LIST POSTER**



DEV SANSKRITI VISHWAVIDYALAYA

### SATURDAY ACTIVIT 5XHR ACTIVITY BEST OUT OF MINUTES

13 APRIL 2024

### **EVENT LIST**

- 11:00 How to make PPT | Rasesh BIT 6th sem
- 11:05 Git Clone | Abhishek MCA 2th sem
- 11:10 Mini Code | Rupesh BIT 6th sem
- 11:15 Trending Tech | Shubham BIT 6th sem
- 11:20 PPT | Akshat BCA 6th sem
- 11:25 Logic Building | Prafful BIT 6th sem
- 11:30 Observational Skill Enhancement | Priyanshu BIT 6th sem
- 11:35 Cellular Generations | Amritanshu BIT 6th sem
- 11:40 Maths Trick | Jai MCA 2th sem
- 11:45 Word to Word | Omkar BCA 6th sem
- 11:50 Poster Making (Photoshop) | Satyam BCA 6th sem
- 11:55 AI Tools | Gaurav BCA 6th sem
- 12:00 Quiz on Computer Concept | Sudhanshu BCA 6th sem

### FOR THE STUDENTS BY THE STUDENTS

DHY

alaya

By: Rasesh Chandrayan

DSVV Students Club - 5XHR Session Report 2024

# INTRODUCTION TO 5XHR

This session was the outcome of a creative one-on-one interview. During this activity, some of our prestigious university professors found great potential in the students and inspired them to prepare a Saturday activity session for the students of the computer science department. Priyanshu Verma and Rasesh Chandrayan B.Sc.IT 6th Semester led this opportunity. Therefore the activity concept was presented and was named 5XHR by Priyanshu.



CREATIVE SESSION

The 5XHR Session is an abbreviation of "Multiple 5-minute duration session in an hour"

Similar

SHARAD PARDHY Vice Chancellor Dev Sanskriti Vishwavidyalaya Gayatrikunj, Shantikunj, Haridwar 249411

DSVV Students Club — 5XHR Session Report 2024

# **SESSION REPORT**



### HOW TO MAKE A PPT

- Presenter: Rasesh
- Course: BIT 6th sem
  - Outline:
  - Introduction to PowerPoint
  - Basics of slide creation
  - Rules (10-20-30)
  - Using visuals for better delivering
  - Tips for effective presentations

### GIT CLONE

- Presenter: Abhishek Tiwari
- Course: MCA 2nd sem
- Outline:
  - Introduction to Git
  - Understanding the Git clone
     command
  - Cloning a repository from GitHub
  - Best practices for Git cloning









### MINI CODE

- Presenter: Rupesh Kr Pandey
- Course: BIT 6th sem
- Outline:
  - Overview of mini-coding
  - Examples of mini-coding in various programming languages
  - Regular code vs mini code
  - Resources for learning and practising mini-coding

### TRENDING TECH

- Presenter: Shubham Soni
- Course: BIT 6th sem
- Outline:
  - Introduction to trending technologies
  - Current trends in the tech industry
  - Implications of trending tech in various sectors
  - Opportunities for students in trending technologies

### PPT(PYTHON BASICS)

- Presenter: Akshat Sharma
- Course: BCA 6th sem
- Outline:
  - Basics of Python programming
  - Versions of Python, Variables, Functions, etc.
  - Python has advantages over other programming languages

### DSVV Students Club — 5XHR Session Report 2024

Haridwar 24941



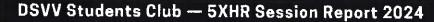
### LOGIC BUILDING

- Presenter: Prafful Tyagi
- Course: BIT 6th sem
- Outline:
  - Importance of logic building in programming
  - Basic logic-building exercises
  - Strategies for improving logical thinking skills
  - Application of logic in problemsolving

### **OBSERVATIONAL SKILL ENHANCEMENT**

- Presenter: Priyanshu Verma
- Course: BIT 6th sem
- Outline:
  - Understanding observational skills
  - Picture Perception Test
  - Game for testing observation abilities
  - Benefits of improved observational skills

aridwa





### CELLULAR GENERATIONS

- Presenter: Amritanshu Raturi
- Course: BIT 6th sem
- Outline:
  - Overview of cellular generations
  - Evolution of mobile
     communication technologies
  - Features and capabilities of each generation
  - Prospects of cellular technology

### MATHS TRICK

- Presenter: Jai Saini
- Course: MCA 2nd sem
- Outline:
  - Introduction to mathematical tricks
  - Examples of quick calculations for squares of numbers
  - Techniques for quick calculations
  - Applications(competitive exams,fast calculations)



# CONCLUSION

The event was a great experience for all the listeners and as well as the speakers.

A massive potential was discovered, which the students and respected teachers appreciated. The students promised a trend cycle for the 5XHR Session.

### Comments by the students:

"This was a new and Interesting approach towards future learning" "Having to describe my topic in 5 minutes was a difficult task yet self-assuring" "Maximum usage possible in an hour" "Got to learn so much in so little time" and more...



### **Organizing Team**

Priyanshu Verma B.Sc.IT 6th sem Rasesh Chandrayan B.Sc.IT 6th sem

We thank you for your continued support in our efforts to contribute to the DSVV Student CLUB Activities.

NAME	COURSE	NUMBER	EMAIL
RASESH CHANDRAYAN	BSC.IT 6TH SEM	8756902035	raseshchandrayan@gmail.com
ABHISHEK TIWARI	MCA 2ND SEM	9838225163	akshattiwariakshattiwari5613@gmail.com
RUPESH KR PANDEY	BSC.IT 6TH SEM	6993911717	rk9464612@gmail.com
SHUBHAM SONI	BSC.IT 6TH SEM	6265625762	shubhsoni180@gmail.com
AKSHAT SHARMA	BCA 6TH SEM	7668869328	akshatsanjaysharma@gmail.com
PRAFFUL TYAGI	BSC.IT 6TH SEM	8756902035	parfultyagi925@gmail.com
PRIYANSHU VERMA	BSC.IT 6TH SEM	7340067070	vermapriyanshu0308@gmail.com
AMRITANSHU RATURI	BSC.IT 6TH SEM	7302333537	raturiappu2001@gmail.com
JAI SAINI	MCA 2ND SEM	9105471791	sainijai071@email.com

Vice Chancellor Dev Sanskriti Vishwavidyalaya Gavetrikunj, Shantikunj,

SHARAD PARDHY

DSVV Students Club - 5XHR Session Report 2024 dwar 249411





## DEV SANSKRITI VISHWAVIDYALAYA

The Utsav 2024 event, organized by Dev Sanskriti Vishwavidyalaya (DSVV), is a grand celebration of culture, spirituality, and education scheduled to take place from February 22 to February 25, 2024

This four-day extravaganza aims to showcase the rich heritage and values that DSVV embodies, while also providing a platform for intellectual discourse and cultural exchange.

### **Event Overview**

The Utsav 2019 to 2024 is designed to be a multifaceted event, incorporating various activities and programs that cater to different aspects of holistic development. The event is structured around several key components:

Spiritual Sessions: Daily spiritual discourses and meditation sessions are planned to nurture the inner growth of participants

Cultural Performances: The event will feature a diverse array of cultural performances, including music, dance, and theatrical presentations that highlight India's rich artistic traditions

Academic Symposiums: Scholarly discussions and presentations on topics related to Vedic wisdom, modern science, and their integration are scheduled throughout the event

**Exhibitions**: Various exhibitions will be set up to showcase the university's achievements, student projects, and traditional arts and crafts

### **Participation and Attendance**

The Utsav 2024 is expected to draw a large number of participants from various backgrounds:

- Students and faculty members from DSVV and other educational institutions
- Spiritual seekers and practitioners
- Cultural enthusiasts and artists
- Academicians and researchers
- · General public interested in Indian culture and spirituality

The event organizers anticipate thousands of attendees over the three to four-day period, making it one of the largest gatherings of its kind in the region

SHARAD PARDHY Vice Chancellor Dev Sanslutti Vishwavidyalaya Gayatrikunj, Shantikunj, Haridwar 249411

### Significance and Impact

The Utsav 2019 to 2024 holds great significance for DSVV and the broader community:

**Promotion of Cultural Values**: By showcasing traditional arts, music, and dance forms, the event plays a crucial role in preserving and promoting India's cultural heritage

Spiritual Awakening: The spiritual sessions and discourses aim to inspire participants towards inner growth and self-realization

Academic Exchange: The symposiums and presentations provide a platform for intellectual discourse and the exchange of ideas between scholars and students

**Community Engagement**: The event serves as a bridge between the university and the wider community, fostering a sense of unity and shared purpose

### **Organizational Efforts**

The successful execution of Utsav 2024 requires extensive planning and coordination:

Logistics: Arrangements for accommodation, transportation, and catering for thousands of participants are being made

**Program Scheduling:** A detailed schedule of events, ensuring a smooth flow of activities across multiple venues, has been prepared

Security and Safety: Measures to ensure the safety and well-being of all attendees are being implemented

Publicity and Outreach: Efforts to promote the event through various media channels and personal invitations are underway

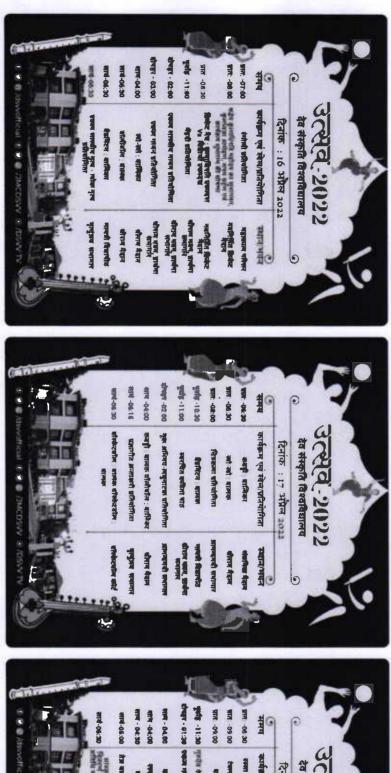
The Utsav 2024 at Dev Sanskriti Vishwavidyalaya promises to be a landmark event that celebrates the integration of ancient wisdom with modern education. It reflects the university's commitment to holistic development and cultural preservation. As the event unfolds, it is expected to leave a lasting impact on participants, fostering a deeper appreciation for India's spiritual and cultural heritage while promoting academic excellence and community engagement

SHARAD PARDHY Vice Chancellor Dev Sanskriti Vishwavidyalaya Gayatrikunj, Shantikunj, Haridwar 249411

# **Poster Published for invents**

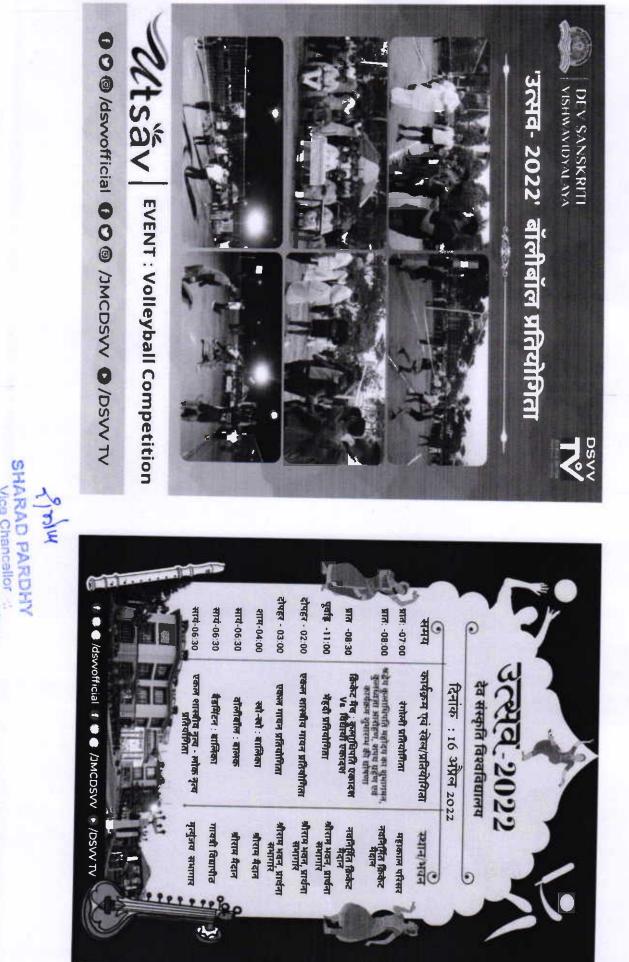
# https://www.dsvv.ac.in/utsav-2024/

SCHEDULE



SHARAD PARDHV Vice Chancellor ... Dev Sanslutti Vishwavidyalaya Gayetrikunj, Shantikunj, Horidwar 2494.11





Dev Sanskriti Vishwavidyalayn Gayatrikunj, Shshtikunj, Horidwar 249411

Vice Chancellor

atsav 00 /dsvvofficial 00 /JMCDSVV 0/DSVV TV DEV SANSKRITI VISHWAVIDYALAYA 'उत्सव- २०२३' : चेस प्रतियोगिता **EVENT** : Chess Competition **N** SHARAD PARDHY 2)3/4 Vice Chancellor - 3 atsav 00 @ /dswofficial 00 @ /JMCDSVV 0 /DSVV TV 'उत्सव- २०२३' : स्टाफ बैडमिंटन प्रतियोगिता VISHWAVIDYALAYA DEV SANSKRITI **EVENT : Staff Badminton** え Dsvv

Dev Sanskrill Vishwavidyalaya

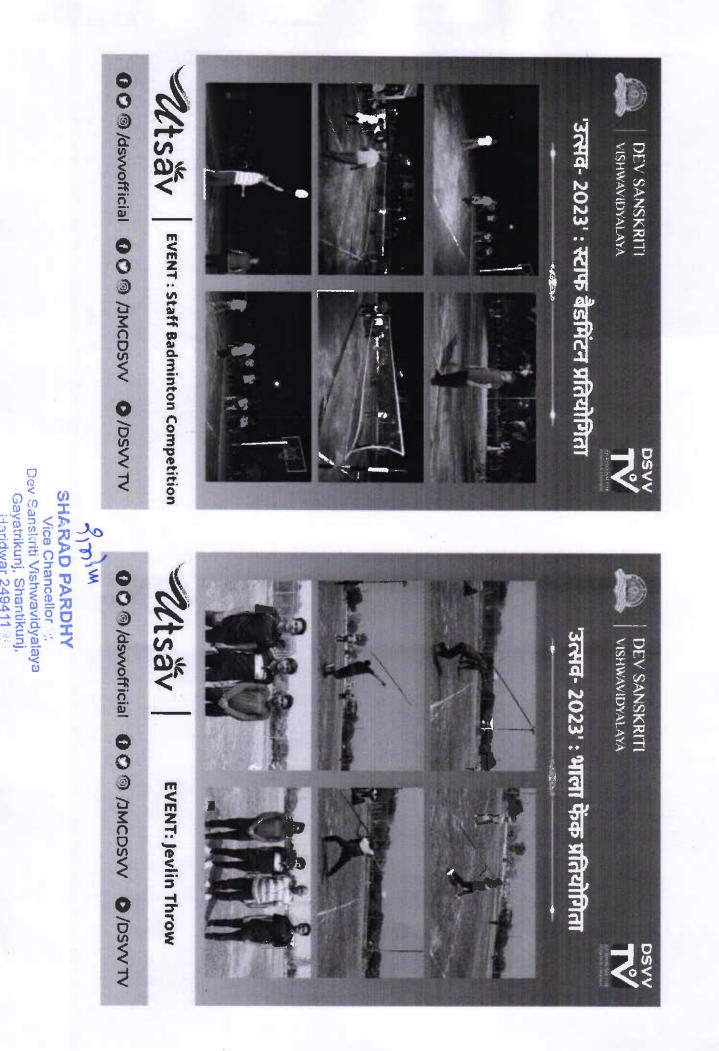
Gayotrikunj, Shantikunj,

Harldwar 249411 VE

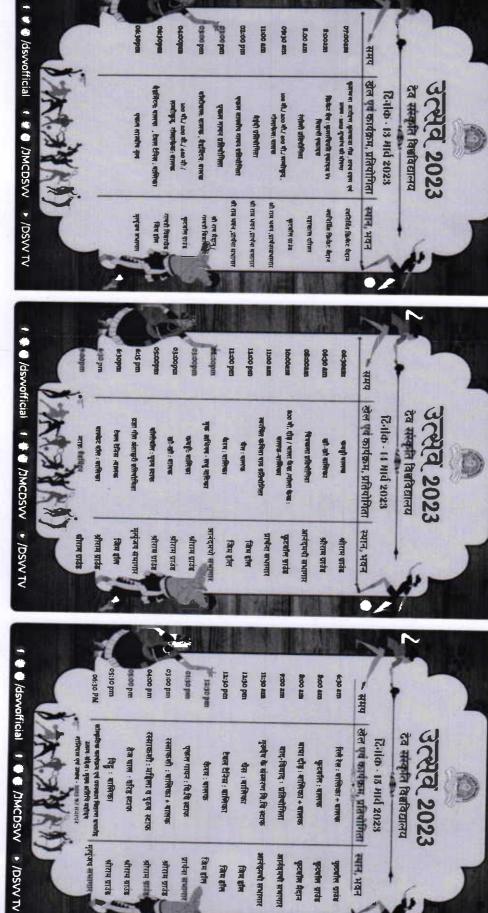
atsav 00 % /dswofficial 00 % /JMCDSVV 0 /DSVV TV 'उत्सव- २०२३' : वाद-विवाद प्रतियोगिता VISHWAVIDYALAYA DEV SANSKRITI **EVENT : Debate Competition** Dev Sanskriti Vishwavidyalaya Gayotrikunj, Shantikunj, 2 SVV SHARAD PARDHY Vice Chancellor 2 pinie Utsav 00 % /dswofficial 00 % /JMCDSW 0 /DSW TV <u>'उत्सव- २०२३' : नुक्कड नाटक प्रतियोगिता</u> VISHWAVIDYALAYA DEV SANSKRITI **EVENT : Nukkad Natak** て Svv

5×0×0





bay Sanskrill Vishwavidyalaya BHARAD PARDHY Gayatrikuni, Shanilkuni, mar Vice Chancellor .... 4-ridwar 249411 ?!



आनंदमची सभागार जानंदयको समापार

कृटवीन मेदान

कृत्यांग सार्वह

कृत्यांस प्रावंध

जिम हॉल

प्रार्थना सभागार

भीराम प्राउंग

भीराम माउह

प्रीराम 💷

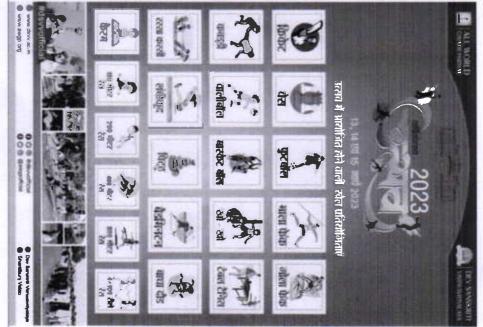
श्रीराम प्राउंड

खेल एवं कार्यक्रम, प्रतियोगिता

स्थान, भवन

ິງ (ຈາ) Wi SHARAD PARDHY Vice Chancellor ∵ Dev Sanskriti Vishwavidyalaya Gayatrikunj, Shantikunj, Haridwar 249411 //







# OUR REGISTRATION CENTER

Interested participants can register their name at our 2 registration center. You can enroll your name in your intrested games. So please kindly register your name and take participation and get a chance of wining amazing awards.

### LOCATION FOR REGISTRATION



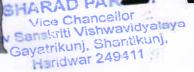
Mess Hall

Canteen

- 7
- Department of Tourism







# GAME ZONE



### Face Painting

### (Rules & regulation)

- Participants will have to take their own colors and other useful things. Department will not provide anything.
- Participants will have to take their partners with them.
- Time limit will be 30min.
- Participants will have to make the art according to the given theme.

### JAM

### (Rules and Regulation)

- 1. The competition is open for all.
- Topics will be given to the contestant before the JAM session starts and prior to that 1 minute will be given for thinking on that particular Topic
- There will be only 1 minute given to speak on the particular Topic.
- There is no self-introduction required in the beginning of the session.
- Not being able to speak on the particular topic provided will lead to disqualification
- The participant will be judged on the basis of fluency of communication, the way of delivering a speech within the time slot, and uses of vocabulary.
- There will be a negative marking if the participant gets stuck/stops in middle of his/her speech.



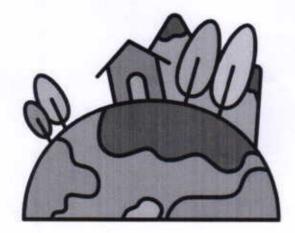
### Mehandi Competition

### (Rules & Regulation)

- Participants have to apply mehandi to their partner's hand or their own hand.
- Mehandi design should be on hand till the elbow.
- Judgment will be done on the basis of design and neatness and creativity.
- Time limit:- 30 min

SHARAD PARDHY

- Mehandi cones will be provided by the Dept.
- Mehandi design must be covered one hand.
   ລາກັບ



### RANGOLI COMPETITIONS

### **RULES:-**

- Rangoli will be made by using only white flour (aata) and turmeric powder (haldi).
- No other colors are allowed
- Rangoli materials will be provided on the spot to every participant.
- Rangoli should be based on a theme only.
- There will be only one round of competition.
- Maximum time to complete the Rangoli is one hour.

### Seven Stone

- The throwing seeker cannot come too close to the piled-up stones while attempting to knock them over. They have to do so from behind a line marked on the ground.
- If the person trying to knock down the pile cannot do it in three tries, they are considered out.
- If the thrower's ball does not knock down the pile and is caught by an opponent four times after the first bounce then the thrower is out.
- Each team contains an equal number of players.
- Piles of flat stones contain 7 or 10 stones.
  Hitters cannot run with the ball to hit the
- Hitters cannot run with the ball to hit the seekers.
- The seeker, after restoring the pile of stones, says the game's name to announce the reconstruction of the pile of stones.
- If the ball is thrown by the thrower and hits the piles and the opposite member catch the ball then the whole team is out





### Best Out of Waste Competition

**1**.Participants will show their creativity and talk about it in a two minute video

2. Waste material could be anything like tetra packs, bottles, newspapers, old utensils, jute material or any second hand items that otherwise would be thrown away.

3. The item would be rejected if not found to be a waste product or second hand item.

No ready or semi-finished model or matter would be accepted from participant in competition.

 Participants will be judged on creativity, utilization of resources, artistic composition & amp; design, ecofriendly

rating, utility of the product and overall Presentation. 6. The decision of the judges will be considered final and abiding.





### Lemon Race

The spoon should be in the mouth of the player going for the

race when the race starts till the ending of the game. If the

player drops it, the game is lost and he is out of the race.

□ The hands cannot be used to adjust the spoon or the lemon balanced on the spoon once the game kicks off

The participants should begin the race only when they see particular signal or hear a determined voice. They should all start at the same time.

If the player touches the spoon with a finger or any foul method as sticking the lemon to the spoon is found, a penalty can be imposed.

### lce water (Baraf paani)

In this game one paricipant from the all the participant will freeze

the other teammate by touching them. The player should freeze 3 participants of the other teamn to win.

Player should not push or harm the other participants, all have to play gently with joy.

SHARAD PARDHY

avidyalaya





### POSTER MAKING COMPETITION

 Drawing / painting must be on white sheet of A4 size which will provided at the venue.

Acceptable tools of drawing / painting include pencil, crayon, sketch, pastel, water color, poster color, etc.

Participants should bring their own colors, brushes etc.

The theme should be the main focus of the poster.

Time limit is 60 minutes.

• Name and class/course of participant must be clearly mentioned on the back of poster.

Participants will be judged on the basis of creativity, innovation and design.



### CULINARY COMPETITION

□ It should be an individual effort of an individual .

Competitors must attend and participate on the date and at the time

allotted to them.

□ You will be given the cooking time. The food has to be prepared from the

hostel itself.

 Food should be unique whether it is sweet or spicy.
 Participants will be judged on

Participants will be judged on the basis of creativity, innovation and design.

### SLOGAN WRITING COMPETITON

• It is theme based competition above mentioned.

It must be on white sheet of A4 size.

 Slogans can be in both Hindi or English languages.

 If the slogan is voiced, the entry copied from somewhere else will not be accepted.

• It should be clearly scanned and easy to read.

• Acceptable tools of writing include pencil, sketch, pens.



### SUDOKU

### Matches round Round 1

Each participants will be given 10 minutes for this round.

you can use pencil or either pen .

### Round 2

qualified participants will be given 08 minutes for this round.

only pen will be allowed.

### Round 3

PARDHY

for final round time limit is 5 minutes only pen will be allowed.



### **Spelling Bees**

### **Matches round**

Round 1: preliminary round

- The pronouncer will repeat the word twice. the participant is allowed to ask the definition or origin of the word.
- Each speller will need to repeat the given word
- There is no reduction point in this round.
- Time limit 30 sec.
- 10 Question 1 mark.

### Round 2: Semi final round

- Qualified participants will be divided into groups. Participants are not allowed to ask the explanation of the word.
- Pronouncer will not repeat the word twice.
  Time limit 20 sec.
  5 question for each group.
  5 Question 2 marks.
  Round 3: final round

  - No Time Limit,
  - The candidate who will answer first and correctly would be the winner.

### Mantra Chanting

- Chanting the mantra loudly in a rhythm.
- Not chanting aloud but it in a low voice or simply recalling the mantra with lip movement.
- Read from the book.
- After chosing the slip according to that you read the mantra.

2 mill SHARAD PARDHY

Vice Chancellor

/ishwavidyalaya





### SUDOKU

### Matches round Round 1

Each participants will be given 10 minutes for this round.

you can use pencil or either pen .

### Round 2

qualified participants will be given 08 minutes for this round.

only pen will be allowed.

### Round 3

for final round time limit is 5 minutes only pen will be allowed.





### **Musical chair competition**

- Play the music and have the players walk around the perimeter of the chair circle.
- When the music stops, everyone must immediately sit in a chair.
- The one person left standing it out.
- Remove another chair and continue until only one person is left.

### **Poetry Compitition**

- Entries must be written in English and Hindi
- The poetry is based on tourism .
- Submit your poem as text .
- Submission date :
- The title of the poem should be clearly stated.
- The length of the poem should be a minimum
- of 60 words or a maximum of 180 words.
- Your poem can be neatly handwritten
- The entries should be original and not copied only

HARAD PARDHY

from any source.



### **Quiz Compitition**

- 1. Only Single participation is allowed.
- · 2. The medium of the questions will be only English.
- 2. There will be no screening round.
- 3. All the participants can play all the rounds.
- 4. On the average score derives from all the rounds, winners will be declared.
- 5. There will be certain time span for each round.
- 6. If there is any tie up among the participants about average score, it will be solved by taking another round or set of rounds.





### Sack Race

- Have the groups form their lines. There must be 3 meters distance from each group. Give each group a sack. Big size of sack is preferable for comfortable movements.
- 3. Put a chair in front of the group at least 10 meters distance away from them. The chair will serve as their point of reference.
- 4. The first person in each the line will be the first participant of the race. The participant will step inside the sack, heads out holding the sides of the sack by his both hands.
- 5. Then the "GO" signal is given, they hop towards the reference point the chair) go around the chair and hop back to their lines.
- 6. When they reach back to their line in the group, the next participants will follow doing the same procedure until all of them in the group will be able to participate.

### **Slow Cycle Race**

- Riders must stay in their lane and cannot gobackwards.
- Riders cannot touch the ground with their feet or anything else on their person or bicycle.
- Any rider who goes backward, rides out of the lane or touches the ground is

disqualified.

- Last one across the finish line wins, and advances to the next round of heats
- Riders must wear helmets and ride a standard2-wheel bicycle.
- In a heat where no rider crosses the finish line, the last rider standing before

disqualifying wins



### **Treasure Hunt**

- Each group must have at least 3 and at most 5 members. Teams can be formed between any students of the college.
- Questions will be provided to the team leaders in batches as soon as the event starts.
- Answers must be sent as group selfies in front of / with the subject of the answer.
- Players will be allowed to change their answers to a question only once upon request. They can do so for a maximum of 3 questions, that too near the end of the event.
- The next batch of questions will be sent to the team leader when all the questions of the current batch are answered.
- Multiple wrong answers/spamming will lead to immediate disqualification from the game, and disciplinary action will be hetaken.